

ADVENTURE LOCATIONS

- 1: DRAKEWELL'S ARCANIA
- 2: TROGLAV SQUARE
- 3: INVENTOR'S WORKSHOP
- 4: ZHENT GHETTO
- 5: DREJKOV MANSION
- 6: ABANDONED WINDMILL

CLUE TREE

PART 1: THE INTERVIEW

THEATER OF THE STARS

Mulmaster Herald

PART 2: THE INVESTIGATION BEGINS

DRAKEWELL'S ARCANIA

Half-Finished Letter

TROGLAV SQUARE

Talk with Fortune Teller

Sevek's Body

INVENTOR'S WORKSHOP

Threatening Letter

PART 3: THE PLOT THICKENS

ZHENT GHETTO

Hit List

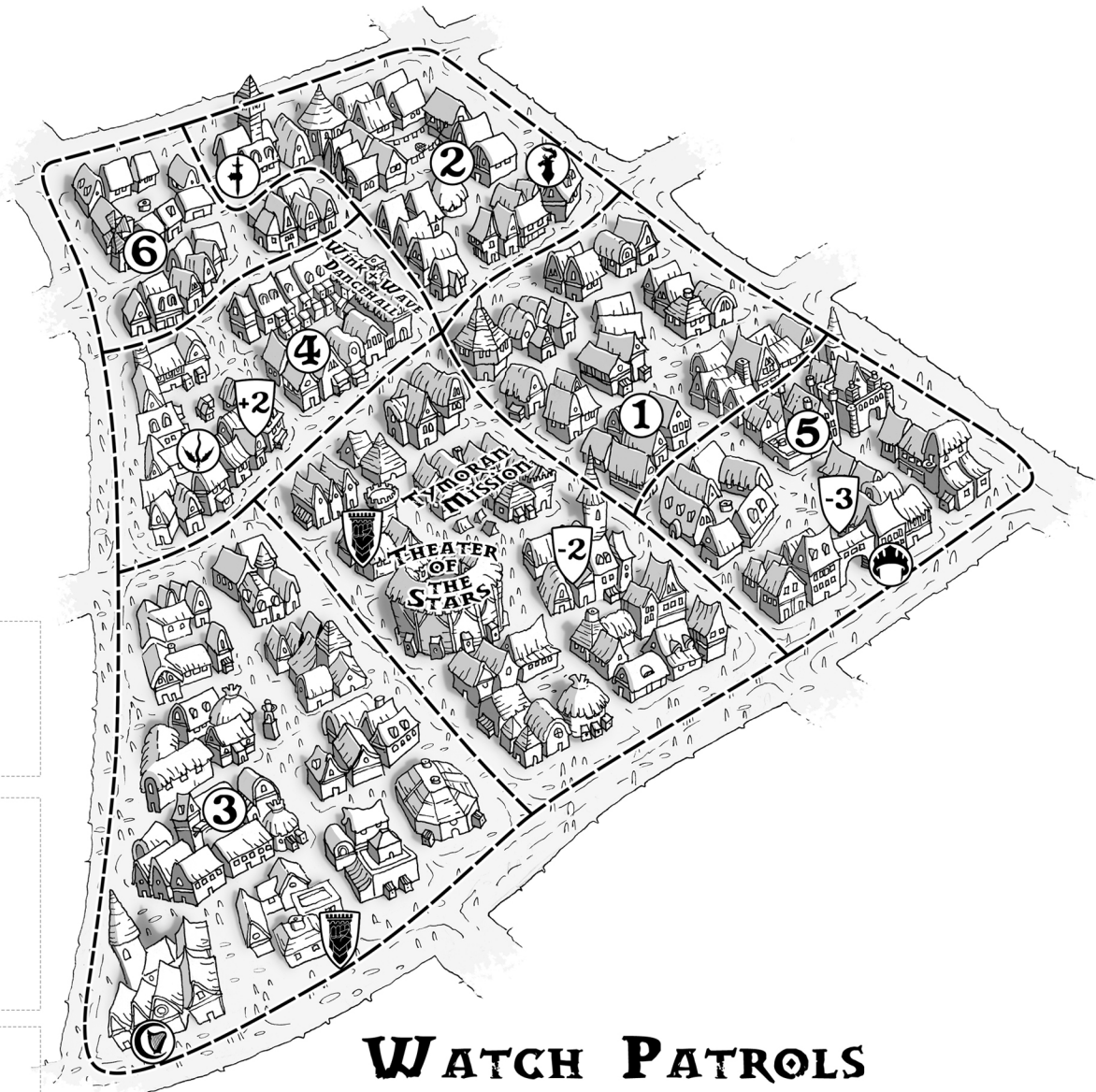
DREJKOV MANSION

Interrogate Zor Drejkov

PART 4: STORMING THE WINDMILL

ABANDONED WINDMILL

BUDGET FOR 1 HOUR PER PART



WATCH PATROLS

1 - CHECK FOR RANDOM PATROLS WHEN ENTERING NEW ZONES ON MAP

2 - GROUP DEX (STEALTH) CHECK TO SNEAK PAST PATROL

3 - DC 15 GROUP STR (ATHLETICS) CHECK TO ESCAPE

1d20

1

2-4

5-10

11+

Patrol

6 Guards and Sergeant Kalugin

8 Guards

4 Guards and 2 Mastiffs

No Patrol

Congestion

Crowded (8am-9pm)

Quiet (9-12 pm / 6-8 am)

Deserted (12pm-6am)

DC

10

15

20

(APPLY SHIELD MODIFIER FOR ZONE TO ROLL)

In this part, the players should visit no more than two locations.

In this part, the players should only visit one location.

Raise all DCs to avoid patrols by 2.

Grant disadvantage to random patrol rolls.