

FREEPORT

THE CITY OF ADVENTURE

The Consequence of Vice

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The Consequence of Vice is a d20 fantasy adventure set in Green Ronin's city of Freeport. It is designed for 4–6 characters of 6th–8th level of experience. While GMs will find it helpful to own a copy of *Freeport: The City of Adventure*, it is not required to run this adventure. *The Consequence of Vice* can also be set other cities with just a little tweaking.

Overview

The Player Characters are hired to investigate the apparent suicide of the son of a wealthy Freeporter found floating dead in the harbor. They soon learn that he was murdered and must then uncover the secrets surrounding his death. Their discoveries lead them in many unexpected directions, culminating in an encounter with a sinister crime ring with much bigger ambitions than the murder of a wealthy youth.

Backstory

Our tale begins with an ambitious and successful Freeporter named Quentin Harks. Considered a wealthy man by all accounts, he has a fine mansion in the Merchant District and a thriving sailcloth business (Harks and Sons Sails) founded by his grandfather. A recent deal with the Admiralty has just made them the exclusive supplier of sailcloth to the Freeport navy. This has fueled speculation that Mr Harks may vie for one of the vacant seats on the Captain's Council. Quite a bright future to be sure.

But Quentin Harks has a son.

Marcus Harks was meant to follow in his father's footsteps. As had become a tradition in the Hark's family, Marcus was groomed from an early age to take over the family business. Marcus, however, had other ideas. A spoiled and unappreciative brat, he wanted nothing to do with his father's business. Quentin tried to be a good parent, but it was difficult for him, as his wife had died when Marcus was only three. He was always very busy at work and had little time to spend with the boy. He simply could not understand why his son did not want to be a part of the family business. It was a great living, with a chance to be among Freeport's elite. When Marcus was caught stealing, Quentin knew he had to act.

In a cell within the Tombs, Quentin had a harsh talk with his son. He would accept his son's reluctance to join the family business. In return, Marcus would attend the Freeport Institute and achieve a degree. As long as he remained in school, Quentin would pay his way. If Marcus left, the boy would be on his own. They came to an agreement and Marcus was enrolled at the Institute immediately.

Things went well for a time. Marcus seemed to enjoy his studies and he stayed out of trouble. Living on the school

grounds also improved his relationship with his father, as they communicated better now that they had time apart from each other. Quentin finally began to think that the problems with his son were over. He was very wrong.

A year ago, Marcus began gambling at school with his friends. At first, it was small time stuff: card games, dice and the like. He won about as much as he lost so there seemed to be no harm in it. Eventually, he ventured into the Eastern District to try his hand at the big time bets. In no time, he was in big to members of Finn's Syndicate, the criminal gang that controls the Eastern District.

Marcus was forced to go to his father for help. Quentin was furious with his son, but their recent reconciliation compelled him to help. He gave his son enough money to pay off his debts after securing a promise from Marcus that he would give up gambling for good. Marcus, however, was hooked. Try as he might, he could not resist the temptation to place just one more bet. This time he would be smarter, he thought. He would only place smaller bets with good odds. But he was lying to himself. After a short time, he was in debt again. After a few visits from Finn's enforcers, he returned to his father to ask for more money.

This time, Quentin refused. He told Marcus that he was now on his own and that he would have to find a way to pay back the debt himself. After a bitter argument, Marcus left, vowing never to return.

Marcus had no idea how he was going to pay back his debt. He thought of borrowing money from another loan shark in town to pay back Finn, but that would only delay the inevitable. He could steal to get the money, but he had not honed his skills in that area and would probably get caught. When he was at his whir's end, an opportunity presented itself.

One night, as he returned from another beating at the hands of one of Finn's enforcers, he was offered a ride in a finely appointed coach. Inside was a well-dressed man with a long, silver-tipped cane. The man seemed to know everything about him. Marcus was shocked when the stranger offered to pay off all of his gambling debts. In return, Marcus had to work for the man selling a new drug called *Ghoul Juice*. With no other choices open to him, Marcus agreed.

Ghoul Juice proved very popular on campus and Marcus was soon making a fortune selling the drug. Flush with gold, Marcus gambled heavily. For the most part he was able to pay off his debts with money from his drug deals. Every once in a while, he would skim some off the top if he had a big debt to pay off.

This did not please the well-dressed man or his superiors.

Finn's men called Marcus to a meeting one night as his debt was coming due. They broke all of the bones in his hand as a warning, but let him go in hope that they could get some of their money. On the way back to the Institute, he was struck from behind by a thug in the service of the well-dressed man. The ruffian got carried away, and in his weakened state, Marcus will killed by the blow.

The well-dressed man was fully aware of who Marcus' background. To cover up the killing, he decided to make it look like a suicide. A note was constructed, and the body was dumped from one of the cliffs near the city.

When the body washed up on shore, the Sea Lord's Guard reported the death to Mr Harks and discovered that he had received a suicide note. Knowing of his son's gambling lifestyle, but not his drug dealing ways, Mr Harks suspected foul play. He was unwilling to employ the authorities however, as scandal would put his bid for a council seat in jeopardy. Instead, he decided to turn to hire outside help to investigate the death of his son discreetly. Enter the PCs.

The Hook

How your group of players gets pulled into the adventure depends on what they have done in your campaign world. Here are a few ideas on how you can get your group started.

- ✦ *Hey, what's that in the water?* If your players are new to Freeport, you can have them stumble upon the dead body of Marcus Harks bobbing up and down near the docks or washed up on the beach. As they report the murder, they meet Quentin and he asks them to investigate.
- ✦ *Help me, please!* If your group has been in Freeport for some time, they have certainly made some friends and contacts along the way. You can substitute one of these acquaintances for Quentin Harks and have him ask the players for help finding his son's murderer.
- ✦ *Show me the money.* Quentin Harks has heard that the PCs can be trusted and he will approach them with a reward of 1000 gold pieces each if they find the perpetrators.
- ✦ *Let's sling some mud.* A political rival of Quentin Harks has decided to hire the PCs to investigate the murder of young Marcus. Of course, he is hoping that they dig up some dirt that can be used against Quentin.

Quenfin Harks

The PCs are invited to the home of MR HARKS [male human Ari 9, hp 49] in the Merchant District by one of his servants. They are ushered into the sitting room to find Mr Harks behind a writing desk. He is trying to look busy and unaffected by his son's death, but it is clear that he has not slept recently. After the PCs have a seat, he speaks to them:

"I thank you for coming. This is a trying time and I didn't know where to turn for help. My son Marcus is ... dead. Even after seeing his body, I can barely bring myself to say it, but it's true. The Guard said it was suicide because I received a note the day his body was found, but I am not so sure. He had a lot to live for. He was attending the Freeport Institute and I had hoped that one day he would take over my sailcloth business. It just doesn't add up. I would like you to investigate his death and find out what really happened. I can pay you very well. Let's say 1,000 gold pieces each if I am satisfied with your findings.

It is imperative that you keep this investigation quiet. I have political enemies who would be only too happy to ruin my bid for the Captain's Council. I hope we understand each other.

Will you help me find my son's murderers?"

At this point, the PCs will probably be full of questions. It is impossible to anticipate them all, but the background for the story above should allow you to respond to most inquiries.

Father, I know that I have not lived up to your expectations and I am sorry. I cannot go on any longer. Please forgive me for taking my own life. It is better this way, now I can never disappoint you again.

Marcus

A list of typical questions and answers is provided below.

- ✦ Can we read the suicide note?
"Of course, here you are."
- ✦ The note claims that Marcus didn't live up to your expectations. What does that mean?
"It is no secret, among those who know me, that my son did not take an interest in the family business as I had hoped he would. The murderers are simply trying to use this fact to convince the Guard that it was a suicide. I'm not buying it."
- ✦ Why do you think your son's death may hurt your Captain's Council bid?
"My opponents will stop at nothing to see me destroyed, even if they have to fabricate some story about my son's untimely death. If my son was involved with something...unsavory, I do not want them to find out about it"
- ✦ Why not go to the Sea Lord's Guard and convince them that it was not a suicide?
A: "Bah! Those fools couldn't find a boat in the harbor. Even if they could, I wouldn't want them poking into my son's affairs. It is better this way. I perform my own investigation out of the public spotlight."
- ✦ Where is your son's body?
(Quentin looks away with a tear in his eyes.) "We had a short service earlier this morning. His body should be at the crematorium." (Pause, then he turns quickly to the PCs.) "Oh yes, I see. How foolish of me! You may want to examine the body. If you hurry, you may still be able to look at it before it is destroyed."
- ✦ If your son was murdered, who do you think may have been responsible?
"I am not sure. I think he fell in with a bad element at school. I warned Marcus not to get involved with the wrong crowd, but

he didn't listen to me. He never listened to me. You should talk to his roommate, that idiot Hayden. You can find him in room 510 in the Institute dorms."

‡ What do you mean by a bad element?

(Quentin hesitates for a moment.) "I mean that Marcus got involved with ne'er-do-wells. So called friends who were more interested in drinking and carousing than studying. Maybe he got into a drunken brawl or he cheated at a card game. I need you to go and find out what happened."

If the PCs persist about what Marcus might have been involved with, have them make Diplomacy checks (DC15). If they succeed, read the following:

"Alright, alright. It is no use keeping it a secret. My son had a gambling problem. I had to pay his debts more than once. He was even arrested and thrown in the Tombs. I tried to help him, but nothing worked." (Sob) "Finally, I told him that he was on his own and sent him back to school. I haven't heard from him in a long time. When his body was found I feared the worst." (Pause) "Please find out who did this to my little boy." (Sob)

‡ Do you know whom your son owed money to?

"No. He never told me whom he was involved with. Maybe his stupid friend Hayden at the Institute can help you. He is in room 510 in the dorms."

At this point, the PCs will most likely have two courses of action open to them. They can go to the crematorium and investigate the dead boy's body or head to the dorms to talk to Hayden.

The Crematorium

The Freeport Crematorium is located on a rocky atoll a half-mile west of the city. If the PCs don't have their own boat, they'll need to hire one out for the trip. The boy's body is scheduled to be cremated the same day that the PCs initially speak to Quentin Harks. If they wait another day before coming to the crematorium, it will be too late and the body will be burned.

The head undertaker is named GRIMBAG BLACKHAND [male half-orc Exp 5, hp 23; Sense Motive +9]. He is surly, blunt and certainly not blessed with good social graces. He will be surprised to see the PCs, as the Crematorium rarely receives visitors. Grimbag does not want to allow the PCs access to the body of Marcus Harks. Changing his mind will take some doing (Diplomacy or Intimidate checks; DC17). If they have a letter or some other token from Quentin Harks, the PCs receive a +2 circumstance bonus on the check. Grimbag is also not above taking a bribe.

The body of Marcus Harks is located in the furnace room along with ten other bodies. He has been stripped of clothing in preparation for cremation. He was a twenty-year old male with black hair and brown eyes, about six feet tall. A quick look at the body shows some minor scrapes and bruises, but nothing obvious that would indicate foul play.

If the PCs take the time to examine the body carefully, they can make Heal checks (or Knowledge (anatomy), if using that skill from *Secret College of Necromancy*, or Wisdom, if none of the PCs have applicable skills). Consult the following chart to find out what they have discovered.

‡ DC25: There is a bruise on the back of his head that was caused by a blunt instrument. It is possible that this is what killed him.

‡ DC20: All of the bones in his right hand have been broken. Thieves are usually subjected to this type of torture.

‡ DC15: There is a scrape across the left side of his face along with a light bruise.

The PCs may want to cast *speak with dead* or similar spells to find out how Marcus was killed. Remember to respond in cryptic speech and be as ambiguous as possible. Marcus will refer to the people he owes money to as the Syndicate and the drugs as "the juice." He does not know who killed him, since he was struck from behind. Nor does he know the well-dressed man by name. Although he did not commit suicide, his own actions did cause his death.

Institute Dorm, Room 510

The Freeport Institute can be found in the Drac's End district of the city. Marcus's dorm is in a group of buildings known as the Cluster. Room 510 is where Marcus Harks and his roommate Hayden Judson once lived.

HAYDEN JUDSON [male human Com 4, hp 18] is the son of a wealthy merchant from the mainland. He is short and thin with long brown hair and a scruffy looking beard. He speaks in a whiny voice and tends to avoid eye contact. He wears expensive clothing, but it is often dirty and his shirt is never tucked in.

Hayden introduced Marcus to gambling; his own father is very rich and he always had money to burn. Together they went to the pit fights by the docks and to many a card game looking to hit the big score. More often than not, they lost and commiserated with each other. Hayden knows nothing of Marcus's involvement with dealing drugs.

Hayden is currently scared to death because he thinks that Finn's men will come after him to pay off Marcus's debts. When he sees the PCs coming he will flee immediately, thinking they are enforcers from the crime lord. He is quite nimble and will give them a good chase through the school. Here are some ideas for things that may happen as the PCs attempt to catch Hayden Judson.

‡ Hayden has set up an escape route from his dorm room out of fear. He has tied a rope to a bedpost near the window. If anyone comes in, he will grab the rope and jump out the window. The rope will come to a stop four feet from the ground and Hayden will take off running.

‡ Hayden runs into an alchemical class in the middle of an experiment. As the PCs chase him through the room, they must make Dexterity checks at DC20 to avoid knocking over the many beakers and alembics. If they fail, something falls and breaks, causing a small explosion that will cause 4d6 damage to everyone in the room. A Reflex save (DC15) halves the damage. The students and professor are smart enough to duck for cover before taking serious harm.

‡ Hayden flees into the streets of Freeport, knocking over pedestrians and street vendors' carts as he goes. He attempts to get lost in Tent Town of Drac's End by blending into the crowd. If he happens to see the Guard around, he attempts to convince them that he is in danger and that the PCs are out to get him.

If Hayden eludes the PCs, he stays away from his dorm room for a day and then returns at night to get the gold he has stashed there. Once he has the gold, he heads down to the docks and tries to get the next ship he can to the mainland.

Search checks of the dorm room turn up the following:

- ✦ **DC 30:** Hidden under a loose floor board is a small leather case that contains four vials of Ghoul Juice.
- ✦ **DC 25:** One of the dressers in the room has a secret compartment that holds 200 gp belonging to Hayden.
- ✦ **DC 20:** A slip of paper lies crumpled at the bottom of a wastepaper basket. The letter reads, "Come with the money you owe us tonight. We will meet in the usual place. Don't be late." (This is a letter from the enforcers of Finn's Syndicate asking Marcus to meet them the night of his death).

If Hayden is caught, he spills his guts quite easily. He as a coward at heart and will say anything if he thinks his own hide is in danger. He knows that Marcus was in to Finn's Syndicate for big money after losing on some recent bets. He also knows that Marcus went to see them at the Halfling Benevolent Association in the Eastern District the night of his death. Further, Hayden knows that Marcus seemed to have another source of income lately that was not from his father. In fact, the relationship between Marcus and his father has been strained for quite a while now. He does not know about Marcus dealing Ghoul Juice or even what it looks like.

Mind Your Own Business

The well-dressed man is aware of the PCs and their meddling. Afraid that they might stumble upon his little operation, he has hired some mercenaries to kill them before they get too close. This encounter can occur at any time that you deem appropriate after Quentin Harks has hired the PCs.

The mercenaries (Marta, Garadon, Glinfield, Thaim Hammerforge, and Rooster Tumblefoot; see NPC Appendix) set up an ambush. The rogue of the group steals something from one of the PCs and flees into an alleyway, trying to stay just out of reach. When the PCs have been sucked in, his associates attack from cover.

If the PCs do not bite on the first attempt, the mercenaries take a more direct approach. They try to strike from surprise and at night, as to avoid the attention of the Sea Lord's Guard. Since they are only hired killers, the mercenaries flee if things go too badly against them.

If any of the group is captured alive, they can be convinced to answer some questions. They don't know much. A well-dressed man, who told them he was a member of Finn's Syndicate, approached them. He hired the mercenaries for 250 gold pieces each. They met him in a bar in the Eastern District known as The Pit.

The Pit is a red herring. It is a bar with a few table and booths. No one there knows who the well-dressed man is, but they do remember seeing him in the establishment recently.

Finn's Syndicate

The crimelord Finn has not risen to his position without knowing when he is being set up. His men have informed him of the new drug dealer in town (the "well-dressed man") and what he has been doing to cover up the murder of the young Marcus Harks. Although angry that a man that owed him so much money is now dead, Finn felt certain that he could get the money back from the elder Mr Harks through blackmail. Then the well-dressed man took it one step too far. Claiming to be a member of the Syndicate and contracting the killing of the PCs is something Finn cannot tolerate. Something must be done about this drug dealer.



FINN [male halfling Rog 8/Crb 10, hp 121; Bluff +10, Diplomacy +15, Sense Motive +8] is waiting for the PCs to come to him. Of course, if they attempt to storm his hideout they are in for a rude awakening. See *Freeport: The City of Adventure* for more details on Finn, his Syndicate, and their headquarters in the Halfling Benevolent Association. If the PCs are not aware of the Syndicate they can ask around town using the Gather Information skill. Consult the table below for the results:

- ✦ **DC 25+:** The Syndicate operates out of the Halfling Benevolent Association in the Eastern District. They are involved in gambling and loan sharking. Their leader is a halfling named Finn.
- ✦ **DC 20:** "I hear things about the Halfling Benevolent Association in the Eastern District. Things there are not as they seem."
- ✦ **DC 15:** "I heard a rumor about them. I think they operate somewhere in The Eastern District. They are some kind of philanthropic organization for halflings or something."

If the PCs come to the Halfling Benevolent Association and ask for Finn or come up with a clever scam, they will be allowed in on Finn's instruction. The PCs are forced to wait a half an hour before being shown into Finn's office. His lieutenant, **DUNBAR** [human male Ftr 7, hp 55], is with him, and two enforcers [human male Ftr 2/Rog 1, hp 21] flank the door.

Finn wants to convince the PCs that their real enemy is the drug dealers. He has learned the location of their hideout in an abandoned tenement in Scurvytown (as its name indicates, the seediest district of Freeport). Finn also wants to make sure that the PCs understand that he had nothing to do with the death of Marcus. He can fill them in on the drug called *Ghoul Juice*, except for the part about becoming a ghoulish over time. (See section on *Ghoul Juice* below.)

When playing Finn, keep in mind that he is a cunning and clever negotiator. He only gives the PCs enough information to get them to do what he wants. He does not respond to threats, though he might resort to subtle threats of his own if to convince the PCs to do what he wants.

The Juice Factory

Eventually, by information provided by Finn or through their own investigations, the PCs should learn the location of the Juice Factory.

The drug dealers have set up their base in an abandoned tenement in Scurvytown. Many of the people who live in the building have become addicted to the drug. The lab is located in the basement. There are two guards [**male human Ftr 4, hp 33**] stationed in a first floor apartment with windows looking out to the street. They work on three shifts of eight hours each. Their job is to keep an eye out for suspicious characters or the Sea Lord's Guard. They have all been given descriptions of the PCs and will recognize them unless they are in disguise. There is a 30% chance that the guards are asleep if the PCs approach the hideout between 1.00 am and 5.00 am. If the guards detect the approach of the PCs, they have been instructed to proceed below to the drug lab to prepare an ambush.

The tenement (a four storey affair) is filled with drug addicts and derelicts. One of the rooms on the top floor is home to a ghoul [**hp 13; see MM for stats**] who has been transformed by the Ghoul Juice.

If any of the living tenants are questioned, they can tell the PCs that they get their drugs from the "pretty boy in the cellar". If the PCs check out the guardroom, they notice that it is cleaner than the other rooms and it has an excellent view of the street. It is also one of the only rooms with intact windows.

The door to the basement of the tenement is metal. It is trapped with poison burnt othur fumes (Inhaled; Fortitude check DC18, initial damage -1 Con; secondary damage 2d6 Con); Search (DC21); Disable Device (DC25). It is also locked (DC25). It has the standard statistics for a metal door from the DMG. A ten-foot long wooden stairway leads down to another door. It is unlocked.

The cellar consists of two rooms. The first is a 30 ft wide by 50 ft long rectangular room with a door at either end. One leads to the staircase up and the other leads to the drug lab. There are six cots in this room (the guards use this as their barracks). The lab is a 50 ft



square room with only one door. There is a lab table in the center of the room surrounded by two heated vats. A fine bed and footlocker are at the far end of the room.

The well-dressed man [**male human Sor 10, hp 42**] sets up the ambush in the first room in hopes that he can save the lab from damage. Four of his men hide in the shadows on either side of the door, behind barrels. He stands in front of the metal door to the lab with his other two henchmen standing beside him. He attempts to engage the PCs in conversation to see if they will accept a bribe. If he fails, his men behind the barrels attempt to surprise the PCs.

"I had hoped that it might not come to this. There really is no reason for us to be enemies. Do you really care about that stupid rich kid? His father is paying you for this job, right? What if I offered you double the amount? I am sure that would make you forget what you have found out. If not, I may have to resort to violence. Messy, but necessary sometimes in this business."

The well-dressed man uses his spells to help his men. If the battle is not going well, he retreats into the lab, locking the door behind him (DC25 to unlock). The door is metal like the one leading down to the cellar. Once in the lab, he casts *create undead* to protect himself and forces the two alchemists [**male human Exp 4, hp 16**] to help him defend the place.

Combat in this room can be interesting. The large table in the center of the room is covered with alchemical equipment. On either side of the table are huge, heated, vats filled with a green, viscous liquid. The liquid contains various human body parts. The alchemists try to tip one of the vats over to scald the PCs with the hot liquid. Anyone within ten feet of the vats when they are tipped over must make a Reflex save (DC20) or suffer 2d10 damage from the hot goop. After the liquid is spilled, the floor will be slippery. Moving at normal speed is fine, but any PC running, charging, or tumbling must make a Balance check (DC20) or fall over.

There is a locked chest in the back of the lab, at the foot of a large double bed. It is locked (DC25) and trapped with a poisoned needle trap. +8 ranged (1 plus greenblood oil poison, injury Fortitude check DC13; initial damage 1 Con; secondary damage 1d2 Con.); Search (DC22) Disable Device (DC20). Inside are 20 vials of Ghoul Juice, 10,000 gold pieces, and a scroll case. Inside the scroll case is a letter that reads, "Armando, Why have you neglected to report on your progress? We are almost ready for phase two of our plan, but we cannot move until your preparations are complete. If you need more juice, please let us know immediately. There is no need for me to remind you of the price of failure. We expect your reply immediately. GT."

Further Adventures

If the PCs find the note in the locked chest, it will be clear to them that much more is at stake than the murder of a young man. There is a conspiracy involving a strange new drug named *Ghoul Juice*. If those behind it succeed in their nefarious plans, an army of ghouls may soon be rampaging through Freeport.

It is also possible that Quentin Harks may want to exact some revenge on Finn for his son's gambling addiction. He may hire the players to harass the crime boss or hire them to assassinate him outright. Wise characters should turn down that particular job, but since when are PCs wise?

See over for Appendix

Appendix: NPCs & Magic Items

GHOUL JUICE

Ghoul Juice is a hideous concoction created when properly prepared human remains are combined with a powerful hallucinatory mushroom to create a green syrupy mixture that is highly addictive. Just one drink of the liquid causes a euphoric, hallucinatory state in the user. A Fortitude save (DC20) is needed to prevent addiction to the substance. After using the drug for a month, a Fortitude save (DC25) is needed to prevent turning the user into a ghoul! A *cure disease* spell will remove the addiction and prevent the user from turning into a ghoul. The substance sells for 1 gold piece per vial on the street.

Drug: Ghoul Juice

Type: Ingested DC 12

Initial Effect: Hallucinations, -4 on all rolls

Duration: 1d6 hours

Secondary Effect:

DC 25 Fort save or turn into a ghoul

Addiction Save: DC 20 — **Price:** 1 gp

NPCs

HAYDEN JUDSON, male human Com 4: medium humanoid; HD 4d4+8; hp 18; Init +6; Spd 30; AC 12; Atk +3 base melee, +4 base ranged; -1 (1d4+1, Dagger); AL CG; SV Fort +3, Ref +3, Will -1; Str 12, Dex 15, Con 15, Int 9, Wis 7, Cha 13
Skills: Climb +5, Jump +5, Tumble +5
Feats: Dodge, Improved Initiative, Run
Weapons: Dagger
Goods: Scholar's outfit; pouch, belt; backpack, 15 gp, 5 sp

ROOSTER TUMBLEFOOT: male halfling, lightfoot Rog 5, small humanoid; HD 5d6; hp 25; Init +4; Spd 15; AC 17; Atk +4 base melee, +8 base ranged; +5 (1d6+1, +1 Sword, short); +4 (1d8, Crossbow, light); +4 (1d4, Dagger); SQ: Halfling traits (Ex); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL NE; SV Fort +2, Ref +9, Will +2; Str 10, Dex 18, Con 10, Int 15, Wis 11, Cha 8
Skills: Balance +5, Bluff +3, Climb +5, Disable Device +8, Disguise +7, Escape Artist +3, Gather Information +3, Hide +9, Innuendo +8, Jump -1, Listen +8, Move Silently +7, Pick Pocket +9, Spot +8, Tumble +9 — **Feats:** Dodge, Run — **Weapons:** Crossbow, light; dagger; +1 *Sword, short* — **Armor:** Studded leather — **Goods:** Brown-green garnet gem (100 GP); citrine gem (150 GP); flask; Thieves' tools

MARTA: female human Ftr 6: medium humanoid; HD 6d10+6; hp 47; Init +6; Spd 20; AC 19; Atk +9 base melee, +8 base ranged; +12 (1d8+7, +2 Longsword); AL LE; SV Fort +6, Ref +4, Will +2; Str 16, Dex 14, Con 12, Int 13, Wis 10, Cha 12
Skills: Climb +4, Jump +2, Ride +8, Swim -6
Feats: Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword), Whirlwind Attack — **Weapons:** +2 Longsword — **Armor:** Breastplate — **Shields:** Shield, large, steel (masterwork) — **Goods:** Backpack; caltrops; signal whistle; waterskin (full), 200 gp

GARADON: male half-elf Ftr 4: Medium Humanoid; HD 4d10+8; hp 38; Init +3; Spd 20; AC 17; Atk +6 base melee, +7 base ranged; +9 (1d8+2, Longbow, composite, Masterwork); +6 (1d8+2, Mace, heavy); SQ: Immunity: Sleep (Ex), Low-light vision (Ex); RF: +2 Will bonus to Enchantment spells, Elven Blood; AL NE; SV Fort +6, Ref +4, Will +2; Str 14, Dex 17, Con 15, Int 13, Wis 13, Cha 10
Skills: Climb +3, Craft (Bowmaking) +1, Jump +2, Listen +2, Ride +7, Search +2, Spot +4 — **Feats:** Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (Longbow, comp.), Weapon Specialization (Longbow, comp.)
Weapons: Longbow, composite, (masterwork); +1 Arrows (50); Mace, heavy
Armor: Chainmail
Goods: Backpack; bedroll; grappling hook; pouch, belt; rope, hemp (50 ft); aquamarine gem (400 gp); black opal gem (150 gp)

GLINFIELD, male human Wiz 5: medium humanoid; HD 5d4+5; hp 27; Init +2; Spd 30; AC 14; Atk +1 base melee, +4 base ranged; +0 (1d8, Crossbow, light); +1 (1d6-1, Quarterstaff); AL LE; SV Fort +2, Ref +3, Will +4; Str 9, Dex 14, Con 13, Int 17, Wis 11, Cha 11
Skills: Alchemy +11, Concentration +9, Knowledge (Arcana) +11, Knowledge (Politics) +11, Listen +4, Scry +11 — **Feats:** Combat Casting, Dodge, Empower Spell, Scribe Scroll, Spell Penetration — **Spells Known** (Wiz 4/4/3/2): 0-level: *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st-level: *burning hands, charm person, grease, hold portal, mage armor, magic missile, obscuring mist, shield*; 2nd-level: *bull's strength, invisibility, melf's acid arrow, web*; 3rd-level: *fireball, flame arrow* — **Spells Prepared** (Wiz 4/4/3/2): 0-level: *dancing lights, daze, flare, light*; 1st-level: *burning hands, mage armor, magic missile* x2; 2nd-level: *bull's strength, invisibility, web*; 3rd-level: *fireball, flame arrow*
Weapons: Crossbow, light; quarterstaff
Goods: Traveler's outfit; jade gem (150 gp); blue sapphire gem (200 gp), 200 gp
Magic (Wondrous): *Bracers of armor* +2

THAIM HAMMERFORGE, male dwarf, hill Clr 5: medium humanoid; HD 5d8+15; hp 42; Init +3; Spd 15; AC 22; Atk +7 base melee, +6 base ranged; +9 (1d8+4, Morningstar, Masterwork); +3 (1d6+4, Axe, throwing); SQ: Darkvision (Ex), Dwarf traits (Ex); RF: Stonecunning, +2 Fort save against poison, +2 Ref save against spells, +1 attack bonus against orcs & goblinoids, +4 dodge bonus against giants; AL LE; SV Fort +7, Ref +4, Will +6; Str 18, Dex 16, Con 17, Int 11, Wis 15, Cha 12
Skills: Appraise +2, Concentration +11, Craft (Blacksmithing) +0, Craft (Metalworking) +0, Craft (Stonecarving) +0, Craft (Stonemasonry) +0, Craft (Weaponsmithing) +0, Heal +4, Profession (Armorsmith) +4, Profession (Blacksmith) +4, Profession (Metalworker) +4, Profession (Miner) +4, Profession (Stonemason) +4, Profession (Weaponsmith) +4, Spellcraft +6.
Feats: Combat Casting, Weapon Focus (morningstar)

Spells Prepared (Clr 5/4/3/1) 0-level: *cure minor wounds* x2, *inflict minor wounds* x2, *virtue*; 1st-level: *inflict light wounds, magic weapon, protection from good, sanctuary*; 2nd-level: *inflict moderate wounds, silence*; 3rd-level: *inflict serious wounds, summon monster III*
Weapons: Morningstar (masterwork); Axe, throwing (x4)
Armor: +2 Breastplate — **Shield:** Shield, large, steel
Goods: Backpack; candle; hammer; gold and ruby ring (300 gp); carved bone statuette (85 gp); holy symbol

JUICE FACTORY GUARD, male human Ftr 4: medium humanoid; HD 4d10+8; hp 33; Init +6; Spd 30; AC 18; Atk +7 base melee, +6 base ranged; +6 (1d6+3, Javelin); +9 (1d8+3, Longsword (masterwork)); AL NE; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 10
Skills: Climb +0, Jump +1, Listen +3, Spot +8
Feats: Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (Longsword)
Weapons: Longsword (masterwork); Javelin x2
Armor: Chainshirt — **Shields:** Shield, large, wooden — **Goods:** caltrops; pouch, belt, 50 gp

ALCHEMIST, male human Exp 4: medium humanoid; HD 4d6; hp 16; Init +5; Spd 30; AC 11; Atk +4 base melee, +4 base ranged; +4 (1d4+1, Dagger); AL NE; SV Fort +1, Ref +2, Will +2; Str 13, Dex 13, Con 10, Int 19, Wis 7, Cha 8
Skills: Alchemy +13, Appraise +11, Decipher Script +11, Disable Device +9, Heal +5, Knowledge (arcana) +11, Profession (Apothecary) +5, Profession (Herbalist) +5, Sense Motive +1, Speak Language +2, Spellcraft +7, Use Magic Device +6.
Feats: Dodge, Improved Initiative, Skill Focus (Alchemy)
Weapons: Dagger
Goods: Pouch, belt; artisan's outfit, 72 gp

ARMANDO, THE WELL-DRESSED MAN, male human Sor 10: medium humanoid; HD 10d4; hp 42; Init +8; Spd 30; AC 18; Atk +7 base melee, +9 base ranged; +9 (1d8, Crossbow, light); +7 (1d6+3, Quarterstaff); AL NE; SV Fort +3, Ref +7, Will +7; Str 15, Dex 18, Con 11, Int 19, Wis 10, Cha 15
Skills: Alchemy +17, Bluff +8, Concentration +13, Diplomacy +8, Disguise +3-5, Knowledge (arcana) +17, Sense Motive +6, Spellcraft +17
Feats: Combat Casting, Dodge, Improved Initiative, Leadership, Maximize Spell
Spells Known (Sor 6/7/7/6/5/3) 0-level: *dancing lights, daze, detect magic, disrupt undead, ghost sound, mage hand, prestidigitation, ray of frost, read magic*; 1st-level: *expeditious retreat, mage armor, magic missile, protection from good, ray of enfeeblement*; 2nd-level: *melf's acid arrow, mirror image, protection from arrows, summon monster II*; 3rd-level: *hold person, lightning bolt, summon monster III*; 4th-level: *ice storm, stoneskin*; 5th-level: *animate dead*.
Weapons: Crossbow, light; +1 Bolts, crossbow (50); quarterstaff
Goods: Courtier's outfit; pouch, belt, 150 gp
Magic (Wondrous): *Amulet of natural armor* (+4); *ring (ram)*; *potion (fire breath)*