

Deep Pearl

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Brad P. Hudson

The Knightly Conclave needs to find a stolen gem to secure the future safety of Chendl. So why is the Noble Council getting in the way? The PCs receive a dose of petty politics in a role-playing intensive adventure for characters levels 1-4.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

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

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	4 players	5 players	6 players	7 players	Lvl Cap
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

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

Lifestyle

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

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

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

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

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	3 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Deep pearls are unique jewels formed far underground inside of a rare, pool-dwelling species of oyster. Deep pearls are tinted with a distinct violet hue that easily marks them from normal pearls, and they are usually larger than a normal pearl (a result of the heavy sediment in most underground waterways). Finding the oysters that create deep pearls is hard—finding one with a proper deep pearl, even harder. So when a small team of dwarves examining a new mineshaft in the Lortmils happened upon a small pool of the mollusks, and when they found a fine quality deep pearl inside one of these mollusks, word quickly spread.

The news soon reached the royal city of Chendl, and King Belvor's Chamber of Four. It was welcome news, for the Chamber—Belvor's personal quartet of elementalists—have been seeking a deep pearl for some time. Karzalin, head of the Chamber of Four, has been secretly preparing a series of powerful wards and protective spells, which he eventually intends to cast upon the walls of Chendl. Once in place, Karzalin hopes the spells will protect the city against future sieges of the type that crippled the Kingdom during the Greyhawk Wars. While Belvor is not wholly in support of such a move, Karzalin's influence is such that the idea is being considered.

Karzalin has managed to wrap a myriad of spells into a single solemn, complex magical ceremony, and has been making plans to execute it. To accomplish this, he has been trying to gather the necessary spell components. The ceremony requires a number of rare and expensive components. One particular component that had eluded him and thwarted the Chamber's plans to protect the city, was a single deep pearl.

Upon hearing of the dwarves' discovery, Karzalin quickly dispatched diplomats to the Lortmils to bargain for the pearl. Negotiations ensued, a fair price was determined, and the deep pearl was acquired. Chendl was one step closer to being safe.

Meanwhile, word of the deep pearl's discovery had reached other ears. Small pockets of worshippers of Beltar, the Suel goddess of caves, pits, and malice, lurk in many places on Oerth. One of these pockets thrives in the Lortmils, a range threaded by the kinds of caves, pits, and caverns that Beltar rules over, and the kinds of places where the deep pearl was found. Indeed, to worshippers of Beltar, deep pearls are sacred relics; objects of immeasurable worth placed by the goddess herself in the deepest pools of the deepest parts of Her realm.

The head of the cult of Beltar in the Lortmils, a deviously intelligent half-orc named Paeder Darklin, wasted no time in trying to acquire the deep pearl. Three dwarven followers of Beltar attempted to steal the pearl, but they were too late—it was already heading for Chendl. Furious, Paeder dispatched his daughter, Katiss, along with two trusted acolytes and a small contingent of

humanoids loyal to Beltar. Katiss was charged with getting the deep pearl swiftly and quietly, and by any means necessary.

Paeder also sent word to Laircon Darkblade, a thief and fence in Chendl whom Paeder—once a resident of Furyondy—knew was sympathetic to the church of Beltar. Laircon set to work talking to his contacts, finding out anything he could about the pearl or the city's plans for it. Information was scarce, and he learned little—except for the name of a jeweler, Oben Gemsetter. Gemsetter had done work for the King in the past. He was knowledgeable in rare and special gems and would know a deep pearl if he saw one. It was possible that, in some capacity, Oben would be called upon when the deep pearl reached Chendl.

Having nothing else to go on, Laircon began to watch the jeweler's shop. When Katiss and her entourage arrived, the watch began a stakeout. They watched the shop for the better part of two weeks, and eventually, their persistence paid off. Not only did agents of the King arrive at the shop under cover of night, but the deep pearl was in their possession for Gemsetter to authenticate. Laircon acted quickly, dispatching the King's agents (including a minor Knight of the Hart) and retrieving the pearl. He and several of Katiss' orcs also abducted Oben Gemsetter, to authenticate the pearl for themselves. They are now hiding out in Laircon's warehouse, waiting for the heat to die down so that they can steal the deep pearl out of Chendl, and deliver it to Paeder.

The City of Chendl

This scenario takes place in Chendl, royal capital of the Kingdom of Furyondy. Chendl is a city newly rebuilt, having just recovered from the terrible siege of the Greyhawk Wars. Prices are always double the prices listed in the PHB, and quality items can be triple PHB prices.

The Royal Capital of Chendl is located at the center of Fairwain Province. Chendl is a most magnificent city, designed from ground up with architectural elegance and precision. Chendl sports strong walls and has wide canals, hanging gardens, broad boulevards, elegant sculptures, and ample public parks. Continual flame lanterns shine brightly along richer boulevards. The City Guard keeps the peace, controls the riff-raff, and makes sure the laws of the city are strictly enforced.

King Belvor IV lives in Chendl in a majestic palace of gold-veined white marble, with a central gleaming transparent dome filled with exotic plants and birds. The Palace grounds hold a temple to Heironeous, the god of valor.

The citizens of Chendl are very law abiding and the city's alignment is strongly Lawful Good. Chendl has a sordid side, but not a very large one—there are no real slums or shadier districts, and the Thieves' Guild is struggling to survive. Only the most daring of rogues can make a profit in the city.

Heironeous is the major faith in Chendl, and High Priest Garaeth Heldenster is a major ally of the King. Other notable religions in Chendl include St. Cuthbert,

Rao, Trithereon, and Delleb; each of them has a major temple within the city.

Politics

There are two major political forces working under the King in Chendl—the Noble Council and the Knightly Conclave.

Noble Council: The King's direct cadre of advisors is known as the Noble Council. The Council is made up of members of Furyondy's "Seven Families," one member representing each of the provinces outside of Fairwain (the King himself represents Fairwain's interests). If any group wields as much power in Furyondy as the King does, it would be the Council.

Gilbair le Ronde, who plays a significant off-stage part in this module, represents the Duchy of the Reach on the Council. He is known as a cunning diplomat, and an insatiable epicure.

Knightly Conclave: A group of minor and impotent nobles who debate issues and offers their "advice" to the King. While the King relies on their support, the power these nobles wield is limited, at best, and they fall well below the Noble Council in both power and influence. Their main speaker goes by the ridiculously formal and archaic name of the "Cerise Pursuivant Dragon."

The Noble Council is always looking for ways to curry favor with Belvor, and perhaps boost their power and influence. Deep Pearl represents one such attempt.

Gaming in Chendl

Coinage: While in the borders of the Kingdom, prices will be stated in Furyondian coinage: paladin, platinum; wheatsheaf (or "sheaf"), gold; knight, electrum; sheridan, silver; common, copper.

Reaction Adjustments: The people of Chendl do not like any reminders of the siege or the Wars. For this reason, half-orcs are particularly disliked—Iuz's armies contained large numbers of goblinoids, including orcs and half-orcs. DMs should role-play these reactions and impose situation modifiers to ability checks as appropriate.

Within Chendl, barbarians are sometimes spurned as uncouth savages, ill fitting the high-class society of the city. Ranked nobles will interact with barbarian PCs with an obvious level of disdain, and the DM should role-play these situations appropriately.

In addition, crude or uncouth PCs—especially barbarians—are looked down upon distastefully in Chendl, where money and class rule. Barbarians, especially, will face rudeness and insult as they travel the city. Role-play encounters with barbarian PCs to reflect this.

This leaves half-orc barbarians in a poor situation in Chendl. Some in Chendl will refuse to speak with them; others will actively avoid them.

Adventure Synopsis

The PCs are staying at the Rusty Pommel, the most affordable inn in Chendl, when Helissa Darwoden, an agent of the Knightly Conclave, approaches them. Helissa wants to hire the PCs on the Conclave's behalf to track down a stolen object—a deep pearl. The object was stolen from Oben Gemsetter's workshop, where it was taken for appraisal and authentication. A Knight of the Hart and two of the King's men were killed in the robbery and Oben is missing. Helissa agrees to pay the PCs 40 wheatsheaf if they find the pearl.

Oben Gemsetter's shop will be the first obvious place to look for clues. The shop looks as if it has been robbed, but little is missing, save for the deep pearl. The alleyway door is open, and out back the PCs may discover their first clues—a carved symbol, and a trail of footprints.

Questioning shopkeepers whose shops are nearby will reveal some clues as to the identity of the thieves, as well as point towards another clue—an orcish cleric of Beltar, hiding in an abandoned storefront. The orc carries on him a map that, when combined with the clues in the alleyway behind Oben's shop, will lead the PCs to the thieves' hideout.

Meanwhile, another interested party arrives on the scene—a group of adventurers hired by the Noble Council. A potential face-off ensues, and the PCs may find themselves arrested, or worse, if they're not careful.

Finally, the PCs will make their way to the warehouse district. The thieves are hiding in this district, waiting for the heat to die down before smuggling the pearl out of Chendl. The PCs face hobgoblin guards before their final confrontation with the clerics who stole the pearl.

PCs Introduction: One day, in the Rusty Pommel.

The PCs have made their way, either individually or as a group, to Chendl, the royal capitol of Furyondy. As they are poor adventurers, not rich nobles, they have all taken rooms at the Rusty Pommel, the cheapest inn in the city. Run by a gruff dwarf named Mundo Steelslinger (male dwarf Ftr3), the Pommel is the closest thing in the city to the typical tavern frequented by adventurers.

Read or paraphrase the following to begin the adventure:

Life is expensive in the grand and beautiful city of Chendl, even when you are just visiting. The city is not only the capital of the nation, but a center of both noble society and powerful religion, and nearly everything about the city reflects this, including the prices—some inns are three, four, even five times the cost of a room anywhere else in Furyondy!

This is why you are here at the Rusty Pommel this fine morning. In a city where everything is a luxury, the Rusty Pommel is a relief to the weary coin pouch. The Pommel is a very plain inn located very near the barracks for the city garrison, and caters to the soldiers who are housed nearby. The

beds are cheap, the food is simple, and the innkeeper is gruff—this is practically “roughing it” by the standards of Chendl society. But it is clean, and relatively rat-free. The ale is good enough for young, poor adventurers, such as you.

The crowd is particularly sparse this morning. The patrons who are here are enjoying a breakfast of bread and sausages. Two men, farmers by the look of them, occupy one table, and a young woman, thin and brown-haired and dressed in fashionable clothing, sits at another. She seems to be eyeing the room with curiosity.

As you eat, the young woman gets up, and slowly makes her way to your table. She drops a single wheatsheaf in front of you, polished and new.

“I need someone to perform a task for me,” she says. “If you’re of the inclination to do a good deed and earn some ‘sheafs, meet me in an hour’s time at the King’s Arms Tavern. Tell the innkeeper you’re meeting Helissa.” She turns to leave, not waiting for a response.

Encounter One: Hired

The woman is **Helissa Darwoden** (human Clr 3 [Rudd]; Cha 14; Diplomacy +5), a representative of the Knightly Conclave charged with finding some adventurers—*cheap* but trustworthy adventurers—to track down the deep pearl under their authority. A carefully worded augury led Helissa to the Rusty Pommel, and a quick, quiet negative reading with detect evil spell tagged the PCs as non-evil, and therefore trustworthy. As Helissa worships Rudd, the god of chance and fortune, she followed the signs and offered the PCs the job.

Helissa will not answer any questions, slipping away once her message is delivered. If she is somehow convinced to answer questions, she is coy and secretive, and insisting that everything will be answered at the King’s Arms.

The King’s Arms is a tall two-story building surrounded by a short wall in the more aristocratic section of Chendl. The inn is set against the inner wall, near the royal palace. It is a lavish inn, the preferred lodging for visiting dignitaries, wealthy adventurers, and minor nobles not important enough to have gotten a room at Sutter’s (Furyondy’s premier inn and restaurant). Prices at Sutter’s are triple their Player’s Handbook equivalents.

This time of morning, the Arms sits in the shadow of the wall of the king’s floating gardens. If the PCs ride up on horses, a young stable hand appears when they enter the courtyard and offer to take their mounts, expecting a tip in return.

Inside the King’s Arms, the innkeeper, a fussy but congenial half-elf named Atrien Gullfeather (male Com2; Cha 12) greets them. Atrien looks at them askance—unless the PCs are very well attired, they are *not* the kind of people who normally frequent the King’s Arms—but as soon as they mention Helissa he smiles, and shows them to a large room in back. Inside, a large table has been covered in royal purple cloth and set with two pitchers of wine and enough goblets (crystal and gold-edged) for all of the PCs, plus one. The wine is dark, and

of a fine vintage. Atrien directs the PCs to have a seat and some wine, and leaves. If the PCs ask him anything about Helissa, Atrien pleads ignorance.

Once all the PCs have arrived, read the following:

The woman who approached you at the Rusty Pommel enters the room quietly. She scrutinizes each of you in turn, silently, before taking an empty chair.

“You were each inspected from afar before you were approached, so I know that none of you harbor any great evil. But before I continue, I must have your word that what I am about to say shall not go beyond these walls. Do you volunteer your secrecy?”

Helissa looks at each PC in turn, and waits for a verbal assent. If any PC refuses, Helissa will not go on, insisting that the PC leave. She will not answer any questions until they do so. Once all the PCs have all agreed (or been dismissed), she continues:

“Thank you, strangers. My name is Helissa, and I called you here at the behest of the Knightly Conclave, under orders from the Cerise Pursuivant Dragon herself. Know that I speak with their authority this morning, in their name, and with their interests in mind.”

The DM should pause at this point. Allow the PCs a moment to introduce their characters, both to Helissa, and to the rest of the group, if necessary. Also, as we are not expecting many players to be familiar with the details of Furyondian society or local political figures, feel free to clarify what the Knightly Conclave is and who the Dragon is, using the information in the sidebar as appropriate.

“I’m sure you all remember the terrible siege Chendl suffered during the War. There are few that can forget. Indeed, plans have been in the works since the siege, plans that would assure such a thing could never again. While I can’t share many of the details, I can tell you that it has been guided by Karzalin, the wise head of the king’s own Chamber of Four, and that should he succeed, Chendl would be safe forevermore.”

“The problem has been spell components. The spells needed to properly protect Chendl require costly, hard-to-find components, and Karzalin has spent the better part of two years collecting them. One of these items is an almost unique gem, a pearl found in only the deepest caves and pits on Oerth—a deep pearl.

“I don’t expect you to know what deep pearls are; their rarity is such that most have never heard of them. But they do exist, and a single deep pearl is one of the things Karzalin and his Chamber needs to cast the wards that will protect the city.”

“Fortunately, their need for a deep pearl was recently filled. A clan of dwarves in the Lortmils discovered a deep pearl in one of their deeper mineshafts. Agents of the crown moved quickly to acquire it, and to bring it to Chendl. Once here, the King sent it to a jeweler, Oben Gemsetter, a man who has shown loyalty to the crown in the past. This jeweler was to properly appraise the pearl, to verify its identity—the spell’s needs are specific, and casting it without a true deep pearl would ruin years of preparation.”

"But there has been a ... complication.

"Last night, two of the Karzalin's men carried the pearl to Oben Gemsetter, and a Knight of Furyondy, Sir Nigel, was sent to protect it. Less than an hour after they were to have returned, however, a guardsman found the shop in ruins. Sir Nigel is dead, poisoned from behind. The king's men have had their throats slit. Oben Gemsetter has gone missing. So, too, has the pearl.

"You have to understand the value of the deep pearl. There are those who would do anything to acquire one, from greedy thieves to vain lords, those who might be willing to pay any price for such a treasure, even at the cost of Furyondy's security. We fear, in short, that Master Gemsetter has sold the Kingdom out.

"Unfortunately, we do not know to whom. That is the task for which the Knightly Conclave would like to hire you: find out who did this, and recover the pearl from them. Bring the thieves to justice if you can, or bring us word of their identity if you cannot. But do everything in your power to retrieve the pearl. To compensate you all, the Conclave is willing to give you 20 wheatsheaf now. Upon recovery of the pearl and its return to me here at the King's Arms, you will be paid an additional 30 sheaf.

"Will you find the pearl for us?"

The front that Helissa is presenting the PCs with is a bit overstated. While the plans are truly in the works, and the pearl is definitely missing, the Chamber's plans are far from complete. The wizard Karzalin is close to King Belvor, and the influence of the Chamber of Four is strong. If the Knightly Conclave were to deliver the deep pearl to Karzalin, then they would gain some influence through him, and perhaps sway the ear of Belvor in matters important to them. Any PC attempting a Sense Motive check may do so at a DC 20; those who make the roll sense that there is more to the story than Helissa is telling, though they sense no evil intent.

Allow any PC with Appraise or Profession (jeweler) to roll a Skill check against DC 20. Success indicates that the PC is familiar with deep pearls, and knows of their existence. Feel free to share the information on deep pearls found in the Adventure Background if a PC makes a successful check.

In addition, allow any PC with Knowledge (religion) to make a Skill check against DC 25. Success reminds the PC that the pearl may be sacred to some religious sects. A successful roll of DC 30+ will remind the character of the name of the Suel goddess Beltar, as well as those of Ulaa (LG goddess of mountains and gemstones), Bleregg (N god of mines and smiths), and Jascar (LG god of hills and mountains). The PC cannot be certain at this point.

The PCs must agree to the mission before Helissa answers any other questions. If they haggle about the price, she will point out, rather bluntly, that there are other adventurers she could hire. She will not agree to pay them more. Once they agree to the mission, she will answer their questions. Helissa can provide the following information:

On the jeweler: Oben Gemsetter is a skilled craftsman who had done work for the King in the past. The fact that

he is currently missing casts some serious suspicion upon him, however, and guardsmen all across the city are on the lookout for him. So far as the Conclave knows, he's somewhere in the city.

On the death of the king's men: Sir Nigel took a dagger in the back; the blade was apparently poisoned. The king's representatives had taken blows to the head with some sort of blunt instrument, and their throats were cut. There were signs of a struggle, though no thorough examination of the crime scene has occurred. All three bodies have been disposed of, and are not available for examination.

On the shop where the crime took place: A thorough examination of the crime scene has not been done, and Helissa will recommend that the PCs begin there. The guardsman who discovered the bodies came straight to the Crown with the news, and then returned with a few able-bodied men to remove the bodies and lock up the shop.

At this point, Helissa will give one of the PCs a key to Oben Gemsetter's shop, and suggest that the shop be their first point of inquiry.

On the identity of the thieves: Helissa does not know who the mind behind it might have been, but the Conclave is certain Oben Gemsetter helped orchestrate the theft. The discovery of the deep pearl was kept to a select few, and Oben was one of the few who was privy to such knowledge.

The Knightly Conclave's greatest fear is that agents of Iuz were behind the theft, for Iuz would likely have the pearl destroyed and thus leave Chendl open to future hostilities. There has been no evidence, however, to suggest Iuz is behind it.

On the chances the deep pearl is already gone from Chendl: The Conclave is convinced that the pearl is still in Chendl. The theft was discovered less than an hour after it occurred, and none of the gate guards saw anyone matching the description of Oben Gemsetter leaving the city before that; since then, every gate has had a double guard. The assumption is that the thieves have gone to ground somewhere in the city (a correct assumption).

If the pearl has left Chendl, the King still needs to know who was responsible for the theft, so they may chase them across the Flanaess and retrieve it.

Why hire the PCs, and not send in a group of knights, guardsmen, or official representatives? The answer to this question is double-sided. Helissa will claim that part of the grand plan for protecting Chendl is the secrecy of the affair. If Iuz knows nothing about the plans, the Conclave wants to keep it that way, and hiring outside agents with no official connection to the Crown helps to maintain the secret.

The truth—though Helissa will not admit it without some convincing—is that the City Guard is already involved, but working with the Noble Council. The Knightly Conclave wants nothing more than to show the Noble Council up, and having its own agents retrieve the

pearl first would be a wonderful coup. Hiring outside investigators is the Conclave's best recourse.

Once the PCs seem ready to leave, Helissa produces a pouch heavy with coin; inside, pre-counted, is 20 wheatsheaf per PC. If she has not given the PCs the key to Oben Gemsetter's shop yet she does so now, noting that it had been locked to prevent looting and suggesting that it would be an ideal place to start. After she does so, read the following:

"There are two things, before you go.

"First please keep your inquiries discreet. There are agents of Luz everywhere, and should they get word of our plans, they would likely move to obtain the pearl before us, and thus leave Chendl vulnerable to future attack.

"I should also warn you that there may be others seeking the pearl, agents determined to return it to the King. While we in no way want to impede their investigation—the recovery of the pearl is of the most importance The Dragon herself would ask for your expedience in recovering it first. I don't want to bore you with the finer points of local politics, but recovering the deep pearl for Karzalin would be a definite boon for the Knightly Conclave. Should you get it for them first, you would earn their gratitude. And the Knightly Conclave does not fast forget those who have done it a service.

"And finally, we have something that may give you a jump on finding the pearl." Helissa brings forward a piece of torn cloth, about the size of a hand rag. "This was found clutched in the hand of Sir Nigel; it is our only real clue as to the identity of the thieves."

The cloth is charcoal gray and made of a rough weave. Along one side of the cloth is the edge of a pattern or decoration of some sort, off-white, though there is not enough of it there to discern exactly what that pattern might be.

The PCs will be able to learn little from the cloth. Any PC with Profession (tailor) can easily (DC 5) identify the cloth as a rough cotton weave, the sort of thing sold in small towns and farming villages, and not something made or sold in Chendl. The coloring was likely made by a simple charcoal dye. It is not high quality work.

After delivering the piece of cloth, Helissa quickly excuses herself, encouraging the PCs to move quickly, before the pearl leaves Chendl forever.

Encounter Two: Scene of the Crime

This should be the PC's first destination after meeting with Helissa Darwoden. Should they wish to go anywhere else in Chendl, the GM should roleplay any encounters before their arrival at the jeweler's shop as best he or she can, using the information in the City of Chendl sidebar.

Oben Gemsetter's shop sits amidst a knot of other shops, on Thrommel Way through south Chendl. A small placard hangs from a wooden post above the door, depicting a pale white diamond set in a gold ring. The

street outside the shop is busy, filling with people as the sun rises towards noon. The shop itself is dark and quiet.

The immediate vicinity is described in Encounter Three, and pictured on Map 1.

The door is locked, though it opens easily with the key the PCs received from Helissa. Observant PCs (Spot DC 20) or PCs actively examining the Door (Search DC 10) note that the door intact—it was never forced during the robbery. The door opens easily, setting a small bell jangling.

The front room of Oben Gemsetter's shop has hardly been disturbed, with only tipped stool amiss—All the jewelry in the front case appears to be there. The back room, however (Oben's workshop) is a different matter. The room looks as if it had been rifled through. Tables and stools are overturned; tools are scattered on the ground, and empty bags and boxes—the kind that would hold gems and jewelry—are tossed about. Anyone making a successful Wisdom check at DC 15, however, can surmise that the whole thing looks haphazard; whole shelves stand undisturbed, and many gems remain. Search or Spot checks will reveal nothing of significance.

To the rear of the workshop is a door that stands slightly ajar. If the PCs examine it, they will find that it leads out to a small alleyway. The alleyway is filled with refuse and old wooden crates, and opens up to cross streets in either direction. Two doors from nearby shops also open up onto the alleyway.

Anyone attempting to Track in the alleyway (Search check or Tracking Feat and Wilderness Lore check DC 10) will discover two interesting sets of footprints. The first is a group of prints heading out from the jeweler's shop and leaving the alleyway to the south; there appear to be at least three sets of feet, all booted. If the Tracking check is very successful (Tracking feat and Wilderness Lore check DC 20+), he or she can also discern that something—or someone—was being dragged (the unfortunate Oben Gemsetter).

The second significant set of tracks go in and out of the two other alleyway doors—those that lead into Minda's Sweets and Moon Lights (see Encounter Three). It appears as if persons from both shops use the alleyway quite frequently. Knocking on the doors will not bring a quick response, as the proprietors of the respective shops are used to using the alleyway doors, not answering them; insistent knocking will eventually bring a cautious Gein (from Minda's Sweets) or Luna (from Moon Lights) to the door (see Encounter Three).

Finally, any PC who enters the alleyway must make a Spot check (DC 15). Those who make it will notice an odd symbol carved in the wood lintel of the jewelry shop's door (see Player Handout #1). An active Search (DC 12) may also allow a PC to discover the symbol.

Laircon Quickcloak carved this symbol; it is part of an alphabet of symbols sometimes used by thieves in Chendl. None of the PCs will recognize it, unless they have ties to the thieves of Chendl (unlikely). The shop, it seems, had been marked before the theft.

Encounter Three: Asking Questions

It is very possible that the PCs will want to ask around. There are several shops near Oben's shop that can yield some clues to clever PCs. To the left is a confectioner's shop. Its placard shows a lightly frosted cake, with "sweets" written beneath it. To the right of Oben's shop is a candlemaker's store. Its placard reads "Moon Lights," along with a picture of a single candle. These are the two shops whose alleyway doors frame Gemsetter's shop.

Across the street there are four building fronts that could have seen the crime: a cobbler's shop, "the Mended Sole;" an unmarked door that leads to a private residence; a glassblower's shop simply called "Glass and Crystal Finery;" and a boarded up, abandoned shop that looks like it might once have sold clothing.

3A. Abandoned Storefront

This location is detailed in Encounter Four.

3B. Glass and Crystal Finery, and the Upstairs Apartment

Glass and Crystal Finery does not have a fancy name, but the crystal goblets, glassware, and assorted knick-knacks for sale inside are fancy, indeed. Many minor nobles shop here, and the shop can afford to charge exorbitant prices for its wares—the cheapest items in the store cost twice the price of their PHB equivalents.

The proprietor of Glass and Crystal Finery is an old master craftsman named Gareth (male human Com1; Cha 11); he has thick spectacles, a bulbous nose, and is bald. Gareth is also half deaf, and he will ask the PCs to "speak up!" when they talk to him. He was in his shop when the theft must have occurred, but he was in the back, blowing glass, and did not see or hear a thing.

The unmarked door next to Glass and Crystal Finery leads to a small upstairs set of rooms that Gareth rents out. No one will be home unless the PCs return there after sundown. The rooms are rented out by a meat cutter, Jered (male human Com2), and his wife Isine (female human Com1), who both work for a butcher on the south side of town. Should the PCs come back to talk to them (or find out, from Gareth, who they are and where they can be found), they tell the PCs they saw and heard nothing throughout the night.

3C. The Mended Sole

The Mended Sole is a typical cobbler's shop, right down to the smell of tanning leather in the air. The shoes here are quality, and cost twice the price of those in the PHB.

The cobbler that runs the Mended Sole is a dwarf named Koll (male dwarf Com2; Cha 9). He is a burly with curly black hair and a thick beard. Koll left his shop at sundown the day before, and did not see anything amiss. He has not heard about the theft, and will be shocked

when he finds out about it. No one had questioned him that morning.

3D. Minda's Sweets

This shop smells of baking tarts, and is filled with candies and cakes, at fair prices. The sweets are uncommonly good.

Minda Guidcake (female human Com1) is the proprietor of Minda's Sweets; she is a widower of some 47 years of age with graying brown hair and thin fingers. She runs the sweetshop with her son, Gein. When the PCs enter, Minda is tending the shop. Gein (male human Com1) is not there (he is in back, baking tarts). She is open and friendly with the PCs, with one exception: Minda will *not* talk to a half-orc. If a half-orc addresses her, she directs her answers to another party member.

What follows is Minda's story. Read or paraphrase it as the PCs question her.

"Aw, yes, I did see somethin' last night. My son, Gein, had just gone out back with some trash, and I was puttin' out the candles. I looked up, and I saw a couple of fancy men, with another man who had a sword. I only noticed 'em because they were obviously tryin' not to be seen, and you can't help but notice people like that. The man with the sword was always lookin' over his shoulder, like he was expectin' something. They passed right by my storefront, and into Oben's place next door—I know they went in because I could hear the door closin' behind them."

"Well, I was going to forget the whole thing, only a minute later I seen someone slippin' out of the shadows in front of the old tailor's place. It was in gray robes, with a picture on the front—a circle, like, with a couple of white lines through it. He was huge! Bless me the candles were out, or he might've seen me watching him. He made right for Oben's door, too, and as he got close, I got a good look at him."

At this point, Minda will repeat what she already said—he was large, in gray robes. Depending on the party make-up, she will either identify him as "a dirty half-orc," or, if there is a half-orc in the party, she will simply gesture to the PC and say "one of them."

"I got scared right about then, and I prayed Gein would finish up out back so we could go home. He did, a minute later, and I told him what I saw. He just nodded—he looked as scared as I did—and we left right then. I found a watchman a few blocks down, but we was too late."

Upon further questioning, Minda can provide the following details:

- Minda normally stays in her shop late at night, to make candy for the next day. She had never seen anything unusual from Oben's shop before.
- She did not hear any commotion from Oben's shop after the half-orc entered (which is true, as the King's men were taken out quietly by Laircon, who had slipped in the back door).
- She did not recognize the half-orc. Indeed, she insists, she would not know one half-orc from

another (the half-orc was Maedag, one of Katiss' company).

- She did not recognize the symbol on the half-orc's robe, though she "could maybe recognize it if I seen it again." It looked to her like a white circle with two long white lines sticking down from the top. (a pair of fangs inside an opened mouth, the symbol of Beltar; if any character has a Knowledge of Flanaess Religions, or if they are a cleric of the Suel pantheon, allow them a check to recognize it, though with Minda's poor description they will need to beat DC 25). If the PCs show her the cloth Lord Goldsaex gave them, she cannot say if it might be a piece of the robe the half-orc wore.
- The half-orc came from the abandoned storefront across from Minda's shop. The place used to be a tailor's shop, but it closed during the War, and its proprietor was killed during the siege, so it never reopened.
- She finds Oben Gemsetter to be a fine person, and a skilled jeweler. She wouldn't suspect him of anything evil, and feels he was as much a victim last night as the three men who passed by her window.
- Should the PCs wish to speak to Gein (which they likely will if they realize that he was out in the alleyway at the time of the theft, and that the thieves likely made their escape that way), Minda will call for him. Gein is a tall, lanky boy of eighteen. He can tell them the following:

"I was taking a box of garbage out to the alleyway while Mum closed up the shop. When I was out there, I noticed that the back door to Oben's shop was open—just a crack, like, but Oben was always scared of thieves, and he'd never just leave it open like that. I was a little worried for Oben, and I was going to go knock, when I heard some voices. They didn't sound like Oben's.

"I went back inside, then, and Mum told me about the fancy men, and the half-orc. We decided to go find a Night Watchman, and tell them about what Mum saw. Apparently we weren't quick enough."

Gein can provide few other details: the voices were male, there seemed to be more than one of them, he never got a look at any of them.

3E. Moon Lights

Moon Lights is a brightly colored, well-lit shop that sells candles of all shapes and sizes, candleholders for all of them, oil lanterns, and other lighting accessories.

The proprietor of Moon Lights is a svelte half-elf named Luna (female half-elf Com3; Cha 13). She is a demure woman, quiet but personable. She is not fond of half-orcs, and will be curt if a half-orc questions her.

She tells the PCs that her shop closes at sundown, and that she did not see anything strange when she left. She oftentimes comes and goes via the alleyway door, and would have noticed anything amiss. She thinks Oben Gemsetter is a fine man, and an honest businessman.

Luna is very concerned about the theft, and is somewhat fearful about the safety of her own shop.

Encounter Four: Prying Eyes

Either by investigation or through information gained from Minda's Sweets, the PCs should end up at the abandoned storefront across from Oben's shop.

Wooden boards are nailed haphazardly across the front of the old tailor's shop, covering both the shop window and the thin wood door. A discolored patch above the door indicates where a sign had once hung, though the sign is nowhere to be found. The door to the shop had been nailed shut once, but someone has wrenched the nails free; the PCs cannot tell if the wrenching was done recently, or long ago.

Inside are the remnants of a clothing store—discarded mannequins, a wooden frame for a full-length mirror (the mirror was smashed long ago, the glass swept up), some scraps of cloth and clothing, old wooden spools. The store is very dusty, as it has been closed up some seven years.

Any PC entering the shop quickly notices that the dust on the floor has been disturbed, and recently, by several sets of footprints (no skill check needed). It is impossible to determine how many sets of prints exist, as they cross and crisscross several times, but a tracking (Search or Tracking feat and Wilderness Lore check DC 10) reveals a particularly fresh set of tracks going back into the shadowy back room of the shop. The back room is unlit, and filled with more spools of discarded cloth and old mannequins. Hidden in the shadows amidst the old mannequins is Keyngn, the first solid clue for the PCs.

Tier One

Keyngn, male orc Clc2 (Beltar): Medium Humanoid (6 ft. 5 in. tall); HD 2D8+4; hp 18; Init +2 (Dex); Spd 30; AC 16 (+4 scale mail, +2 Dex); Atks: +4 melee (1d8+3, heavy mace) or +4 melee (1d4+3 [crit 19-20], dagger); SA rebuke or command undead; SQ Chaos and Earth domains, darkvision, light sensitivity; AL CE; SV Fort +5, Ref +3, Will +3.

Str 16, Dex 14, Con 15, Int 9, Wis 12, Cha 06.
Skills: Concentration +4, Spellcraft +2. Feats: Alertness.

SQ: Chaos domain—cast chaos spells at +1 caster level; Earth domain—rebuke or command earth creatures as an evil cleric rebukes undead, turn or destroy air creatures as a cleric turns undead; Light sensitivity—suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Equipment: scale mail, heavy mace, dagger
Spells (4/3+1): 0-lvl—cure minor wounds (x2), guidance, light. 1st-lvl—cure light wounds, guiding hand, bane, protection from law.

Tier Two

Keyngn, male orc Clc3 (Beltar): Medium Humanoid (6 ft. 5 in. tall); HD 3D8+6; hp 22; Init +2 (Dex); Spd 30; AC 16 (+4 scale mail, +2 Dex); Atks: +6 melee (1d8+3, heavy mace) or +5 melee (1d4+3 (crit 19-20) dagger); SA Casts Chaos sphere spells at +1 caster level, turn/rebuke air/earth creatures as clerics turn/rebuke undead; SD Darkvision, light sensitivity; AL CE; SV Fort +5, Ref +3, Will +3.

Str 16, Dex 14, Con 15, Int 09, Wis 12, Cha 06.

Skills: Concentration +5, Spellcraft +2. Feats: Alertness, Weapon Focus: heavy mace.

SQ: Chaos domain—cast chaos spells at +1 caster level; Earth domain—rebuke or command earth creatures as an evil cleric rebukes undead, turn or destroy air creatures as a cleric turns undead; Light sensitivity—suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Equipment: scale mail, heavy mace, dagger

Spells (4/3+1/1+1): 0-lvl—cure minor wounds (x2), guidance, light. 1st-lvl—cure light wounds, guiding hand, bane, protection from law. 2nd—shatter, spiritual Weapon.

Keyngn is one of the orcs who came with Katiss Darklin to find the deep pearl. His instructions are simple: watch the jeweler's shop for any inquiring agents (such as the PCs), and then slip back to Katiss via a pre-mapped route and report to her. When the PCs began to show an interest in the abandoned shop he stepped back into the shadows, amidst the crates and spools.

Truth to tell, Keyngn is a poor cleric. He's unintelligent and not too wise, more muscle than brain and more of a fighter than a worshipper, which is exactly why Katiss brought him with her—he is controllable and obedient.

Once Keyngn is defeated, the PCs will discover two important clues. First, Keyngn wears the symbol of Beltar. Any PC with a Knowledge (Religion) can make a Skill check (DC 15) with the following results:

- 1-14 – The PC knows no useful information.
- 15-20 – The PC definitely recognizes the symbol as that of Beltar, Suel goddess of caves, pits, and malice.
- 21+ – The PC not only recognizes the symbol of Beltar, but he/she also remembers that the deep pearl—a gem created in the dark caves and pits Beltar rules over—is sacred to her worshippers.

In addition, any cleric can at least recognize the symbol as that of Beltar with a Wisdom check (DC 20).

As Keyngn is none too bright, Katiss provided him with a written route from the abandoned shop to their hideout on the south side of town (Player Handout #2). It is folded into his belt. The route is scrawled in orcish, along with five symbols that none of the PCs will recognize—these symbols, all from a particular kind of thieves code, are signs that Katiss and her Laircon have scrawled on alleyway walls between the shop and the warehouse where they are currently hiding.

Anyone who can read orcish can easily make out the five words on the map—“south,” “east,” “south,” “east,” and

“north.” It is an easy-to-follow “A,” “B,” “C” route, since Keyngn would have trouble comprehending anything more complicated. The first symbol is scratched on the back of Oben Gemsetter's shop, and the footprints in the alleyway lead in the direction of the second symbol. Once the PCs figure this out, they should be able to track the thieves back to their hideout (the route is detailed in Encounter Seven).

Keyngn will watch the PCs, and follow the PCs if he remains undiscovered and they leave the area, throwing his deep hood over his head to avoid detection in the streets of Chendl. It is possible, if the PCs are specifically looking for followers, to notice Keyngn following them on a successful Spot check, (DC 17). A large, cloaked figure following behind in broad daylight is somewhat conspicuous.

Encounter Five: Interested Parties

A short time after the PCs arrive on the scene, another interested party arrives. The DM can either give the PCs a set amount of time before beginning this encounter (a half-hour of game time), or simply allow the PCs a fair chance to explore the area and find clues before proceeding to this encounter.

Observant PCs (Spot, DC 12) notice an increased presence of City Guard in the area—one on each corner around Gemsetter's shop. The guards each wear chainmail beneath tabards emblazoned with Furyondy's coat-of-arms, and carry halberds. If the guards are questioned they give noncommittal answers, saying they're here in response to some recent crime. While this is true, there is more that the guards are unwilling to share.

Just after the guards arrive, a man enters Oben Gemsetter's shop. His entrance is obvious to anyone actively watching the shop; any PC simply in the street but not watching the shop will see him (Spot check, DC 15). The man is shorter and lightly built, with white hair and a large nose; he appears to be in his 30's. He wears a gentleman's shortsword at his waist. He is Onando Quickcloak (male human Rog4; Cha 15; Bluff +8, Intuit Danger +8, Sense Motive +8), leader of a team of adventurers hired by the Noble Council—the King's direct advisors, the very group that the Knightly Conclave wants to one-up. The Council Party has taken on the very same task as the PCs, to find the deep pearl. Their full stats are covered in the Appendix to this adventure.

The circumstances of the Noble Council Party's investigation are very similar to the PC's. Onando is a trusted agent of the Noble Council of Chendl, asked to find the deep pearl. The Noble Council's reasons are very similar to the Knightly Conclave—win some influence with Karzalin, and you win some influence with the King. And despite the fact that the Noble Council already enjoys much influence with Belvor, a little more never hurt.

Onando has hired four seasoned adventurers to help him in the task. The adventurers were told to keep a low

profile, and to keep the purpose of their investigation hidden. The other members of Onando's party are actually milling about with the crowd outside and ready to act should any trouble arises. He also has the assistance of the eight City Guard members currently stationed at the ends of the street.

Onando has come to the shop with a pre-planned, practiced story that he delivers if confronted. He will give his real name—Onando Quickcloak—but gives the PCs the following story when they question him (read or paraphrase as appropriate):

"My name is Onando," the man says, offering his hand. "Do you know, perchance, what happened here? Last week, I brought Oben a garnet that I wanted set into a ring for my wife. I was supposed to pick it up today, but when I got here I found this. I thought my garnet might still be here, so I started looking. Unfortunately, I don't see it anywhere. This looks like a robbery, and it seems my garnet was part of the loot."

"So, what are you doing here?"

Onando claims he is a merchant dealing in textiles, and while this is a lie, he has just enough knowledge of the trade (Profession (tailor) +3) to pull it off. He tells the PCs he came into the shop via the front door, which he discovered was unlocked (a lie; Onando has a key).

Whether the PCs believe Onando or not is up to them. If any of the PCs have the Sense Motive skill, the DM may allow for an opposed check against Onando's Bluff, but regardless of the outcome he will stick to his story, making up details as he sees necessary. Onando will also try, as best he can, to find out the PC's purpose for being there. If the PCs decide Onando is lying, this may lead to a fight. If such a contingency occurs, Onando tries to get out to the street, and signals the guards, below, triggering combat.

If the PCs do not confront Onando, do not question his presence there, or make any mention of the deep pearl, it is possible that neither party will discover the others presence. It is also possible that the PCs will not arouse Onando's suspicions, and the arrest below, as well as Encounter Six, may be avoided. In this case, allow the adventure to proceed normally.

If the PCs begin to question Onando about the theft or the deep pearl, or reveal anything about their presence there, Onando becomes extremely suspicious, and decides that the PCs need to be questioned further. He asks who they represent ("You're with the City Guard? The Noble Council?"), and tries to find out their story. That the PCs know anything about the deep pearl marks them as important to his mission. He does not know that other agents of the crown are looking for the Pearl, and he is expecting—much like Helissa and the Knightly Conclave—that agents of Iuz may get involved. The PCs could very well be those agents.

If the PCs reveal whom they represent, Onando's suspicion remains—the PCs could be lying. He will not, under any circumstances, reveal himself at this time. Onando is under strict orders of secrecy.

Once he has gleaned as much as he can from the PCs without arousing suspicion, he will excuse himself,

claiming business elsewhere. Once he is in the street, however, he will bring his fingers up to his mouth and whistle, and then gesture with his hands—ordering the guards to come forward. Regardless of what the PCs have told him, he is suspicious; he intends to bring them to his superior, either willingly (his preferred option) or unwillingly. Read or paraphrase the following:

You first notice some Chendl guardsmen at the end of the street, brandishing halberds and walking directly towards you. The crowd parts to let the armed guards pass, and you see more figures also watching you—a big man with short-cropped hair, an elven woman in green robes, and a blonde-haired halfling wearing the symbol of the goddess Yondalla. They all take defensive positions.

The guards stop ten paces from you; the white-haired man, Onando, steps forward. "Under the authority of the Noble Council of Chendl," he demands, "Acting in the interests of his Pious Majesty King Belvor the Fourth, I must ask that you surrender your weapons and come with me."

As Onando delivers the command, you notice more guards, equally armed, surrounding you and blocking both ends of the street. The crowds are all looking in your direction, waiting to see what happens next.

The Noble Council Party, described in the Appendix.

Guardsmen (8) male human Ftr4: Medium Humanoids; HD 4d10+4; hp 36 (+3 Toughness) each; Init +5; Spd 30'; AC 16 (+chainmail, +1 Dex); Atks +6 melee (1d10 (crit x3) halberd) or +5 melee (1d4 (crit 19-20) dagger); AL LG; SV Fort +5, Ref +2, Will +1.

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

Skills: Climb +4, Jump +5, Ride +5. Feats: Improved Initiative, Improved Unarmed Strike, Toughness, Weapon Focus (halberd).

Equipment: chainmail, halberd, dagger

The Council party is not looking for a fight. Onando simply wants to question the PCs about their motives, and the middle of the street seems a poor place to do so. The Guardsmen have been ordered to subdue and arrest anyone Onando orders them to. The guards attack by trying to grapple resisting PCs; they attack with their halberds if the PCs put up a fight, but they do so only defensively, while the Noble Council Party moves in to overtake the PCs.

Onando will not answer any questions at this point. If the PCs hesitate or start demanding explanations, he will simply reiterate his request, and remind them that if their actions are good they have nothing to fear from him.

There are ways the PCs can avoid being arrested here, but they require tricky or resourceful players willing to role-play....

If the PCs surrender themselves, Onando politely asks them to remove any visible weapons. A guardsman collects them. The guards take up positions around the PCs, along with the Council Party, and they escort them to the next Encounter.

If the PCs try to talk their way out of arrest by revealing everything about their mission, allow Onando a

Sense Motive check (+8) against an opposing Diplomacy roll (or Charisma check). The PC must mention who hired them (they need to mention Helissa Darwoden, as well as the Knightly Conclave). Let the role-playing play a part here, providing additional benefits and penalties of up to +/- 2, depending on the quality of the PCs argument. If the PCs are clever, or forthright, they could possibly talk their way out of being arrested, though this should be a difficult task.

If the PCs manage to convince Onando of their intentions in the street, he becomes furious—not at the PCs, but at the Conclave. It is just like those fools, he claims, to use a moment of crisis to further their own agenda. At least, he concedes, he knows that the PCs are on his side. Onando immediately makes “the Offer” (see the next Encounter).

If the PCs invent a story, thus hiding their intentions, allow Onando a Sense Motive roll against a Bluff roll by the PC doing the talking. If Onando wins the roll, he knows the PCs are lying, and he refuses to listen to their story anymore; he gestures to the guardsmen, who step forward with leather straps, to bind the PCs.

The PCs may try to fight their way out of this situation. This will be a tough fight. Not only is the Council's party a high-level group, but the eight guardsmen backing them swing the odds heavily in their favor. After the fight (unless the PCs win), they are bound and dragged to see Gilbair le Ronde. Note: *the Council Party will never fight to kill the PCs*. In battle, the Council Party attempts to subdue. Onando, Leylan, and Hanne sheathe their sword in favor of punching damage, unless they are seriously wounded (dropping to $\frac{1}{2}$ hit points), at which point they draw swords and attempt to bring a PC to negative hit points. Avita casts *summon monster I* and send the summoned creature towards the nearest spellcaster; the creature only attacks if the spellcaster attempts to cast a spell. Quinlin uses the subdual spells at her disposal—*hold person* and *calm emotion*—before attempting to actually harm a PC. If any PC drops to negative hit points, she attempts to stabilize them before they die.

Should the PCs slay one of the Council's party, however, or one of the City Guards, things become very grim for the PCs. At that point, the offending PC is a lawbreaker. The Council's party still fights to subdue, but at this point it will be to arrest the offending PC and drag him or her off to jail. The Guards try to overbear the offending PC, pummeling him or her into submission. Should this happen, the adventure is effectively over for that player. Any PC who strikes a killing blow at this point is tried at the conclusion of the tournament. They are summarily executed, as per Chendl law. The PC is dead, and can no longer play in LIVING GREYHAWK tournaments.

Encounter Six: Arrested?

Whether they are willingly escorted, or bound and dragged, the PCs are brought to a small, cold guardhouse near Chendl's walled inner keep.

The PCs are taken to a small cell, where they are locked inside (if the PCs were forcibly brought, their binds remain on; the binds are well-made, but an Escape Artist check at DC 20 will escape them). The door outside is guarded by four of the guards from Encounter Five.

A half-hour after they are locked in, the door opens. Onando and Hanne of the Council Party are there, as is Quinlin, the halfling cleric of Yondalla. She steps forward and grasps her holy symbol, uttering the words to a spell. Any PC with Spellcraft can roll against DC 17 to recognize the spell as *zone of truth*. All of the PCs receive a Will save (DC 15) to resist its effects, if they wish. Onando makes no such save, and accepts the spell effect. The spell will last for four minutes.

If the PCs come peacefully, the guards will enter and remove their bindings, and then leave the chamber; they wait outside the door. If the PCs were forcibly brought, the guards enter the room and stand guard; they do not remove the PC's binds.

Onando glares at you each in turn, before beginning to speak. “You have been poking your nose into delicate matters,” he says without preamble. “Who are you?”

The specific flow of this encounter rests in the hands of the DM, based upon the events that occurred in the previous encounters. If at any time the PCs engaged the Council's party in battle, this encounter is harsh and accusatory, the PC's suspected as agents of Iuz out to sabotage the plans to protect Chendl. If any of the PCs killed either a member of the Council Party or one of the Chendl guardsmen, it will be doubly so. In any instance, Onando is forward in his questioning and tight-lipped in answering any of the PCs questions, at least until they earn his trust.

Onando is in a tight spot here. He has been hired to find the deep pearl, not to deal with agents of Iuz or representatives of the Knightly Conclave. This is a petty politics situation, outside his realm of responsibility, yet the PCs could stand in the way of Onando and his mission. Unless the PCs put up a fight, Onando had no real justification for arresting them, and thus no real reason for holding them here, other than that they stand to complete the job before he does. He wants to make this brief in any case, and either lock them up, or send them on their way, so that he can return to the search for the pearl.

If the PCs lie at this point (by way of resisting the *zone of truth* or they keep silent until its effects fade) allows both Onando and Quinlin a Sense Motive (Wis) roll in opposition to a Bluff check (Cha) by the lying PC (at -6 if the PC waits out the *zone of truth*, as Onando will be very suspicious of tight-lipped PCs). Lies will only make Onando distrust the PCs even more, affecting the tone of their questioning. Should the PCs push their luck too far, Onando will simply lock them up, effectively ending the adventure. The PCs will be vindicated in a day or two, but by then, the Council Party will have tracked down the missing pearl.

The best chance is for the PCs to be forthright with Onando. If they reveal themselves to him as agents of the

Conclave, he becomes furious—not at the PCs, but at the Conclave. It is just like those fools, he claims, to use a moment of crisis to further their own agenda. At least, he concedes, he knows that the PCs are on his side.

Once the PCs reveal their connection to the Knightly Conclave, Onando's attitude changes. He will reveal his own mission, and his own backers—the Noble Council.

Onando also begins to consider the PCs as rivals—secretly, of course. In the constant struggle between the Council and the Conclave, Onando very much represents the interests of the Council, and he dislikes the idea that this group of adventurers might upstage both him and the men and women he represents. And Onando is nothing if not competitive. It is for this reason that, once the PCs are forthright with him, Onando is moved to make ...

The Offer

Allow the conversation to flow naturally at this point, if the PCs wish to ask any questions of Onando. He answers any questions as briefly and broadly as he can. Eventually, he becomes bored with the conversation, and he delivers the following proposal:

"I cannot fault you if you wish to honor your original agreement with the Conclave. I certainly want to honor my original offer with the Noble Council. But since we're all working towards the same purpose, I have a proposition. I don't care what the Knightly Conclave offered you, but two groups are better than one, and the safety of Chendl is paramount above all. Join us, work for the Noble Council, and together we should have no trouble tracking down their hideout and retrieving the pearl. I'll even compensate you myself—say, 10 wheatsheaf—if you help us find the pearl."

"I only have the city's best interests in mind. Do you wish to join us?"

Onando has offered the PCs half what the Conclave has agreed to pay them—and he is not willing to haggle the price. Onando does not need the PCs. He simply wants to steal the Knightly Conclave's small victory from under them, and keep the potentially meddling PCs out of his way.

If the PCs never discovered Keyngn, then the Onando will pull quite a coup here. Upon apprehending the PCs, the Council's group will have an opportunity to discover and apprehend Keyngn before this scene plays out. If that is the case, Onando will now reveal the additional information Keyngn was carrying, putting it out as an offer to persuade the PCs to join them, and away from the Knightly Conclave. Onando can relate, upon request, how and where it was found: the fighter/bard, Leylan, spotted the orcish cleric in the abandoned building as they were leading the PCs away, and stopped to investigate. Leylan killed the orc, and discovered the map.

The party has several options here, and each could affect the outcome of the adventure.

If the PCs had already discovered Keyngn and the map, then Onando has little leverage here save for the

power of his authority. Legally, he cannot stop the PCs from leaving, or from continuing the investigation. The PCs are not obligated to take the Noble Council Party along, and may choose not to do so. If this is their decision, Onando must respect it; after all, retrieving the pearl is of the utmost importance, regardless who gets it. Onando will return their weapons, and send them—reluctantly—on their way.

If the PCs had not discovered Keyngn and the map, they may be forced into joining forces, like it or not. If this is the case, adjust all the encounters in Encounter Six to tier three, regardless of the party's original tier. Onando returns their weapons and pays them the promised 10 wheatsheaf immediately, to ensure their continued loyalty.

If the PCs have the map, but agree to join the Council Party anyway, adjust all the encounters below to tier three. Onando returns their weapons and pays them the promised 10 wheatsheaf immediately, to ensure their continued loyalty.

If the PCs do not have Keyngn's map, but choose not to follow the Council Party anyway, there are still several ways for them to complete the adventure. They might shadow the Council Party, following them even as the Council Party follows the map. They might try to steal the map from the Council Party (which may lead to a fight or worse). Whatever the PCs come up with, the GM should allow them as much latitude as possible here, and play the encounters accordingly. It is possible, in this instance, that the PCs will not successfully complete the adventure.

Finally, the PCs may attack at this point. Remember Onando has taken their weapons away (and if they fought the Council Party earlier, they are still bound). Still, if the PCs try to fight their way out, they are branded agents of Iuz and criminals. The Council Party will be tapped to bring them to justice. Should they kill anyone, they will be branded as murderers and executed upon arrest, as per Chendl law. Fugitive PCs will be wanted in every major city and town in Furyondy. The PC, the player, and the circumstances of this outcome should be reported to the Con coordinator, and to the Furyondy Triad.

Encounter Seven: Warehouse District

The PCs arrive at this encounter after they have followed the "A," "B," "C" route, found on Keyngn's map. The path leads the PCs through the southeast part of Chendl, using alleyways almost exclusively. The second symbol is painted crudely on an alleyway wall some 100 yards from Oben Gemsetter's shop, and is easy to spot; if the PCs turn east there, and stick to alleyways, they will eventually find the third symbol (Spot check, DC 20) carved into a wooden door. If they bear south again, they will have to walk all the way to the city's south wall to find the fourth symbol; it is painted across the mortar in the same red paint. To find the fifth symbol, the PCs need to follow the city wall east, until it ends; there, painted on the face of the eastern wall, is the fifth symbol. The PCs will have no

choice at this point but to turn north. When they do so, read or paraphrase the following:

The map has led you to Chendl's warehouse district. Most every merchant operating out of Chendl keeps his wares stored here, in long, squat brown buildings that take up eight city blocks. The district is quiet, but clean and well-kept—the merchants of Chendl take their storehouses seriously, and generous donations to the City Guard ensure regular patrols.

As you look around the district, one thing catches your attention—every single one of the squat warehouses look exactly the same, with only an occasional fence or painted sign to tell them apart. If the thieves are hiding out here, finding them is going to be a difficult task.

All of the warehouses are locked. If the PCs set out to check each one in turn, this could, indeed, be a time-consuming job; there are some thirty warehouses in the district.

The warehouse the PCs seek is actually easy to find—if they follow the path laid out to its logical conclusion. The warehouse is a fenced-in building only four buildings down from the fifth symbol. The fence around it is marked with a red, painted “X” easily spotted (Spot or Search check, DC 12) by anyone coming north along the wall.

The warehouse

1. The courtyard. The gate, on the fence wall facing west, is chained and locked (Open Lock, DC 12). Just inside of the gate, a large mastiff is tied to a post with 10' of heavy rope. The mastiff blocks the path that leads to the warehouse's front door.

Mastiff: Small Animal (3 ft. tall); HD 2d8+2; hp 11; Init +2 (Dex); Spd 20 ft.; AC 14 (+1 Size, +1 Natural, +2 Dex); Atks +2 melee (1d6+1, bite); AL N; SV Fort +1, Ref +2, Will +1.
Str:13 Dex:15 Con:13 Int:2 Wis:12 Cha: 6
Skills: Listen +4, Spot +2.

The mastiff has no name. It is simply a guard dog, trained to attack anyone not accompanied by Laircon, the gnome who owns the warehouse. If the PCs manage to get inside the fence without using the gate, and the mastiff spots them, it starts barking and growling; if it does, the two orcs inside the warehouse are alerted to the PC's presence (they will not come outside).

The area inside the fence is littered with wooden barrels and empty crates. There is nothing special amongst them. The warehouse has a number of high, thin windows, glassed in and too thin for anyone to slip through, as well as two doors. The main entrance is a pair of large, rolling doors which are unlocked, but which will make a noticeable rumble upon being opened and will alert the guards within. There is also a small side door which is locked (DC 15 to pick) but which is well oiled, and will make no noise upon opening. It is, however, armed with a simple trap that will jingle a string of bells inside the warehouse, alerting the humanoids within to the PC's presence.

Bell trap: Search (DC 15); Disable Device (DC 12). Disarming this trap is a simple matter of cutting the string before opening the door.

2. Inside. The warehouse itself is a maze of stacked crates. Many of the crates are empty; many others are filled with an odd assortment of goods—clothing, tankards, shoes, and coils of rope, among other things. Laircon Darkblade is a schemer, and will often purchase anything he can get in quantity, cheap. Nothing here is stolen property; anything Laircon fences, he keeps in the back (location 4).

Waiting in the warehouse is a small group of hobgoblins, followers of Beltar that have been placed here on guard.

Tier One

Grygn, Skitg, Kiger, and Crag, hobgoblins: Medium Humanoids; HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atks +0 melee (1d8, [19-20/x2] longsword); SQ darkvision; AL LE; SV Fort +3, Ref +1, Will +0.

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills: Hide +1, Listen +4, Spot +4. Feats: Alertness.

Equipment: Each wears a poorly crafted suit of hobgoblin-sized studded leather armor (worthless on the street), and each fight with unremarkable longswords.

Tier Two

Grygn, Skitg, Kiger, and Crag, hobgoblins: Medium Humanoids; HD 2d8+2; hp 10 each; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atks +1 melee (1d8 [19-20/x2], longsword); SQ darkvision 60'; AL LE; SV Fort +4, Ref +1, Will +0.

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills: Hide +2, Listen +5, Spot +4. Feats: Alertness.

Equipment: Each wears a poorly crafted suit of hobgoblin-sized studded leather armor (worthless on the street), and each fight with unremarkable longswords.

Each hobgoblin wears a dirty black tabard with Beltar's symbol on it, though they are not clerics. They speak hobgoblin and orcish, but not common. If the barking dog outside or the opening of either warehouse door has alerted them to the PC's presence, the guards are pacing the area in front of the back room door, brandishing their longswords. They demand that the PCs halt and surrender (in hobgoblin, of course). Their orders were that no one was to gain entrance to the warehouse, and they will make sure that none do.

If the PCs engage the guards, they let out a cry of alarm as they attack. This cry alerts the thieves in Location 4, and they prepare themselves as detailed in that section. As the thieves are cautious, they will not come out and investigate, preferring instead to ready themselves and await the PCs.

There is a secret door in this room, that leads back to Location Four (Search, DC 15). It is not locked.

3. Office. This small room holds a wood desk and a tall shelf full of ledger books. The desk itself is strewn with receipts, purchase orders, and the like. Anyone reading through the receipts will notice a wide variety of items listed—all of them cheap.

Behind the desk is a man, bound, gagged, and unconscious (sleeping, actually). He is a squat, pudgy man in his late forties. His clothes are disheveled and torn, and his eye sports a nasty welt. He is bound both hand and foot.

This man is the missing jeweler, Oben Gemsetter (male human Exp2; Appraise +5, Profession: Jeweler +6). Far from being a willing accomplice to the theft, he was knocked unconscious and dragged away from his shop. Read or paraphrase the following when the PCs untie him:

"Bless you, strangers," the man says once you remove the gag. "I was afeared they would kill me before long! My name is Oben Gemsetter. These rogues attacked me last night, ransacked my shop, and killed three of the King's men! It has been a most horrible ordeal!"
"Are you here on the King's behest? Do you seek the deep pearl?"

Oben will gratefully offer the PCs any information they request, to the best of his knowledge. What follows is his story

Oben remembers little of the night before. He had been awaiting the King's men and the deep pearl, to verify its authenticity, when he was hit from behind and knocked unconscious. He regained some consciousness a few minutes later, as a half-orc and a gnome dragged him past the bodies of the King's men, out into the alleyway and into the night. He struggled, but only feebly, and was quickly knocked back into unconsciousness. He was awakened some time later, when a woman wearing robes demanded he authenticate the pearl. Afraid for his life, he did; it was, indeed, a deep pearl, and a fine specimen at that. The half-orc whom had attacked him and another man—this one a human—had then bound and gagged Oben, and left him here. He has seen no one since then.

Oben has seen three people—the female in robes and two orcs in robes—plus “some big goblins” (the guards). He isn't sure what they are, though he did note that they were all wearing the same symbol—the fanged mouth, the symbol of Beltar—in some fashion or other. He is not sure where any of them are now.

4. Back Room. The back room is full of crates. Many of them are empty, while others hold stolen and fenced goods. The crates have all been piled into the corners of the room, allowing enough space in the center for a number of straw palettes, arranged side-to-side—beds for Katiss and her followers.

On top of a crate against the far wall is a small shrine to Beltar. A charcoal gray cloth covers the crate, emblazoned with the goddess' symbol. On top of the crate stand two lit candles in black iron holders; between them is a crudely carved wooden statue of the goddess Beltar,

an old woman with fangs and clawed hands, and half-orc features. It is about a foot tall.

The statue is actually hollow. A compartment on the bottom of the statue (Search DC 15) opens to reveal a small pouch. Inside the pouch is the deep pearl. The compartment is not trapped, but it is locked. To open it, one must twist it the correct way (left, then right, then left again) before pulling off the statue's base. An Open Locks check at DC 15 will discover this.

The thieves are hiding out in this room. If the PCs have the element of surprise when they open the door, the thieves are caught “flatfooted” as per the PHB. Regardless, when the PCs enter this room, the thieves are ready for one thing: combat. It will take a very crafty PC to negotiate a way out of combat here—Katiss is not interested in compromising, negotiating, or giving up the pearl. Indeed, her devotion to Beltar borders on zealotry, and she will die before surrendering the pearl.

NPC Tactics

If the thieves are alerted to the PC's presence, (either by the guards in Location Three or through other means) Laircon Quickcloak “takes 10” before the PCs enter the location and hides amidst the crates near the door. In combat, he takes the first opportunity to sneak attack a spellcaster, not revealing himself before that time.

On the first round of combat, the NPCs take the following defensive measures, regardless of if they were alerted to the PC's presence:

- Katiss Darklin casts *entropic shield* on the first round of combat, surrounding her in a visible magical shield that causes a 20% miss chance for all ranged attacks.
- Maedag and Barin each cast *protection from good*, on the first round of battle, giving them +2 deflection bonus to AC and +2 resistance bonus to saving throws, before engaging the PCs.

Once the battle has been joined, Katiss will use her spells to the best of her ability. She will not abandon the pearl. Not only is the object sacred to her church, and rare enough to demand she try everything to save it, but to lose the pearl would mean returning to her father a failure, and Katiss would rather die than face that.

Should Katiss fall first, Maedag and Barin (if they are still alive) surrender. Laircon will try to slip away the minute the battle turns against him, using his Hide and Move Silently skills in the warehouse to try and escape pursuit.

Tier One

Katiss Darklin, female half-orc Clr3 (Beltar): Medium Humanoid; HD 3d8+3; hp 25; Init +1 (Dex); Spd 30 ft.; AC 17 (+5 chainmail, +2 Dex); Atks: +2 melee (1d8, heavy mace), +2 melee (1d4, sling), or +2 melee (1d4 [crit 19-20/x2] dagger); SA rebuke undead Casts evil sphere spells at +1 level; SQ Chaos and Earth domains, darkvision; AL CE; SV Fort +4, Ref +2, Will +7.

Str 10, Dex 12, Con 13, Int 11, Wis 15, Cha 12.

Skills: Concentration +5; Hide +2; Spellcraft +4. **Feats:** Alertness, Iron Will

SQ: Chaos domain—cast chaos spells at +1 caster level; Earth domain—rebuke or command earth creatures as an evil cleric rebukes undead, turn or destroy air creatures as a cleric turns undead

Equipment: Heavy mace, leather sling, pouch with 12 metal bullets, dagger, chainmail armor, symbol of Beltar, a pouch with 34 gold (not Furyondian wheatsheaf), a small pouch containing the deep pearl.

Spells (4/3+1/1+1): 0-lvl—detect magic, guidance (x2), resistance. 1st-lvl—command, doom, entropic shield, protection from good. 2nd-lvl—desecrate, hold person.

Katiss is a very devout follower of Beltar. She speaks with a slight hiss, extending all of her “s” sounds.

Laircon Darkblade, male gnome Rog2: Small Humanoid; HD 2d6; hp 9; Init +7 (Improved Initiative, Dex); Spd 20 ft.; AC 16 (+2 leather, +1 Small Size, +3 Dex); Atks: +1 melee (1d4 [crit 19-20/x2] dagger) or +2 ranged (1d4 [crit 19-20/x2] dagger); SA sneak attack +1d6; SQ darkvision; AL NE; SV Fort +0, Ref +6, Will +1.

Str 10, Dex 16, Con 11, Int 11, Wis 9, Cha 9.

Skills: Climb +5, Escape Artist +8, Hide +12, Intuit Danger +4, Listen +5, Move Silently +7, Open Locks +8, Pick Pockets +8, Search +2. **Feats:** Improved Initiative.

SA: Sneak attack—when catching opponent off guard (i.e., no Dex bonus or opponent is flanked) add an extra +1d6 damage. This damage is not multiplied in case of critical damage.

Equipment: 4 daggers, leather armor, a set of lockpicks, a pouch with 20 wheatsheaf.

Laircon is a gnome with dark hair and pale skin, wearing a leather breastplate. It is likely that he has svirfneblin in his blood.

Maedag, male half-orc Clcx (Beltar): Medium Humanoid; HD 1d8+3; hp 11; Init +0; Spd 30 ft; AC 16 (+5 chainmail, +1 medium shield); Atks: +7 melee (1d8+3, heavy mace); SA rebuke or command undead; SQ Chaos and Earth domains darkvision; AL CE; SV Fort +6, Ref +1, Will +4.

Str 16, Dex 11, Con 16, Int 8, Wis 12, Cha 8.

Skills: Concentration +4. **Feats:** Weapon Focus(heavy mace)

SQ: Chaos domain—cast chaos spells at +1 caster level; Earth domain—rebuke or command earth creatures as an evil cleric rebukes undead, turn or destroys air creatures as a good cleric

Equipment: Heavy mace, chainmail armor, symbol of Beltar, a pouch with 3 gold and 12 copper (not Furyondian coinage)

Spells (4/1+): 0-lvl—cure minor wounds, detect magic, guidance, resistance. 1st-lvl—cure light wounds, protection from evil.

Maedag is a devout follower of Beltar. He wears chainmail and carries a shield (AC 16), and the morningstar he fights with is inscribed with the symbol of Beltar.

Barin, male orc Clx1 (Beltar): Medium Humanoid; HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 16 (+5 chainmail, +1 medium shield); Atks: +0 melee (1d8, heavy mace); SA Cast evil sphere spells at +1 level; SA rebuke undead SQ Chaos and Earth domains, darkvision, light sensitivity; AL CE; SV Fort +3, Ref +2, Will +3.

Str 10, Dex 11, Con 12, Int 10, Wis 13, Cha 7.

Skills: Concentration +4, Spellcraft +4. **Feats:** Improved Initiative, Lightning Reflexes.

SQ: Chaos domain—cast chaos spells at +1 caster level; Earth domain—rebuke or command earth creatures as an evil cleric rebukes undead, turn or destroy air creatures as a cleric turns undead; Light sensitivity—suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Equipment: Heavy mace, chainmail armor, symbol of Beltar, a pouch with 10 gold and 15 copper (not Furyonduan coinage).

Spells (3/2+): 0—Cure Minor Wounds, Light, Resistance; 1st—Inflict Light Wounds (x2), Protection from Good.

Barin is a worshipper of Beltar, devoted to the dark goddess for his own greedy purposes. He wears chainmail and the robes of a cleric of Beltar, and fights with a heavy mace.

Tier Two

Katiss Darklin, female half-orc Clrs (Beltar): Medium Humanoid; HD 5d8+5; hp 37; Init +2 (Dex); Spd 30 ft.; AC 17 (+5 chainmail, +2 Dex); Atks: +3 melee (1d8, heavy mace), +3 melee (1d4, sling), or +3 melee (1d4 [crit 19-20/x2] dagger); SA rebuke undead Casts evil sphere spells at +1 level; SQ Chaos and Earth domains, darkvision; AL CE; SV Fort +5, Ref +2, Will +8.

Str 10, Dex 12, Con 13, Int 11, Wis 16, Cha 12.

Skills: Concentration +7; Hide +4; Spellcraft +4. **Feats:** Alertness, Iron Will.

SQ: Chaos domain—cast chaos spells at +1 caster level; Earth domain—rebuke or command earth creatures as an evil cleric rebukes undead, turn or destroy air creatures as a cleric turns undead

Equipment: Heavy mace, leather sling, pouch with 12 metal bullets, dagger, chainmail armor, symbol of Beltar, a pouch with 34 gold (not Furyondian wheatsheaf), a small pouch containing the deep pearl.

Spells (5/4+1/3+1/2+1): 0-lvl—detect magic, guidance (x2), resistance (x2). 1st-lvl—command, doom, entropic shield, cure light wounds, protection from good. 2nd-lvl—cure moderate wounds, desecrate, hold person, summon monster II. 3rd—blindness, stone shape, summon monster III.

Katiss is a very devout follower of Beltar. She speaks with a slight hiss, extending all of her “s” sounds.

Laircon Darkblade, male gnome Rog3: Small Humanoid; HD 3d6; hp 14; Init +7 (Improved Initiative, Dex); Spd 20 ft.; AC 16 (+2 leather, +1 Small Size, +3 Dex); Atks: +2 melee (1d4 [crit 19-20/x2] dagger) or +3 ranged (1d4 [crit 19-20/x2] dagger); SA sneak attack +1d6; SD darkvision; AL NE; SV Fort +1, Ref +6, Will +2.

Str 10, Dex 16, Con 11, Int 11, Wis 09, Cha 09.

Skills: Climb +6, Escape Artist +8, Hide +13, Intuit Danger +5, Listen +5, Move Silently +8, Open Locks +9, Pick Pockets +9, Search +4. Feats: Improved Initiative.

SA: Sneak attack—when catching opponent off guard (i.e., no Dex bonus or opponent is flanked) add an extra +1d6 damage. This damage is not multiplied in case of critical damage.

Equipment: one potion of cure light wounds (1st level), 4 daggers, leather armor, a set of lockpicks, a pouch with 20 wheatsheaf.

Laircon is a gnome with dark hair and pale skin, wearing a leather breastplate. It is likely that he has svirfneblin in his blood.

Maedag, male half-orc Clc2 - Beltar. Medium Humanoid; HD 2d8+6; hp 17; Init +0; Spd 30 ft.; AC 16 (+5 chainmail, +1 medium shield); Atks: +6 melee (1d8+3, heavy mace); SA rebuke or command undead; SQ Chaos and Earth domains, darkvision; AL CE; SV Fort +5, Ref +0, Will +3.

Str 16, Dex 11, Con 16, Int 08, Wis 12, Cha 08.

Skills: Concentration +5. Feats: Weapon Focus: heavy mace.

SQ: Chaos domain—cast chaos spells at +1 caster level; Earth domain—rebuke or command earth creatures as an evil cleric rebukes undead, turn or destroys air creatures as a good cleric

Equipment: Heavy mace, chainmail armor, symbol of Beltar, a pouch with 3 gold and 12 copper (not Furyondian coinage).

Spells (4/3+1): 0-lvl—cure minor wounds, detect magic, guidance, light, resistance. 1st-lvl—cause fear, curse (x2), protection from evil.

Maedag is a devout follower of Beltar. He wears chainmail and carries a shield (AC 16), and the morningstar he fights with is inscribed with the symbol of Beltar.

Barin, male orc Clr2-Beltar. Medium Humanoid; HD 2d8+2; hp 15; Init +0; Spd 30 ft.; AC 16 (+5 chainmail, +1 medium shield); Atks: +1 melee (1d8, heavy mace); SA rebuke undead SQ Chaos and Earth domains, darkvision, light sensitivity; AL CE; SV Fort +4, Ref +2, Will +4.

Str 10, Dex 11, Con 12, Int 10, Wis 13, Cha 07.

Skills: Concentration +5, Spellcraft +5. Feats: Lightning Reflexes.

SQ: Chaos domain—cast chaos spells at +1 caster level; Earth domain—rebuke or command earth creatures as an evil cleric rebukes undead, turn or destroy air creatures as a cleric turns undead; Light sensitivity—suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Equipment: Heavy mace, chainmail armor, symbol of Beltar, a pouch with 10 gold and 15 copper (not Furyonduan coinage).

Spells (4/2+): 0—Cure Minor Wounds, Light, Resistance, Virtue; 1st—Guiding Hand, Inflict Light Wounds, Protection from Good.

Barin is a worshipper of Beltar, devoted to the dark goddess for his own greedy purposes. He wears chainmail and the robes of a cleric of Beltar, and fights with a heavy mace.

Conclusion

Once the battle is over, the adventure is not quite complete—there is still the issue of the deep pearl, and who should claim it, and for whom.

If the PCs faced the thieves alone, and Katiss Darklin has been slain, there is little more to do, save to retrieve the pearl from the statue and return it to the crown. Once they deliver the pearl to Helissa Darwoden, who has a room at the King's Arms, she will pay the PCs their 20 wheatsheaf, and let them all know that they have earned the gratitude of the Conclave.

If the Noble Council Party is present at the final battle, they want to deliver the deep pearl immediately to the council, and their contact, one Gilbair le Ronde. Onando has no time for petty politics, and he would rather see the Noble Council receive the pearl directly. Like the PCs, he has been hired to perform a service, and he plans to see it through. If the PCs willingly agreed to Onando's terms earlier, Onando will remind them of that agreement.

If the pearl is retrieved by a PC after the battle, it is ultimately up to them who gets to deliver the pearl, and where. Onando and the Council Party are beyond fighting the PCs once the pearl is recovered. Onando will insist, however, that they accompany the PCs on the delivery of the gem.

If the pearl ends up in the possession of the Council's party (and if the PCs do not immediately search for the pearl, Onando will, discovering the statue on a successful Search roll, DC 20), Onando takes it to Gilbair le Ronde. He invites the PCs to accompany them. Unless the PCs can somehow convince them to give up the pearl, or fight them for it, Onando does not surrender it. Players may use whatever relevant Skills may help them win this argument, including Bluff and Diplomacy. It is also recommended that the DM let such a scenario be role-played out, regardless of the dice rolls. Remember that Onando has Sense Motive +8, so it is possible he will know if the PCs are lying or trying to bluff him.

If the PCs return to Helissa with news of the pearl's recovery, but bring it (or allow it to be taken) to Gilbair le Ronde, Helissa shows a measure of displeasure with the PCs. She honors the agreement, however, and gives them their 20 wheatsheaf.

If the PCs do not return to Helissa, she sends word for them to come to her at the King's Arms. If she has to do this, she is sorely angry. Not only have the PCs not brought the pearl to her (thus depriving the Knightly Conclave of some needed clout), but they have insulted her by failing to send him word of their success or failure. She will not pay the PCs their owed wheatsheaf.

There is a potential final option here. The PCs could decide to keep the deep pearl for themselves, and either simply abscond with it, or lie to the Knightly Conclave,

claiming the pearl lost, or whatever else the PCs may concoct. If the PCs choose this option, allow for the Noble Council's party to somehow discover the plot, and brand the PCs thieves. To choose to simply take the pearl is an evil act, and the PCs should suffer accordingly. If the PCs cannot be dissuaded from such a course, the DM should end the session and report the party or offending PCs to the con coordinator, and to the Triad.

Experience Point Summary

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

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

Encounter Two

Finding symbol in alleyway 10 xp

Encounter Three

Defeating Keygn and discovering map 30 xp

Encounter Five

Avoiding Arrest 50 xp

Encounter Seven

Killing mastiff 10 xp

OR

Evading mastiff w/out alerting guards 25 xp

Defeating Hobgoblin Guards 50 xp

Final Battle

Killing or capturing thieves (200 max) 50 xp/NPC

Recovering pearl for Knightly Conclave 50 xp

Total experience for objectives 415 xp
Discretionary roleplaying Award: 0-50 xp

Maximum xp Award: **465 xp**

Treasure Summary

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

- The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it.

Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
- Theft is against the law, but may be practiced by some player characters. Items which are worth more than 750 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Each PC will receive, in total, 40 wheatsheaf from the Knightly Conclave, or 30 if they accept Gilbair le Ronde's proposal. Between them, the thieves have 67 wheatsheaf of mixed coinage, along with 27 commons. In addition, Encounters provide the following potential treasure [Bracketed treasures are tier-specific]:

Encounter Four

- 1 suit of orc-sized scale mail (may be sold for a total of 25 gp).
- 1 heavy mace (may be sold for total of 6 gp).

Encounter Seven

- 4 small shields (may be sold for total of 6 gp).
- 4 longswords (poor quality; may be sold for a total of 15 gp).
- 2 suits of orc-sized chainmail (may be sold for a total of 150 gp).
- 1 suit half-orc-sized chainmail (may be sold for 75 gp).
- 1 suit of gnome-sized leather armor (may be sold for 5gp).
- A small statue of the Suel goddess Beltar, with a hidden compartment in the bottom (Value 25 gp, Weight 10 lb): This carved wooden statue depicts Beltar, the Suel goddess of caves, pits, and malice, in the guise of a horrible, fanged old woman. It stands about a foot tall. The statue has a hollow base that can

be found on a Search check of DC 15. The compartment is not trapped. To open it, one must twist it the correct way (left, then right, then left again) before pulling off the statue's base. An Open Locks check at DC 15 will discover this. The hollow inside is about 3 inches deep and 6 inches around; it is big enough to hold a money sack, or several small objects.

- 67 wheatsheaf of mixed coinage, along with 27 common.
- One (tier two) *potion of cure light wounds* (Value 250 gp): This small glass vial contains a blue liquid that sparkles when it catches the light. This potion confers upon the imbiber the benefits of a *cure light wounds* spell, cast at the 5th-level of ability. The imbiber automatically regains 1d8+5 hit points. There is one draught of potion in the bottle. The entire potion must be consumed to gain its effects.

Total possible gold:

349 gp, 27 cp

Influence

Each player will get a certed influence point for the Knightly Conclave, **IF, and ONLY IF they deliver the deep pearl to Helissa Darwoden**. There is **no influence point rewarded** if the PCs do not bring the deep pearl to the Knightly Conclave.

Text: The PC has some small amount of influence with Chendl's Knightly Conclave. The Conclave owes the PC a small debt for services performed. It can be used as per standard Influence Point guidelines. The Knightly Conclave is sometimes potent power in Furyondy. They represent a body of minor titled nobles and Knights of the Hart who come together to debate current issues of concern to the kingdom, and to deliver their opinions to the King. While the King is not obligated to listen to the Conclave, the support of many minor nobles, as well as of the influential Knights, are imperative to the smooth running of Furyondy, and so Belvor often considers their view. This influence can be used to curry favor with the Conclave as a whole (which meets in the royal city of Chendl), or to gain some favor or benefit from a specific member of the group (members of the Knightly Coconclave will be identified when they appear in Furyondy regional scenarios).

The Noble Council will do nothing for the PCs regardless of their role in obtaining the deep pearl. The Council already had a team of adventurers tracking the pearl down, and while they will appreciate the PCs helping out they will not long remember the deed, or the extra PCs involved.

Appendix: Agents of the Noble Council

The following are the stats for the adventuring party hired by the Noble Council to track down the deep pearl. The Council's party is a highly trained and experienced group. Play these NPCs accordingly, and make any combat with them a memorable (and painful) one for the PCs.

Onando Quickcloak, male human Rog6: Medium humanoid; HD 6d6; hp 26; Init +7 (Improved Initiative, Dex); Spd 30 ft.; AC 15 (+2 leather, +3 Dex); Atks: +6 melee (1d6+1 919-20/x2), +1 shortsword) or +4 melee (1d4 [crit 19-20/x2] dagger) or +7 ranged (1d8 [crit 19-20/x2], light crossbow); SA sneak attack +3d6; SD evasion; AL LG; SV Fort +2, Ref +8, Will +3.

Str 11, Dex 17, Con 10, Int 12, Wis 12, Cha 15.

Skills: Bluff +9, Climb +5, Disable Device +7, Hide +11, Intuit Danger +10, Listen +9, Move Silently +11, Open Locks +9, Profession (tailor) +3, Search +11, Sense Motive +10; Spot +7. Feats: Alertness, Combat Reflexes, Improved Initiative, Weapon Focus (shortsword).

SA: Sneak attack—when catching opponent off guard (i.e., no Dex bonus or opponent is flanked) add an extra +3d6 damage. This damage is not multiplied in case of critical damage.

Equipment: leather armor, a finely crafted and expertly sharpened shortsword (+1 attack and damage, non-magical), two daggers, pouch containing 25 wheatsheaf and 2 common.

Avita, female elf Sor4: Medium humanoid; HD 4d4; hp 13; Init +2 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks: +1 melee (1d8 (crit x3) shortspear) or +1 melee (1d4 (crit 19-20) dagger); AL NG; SV Fort +1, Ref +4, Will +5.

Str 08, Dex 13, Con 11, Int 14, Wis 12, Cha 17.

Skills: Concentration +7, Gather Information (cc) +1, Knowledge (arcana) +8, Diplomacy (cc) +6, Spellcraft +8. Feats: Alertness, Lightning Reflexes.

Equipment: Shortspear with brass-decorated handle, dagger, pouch containing 12 wheatsheaf, 3 sherdan, and 12 common.

Spells (7/7/4): 0-lvl—daze, detect magic, flare, ghost sound, ray of frost, read magic; 1st-lvl—armor, magic missile, summon monster I; 2nd-lvl—summon monster II.

Familiar: A tiny snake.

Hanne, male human Ftr4: Medium humanoid; HD 4d10+8; hp 34; Init +1 (Dex); Spd 30 ft.; AC 16 (+5 chainmail, +1 Dex); Atks: +10 melee (2d6+7 (crit 19-20/x2) greatsword +2); AL LN; SV Fort +6, Ref +2, Will +1

Str 16, Dex 12, Con 14, Int 08, Wis 10, Cha 08.

Skills: Climb +4, Jump +3, Listen +2. Feats: Alertness, Cleave, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Equipment: greatsword +2

Leylan, male human Ftr3/Brd2: Medium Humanoid; HD 3d10+2d6; hp 30; Init +1 (Dex); Spd 30 ft.; AC 18 (+2 ring, +4 splint, +2 Dex); Atks: +7 melee (1d6+2 [crit 18-

20/x2] scimitar) or +6 melee (1d8 [crit x3] longbow); SQ Bardic music; AL CG; SV Fort +3, Ref +6, Will +1.

Str 15, Dex 14, Con 11, Int 12, Wis 10, Cha 16.

Skills: Appraise +4, Handle animal +5, Hide +7, Jump +7, Listen +2, Ride +8, Swim +7. Feats: Power Attack, Quick Draw, Sunder, Weapon Focus (scimitar).

Equipment: +2 ring of protection, armor and scimitar, longbow, 15 arrows in quiver, a length of rope (30').

Spells (4/1): 0-lvl—daze, flare, mage hand, prestidigitation; 1st-lvl—true strike.

Quinlin, female halfling Clr4 (Yondalla): Small Humanoid; HD 4d8; hp 23; Init +5 (Improved Initiative, Dex); Spd 20 ft.; AC 18 (+6 chainmail +1, +1 shield, +1 Size); Atks: +3 melee (1d6 (crit 19-20) shortsword) or +4 ranged (1d4 dart); AL LG; SV Fort +5, Ref +3, Will +8.

Str 11, Dex 13, Con 10, Int 11, Wis 16, Cha 11.

Skills: Concentration +7, Heal +8, Spellcraft +2. Feats: Improved Initiative, Weapon Proficiency (shortsword).

Spells (5/4+1/3+1): 0-lvl—cure minor wounds, detect magic, guidance (x2), resistance; 1st-lvl—bless, cause fear, guiding hand, random action, sanctuary. 2nd-lvl—calm emotion, hold person (x2), zone of truth.

Equipment: Shortsword, eight darts, chainmail +1, small shield, symbol of Yondalla, pouch with 8 wheatsheaf and 5 silver.

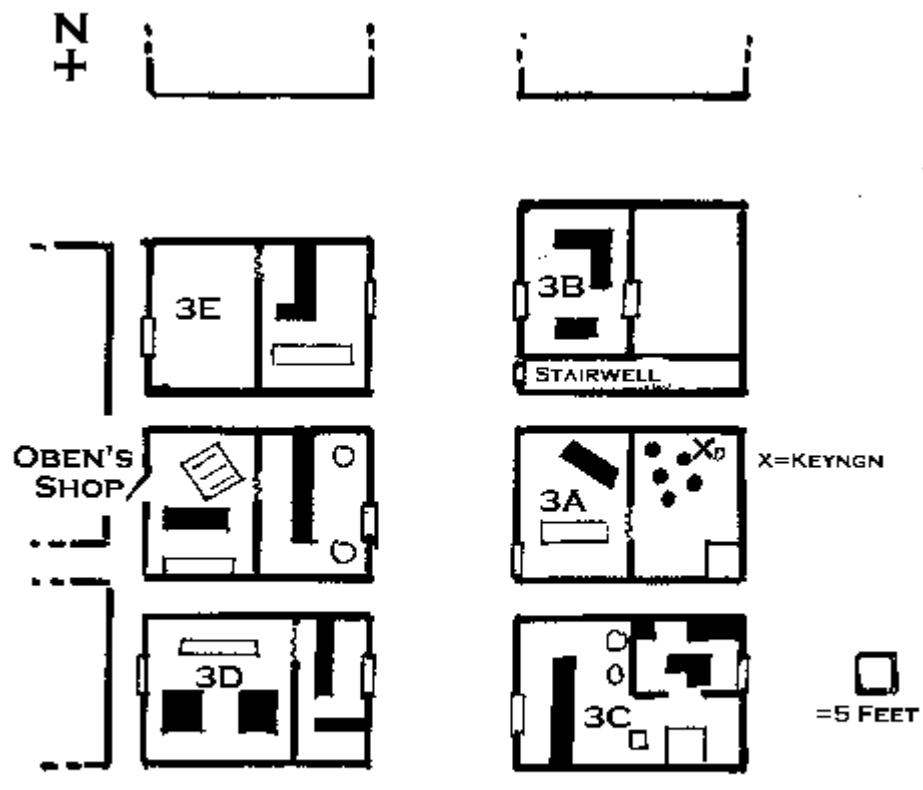
**Player Handout #1 – Symbol carved in the lintel behind Oben
Gemsetter's Shop.**



Player Handout #2 – Parchment found on orc.

Q xout
q eʌxt
d xout
a eʌxt
b noɪo

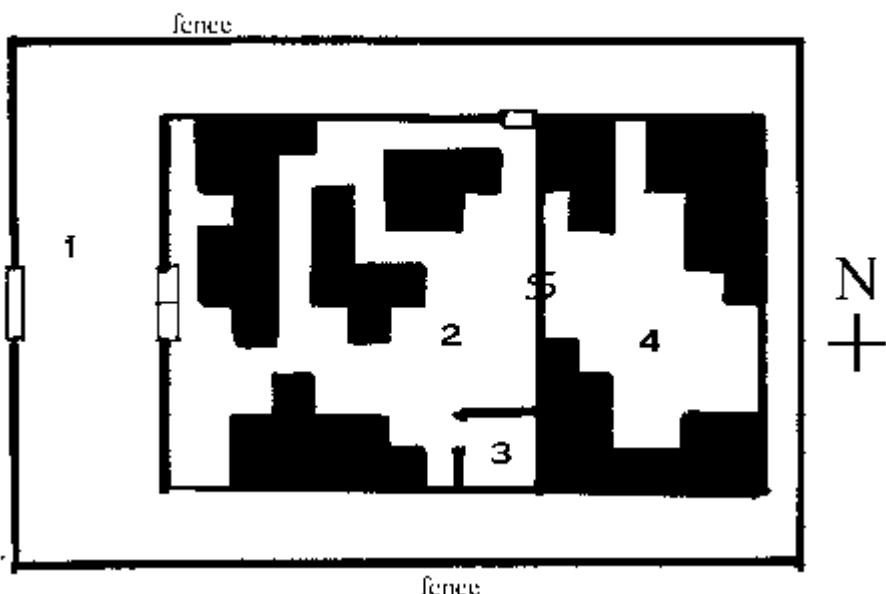
Map 1 – Oben Gemsetter's shop, and vicinity.



Map Two – The Warehouse (Encounter Seven)

MAP TWO: THE WAREHOUSE

 = 5 FEET



Deep Pearl

Critical Events Summary

For use at the premier, CARPOut 2000

Was the Deep Pearl recovered? Yes No

Did the PCs recover it without the Noble Council's help? Yes No

To whom did the PCs return it to? Helissa Darwoden (Knightly Conclave) or Gilbair le Ronde (Noble Council)

Did any of the following NPC die?

Worshippers of Beltar:

Katiss Darklin Laircon Quickcloak

Member's of the Noble Council's Party:

Onando Hanne Avita Quinlin

Did any PCs die in the event? Yes or No

If so, complete the following:

PC Name, Player, RPGA #	Cause of Death
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____

How many players participated in the event? 4 5 6 7

At which Tier was the event played? 1 2 3