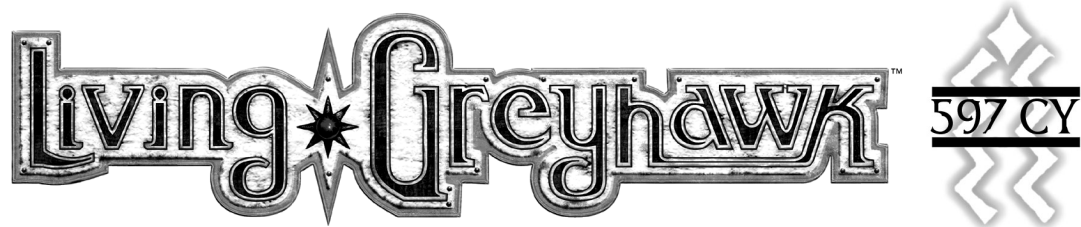


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The Densac Queen

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by Chris Chesher and Gordon Smith

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Years ago a sailing ship mysteriously appeared inland on the busy trade route into the Wild Coast towns. It was quickly turned into a way-station. Not long after, the Pomarj pushed north and trade dropped to a trickle. Nowadays only a few desperate souls are willing to brave this rainy night in the name of the Greyhawk Guilds. A one-round Core adventure set in Domain of Greyhawk for characters level 1-15 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *GHB7-01 Raiders of the Chaos Fields* [Creighton Broadhurst], *Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], and *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Sneed].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to Living Greyhawk games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Living Greyhawk adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Domain of Greyhawk. Most characters pay 2 time units per round but characters with the Domain of Greyhawk as their home region only pay 1 time unit per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

In 573 CY private merchants operating from the City of Greyhawk financed a series of treasure seeking expeditions into the Olman Islands and various remote locations along the Densac Gulf.

They constructed four ships specific for the task, the Densac Class, each dedicated to winds that would bring them to and from the heathen islands they sought to plunder.

The Densac Queen was one of these ships that set out in 575 CY. It reported to its fellows in the flotilla that it had obtained valuable but troubling cargo.

A day into the Azure Sea on the return voyage the Densac Queen's sister ship the Densac Maiden, reported an unknown energy vortex engulf the Queen. When the vortex dissipated, the ship, her crew, and all traces of flotsam were gone.

Three months later in 577 CY, the Densac Queen appear several miles inland, on a small trail leading from the Bay Road to Castle Eyebite in the southern edge of the Domain of Greyhawk. The ship was at a 45 degree angle, with two thirds of it fused with the solid bedrock. There were no traces of the crew.

Locals looted what they could until authorities arrived to try and make sense of the situation. There were legal battles over ownership and such, but the merchants finally sold off rights to the wreck and those rights passed from person to person for over a year. Eventually, a group

of merchants turned the ship into a waystation for those travelling along the Bay Road.

Unknown to the locals, this waystation was turned into a small outpost for the Slavelords of the Pomarj. Trapdoors and a prison underneath held lone travelers who would not be missed. With the fall of the Slave Lords in 579 CY, it fell out of use, but kept its secret.

During the Greyhawk wars in the early 580's CY, the orc forces of the Pomarj surged north and captured the Wild Coast. The Densac Queen is only 90 miles north of the buffer zone.

The reemerging Slavelords have not only re-opened the Densac Queen as a slave pit, but they've also started excavating the buried hold of the ship. The suspected value of the cargo is being leveraged to win favor with the Pomarj orcs whom they are allied with.

Those Pomarj orcs now use the secret slave pit as a meeting place as they receive clandestine visits from representatives of the Domain of Greyhawk. Many small bribes have gone north from this location. Recently, the slavers discovered a strange altar buried in the Densac Queen's hold and thought to offer it as a gift to improve relations between two powerful domains. Unfortunately, during the altar's excavation several powerful demons trapped within, escaped and ran amok

These meetings have been going on for a while now, and during that time, with only a few renegade exceptions, the various orc tribes occupying the Wild Coast have stopped raiding north.

ADVENTURE SUMMARY

As the adventure starts, those PCs who belong to the various Greyhawk affiliations are acting on mission statements given to them by their superiors to visit the craft village of Zulern, north west of Safeton.

The amount of information about the mission each PC starts with varies depending on their mission statements. PCs who do not belong to an affiliation can still participate, but they are just normal caravan guards, as opposed to honor guards.

Introduction: The PCs arrive in the craft village of Zulern late the night before the first day of Richfest. The next day starts with a page fetching them at the Stone Cutter Inn. The PCs have the option of going straight to see the garrison commander for their mission, or investigate some pre-festival activities for Richfest.

Encounter 1A: Not far outside of Zulern on the Bay Road, the weather has taken a turn for the worst and some of the bridges and fords are no longer safe for the wagons. What's worse, the PCs encounter a local patrol heading to warn Zulern that orc war bands have come up from the buffer zone and are lootings unprotected sites along the Bay Road. The PCs need to decide if they can carry on or take a detour along the back roads near the old and creepy Densac Queen waystation.

Encounter 1B: This encounter handles the PCs decision to keep with their original route and head along the Bay Road assuming they can get the wagons across

the flooded streams. This encounter covers the journey to Safeton and several attacks by orc warbands.

Encounter 2: As the PCs traverse the miles from the Bay Road to the Densac Queen, they encounter a horse with no rider. The horse gives clues to foul play somewhere in the direction the PCs are heading. There is a letter in the saddlebags indicating clandestine involvement of the Guild of Wizardry in the area.

Encounter 3: This details secondary structures inside the waystation compound. These include the barn, the outhouses, well, slaughterhouse and chicken coop. Each of these locations can give observant PCs clues to what's really going on and some can give items that help in the final ritual.

Encounter 4: This details the above ground main structure. The floor of the barroom has many trap doors (the number depends on the APL) that are waiting to drop PCs into the slave pit below.

Encounter 5: This covers the side rooms of the main floor. This includes the stair access to the on-deck memorial for the Densac Queen, the sleeping quarters and the kitchen. Some of these side rooms have items that help with the final ritual.

Encounter 6: This covers the back room and stairs leading into the cellar. A secret door here leads into the secret Slavelord base. The passageway just passed the secret door is trapped.

Encounter 7: This is the slave pit that the trapdoors in the bar drop PCs into. Each trapdoor has a spring-loaded cage waiting for unsuspecting travelers. A bugbear slave master waits to poke new slaves with his longspear. This bugbear has been possessed by a geucubu demon. In the sub-room where the bugbear lives, an item can be found that helps in the final ritual.

Encounter 8: This covers the remaining rooms of the secret slaver base. This includes the passageways, the meeting hall and the living quarters. The PCs find many dead bodies - orc, slaver and guildier. In the meeting hall, the PCs recover some documents from the Pomarj agents, and some damaged documents from the Guilders.

Encounter 9: This deals with a secret door that leads into an excavation of the Densac Queen's rear cargo hold that has been fused with the rock. An altar of olman craft has been partial uncovered but that was enough to cause all this chaos and death. After touching the altar, the PCs can figure out they need to do a primitive ritual with common household items to re-imprison three escaped demons. While the PCs search around the compound for the items, one of the escaped demons makes poltergeist-like attacks on the PCs. Once the ritual is completed, the PCs must flee before being sucked into oblivion.

Encounter 10: This short encounter deals with the distance needed to travel and the stop over at South Watch waystation. This encounter is otherwise uneventful.

Conclusion: The PCs arrive at Safeton. If they've made it before the sun goes down on the last day of Richfest, they are successful (assuming, of course, that the cargo is intact).

PREPARATION FOR PLAY

The first thing a DM needs to do is determine which (if any) Greyhawk City affiliations the PCs belong to. Try to collect this information in secret, as some PCs may wish to keep their allegiances confidential.

Once determined, issue each PC the appropriate mission statement (Player Handout 9). This gives each player an insight into what might be happening.

This adventure deals with a loumara demon called a geucuba from the *Hordes of the Abyss*. It has both *natural invisibility* and *possession* abilities. The complete rules for the latter can be found in said book (summaries of these rules appear in Appendix 2).

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

The PCs are in the village of Zulern at about 10 a.m. on Starday, the first day of the weeklong summer festival of Richfest. It is assumed that the PCs arrived in the village late last night and sought accommodations in the Stone Cutter Inn.

Different PCs have different motivations based on their faction affiliations (or lack thereof), but the majority of PCs are here to do some sort of menial favor on behalf of their affiliation. Anyone else can make up their own reason and/or tag along in the confusion. Lieutenant Sceeveit, the garrison commander, finds a place in his heart to let stragglers in on this less than glorious job.

🏰 **The Village of Zulern:** Nonstandard; N; 200 gp limit; Assets 4,260 gp; Population 532; Isolated (97% human, 2% elf, 1% halfling).

Authority Figures: Sida, male human expert 3 (village elder); Lieutenant Sceeveit, male human fighter 9 (garrison commander); Aveena Darmal, female human cleric (Pelor) 5; Figura, male human cleric (Zilchus) 4.

Important Characters: Mal Holjin, male human expert 6 (proprietor of the Stone Cutter Inn).

Zulern is a village of 532 folk, run by members of the guilds-really, the senior blacksmith, tanner, stonemason (there are small stone quarries north of the village) and

anyone else they feel like co-opting. Zulern is an unusual community in that most of its folk are neutral-aligned, hardworking, decent people who deeply resent the raids from bandits from surrounding territories (notably Pelgarn).

The population has swelled by nearly 200 extra unskilled laborers, fleeing farms and manors close to the buffer zone. Some have tried to join the various craft guilds, but there is only room for so many apprentices, particularly when outsiders are involved. This has led to some contention.

Zulern also includes a group of 16 high elves, including a fighter/wizard and a priestess of Erevan Ilesere, who is often absent, traveling within the Gnarlley and Welkwood. At the time of this adventure, the elves are away.

Zulern has accepted Greyhawk's rule; a force of some 40 militia is stationed here. One member is noteworthy: an 9th-level fighter-lieutenant native of the village, who commands the garrison and is a lay preacher of the cult of Mayaheine (which is growing in popularity in Zulern). The local militia is increasingly well armed and armored.

The view from the Stone Cutter Inn is gloomy as drizzle absconds with what could have been a beautiful gift from the Summer Queen on this first day of Richfest.

Despite the conditions, the laborers of the village of Zulern go about setting the stage for the important festival week of Richfest.

The most noise, however, comes from a group of men arguing about wagons, from a warehouse across the village square.

A young boy runs below your window and shouts, "Great adventurers! Sorry if I'm waking you, but Lieutenant Sceeviet wishes to speak to you at the garrison at your, uh, 'earliest convenience'?"

For PC's who like to eavesdrop, they can attempt a DC 20 Listen check to make out that, the men at the wagons are arguing about critical cargo deadlines and a late departure.

Mal Holjin, the proprietor of the Stone Cutter Inn, and bigwig at the quarry north of the village, is much too busy with preparations for the festival week to give time to what he considers (mistakenly or not) apprentice adventurers. The big, burly man is still courteous to the PCs, even providing the room for the night free as gift to the Greyhawk Guilds, but he directs all questions to Lieutenant Sceeviet, or anyone else who'll get the PCs out of his thinning hair.

If asked what his hurry is, he'll inform the PCs that he must make ready for tonight's gathering of his fellow quarry men and stone cutters at his establishment.

♣ **Mal Holjin:** N male human expert 6.

The village of Zulern has many interesting features for such a small village, but only those with relevance to this adventure are listed here for the PCs to interact with.

The PCs are free to explore as they wish, but keep track of how much time the PCs spend, as their adventure is time sensitive down to the hour.

Crossing the village means going through or near the village square.

THE VILLAGE SQUARE

Several stages and booths are having their finishing touches put on them. A pole with a gilded glass orb and markings of the Sun Father, sits in the center of the square, as young girls dressed in customs of the Summer Queen disconnect colored ribbons from the pole to save them from the rain.

Young boys play nearby in the mud, a rough and tumble game ruining their winged orange tiger costumes.

One boy, no older than five, is dressed in fine merchant clothes and sobs profusely as the girls drape the colored ribbons on him like a human coat rack.

The majority of these booths won't be operational till the afternoon and evening festivities truly kick off. For those PCs interested, they can pick up a few sweets and token trinkets for a handful of copper pieces, but anything of true value has yet to arrive on display.

Zulern's festival is dedicated to Pelor the Sun Father, Sotillion the Summer Queen, and her husband Zilchus the Great Guildmaster. It also has many dedications to Mayaheine the Shield Maiden, as she has become the towns default patron.

Zulern is guild centric in its society and controlled by the various craft guilds of Greyhawk City. This festival weeks centers on celebrating the guilds and the bounty they bring here.

The crying little boy is named Zevin and he is the son of the senior blacksmith. He has been picked to represent Zilchus the Great Guildmaster during the festival pageantry and thus leaving him in the nominal care of the gaggle of young girls aged six to ten, picked to represent Sotillion the Summer Queen.

Suffice it to say, Zevin is not enjoying his treatment, especially since he would like nothing more than to join the other boys his age dressed as the winged orange tiger servant of the Summer Queen. Those boys are expected to be more free willed and rambunctious.

The rest of the children do not have much to say to the PCs, but approaching Zevin gets the following response.

The young boy sniffles back his tears and says, "I don't want to be a stupid Great Guildmaster, I want to be a tiger! ", as he points at the other boys his age rough housing. Another ribbon is draped over his outstretched arms.

The two most obvious options open to the PCs (other than doing nothing) is to convince the boy to accept his role in society or to help the boy escape his bonds and

play with his peers. Both results have different consequences.

A DC 15 Knowledge (religion), or a DC 12 Knowledge (local: core) reveals the following insight into the situation:

The girls represent the lackadaisical and somewhat self-indulgent nature of society in regards to enjoying the riches earned from hard work.

The young boys in the winged tiger costumes represent the coming of age, when those in the society choose which role to take in adulthood.

The lone boy represents the role of self-sacrifice and duty to their society. The person who must lead and provide for others not solely for personal gain, but to protect against the greedy and selfish.

Questioning the young boy just gets him to repeat his complaint of wanting to play with the other boys instead of standing around acting as furniture for the less than sympathetic girls.

The children do not understand the symbolism in the pageantry they are going to be participating in all week (and neither do most of the adults), they just know that is what done every year.

Left to his own devices, Zevin keeps complaining and begrudgingly doing what is expected of him.

Should the PCs interfere with an argument and a successful DC 15 Diplomacy check, Zevin has one of two responses. If there are conflicting views from the PCs, the highest Diplomacy check wins.

If the PCs convince Zevin that it is a good thing to be the Great Guildmaster, read:

Zevin stops crying and holds his head up high and his arms out straighter to better support the ribbons. "My people need me to be strong for them and to guide them. I can do this!"

Shortly, Zevin informs his father of this revelation and his father thanks the PCs by rewarding them later.

If the PCs convince Zevin that he should break free and go play with the other boys, read:

A wide smile appears on Zevin's face as he throws his ribbon bonds to the ground and runs into the playful melee. "Thanks!" he shouts as he gleefully becomes covered in mud.

A warm wind blows out of the south comforting you from the drizzle.

The PCs have gained a small blessing from Sotillion the Summer Queen in the form of *endure elements* spell (CL 20) for embracing freewill in her honor. Any PC who argued against Zevin from joining the boys does not benefit from this. Mounts and animal companions are not affected.

This favor also plays a small role later in the adventure. Keep track of the first time PCs that helped liberate the boy go to sleep (or if they ride on the wagon,

they nod off for just an instant). When they do, hand out Player Handout 6.

THE GARRISON

A wooden palisade marks the location of the village garrison. The flag of the City of Greyhawk flies over its walls. It is obvious this complex has been hastily expanded over the last few years.

A statue depicting Mayaheine the Shield Maiden watches over the troops in the courtyard.

This garrison of Domain of Greyhawk troops originally numbered twenty, but with the influx of refugees, increased raiding of the Pomarj, and the banditry of Pelgarn, their number has been increased to 50. The garrison itself has grown to handle this influx as well as to temporarily safely house the original population level of 300 people, but with a population of nearly 500 now, those refugees could be in for some trouble.

The PCs have no trouble entering as troops stationed at the open gates are expecting them and escort them to the office of Lieutenant Sceeveit.

The office of Lieutenant Sceeveit is sparse of luxuries but filled with models and diagrams for defensive emplacements and troops movements.

The aging officer holds a miniature soldier in his hand as he decides where to place it among a tiny mock-up Zulern, holding its own tiny festival.

"Ah, Greetings! I am Lieutenant Sceeveit of Zulern. I see the Guilds have been kind to us to provide such extraordinary honor guards."

Sceeveit was born and raised in Zulern and takes his position very seriously. The moving of these 'toys' to him is a form of worship to Mayaheine the Shield Maiden.

The Guilds of Greyhawk promised him some of their finest members and affiliates to serve as an honor guard to transport the ceremonial merchandise from Zulern to Safeton before the end of Richfest.

The original plan was to have the goods delivered on Godsdag, but production delays have made this time frame very risky. The new plan is to hurry the transport out today (its already late in leaving) and get to Safeton safely within six days. The goods need to arrive before dusk on Freeday.

Failure to arrive means a huge loss of face for Zulern, and by extension, the guilds of Greyhawk.

The following are sample questions the PCs might ask, but do not need to ask it verbatim to receive the answer. Any entry marked with an asterisk is a subject the lieutenant brings up himself if the PCs don't inquire about it.

- ***What do you require of us?** "Wagon Master Ullhan has three wagon loads of our top craft goods that must reach Safeton before the end of Richfest. It was supposed to be there by Godsdag, but making that due date is looking grim. We would need to do

20 miles a day, forgoing the safety of the way stations."

- ***How long do we have?** "Not including today, you have five days maximum to reach Safeton. If the cargo is not present by Freeday, Zulern will loose much face within the Safeton market."
- **How many days in a week?** "There are seven days in a week. Starday, Sunday, Moonday, Godsdays, Waterday, Earthday and Freeday. You need to be in Safeton in time to present our goods while the sun still shines."
- **Why leave it so late?** "We had planned to ship out several days ago, but there have been production delays with the various levels of craftsmen, including the increasing burden of unskilled labor in the form of refugees from the countryside."
- **Do you suspect sabotage?** "No, No, nothing quite so nefarious. We're just over worked and don't have enough resources."
- ***Do you have anything for us?** "I have a map for you and a document for each of you. The document proves you to be an honor guard so patrols on the way don't mistake you for bandits or raiders."
- **Tell me about Pelgaryn?** Pelgaryn is a town some 40 miles or so east of here along the Bay Road. It's not under the sway of Greyhawk City. Its refuge for small time bandits and cutthroats. One day, I'm sure, they'll be dealt with."
- **What route do we take?** "The Wagon Master will discuss the route and such with you, but I want to warn you to be careful. While raids from the Pomarj buffer zone just 90 miles south of us have been quiet of late, bandits still roam the area."
- **How far do we have to go?** "By the main road, it's a little less than 80 miles. I hope this drizzle doesn't hinder you too much."
- **What are you paying us?** "From what I understand, the guilds of Greyhawk are providing us your services for free, or for stipends at least, and you are doing this to earn favor among your guild seniors."
- **What about the weather?** "Be careful of this drizzle, for it could easily turn harsh. This rain is a bad omen. The Shield Maiden can protect our flanks, but overhead is out of her domain."
- **Anything interesting in these parts?** "There are many 'odd' locations within a days ride of here, but I don't have time to go into them all and I don't see what it has to do with your mission. The wagon master can fill you in during your trip."
- **What about the Densac Queen?** "The Densac Queen is one of the old waystations that doesn't get used much because its on the side roads in the countryside. Some say it is haunted by the ghosts of the sailors who disappeared on it; others say it was cursed by the gods of the southern islands. I have been there a few times, never staying long. It's creepy, but hardly evil."

- **Dangers?** "The Bay Road has risk of bandits during the night, so waystations are the key. Daylight attacks are not unheard of, but rare due to heavy patrols. In the past, orcs would be a constant threat as small bands pushed north to pillage the abandoned farmsteads, but they've been very quiet for the past few months. I'm sure the wagon master can tell you all kinds of tales."

Sceeveit is not trying to hide anything from the PCs, but there are some topics that are just none of the PCs business. So if it's not covered here, and it doesn't seem relevant to the mission at hand, Sceeveit politely shuts down the PCs line of questioning.

☛ **Lieutenant Sceeveit:** LG male human fighter 9.

THE WAGON MASTER

Several burly teamsters prepare to load polished marble blocks onto a wagon with a hoist. Various other kinds of crafted trade goods are in the process of being loaded into two other wagons.

An even bigger man, obviously in charge, directs things. "Damn you to Baator, we should have been out of here hours ago!" says the leader.

The man notices you. "Are you the honor guard?"

This is Wagon Master Ullhan and his crew of five teamsters. They handle the cargo, drive the three horses, and ride the three wagons.

This wagon train was supposed to leave Zulern around 7am today, but delays have pushed the final departure time to noon at the earliest.

Wagon Master Ullhan is ultimately in charge of the trade expedition, but he is no fool and is willing to discuss the route (time permitting) and leave 'security' issues up to the PCs.

Ultimately, though, Ullhan does what's best for the cargo and to meet his deadline, even if that means forced marches, hustling, and taking detours to avoid danger.

Ullhan has nothing to hide from the PCs and as long as it doesn't delay him from the already delayed departure time, and doesn't damage the goods, he's fine with the PCs inspecting the cargo.

☛ **Ullhan:** N male human commoner 2/expert 2; Handle Animal +8.

☛ **Teamsters (5):** N male human commoner 2; Handle Animal +5.

☛ **Horse, Light (3):** hp 19; MM 273.

The following are sample questions the PCs might ask, but do not need to ask it verbatim to receive the answer. Any entry marked with an asterisk is a subject that Ullhan brings up himself if the PCs don't mention it.

- ***Who are you:** "I am Wagon Master Ullhan and this is my crew of teamsters. We've done the Safeton Run many times, and by the Great Guildmaster, we're going to get it done this time too!"

- ***What do you require of us?** “You are to be our honor guard. Not only will you protect us, but you’ll play a small ceremonial roll when we reach Safeton, showing how the mother guilds in the City favor us.”
- **What is the cargo?** “One wagon is being filled with polished marble slabs from one of our famous quarries. The other two are filled with various crafted trades good representing every guild affiliate we have in town.”
- **Why is this so important?** “The value of the goods is only a few hundred gold pieces at most, but that’s not what’s at issue. The majority of this town is based on exporting guild crafts to the nearby towns and villages. If we can’t make the promised presentation of goods by the end of Richfest, we’ll loose face in Safeton and the independents will eat into our business.”
- **What about bandits or raiders?** “By The Dweller’s soles, bandit raids are our biggest threat now that the orcs in the buffer zone have quieted down. But if we can hit each waystation along the way for a safe night, and the patrols along the Bay Road keep us safe during the day, I think we’ll be all right.”
- **Does the town have business rivals?** “There are some who would benefit from this cargo not arriving, like the independent craftsmen in Safeton, but they’ve been feeding off our crumbs, not taking our pies.”
- ***What is our route?** “The wagon train is going along the Bay Road, first east towards Pelgarnyn, then onward south to Safeton. In total, the trip is roughly 80 miles as the road goes. Roughly every 16 miles is a waystation where we can stay the night and be relatively safe. Patrols also check in at each station to see if any travelers are missing.”
- **What is Pelgarnyn?** “Pelgarnyn is a town independent from Greyhawk rule. It’s led by a half-orc bandit and is filled with cutthroats and thieves who like to raid the countryside. Raids against Zelurn have been few ever since the majority of people fled their homes and estates in the countryside when the Pomarj invaded. Now the bandits spend most of their time looting abandoned manor houses.”
- ***What’s our first stop?** “Once we finally depart, we have to make 15 miles today to reach the first waystation. It will be dark by that time, but this close to Zelurn, I think it’s worth the risk to drive hard to make safe point. As long as this rain stays a drizzle, we’ll be ok.”
- **How fast is the caravan?** “We reach about two miles per hour on the Bay Road. This drizzle won’t slow us down, though I am considering making our days longer and perhaps double timing it over the safer stretches of road.”
- **Why not just teleport there?** “Take a look at those teamsters! I have to keep working with them long after you’ve moved on to your next job and it never pays to threaten the perceived job security of teamsters. Thanks but no thanks.”
- **Are there any river crossings or tolls?** “Along the Bay Road, there are several small rivers that run either into Darmal’s Spill or into the Bay itself. Most of these are fordable, and the rest have simple bridges over them. If the water levels stay down, we’ll be alright. Just don’t go and offend The Storm Lord or else he’ll rise out of the bay to punish us.”
- **Who is the Storm Lord?** “By all the salt water in Limbo, don’t say such a thing! You’ll insult him for sure. Oh Storm Lord, Sailor of the Sea and Sky, spare us your wet winds mighty Procan so that we are not washed out into the Bay.”
- **Do we get horses or other supplies?** “I was under the impression you we’re providing your own equipment and mounts. But we are more than happy to share food, water, and lodgings at the waystations with you.”
- ***What kind of input do you want from us?** “We’re all in this together. I may be the Great Guildmaster of this cargo run, but I still expect everyone to pull their own weight, and that includes knowing when to speak and when to keep their ‘mouthers’ shut. I make the final call on all travel and cargo related decisions, but you keep us safe.”
- **What about the Densac Queen?** “Do not say the name of that ship of the damned that now curses the Dweller’s roads. That’s one waystation that is not on our route. It’s in the back trails that criss-cross the countryside; the Bay Road takes a more direct path to Safeton. I don’t even want to speak of it.”
- **What if we pestered you about the Densac Queen?** “Stop pestering me about that cursed site! They say a demon of the deep hurled that poor ship so high in the sky, that the men became lost in another dimension, and it landed thousands of miles away, only half in phase with our world. The only things left are the ghostly howls of the damned crew, as they shake the chains of their eternal doom. I’ve heard the rattles and moans myself one night. I’ve never been back since. NOW NO MORE OF THIS!”
- **Will you fight for us?** “We have our clubs and knives, and a crossbow per wagon, but we are not soldiers. We’ll do what we can, but don’t expect much from my men, they’re brave, but they got families. I won’t let them be used as simple fodder.”

Without the involvement of the PCs, the wagon train is ready to go at 1 p.m. If the PCs can help in some fantastic way, such as useful magic or extraordinary strength, this is brought forward to a noon departure, assuming of course the PCs started helping before noon.

If the PCs get side tracked elsewhere in Zelurn, such as chasing red herrings or making Gather Information checks, the wagon train is ready by 1 p.m. but has to wait for the PC’s leave.

Treasure: The only treasure here is the contents of the wagons and the possessions of Ullhan and his teamsters. Ullhan has two potions of cure light wounds that he will let the PCs use, if the need is dire. Otherwise, he saves them for the horses if they should get badly injured.

DEVELOPMENT

Keep track of what time the wagon train departs at and any change of plans the PCs might convince Ullhan to take, such as hustling the wagons.

If the PCs successfully convinced young Zevin to embrace his ceremonial roll for Richfest, word has spread to Zevin's father, Zavin the Senior Blacksmith of Zulum and he comes to give his thanks to the PCs.

A small-sized ogre of a man approaches you with sweat dripping down his brown and a thick leather apron around his front. He raises his thick hammer at you and booms, "YOU! You're the ones who spoke to my son Zevin about his roll in Richfest!"

The big man smiles and adds, "I wanted to thank you for doing what I had not been able to do. He's going to make the whole village proud some day. You be sure to check back with me, as I'm going to spend Richfest thinking up something nice for you."

From here, keep track of the distance, speed and route the wagon train takes. All daylight is gone by 9 p.m. during this high summer festival week, but by 3 p.m. a quickly moving storm comes inland off the bay. Rivers swell, small bridges collapse and movement along the coastal Bay Road becomes difficult (reduced to 75% movement rate).

The storm is a combination of heavy rain and strong winds. See pages 93-95 of the *Dungeon Master's Guide* for weather effects and flooding.

OVERLAND TRAVEL

It's possible the PCs want to either hustle or do a forced march to reach their destination. (PH 164—Overland Movement). PCs hustling or doing a forced march risk fatigue or worse. The teamsters are not at risk because they are riding the wagons, but each horse pulling the wagons is at great risk.

The wagons themselves are heavily loaded with delicate crafts. While the nooks and crannies have spaces for several Small creatures to ride, they have no space for Medium creatures.

Each wagon can be made to allow up to two extra Medium creatures ride along (thus ignoring the checks for overland movement), but for every Medium creature added, add +1 point of nonlethal damage, per hour, when hustling or on forced marches.

With the exposure to rain and wind, Ullhan gets very concerned about the overnight health of his animals should they become fatigued or exhausted. While no game mechanic exists, Ullhan fears the horses of dying from pneumonia if left outside and untreated.

1A: THE DIVERTING PATROL

As the PCs begin their journey, they discover that their movement rates are reduced by weather conditions and furthermore that the expected path has become treacherous. They have to decide between taking a crossroad towards *The Densac Queen* or continuing along their initial route.

With a sense of urgency, Ullhan and his crew set out for the trade road towards Pelgarn, but by 3 p.m. severe storm clouds come rolling in from the Woolly Bay. As the rain starts to fall, the roads become muddy as simple brooks swell to rush water across your path slowing your pace.

By 5 p.m., as you reach a crossroad heading southwest, a group of mounted soldiers approach your group along the road from the east.

Allow the PCs to prepare for meeting the patrol. If in their paranoia they wish to buff, let them, however, this is not a combat encounter and it should be fairly obvious to the PCs that the patrol is friendly.

The leader of the patrol, Rayek Findalon, is tall and charismatic. He gets to the point quickly and prefers not to dwell on idle gossip.

☛ **Rayek Findalon:** NG male human (Oeridian) fighter 4/expert 2; hp 43.

☛ **Soldiers (4):** N male human warrior 2; hp 11 each.

☛ **Warhorse, Light (5):** hp 22 each; MM 274.

The leader of the patrol approaches your group holding his hand up as an obviously peaceful gesture. "The name is Rayek – I'm responsible for this group of hometown heroes, doing our part to keep the lands free from orc incursions. I hate to be the bearer of bad news, but you aren't going to make it very far down this road tonight."

The following are sample questions the PCs might ask, but do not need to ask it verbatim to receive the answer. Any entry marked with an asterisk is a subject the NPC brings up himself if the PCs do not inquire about it.

- ***What is stopping us?** "It is a double night of bad omens. We are rushing to all towns and villages, sounding alarm of orc raiders pushing north along the Bay Road, looting anything unwall settlements. To make matters worse, the bridge a mile east of here has collapsed into the swollen stream."
- ***What about the stream?** "A stream down the way abounds with Procan's tears this night and has knocked out the bridge towards Pelgarn. You could probably ford it on foot with great effort but those wagons are another story. You'll lose your cargo if you try to cross."

- **Can we just “wait it out” and cross when the waters recede?** “You can try, however you never know how long The Storm Lord’s fury may last.”
- ***Is there another way past that stream?** “You can divert to stay the night at The Densac Queen 10 miles south from here. Just take the crossroad leading southwest Castle Eyebite. It will be slow going with those wagons, but you should make it before dark. In the morning, you can then head southeast among the trails that lead by abandoned estates and farms eventually leading towards Safeton.”
- **What is “The Densac Queen”?** “The Densac Queen is one of the old waystations that doesn’t get used much because it is on the side roads. Some say it’s haunted by the ghosts of the sailors who disappeared on it; others say it was cursed by the gods of the south islands. I have been there a few times, never staying long. It’s creepy, but hardly evil.”
- **Did you say sailors?** “Yes. The Densac Queen is a ship that magically appeared on dry land years ago. No-one really knows why or how it got there, but it was adopted as a waystation and even added to over the years.”
- **Do you need our help wiping out the orcs?** “I’ll never say no to someone exterminating those vile creatures.” Upon hearing this, Ullhan speaks up, “We were told that the Greyhawk Guilds sent your team to safeguard us to Safeton. Wiping out orcs wasn’t part of the arrangement we had with them or by proxy, with you.”

Preparing to move on, Rayek concludes, “If you do choose to go to by way of The Densac Queen, please warn them about the orc raiders we’ve seen recently. Let them know that we’ll be by in a day or two to check on them.”

If the PCs choose to investigate the stream first, to validate Rayek’s story, they do indeed find the stream running too quickly and too deep to risk the wagons. It takes an hour to reach the stream and an hour to return to the crossroad. Keep track of time accordingly using the charts in Appendix 3.

Ullhan’s preference, although grudgingly, is to proceed to The Densac Queen as he refuses to allow his wagons to enter the stream. If convinced about the safety of his wagons crossing the stream, Ullhan is willing to skip The Densac Queen and to continue along the bay road. However, this skips most of the adventure and leads directly to Encounter 1B, bypassing all encounter taking place at the Densac Queen.

If the PCs choose to cross the stream towards Pelgarnyn:

- Use “The Bay Road Route” in Appendix 3.
- Proceed to Encounter 1B.

If the PCs choose to take the crossroad towards The Densac Queen:

- Use “The Densac Route” in Appendix 3.
- Proceed to Encounter 2.

1B: THE BAY ROAD

The PCs have chosen to ignore the obvious plot hook towards *The Densac Queen* by continuing on their original route and thus miss most of the adventure.

After getting the wagons across the stream, their path is described in “The Bay Road Route” in Appendix 3. Each waystation is roughly a day’s distance from the other. It is assumed that the PCs sleep at the various waystations, but this is not required. Three times, the PCs encounter a warband of orcs before reaching Safeton:

- After leaving Borka’s Roadhouse (1B)
- After leaving Borka’s Bayside Inn (1C)
- After leaving The Woolly Rose (1D)

WAYSTATION 1:BORKA’S ROADHOUSE

By 6 p.m. you reach the stream with the washed out bridge. Ullhan fidgets waiting for you safely transport his wagons across.

Discretion is left to the DM (reward any creative plan with success) to determine if the PCs devise a plan for getting the wagons across safely. If the wagons are damaged, the adventure ends in failure. Once they are across, read:

Relieved, Ullhan says “The first waystation, Borka’s Roadhouse, is roughly 5 miles further east. Let’s get moving.”

Assuming the PCs continue, they should reach Borka’s Roadhouse by about 9:30 p.m.

Several hours later, you reach Borka’s Roadhouse. There are no patrons staying at the Inn giving you free choice of rooms, but little opportunity for conversation.

Ullhan negotiates for rooms on the PCs’ behalf at each waystation.

At a random hour during the trip to Krandel’s Retreat, the wagon train is attacked on the road. The terrain is a simple road with sparse trees on either side and does not intentionally give an advantage to the PCs or warband.

APL 2 (EL 4)

👉 **Orc of the Black Skull (6):** male orc warrior 1; hp 5 each; Appendix 1.

APL 4 (EL 7)

👉 **Ogre:** hp 29; MM 198.

👉 **Orc of the Black Skull (6):** male orc warrior 2; hp 11 each; Appendix 1.

APL 6 (EL 9)

➤ **Hill Giant** (1): hp 102 each; MM 123.

➤ **Orc of the Black Skull** (6): male orc warrior 3 hp 16 each; Appendix 1.

APL 8 (EL 11)

➤ **Hill Giant** (2): hp 102 each; MM 123.

➤ **Orc of the Black Skull** (4): male orc warrior 7; hp 38 each; Appendix 1.

APL 10 (EL 13)

➤ **Hill Giant** (2): hp 102 each; MM 123.

➤ **Orc of the Black Skull** (6): male orc warrior 4; hp 27 each; Appendix 1.

➤ **Orc Wizard** (2): male orc wizard 9; hp 56; Appendix 1.

APL 12 (EL 15)

➤ **Stone Giant** (3): hp 119 each; MM 124

➤ **Orc of the Black Skull** (6): male orc warrior 7; hp 38 each; Appendix 1.

➤ **Orc Wizard** (2): male orc wizard 11; hp 73; Appendix 1.

Tactics: At APLs 10 and 12, the spellcasters are prepared much like a PC would be (both have *false life* already up, for example). Note that at APL 12 the wizards t have prepped using their *lesser metamagic rod of empower*.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here. Note, that the wizards have left their spellbooks in their lair.

Development: After combat is resolved, proceed to Encounter 1C.

1C: GETTING PAST PELGARYN

In this encounter, the PCs continue towards Pelgarn, reaching the second waystation and then turning southwards towards Safeton.

WAYSTATION 2: KRANDEL'S RETREAT

Nestled in the trees away from the road is Krandel's Retreat. The main room is filled with patrons sharing drinks and stories.

If the PCs want to chat with the patrons of Krandel's Retreat, allow the PCs who actively speak with patrons a Gather Information roll:

- **DC 5:** Orcs from the Pomarj have been quiet in these parts lately.
- **DC 7:** Bandit activity has been on the rise near Pelgarn as of late. Be careful out there!
- **DC 10:** A "buffer zone" exists between The Domain of Greyhawk and the Pomarj. Hopefully, having that

there keeps accidental flare-ups from occurring between the two powers.

- **DC 13:** There is another roadside Inn a few miles south of Pelgarn called Borka's Bayside Inn. I hear that it is Borka's original business although he's expanded to a few other locations over the past few years.
- **DC 15:** There are still orcs looting abandoned manor houses south of here yet north of the buffer zone.

WAYSTATION 3: BORKA'S BAYSIDE INN

Getting past Pelgarn poses no actual threat. However, the PCs should feel the need for caution from bandits while in the proximity of the town. Ask the PCs for any special preparations they are taking before they leave Krandel's Retreat in the morning. Read:

After successfully skirting around Pelgarn and avoiding the notice of bandits, you push on for the last few miles southward until reaching Borka's Bayside Inn. You are greeted by Borka Thandelton, proprietor of Borka's many fine roadside establishments.

"Nasty weather we're having lately isn't it? Come in, come in! But please – scrape the mud off your boots before entering the main room."

Borka is a very friendly businessman and knows that if he treats his customers well, he'll earn their return business. He is the type of businessman who gives a good product at a fair price and includes a free round of drinks for weary travelers. If asked about his multiple roadside businesses, he simply responds, "The Great Guildmaster has surely blessed me." and then changes the topic. Borka is not a pivotal NPC by any means and has no ulterior motives.

➤ **Borka Thandelton:** N male human cleric 3 (Zilchus).

The PCs can rest here in safety. At a random hour during the trip to *The Woolly Rose*, the wagon train is attacked on the road. Re-use the combat found in Encounter 1B.

After combat is resolved, proceed to Encounter 1D.

1D: TOWARDS SAFETON

In this encounter, the PCs continue towards Safeton, reaching their second waystation and then turning southwards towards Safeton.

WAYSTATION 4: THE WOOLLY ROSE

The Woolly Rose sits atop a bluff overlooking its namesake - the Woolly Bay. Signs of disrepair are obvious; the hitching post in front of the Inn is cracked, the paint on the door is faded, and several shattered windows mar the Inn's facade.

If the PCs investigate, they find the owner of the Inn, Roselyn Al'Maken inside. She doesn't know much and generally keeps to herself.

◆ **Roselyn Al'Maken:** N female human expert 4.

The following are sample questions the PCs might ask, but do not need to ask it verbatim to receive the answer.

- **Why is the Inn in such bad shape?** "I get the occasional rowdy guests, like all Inns do. Rumors of marauding orcs and invading armies, drives business away so I can't afford to keep the place up."
- **Do you need any help?** "No, thanks for the offer but I'm managing ok."
- **Have you seen any orcs around here lately?** "I haven't, but I had guests who said they ran across some closer to Safeton."

SAFETON – THE HOME STRETCH

At a random hour during the trip to Safeton, the wagon train is attacked on the road. Re-use the combat found in Encounter 1B.

After combat is resolved, proceed to the Conclusion.

2: THE APPROACH

The PCs are now on the country trail that eventually leads to Castle Eyebite. The Densac Queen waystation is approximately 10 miles from the fork in the Bay Road (Encounter 1A).

The countryside between Zulern and Castle Eyebite has many such country trails of assorted grade. Many of these roads have fallen into severe degradation because many of the nearby farms, hamlets, and manors have been abandoned by people fleeing the arrival of the orcs, many seasons ago.

Most of these abandoned structures are in varying states of disrepair and looted.

Consult the chart in Appendix 3 to gauge how far the PCs travel, what time it is, and any other time-triggered events listed.

Once the PCs are about half way to the Densac Queen, read the following (keep in mind if its dusk or night);

Directly ahead on the trail, the light reveals a saddled horse with smears of blood on it. There is no rider in sight, but the horse's reins are attached to a wooden railing that it has been dragging along the muddy track. It looks at you and gives a distressed whinny.

The animal is not physically injured (but it is fatigued) and the blood on it is not its own. The blood belongs to its former master, an apprentice wizard and member of the Greyhawk Guild of Wizardry. This is the same apprentice mentioned in the Guild of Wizardry affiliation handout.

The animal witnessed its owner being slain by the possessed Guild of Wizardry representative who stole two horses and fled into the night. During the magical melee, this horse became so spooked that it broke the post it was tied to in the barn. The horse has been dragging the post ever since.

The horse is still a bit skittish but successful DC 10 Handle Animal or DC 15 wild empathy brings the animal under the PCs' control. Two attempts can be made on the animal (but not by the same PC), before it canters off. The horse can be caught, but it wastes an hour doing so (be sure to keep track of these time delays).

What's important about the horse is the documents stashed in the saddle bag. Once the PC's get a close look at the horse, read:

The chestnut brown mare is splashed with blood, including over the ornate saddle and bag. The saddle and the bags have the markings of the Guild of Wizardry of Greyhawk City.

The bags carry mundane equipment one might find on an apprentice wizard, including a beginner's spellbook. The bag also contains a letter the apprentice was writing to his father. The letter is unfinished. Give the PCs Player Handout 2.

Light Horse: hp 19 (fatigued); MM 273.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here. (The saddlebags contain scrolls and potions lower level PCs may find useful in later encounters).

Once the PCs are done looting, they can carry on the next five miles to the Densac Queen waystation.

THE FINAL APPROACH

This text below assumes that dusk has arrived, or at the very least, the storm clouds have made it dusk-like. Adjust accordingly if it is past 9pm and thus dark.

The bow of a ship rises above a wooden palisade, hanging motionless at a 45 degree angle. The carving of a beautiful woman with orange wings folded back, holding a bottle of wine, decorates the bow.

The palisade's double gates hang open, swaying gently in the wind in lonely accompaniment to the smoke-barren chimney of the main house that surrounds the ship.

Development: By this point, the wagon master is uneasy. His gut feeling is that something is not quite right, but he also knows that that the horses could use the rest before pushing on overland.

The wagon master agrees if the PCs tell him to hold back until they say it's safe to enter.

3: SIGNS OF INN—FIGHTING

This encounter deals with all the small buildings and their goings on outside of the main structure. As the PCs approach the gates (or observe the insides of the compound from some angle), read the following (taking into account the light levels).

A wooden palisade 100 ft. or more across guards several buildings that make up the Densac Queen way station.

The gates hang open revealing the main building, a single story ranch-style structure built around a massive sailing ship growing out of the ground at an angle. Wooden beams hold up the bow up the ship.

Others buildings include a barn, outhouses, a well, slaughterhouse and a chicken coup complete the compound.

There is no sign of occupation.

The ground is muddy from the rain and tracking is difficult, but there are tracks leading out of several of the structures. Those sub-encounters list the relevant information.

Once the PCs wave the wagon train into the compound, they head for the roundabout and ask the PCs if it's safe to start unhitching the horses and put them in the barn for the night, and so on. Failure to do so could severely jeopardize the health of the horses.

Ullhan and his teamsters do their best to defend the barn. If the PCs explain they are in dire need of assistance, Ullhan offers his two healing potions (if unused). If many PCs are injured or trapped, the crew comes to the aid of the PCs by lifting them out of holes or dragging their bodies back to the barn.

The crew does not climb down shafts, go into rooms with multiple dead bodies, or do manual labor for the PCs (such as digging). The crew runs at the first encounter of supernatural effects, like the demon or the altar. If a teamster is killed or badly injured by traps or the bugbear, they retreat to the barn.

THE GATES

These thick and sturdy wooden gates seal with buttresses. While certainly not meant to stop an army, these walls have helped keep out simple brigands.

The clue here is that the gates are undamaged and beam has been removed and thrown aside. (The two possessed people calmly let themselves out and didn't bother to close the door behind them). The beam weighs approximately sixty pounds.

THE BARN

The barn doors are open and flapping in the wind. The wind or something just as violent has knocked over stacks of hay and damaged some of the horse posts.

A broken open stall reveals the gruesome sight of a dead horse, a tell tale hoof indicates its condition is not unique among the other stalls.

The majority of the damage done in the barn was from the magic used by the possessed Guild of Wizardry representative as controlled by the guecubu.

Due to their chaotic nature, the two demons killed all life they saw. This included all the horses (save the two they needed to ride out on, the one that escaped, and the cat that stayed hidden).

Underneath the hay, A DC 12 Search check finds the cold body of the apprentice wizard and a stable boy. Both have been killed by damage from a magic missile spell. The apprentice's toad familiar was squished within the boy's pocket by a boot. The horses have wounds consistent with various types of orb spells.

On the ground in front of two empty stalls are full feedbags with broken straps, as if removed violently. (These were attached to the horses that were taken). All of the dead horses still have their feedbags attached. This is a clue to the PCs that two horses are missing.

The saddle of one of the dead horses has the marks of the trade scales, the sign of the Merchant and Traders Union of Greyhawk City. The bags attached to it contain a page of notes and some basic merchant gear. See Player Handout 3.

Once the PCs have made themselves obvious, the cat appears on the rafters of the barn. It carefully watches the PCs. It is the local mouser and not any one's familiar.

If the PCs have the ability, they can get a very rough breakdown of the events here from the cat: that two new humans who didn't smell right anymore, came back to the barn, killed everyone with rage and lights, took their horses, and left.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here from the corpses and saddlebags.

THE WAGON ROUNDABOUT

This is a cobble stone path that leads from the entrance and forms a loop in the southeast corner of the compound. This is where wagons are put to turn around and left to sit if need be.

There are stone anchor slots in the ground and poles to go with them that are stored against the wall. This is so tarps can be draped over cargo if need be.

There are no wagons here, nor has there been in a while, suggesting to the PCs that who ever was involved in this mystery was not a cargo hauler.

THE WELL

This is a stone well, complete with a rope, bucket, and a little open roof. Its water is reasonably fresh.

The PCs are welcome to search it and even climb down its 20 ft. depth. They find nothing of interest but do waste their time, perhaps even an hours worth.

THE OUTHOUSES

Two very small buildings with a single door each stand nearly side by side. Each door has a design cut through its upper section. The first is that of a crescent moon, and the other is that of a star.

There are the outhouses of the compound. A little surprise has been left in the one with the crescent moon.

During the violence, the member of the Mercenaries Guild of Greyhawk (who was possessed along with the wizard) took out his sword and did a number on his own apprentice just coming out of the outhouse.

The apprentice, named Wilfon of Dreeder Street, was mortally wounded and when he was able to, crawled into the outhouse hoping for safety.

He scrawled his Last Will and Testimony onto the sidewall with some chalk. This is Player Handout 4.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here. Befitting his station, his gear is typical for a 1st-level fighter.

THE SLAUGHTERHOUSE

This ten foot by ten foot building gives off the stench of processed carcasses. Old bones and feathers litter the perimeter as if thrown there by some unknown beast.

This is the compound's slaughterhouse where they process chickens and whatever livestock they get their hands on. The remains of a pig hang from a hook, halfway in the process of being salted or smoked.

If the PCs search the area and succeed on a DC 10 Search check, roll 1d6 on the following table to see what is found.

1-3: smoked pig meat

4-6: salted pig meat

THE CHICKEN COOP

The door to the coop is broken open and singed feathers litter the ground.

When the demons made their escape, they started killing everything in sight, just to make sure there were no witnesses. In this case, the wizard dropped a *fireball* into the chicken coop in case anyone was hiding there.

If a PC spends succeeds on a DC 10 Search check, roll 1d6 on the following table to see what he finds.

1-3: charred chicken corpse

4-5: charred feathers

6: pristine chicken feathers.

4: THE BAR ROOM

The door opens to reveal a bar room not unlike many others. It has tables and chairs, a bar and stools, and some doors leading off to other rooms.

What is slightly different about this bar room is the exposed ship hull décor, the posts holding up the bow, and the stairs leading up to the slanted deck of the ship. No one is here to greet you.

The bar room of this inn is not much different than any bar found in Greyhawk City, except this one has several trapdoors laced about the floor.

Encounter 5 details the stairs leading up and the doors leading into the kitchen and the sleeping areas.

Encounter 6 details the door leading to the storage room and basement.

BEHIND THE BAR

A male human lies crumpled on the floor, little remaining of his head. His clothes befit that of an innkeeper.

Hidden behind the bar is a lever that toggles between, all trapdoors locked, all trapdoors fall open, or all trapdoors active. It can't do individual trapdoors. A DC 25 Search check finds the lever.

The innkeeper was hit in the face with a *Melf's acid arrow*. The innkeeper has a set of keys that opens all locks in the compound, including any found in the slaver's lair (unless otherwise noted).

There is a small amount of coins behind the bar.

TRAPDOORS AND POISONED PITS

These trapdoors are all spring loaded for weight more than 50 pounds, anything less and they do not flip open. They are well disguised, but should liquid be spilled, it would drain down the minuscule gap. The map shows where the trapdoors are located.

Anyone falling through a trapdoor immediately enters Encounter 7. The trap door quickly springs closed again (the poison, however, does not reset automatically). The falling PCs find themselves in a cage hanging a few feet off the ground watched by an angry looking bugbear slave master.

The wooden shaft between the trapdoor and the cage is climbable (APL2-6: DC 20 Climb check; APL 8-12: DC 25 Climb check).

Once the PCs have either destroyed or held open the wooden trapdoor (DC 13 strength check), they can lower ropes to climb down the shaft or make a DC 15 Jump check to leap down safely.

The number of trapdoors varies per APL and is noted below. The locations of the trapdoors appear on the DM's Map 1 in order of appearance. For example, if an APL has 2 trapdoors, use locations 1 and 2; if an APL has 4 trapdoors, use locations 1 to 4.

■ **Bar Room Floor:** 1 in thick wood; hardness 5; hp 10; AC 5; Break DC 18 and then 3 in. thick stone; hardness 8; hp 45; AC 5; Break DC 28.

■ **Spring Loaded Trapdoor:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

APL 2

☛ **Spring Loaded Trapdoor (2):** CR 2; mechanical; touch location (50 lb. or more); automatic reset (see text); DC 17 Reflex save avoids; 10 ft. deep poisoned pit shaft (1d6, fall); Search 15; Disable Device DC 20.

APL 4

☛ **Spring Loaded Trapdoor and Shaft (3):** CR 3; mechanical; touch location (50 lb. or more); automatic reset (see text); DC 22 Reflex save avoids; 10 ft. deep poisoned pit shaft (1d6, fall plus carrion crawler brain juice, DC 13 Fortitude save resists, paralysis); never miss; onset delay (2 rounds); Search DC 24; Disable Device DC 24.

APL 6

☛ **Spring Loaded Trapdoor and Shaft (4):** CR 5; mechanical; touch location (50 lb. or more); automatic reset (see text); DC 24 Reflex save avoids; 10 ft. deep poisoned pit shaft (1d6, fall plus ungodly dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha + 1 Cha drain); never miss; onset delay (1 round); Search 24; Disable Device DC 26.

APL 8

☛ **Spring Loaded Trapdoor and Shaft (5):** CR 7; mechanical; touch location (50 lb. or more); automatic reset (see text); DC 26 Reflex save avoids; 10 ft. deep poisoned pit shaft (1d6, fall plus insanity mist, DC 15 Fortitude save resists, 1d4 Wis, 2d6 Wis); never miss; onset delay (1 round); Search 23; Disable Device DC 27.

APL 10

☛ **Spring Loaded Trapdoor and Shaft (6):** CR 9; mechanical; touch location (50 lb. or more); automatic reset (see text); DC 29 Reflex save avoids; 10 ft. deep poisoned pit shaft (1d6, fall plus insanity mist, DC 15 Fortitude save resists, 1d4 Wis, 2d6 Wis); never miss; onset delay (1 rounds); Search 24; Disable Device DC 35.

APL 12

☛ **Spring Loaded Trapdoor and Shaft (6):** CR 11; mechanical; touch location (50 lb. or more); automatic reset (see text); DC 29 Reflex save avoids; 10 ft. deep poisoned pit shaft (1d6, fall plus dragon bile, DC 26 Fortitude save resists, 3d6 Str); never miss; onset delay (1 rounds); Search 24; Disable Device DC 39.

EL Note: The CR for the trapdoor and poisoned shaft and the cage and the bugbear slaver in Encounter 7 combine to calculate the EL of Encounter 7. PCs falling through the trapdoor immediately proceed to Encounter 7.

Development: It is possible one or more PCs fall into the cages of Encounter 7 meeting the bugbear slaver there. PCs can try breaking open trapdoors and climb down or run down the basement stairs to aid them.

5: THE ADJOINING ROOMS

This encounter covers all of the adjoining the common room rooms besides the storage and basement. While these rooms have no real monetary value, they do hold items that can help PCs perform the final ritual in Encounter 9. Each room also presents poltergeist activity for a limited number of rounds once the demon leaves the bugbear slavemaster. See Encounter 9 for details of the poltergeist activity.

KITCHEN

Shelves, cupboards, and hanging pots indentifies this as an unremarkable kitchen.

This area contains an essentially unlimited supply of knives, pans, and other items to be thrown by the poltergeist.

Every time the PC succeeds on a DC 10 Search check, roll 1d6 on the following table to see what he finds.

- 1: Pots and pans
- 2: Fruits and vegetables
- 3: Severed hands and fingers
- 4: Firkin of cheap ale
- 5: Powerful spices
- 6: Silverware

SLEEPING QUARTERS

Of the eight rooms, only two appeared to have permanent residents. The larger of the two is bare and ill-kept, while the smaller one has many cheap trinkets, most made of lead.

There are eight sleeping chambers in this side part. Six are meant for double occupancy with bunk beds, while the farthest two belong to the stable boy and the innkeeper; the rest of the slavers bunk in the lair below.

Every time a PC succeeds on a DC 10 Search check, roll 1d6 to see what he finds.

- 1: Extra bedding
- 2: Poorly crafted lead trinkets
- 3: Clothes
- 4: Lead shot and crafting tools
- 5: A kit for melting lead
- 6: A model ship with yellow sails

THE DENSAC QUEEN

The main hold of the ship has been exposed to create room for the main bar room and stairs have been put in to provide access to the deck of the ship.

The deck (along with the rest of the ship) is at a 45 degree angle, so it's not the easiest thing to stand on. The stairs exit near the main mast of the ship. There is a small shrine to Procan here and a plaque dedicated to the missing sailors and the ship in general.

The plaque is Player Handout 5.

PCs working for the Guild of Wizardy must spend one round, collecting the samples from the ship's deck.

6: STORAGE OF DEATH

This encounter deals with the main floor storeroom, the stairs that lead into the basement, the basement itself, and the secret door (and its adjacent trap) that leads into the slaver's lair. PCs entering these areas may draw the wrath of the demon.

THE STORAGE ROOM

Simple wooden stairs lead down twenty feet to the basement. Crates and trunks fill this storage room.

There is nothing particularly sinister or nefarious in here. One chest at the back of the room is filled with manacles and leg irons, though.

THE BASEMENT

The air is wet and cool like any other root cellar. Barrels, boxes, and crates line the walls.

This area serves as a root cellar and storage area for stuff that can be moved up the stairs.

❖ **Secret Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28; Search DC 25.

Trap: As indicated on DM's Map 1, 10 ft. in from the secret door is a pressure plate on the floor connected to a camouflaged launcher (the exact nature of the projectiles changes with APL).

The pressure plate is set to trigger at fifty pounds or more, launching the projectiles at the squares listed by the trap (changes with APL).

As indicated on the map, around the corner is a lever that when triggered, deactivates the trap for ten rounds before resetting. The slavers use this to exit safely. A guard typically waits by the switch, to help his comrade through, but he was when everyone else was killed.

APL 2 (EL 2)

✦ **Double Barrel Fusillade of Darts Trap:** CR 2; mechanical; location trigger; automatic reset; hidden switch bypass; Atk +10 ranged (1d4+1, dart); multiple targets (fires 2d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 22.

APL 4 (EL 4)

✦ **Dual Javelin Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +16/+16 ranged (1d6+4, javelin); multiple targets (fires 1 javelin at each target in two adjacent 5-ft. squares); Search DC 22; Disable Device DC 20.

APL 6 (EL 6)

✦ **Fusillade of Spears:** CR 6; mechanical; proximity trigger; automatic reset; hidden switch bypass; Atk +21

ranged (1d8 spear); multiple targets (1d6 spears per target in a 5 ft-by-15-ft. area); Search DC 26; Disable Device DC 20.

APL 8 (EL 8)

✦ **Melf's Acid Arrow Trap:** CR 8; magic device; visual trigger (*true seeing*); automatic reset; hidden switch bypass; Atk +9 ranged touch; spell effect (*Melf's acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); multiple targets (fires 1 Melf's acid arrow at each target in two adjacent 5-ft. squares); Search DC 27; Disable Device DC 27.

APL 10 (EL 10)

✦ **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; hidden switch bypass; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

APL 12 (EL 12)

✦ **Crushing Wall Trap:** CR 12; mechanical; location trigger; automatic reset; hidden bypass switch; no attack roll required (18d6, crush); Search DC 27; Disable Device DC 33.

Development: The bugbear may hear the PCs as they move through this area, particularly if the PCs make too much noise dealing with the secret door or trap.

7: THE SLAVE PIT

This is the chamber where wayward travelers who won't be missed are dumped through the trap doors in Encounter 4 and fall down a shaft until they fall through the spring loaded hatch of a dangling cage.

There is one cage per trapdoor. The bugbear slave master comes out from his jail cells in an adjoining room and proceeds to process the new slave. Once processed, the slave is thrown into a prison cell in the adjoining room.

Cages dangle a few feet off the ground kept in place by chains connecting to both the ceiling and the floor. Blood and gore cakes the floor.

A door on the north wall is open and in the archway is a furry 7 ft. tall humanoid with a bear-like nose.

The room has three doors, but only the door to the west is currently closed. (None are locked, but all can be). Both the bugbear and the innkeeper have a set of keys.

❖ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Trap: The CR for the trapdoor and poisoned shaft in Encounter 4, the cage, and the bugbear slaver are combined to reach the EL of this encounter. The CR for

the combined trapdoor and poisoned shaft portion of this encounter appear in Encounter 4.

Onset Delay: At all APLs, the trap has an onset delay. If a PC is coated in contact poison as he falls through the shaft (APLs 2, 4, and 12) he is coated in the stuff and it affects him after the onset time has passed. If the trap has inhaled poison (APLs 6, 8, and 10), the cloud of gas descends from the pit shaft after the requisite number of rounds.

When a PC fails his Reflex save for the trapdoor in Encounter 4, he drops down a 10 ft. smooth shaft, aiming him directly through the waiting open spring locked door on top of the cage.

A PC is granted an additional Reflex save (as per APL and trap listing) to avoid entering the cage. Success means the PC is now on top of the swaying cage. Whether inside or on top of the cage, PCs need to make a DC 22 Balance check each round to remain standing, otherwise they fall and are considered prone. Remember that a creature attacked while balancing is considered flat-footed (unless they have 5 ranks in Balance—PH 67).

A PC can squeeze through the bars with a DC 30 Escape Artist check. For each bar successfully removed (for example, sundered, broken, and so on), award a +5 circumstance bonus to their Escape Artist check.

❖ **Iron Cage Bars:** 1 in. thick; hardness 10; hp 30; AC 5; Break DC 24.

The bars of the cage provide cover (+4 to AC, +2 Reflex saves). The cage has a locked secondary door on its side through which the bugbear retrieves subdued victims.

A PC with *feather fall* or that climbs down a rope into this chamber can choose not to fall into the cage.

Creatures: This is the bugbear slave master and servant of the slave lords who operate this hidden station. This is home and he loves his work. Recently, he has become possessed by a guecubu demon. The demon cannot move more than 500 ft. from the altar that imprisons it. So it waits until the right kind of people show up to free it.

The demon is using the *ally* ability of its possession.

Once the bugbear is killed, the demon flees unharmed to observe the PCs and waits, attempting to possess any that fall asleep.

APL 2 (EL 4)

❖ **Cage Trap:** CR -; mechanical; location trigger; manual reset; lock bypass (Open lock DC 30 on either door); DC 17 Reflex avoids entering the cage (save or fail, see text above for balancing); Search DC 20; Disable Device DC 20 (on top hatch only, opens door).

❖ **Slave Master:** male bugbear; hp 16; Appendix 1.

APL 4 (EL 6)

❖ **Cage Trap:** CR -; mechanical; location trigger; manual reset; lock bypass (Open lock DC 30 on either door); DC 22 Reflex avoids entering the cage (save or fail, see text above for balancing); Search DC 20; Disable Device DC 20 (on top hatch only, opens door).

❖ **Slave Master:** male bugbear fighter 3; hp 58; Appendix 1.

APL 6 (EL 8)

❖ **Cage Trap:** CR 4; mechanical; location trigger; manual reset; lock bypass (Open lock DC 30 on either door); DC 24 Reflex avoids entering the cage (save or fail, see text above for balancing); Search DC 20; Disable Device DC 20 (on top hatch only, opens door).

❖ **Slave Master:** male bugbear fighter 5; hp 84; Appendix 1.

APL 8 (EL 10)

❖ **Cage Trap:** CR -; mechanical; location trigger; manual reset; lock bypass (Open lock DC 30 on either door); DC 24 Reflex avoids entering the cage (save or fail, see text above for balancing); Search DC 20; Disable Device DC 20 (on top hatch only, opens door).

❖ **Slave Master:** male bugbear fighter 7; hp 105; Appendix 1.

APL 10 (EL 12)

❖ **Cage Trap:** CR -; mechanical; location trigger; manual reset; lock bypass (Open lock DC 30 on either door); DC 29 Reflex avoids entering the cage (save or fail, see text above for balancing); Search DC 20; Disable Device DC 20 (on top hatch only, opens door).

❖ **Slave Master:** male bugbear fighter 9; hp 114; Appendix 1.

APL 12 (EL 14)

❖ **Cage Trap:** CR -; mechanical; location trigger; manual reset; lock bypass (Open lock DC 30 on either door); DC 29 Reflex avoids entering the cage (save or fail, see text above for balancing); Search DC 20; Disable Device DC 20 (on top hatch only, opens door).

❖ **Slave Master:** male bugbear fighter 11; hp 133; Appendix 1.

Tactics: The bugbear in his normal duties waits for his masters to pick out a lone mark then drop him down the chute. The bugbear then proceeds to subdue the prisoner through the cage bars.

When the bugbear is satisfied he has subdued his new slave, he unlocks the side door on the cage and throws the person into a cell in the adjacent room. The PCs falling through the chutes are no exception. The bugbears primary goal for a caged single PC is to use non-lethal damage.

If the bugbear's life becomes endangered, he switches to lethal damage hoping for the chance of knocking a captive out. If a foe has escape from its cage, the bugbear is more inclined to use lethal force in the gamble to capture. If necessary, the bugbear uses one of its potions to stabilize a victim.

At APLs 8-12, the bugbear attempts to use the *dislocator* enhancement of his longspear on those who are not in cages. If he successfully transports a PC into a cage he grumbles "*Back in your box!*" in Common.

Special consideration is to be taken for fighting in and out of the cage bars.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: Once the bugbear is dead, the guecubu possessing it escapes unseen (unless the PCs have special means of seeing it) and starts to prowling around, watching the PCs, waiting to slip into one of them when they sleep, or at least play poltergeist and harass them.

The guecubu immediately suppresses its aura, but the air still fills with the copper smell of fresh blood. This allows the PCs a Knowledge (the planes) check (see Encounter 9). (It's important to remember to make the eerie smell known to the PCs as it could be their first real clue as to something supernatural is afoot).

The guecuba only turns on its full aura when it attacks. See Encounter 9 and Poltergeist Activity for more information.

THE PRISON CELLS

This section contains empty prison cells, lockable with either the bugbear's or inkeeper's keys.

There is also a small area where the bugbear lives. A plate of his favorite meal, human fingers, sits half eaten on a table beside a disassembled trap.

When working, the trap sprays a mist of sleep gas, but the mechanism is broken. The poison agent is in glass capsule marked "sleep poison".

If used during the final ritual, this gas makes all those in a 5-foot radius fall unconscious as if affected by drow poison (MM 103).

8: THE SLAVE LAIR

This encounter contains three parts. The hallway with most of the bodies in it, a meeting area, and a general living quarters.

THE HALLWAY

At the far end of this hallway are the door to the living quarters and a secret door leading to the excavation site.

The corridor has five bodies near the secret door. These unfortunates were all stunned by the altar when they began experimenting with it. The demons then possessed who they could (the two guilders) and proceeded to slaughter those sleeping on the ground. Four of the bodies are human and one is an orc. The two possessed guilders then went on a killing spree, leaving only the bugbear alive for the last demon to use. The two guilders looted those they slew.

THE MEETING AREA

This is a small conference room. All the occupants are dead but many of their possessions remain.

A member of the Merchant's and Traders' Union is here; he has been run through with a sword. In front of

him are some documents, but ink has spilled on most of it. (Player Handout 7). This document suggests an agreement in the works between orc forces to the south and Greyhawk forces in the north; a non-aggression pact. It also appears many bribes on a personal level are going to senior guild officials to swing internal politics towards acceptance of the truce.

The bodies include two humans, one well-dressed half-orc, and two orcs. Searching the half-orc gives the PCs the Room and Board in Highport AR access.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

THE LIVING QUARTERS

These are basic living quarters. An orc and a human were killed here by the guilders. It was a very one-sided battle. There is nothing of interest, here.

9: THE ALTERED ALTAR

A secret door hides the excavation room, so that should the place fall, there is still some chance of the new treasures the slavers have discovered remaining hidden.

❖ **Secret Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28; Search DC 25.

While some parties may not find the secret door right away, a good clue to its location is all the bodies in close proximity to it. If the PCs remark on this, give them a +2 circumstance check to find the door.

Once the PCs are in the room, consult the information under Altering the Altar. Until then, use the following section to handle the guecubu stalking the PCs.

POLTERGEIST ACTIVITY

Once the demon is roaming free and invisible, it attacks with a method to its madness. Each time the PCs start to interact with a location or sub-location, within the compound (inside and out), it attacks by using its *telekinesis* first and then moving on to its other attacks if the PCs start to catch on to what's happening (DM's discretion).

Each time the demon manifests itself (for example, the PCs enter a room and start searching it, the demon starts to throw furniture at them) the action only lasts a number of rounds equal to the APL+1 (for example, at APL 2, the demon harasses the PCs in each room for a maximum of 3 rounds).

Obviously, the demon can only be in one place at one time, so clever PCs could fan out and search for what they need at the same time.

The guecubu is restricted to be within 500 ft. of the altar, but it also cannot be within sight of the altar while the 'eyes of the dreamer' are open. This means the PCs are safe within this room as long as the eyes of the skull are open. If the PCs activate the pattern of the altar and close

the eyes, the stalking guecubu is free to attack, unless otherwise bound.

Each time the guecubu prepares to attack, it makes its presence known (including its aura) with the following box text.

The coppery scent of fresh blood wells up strangely in the air, despite the lack of any obvious source.

APL 2 (EL 4)

☛Guecubu: hp 26; Appendix 1.

APL 4 (EL 6)

☛Guecubu: Advanced 8 HD; hp 52; Appendix 1.

APL 6 (EL 8)

☛Guecubu: Advanced 12 HD; hp 78; Appendix 1.

APL 8 (EL 10)

☛Guecubu: Advanced 16 HD; hp 104; Appendix 1.

APL 10 (EL 12)

☛Guecubu: Advanced 20 HD; hp 130; Appendix 1.

APL 12 (EL 14)

☛Guecubu: Advanced 24 HD; hp 156; Appendix 1.

A successful Knowledge (the planes) check reveals the following information about guecubu demons. A successful check also reveals all the information gained from lesser checks.

- **DC 14:** Demonic spirits such as guecubus exist only to murder the living. They have no real desire to gather treasure, gain power, or rule nations.
- **DC 19:** A guecubu possess no physical body. Its presence is easily dismissed as a bad dream, symptom of fatigue, or minor hallucination.
- **DC 24:** Guecubus are telekinetic. Their touch can put a creature into a deep sleep.
- **DC 29:** A guecubu's presence can go undetected for months, even by its host.

ALTERING THE ALTAR

The bedrock of the east wall has been excavated, layer by layer, gradually narrowing in the middle. Some items, such as ropes and winches are clearly visible within the exposed rock, as if a fossil.

In the center of the dig, is a black stone altar cut away from the surrounding rock. It rests at a 45 degree angle. Mystic symbols and carvings and a platinum skull with ruby eyes adorn the altar.

This altar is of ancient Olman craft, but it is not dedicated to any known god. If it was a god, that god has gone on to the sleep of death in the Dreaming Gulf (layer 230 of the Abyss), and these guecuba are remnants of his dreams.

Anyone physically touching the altar (even if gloved, or via an instrument) receives a minor shock and are stunned for a moment; hand them Player Handout 8. Examining the altar closely reveals the following;

The top of the altar has a platinum skull with inset ruby eyes. Displayed before the skull are three jade stones, each the size of a man's fist. Each stone has an intricate ring of silver inlay around the stone.

Damage to parts of the altar is visible, possibly from picks during excavation. Two of the silver inlays are damaged.

A round Olman-style seasonal calendar is prominent on the front facing of the altar surrounded by runes and pictograms.

The altar radiates strong abjuration and conjuration magic (DC 23 Spellcraft).

If the PCs desire the defeat off all three geucubu (the two that have escaped already) or if they can't defeat the lurking geucubu in combat, they need to defeat the altar (or flee). Defeating the altar takes several steps.

- The first step is to examine the altar and figure out how it works.
- The second step is to collect up the various items around the compound that can assist the final ritual. This also includes using those items and fixing the silver inlay on the altar.
- The third step is to manipulate the altar's seasonal disk and set it in motion. As it goes through the seasons, a trap is activated and a summon monster spell is activated. This part of the trap can be bypassed by disarming the trap.
- During the fourth, and final step, the winter season reaches the apex of the calendar and the eyes of the altar close and all the jade stones with a functioning silver inlay summon a geucubu each and hold them there. This is where the PC casters must but themselves to sleep to do a quick test of wills in their sleep (possibly using the sleep poison found earlier).

STEP 1

The altar comprises the platinum skull, the three jade stones, the silver inlays around the stones, a seasonal disk, and several runes. These parts cannot be separated.

Comprehend languages, reading Olman, or a DC 15 Decipher Script check reveals the runes placed about the altar are specifically ordered. Read:

"Passage. Death. Dreaming. Cycle. Spring. Summer. Autumn. Winter. Summon. Protection. Imprisonment. Evil. Chaos. Magic. Ritual. Dreaming. Passage."

The instructions left for those who find the altar are less than ideal as they feared that its power could be used for other purposes.

A DC 23 Spellcraft check confirms that the silver inlays around each of the jade stones is working in combination with a modified (containing) *magic circle against evil* spell-like effect, but that the two damaged inlays have nullified the containment effect and need to be recast with melted silver.

To do this requires a smelting kit and a supply of pure silver. A DC 15 Dexterity check is required to pour the new inlay. Alternatively, the PC can substitute the Dexterity check for a relevant Craft or Profession check.

A check is need for both broken inlays. Do not inform the PC if it worked. Any inlay that is not repaired, does not summon back the corresponding demon. (This affects the campaign consequences of the adventure)

STEP 2

The vision lists items that may help the PCs carry out the ritual. The items are the silversmith gear (found in the stable boy's room), silver (found as silverware in the kitchen), an animal carcass (the slaughter house), feathers (the chicken coop), spices for the meat (the kitchen), and a sleep aid in the form of gas (the bugbear's lair) or as a scroll in the apprentice wizard's saddlebag.

STEP 3

This starts once the PCs choose to start rotating the disk on the front of the altar. It starts in the spring setting and continues the rotation on its own, going through summer, autumn, and then winter. It takes ten rounds to complete each season.

Spring has no harmful effects, but it does start the jade stones glowing. The disk can be reset if the device is disarmed (see trap block below), but if started again it needs to be disarmed after each new start.

Summer makes the jade stones glow more intensely. It also activates the trap in the altar (see below).

Autumn increases the glow and the metal eyelids start to appear on the skull, but they only droop, not actually closing. At APLs 8, 10, and 12, the trap activates again (unless previously disarmed).

Winter brings on the next and final step.

Trap: The summoned creature ends when the next season starts. If the trap is disarmed in either season, it is fully disarmed and no more monsters or spell effects occur again. The DM has choice over what creatures from the appropriate lists appear. There is no alignment restriction.

APL 2 (EL 2)

☛ **Summon Monster I Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*summon monster I*, 2nd-level wizard); Search DC 26; Disable Device DC 26.

APL 4 (EL 4)

☛ **Summon Monster III Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*summon*

monster III, 6th-level wizard); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

☛ **Summon Monster V Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*summon monster V*, 10th-level wizard); Search DC 30; Disable Device DC 30.

APL 8 (EL 8)

During both the summer and autumn periods the trap activates.

☛ **Summon Monster VII Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*summon monster V*, 10th-level wizard) Search DC 31; Disable Device DC 31.

APL 10 (EL 10)

During the summer period, the *power word stun* trap activates. During autumn, the *summon monster V* trap activates.

☛ **Power Word Stun Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*power word stun*, 15th-level wizard), Search DC 33; Disable Device DC 33.

☛ **Summon Monster VIII Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*summon monster VIII*, 10th-level wizard); Search DC 30; Disable Device DC 30.

APL 12 (EL 12)

During both the summer and autumn periods, the trap activates.

☛ **Wail of the Banshee Trap:** CR 12; magic device; touch trigger; automatic reset; spell effect (*wail of the banshee*, 17th-level wizard; DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

STEP 4

Winter starts with the closing of the ruby eyes of the platinum skull. Immediately afterwards the three jade stones create a mini vortex above each and summon the corresponding demon to await imprisonment.

During the ten rounds of the winter phase, the three demons cannot harm the PCs, even if the silver inlays are unrepaired. However, if the inlays are still damaged, the corresponding demons are returned to where they were summoned from one round after arriving.

Sometime during the winter phase, one or more PCs need to fall asleep. When this happens, PC must metally battle against the demons. Each sleeping PC attempt a DC 18+APL Will save. If even one sleeping PC passes, the demons are trapped again.

Sleeping PC gets a bonus of +1 to this Will save for each of the following ritual focus items they used: wearing pristine feathers, eating animal carcass, or eating spiced food.

Once the winter phase is over, the entire compound starts to shake. A vortex of energy opens up in the sky and slowly starts to descend around the altar and the compound. The PCs have 20 rounds to flee before the vortex engulfs the Densac Queen. Obviously, sleeping or comatose PCs must be carried out.

PCs who end up in the vortex receive the Sucked into a Vortex AR entry.

If the PCs bound all three demons, they gain the Saved the Domain AR entry. If even one demon escaped, the PCs do not receive the AR entry.

10: ON THE ROAD AGAIN

Using the overland map provided, plot the PCs progress via the back roads. The severe storm stops on noon of the second day. The bridge on the trail to South Watch is intact and presents no problem for the wagons and it is not difficult finding abandoned structures to rest in.

Once at South Watch, the horses can be switched for fresh ones on the expense of Zulern.

The small garrison at South Watch informs the PCs that patrols are converging north of Safeton to outflank the orc raiders.

CONCLUSION

After a hard journey, the walls of Safeton are in sight. A mounted patrol sallies forth to escort you the final leg.

The population of Safeton is trying to keep its mind on the festival week and not the bands of orcs looting the countryside. In keeping with that, they are happy to see the arrival of the wagons from Zulern.

If the PCs have arrived before the sun sets on the last day of Richfest, there is still time to present the gifts to Safeton and promote the craft village. If this is the case, the PCs gain the Mission Accomplished AR entry.

Now is also the time to count up which PC gained points for their given affiliations and record the gain (or loss) on their AR.

All affiliation members gain a single point if the cargo made it on time and intact. Additionally, members of various affiliations can earn bonus affiliation points as detailed below.

The Guild of Wizardry

Members of the Guild of Wizardry can gain the following bonus affiliation points:

- Half point for collecting the samples from the hull of the Densac Queen.

Merchants' and Traders' Union

Members of the Merchants' and Traders' Union can gain the following bonus affiliation points:

- Half point for paying respects at the maritime shrine on the deck of the Densac Queen.

- Half point for reporting back with Player Handout 7.

Mercenaries' Guild

Members of the Mercenaries Guild can gain the following bonus affiliation points:

- Full point for each orc warband destroyed.
- Half point for arranging a decent burial for the kid from Dreeder Street or, at least, having a drink in his honor.

Cartographers' Guild

Members of the Cartographers' Guild can gain the following bonus affiliation points:

- Half point for paying respects at the maritime shrine on the deck of the Densac Queen.
- Half point for creating an up-to-date map of the back trails in the countryside between the Densac Queen and Safeton.

Thieves' Guild

Members of the Thieves' Guild can gain the following bonus affiliation points:

- Half point for reporting the presence of Slavelord agents to the guild.

The Guild of Nightwatchmen

Members of the Guild of Nightwatchmen can gain the following bonus affiliation points:

- Half point for reporting the presence of Slavelord agents to the guild.

Religious Organizations

Members of one of the religious organizations of the Domain can gain the following bonus affiliation points:

- Half point for clerics of Sotillion who experience the dream.
- Half point for clerics of Zilchus if the blacksmith's AR reward is gained.

The End.

CAMPAIGN CONSEQUENCES

The result of this adventure directly affects events in the Domain of Greyhawk. If you are playing this event before 31 December 2007, please report your results to creighton@greyworks.co.uk by answering the following questions:

1. Were all three demons recaptured in the altar?
2. Did the PCs deliver their cargo to Safeton on time?

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

1B: The Bay Road

Save the wagon from the warband

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

1C: Getting Past Pelgaryn

Save the wagon from the warband

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

1D: Towards Safeton

Save the wagon from the warband

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

6: Storage of Death

Survive the trap

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

7: The Slave Pit

Survive the traps and/or the bugbear

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

9: The Altered Altar

Successfully imprison all three demons.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Wagons arrive in Safeton on time.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Discretionary Roleplaying Award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*,

analyze *dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

1: Introduction

If the teamsters are slain:

All APLs: Loot 32 gp; Coin 5 gp; Magic 8 gp; 2 *potions of cure light wounds* (4 gp each); Total 45 gp.

1B, 1C, 1D: The Bay Road series (each)

APL 2: Loot 27 gp; Coin 6 gp; Total 33 gp.

APL 4: Loot 340 gp; Coin 5 gp; Magic 150 gp; 6 *potion of bear's endurance* (25 gp each); Total 495 gp.

APL 6: Loot 365 gp; Coin 5gp; Magic 300 gp; 6 *potions of bear's endurance* (25 gp each), 6 *potions of bull's strength* (25 gp each); Total 670 gp

APL 8: Loot 210 gp; Magic 1455 gp; Coin 5 gp; 6 *potions of bear's endurance* (25 gp each), 6 *potions of bull's strength* (25 gp each), 6 +1 *battleaxes* (192 gp each); Total 1670 gp.

APL 10: Loot 266 gp; Magic 3421 gp; Coin 5 gp; 8 *potions of bear's endurance* (25 gp each), 6 *potions of bull's strength* (25 gp each), 6 +1 *battleaxes* (192 gp each), 2 *brooches of shielding* (125 gp), 2 *gloves of dexterity* +2 (333 gp each), 2 *headbands of intellect* +2 (333 gp each), 2 *ring of protection* +1 (166 gp each); Total 3692 gp

APL 12: Loot 266 gp; Magic 6771 gp; Coin 43 gp; 6 *potions of bull's strength* (25 gp each), 6 +1 *battleaxes* (192 gp each), 2 *brooches of shielding* (125 gp), 6 *gauntlets of ogre power* (333 gp each), 2 *gloves of dexterity* +2 (333 gp each), 2 *headbands of intellect* +2 (333 gp each), 2 *lesser metamagic rod of empower* (750 gp each), 2 *rings of protection* +1 (166 gp each); Total 7080 gp.

2: The Approach

All APLs: Loot 2 gp; Magic 14 gp; 2 *potions of cure light wounds* (4 gp each), *scroll of magic weapon* (2 gp), *scroll of true strike* (2 gp), *scroll of sleep* (2 gp); Total 16 gp.

3: Signs of Inn-Fighting

All APLs: Loot 20 gp; Total 20 gp.

7: The Slave Pit

APL 2: Loot 2 gp; Magic 8 gp; 2 *potions of cure light wounds* (4 each); Total 10 gp.

APL 4: Loot 1 gp; Magic 396 gp; 2 *potions of cure light wounds* (4 each); +1 *breastplate* (112 gp), *cloak of resistance* +1 (83 gp), +1 *longspear* (192 gp); Total 397 gp.

APL 6: Loot 1 gp; Magic 729 gp; 2 *potions of cure light wounds* (4 each); +1 *breastplate* (112 gp), *cloak of resistance* +1 (83 gp), *gauntlets of ogre power* (333 gp), +1 *longspear* (192 gp); Total 730 gp.

APL 8: Loot 30 gp; Magic 1283 gp; 2 *potions of cure light wounds* (4 each); *cloak of resistance* +1 (83 gp), +1 *dislocator longspear* (692 gp), *gauntlets of ogre power* (333 gp), *ring of protection* +1 (166 gp); Total 1313 gp.

APL 10: Loot 1 gp; Magic 2062 gp; 2 *potions of cure light wounds* (4 each); *amulet of health* +2 (333 gp); +1 *breastplate* (112 gp); *cloak of resistance* +1 (83 gp), +1 *merciful dislocator longspear* (1525 gp); Total 2063 gp.

APL 12: Loot 30 gp; Magic 3700 gp; 2 *potions of cure light wounds* (4 each); *amulet of health* +2 (333 gp); *boots of speed* (1000 gp), *cloak of resistance* +2 (333 gp), *gauntlets of ogre power* (333 gp), +1 *merciful dislocator longspear* (1525 gp); *ring of protection* +1 (166 gp); Total 3730 gp.

8: The Slave Lair (meeting area)

APL 2: Loot 50 gp; Magic 87 gp; *wand of enlarge person* (10 charges, 12 gp), *wand of false life* (10 charges, 75 gp); Total 137 gp.

APL 4: Loot 50 gp; Magic 249 gp; *horn of fog* (166 gp), *pearl of power* (1st-level, 83 gp); Total 299 gp.

APL 6: Loot 50 gp; Magic 483 gp; *hat of disguise* (150 gp), *ring of counterspells* (333 gp); Total 533 gp.

APL 8: Loot 50 gp; Magic 958 gp; *pearl of power* (2nd-level) (333 gp), *boots of levitation* (625 gp); Total 1008 gp.

APL 10: Loot 50 gp; Magic 1250 gp; *pearl of power* (3rd level) (750 gp), *horseshoes of a zephyr* (500 gp); Total 1300 gp.

APL 12: Loot 50 gp; Magic 1500 gp; *ring of spell storing, minor* (1500 gp); Total 1550 gp.

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

ADVENTURE RECORD ITEMS

📖 **Apprentice Spellbook:** You've gained access to a beginner's tome of magic. It contains the following spells:

o— *daze*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *ray of frost*, *read magic*, *touch of fatigue*; 1st—*comprehend languages*, *disguise self*, *erase*, *mage armor*, *magic missile*, *sleep*, *unseen servant*; 2nd—*resist energy*, *invisibility*.

🔨 **Blacksmith's Thanks:** You set his son straight, so Zavin grants you Open access to the following armor special abilities from *Dungeonscape*: *swarmguard armor*, *durable armor*, *restful armor*.

👤 **Affiliation Score Gained/Lost:** You have gained/lost ____ points with the ____ affiliation. If you are affiliated

with more than one group, add extra notes in notes section detailing you gain or loss.

- *Ring of spell storing* (Adventure; DMG)

☛ **Mission Accomplished:** The wagons made it to Safeton on time. Zulern and your affiliation thank you. As a reward, they command the Domain's best cobblers to give you Open access to *boots of sidestepping* (Dungeonscape).

☛ **Room and Board in Highport:** You've gained the deed to a townhouse in the Pomarji city of Highport. Parts of the document can be easily faked, granted you a place to stay until some local officials catch on. The next ten adventures (not adventure rounds) taking place in either the Pomarj or the Wild Coast cost 1 less TU (minimum of 1). □ □ □ □ □ □ □ □ □ □

☛ **Banished the Demons:** You stopped an evil menace from terrorizing the countryside, but will anyone believe your story after all those drinks? Perhaps someone will later...

☛ **Sucked into a Vortex:** You did not escape the Densac Queen quickly enough and have been sucked onto another plane. If you do not have the means to return home, you must pay 6 TU and 1,000 gp to return to Oerth.

ITEM ACCESS

APL 2:

- *Wand of enlarge person* (10 charges) (Any; 150 gp; DMG)
- *Wand of false life* (10 charges) (Any; 900 gp; DMG)
- *Apprentice's Spellbook* (Adventure; 2,000 gp; see above)

APL 4 (all of APL 2 plus the following):

- *Horn of fog* (Adventure; DMG)
- *Pearl of power* (1st-level) (Any; DMG)

APL 6 (all of APLs 2-4 plus the following):

- *Hat of disguise* (Adventure; DMG)
- *Ring of counterspells* (Core; DMG)

APL 8 (all of APLs 2-6 plus the following):

- *Boots of levitation* (Adventure; DMG)
- +1 *dislocator longspear* (Adventure; 2,305 gp; *Magic Item Compendium*)
- *Pearl of power* (2nd-level) (Any; DMG)

APL 10 (all of APLs 2-8 plus the following):

- *Horseshoes of a zephyr* (Adventure; DMG)
- +1 *merciful dislocator longspear* (Adventure; 8,305 gp, *Magic Item Compendium*)
- *Pearl of power* (3rd-level) (Any; DMG)

APL 12 (all of APLs 2-10 plus the following):

- *Boots of speed* (Adventure; DMG)
- *Lesser metamagic rod of empower* (Adventure; DMG)

APPENDIX 1: APL 2

1B: THE BAY ROAD

ORC OF THE BLACK SKULL CR 1/2

Male orc warrior 1

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 14, touch 10, flat-footed 14

(+3 armor, +1 shield)

hp 5 (1 HD)

Fort +3, **Ref** +0, **Will** -2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee battleaxe +4 (1d8+4/x3)

Ranged javelin +1 (1d6+3)

Base Atk +1; **Grp** +4

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Weapon Focus (battleaxe)

Skills Climb +4, Jump +4

Possessions studded leather, buckler, battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

7: THE SLAVE PIT

SLAVE MASTER CR 2

Male bugbear

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Listen +6, Spot +2

Languages Common, Goblin

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 natural, +2 armor)

hp 16 (3 HD)

Fort +2, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)

Melee longspear +7 (1d8+6/x3) or

Melee morningstar +6 (1d8+4)

Ranged javelin +3 (1d6+4)

Base Atk +2; **Grp** +6

Combat Gear *potion of cure light wounds* (2)

Abilities Str 19, Dex 12, Con 13, Int 10, Wis 10, Cha 9

Feats Alertness, Weapon Focus (longspear)

Skills Climb +6, Hide +3, Listen +6, Move Silently +9, Spot +2

Possessions leather armor, longspear, 5 javelins, morningstar, 5 gp.

9: THE ALTERED ALTAR

GUECUBU* CR 4

* *Fiendish Codex I* 41

CE Medium outsider (chaotic, evil, extraplanar, incorporeal, Lomara)

Init +2; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Aura haunting aura (60-ft. radius, Will DC 15)

Languages Abyssal, Common, telepathy 100 ft.

AC 15, touch 15, flat-footed 13

(+2 Dex, +3 deflection)

Miss Chance 50%

hp 26 (4 HD); **DR** 5/cold iron or lawful

Immune acid, electricity, fire

Resist cold 10

Fort +6, **Ref** +6, **Will** +7

Speed fly 30 ft. (perfect) (6 squares)

Melee touch +6 (sleep)

Ranged thrown object +7 (2d6)

Base Atk +4; **Grp** --

Special Actions possession, *telekinesis*

Abilities Str --, Dex 15, Con 14, Int 10, Wis 16, Cha 17

SQ incorporeal, lomara traits, natural invisibility

Feats Alertness, Persuasive

Skills Bluff +12, Diplomacy +12, Disguise +10 (+12 acting in character), Forgery +7, Intimidate +14, Listen +12, Sleight of Hand +11, Spot +12

Haunting Aura (Su) Living creatures within 60 feet of a guecubu in its natural form must succeed on a DC 15 Will save or be shaken for as long as it remains within this area. An affected creature that rests within a haunting aura can do so but gains no benefits from sleeping and awakens fatigued. Once a creature makes this saving throw, it is immune to that guecubu's haunting aura for 24 hours.

Natural Invisibility (Su) This inherent ability is constant, allowing a guecubu to attack invisibly. This ability is not subject to *invisibility purge*.

Possession (Su) A guecubu can possess any sleeping animal or humanoid. It must enter a square occupied by the sleeping creature to possess it. A DC 15 Will save resists the possession; however, a successful save does not cause the victim to awaken, nor is the victim aware of the possession attempt even after waking (although the victim can dimly recall some strange, otherworldly dream). A guecubu can take on the ally, controller, enemy, mutterer, or rider role. (Demonic Possession—Appendix 2).

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a DC 15 Will save or fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or wounding the sleeping creature awakens it, but normal noise does not. This is a mind-affecting *sleep* effect.

Telekinesis (Su) A guecubu can use *telekinesis* as a standard action (CL 4th). A guecubu can use this ability even while possessing a creature without that creature realizing it is technically the source of the effect. If it hurls something such as a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled deal damage appropriate for the weapons in question.

18: THE BAY ROAD

BLACK SKULL WARRIOR

CR 1

Male orc warrior 2

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor, +1 shield)

hp 11 (2 HD)

Fort +4, **Ref** +0, **Will** -2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk battleaxe +6 (1d8+4/x3)

Ranged javelin +2 (1d6+3)

Base Atk +2; **Grp** +5

Combat Gear *potion of bear's endurance*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Weapon Focus (battleaxe)

Skills Climb +1, Jump +2

Possessions masterwork breastplate, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

7: THE SLAVE PIT

SLAVE MASTER

CR 5

Male bugbear fighter 3

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; Listen +7, Spot +3

Languages Common, Goblin

AC 21, touch 12, flat-footed 19

(+2 Dex, +3 natural, +6 armor)

hp 58 (6 HD)

Fort +10, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)

Melee +1 *longspear* +12 (1d8+8/x3) or

Melee morningstar +10 (1d8+5)

Ranged javelin +7 (1d6+5)

Base Atk +5; **Grp** +10

Atk Options Blind-Fight, Power Attack

Combat Gear *potion of cure light wounds* (2)

Abilities Str 20, Dex 15, Con 20, Int 10, Wis 12, Cha 6

Feats Alertness, Blind-Fight, Iron Will, Power Attack, Weapon Focus (longspear)

Skills Climb +6, Hide +1, Listen +7, Move Silently +10, Spot +3

Possessions +1 *breastplate*, *cloak of resistance* +1, +1 *longspear*, 5 javelins, morningstar, 5 gp.

9: THE ALTERED ALTAR

GUECUBU*

CR 6

* *Fiendish Codex* 1/41

CE Medium outsider (chaotic, evil, extraplanar, incorporeal, Lomara)

Init +2; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Aura haunting aura (60-ft. radius, Will DC 18)

Languages Abyssal, Common, telepathy 100 ft.

AC 16, touch 16, flat-footed 14; Dodge

(+2 Dex, +4 deflection)

Miss Chance 50%

hp 52 (8 HD); **DR** 5/cold iron or lawful

Immune acid, electricity, fire

Resist cold 10

Fort +8, **Ref** +8, **Will** +9

Speed fly 30 ft. (perfect) (6 squares)

Melee touch +10 (sleep)

Ranged thrown object +12 (2d6)

Base Atk +8; **Grp** --

Special Actions possession, *telekinesis*

Abilities Str --, Dex 15, Con 14, Int 10, Wis 16, Cha 18

SQ incorporeal, lomara traits, natural invisibility

Feats Ability Focus (possession), Dodge, Persuasive

Skills Bluff +17, Diplomacy +17, Disguise +15 (+17 acting in character), Forgery +11, Intimidate +19, Listen +14, Sleight of Hand +15, Spot +14

Haunting Aura (Su) A living creature within 60 ft. of a guecubu in its natural form must succeed on a DC 18 Will save or be shaken while in the area. An affected creature resting within a haunting aura gains no benefits from sleeping, awakening fatigued.

Creatures succeeding on the saving throw are immune for 24 hours to that guecubu's haunting aura.

Natural Invisibility (Su) This inherent ability is constant, allowing a guecubu to invisibly attack. This ability is not subject to *invisibility purge*.

Possession (Su) A guecubu can possess any sleeping animal or humanoid but must enter its square to possess it. The victim is entitled to a DC 20 Will save to resist possession; however, a successful save does not awaken the victim, nor is the victim aware of the possession attempt after waking (although he dimly recalls strange, otherworldly dreams). A guecubu can take the ally, controller, enemy, mutterer, or rider role while possessing a creature. (Demonic Possession—Appendix 2).

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a successful DC 18 Will save or fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or wounding the sleeping creature awakens it, but normal noise does not. This is a mind-affecting *sleep* effect.

Telekinesis (Su) A guecubu can use *telekinesis* as a standard action (CL 8th). It can use this ability while possessing a creature without that creature realizing it is the source of the effect. If it hurls a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled deal normal damage

1B: THE BAY ROAD**BLACK SKULL WARRIOR****CR 2**

Male orc warrior 3

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2**Languages** Common**AC** 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 16 (3 HD)**Fort** +4, **Ref** +1, **Will** +1**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** mwk battleaxe +7 (1d8+4/x3)**Ranged** javelin +3 (1d6+3)**Base Atk** +3; **Grp** +6**Combat Gear** *potion of bear's endurance, potion of bull's strength***Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6**Feats** Iron Will, Weapon Focus (battleaxe)**Skills** Climb -1, Jump +1**Possessions** masterwork banded mail, buckler, masterwork battleaxe, 5 javelins, 5 gp.**Light Sensitivity (Ex)** Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**7: THE SLAVE PIT****SLAVE MASTER****CR 7**

Male bugbear fighter 5

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Listen +9, Spot +3**Languages** Common, Goblin**AC** 22, touch 13, flat-footed 19

(+3 Dex, +3 natural, +6 armor)

hp 84 (8 HD)**Fort** +11, **Ref** +8, **Will** +6**Speed** 30 ft. (6 squares)**Melee** +1 *longspear* +15/+10 (1d8+12/x3) or**Melee** morningstar +13/+8 (1d8+6)**Ranged** javelin +10/+5 (1d6+6)**Base Atk** +7; **Grp** +13**Atk Options** Blind-Fight, Power Attack**Combat Gear** *potion of cure light wounds (2)***Abilities** Str 22, Dex 16, Con 20, Int 10, Wis 12, Cha 6**Feats** Alertness, Blind-Fight, Iron Will, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear)**Skills** Climb +7, Hide +2, Listen +9, Move Silently +12, Spot +3**Possessions** +1 *breastplate, cloak of resistance +1, gauntlets of ogre power, +1 longspear, 5 javelins, morningstar, 5 gp.***9: THE ALTERED ALTAR****GUECUBU*****CR 8*** *Fiendish Codex I* 41

CE Medium outsider (chaotic, evil, extraplanar, incorporeal, Loumara)

Init +2; **Senses** darkvision 60 ft.; Listen +18, Spot +18**Aura** haunting aura (60-ft. radius, Will DC 20)**Languages** Abyssal, Common, telepathy 100 ft.**AC** 16, touch 16, flat-footed 14; Dodge, Mobility

(+2 Dex, +4 deflection)

Miss Chance 50%**hp** 78 (12 HD); **DR** 5/cold iron or lawful**Immune** acid, electricity, fire**Resist** cold 10**Fort** +10, **Ref** +10, **Will** +11**Speed** fly 30 ft. (perfect) (6 squares)**Melee** touch +14 (sleep)**Ranged** thrown object +16 (2d6)**Base Atk** +12; **Grp** --**Special Actions** possession, *telekinesis***Abilities** Str --, Dex 15, Con 14, Int 10, Wis 16, Cha 19**SQ** incorporeal, loumara traits, natural invisibility**Feats** Ability Focus (possession), Ability Focus (sleeping touch), Dodge, Mobility, Persuasive**Skills** Bluff +21, Diplomacy +21, Disguise +19 (+21 acting in character), Forgery +14, Intimidate +23, Listen +18, Sleight of Hand +19, Spot +18**Haunting Aura (Su)** A living creature within 60 ft. of a guecubu in its natural form must succeed on a DC 18 Will save or be shaken while in the area. An affected creature resting within a haunting aura gains no benefits from sleeping, awakening fatigued. Creatures succeeding on the saving throw are immune for 24 hours to that guecubu's haunting aura.**Natural Invisibility (Su)** This inherent ability is constant, allowing a guecubu to invisibly attack. This ability is not subject to *invisibility purge*.**Possession (Su)** A guecubu can possess any sleeping animal or humanoid but must enter its square to possess it. The victim is entitled to a DC 22 Will save to resist possession; however, a successful save does not awaken the victim, nor is the victim aware of the possession attempt after waking (although he dimly recalls strange, otherworldly dreams). A guecubu can take the ally, controller, enemy, mutterer, or rider role while possessing a creature. (Demonic Possession—Appendix 2).**Sleep Touch (Su)** A creature touched by a guecubu in its natural form must make a successful DC 22 Will save or fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or wounding the sleeping creature awakens it, but normal noise does not. This is a mind-affecting *sleep* effect.**Telekinesis (Su)** A guecubu can use *telekinesis* as a standard action (CL 12th). It can use this ability even while possessing a creature without that creature realizing it is the source of the effect. If it hurls a

boulder or other dense object, it deals 2d6 points of damage on a hit. Hurling weapons deal damage appropriate for the weapon in question.

18: THE BAY ROAD**BLACK SKULL WARRIOR****CR 7**

Male orc warrior 7

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2**Languages** Common**AC** 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 38 (7 HD)**Fort** +6, **Ref** +2, **Will** +2**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** +1 *battleaxe* +12/+7 (1d8+7/x3)**Ranged** javelin +7/+2 (1d6+4)**Base Atk** +7; **Grp** +11**Atk Options** Power Attack**Combat Gear** *potion of bear's endurance*, *potion of bull's strength***Abilities** Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6**Feats** Iron Will, Power Attack, Weapon Focus (battleaxe)**Skills** Climb +2, Jump +4**Possessions** masterwork banded mail, buckler, +1 *battleaxe*, 5 javelins, 5 gp.**Light Sensitivity (Ex)** Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**7: THE SLAVE PIT****SLAVE MASTER****CR 9**

Male bugbear fighter 7

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Listen +11, Spot +3**Languages** Common, Goblin**AC** 22, touch 14, flat-footed 19; Dodge, Elusive Target, Mobility

(+3 Dex, +3 natural, +5 armor, +1 deflection)

hp 105 (10 HD)**Fort** +12, **Ref** +9, **Will** +5**Speed** 30 ft. (6 squares)**Melee** +1 *dislocator longspear* +17/+12 (1d8+12/x3) or**Melee** morningstar +15/+10 (1d8+6)**Ranged** javelin +12/+7 (1d6+6)**Base Atk** +9; **Grp** +15**Atk Options** Blind-Fight, Power Attack**Combat Gear** *potion of cure light wounds* (2)**Abilities** Str 22, Dex 16, Con 20, Int 10, Wis 12, Cha 6**Feats** Alertness, Blind-Fight, Dodge, Elusive Target, Mobility, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear)**Skills** Climb +7, Hide +2, Listen +11, Move Silently +13, Spot +3**Possessions** masterwork breastplate, *cloak of resistance* +1, +1 *dislocator longspear*, *gauntlets of**ogre power*, *morningstar*, *ring of protection* +1, 5 javelins.**9: THE ALTERED ALTAR****GUECUBU*****CR 10*** *Fiendish Codex I* 41

CE Medium outsider (chaotic, evil, extraplanar, incorporeal, Loumara)

Init +2; **Senses** darkvision 60 ft.; Listen +22, Spot +22**Aura** haunting aura (60-ft. radius, Will DC 23)**Languages** Abyssal, Common, telepathy 100 ft.**AC** 17, touch 17, flat-footed 15; Dodge, Elusive Target, Mobility

(+2 Dex, +5 deflection)

Miss Chance 50%**hp** 104 (16 HD); **DR** 5/cold iron or lawful**Immune** acid, electricity, fire**Resist** cold 10**Fort** +12, **Ref** +12, **Will** +13**Speed** fly 30 ft. (perfect) (6 squares)**Melee** touch +18 (sleep)**Ranged** thrown object +21 (2d6)**Base Atk** +16; **Grp** --**Special Actions** possession, *telekinesis***Abilities** Str --, Dex 15, Con 14, Int 10, Wis 16, Cha 20**SQ** incorporeal, loumara traits, natural invisibility**Feats** Ability Focus (possession), Ability Focus (sleeping touch), Dodge, Elusive Target, Mobility, Persuasive**Skills** Bluff +26, Diplomacy +26, Disguise +24 (+26 acting in character), Forgery +19, Intimidate +28, Listen +22, Sleight of Hand +23, Spot +22**Haunting Aura (Su)** Outside of a host body, a guecubu's presence is unnerving and distracting. Any living creature within 60 feet of a guecubu in its natural form must succeed on a DC 23 Will save or be shaken for as long as it remains in this area. An affected creature that attempts to rest within a guecubu's haunting aura can do so but gains no benefits from sleeping and awakens fatigued, as if it had not slept at all. Once a creature makes this saving throw, it is immune to that particular guecubu's haunting aura for 24 hours.**Natural Invisibility (Su)** This ability is constant, allowing a guecubu to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.**Possession (Su)** A guecubu can possess any sleeping animal or humanoid. It must enter a square occupied by the sleeping creature to possess it. This victim is entitled to a DC 25 Will save to resist possession; however, a successful save does not cause the victim to awaken, nor is the victim aware of the possession attempt even after waking (although the victim can dimly recall some strange, otherworldly dream). A guecubu can take on any of the following roles while possessing a creature; ally, controller, enemy, mutterer, or rider. See *Demonic Possession* in Appendix 2 for more information.

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a successful DC 25 Will save or immediately fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or wounding the sleeping creature awakens it, but normal noise does not. Waking a creature is a standard action. This is a mind-affecting *sleep* effect.

Telekinesis (Su) A guecubu can use *telekinesis* as a standard action (caster level 16th). A guecubu can use this ability even while possessing a creature without that creature realizing it is technically the source of the effect. If a guecubu hurls something such as a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled in this manner deal damage appropriate for the weapons in question.

1B: THE BAY ROAD**BLACK SKULL WARRIOR****CR 4**

Male orc warrior 5

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2**Languages** Common**AC** 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 27 (5 HD)**Fort** +5, **Ref** +1, **Will** +1**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** +1 battleaxe +10 (1d8+7/x3)**Ranged** javelin +5 (1d6+4)**Base Atk** +5; **Grp** +9**Atk Options** Power Attack**Combat Gear** *potion of bear's endurance*, *potion of bull's strength***Abilities** Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6**Feats** Iron Will, Weapon Focus (battleaxe)**Skills** Climb +1, Jump +3**Possessions** masterwork banded mail, buckler, +1 battleaxe, 5 javelins, 5 gp.**Light Sensitivity (Ex)** Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**BLACK SKULL WIZARD****CR 9**

Male orc wizard 9

CE Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Common**AC** 17, touch 13, flat-footed 15

(+4 armor, +2 Dex, +1 deflection)

hp 56 with *false life* (9 HD)**Fort** +5, **Ref** +5, **Will** +6**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** mwk dagger +5 (1d4+1)**Ranged** light crossbow +6 (1d8)**Base Atk** +4; **Grp** +5**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** *potion of bear's endurance***Wizard Spells Prepared** (CL 9th):5th—*waves of fatigue*4th—*empowered scorching ray*, *invisibility greater*3rd—*dispel magic*, *empowered ray of enfeeblement*, *haste*, *fly*2nd—*false life*[†] (14 hp), *glitterdust* (DC 15), *scorching ray*, *see invisibility*, *Tasha's hideous laughter* (DC 15)1st—*mage armor*[†], *magic missile* (2), *shield*, *true strike*0—*detect magic* (2), *ghost sound*, *message*[†] Already cast**Abilities** Str 12, Dex 15, Con 14, Int 17, Wis 10, Cha 8**Feats** Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Concentration)**Skills** Concentration +17, Knowledge (arcana) +15, Spellcraft +15, Tumble +8**Possessions** *brooch of shielding*, *gloves of dexterity* +2, *headband of intellect* +2, light crossbow, masterwork dagger, *ring of protection* +1, 115 gp.**Light Sensitivity (Ex)** Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**7: THE SLAVE PIT****SLAVE MASTER****CR 11**

Male bugbear fighter 9

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Listen +13, Spot +3**Languages** Common, Goblin**AC** 22, touch 13, flat-footed 19; Dodge, Elusive Target, Mobility

(+3 Dex, +3 natural, +6 armor)

hp 114 (12 HD)**Fort** +12, **Ref** +10, **Will** +8**Speed** 30 ft. (6 squares)**Melee** +1 *merciful dislocator longspear* +20/+15/+10 (1d8+13/19-20/x3) or**Melee** morningstar +18/+13/+8 (1d8+7)**Ranged** javelin +14/+9/+4 (1d6+7)**Base Atk** +11; **Grp** +18**Atk Options** Blind-Fight, Power Attack**Combat Gear** *potion of cure light wounds* (2)**Abilities** Str 25, Dex 16, Con 18, Int 10, Wis 12, Cha 6**Feats** Alertness, Blind-Fight, Dodge, Elusive Target, Improved Critical (longspear), Iron Will, Mobility, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear)**Skills** Climb +8, Hide +2, Listen +13, Move Silently +14, Spot +3**Possessions** *amulet of health* +2, +1 *breastplate*, *cloak of resistance* +1, +1 *merciful dislocator longspear*, 5 javelins, morningstar, 5 gp.

9: THE ALTERED ALTAR

GUECUBU*

CR 12

* *Fiendish Codex I 41*

CE Medium outsider (chaotic, evil, extraplanar, incorporeal, Lomara)

Init +2; **Senses** darkvision 60 ft.; Listen +26, Spot +26

Aura haunting aura (60-ft. radius, Will DC 25)

Languages Abyssal, Common, telepathy 100 ft.

AC 17, touch 17, flat-footed 15; Dodge, Elusive Target, Mobility

(+2 Dex, +5 deflection)

Miss Chance 50%

hp 130 (20 HD); **DR** 5/cold iron or lawful

Immune acid, electricity, fire

Resist cold 10

Fort +14, **Ref** +14, **Will** +15

Speed fly 30 ft. (perfect) (6 squares); Spring Attack

Melee touch +22 (sleep)

Ranged thrown object +25 (2d6)

Base Atk +20; **Grp** --

Special Actions possession, *telekinesis*

Abilities Str --, Dex 15, Con 14, Int 10, Wis 16, Cha 21

SQ incorporeal, lomara traits, natural invisibility

Feats Ability Focus (possession), Ability Focus (sleeping touch), Dodge, Elusive Target, Mobility, Persuasive, Spring Attack

Skills Bluff +30, Diplomacy +30, Disguise +28 (+30 acting in character), Forgery +23, Intimidate +32, Listen +26, Sleight of Hand +27, Spot +26

Haunting Aura (Su) Outside of a host body, a guecubu's presence is unnerving and distracting. Any living creature within 60 feet of a guecubu in its natural form must succeed on a DC 25 Will save or be shaken for as long as it remains in this area. An affected creature that attempts to rest within a guecubu's haunting aura can do so but gains no benefits from sleeping and awakens fatigued, as if it had not slept at all. Once a creature makes this saving throw, it is immune to that particular guecubu's haunting aura for 24 hours.

Natural Invisibility (Su) This ability is constant, allowing a guecubu to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Possession (Su) A guecubu can possess any sleeping animal or humanoid. It must enter a square occupied by the sleeping creature to possess it. This victim is entitled to a DC 27 Will save to resist possession; however, a successful save does not cause the victim to awaken, nor is the victim aware of the possession attempt even after waking (although the victim can dimly recall some strange, otherworldly dream). A guecubu can take on any of the following roles while possessing a creature; ally, controller, enemy, mutterer, or rider. See *Demonic Possession* in Appendix 2 for more information.

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a successful DC 27 Will save or immediately fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or wounding

the sleeping creature awakens it, but normal noise does not. Waking a creature is a standard action.

This is a mind-affecting sleep effect.

Telekinesis (Su) A guecubu can use *telekinesis* as a standard action (CL 20th). A guecubu can use this ability even while possessing a creature without that creature realizing it is technically the source of the effect. If a guecubu elects to hurl something such as a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled in this manner deal damage appropriate for the weapons in question.

1B: THE BAY ROAD**BLACK SKULL WARRIOR****CR 7**

Male orc warrior 7

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2**Languages** Common**AC** 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 38 (7 HD)**Fort** +6, **Ref** +2, **Will** +2**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** +1 *battleaxe* +12/+7 (1d8+7/x3)**Ranged** javelin +7/+2 (1d6+4)**Base Atk** +7; **Grp** +11**Atk Options** Power Attack**Combat Gear** *potion of bear's endurance*, *potion of bull's strength***Abilities** Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6**Feats** Iron Will, Power Attack, Weapon Focus (battleaxe)**Skills** Climb +2, Jump +4**Possessions** masterwork banded mail, buckler, +1 *battleaxe*, 5 javelins, 5 gp.**Light Sensitivity (Ex)** Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**BLACK SKULL WIZARD****CR 11**

Male orc wizard 11

CE Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Common**AC** 17, touch 13, flat-footed 15

(+4 armor, +2 Dex, +1 deflection)

hp 71 with *false life* (11 HD)**Fort** +5, **Ref** +5, **Will** +7**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** mwk dagger +6 (1d4+1)**Ranged** light crossbow +7 (1d8)**Base Atk** +5; **Grp** +6**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** *potion of bear's endurance***Wizard Spells Prepared** (CL 11th):6th—*flesh to stone* (DC 19)5th—*waves of fatigue*4th—*enervation*, *invisibility greater*3rd—*dispel magic*, *empowered ray of**enfeeblement*, *haste*, *fly*, *silent glitterdust* (DC 15)2nd—*false life*[†] (22 hp), *scorching ray* (2), *see**invisibility*, *Tasha's hideous laughter* (DC 15)1st—*mage armor*[†], *magic missile* (2), *shield*, *true strike*0—*detect magic* (2), *ghost sound*, *message*

† Already cast

Abilities Str 12, Dex 15, Con 14, Int 17, Wis 10, Cha 8**Feats** Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Concentration), Silent Spell**Skills** Concentration +19, Knowledge (arcana) +13, Spellcraft +17, Tumble +8**Possessions** *brooch of shielding*, *gloves of dexterity* +2, *headband of intellect* +2, *lesser metamagic rod of empower*, light crossbow, masterwork dagger, ring of protection +1, 115 gp.**Light Sensitivity (Ex)** Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**7: THE SLAVE PIT****SLAVE MASTER****CR 13**

Male bugbear fighter 11

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Listen +15, Spot +3**Languages** Common, Goblin**AC** 22, touch 14, flat-footed 19; Dodge, Elusive Target, Mobility

(+3 Dex, +3 natural, +5 armor, +1 deflection)

hp 133 (14 HD)**Fort** +13, **Ref** +11, **Will** +9**Speed** 30 ft. (6 squares); Spring Attack**Melee** +1 *merciful dislocator longspear* +23/+18/+13 (1d8+15/19-20x3) or**Melee** morningstar +21/+16/+11 (1d8+8)**Ranged** javelin +16/+11/+6 (1d6+8)**Base Atk** +13; **Grp** +21**Atk Options** Blind-Fight, Power Attack**Combat Gear** *potion of cure light wounds* (2)**Abilities** Str 27, Dex 16, Con 18, Int 10, Wis 12, Cha 6**Feats** Alertness, Blind-Fight, Dodge, Elusive Target, Improved Critical (longspear), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (longspear), Weapon Specialization (longspear)**Skills** Climb +8, Hide +1, Listen +15, Move Silently +14, Spot +3**Possessions** *amulet of health* +2, *boots of speed*, masterwork breastplate, *cloak of resistance* +2, *gauntlets of ogre power*, +1 *merciful dislocator longspear*, morningstar, ring of protection +1, 5 javelins

9: THE ALTERED ALTAR

GUECUBU*

CR 14

* *Fiendish Codex I 41*

CE Medium outsider (chaotic, evil, extraplanar, incorporeal, Loumara

Init +2; **Senses** darkvision 60 ft.; Listen +30, Spot +30

Aura haunting aura (60-ft. radius, Will DC 28)

Languages Abyssal, Common, telepathy 100 ft.

AC 18, touch 18, flat-footed 16; Dodge, Elusive

Target, Mobility

(+2 Dex, +6 deflection)

Miss Chance 50%

hp 156 (24 HD); **DR** 5/cold iron or lawful

Immune acid, electricity, fire

Resist cold 10

Fort +16, **Ref** +16, **Will** +19

Speed fly 30 ft. (perfect) (6 squares); Spring Attack

Melee touch +26 (sleep) or

Ranged thrown object +30 (2d6)

Base Atk +24; **Grp** –

Atk Options Blind-Fight

Special Actions possession, *telekinesis*

Abilities Str –, Dex 15, Con 14, Int 10, Wis 16, Cha 22

SQ incorporeal, loumara traits, natural invisibility

Feats Ability Focus (possession), Ability Focus

(sleeping touch), Blind Fight, Dodge, Elusive

Target, Iron Will, Mobility, Persuasive, Spring Attack

Skills Bluff +35, Diplomacy +35, Disguise +33 (+35 acting in character), Forgery +27, Intimidate +37, Listen +30, Sleight of Hand +31, Spot +30

Haunting Aura (Su) Outside of a host body, a guecubu's presence is unnerving and distracting. Any living creature within 60 feet of a guecubu in its natural form must succeed on a DC 28 Will save or be shaken for as long as it remains in this area. An affected creature that attempts to rest within a guecubu's haunting aura can do so but gains no benefits from sleeping and awakens fatigued, as if it had not slept at all. Once a creature makes this saving throw, it is immune to that particular guecubu's haunting aura for 24 hours.

Natural Invisibility (Su) This ability is constant, allowing a guecubu to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Possession (Su) A guecubu can possess any sleeping animal or humanoid. It must enter a square occupied by the sleeping creature to possess it. This victim is entitled to a DC 30 Will save to resist possession; however, a successful save does not cause the victim to awaken, nor is the victim aware of the possession attempt even after waking (although the victim can dimly recall some strange, otherworldly dream). A guecubu can take on any of the following roles while possessing a creature; ally, controller, enemy, mutterer, or

rider. See Demonic Possession in Appendix 2 for more information.

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a successful DC 30 Will save or immediately fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or wounding the sleeping creature awakens it, but normal noise does not. Waking a creature is a standard action. This is a mind-affecting sleep effect.

Telekinesis (Su) A guecubu can use *telekinesis* as a standard action (CL 20th). A guecubu can use this ability even while possessing a creature without that creature realizing it is technically the source of the effect. If a guecubu elects to hurl something such as a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled in this manner deal damage appropriate for the weapons in question.

APPENDIX 2: NEW RULES ITEMS

POSSESSED CREATURES

To use its possession ability, a fiend must be adjacent to its desired target and in incorporeal form. A *protection from evil* spell (or similar effect) makes any creature immune to possession attempts. An unprotected target must succeed on a Will saving throw (DC 10 + ½ fiend's HD + fiend's Cha modifier) to avoid possession. An evil target takes a -2 circumstance penalty on this saving throw, and a target that is actually committing an evil act at the time of the attempt takes a -4 circumstance penalty. The DM can roll the saving throw secretly to prevent a player from knowing whether or not his character has become possessed. Once a creature makes a successful save against possession, that fiend can not attempt to possess that creature again for 24 hours. On a failed save, the victim is possessed.

A fiend in possession of a body becomes part of the victim. It is aware of what is going on around the creature whose body it possesses and can see and hear as well as its victim can. A possessing fiend can, at any time, speak mentally to the creature it possesses in a language that creature can understand, although if the victim isn't very intelligent, its comprehension might be limited.

A creature possessed by a fiend doesn't always know that it is possessed. Furthermore, a fiend can attempt to hide its presence within a possessed creature, so that it can pass through a *magic circle against evil*, enter a *forbiddance*-warded church, or escape detection by a *detect* spell or effect. To hide its presence, the fiend must succeed on a special "mental" Hide check using its Intelligence modifier rather than Dexterity modifier. The DC for this check is 10 + level of the spell from which it wishes to hide + spellcaster's relevant ability modifier (just like the saving throw DC of a spell). The fiend gains a +4 circumstance bonus on its Hide check if it is not currently controlling the victim.

A possessing fiend has immediate access to all its victim's current thoughts, as though using the *detect thoughts* spell, except that it automatically reads surface thoughts. If desired, a possessing fiend can probe the possessed creature's memories as well, but the victim is allowed a Will save (DC 10 + ½ fiend's HD + fiend's Cha modifier) against this effect. If the save is successful, the victim keeps the fiend out of his thoughts for 24 hours. Whether the save succeeds or fails, probing memories automatically reveals the fiend's presence to the victim.

Physical harm to the possessed creature does not harm the fiend. Killing the possessed victim forces the fiend's incorporeal form back onto the Ethereal Plane, but it is unharmed and can attempt a new possession whenever it desires. Not even other incorporeal creatures can harm a possessing fiend.

A fiend possessing a creature can take any one of six roles with respect to its victim: ally, controller, enemy, mutter, rider, or transformer. The fiend can switch from one role to another as a free action. This adventure only deals with two of the six possible roles.

Ally: If the victim is aware of the possessing fiend and willing to serve as its host, the fiend can grant a +4 profane bonus to any one of the possessed creature's ability scores. This bonus is granted at the conclusion of a bargaining period between the fiend and the possessed creature (they can communicate telepathically with each other). The fiend is in control of this bonus and can take it away as a free action if the possessed creature fails to act in a desired manner. If the possessed creature continues to disobey the fiend's instructions, the fiend can go from ally to controller or from ally to enemy as a free action.

Rider: Much of the time, a possessing fiend simply rides along with its victim, giving no clue as to its presence. The fiend might combine riding with hiding to get into an area protected by *forbiddance* or slip past a *magic circle against evil* near a target it could not otherwise approach. A fiend in the role of rider might eventually decide to take on the role of ally or controller instead. Doing so makes its presence known to the victim, although a victim with a low Intelligence score might not understand what is happening to it.

FEATS

Elusive Target

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defence: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function as normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attack fails.

Source: *Complete Warrior* 110.

MAGIC ITEMS

Dislocator, weapon enhancement

Price: +1 bonus

Property: Weapon

Caster Level: 12th

Aura: Strong; (DC 21) conjuration

Activation: Swift (mental)

Benefit: When you activate a dislocator weapon, the next successful attack you make before the end of your turn causes your target to be teleported up to 10 feet in any direction you choose (Will DC 17 negates). You can't teleport a target into an occupied space (such an attempt automatically fails and wastes the effect).

Projectile weapons bestow this property on their ammunition.

A dislocator weapon functions three times per day.

Prerequisites: Craft Magic Arms and Armor, teleport.

Source: *Magic Item Compendium* 32.

APPENDIX 3: DM TRAVEL HELPER CHARTS

Use these charts to keep track of distances and times between points along the PCs' chosen route. The first three hours of day one are at 2 mi/hr. The rest of the week, due to rain, is at 1.5 mi/hr. If the PCs devise a different way and rate to travel, adjust accordingly. For convenience, all important distances are divisible by 1.5 (normal travel rate per hour during the storm). To determine # of hours for a given distance, consult Day 1 and Day 2-N charts.

DISTANCES BETWEEN LOCATIONS BY PC ROUTE CHOSEN

The Densac Queen Route		
Start	End	Distance
Zulern	Rain starts	6 miles
Rain starts	Crossroad (find patrol)	3 miles
Crossroad	Densac Queen	10 miles (19 miles from Zulern)
Densac Queen	SouthBridge	9 miles
SouthBridge	Safeton via more windy roads	53 miles
Total Distance		81 miles

The Bay Road Route (via waystations)		
Start	End	Distance
Zulern	Rain starts	6 miles
Rain starts	Crossroad (find patrol)	3 miles
Crossroad	Bridge	1.5 miles
Patrol at Bridge	1: Borka's Roadhouse	4.5 miles (15 miles from Zulern)
1: Borka's Roadhouse	2: Krandel's Retreat	16.5 miles
2: Krandel's Retreat	Pelgaryn	15 miles
Pelgaryn	3: Borka's Bayside Inn	1.5 miles
3: Borka's Bayside Inn	4: The Woolly Rose	16.5 miles
4: The Woolly Rose	Safeton	15 miles
Total Distance		79.5 miles

TRAVEL DISTANCE POSSIBILITIES PER DAY

Day 1 Assumes 2 mi/hr for 3 hours then 1.5 mi/hr		
Travel Hours at wagon speed	Distance (miles)	Forced March checks
1	2	
2	4	
3	6	
4	7.5	
5	9	
6	10.5	
7	12	
8	13.5	
9	15	1
10	16.5	2
11	18	3
12	19.5	4
13	21	5
14	22.5	6
15	24	7
16	26.5	8

Day 2 – N Assumes 1.5 mi/hr		
Travel Hours at wagon speed	Distance (miles)	Forced March checks
1	1.5	
2	3	
3	4.5	
4	6	
5	7.5	
6	9	
7	10.5	
8	12	
9	13.5	1
10	15	2
11	16.5	3
12	18	4
13	19.5	5
14	21	6
15	22.5	7
16	24	8

APPENDIX 3: DM TRAVEL HELPER CHARTS

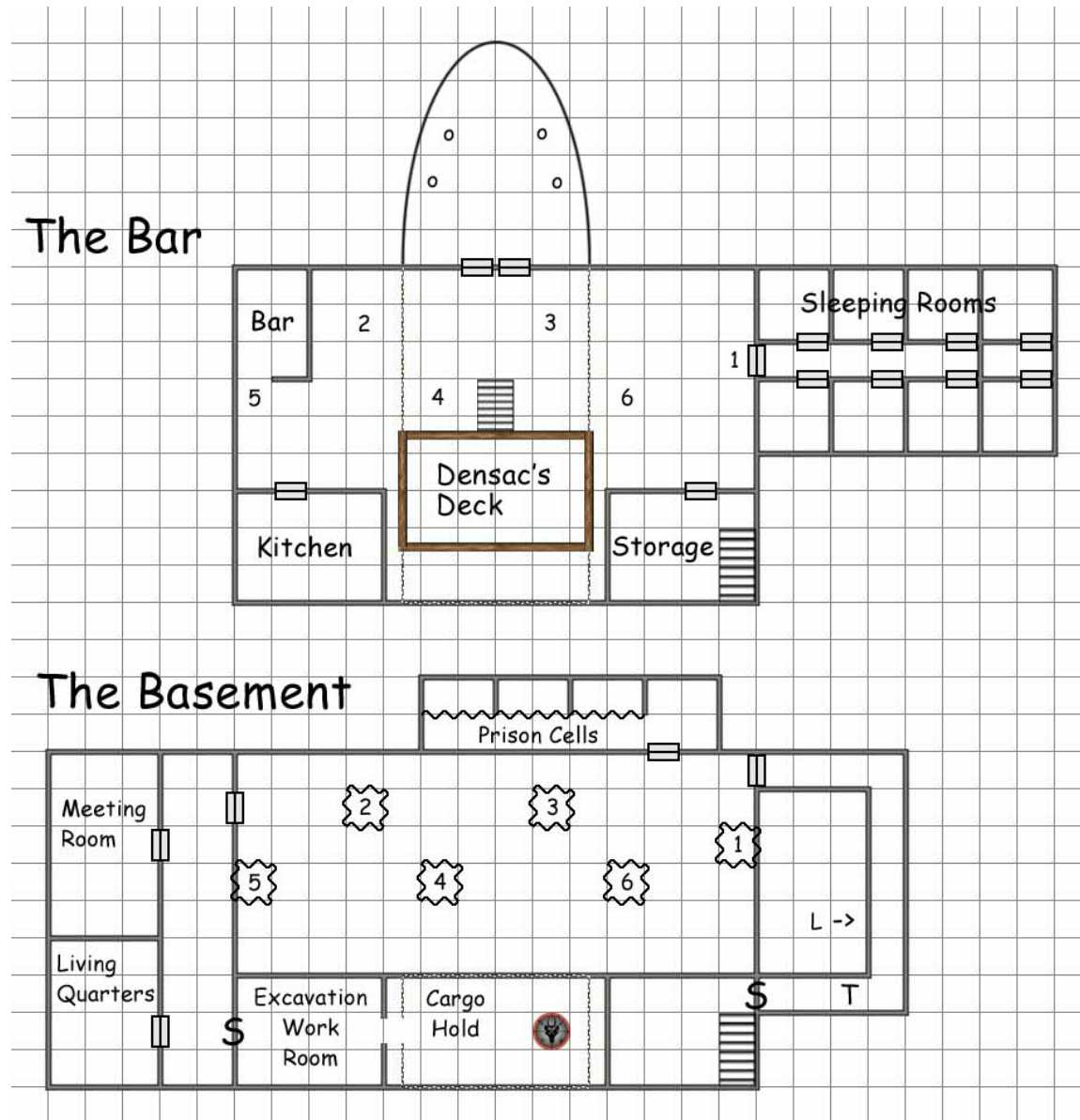
Use this chart to keep track of which hours the PCs travel. Forced March hours (those beyond the 8th in a day), should follow the rules on page 164 of the *Player's Handbook*. It starts to rain at 3 p.m. on the first day and continues throughout the week (hence the slower speeds of the wagons shown starting at that time). The first 5 hours have been filled in to prevent confusion over the transition of movement rates due to rain. If the party leaves Zulern later than noon, adjust the "Sum" column appropriately. It also happens to represent when the PCs find the Domain Patrol at the crossroad for The Densac Queen route.

	Day 1		Day 2		Day 3		Day 4		Day 5		Day 6		Day 7	
	Miles	Sum	Miles	Sum	Miles	Sum	Miles	Sum	Miles	Sum	Miles	Sum	Miles	Sum
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
NOON	2	2												
1	2	4												
2	2	6												
3	1.5	7.5												
4	1.5	9												
5														
6													Too Late	
7														
8														
9														
10														
11														
12														
# Hours Used														

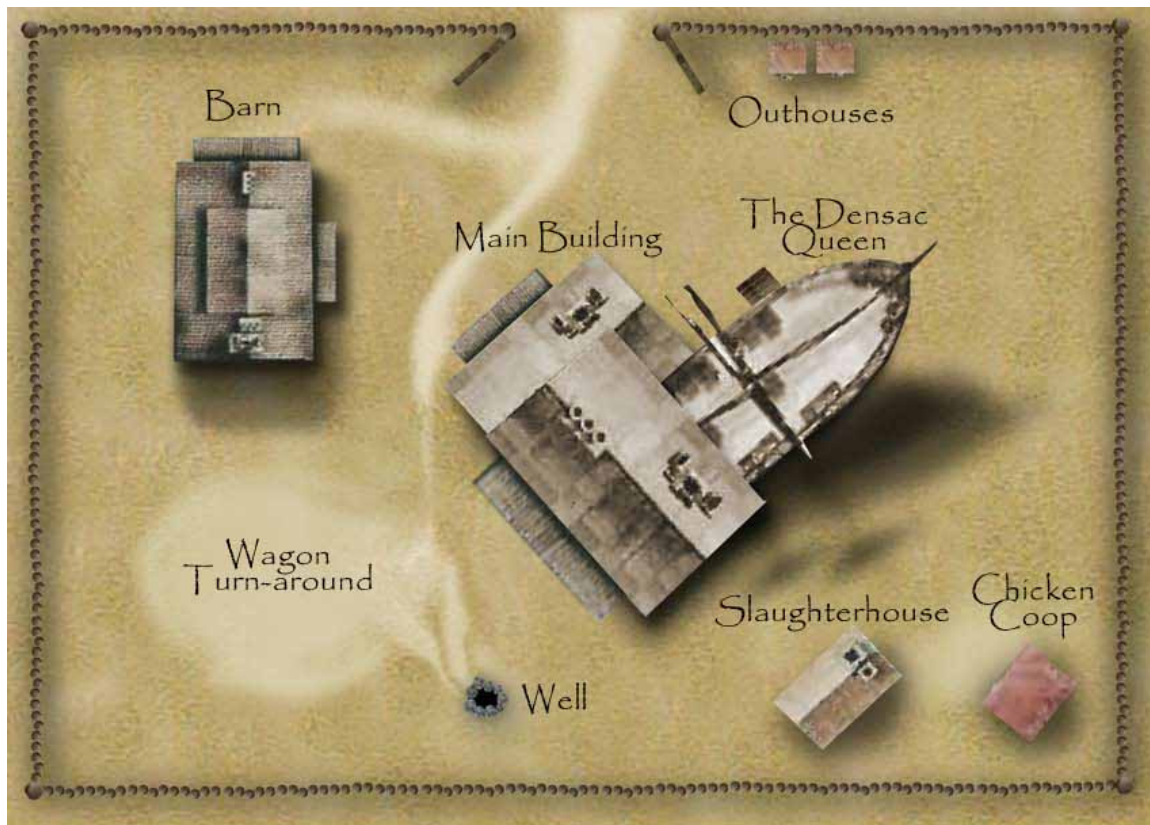
DM MAP 1

This is a map of the bar and basement built around the Densac Queen. The Densac Queen rises at a 45 degree angle out of the ground. The solid curved portion shown in the top half of the map represents the front of the ship as it rises out of the building above the front entry doors and supported by four beams. The dashed lines in the bar section represent where the hull was opened to make room for the bar itself. The upper deck of the Densac Queen is reached via stairs going up within the bar section. The back doors leading to the wagon roundabout are not shown here.

The only portion of this ship in the basement level is the cargo hold.



PLAYER HANDOUT 1



PLAYER HANDOUT 2

The follow is a letter scribed in practiced penmanship. It is obvious that the paragraph breaks are where the letter was started up again after some period between.

Dear Father:

I am writing to inform you that all is well here in the city. While at first I missed life in the manor, I have been quickly won over by the wonders that each district, each street, each back ally, has to offer. I am sorry I resisted your intentions at first, and fear not, your money is being well spent. My apprenticeship is coming along splendidly, though I think some of my fellow first-years are somewhat jealous of implied connections.

I had chance to deliver your letter of introduction on my behalf, but the master says he remembers me from his stay at the manor when I was much younger. I must admit he looks just as I remember him. As you said, he has taken me on as his special apprentice, thus forgoing many of the more basic classes at the college. There is some trepidation as now I'm his servant, but this is better than serving the senior students at the college.

I have learned so much, more than any other first year I know of. I have taken several trips with the master, both around the city and to a few places beyond. For the most part, I handle his horse and gear, take care of the menial chores, and other tasks he cannot be bothered with, but still, when it is just us, he teaches me so much. Just being around him as he solves problems is so grand, if only there was magic to measure the experiences I have gained just by being in his presence. My one gripe is when he brings me along on his 'secret works', I always have to wait outside or in the stables. I want to be by his side as he conducts mysteries for the guild.

I will send this letter to you soon Father. We are in One Ford heading south on the North Road, if I can find a courier along the way, and if master lets me, I will send this letter off to you. It should reach you shortly this far south. I am giddy with excitement, as I have had to wait in the stables in every town now, always prepared to flee without gear at a moments notice. When the master gets like this, I know we are doing something extra secret and one day, he will let me in on it.

<the letter is unsigned, and quite possibly had room for more entries>

PLAYER HANDOUT 3

A scrap of parchment from a ledger was used to jot down notes.

- Confirm size and weight of object. Will need to confirm what kind of stone it is made out of and what kind of protrusions/carvings or what have you are made of. Cross check those with someone in the stonemasons section on best method for removal and transport back to the city.
- Look into transport costs and availability. Use our own pool, or hire out to one of these locals? Will need to supply own labor because it would not do to have *their* kind as labor. That just would not be cost effective—grayskins would take too bribes to explain to locals.
- Remember to ask them about southern trade goods. If this goes through, would make a fortune if can beat the others to that route. Maybe one of the local chiefs can be agreeable to let my wagons through, but toll the others.
- Need a private meeting with the Wizardry representative. Hope this is not all too good to be true; will need to read his report on the item in question before anyone else. If this truly can lead to the treasure haul our want-to-be friends promise, then need to get a good line on some ships. If it is even half as valuable as they say, I am sure our leaders will know which way the wind is blowing. It is just so much more cost effective when everyone agrees. Its time to put bad blood aside.
- Note: Ask them about the profitability margins of acquisition and transport of sentient labor units. If the laws change to accommodate an open trade, even on the slide, I think I could wet my beak in that market. Tons of gutter snipes in the city who would never be missed. Would have to make arrangements and get guarantees from their leaders that my own workers would not 'go missing' on trade routes.
- Personal: Suggest to them that even more bribes are needed to swing the vote, and that I can provide information of what people truly want, for a price.

Cut here

PLAYER HANDOUT 4

The following is barely legible chalk scrawl on an outhouse wall.

Last Will And Testimony

I Wilfon of Dreeder Street, dues paid in full member of the Mercenary Guild of Greyhawk, make this out to be my final wishes.

I want all my possession sold to raise a bounty to have that traitor and murderer Solious Kneecapper hunted down and killed. I may be new to the guild, but to lure me down here under the pretense of being his back up for a big political deal, then tell me nothing of what's it is really about, only to run me through with his sword, not even give a dying man a reason, not even a gloat!

When I meet Kneecapper again, in Baator, I'll stare right back at that crazy look in his eyes and show him what a guy from Dreeder Street can do! On Dreeder Street, we do not turn on a friend for no reason.

-Wilfon of Dreeder Street, City of Greyhawk.

PLAYER HANDOUT 5

The following is engraved on a silver plaque affixed to the mast of the Densac Queen.

“Life came from the sea and to the sea all life will return. We beseech you Procan, Sailor of the Sea and Sky, give rest to the souls whom sailed over your protective waves. Let them sleep with the fishes and not with the worms. Let their ship bring them passage to you and your watery grave.”

- “Prayer for lost ships and crews” scriptures of Sailor of the Sea and Sky.

This is the Merchant vessel The Densac Queen, constructed to sail the warm southern waters to explore the riches hoarded by the island heathens. It was on a return trip from the gulf of her namesake that she disappeared. The nearest ship reported a great storm of energy engulf The Densac Queen. Less than ten minutes later, the energy storm had dissipated, and the Densac Queen has disappeared.

The Densac Queen was found the next day by a passing farmer as you see it now. It's bow proud in the air and two thirds of the ship melded with the bedrock below it. Who knows just how much treasure was stolen from it's hold before authorities arrived, but if the log books made it through this nightmare journey, they've yet to surface.

Above all else, the real tragedy is the loss of all hands. They braved the gales of Ready'reat and hoards of primitives, only to be taken by a demon of the seas. Thirty-two men down on the Densac Queen. This leaves only their wives, sons, and daughters to remember. Captain Barrett shall be missed.

- City of Greyhawk's Maritime Temple of Procan.

Cut here

PLAYER HANDOUT 6

A dream amid the summer night.

In your dream you're on the bow of a ship, a warm pleasant wind blows out of the south. All around you is ocean. Looking down, you see the carving of a beautiful woman with orange wings folding out from behind her, wrapping around the sides of the bow.

You sense a commotion and feel compelled to watch the stern of the ship and the entrance to its secondary hold. Captain Barrett is mustering some of his larger men to arms. “Get down there and stop that fool! Don't let him mess with the stones on that thing. I'll toss him and his ill-begotten savage altar overboard. Break the door down!” The Captain's voice betrays his fear.

A sailor on watch starts to point directly up and yells, “Storm! Vortex! Demons!”, and looking up it is indeed all three. The mass of crackling energy drops toward the ship like a teacup over a spider.

Looking down again, the carved lady on the bow looks up at you and says, “Summer is not time for nightmares. Banish back the three before their power grows. Trap them within the stones. They can not bear the sleeper's gaze, but sending the sleeper into winter's slumber allows the nightmares to be banished”.

With that, you feel weightless and a large clawed hand comes to rest on your back and shoulder.

You wake with a start.

PLAYER HANDOUT 7

This is the remains of several parchments that are badly fire damaged and blown apart. The following are excerpts that can be made out. They are in no particular order.

“...to be ratified by a full member vote. If the case is to be kept private, then accounts shall be kept off book via the appointed rep of the Merchants Guild. If public, tariffs and property repayments shall go directly to city coffers and redistributed to members who have signed agreement (see list and signing agreement in appendix four). All parties involved shall abide by final decision concerning private or public.”

“...military shall be rotated off border at a rate of 10% per month....follow-up of repatriation of Wild Coast. Reimbursement costs shall be made full in a timely manner for any additional harassment by rogue elements. A claims court shall be set in full at South Watch and Safeton, with courier service to Pomarj ambassador in Greyhawk City.”

“[note in a margin] >This won't fly. They'll get the Merchant guild vote with these bribes, but with the current mandate and distribution of power, this won't gain our support. Tell his Lordship to baator with the treasures, we need assurances of border safety! You can't make it work without us, so this whole clause must be rewritten.”

“Wagon Routes: (1A) Bay Road (south); Jurisdiction shall be divided between appointed Merchant guild Rep and local authorities. Security fees of local authorities to be paid to Mercenary guild for all caravan duties. (1B) Wolly Bay; All ships shall require Cartographer Guild members on board and....”

“...neutrality in all other matters not relating to trade. The City of Greyhawk is and shall always be, open to whom ever wishes to sell their goods. Peace shall...”

“<in-formal handwriting > ...but if that is still the case, we are going to need some serious concessions here. The ramifications are huge! With all the finger pointing, not to mention these new allegations that only those against the treaty are having their assets harassed by these new bandit threats, we need to be on the same page. We all have a lot to lose if this goes bust. Now that we've started, if this fails, the power vacuum shall cripple our city, not to mention bring renewed hatred on the Pomarj. Our people need to think they can trust those who represent them, be it guild master, judge or council member. With all these refugees, mob action is a real threat.”

PLAYER HANDOUT 8

A vision forces its way into your mind like a bolt of energy.

You are atop a stepped pyramid high above the jungle treetops. The air is heavy with the coppery scent of fresh blood. Around you are Olman people, dressed as priests and warriors, blood and feathers. Chanting in their strange tongue fills the air, but you can just make it out in the back of your mind. They're calling for an old forgotten being to enter an even deeper sleep, to take back his dreams of them.

Your hand is resting on a black altar with a platinum skull and ruby eyes. A high priest is setting three jade stones into sockets in front of the skull. As he does this, a silver smith pours his liquid craft into the inlays as the altar combines the pour with its magic.

"...to your stones, I call you! To each drifting dream, return to your dreamer, plague us no more. It is your winter and our spring. We shall face the trials of the seasons with eyes open, until it is our winter and we shall sleep and our dreams shall come to us and be banished along with yours. The murderous dreams that fear your gaze shall flock to your dreaming eyes."

The priests have finished the preparations and start to manipulate a stone disk on the front of the altar.

"In each season we battle, each season we prepare to face our dreams."

As the priest stops turning the disk, metal eyelids form on the skull, covering the ruby eyes. An even greater unsettling feeling washes over you as three clouds of whirling energy appear like vortexes linked to each of the jade stones.

"From great distance, you have been returned. Nightmares three, be replaced with our summer dreams. Be replaced with our own unsettling dreams, we shall dine on dry meat and spice, manifesting the unsettling slumber"

With that, the priests start to ravenously feed on a carcass of a wild boar. All the while the energy vortexes whirl, trying to break the invisible bonds that hold them. Then priests then ingest a strange potion and slump over, fast asleep. They kick and sweat in their slumber as the warriors watch the altar carefully.

After some time, the sleeping priests calm down, and the disk on the front of the altar moves on its own and the ruby eyes open once more, but as they do, the vortexes are sucked into the altar.

Then the warriors pick up the sleeping priests, thrown them on over their shoulders and start to run down the steps of the pyramid. One warrior looks back to you and yells, "Run you fool, chaos as awakened, let it take its course!"

Looking up, a giant vortex of energy is lowering around the entire pyramid. Strange beings ride the swirling winds. The warriors have escaped the pyramid with their sleeping comrades, but it's too late for you.

You awake back to reality with a jolt.

PLAYER HANDOUT 9

THE GUILD OF WIZARDRY

Mission: We have picked you to represent our guild along with our brother guilds of the City of Greyhawk in being an honor guard in the craft village of Zulern. To further show the importance of guild unity and organized labor, Zulern will once again delivery examples of its goods to the town elders of Safeton. You shall be on hand to both protect these goods and to put on a show of strength and solidarity.

Report to Lieutenant Sceevit in Zulern. He has been informed you will check into a room at the Stone Cutter Inn. Your stipend shall be covered by us and expect to be looked upon favorably when you complete this task.

Rumors: The area around Zulern has many places of (minor) wonder. Currently, new research is being done in teleportation by the guild and samples from the mast, ribs, and bow plate of the Densac Queen would come in handy. If you are able, take these sample and bring them back with you.

Happenstance: While on your journey south to Zulern, you came across a fellow apprentice of the guild tending his master's horse. He seemed excited and let on that he was on special assignment as his master was doing a great task for the guild. The apprentice quickly caught a hold of his loose tongue and excused him from your company. The apprentice was with two boys of the same age, but seemed to belong to different guilds.

MERCHANTS' AND TRADERS' UNION

Mission: The guild has picked you to represent it along with our brother guilds of the city of Greyhawk. The craft village of Zulern is an extension of various guilds here in the city and we exercise a certain amount of control in the area via this base of operations.

Every year during the Richfest week, Zulern offers samples of its craft to the towns around it. This year, you shall be part of an honor guard, representing the honor and solidarity of our guild to the people of Safeton. The cargo has been promised for Godsdays, so you will need to hurry. Any loss of face in Safeton will affect our market share in that city. They will move in and take our stalls, thus not sharing the space. Report to lieutenant Sceevit once you have checked into the Stone Cutters Inn and had a good rest.

Rumors: The countryside around Zulern is under-populated due to migration of refugees to the cities in reaction to orc raids over the years. We have it on good authority that the orcs raids are settling down and peace could be in our grasp. Be on the lookout for any information leading to the renewing of trade routes and commerce to the abandoned rural areas. There is big coin in shipping back and re-supplying refugees. As well, if possible, pay your respects on behalf of the guild for the lost souls aboard the Densac Queen. They were our brothers.

Happenstance: On the trip south to Zulern, you caught site of a senior member of the guild you had seen only once before at the guild house. He was dressed down as is standard on business trips to keep a low profile. He was telling the innkeeper he and his entourage would be leaving extra early in the morning to try and beat the weather south.

MERCENARIES' GUILD

Mission: We mercenaries provide muscle for those who can pay for it, few questions asked. Now we are paying you to go to the village of Zulern and flex some muscle for the locals. Report to Lieutenant Sceevit of the local garrison on the first day of Richfest. He has your marching orders.

You are doing this for the 'honor' of the guild, so do not disgrace us, or we will disgrace you, with extreme prejudice. Honor is opportunity, so do not fail.

Rumors: The countryside is mostly abandoned due to migrations to the cities due to the constant threat of orcs. Killing orcs is part of our business and business has been a little slow of late, so anything you can do to give the economy a kick start would look good on you because it would look good on us.

Happenstance: On the trip down south to Zulern, you saw one of them Dreeder Street kids (a street in the slums, known for toughs). A mass of them joined the guild just before you did. They are all city folk to the core, so it is a bit odd one of them would be this far south on a guild job.

CARTOGRAPHERS' GUILD

Mission: You have been selected above all others to represent our guild to the craft village of Zulern in the southeastern portion of the Domain of Greyhawk, some 90 miles north of the Pomarj buffer zone. Meet at the Stone Cutter Inn and report to Lieutenant Sceeveit on the first day of Richfest. We understand you will be traveling to Safeton from there. Do well on our behalf and we shall do well upon your behalf.

Rumors: There are many wondrous sites, though many of them have been mapped, it never hurts to recheck. The population in the countryside is mostly gone, but one day when peace arrives, they shall resettle. And with resettlement comes land disputes and surveying, all of which could line our pockets well to fund great expeditions. Keep your ears open for contacts on this.

If you can make it there, please pay your respects to the memorial at the Densac Queen. Many of those sailors had close ties with our guild and our services.

Happenstance: Nothing unusual has happened

THIEVES' GUILD

Mission: For reason you do not need to know, you are going to be 'representing' us in the village of Zulern during the week of Richfest. Don't mess this one up! When you get in town, you are to stay at the Stone Cutter Inn. Then on the first day of Richfest, you report to the local twerp named Lieutenant Sceeveit. He is expecting people from all the guilds of the City, so you are going to be reporting in for the Baker's and Cook's Guild. Do what they ask and keep any eye out on everything. We stand to profit from them being successful.

Rumors: You are going to be close to the Pomarj buffer zone, so expect Pomarj and slaver agents everywhere. They cut into our own rackets too deeply. Anything that makes them suffer makes us happy.

Happenstance: While you were being sent out of the city for this job, several of the more promising young recruits were being rounded up for a 'special duty' which rumor has it, is to be very lucrative, but not all the masters of the guild seem to agree.

GUILD OF NIGHTWATCHMEN

Mission: Greetings soldier in the fight against the tides of unlawfulness! In a bid to expand our influence against the chaotic hordes to the south, we have selected you to represent our commonsense revolution among in village of Zulern and town of Safeton. This special duty takes place during the festival week of Richfest. Please report to Lieutenant Sceeveit of the local military garrison on the first day of Richfest where he will give you more instructions. We believe you will be handling the duties of an Honor Guard. Make us proud, make us sturdy, make us wise.

Rumors: Don't be fooled by the reports that orc tribes in the Pomarj buffer zone have settled down. It's only a matter of time before they rise up again in greed and rebellion. It's their nature. Punish them for this if possible, thus allowing all those who have fled to the cities to return safely to their country homes. Be on the lookout for the criminal element that tries to prosper in these lawless lands between centers of justice, and stay clear Pelgaryn. It's a bandit town with not a lick of goodness to it. One day, this town shall be struck by The Cudgel.

Happenstance: Before leaving the city, more senior members have been pulled from their usual tasks and being put on highly secretive missions, both in the city and without. The new recruits are also being screened heavier, but you seemed to have passed with flying colors.

GENERIC CHURCH

Mission: The craft village of Zulern, like most communities in the Domain of Greyhawk, is holding its Richfest celebrations. Much of our new congregation is made up of refugees that fled that area near the Wild Coast buffer zone. Farms, estates, and whole hamlets abandoned and moved to larger population centers, such as our city. But some of those people moved to smaller locations such as Zulern seeking trade jobs. We have learned that several of the various guilds from the city are sending representatives to Zulern to perform an honorary task. While the guilds attend to wining over the people's minds and coin, you shall win over their hearts and soul. Report to the garrison commander of Zulern as our representative.

Rumors: Refugees from the south of the Domain of Greyhawk tell many stories of orc raids and inhuman cruelties caused by orcs of the Pomarj. There is an ocean's worth of bad blood boiling over against those gray-skinned humanoids amongst the city's population. Some want to garrison the buffer zone in force, others want to purge the orcs out of the Wild Coast and not stop till the Pomarj is humanoid free.

Not far from Zulern is the maritime memorial of the Densac Queen, a ship dedicated to the southern wind goddess. The ship lays inland and a testimony to the many lives lost at sea on fruitless treasure hunts. Some say its haunted by the spirits of the missing crew, but no church has ever sponsored a spiritual purge of the wreck, nor has one ever been requested.

Happenstance: Nothing note worthy.

