

CATHEDRAL OF THE LAWGIVER

The Cathedral of the Lawgiver is equal parts house of worship, bank, loan office, and fortress. The outer walls still bear the scars of Numeria's violent not-so-distant past. Guards in shining mail patrol the towers' parapets. Crowds of people move from stall to stall, jostle for better positioning, or clamor for the attention of the gold-and-silver robed Abadaran priests who pursue their duties with all the efficiency of a well-oiled machine. Bargains are struck, deals are made, and the worship of coin continues on.

KEY NPC: Brissa Klygvauther (Female Dwarf Cleric 17)

Get her attention:	Mention Ingrit and DC15 Diplomacy
Get letter of Introduction:	100/200gp tithe per PC OR Pitch commercial deal of benefit to Chessed and/or Church and make DC25 Diplomacy or DC20 Profession Merchant +5 if stymies League or cut throat merchants If beat DC by 10 or tithe double or more gain glowing letter +5 to DC to impress Ingrit
Exchange Mission	Wants to know PC views towards merchant practices. Conflict between squeezing crusaders for every last penny or fairer rates.
Silver Crusade Mission	Need to explain why crusaders should be supported over merchants and make DC25 Diplomacy or DC20 Religion

THE CHYMISTS WARD

KEY NPC: Vel Bindergorpp (CG Male Gnome Inquisitor of Milani 8)

Secret member of the Twilight Talons, branch of the Eagle Knights

Enquire about Ingrit	Cautious, asks what business is and who else they have spoken to. DC20 Diplomacy or Bluff vs +21 Sense Motive If check beaten by 10 or more gives them tonic for her gout giving +5 to the check
Liberty's Edge member	If the group gains his trust then gives them their "prescription", open outside, Handout 2

THE FLESHWARD

The light breeze blowing down from the Lake of Mists and Veils is barely enough to keep the air breathable in the Fleshward. The stink of so many bodies in packed living conditions combined with the poor drainage making for a pungent stew. While market stalls and storefronts still crowd the streets here as in the rest of the city, the clientele are of a noticeably rougher cut. Small scuffles sometimes create small pockets in the press of bodies, which the locals rarely pay a second glance—as if these altercations were part of everyday haggling.

KEY NPC: Andar Jor (NG Mae Dwarf Commoner 3)

Andar being hassled in the market by ruffians, DC15 sense motive, likely to escalate. Can be run off with DC15 Intimidate, DC20 Bluff, DC25 Diplomacy or drawing a weapon or casting a spell. If the PC's don't help Andar identifies them in the Inn increasing the DC to influence Ingrid by 10. If they do help and impress (DC15 Perform or give him a shiny thing) then +5.

THE SILVER LINING

The dockside area of the Fleshward is littered with seedy inns and rundown taverns, catering to city's rough, downtrodden, and undesirables. The Silver Lining stands out as a cut above these other establishments. Not one of its windows is broken, its door sits square on well-fitted hinges, and its front sign proudly displays a fresh coat of paint. The patrons within are a quiet lot, mostly dwarves, and a few humans. A dwarven woman tends bar, where she does a brisk business in porters and stouts.

KEY NPC: Ingrid Jor (Will +7, +9 versus spells and SLA's)

Starting Attitude: Unfriendly, +1 step/ally befriended (Brissa, Vel, Andar)

Get her to share	3 DC40 Diplomacy checks
	-5DC per step improved
	+5 to check for any PC with a sky key piece boon
	Possible +5 to check from Brissa, Vel and Andar
	+10 to DC if did not help Andar
	Up to +5 circumstance bonus for convincing argument

"Fine! Fine! I'll tell you!" Ingrid grumpily exclaims. "Just give me a moment to clear out the bar." She puts her fingers to her mouth and blows a shrill whistle to get her patrons' attention. "Out!" she barks. In moments, the tavern is empty of all other souls. Ingrid looks around meaningfully, and after a long pause she reaches under the bar and comes up with a small chest. With a key from under her apron, she unlocks the chest, removes the contents—a small, worn, leather-bound journal—and hands it over.

"There it is," she says. "It's my great-grandpapa's journal. He went looking for the heirloom that came from Jormurdun, carried here by our honored ancestor Prince Toggrim. I remember as a child sitting on great-grandpapa's lap hearing him spin tales about going down to that ruin to see with his own eyes where our Toggrim hid that piece of the Sky Key. It's all there in that journal. A map's there, too, I think."

PROVIDE HANDOUT 3

if PC's fail Istarvati breaks in that night, steals journal, burns place down and kills her. PC's can catch up if they follow that day. If they don't mission is failed barring exceptional circumstances.

TECHNICAL COMPLICATIONS

4 Player: Remove all robots

The front door of the Silver Lining explodes inward in a blast of concussive force. From outside the cloud of dust and splinters, a thin, nasally voice calls out, "Jor! Jor! I know you're in there. The League is done playing games. Surrender your secrets or die with them!"

Ingrit can help by running potions (1 cure serious, 2 cure mod), providing a flank or shooting heavy xbow (+4/1d10)

LIBERTY'S EDGE FACTION: Make sure the Thralls do not die.

AREA B TOGGRIM'S CACHE

Three days southwest of Chesed in a narrow ravine. Doors are stuck, hardness 15, hp 60, break DC23, B4 door not stuck but locked DC35, -5 with epick. Ceilings slope, 10-20' high.

Like a rotting gourd, a rounded metal ruin lies atop a low rise. In numerous places its surface is punctured—sometimes buckled inward as though something had struck it from the outside, and other times flared out as though something within had violently escaped. A ring of gnarled trees grows around the site, as if it were an oasis in the deserted wasteland of Sovereign's Reach

B1 RADIOACTIVE CAPACITOR

PC with Technologist feat can spend 10 minutes and make DC20 Craft (mechanics), Disable Device or Knowledge Engineering to give timeworn device 1 temporary charge +1/10 by which DC is beat. If try to make it explode spills moderate radiation in 40' radius

Fort DC17, Initial 1d4 con drain, secondary 1d4 str damage, 1/day, 2 saves

B3 COMMAND CENTRE

Chairs upholstered in frayed fibers stand before decrepit metal desks, each sporting an array of large windows that hang suspended against the walls. Most of these glassy surfaces are shattered. Low steps to the south lead to a circular area containing only a small throne precariously perched atop a thin column.

Defence and surveillance in B2, B4 and C can be disabled here by a PC with the technologist feat. Traps use their DC, Cameras require DC25 Knowledge Engineering. Destroying them reduces camera Perception to +0, laser attack bonus to +5 and anti grav trap duration to 2 rounds. Tampering sends C2 robots to attack.

B2 DEFENCE MATRIX

-5 to Disable unless they have the Technologist feat. +5 to DC due to implanting in walls, doesn't apply in area B3. Turrets hardness 15, HP30

Tier 7-8

ANTIGRAVITY TRAP CR 6

Type mechanical and technological; **Perception** DC 25; **Disable Device** 25

Trigger location and manual; **Reset** automatic (1 minute)

Effect When activated and at the start of each round, the gravitational field in the marked area reorients to consider a random direction "down." This functions as *reverse gravity*, but the direction traveled is determined at random; roll 1d8 to determine the horizontal direction (1 indicating north, 2 northeast, 3 east, and so on) and 1d3 to determine the vertical direction (1 indicating up, 2 no vertical pull, and 3 down). This effect lasts for 5 rounds, after which gravity in the area returns to normal.

CONCEALED LASER TURRETS CR 6

Type mechanical and technological; **Perception** DC 20; **Disable Device** 20

Trigger camera (Perception +15); **Reset** automatic

Effect +16 ranged touch (4d6 fire); multiple targets (up to three targets in the area of the antigravity trap each round).

Tier 10-11

INTENSE ANTIGRAVITY TRAP CR 8

Type mechanical and technological; **Perception** DC 30; **Disable Device** 25

Trigger location and manual; **Reset** automatic (1 minute)

Effect When activated and at the start of each round, the gravitational field in the marked area reorients to consider a random direction "down." This functions as *reverse gravity*, but the direction traveled is determined at random; roll 1d8 to determine the horizontal direction (1 indicating north, 2 northeast, 3 east, and so on) and 1d3 to determine the vertical direction (1 indicating up, 2 no vertical pull, and 3 down). Furthermore, the gravity is treated as heavy gravity (-2 attack, climb, acro, ride, swim). This effect lasts for 5 rounds, after which gravity in the area returns to normal

CONCEALED PLASMA TURRETS CR 10

Type mechanical and technological; **Perception** DC 25; **Disable Device** 25

Trigger touch; **Reset** none

Effect +16 ranged touch (6d6 damage; half of the damage is fire, and half is electricity); multiple targets (up to three targets in the area of the antigravity field each round).

If PC's survive or are observed Phalanx sends C2 robots after them.

AREA C: THE RUINS BELOW

Doors count as stuck, hardness 15, hp60, strength DC23, Phalanx can open or close one as a free action once per round. Each area has a Camera, Hardness 10, HP 5, +15 Perception

C1 Stairwell Landing

Four doors are situated almost equidistantly around this circular room. To the southeast, the wall is shorn off, and a deep crevice in the floor nearly blocks the opening.

Crevice 40' deep, DC15 Climb. Ledge DC5 Acrobatics.

C2 Reconstruction Yard

Fabricator robots based here.

4 Player Adjustment:

7-8: reduce Hardness to 5

10-11: Remove 2 robots

TREASURE: Cash in form of rare metals plus (7-8) timeworn sonic rifle DC27) or (10-11) timeworn railgun (DC32), 5 charges each

Phalanx analyses data for 3 rounds before moving to confront the PC's

C3: New Tunnel

DC28 survival to identify ratfolk. Collapsed 100' along.

C4: The War Room

4 Player Adjustment

7-8: Reduce forcefield to 10hp, natural armour to +10 and only 1 rocket

10-11: Remove second robot, increase Phalanx's forcefield to 100hp

TREASURE: Ratfolk body in north east chamber, (7-8) boots of speed, vest of escape, 5 charge wand of greater invis, (10-11) minor cloak displacement, wand of invisibility sphere 19 charges, CL12 scroll of dimension door

PRIMARY SUCCESS: Defeat Phalanx and retrieve the sky key piece

SECONDARY SUCCESS: Ingrit provides journal voluntarily and remains free at the end of the adventure

BOONS

Sky Key Component: Complete Primary Success condition

Rare Generator: Produce at least one temporary charge at B1

Exchange:

Chesed Trendsetter: Arrange to meet with Brissa to negotiate

Chesed Monopolist: Arrange to meet gouging merchants

Liberty's Edge:

Tipping the Balance: Both warrior thralls survive encounter 1

Silver Crusade:

Crusader Star: Convince Brissa to help relax trade regulations on crusaders

REPORTING NOTES

A: Recover sky key piece

B: Ingrit killed or captured by the League

C: Neddrick escapes