

GUARD BARRACKS DAY 1

You can steal 3 of the treats Ishyal uses to reward the desert dogs. You can throw a treat as a ranged touch attack targeting a dog's square (AC 5). If the attack roll hits, the dog spends its first round eating the treat, unless it has already taken damage during the combat. Alternatively, a PC can use a dog treat as supplemental material component, which increases the DC of any enchantment spell that specifically targets animals by 2.

GUARD BARRACKS DAY 2

You learn how the guards use dancing lights to communicate via signals in the sky. You learn which patterns will tell the convoy to halt and the escorts to disperse and search the surrounding area for hidden threats. While the dancing lights spell is the most effective way to replicate these patterns, you can also replicate them with other light sources.

You are invited to join some guards on their night off, learning personal vices that the PCs can later use against them. By revealing a damning secret or weakness, as a free action, a PC can inflict the staggered condition on a guard for 1d3 rounds. This ability only works once per guard. The PCs also observe several mysterious men and women tempting the guards with strong drink, drugs, and other indulgences. Though these scoundrels speak highly of Prince Zinlo and the lifestyle in Aspenthar, most of the money they throw around was minted in Bloodcove and Cheliox. A PC who succeeds at a DC 14 Knowledge (local) check (DC 18 in Subtier 4–5) notices the source of the coinage. The PC also recalls that the settlement of Bloodcove is under Aspis Consortium control, and that the Consortium is based in Cheliox—together, these associations suggest that the mysterious figures may have Aspis ties.

Jaravo replaces one of the convoy's guards with one of you working in the barracks. During the convoy raid, a PC may replace one convoy mage. If the PCs neutralize the second mage before he casts dancing lights, any distracted guards do not return for 20 minutes after being called away.

GUARD BARRACKS DAY 3

You can identify the convoy's general route. With this information, you do not need to track the convoy through the desert, and the guards will not be able to notice you until you come within 60 feet of the transport.

You found an ideal ambush site along the convoy's path. You will have 1 hour of time to prepare for combat. You can lay an ambush to automatically receive a surprise round, starting 30 feet away from the transport. You also find a map in Varnic's bedchamber with observation points marked along the convoy's route.

One of you working in the barracks gains a reputation as a trustworthy scout among the guards. The guards react positively when the PCs appear in the desert, allowing the PCs to begin a surprise round from any position outside the transport.

TRANSPORT WORKSHOP DAY 1

You identify the altar that guards the elixirs, including all of its build points and defensive abilities. You also notice that Temeera ordered a few of the workers to take turns walking around the transport's interior in circles. She does not explain the reason for this strange directive.

You discover a secret, lead-lined compartment in the transport's back left corner. You also locate a small, inconspicuous "X" etched into a tile in the floor covering the secret chamber.

TRANSPORT WORKSHOP DAY 2

You learn that there is a desert heat trap on the transport. It causes people in the area to take heat damage beyond what an Endure Elements spell can protect against. You know the Disable Device DC, and the locations of the two switches that must be disabled in order to disarm it.

You gain access to Lyshna's personal notes, providing a +4 circumstance bonus on all Disable Device checks attempting to disarm the trap. In addition, you also find several lavish gifts and valuable luxuries among Lyshna's belongings, some emblazoned with the seal of Aspenthar's royal family.

TRANSPORT WORKSHOP DAY 3

You discover the location of the transport's secret door, the only means of entering the inner chamber without teleportation magic.

You identify which locks maintain the door's seal, removing the risk of disabling a decoy lock. You also find several broken lockpicks and scattered thieves' tools hidden near the door, suggesting that someone had secretly practiced picking each lock.

Player Handout: Borrowed Equipment

Adamantine Morningstar

You may choose between 1 small or medium adamantine morningstar. (limit 1 per party)

1d6 small

1d8 medium

Ignores up to 20pts of hardness. Simple weapon proficiency. 2x crit on a nat 20.

Eyes of the Eagle

These lenses are made of special crystal and fit over the eyes of the wearer.

They grant a +5 [competence bonus](#) on [Perception](#) checks. Both lenses must be worn to gain the benefit. Wearing only one causes a character to become dizzy and [stunned](#) for 1 round.

Horn of Fog

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an [obscuring mist](#) spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; a [fog cloud](#) travels 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Creatures 5ft away have concealment (20% miss chance)

Creatures more than 5ft away have total concealment (50% miss chance)

Vest of Escape

This simple silk vest looks nondescript, but is actually studded with numerous secret pockets sewn into its lining.

Hidden inside these are magic lockpicks that provide a +4 [competence bonus](#) on [Disable Device](#) checks. The vest also grants its wearer a +6 [competence bonus](#) on [Escape Artist](#) checks. This bonus does NOT stack with MW Thieves Tools.

Infiltration Mechanics/Reference

Area A = Guard Barracks

Area B = Transport Workshop

Animal handler (Area A only): Manage mounts and guard animals with Handle Animal, Knowledge (nature), Profession (driver or stable master), Ride, or wild empathy.

Engineer (Area B only): Build convoy with Craft (locks or traps), Disable Device, Knowledge (engineering), Perception, or Use Magic Device.

Guard or laborer: Blend in with Intimidate, Knowledge (local), Perception, Profession (soldier), or Survival.

Mage or medic: Fill magical or medical needs with Appraise, Craft (alchemy), Heal, Knowledge (arcana or religion), or Spellcraft.

Supervisor Fool overseers with Bluff, Diplomacy, Linguistics, Profession (clerk or scribe), or Sense Motive.

Thief: Sneak in with Acrobatics, Climb, Escape Artist, Sleight of Hand, or Stealth.

Other: Something else. Be creative.

PC	Location	Role	Day 1	Day 2	Day 3
Cornelius Darksmith	Workshop (B)	Mage/Sage	Spellcraft 16	Arcana	Nature
Daverin Darkshoals	Barracks (A)	Guard	Blend in Prof (sailor) XX	Intimidate	Know (local)
Enlil Swiftarrow	Workshop (B)	Thief (Day 1) Engineer (Day 2) Thief (Day 3)	Stealth 25	Disable Device 18	Acrobatics 28
<u>Hol'Tos</u>	Barracks (A)	Guard	Perception	Survival	Intimidate
Tsadoc Sem Luxjed	Barracks (A)				

Success Tracker

Location	Day 1	Day 2	Day 3
Barracks	1 success	3 successes	3 successes

Workshop	2 successes	2 success	2 successes
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