

#6-22 Out of Anarchy

Primary Success: Get Olandil out of Pezzack alive.

Secondary Success: Protect the Society's reputation in Cheliox by countering Loyalist propoganda in area C3.

D= Docktown, G = Galtans, L= Loyalists, W = White Thistles,

| D | G | L | W | Pezzacki Faction Influence Points |
|--|--|--|--------------------------|---|
| | | <input type="checkbox"/> | | A1. The First time the PCs enter or exit through the academy's front door |
| | <input type="checkbox"/> | | <input type="checkbox"/> | A2. Ask Cessia about Jax Telandril. |
| <input type="checkbox"/> | | <input type="checkbox"/> | | A2. Ask Cessia about Jax Arunai. |
| <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | A2. Ask Cessia about Jacks Falger. |
| <input type="checkbox"/> <input type="checkbox"/> | | <input type="checkbox"/> <input type="checkbox"/> | | A2. Sell information about Olandil to Cessia. |
| <input type="checkbox"/> | <input type="checkbox"/> | | | A2. Ask Cessia about anyone else in Pezzack. After 1st question. |
| | <input type="checkbox"/> | | <input type="checkbox"/> | A3. The PCs enter the Inkwell. |
| | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | | A3. If the PCs engage in the fight, whichever factions receives assistance gains 2 influence. |
| | | <input type="checkbox"/> | | A4. The PCs visit the Throne Defiant. |
| | | <input type="checkbox"/> | | A4. The PCs wear their academy robes to the Throne Defint. |
| | | <input type="checkbox"/> <input type="checkbox"/> | | A4. The players decide to stay at the Throne Defiant. |
| | | <input type="checkbox"/> | <input type="checkbox"/> | A4. The PCs agree to help Valia recover Bellory's gemstone. |

| D | G | L | W | Pezzacki Faction Influence Points |
|--|--|--|--|--|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | A5. The PCs hear the story about a diver retrieving a staff in a public part of Auntie's. |
| | | <input type="checkbox"/> | | A5. A Dark Archive PC reveals her connection to Zarta Dralneen to Phelorosa. |
| <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | | | B1. The PCs interrupt Olandil's Performance. |
| | <input type="checkbox"/> <input type="checkbox"/> | | <input type="checkbox"/> <input type="checkbox"/> | B2. The PCs exit the Guts with Olandil. |
| <input type="checkbox"/> <input type="checkbox"/> | | <input type="checkbox"/> <input type="checkbox"/> | | B2. The PCs do not exit the Guts with Olandil. |
| <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | | <input type="checkbox"/> | B3. Incapacitating or killing all of the thugs. |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | B3. Intimidating or attacking until all of the thugs flee. |
| <input type="checkbox"/> | | <input type="checkbox"/> <input type="checkbox"/> | | B3. Buying off the thugs. |
| | | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | C. If the PCs can persuade Olandil to hand over Rae Bellory's gemstone and return it to Valia. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | C1. If the PCs agree to battle the strix for one of the factions, that factions gains 1 influence point. |
| | | <input type="checkbox"/> <input type="checkbox"/> | | C1. If the PCs reveal Olandil's location to the Loyalists. |
| - <input type="checkbox"/> - <input type="checkbox"/> - <input type="checkbox"/> | C2. If the PCs place evidence that frames one of the factions for the crime of aiding and abetting the strix, the framed faction loses 3 influence points. |
| | | | | Totals going into D. |
| - <input type="checkbox"/> - <input type="checkbox"/> | D. If the PCs defeat the boarders, the boarder's faction loses 2 influence points. |
| | | | | Totals at the end of scenario. |

Reporting Notes:

- A : The PCs allied with Docktown
- B : The PCs allied with the Galtans
- C : The PCs allied with the Loyalists
- D : The PCs allied with the White Thistles

Maps and Miniatures List:

* indicates a role playing scene only

Getting Started: Flip Map - Pirate Ship*

- 1 Female Half Orc (Captain Calisro Bennarry)
- a variety of sailors

A1 Academy of Applied Magic: Map Pack - Academy of Magic*

- 1 Male Gnome (Professor Kalizandrex Poppo)

A2 Gold Street: Map Pack - Slums*

- 1 Human Female (Cessia Florianthus, Dark Haired Chelish)
- 8 Thugs

A3 The Inkwell: Flip Map - Keep*

- 1 Iron Golem
- 1 Human Male (Lorin Meese, Proprieter of Inkwell)
- 1 Human Male (Loyalist)
- 1 Human Male (Galtan)
- a variety of patrons

A4 The Throne Defiant: Flip Map - Country Inn*

- 1 Female Human Cleric (Valia Wain)

A5 Auntie's: Flip Map - Pirate Ship*

- 1 Female Halfling (Auntie)
- a variety of patrons
- 1 Female Human (Phelerosa)

A6 Madge's Noodle Cart - Seedy Tavern*

- 1 Female Human (Madge)
- 1 Goblin (Cart Pusher)

B1 Manukirt Tradinc Co: Flip Map - Warehouse.*

- 1 Male Human (Olandil)
- a variety of townsfolk

B2 Into the Guts: Flip Map - Thieves' Guild

- 1 Cave or Giant Scorpion
- 1 Giant Grub
- 1 Rat Swarm

B3 Whaler's Point Guts Exit - Map in Scenario.

- 1 Human Male (Gellius)
- 2 or 4 Mercenaries

C1 Proposing an Alliance*

Loyalists = The Throne Defiant: Flip Map - Country Inn

Docktown = Flip Map: Seedy Tavern

Galtans = Flip Map: Seedy Tavern

White Thistles = The Inkwel: Flip Map - Keep

C2 The Abandoned Tower: Map Pack - Evil Ruins

- 2 or 3 Gargoyles (Strix Tower Guards)

D Escape from Pezzack: Map Pack - Swallowed Whole

- 1 Female Evoker (Arixana)
- 1 Lesser Incutilus
- 1 Zombie
- 2 Sailors