



Tinderbox

Caught in the Crossfire

by Mike Selinker

artwork by David Day • cartography by Craig Zipse

“Tinderbox” is a D&D adventure designed for four 1st-level player characters (PCs). The action moves along a strict timeline, and as the Dungeon Master (DM) you should familiarize yourself with all of the events that comprise the adventure. The module can be modified for PCs of higher level by increasing the strength of the main antagonist, as discussed in the “Scaling the Adventure” sidebar.

 Monsters
  Non-Player Characters (NPCs)
  Objects
  Settlements
  Traps

Adventure Summary

The module pits the PCs against Zante Barbas, an arsonist who cavalierly attacks a mostly wooden town. The PCs must stop the arsonist before he burns the settlement down around their ears. Following a string of clues, the heroes pursue the villain from one corner of town to the next in an attempt to end his destructive rampage.

Adventure Background

Powderkeg is a fortified town built as a stopover between two major cities. A community was built for travelers, who have little trouble securing accommodations or obtaining provisions for the long journey to the larger settlements.

The town was commissioned four years ago by a powerful merchant coalition operating the roads between the two cities. The merchants needed a safe place to stop on the long journey overland and figured that a hastily erected town would enable them to charge exorbitant prices to others who passed through, creating an unbeatable merchant cartel that could fix prices without fear of competition.

The region’s king watched the construction of Powderkeg with an untrusting eye. He deduced what the merchants were plotting and knew that such monopolistic control by the cartel would diminish his hold over the economy of the realm. When the city was completed one year after the plans were laid, the king used complex economic and political maneuvers to buy Powderkeg out from under the merchants. This infuriated the leaders of the merchant cartel, who wrongly assumed that a few well-placed bribes in the king’s court would cow the monarch into leaving them be. In the end, their compensation was less than profitable. To avoid losing investment capital and future revenues, the merchants spent a year petitioning the king to return the ownership of their town, but as it promised to be enormously profitable for the ruler, they were rebuffed. However, realizing the value of having the region’s most influential commercial magnates on his side, the king did try to appease the merchants.

Unfortunately, one merchant was not content with the king’s offers. Financially ruined, this renegade merchant emptied his last coffer to hire a skilled arsonist, Zante Barbas, to burn down the king’s acquisition in spite. Powderkeg was a prime target for Barbas’s fires, having been built entirely of wood (the cheapest and most readily available material at the time). Unfortunately for Barbas, Burgomaster Almon Capulin’s watchmen detected the arsonist’s starter fire and extinguished it before it could cause major damage. The arsonist was soon captured and sentenced to ten years in Powderkeg’s prisons. Since that incident, Powderkeg has proven a worthwhile investment, filling the king’s coffers with travelers’ gold. It has been relatively free of problems and seems likely to continue prospering for years to come.

It will prosper, that is, assuming it survives the night. Last night, two years after his arrest, Zante Barbas escaped from prison. Though his employer is dead, Barbas intends to complete the contract, this time with a vengeful twist. His plan not only includes the razing of Powderkeg but also the death of the Burgomaster. He has plotted a multidirectional attack on the city using its most feared enemy—fire. He will set fires to occupy the watchmen, then end the festivities with the assassination of Capulin and a clean escape.

Although Burgomaster Capulin has discounted the possibility of disaster, his advisor Wintergreen knows that Powderkeg requires assistance. Knowing there is no time to ask the king for help, he calls upon a group of adventurers who happen to be passing through the settlement. The PCs are given the chance to save the city if they can solve the arsonist’s riddle and quench his murderous plot.

For the Dungeon Master

This adventure is divided into two parts. The first part details the events surrounding Barbas’s assault on Powderkeg and his attempt to assassinate Burgomaster Capulin; the second part describes the town in detail. Statistics for the major NPCs can be found in the “Key NPCs in Powderkeg” sidebar.

Scaling the Adventure

“Tinderbox” is designed for four 1st-level PCs and contains few combat-heavy encounters. PCs will need to rely more on their wits than their weapons, although the final encounter with Zante Barbas could very well end in bloodshed.

The adventure is easily modified for higher-level PCs, as there is but one main villain. Here are Zante Barbas’s modified statistics at various levels. Use whichever version of Barbas you like, keeping in mind that Zante should be at least 1 level higher than the highest-level PC and no more than 4 levels higher than the average character level.

🔮 Zante Barbas, Male Human Rog5: CR 5; Medium-Size Humanoid (5 ft. 10 in. tall); HD 5d6+10; hp 30; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex) or 17 (+4 Dex, +3 studded leather armor); Atk +8 melee (1d4+3/crit 19-20, masterwork dagger with Weapon Focus feat); or +6 melee (1d3+3 subdual, unarmed strike); SA sneak attack (+3d6); SQ evasion, uncanny dodge (Dexterity bonus to AC); AL CE; SV Fort +3, Ref +7, Will +0; Str 16, Dex 18, Con 14, Int 15, Wis 9, Cha 14.

Notes: Zante gets 11 skill points per level. Give him one more 4-HD missile on his *necklace of missiles*.

🔮 Zante Barbas, Male Human Rog6: CR 6; Medium-Size Humanoid (5 ft. 10 in. tall); HD 6d6+12; hp 37; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex) or 17 (+4 Dex, +3 studded leather armor); Atk +9 melee (1d4+4/crit 19-20, +1 dagger with Weapon Focus feat); or +7 melee (1d3+3 subdual, unarmed strike); SA sneak attack (+3d6); SQ evasion, uncanny dodge (Dexterity bonus to AC, can’t be flanked); AL CE; SV Fort +4, Ref +8, Will +1; Str 16, Dex 18, Con 14, Int 15, Wis 9, Cha 14.

Notes: Zante gets 11 skill points per level plus an extra feat (Dodge). Give him one more 4-HD missile and one more 2-HD missile on his *necklace of missiles*. Change his masterwork dagger to a +1 dagger.

🔮 Zante Barbas, Male Human Rog7: CR 7; Medium-Size Humanoid (5 ft. 10 in. tall); HD 7d6+14; hp 37; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex) or 17 (+4 Dex, +3 studded leather armor); Atk +10 melee (1d4+4/crit 19-20, +1 dagger with Weapon Focus feat); or +8 melee (1d3+3 subdual, unarmed strike); SA sneak attack (+4d6); SQ evasion, uncanny dodge (Dexterity bonus to AC, can’t be flanked); AL CE; SV Fort +4, Ref +8, Will +1; Str 16, Dex 18, Con 14, Int 15, Wis 9, Cha 14.

Notes: Zante gets 11 skill points per level plus an extra feat at 6th level. See Zante as a Rog6 (above) for equipment changes.

🔮 Zante Barbas, Male Human Rog8: CR 8; Medium-Size Humanoid (5 ft. 10 in. tall); HD 8d6+16; hp 45; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex) or 17 (+4 Dex, +3 studded leather armor); Atk +11/+6 melee (1d4+4/crit 17-20, +1 keen dagger with Weapon Focus feat); or +9/+4 melee (1d3+3 subdual, unarmed strike); SA sneak attack (+4d6); SQ evasion, uncanny dodge (Dexterity bonus to AC, can’t be flanked); AL CE; SV Fort +4, Ref +9, Will +1; Str 16, Dex 19, Con 14, Int 15, Wis 9, Cha 14.

Notes: Zante gets 11 skill points per level plus an extra feat at 6th level. He carries a +1 keen dagger and has one more 8-HD missile on his *necklace of missiles*. Replace his *eye of charming* with a *wand of suggestion* (7th-level; 36 charges remaining).

The Twisted Schemes of Zante Barbas

“Tinderbox” follows a strict timed plotline, in which the arsonist will attack various points in the city. The action begins at 5:00 p.m. as the town’s gates are closing. You should keep careful track of the time passing, with 1 minute of game time equalling 1 minute of real time unless events or circumstances call for a different schedule. The PCs will be hard-pressed to ignore the events as they happen, as some are quite explosive.

After two years languishing in Powderkeg’s prison (area 10), Zante Barbas implements his elaborate scheme against the town and its Burgomaster. Instead of attacking unexpectedly, Barbas has chosen to alert and confuse Capulin’s staff with a devilish puzzle: He has left a signed message attached to the torchrunner statue in the town square (area 32).

Zante Barbas’s note reads as follows:

Burgomaster,

Revenge comes under the stars from five points:

Point one is the first place.

Point two is the most likely place.

Point three is the least likely place.

Point four is the impossible place.

Point five, of course, is the only place left.

Here’s hoping you make the right connections.

Zante Barbas

Barbas plans to attack Powderkeg from five “points” or locations (as indicated on the DM’s map of Powderkeg). He begins with the city’s inn (area 56), “the first place.” Point two, “the most likely place,” is the power supplies warehouse (area 19), while point three, “the least likely place,” is the fire station (area 30). Point four is the water tower (area 61), “the impossible place.” Point five, “the only place left,” is the palace (area 13). Although the clues might suggest the targets, the first line of the message provides the most valuable clue. If the five points are joined by straight lines in order, they form a star on the map of Powderkeg, as shown on the DM’s map. (The drawing of the star should not be shown to the players.) If these “right connections” are made, Barbas can be stopped before he kills Burgomaster Capulin.

However, Barbas intends to complicate the situation. First, he will not set any fires himself. When he escaped from the prison and guardhouse (area 10), he reached the treasury room where his magic items were kept. Unbeknownst to his former captors, he gained several of these, including a single *eye of charming*. This item enables Barbas to charm several Powderkeggers to do his dirty work. Second, he plans to cause a diversionary fire after he has the water tower (area 61) torched. This diversion on the statue of the torchrunner (area 32) is meant to deter pursuers and facilitate his entry into the palace (area 13). Finally, Barbas intends to break his modus operandi by not burning the palace but merely assassinating the Burgomaster and escaping quietly. With these twists, Barbas feels certain of success.

Wintergreen, Burgomaster Capulin’s advisor, is working hard to oppose Barbas. Distressed by his superior’s underestimation of the arsonist, Wintergreen has taken it upon himself to stop Barbas before he burns Powderkeg to ashes. His only clue to Barbas’s intentions is the cryptic note, so he is monitoring the reception and receiving station (area 74) to find adventurers who might lend aid. Wintergreen intends to give

them the city's new municipal purchase—a fire wagon—in hopes that they can use it to stop Barbas's fires. The vehicle, which resides in the fire station (area 30), has not been used in Powderkeg to date. Wintergreen expects that Barbas will be surprised by the device, which is described below.

The Fire Wagon

This adaptation of a standard magic item is unique to Powderkeg. It is a 12-foot-long, 4-foot-wide open wagon pulled by two light warhorses. Strapped to each of the long sides are 15-foot-long wooden ladders. On the insides of the 1-foot-high wagon walls supporting these ladders are two handaxes per side. The back short wall can be lowered to allow entry onto the rear of the wagon. Built into the front wall is a driver's seat, behind which are two drivers' whips. In the center of the wagon's flatbed is a braced support stand bolted to a latched wooden box with three fixed and braced sides. The top and forward panels are removable. Inside the box is a *decanter of endless water*, specially braced so that it will hold if commanded to discharge water. It can also be removed by hand from the top; unlatching its bracings and removing it from the box is a full-round action. When in the box, it points directly at the driver's seat.

The *decanter's* command words (“Stream,” “Fountain,” and “Geyser”) reflect its three functions, all of which can be turned off with the same command words after the *decanter* has been activated. It spews forth fresh water unless the command word “Brine” is given, in which case salt water is created. (The command word “Freshen” restores the salt water to fresh water.) The *decanter* reacts instantly to any of these words spoken loudly within normal hearing distance of it.

Stream: The “Stream” command causes the *decanter* to emit a slow trickle of water at one-tenth gallon per round (one gallon per minute). This is ineffective against all but the smallest fires.

Fountain: The “Fountain” command sends forth one-half gallon per round (five gallons per minute) in a 5-foot-long stream—enough to douse starter fires or small fires that remain after a large blaze has been extinguished.

Geyser: The “Geyser” command ejects a continuous blast of three gallons per round (thirty gallons per minute) in a 20-foot-long jet. This setting extinguishes one 20-foot-long by 5-foot-wide area per round. The geyser can be used safely only when the *decanter* is secured in the wagon box or when used by a creature standing against a wall or similar barricade. The holder can move forward with the *decanter* at full blast only if he makes a successful Strength check (DC 15).

A living creature struck by the geyser takes 2d4 points of subdual damage and is knocked back 5 feet per round unless a Strength check (DC 15) succeeds; against creatures of Tiny size or smaller, this is treated as real (not subdual) damage, and the creature is knocked back 10 feet per round unless the Strength check (DC 15) succeeds. Creatures of Large size or bigger are not harmed by the water but can be knocked back 5 feet if their Strength check (DC 15) fails. The geyser cannot do structural damage.

Creatures (EL —): The horses that pull the fire wagon are well-trained. Stanch and Blaze do not bolt at the sight or scent of fire, although they are skittish near large conflagrations.

➔ **Blaze and Stanch, Light Warhorses (2):** hp 22 each; see *Monster Manual* 107 for complete statistics.

Dangers of Firefighting

Firefighting is a hazardous task, and it is quickly evident to the PCs that Powderkeg needs professional firefighters. The dangers of fire are described here.

Characters stepping into or through a fire take 2d6 points of damage; this damage can be reduced or negated by protective spells such as *endure elements* or *resist elements*. Rules for catching on fire are given on page 86 of the *DUNGEON MASTER's Guide*.

Characters within 5 feet of a raging fire or maneuvering through a burning building take 1d6 points of damage per minute (no save). In addition, a character must succeed at a Fortitude saving throw every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage. Those wearing heavy clothing or any sort of armor suffer a -4 penalty to their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (see the *Player's Handbook*, page 213, for a description of this spell).

When acting near a fire, successful Reflex saving throws might be required to perform special actions and avoid potentially calamitous outcomes. Actions like avoiding a falling rafter or jumping on a moving fire wagon generally require a successful Reflex saving throw (DC 10). Remember that these saves are modified by armor check penalties.

Adventure Timeline

The following timeline details the major actions of the NPCs, which could be altered by the intervention of the PCs. All times are approximate and can be adjusted for dramatic effect, at your discretion. It is entirely possible for the PCs to stumble upon Zante Barbas, but he will always try to escape rather than stand and fight. In the interest of keeping time, you might want to keep a stopwatch handy.

➤ **5:00 P.M.** The PCs gather in the registration and reception station (area 74) with Wintergreen. Zante Barbas *charms* the elderly woman at the inn (area 56) and gives her a 2-HD *missile* from his *necklace of missiles* with instructions to destroy the inn. The front gates close as the sun sets.

➤ **5:10 P.M.** Wintergreen takes the PCs toward the fire station (area 30).

➤ **5:20 P.M.** The elderly woman sets the inn on fire. Jonathan and Joshua rush the fire wagon toward the inn, allowing the PCs to board. Wintergreen remains at the fire station for a few minutes, then returns to the palace (area 13).

➤ **5:30 P.M.** Barbas *charms* the stockmaster at his residence (area 51).

➤ **5:45 P.M.** Barbas and the stockmaster go to the power supplies warehouse (area 19), where Barbas takes two-wheeled casks of oil to the alley across the street.

➤ **6:00 P.M.** As per Barbas's instructions, the stockmaster causes an explosion at the power supplies warehouse that can be heard at the inn. The stockmaster climbs to the roof and begins laughing maniacally to call attention to himself.

➤ **6:10 P.M.** Infirmary workers arrive at the power supplies warehouse. Barbas enters the fire station (assuming that it is empty) and places both casks of oil in the rear of the main room. He covers them in oil-soaked rags and places them in line of sight with the doorway.

☾ **6:15 P.M.** Barbas ambushes two watchmen near the library (area 29), subduing them both. He picks the lock on the library and drags the watchmen inside. He *charms* one and ties up the other after stealing his armor, tunic, and weapons.

☾ **6:30 P.M.** The *charmed* watchman prepares a flaming arrow and walks into the fire station. (If the door has been closed by the PCs, he knocks first.) He fires the lit arrow at the casks, which ignite immediately and explode 2 rounds later.

☾ **6:45 P.M.** Barbas *charms* the stableboy at the caravan-serai (area 60) and gives him a flask of oil with instructions to burn the water tower (area 61).

☾ **7:00 P.M.** The stableboy climbs the water tower ladder and tries to set the roof on fire. He errs, and the flask explodes near him. After a muffled bang, the boy falls to the ground and drops to -5 hit points. He stabilizes at -9 hit points. Infirmary workers arrive to save him 5 minutes after the blast. The water tower roof does not catch fire.

☾ **7:20 P.M.** Barbas dons the watchman's uniform and walks down Billian Street to the alley near the town square (area 32).

☾ **7:45 P.M.** Barbas throws a 2-HD *missile* from his *necklace of missiles* at the statue in the town square, destroying the statue. The watchmen at the palace doors rush to the statue area but do not find the arsonist.

☾ **8:00 P.M.** With the guards distracted, Barbas walks through the front doors of the palace. He passes Wintergreen in the hall, climbs the stairs, and sneak attacks one of Capulin's guards, dropping him to -5 hit points. On the next round, Barbas wins initiative and stabs the second guard, dropping him to 2 hit points and finishing him off the following round. Barbas then sneaks into the Burgomaster's room. Awakened by sounds of trouble in the city, the Burgomaster is able to fend off his attacker for 2 rounds before Barbas finally kills him with his dagger.

Timed Events

The following events are keyed to particular locations of the DM's map. These events are summarized in the above timeline.

5:00 P.M. Registration and Receiving Station (Area 74). The adventure begins when the PCs arrive at the registration and receiving station just beyond the open city gates.

Two town watchmen stand at the point marked **A** on the Registration and Receiving Area map. The watchmen steer all visitors to the registration desk (marked **B** on the map), where a short line of merchants and travelers register inside an open doorway. Around the station, signs abound with the theme of "Arson is a municipal crime." A friendly clerk, Myrtle Hursinghar, asks all visitors to state their names and describe the nature of their business, all of which she enters into a heavy ledger. When she sees the PCs, she calls Wintergreen, who sits inside at the point marked **C** on the map.

Wintergreen emerges from behind the desk to talk with the PCs. After saying hello, he suggests they accompany him to the town square (area 32). While walking down Arbuscle Street, he explains the current situation and hands the PCs a map of the town; give the players the Players' Map of Powderkeg at this time.

If the PCs refuse to listen to Wintergreen, the adventure is over, although the PCs could become involved once Barbas's plans are set into motion. Read or paraphrase the following text if the PCs listen to Wintergreen:

"My friends, Powderkeg is threatened with disaster. As you can see, the town's wooden construction makes the repair and replacement of buildings an easy task. However, the disadvantage is its vulnerability to fire. One large, uncontrolled blaze could reduce the community to ashes. Thankfully, we have faced that possibility only once since Powderkeg first opened its gates three years ago. Two years past, the town was nearly burned to its foundations by an arsonist named Zante Barbas. The arsonist was hired by a member of the merchant coalition that built Powderkeg. When the king forced the merchants to sell the town to him, many of them went out of business. This particular merchant hired Barbas to destroy Powderkeg as revenge for the king's deed. The merchant died shortly after Barbas was captured, and the arsonist has been confined to a prison cell ever since.

"I called you out of the crowd because Barbas escaped last night, injuring two watchmen in the process. I learned about his escape early this morning and warned Burgomaster Capulin. He assumed that Barbas had fled the town, but he was wrong. At about midday, the statue of the famous torchrunner who blazed the trail to Powderkeg gained a new ornament. This note was found tied to the runner's torch. So far we have not deciphered it. Can you make sense of it?"

At this point, the PCs should be in the town square. Give the players a copy of Zante Barbas's note and allow them a few minutes to puzzle over it before Wintergreen resumes:

"I hope that you can solve the conundrum. Zante Barbas is notorious for leaving baffling clues to his crimes. He is untrustworthy, so I wouldn't place much stock in his puzzles, as he has been known to use them to misdirect. I don't know exactly what to make of this. Perhaps adventurers of your caliber can succeed where we bureaucrats have not.

"But I didn't interrupt your travels merely to solve a riddle. Shall we continue on to the fire station? I need you to stop Barbas before he burns down the community. Though our watchmen are all alert for Barbas and his fires, I need you to act as firefighters for the city. A few months ago, the town purchased a new magic fire wagon, but we have no one to run it yet. I will give your group 300 gold pieces of the city's profits for insuring that Barbas cannot complete his deadly work. Will you help?"

If any of the PCs refuse to help, Wintergreen asks them if they understand the gravity of the situation: that the town will be burned to cinders if Barbas is not stopped. PCs who decline to help after this can leave but can re-enter play at any time. If the PCs agree, Wintergreen continues:

"Good, and many thanks. Barbas is devious, but with your assistance I think our chances of getting through this are good. This building here is the fire station. Now, you can recognize Barbas by—"

At this point, a loud explosion and a flash of light comes from the south, assuming the PCs are by the fire station. The inn is ablaze. Joshua and Jonathan, the two boys assigned by the city to mind the fire station, hear the explosion and open the fire station doors. The boys leap onto the wagon and guide

it toward the inn. If present, Wintergreen calls out to the boys, who slow the wagon and yell, “Jump on! Jump on! Fire! Fire!” With or without the PCs, they rush the wagon toward the inn. Anyone attempting to mount the wagon while it is moving must succeed at a Reflex saving throw (DC 10), as noted in the “Dangers of Firefighting” sidebar.

Creatures (EL —): Statistics for Wintergreen, Jonathan and Joshua Springer, and the town watchmen are given in the “Key NPCs of Powderkeg” sidebar.

5:20 P.M. Inn (Area 56). The inn is burning. The side facing Ardisia Street is ablaze, and part of it has collapsed. A crowd gathers around the inn, though no one stands closer than 10 yards from the building walls. Faint cries for help can be heard by any PC making a successful Listen check (DC 10). The cries are difficult to pinpoint above the roaring of the fire.

Two infirmiry workers tend the minor injuries of three inn patrons who escaped the blaze. If the PCs question spectators, they learn that the north side of the building erupted in flames and that no one seems to know who started the fire or where they went. No one in the lower floor was killed, and all on that floor were evacuated. A young woman in the crowd cries for her four-year-old son Timbo, who is stuck in a room on the second floor. From the south side, an old woman stares through a window, obviously trapped on the upper story.

Only part of the inn is ablaze, although the fire spreads in time. The north side has a 40-foot-wide hole burned through it, allowing entrance through a wall of flames. The lower level’s front door (marked **A** on the map) is also blocked by fire. The two back rooms (marked **B** and **C** respectively) are fully afire, and the first person who sets foot in either room must dodge a falling rafter.

The stairs to the upper floor are only on fire in one place (marked **D** on the map), which collapses under 200 pounds or more of weight. A successful Reflex saving throw (DC 10) negates the fall. Anyone falling takes 1d4 points of damage.

On the upper floor, the blast has destroyed much of the north section of floor; anyone walking in must succeed at a Reflex saving throw (DC 10) or take 1d6 points of damage from the fall as well as regular fire damage.

The young boy, Timbo, cries for his mother in the room marked **E** on the map of the inn. He is protected from the fire by a closed door. At the point marked **F** on the map, an 80-year-old woman calls softly for help as she stares through the south window to the crowd 20 feet below. If she is rescued, the woman, Granny Hazel, thanks her rescuers by giving them her black shawl for good luck. (She set the fire and was given the black shawl by Barbas, but she remembers none of it.)

Creatures (EL —): Neither Timbo (male human Com; hp 1) nor Granny Hazel (female human Com; hp 3) pose any threat to the party.

Development: If the PCs are still in the vicinity of the inn by 6:00 p.m., they hear the explosion at the power supplies warehouse. See below for details.

6:00 P.M. Power Supplies Warehouse (Area 19). Smoke pours out of the open door to the power supplies warehouse, and a man in black stands on the building’s roof, cackling maniacally. A small crowd has gathered below.

None in the crowd saw the blast, but all heard it. No watchmen or infirmiry workers arrive on the scene for 10 minutes,

though some watchmen in the nearby guard towers might notice that something is amiss if they aren’t watching the fire at the inn.

Only the inside of the warehouse is burning. Though all oil stored in the warehouse was consumed in the blast, there are still several tons of lumber on fire. At the point marked **A** on the map rests a ladder that leads 20 feet up to the smoke-filled ceiling. Obscured by smoke at the top of the ladder is a trap door. Anyone fumbling in the smoke for the trap door must succeed at a Fortitude saving throw (DC 15) or take 1d6 points of subdual damage each round.

At the point marked **B** on the map, a stack of lumber has been destabilized by the blast. When the stack is first hit by anything (including a blast of water), the entire stack will fall, dealing 1d6+2 points of damage to anyone within 10 feet who fails a Reflex saving throw (DC 12) to leap out of the way.

On the roof, the man in black laughs loudly until attacked, at which time he recoils, stops laughing, and surrenders. The man is the town stockmaster, Ross Tanquen; he is a portly fellow with a thin mustache, black cape, black cap, and black bandanna. Barbas persuaded him to change clothes, swapping his typical apparel for all-black clothing stolen by Barbas.

Creatures (EL —): Ross Tanquen (Exp; hp 4) retains vague memories of his conversation with a thin man calling himself Zante Barbas and was somehow lulled into thinking that setting fire to the warehouse was wise. He has little useful information for his rescuers, however.

Development: One spectator at the warehouse is the town clothier, Lana Linden (female human Exp). She knows that several black garments were stolen from her shop (area 33) and recognizes the black apparel worn by Tanquen. PCs who make a successful Listen check (DC 20) overhear Lana reporting this to a nearby watchman. The stockmaster does not recall how he obtained the black apparel; when confronted by the watchman, he protests, “I don’t even like the color black!”

6:30 P.M. Fire Station (Area 30). In the alley next to the fire station—at the point marked **A** on the map—a city watchman wearing a black belt is wrapping an arrow with an oil-saturated cloth. The watchman, Ulmo Quince, has been *charmed* by Zante Barbas. His sole objective is to shoot a flaming arrow into the fire station so that it ignites the oil casks positioned at the point marked **B** on the map.

If no one is at the fire station or the door is open, Ulmo walks in, lights the arrow, and fires it at the casks. If someone has returned to the fire station, he lights the arrow as he knocks on the door with his foot. When the door is opened, he fires the arrow at the casks if a straight shot exists. If he misses, he continues to try until he succeeds or is overcome. If he succeeds, the casks explode in 2 rounds, dealing 1d8 points of damage to anyone within 5 feet of the casks. The fire spreads slowly.

If Blaze and Stanch are in the fire station when the casks explode, the horses panic and bolt for the street. After the explosion, Ulmo wanders about the streets, trying to remember what happened to his partner, with whom he was patrolling near the library (area 29). He does his best to quench any fires before him.

Creature (EL 1): Ulmo Quince has typical watchman statistics (see the “Key NPCs in Powderkeg” sidebar). The black belt was given to him by Zante Barbas while he was *charmed*.



7:00 P.M. Water Tower (Area 6i). The water tower is not on fire. A *charmed*, twelve-year-old stableboy named Jesse Mott is lying on the ground (marked A on the map), next to a fallen ladder (marked B on the map). His clothes smolder, although the oil was consumed in the blast. The explosion coupled with the fall reduces Jesse to -5 hit points, but he stabilizes at -9 hit points before infirmary workers arrive to save him.

Creature (EL —): Zante Barbas commanded Jesse (Com; hp 4 at full) to set the water tower on fire using an oil flask. When Jesse ignited the flask, it exploded in his hand, knocking him and the ladder to the ground. No one is near the water tower when Jesse falls. If the PCs help Jesse, they notice he wears a black headband (given to him by Barbas). Shards of glass lay around him and the ladder. A small hole (marked C on the map) was punched in the top slope of the water tower above the watermark. When Jesse regains consciousness, he remembers nothing about the incident.

Development: The next attack occurs at the torchrunner statue in the town square at 7:45 P.M. The explosion is very loud and can be heard all over the town. Regardless of where they are, Jonathan and Joshua whip the horses toward the town square; the PCs must decide whether to go along.

7:45 P.M. Town Square (Area 32). Barbas throws a missile from his *necklace of missiles* at the statue of the torchrunner, destroying it. Nothing else is damaged, and no one is in the square when the blast occurs. However, dozens of people arrive in a minute or two to survey the damage. Jonathan and Joshua Spring rush to the scene with the fire wagon and put out the fire if they can. Cheers erupt from the crowd, which

includes a pair of town watchmen. These two are the guards of the front door of the palace (area 13). They have left their posts to investigate the explosion and take statements from everyone present. They are baffled because they were looking at the statue when it exploded and saw no one. (Barbas's Hide check beat the guards' Spot checks.) If reminded of their guard duty, they let other town watchmen take statements so that they can return to the palace.

Wintergreen arrives on the scene just after 8:00 P.M. If he notices that the two watchmen have left their post at the palace doors, he scolds them and orders them to return at once. He remains at the scene to make sure that the statue is doused and the bystanders are properly questioned.

Development: At 8:00 P.M., Barbas enters the unguarded palace disguised as a town watchman. He wears studded leather armor and carries a shortbow and longsword. Alert PCs might question why a city watchman would be walking alone, since they typically move in pairs.

8:00 P.M. Burgomaster's Palace (Area 13). Zante Barbas enters the front doors (marked A on the map) dressed as a

town watchman. He moves past Wintergreen, who goes out to investigate the explosion at the statue. Barbas works his way through the palace until he reaches the foyer outside the Burgomaster's bedchamber, confronting the guards at the points marked with an asterisk (*) on the map. Taking advantage of his disguise, Barbas sneak attacks the first guard, dropping him to -5 hit points. For the next 2 rounds, Barbas attacks the second guard, dropping him to -4 hit points. Barbas pulls the two guards to the room marked I on the map before entering the Burgomaster's quarters, marked T on the map.

Awakened by the ruckus outside his room, the Burgomaster is not surprised by Zante Barbas and recognizes the arsonist immediately. The Burgomaster shouts for help, but none of the remaining palace guards hear his cries.

Tactics: If the PCs are not present, the fight between the Burgomaster and Zante Barbas plays out as follows:

On Round 1, Zante Barbas drops his longsword (which he considers too awkward), draws his dagger as a free action, and lunges at Burgomaster Capulin, who is watching the events in the town square through a window. Catching the Burgomaster flat-footed, Barbas stabs him for 10 points of damage. Capulin reaches for a dagger on the night stand near his bed.

On Round 2, Barbas misses Capulin. In a lucky stroke, the Burgomaster hits Barbas for 2 points of damage. Capulin tries to slip past the rogue toward the chamber's exit. Barbas gains an attack of opportunity, however, and strikes Capulin for 7 points of damage, reducing the Burgomaster to -1 hit points.

On Round 3, Barbas slices Capulin's throat, dropping him below -10 hit points. He quickly wipes his dagger on Capulin's sleeve and picks up the longsword while exiting the chamber.

If he manages to flee the palace, Barbas leaps onto the fire wagon in the town square (assuming the wagon is unguarded) and drives the wagon toward the town gates. (He will be seated directly in front of where the *decanter of endless water* is contained; if someone yells the command word “Geysler,” Barbas is blown off the wagon and trampled by Blaze and Stanch, taking 2d4 points of subdual damage from the blast of water, 2d4+6 points of damage from the horses’ hooves, and 2d6 points of damage from the wheels of the fire wagon.)

If he cannot steal the fire wagon, Barbas hurries to the gate on foot and uses his *ring of jumping* to leap over the wall.

If he mounts the fire wagon, he steers it toward the gate. He has one 4-HD missile remaining on his *necklace of missiles* and uses it to blast his way through the gate. The explosion causes the fire wagon’s horses to buck, forcing Barbas to make a Reflex saving throw (DC 15) or tumble from the wagon. If the save fails, Barbas takes 1d4 points of damage from the fall and runs through the burning gate, suffering attacks by archers on the watch towers. If he escaped the hail of arrows, he heads toward the nearby forest and tries to lose himself in the woods, leaving Powderkeg in flames.

Creatures (EL 4 for Zante Barbas): Statistics for Burgomaster Almon Capulin and Zante Barbas are given in the “Key NPCs of Powderkeg” sidebar. If you are running this adventure for PCs of 2nd level or higher, use the adjusted statistics for Barbas presented in the “Scaling the Adventure” sidebar.

Powderkeg

Powderkeg is a municipal corporation managed by agents of the king. It has 325 permanent residents, as the only persons allowed to live here are those so permitted by the king (or in practice, Powderkeg’s royally appointed Burgomaster.) Those so allowed are engaged in the management and maintenance of the city or in the manufacturing of materials needed for this purpose. The community is managed by Burgomaster Almon Capulin with the assistance of his advisor, Savin Wintergreen. Capulin reports directly to the king twice a month, while Wintergreen handles the day-to-day operations of Powderkeg. All businesses and features of Powderkeg are owned by the city, and their caretakers are paid salaries rather than allowed to reap their own profits. Twice monthly, the town treasury pays employees and maintenance costs. The rest of the “take” travels by armed caravan to the king.

The residents of Powderkeg are selected from skilled professionals in major cities of the region. Powderkeg residents all know they are in the service business and are always willing to help travelers. Most citizens know each other by occupation. Although the inhabitants come from all walks of life and all parts of the kingdom, most are lawful. Unless noted elsewhere, each inhabitant is a 1st-level expert with average statistics and the Skill Focus feat in their area of expertise. There is no official policy against hiring non-humans, but Burgomaster Capulin shies away from hiring non-humans because it creates “unnecessary tension.”

Almost all inhabitants live in the backrooms of businesses, some with families. Most administrators live in city-owned apartments and residents, as administrative buildings have no living quarters. Powderkeg also maintains farms outside the city walls, which bring in foodstuffs for the inhabitants and businesses. Few residents own horses or carriages, although some use them for work.


The shop proprietors have their prices set by the city. In Powderkeg, everything costs 150% of *Player’s Handbook* rates. High quality goods cost 200% of their normal value.

All residents carry identification papers showing their occupation within the city. These papers allow free movement in the city, purchase of municipal goods and services at 75% of *Player’s Handbook* prices, and eventual reimbursement for business-related purchases. Anyone claiming to be a resident without proper papers is brought before Capulin or Wintergreen and either banished from the town (if the offender has an otherwise good reputation or the infraction is relatively minor) or carted off to the capital city for incarceration (if the offender is a known troublemaker or the offense is grievous).

Since Powderkeg is a municipal corporation with almost no permanent inhabitants, there are few chronic urban problems. It is amazingly clean. No one is unemployed, and there are few thieves or other malefactors. The city watchmen are attentive, well-trained, and well-paid. They patrol in pairs, reporting any suspicious doings to their superior, Commander Pollard Banyan. Most citizens do not hesitate to call the watchmen if circumstances demand. All residents know that uncontrolled fires endanger the wooden city, quickly reporting them to the watch or fire station (area 30). Workers from the infirmary (area 70) have the Heal skill.

During the day, the city gates (area 1) are always open. Travelers can enter the city when the gates are open and are required to check in at the registration and receiving station (area 74) before entering Powderkeg proper. After sunset the gates close, although they can be opened if anyone needs entrance or egress during the night. After sunset, half of all encounters are with patrolling watchmen.

The buildings of Powderkeg are described below. Certain buildings are detailed earlier in the module. None of the buildings are larger than two stories (30 feet high). Only the palace (area 13), city hall (area 25), apartments (area 31), hostelry (area 55), inn (area 56), caravanserai (area 60), and infirmary (area 70) are two stories. The guard towers (areas 2-9) are the only structures that protrude above the 40-foot-tall tree trunks that make up the city walls. All buildings except the guard towers and the water tower (area 61) have more than one room. All buildings that are connected to each other, such as the bowyer (area 62) and fletcher (area 63), have connecting doors.

 **Powderkeg (Fortified Hamlet):** Conventional; ALLG; 100-gp limit; Assets 25,000 gp*; Population 325 (96% human, 2% halfling, 1% elf, 1% other races).

Authority Figure: Burgomaster Almon Capulin, male human Exp5 (see “Key NPCs in Powderkeg” sidebar for statistics).

Important Characters: Savin Wintergreen, male human Exp5; Commander Pollard Banyan, male human War4; Cassia Silverbell, female human Drd5 (Obad-hai); Dar Roble, male human Ftr3; Jack Longan, male human Rgr3; Erica Balsam, female human Rog4; Cazaba Seron, male human Wiz3.

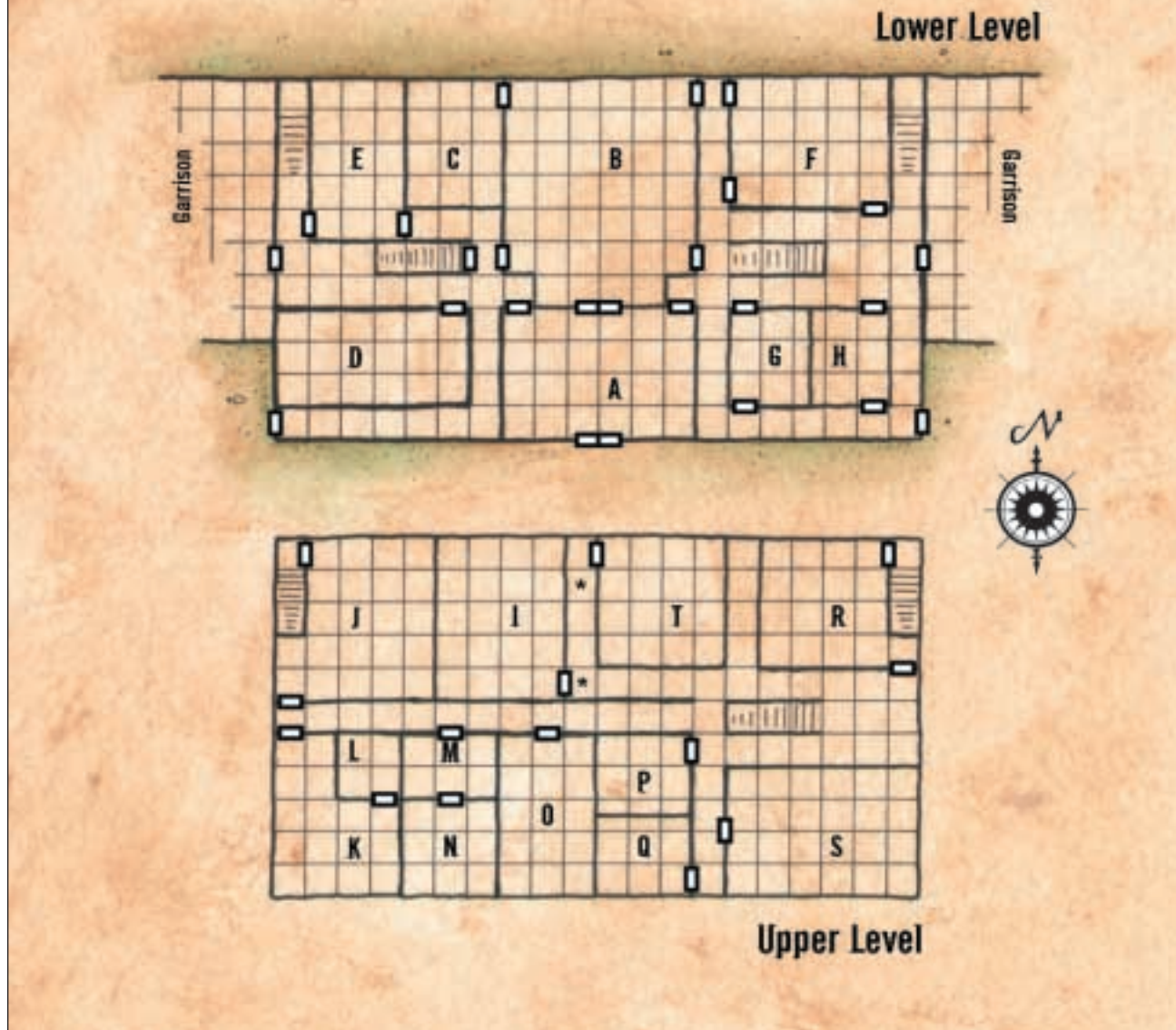
Others: As noted in the adventure.

* Powderkeg’s assets are higher than normal because it is a municipal corporation owned by the king.

1. Front Gates. The reinforced wooden gates are open from sunup to sundown. They are opened by winch mechanisms in the adjacent guard towers (areas 2 and 9).

Burgomaster's Palace (Area 13)

One square = 5 feet



◆ **Heavy Wooden Gates:** 5 in. thick; Hardness 5; hp 120 each; Break (DC 35).

2-9. Guard Towers. Two watchmen with longbows stand duty in each tower, working eight-hour shifts. The watchmen move from tower to tower across thick wooden ledges on the insides of the 40-foot-high pointed tree trunks that make up the palisade. Each guard tower protrudes 10 feet above the wall. The watchmen in the towers patrol for anything untoward in or out of the city, pinpointing problems for their counterparts on the ground.

10. Prison and Guardhouse. This building confines criminals and stores items too valuable to be kept in the warehouses (areas 16-21). When the PCs arrive in Powderkeg, the prison holds two drunks, an embezzler, and four bandits (all Com1 with

1d4 hit points each). Town watchmen are busy rebuilding the hole Zante Barbas blew in his cell.

Treasure: The guardhouse contains about 300 gp belonging to various persons, plus gems, jewelry, and items of property worth about 1,000 gp total. No magic items are stored here.

11-12. Garrisons. These garrisons house a total of 80 watchmen, half of whom work the day shift. The commander, Pollard Banyan (male human War4), lives in area 11.

13. Palace. The Burgomaster's abode is also home to his advisor, Savin Wintergreen. Refer to the map of the palace for a detailed layout.

13A. Entrance Foyer. The wooden floor is painted with the kingdom's coat-of-arms. Ornamental weapons adorn the walls.

Fire Station (Area 30)

One square = 5 feet



26. Jeweller. An administrator and two watchmen work here each day. About 5,000 gp worth of gems are kept here during the day and transferred to the treasury (area 22) at night.

27. Common Hall. This theater building hosts civic events, entertainment, and public meetings.

28. Druid. Cassia Silverbell, the hamlet's nature priest, lives here. She maintains the only official religious presence in Powderkeg. Silverbell keeps a grove in back of her house, where her two pet songbirds live. Her accommodations are sparsely furnished, but her garden is plentiful.

Creature (EL -): Silverbell does not share some of her fellow druids' loathing of city life, preferring to live in harmony with good-aligned urban dwellers.

☛ Cassia Silverbell, Female Human Drd5 (Obad-hai): hp 31; use Table 2-36 in the *DUNGEON MASTER'S Guide* (page 52) to generate complete statistics and equipment, if necessary.

29. Library. Cazaba Seron, the town librarian, maintains the well-stocked collection of books that must be read on the premises. There are three books that radiate magic in Seron's private bookcase: a treatise on horticulture has a *wand of levitate* (5th-level; 23 charges) secretly sewn into the spine, a book of riddles has four spells (*arcane mark*, see *invisibility*, *message*, and *secret page*) hidden by *secret page* spells, and Seron's spellbook contains 2d4 cantrips, 1d6 1st-level spells, and 1d4 2nd-level spells.

The door to the library is locked at 6:00 P.M. (Seron returns home to his flat at area 31 and doesn't return until 8:00 A.M. the following morning.)

Using his Open Lock skill to pick the lock, Zante stashes an unconscious watchmen named Siris Scrag behind some dusty bookshelves. When Siris awakens around 7:00 P.M., he cannot free himself from his bonds or the black gag covering his mouth. If he is discovered and freed, he tells the PCs (or anyone willing to listen) that he was attacked from behind and awakened to find himself bound by ropes. His studded leather armor, tunic, and weapons were stolen by Barbas; Siris does not know who attacked him and stole his stuff.

Creatures (EL -): Cazaba Seron has done some adventuring, but an encounter with a band of gnomish bandits in the nearby forest changed his mindset. He is eager to talk to other wizards about their adventuring careers and possibly exchange spells with them.

☛ Cazaba Seron, Male Human Wiz3: hp 8; use Table 2-43 in the *DUNGEON MASTER'S Guide* (page 57) to generate complete statistics and equipment, if necessary.

Siris Scrag is a typical watchman (male human War1); his statistics are given in the "Key NPCs In Powderkeg" sidebar.

30. Fire Station. This building is more fully detailed earlier in the adventure. Areas A and B on the map show the positions of the charmed watchman and oil casks respectively.

Jonathan and Joshua Springer look after this facility. The walls of the main room are adorned with firefighting equipment, including four buckets of water (at the point marked C on the map), twelve handaxes (at the point marked D on the map), and five 40-pound sandbags (at the point marked E). The back room contains six beds and a table. Books and toys belonging to the Springer brothers are stored in a wooden box (marked F on the map).

31. Apartments. This two-story building contains twenty apartments, two of which are empty. The rest are inhabited by city administrators and their families.

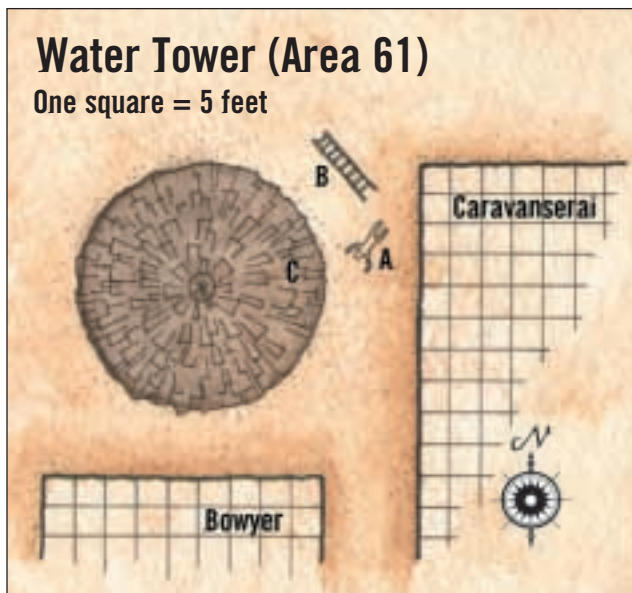
32. Town Square. As described earlier, the square contains nothing but a life-sized wooden statue of a running man with a torch held high in his right hand. The statue stands atop a carved stone pedestal embedded in the ground.

33. Clothier. Almost any kind of clothing can be bought here, with prices based on the social class of the garments. The clothier herself, Lana Linden (female human Exp1), knows that several black garments were stolen from her shop recently.

34. Tailor. New clothing can be made and old clothes repaired here. The tailor, Hal Jollarzen (male human Exp1), is an exacting and somewhat eccentric older man.

Water Tower (Area 61)

One square = 5 feet



35. Cobbler. Dar Roble, a retired soldier, makes a living as a cobbler here. The building contains shoemaking equipment, a spare longsword, and a chest containing 40 gp, 50 sp, and Dar's war medals.

Creature (EL —): Roble retired because he was sickened by the sight of death. He much prefers the quiet life of a cobbler.

🔮 **Dar Roble, Male Human Ftr3:** hp 29; use Table 2-37 in the *DUNGEON MASTER's Guide* (page 53) to generate complete statistics and equipment, if necessary.

36. Furrrier. Jack Longan, a grizzled ranger, lives here when he's not sleeping in the woods. There are many furs here, along with spare shortbows, handaxes, and skinning knives.

Creature (EL —): Longan is not an adventurer and doesn't care much for hunting anything other than animals.

🔮 **Jack Longan, Male Human Rgr3:** hp 27; use Table 2-40 in the *DUNGEON MASTER's Guide* (page 54) to generate complete statistics and equipment, if necessary.

37. Leatherworker. Tanning, leather repair, and armor studing is done here. Two ready suits of leather armor are available when the PCs reach Powderkeg. The leatherworker can also create masterwork leather items upon request, for a 50% down payment.

38. Lumber Works. Five city employees work here. Lumber is brought in from the forest each week.

39. Wood Parts. Wood in any form can be bought here for 5 cp per cubic foot.

40. Forestry Supplies. Saws, compasses, axes, and the like can be bought here.

41. Cartwright. Three cartwrights build and repair carts, wagons, and carriages here.

42. Furniture. Almost any wooden structure smaller than a wagon or cart can be bought or commissioned here.

43. Livestock. Eight city workers staff this building, which has various farm animals for sale.

44. Inn Under Construction. Originally a brothel, this was torn down a few months ago by order of the king and will soon be built into a second inn.

45. Nightclub. Erica Balsam, a retired rogue, runs this establishment from 8:00 P.M. until 3:00 A.M. At least two city watchmen patrol nearby every night. Gambling takes place on a small scale in a back room, with a 5-2 house win ratio carefully monitored by the city. (Illegal marked cards and loaded dice are tucked away for special occasions.) Balsam's five employees—a singer, a cook, a bar-

maid, a bartender, and a bouncer—live in rooms near Balsam's in the back.

Creature (EL —): A former cat burglar, Balsam got this job after running illegal dice games in a club in the nearby city of Bridgeton. A representative of Powderkeg was among those caught in the bust, and since Balsam refused to name names, he offered to post her bail and give her a job running this club.

🔮 **Erica Balsam, Female Human Rog4:** hp 16; use Table 2-40 in the *DUNGEON MASTER's Guide* (page 55) to generate complete statistics and equipment, if necessary.

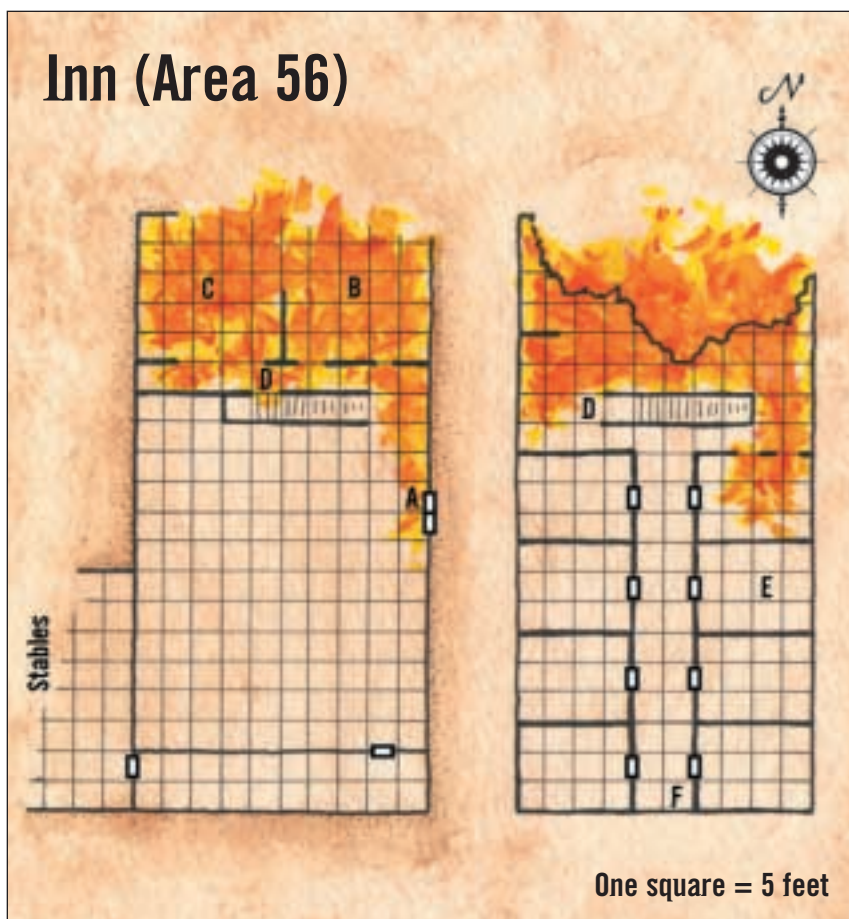
Treasure: Balsam's room contains a suit of masterwork leather armor that has hidden linings containing 30 pp and 13 gems (100 gp each).

46-53. Residences. City workers who do not reside in their places of business or the apartments (area 31) live here. All residences are occupied.

54. Tavern. Open late, this tavern charges fair prices and offers only beverages of quality (no cheap ale or mead).

55. Hostelry. A single bed in a private room costs 1 sp per night. In the four large common rooms, hot meals are served free every morning.

56-57. Inn and Stables. Private rooms cost 5 sp per night, and meals are served at city prices during the day. Events occurring at the inn are described earlier in the adventure.



58. Provisioner. The provisioner sells everything useful for outdoor travel that is not sold by another merchant.

59. Vintner. Any alcoholic beverage can be bought here, though the city prohibits drinking on these premises.

60. Caravanserai. Carts, wagons, and beasts of burden can be parked here for 3 sp per night for each animal or vehicle. Ten city employees work here including Jesse Mott, a stableboy mentioned earlier in the scenario.

61. Water Tower. The tower consists of a large wooden drum atop great stilts. A conical roof covers the drum, which holds about a week's worth of water for the city. Water is drawn up from wellsprings under Powderkeg by a heavy pumping mechanism underneath the drum, between the stilts.

The water tower figures prominently in the adventure.

62-63. Bowyer and Fletcher. The owners of these shops are twin brothers, Malus and Pyrus Shadbush. They can fashion masterwork items for 150% of the normal cost, as specified in the *Player's Handbook*.

64. Craftsfolk. Three artisans work here on curtains, carpets, and so forth.

65. Armorer. Two master armorers work here. They must get Wintergreen's permission to undertake any job that takes more than a week. They can repair a damaged suit of metal armor

or steel shield for 25% of the item's retail value. They can also craft masterwork metal items but charge 150% of the normal price for such items, as specified in the *Player's Handbook*.

66. Metalworks. Any simple metal device can be built here.

67. Blacksmith. Cyrilla Axemaster (female human Exp2) runs this smithy.

68. Weaponsmith. The weaponsmith, Athel Ligas (male human Exp3), can craft any martial melee weapon as well as masterwork weapons at 200% the normal cost.

69. Painter. The town painter can do simple jobs, like walls, fairly cheap. More intricate work, like signs, costs extra.

70. Infirmary. Ten city workers (male and female human Exp; Heal +4) tend the sick and wounded here. Their aid is free for residents and visitors. A horse-drawn cart serves as an ambulance. The infirmary is open all night.

71. Foodstuffs. Most food used by the restaurant (area 73), inn (area 56), and other such places is stored here.

72. Grain Warehouse. Grain is stored here.

73. Restaurant. This establishment serves food during the day for prices between 2 cp and 10 sp a meal.

74. Registration and Receiving Station. All visitors to the town must register here upon entering or leaving the city. All of Powderkeg's supplies are taken into the back when first received. Maps of the city can be bought here for 1 sp. Six workers usually work here during the day, but only one at night. See the main section of the module for more details.

75. Scribe. This expert penman knows several languages and can write most anything not involving magical script.

76. Cartographer. Maps of the area and other places can be bought here. Treasure maps are sold for 10 gp (no guarantees or refunds).

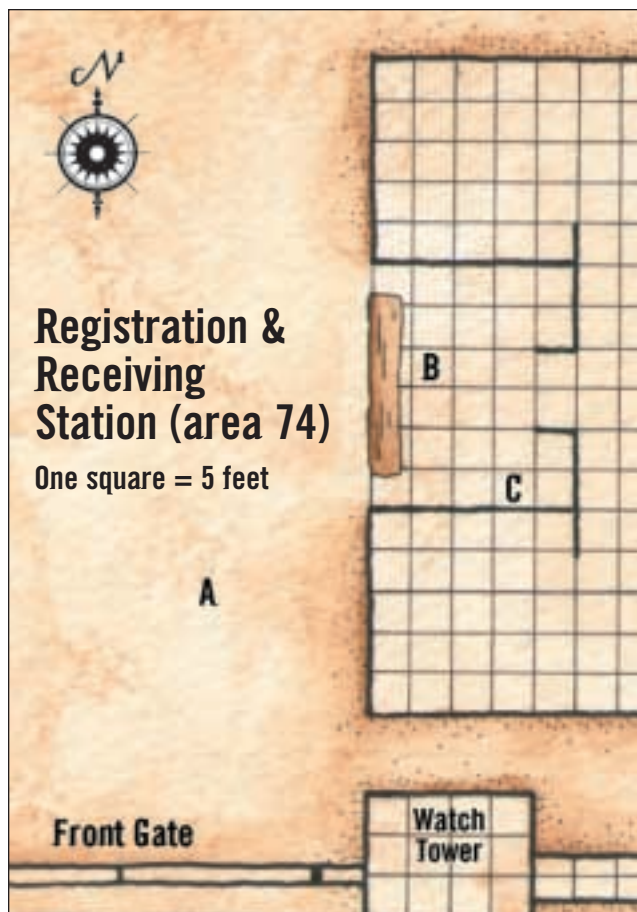
77. Trinketry. Gadgets and toys can be bought here. The owner determines price based on craftsmanship and never makes claims based on the usefulness of his items.

78. Spices. Domestic and foreign seasonings can be bought here for between 1 cp and 1 gp, depending on rarity and taste.

79. Magic Shop. The shop's proprietor, Asak Poon (male human Com1), sells spell components and various items with "reputed magic properties." Nothing in the shop is magical.

80. Foreign Goods. Another trinketry of sorts, the wares sold here are all exotic goods such as honeyed candles and wavy-bladed knives.

81-84. Public Parks. All four parks are well-tended and have winding paths throughout. On sunny days, they attract visitors and residents alike.



Key NPCs in Powderkeg

The non-player characters (NPCs) detailed below are residents of Powderkeg and play pivotal roles in the adventure.

Burgomaster Almon Capulin, Male Human Exp5: CR 4; Medium-Size Humanoid (5 ft. 6 in. tall); HD 5d6; hp 16; Init +0; Spd 30 ft.; AC 10; Atk +3 melee (1d4/crit 19-20, dagger); or +3 melee (1d3 subdual, unarmed strike); AL LG; SV Fort +1, Ref +1, Will +6 (includes Iron Will feat); Str 10, Dex 10, Con 11, Int 14, Wis 10, Cha 15.

Skills: Appraise +10, Bluff +10, Craft (carpentry) +8, Diplomacy +12 (includes Skill Focus feat), Knowledge (architecture and engineering) +8, Knowledge (history) +10, Knowledge (local) +10, Profession (administrator) +10 (includes Skill Focus feat), Sense Motive +8. **Feats:** Iron Will, Skill Focus—Diplomacy, Skill Focus—Profession (administrator).

Burgomaster Almon Capulin is Powderkeg's chief bureaucrat, a position he has held since the city's opening three years ago. A man in his late fifties, Capulin is never afraid to make decisions. Though he leaves most of the day-to-day internal business of the city to his advisor, Wintergreen, he keeps the interests of the city and the king at heart. He is not a politician but rather a competent civil servant. He is soft-spoken and usually allows the more charismatic Wintergreen to act as his spokesman except when dealing with dignitaries. Capulin works a full ten hours each day, then retires to his room in the palace (area 13) for the night. He is there for the duration of the scenario.

Savin Wintergreen, Male Human Exp5: CR 4; Medium-Size Humanoid (5 ft. 8 in. tall); HD 5d6+5; hp 23; Init +0; Spd 30 ft.; AC 10; Atk +3 melee (1d4/crit 19-20, dagger); or +3 melee (1d3+1 subdual, unarmed strike); ALLG; SV Fort +2, Ref +1, Will +7 (includes Iron Will feat); Str 12, Dex 10, Con 13, Int 15, Wis 13, Cha 16.

Skills: Appraise +10, Bluff +11, Diplomacy +11, Gather Information +13 (includes Skill Focus feat), Innuendo +9, Knowledge (commerce) +10, Listen +4 (includes Alertness feat), Profession (administrator) +9, Sense Motive +8, Speak Language (any three), Spot +5 (includes Alertness feat). **Feats:** Alertness, Iron Will, Skill Focus—Gather Information.

Wintergreen is Burgomaster Capulin's advisor, a position he has held for two years. He is devoted to his job and puts nothing above the city. He is intelligent and capable of dealing with crises. Wintergreen employs a smooth, reasoned approach when dealing with others and is charismatic enough that Capulin trusts him to act as city spokesman for all but the most important ceremonies. Though healthy at age 45, Wintergreen is tired the night of the adventure. He worries for the safety of the city and its chief administrator, whom he thinks is taking the Barbas threat too lightly. Wintergreen will take whatever precautions are necessary to insure their security. At the beginning of the adventure, he is in the registration and receiving station (area 74) meeting the PCs.

Zante Barbas, Male Human Rog4: CR 4; Medium-Size Humanoid (5 ft. 10 in. tall); HD 4d6+8; hp 24; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex), 17 (+4 Dex, +3 studded leather armor); Atk +8 melee (1d4+3/crit 19-20, masterwork dagger with Weapon Focus feat); or +6 melee (1d3+3 subdual, unarmed strike); SA sneak

attack (+2d6); SQ evasion, uncanny dodge (Dexterity bonus to AC); AL CE; SV Fort +3, Ref +7, Will +0; Str 16, Dex 18, Con 14, Int 15, Wis 9, Cha 14.

Skills: Appraise +4, Balance +6, Climb +5, Disable Device +6, Disguise +7, Escape Artist +9, Forgery +6, Gather Information +7, Hide +9, Innuendo +1, Intimidate +7, Listen +1, Move Silently +9, Open Locks +7, Perform +7, Pick Pocket +6, Ride +7, Search +4, Spot +2, Tumble +9, Use Magic Device +7, Use Rope +6. **Feats:** Combat Reflexes, Quick Draw, Weapon Focus (dagger).

Possessions: *Necklace of missiles* (one 4-HD missile and two 2-HD missiles remaining), *ring of jumping*, *single eye of charming* (DC 10), masterwork dagger.

Barbas is methodical and vengeful, attacking any task with monomaniacal intensity. Barbas has little respect for the rights of others. He fancies himself more intelligent than his foes and enjoys taunting victims with diabolical puzzles and riddles. However, these riddles are always rigged in Barbas's favor, as he hates to lose. He can be distracted by clever puzzles, especially if accompanied by the suggestion that the creator is smarter than him. Now 34 years old, he has spent the past two years languishing in Powderkeg's prison (area 10). During this incarceration, Barbas kept in fine physical condition and nurtured a deep hatred for Capulin and his employees. He wears black garb. During the night of the adventure, he wears a black overshirt and carries small black garments stolen from a local clothier.

While infiltrating Powderkeg's palace, Barbas dons the apparel and equipment of a town watchmen: a simple tunic, suit of studded leather armor, shortbow, and longsword. However, he prefers to wield his masterwork dagger in combat. He has named his dagger *Bloodfire*.

Jonathan and Joshua Springer, Male Human Com1: CR 1/2; Medium-Size Humanoid (5 ft. 2 in. tall); HD 1d4; hp 3 each; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +0 melee (1d3-1 subdual, unarmed strike); or +0 melee (1d6-1/crit $\times 3$, handaxe); AL LG; SV Fort +0, Ref +3 (includes Lightning Reflexes feat), Will -1; Str 8, Dex 12, Con 10, Int 11, Wis 8, Cha 11.

Skills: Handle Animal +2, Listen +2 (includes Alertness feat), Profession (firefighting) +1, Ride +3, Spot +3 (includes Alertness feat), Swim +0, Use Rope +3. **Feats:** Alertness, Lightning Reflexes.

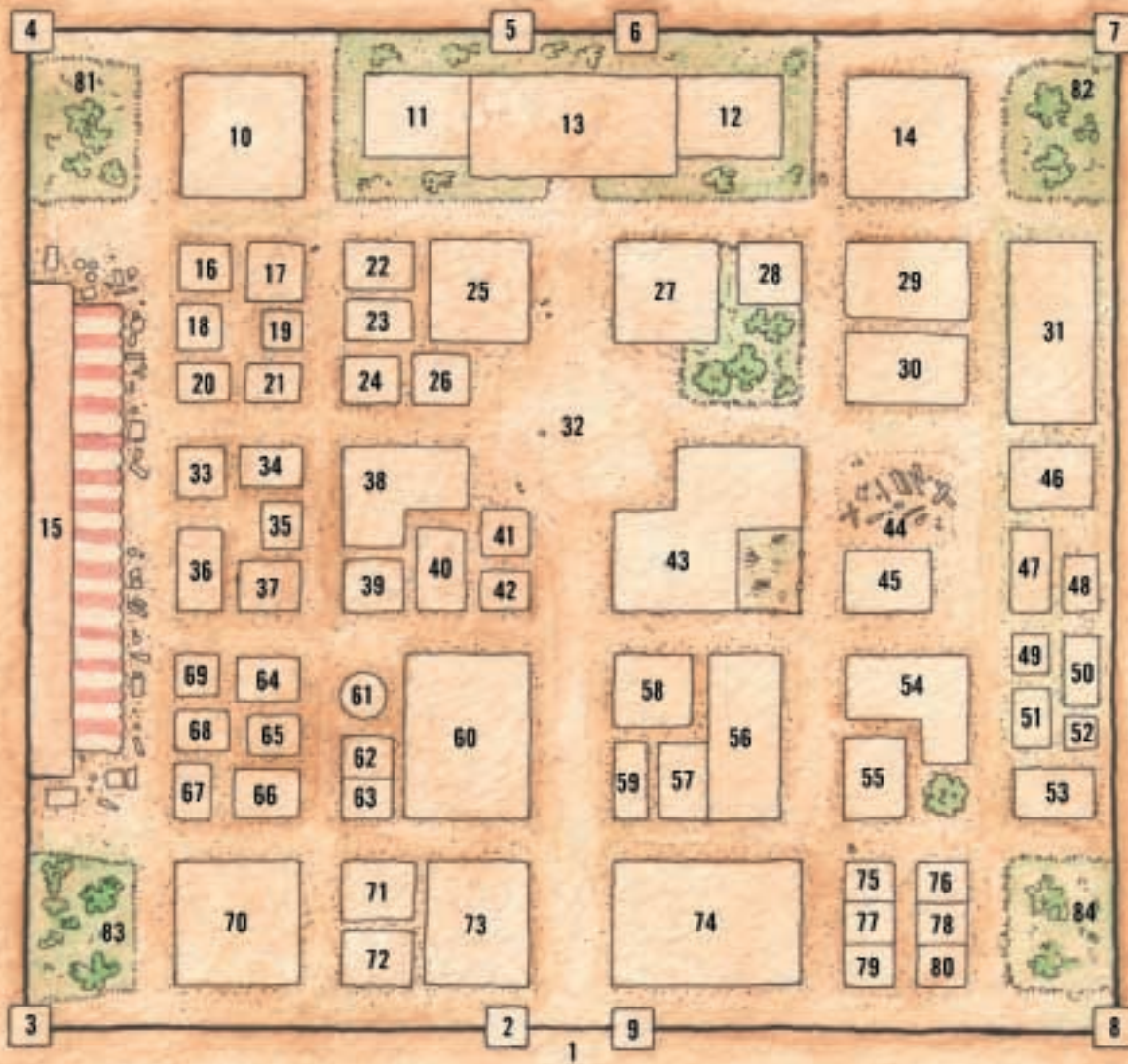
Jonathan and Joshua are two capable young men, aged 15 and 13 respectively, entrusted by the city to mind the fire station (area 30). Both boys can drive the fire wagon and know the commands for the *decanter of endless water*. They are both familiar with Powderkeg and make excellent guides. Jonathan is quite smart and can be of some help to the PCs if they are stymied. His brother explodes with energy and is easily excited.

Town Watchmen, Male Human War1 (80): CR 1/2; Medium-Size Humanoid (5 ft. 11 in. tall); HD 1d8+3 (includes Toughness feat); hp 8 each; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atk +1 melee (1d8/crit 19-20, longsword); or +1 ranged (1d6/crit $\times 3$, shortbow); AL LG; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills: Climb +3, Handle Animal +3, Intimidate +2, Ride +3, Swim +1. **Feats:** Point Blank Shot, Toughness.

Since the PCs are likely to encounter several watchmen during the adventure, their statistics are presented here. Give the watchmen as much or as little character as you like. Ω

Powderkeg (Players' Map)

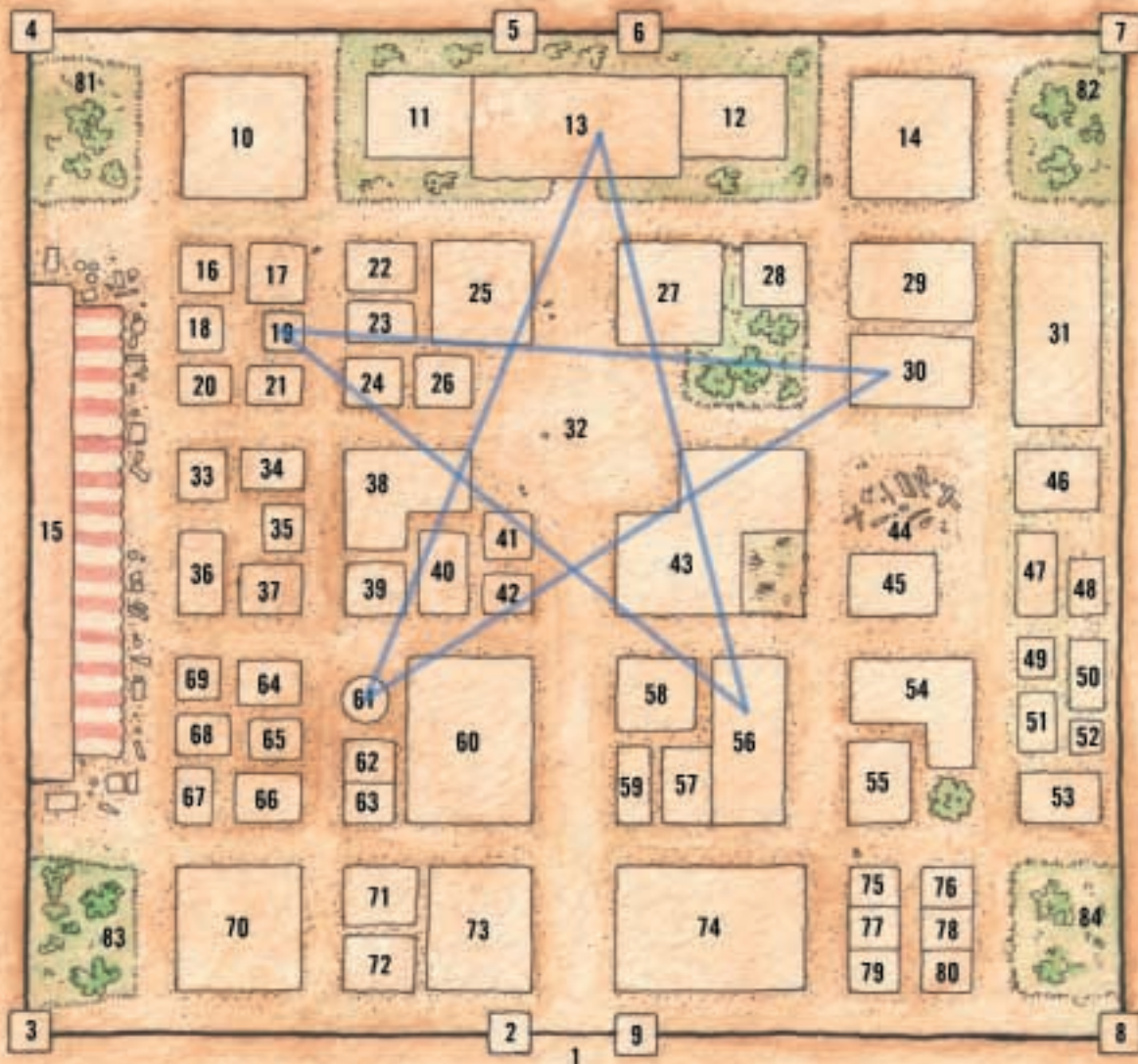


- | | | | |
|-----------|-----------|-----------|-----------|
| 1. _____ | 22. _____ | 43. _____ | 64. _____ |
| 2. _____ | 23. _____ | 44. _____ | 65. _____ |
| 3. _____ | 24. _____ | 45. _____ | 66. _____ |
| 4. _____ | 25. _____ | 46. _____ | 67. _____ |
| 5. _____ | 26. _____ | 47. _____ | 68. _____ |
| 6. _____ | 27. _____ | 48. _____ | 69. _____ |
| 7. _____ | 28. _____ | 49. _____ | 70. _____ |
| 8. _____ | 29. _____ | 50. _____ | 71. _____ |
| 9. _____ | 30. _____ | 51. _____ | 72. _____ |
| 10. _____ | 31. _____ | 52. _____ | 73. _____ |
| 11. _____ | 32. _____ | 53. _____ | 74. _____ |
| 12. _____ | 33. _____ | 54. _____ | 75. _____ |
| 13. _____ | 34. _____ | 55. _____ | 76. _____ |
| 14. _____ | 35. _____ | 56. _____ | 77. _____ |
| 15. _____ | 36. _____ | 57. _____ | 78. _____ |
| 16. _____ | 37. _____ | 58. _____ | 79. _____ |
| 17. _____ | 38. _____ | 59. _____ | 80. _____ |
| 18. _____ | 39. _____ | 60. _____ | 81. _____ |
| 19. _____ | 40. _____ | 61. _____ | 82. _____ |
| 20. _____ | 41. _____ | 62. _____ | 83. _____ |
| 21. _____ | 42. _____ | 63. _____ | 84. _____ |



© 2001, Wizards of the Coast, Inc. This map may be photocopied for home game use only.

Powderkeg (DM's Map)



- | | | | |
|-------------------------------|-----------------------|------------------------------|------------------------------|
| 1. Front Gate | 22. City Treasury | 43. Livestock | 64. Craftsfolk |
| 2. South Watch Tower #1 | 23. Moneychanger | 44. Inn (Under Construction) | 65. Armorer |
| 3. Southwest Watch Tower | 24. Moneylender | 45. Nightclub | 66. Metalworks |
| 4. Northwest Watch Tower | 25. City Hall | 46. Residence | 67. Blacksmith |
| 5. North Watch Tower #1 | 26. Jeweller | 47. Residence | 68. Weaponsmith |
| 6. North Watch Tower #2 | 27. Common Hall | 48. Residence | 69. Painter |
| 7. Northeast Watch Tower | 28. Druid's Residence | 49. Residence | 70. Infirmary |
| 8. Southeast Watch Tower | 29. Library | 50. Residence | 71. Foodstuffs |
| 9. South Watch Tower #2 | 30. Fire Station | 51. Residence | 72. Grain Warehouse |
| 10. Prison and Guardhouse | 31. Apartments | 52. Residence | 73. Restaurant |
| 11. West Garrison | 32. Town Square | 53. Residence | 74. Registration & Receiving |
| 12. East Garrison | 33. Clothier | 54. Tavern | 75. Scribe |
| 13. Burgomaster's Palace | 34. Tailor | 55. Hostelry | 76. Cartographer |
| 14. Palace Stables | 35. Cobbler | 56. Inn | 77. Trinketry |
| 15. Farmer's Market | 36. Furrier | 57. Inn Stables | 78. Spices |
| 16. Warehouse (Caravan Parts) | 37. Leatherworker | 58. Provisioner | 79. Magic Shop |
| 17. Warehouse (Fabrics/Skins) | 38. Lumber Works | 59. Vintner | 80. Foreign Goods |
| 18. Warehouse (Sundry Goods) | 39. Wood Parts | 60. Caravanserai | 81. Northwest Public Park |
| 19. Power Supplies Warehouse | 40. Forestry Supplies | 61. Water Tower | 82. Northeast Public Park |
| 20. Empty Warehouse | 41. Cartwright | 62. Bowyer | 83. Southwest Public Park |
| 21. Warehouse (Lumber/Metal) | 42. Furniture | 63. Fletcher | 84. Southeast Public Park |

