

DYV1-07

CORSAIRS!

A One-Round D&D LIVING GREYHAWK[®]
Dyvers Regional Adventure

Version1

by Rob Flaherty

The great expanse of the Nyr Dyv is before you. The wind whips back your hair, as you struggle to gain your sea legs. Do you imagine there will be pirates out here? An adventure for characters level 1-8.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE INTRODUCTION AND SUMMARY

The PCs begin the adventure by responding to a flyer that offers either water-borne adventure or a pleasure cruise (depending on the background of the PCs, but the latter option is a ruse). Angus, proprietor of the Althing, has hired a ship of pirate-hunters, which the PCs will accompany. Hopefully the good guys can find and sink a brigand ship or two, in repayment for the havoc they've wreaked throughout the Velderdyva and Nyr Dyv. Dyvers has recently lost two military ships and several merchant ones to their predations.

Upon the ship *Rudd's Pride*, one of the characters has an opportunity to be acting first mate for the journey, as the current one has fallen ill. As the ship is crewed

entirely by halflings, the contest for the office is biased towards halflings or gnomes.

The ship heads upstream to guard a small convoy of merchant ships bound for Greyhawk. Along the way back downstream, the PCs have a chance to discover one of the ways the corsairs use to keep tabs on river traffic. Later, the convoy is assaulted, but the *Pride* repulses the attack and chases the nasties back to their lair.

An ambush is sprung at the mouth of the cave that houses the hideout, which could trash the *Pride* if the PCs aren't careful.

Fighting their way through the ambush and hidden guardians, a complex in the rock is discovered. Judging by the booty and caged slaves present, these are no mere freebooters but the very Slavers themselves. Or are they?

ENCOUNTER 1: THE ALTHING

The PCs gather at this Tavern in response to a flier. Please note that there are two different fliers- one for adventuring types, the other for rogues or nobles being lured in by the promise of a free meal and cruise. The heroes are to join an expedition to purge the waterways of brigands.

Lured out of bed for the promise of adventure or a pleasure cruise, you drag yourself to a tavern not too long after dawn. Even now preparations are being made for next week's celebration of Brewfest. The Althing is a sprawling Inn and Tavern with scenes of gods and heroes carved about its' wooden exterior. Not twenty feet inside the entrance is a twenty-foot tall statue of a god brandishing his flaming greatsword.

Peering around the god, you can see a monstrous common room with a large bar taking up much of the far wall. The ceiling is cut away over most of the room, revealing rooms and tables around three sides of the upper floor. Two massive Oak trees flank the doorway, nearly reaching the ceiling of the second floor. An oriental man at the bar gestures at you to approach, then turns toward a doorway behind him and mutters a few words.

Looking around, you find more heroic scenes adorning the walls. In the far corner, there is a target with daggers propped upon what looks to be a massive chunk of gold. The only other thing of note are two crossed swords behind the bar- a gold broadsword with a ruby in the pommel and a strange-looking, slightly curved blade made of platinum. Just then, a very large human breezes through the rear door, arms laden with platters of food. Two serving women also carrying breakfast follow him. They set the fare on the bar, and the large man invites you to serve yourselves before he begins.

After everyone is served, he begins: "As you've probably figured out, I am Angus. Although I'm not directly involved with trade, I'm distressed at the recent increase of pirate raids. To salve my damaged civic pride, I've hired a crack ship to try and strike back at them. It's my hope that ye'll accompany them and help them out if things get too dicey. So, are you lame or are you game?"

If anyone asks about the flyer advertising a pleasure cruise, read the following:

Oh, yes. Well, you will be cruising the Velderdyva and the meals are complementary. I just didn't mention the possibility of pirates boarding the ship and stabbing you. Naturally, the captain will have something to say about that happening.

Angus reveals the following if asked:

- The ship is the *Rudd's Pride* and a Knowledge- local check (DC15) will reveal that they are a very talented team of sailors
- The captain is Glendabar Kinndrelson, and the crew of the *Pride* is comprised entirely of halflings.
- The mission should take just a day, escorting several merchant ships through Dyvers' area of influence.
- If asked to pay for the adventurers' services, he offers 50 gp each for the day's labor. Should they not greedily ask for cash, he will give them a 100 gp each bonus after the mission.

Things of note in the bar:

4. A Knowledge (religion) check (DC 10) allows the PCs to identify that the scenes around the bar are from the Suel pantheon, and the statue of the greatsword-wielder as the Suel god Lendor.
5. Angus is just less than seven feet in height, with flowing blond hair and no beard. He wears a kilt and sleeveless shirt. His arms and legs have several notable scars on them, the most impressive being a large zigzag one over his right bicep. "Crock," he'll say about it. "BIG Crock."
6. The bartender is Do Shin, dressed in simple monk robes with a shaved head. He is an avid conversationalist, knowledgeable on a wide variety of subjects, and willing to engage the PCs in a discussion of any topic.
7. Holding up the dagger target is a large, armored, pissed-off man who's been encased in amber. Several errant throws have scored the surface, but none have penetrated. Should the PCs try to hack at the statue and free him, they will need to do 20 pts of damage to a certain area of the amber, hitting AC 13. As soon as the Amber is breached in one area, all of it slowly melts to reveal a now unconscious but breathing man who's attired in full plate mail but no helm. Angus will mutter something about hoping he's learned some manners, and toss him into the street. All Angus will reveal about him is the name Lochlan. A Spot check at DC15 will reveal a holy symbol of Heironeous around his neck.

Should the party accept the mission, Angus will inform them that *Rudd's Pride* awaits them on Dock 12, and will leave within the hour.

ENCOUNTER 2: RUDD'S PRIDE

Arriving at Dock 12, you do not see anything that looks like a fearsome pirate-hunting ship. There is a medium-sized merchantman, a very well appointed schooner, a fishing boat and a launch from the Dyers Harbor Patrol.

Have everyone make Spot and Listen checks. Everyone see that in a berth near the shore, a fisherman is feverishly struggling to untangle his nets on his ship. Spot DC 10—the merchantman is swarming with halflings, who are scurrying about, loading cargo and readying the ship for sea. Spot DC 15—there is a flag on the Merchantman, underneath the Dyvers flag, which has concentric rings on it. A Knowledge (religion) check (DC 10) reveals the flag bears the symbol of Rudd.

With a Listen check DC 10, one hears cries from the merchantman. It seems that when someone in the rear of the ship gives an order, it is repeated throughout the entire ship and then confirmation is sent back to the same figure.

No one is aboard either the schooner or launch, but the fishing boat has one occupant, who is trying to untangle his nets. If the party didn't think to ask for any information about the ship they're supposed to be on and stand dumbfounded on the dock, the fisherman will hail the party and ask them to help him untangle his nets. He should have put out half an hour ago, and is anxious to leave. With several people, the task is accomplished quickly. He knows which ship the Pride is, and will reveal this info.

If the PCs try to walk aboard the *Pride* without asking permission to come aboard, a burly halfling bars the way and asks them their business.

"Right! Where do you lot think you're going?"

The group will not be allowed on deck if they do not ask permission to board. They will be instructed in this, should they become snooty or try and force their way. Otherwise, they are welcomed aboard and the captain is summoned. The burly Halfling in question is Mister Jamis, in charge of all missile combat.

Speaking of missile combat, what seems to be two large piles of crates fore and aft is actually camouflage that can quickly be removed, revealing two nasty-looking heavy ballistae for ship-to-ship combat. This will not be revealed unless the PCs investigate the boxes or ask what offensive capabilities the ship has. The main offensive tactic will be boarding, however.

"Welcome aboard, I am Captain Hamlin. So, you're the adventurers, are you? Anyone ever sailed before?" He nods pleasantly at those who claim some knowledge of the sea, and shakes his head slightly at those who don't.

"All of you have a unique opportunity. Our first mate has fallen ill and cannot make sail this morn." At this announcement, the assembled crew begins tittering, making it

very apparent that his absence is due to an over- consumption of alcohol last night. A stern look from the Captain silences the rumblings as he continues. "How would one of you like to be honorary first mate for the voyage?" The crew gives a hurrah in appreciation of the request, as the captain looks at the party. "We'll just have a quick test to see which of you is most worthy."

Whoever wants the job will have to earn it. The contest for first mate is hugely biased towards the short races, since the entire complement is halflings. The tall races will have a hard time beating out the smaller ones. The Captain addresses any who want the position:

"Very well! The primary job of the first mate is to bellow out my orders to the crew. Comprehension and enunciation are essential. Others will repeat the order, until it's completed, then you will hear confirmation. Report it back to me. That's all. All right, let's check out your skills. Repeat after me!"

These are phrases for the non-gnomes or non-halflings, spoken as fast as possible so they can't be heard or repeated correctly:

8. Furl the mainsail and prepare to repel borders!
9. Rig the capstan and pump out the bilge!
10. Lower my launch and delegate a shore party!

Here are phrases for halflings or gnomes, spoken very slowly and clearly.

- Ahoy the ship!
- Raise anchor!
- All hands on deck!

By this time, the crew has finished preparations for the voyage and has assembled on deck. Whenever a Halfling or Gnome completes a phrase, the crew will erupt cheering for a few seconds; Halflings will be slightly favored. Once an honorary first mate is chosen, it's important to remember that crewmen will not act without the first mate's repetition of the Captain's order.

ENCOUNTER 3: THE VELVERDYVA

As soon as a winner is chosen, the Captain immediately snaps the crew back to work. "Stations, everyone! Mister Winslat, raise sail and warp us out of port!" (pause quickly for the first mate to echo, and give them a sharp glare if they don't get the hint) **Crewmen spring to life around you, and the ship quickly is cast off.**

It is a glorious day as you set out. With the wind behind you, the trip up the Velverdyva is a quick and uneventful three hours. The Pride heaves to where it is supposed to meet the convoy and the promised lunch is set up. No mere Naval fare of biscuit and beef, it is obviously a catered meal on par with the Althing's variegated breakfast.

After lunch is cleared away, the party is invited to join the crew in a bit of sport. Several extra ratlines are attached from the top of the mast, and the crew races up them by twos. Others are tying complex knots in spare lengths of rope. A small line is also forming on the quarterdeck, as the ship's Master spreads out some navigational charts. PCs are welcome to compete in any or all of the contests, tho the only prize would be the respect of the crew (other than some small wagering, no more than 5gp per crewman- but the majority of them will happily wager).

Climb: Three successful Climb checks must be made at DC 15, and the highest cumulative total over 15 for the rolls wins. Should one or more rolls fail, the amount under 15 is subtracted from the total. Therefore, it is possible (though unlikely) that a contestant could fail one roll but beat out the other who didn't fail. The crew has the Climb skill at +10.

Knot-tying: The goal of this contest is to make the most complex slipknot possible. Two checks at DC 17 must be made, and the highest cumulative total wins, following the above rules. The crew has the Use Rope skill at +10.

Navigation: Master Fintan Glopharis tests the mettle of those who would aspire to be navigators. Three checks at Knowledge- Navigation (DC 12) or Profession- Sailor (DC 15) must be made to correctly navigate the course Master Glopharis has mapped. The crew is not that experienced in such a competition, and only has their Profession- (sailor) skill of +6 to fall back upon.

As the winners of the contests are being congratulated, the lookout on the crow's nest calls out "ships ahoy! Three, look like merchantmen!"

"Right! All hands to stations," bellows the Captain (pause for the honorary first mate to echo). The crew quickly and efficiently races to their places, and touch up the ship's disguise. "Mister Ginstralm, commence signaling!" Colored flags are quickly run up the mast, and are answered by a different set from the lead merchant.

"Mister Winslat, raise sail and keep us at least 100 yards ahead of the convoy!" (pause) Sailors swarm into the rigging, unfurl the sails and the Pride is smoothly turned about. The return trip downstream, against the wind, is slower but as routine as the previous one. Dyvers harbor and the four islands are passed without incident, and it looks like clear sailing to the Nyr Dyv.

ENCOUNTER 4: WE'RE BEING WATCHED

Some 20 minutes after passing Dyvers, have all PCs make a Scry check at DC 20, or those PCs without the skill (but with a 12+ Intelligence) an Int check at DC 20. Those that are successful feel they're being magically watched.

Also, any PCs on deck can make a Listen check at DC 20, while it is DC 15 for those below decks. Any making

their check hear something scraping along the side of the ship, near the waterline.

Finally, any PCs on deck need to make a Spot check at DC 20, or if they made the Listen check, DC 15. This will reveal a small item bobbing in the waves of the river. Its' color is the same as the river, but the motion relative to the waves mean it's not floating but anchored. It is a small buoy, about 4 in. by 8 in. It can be retrieved via any sensible means, and a strength check at DC 15 will break the anchor cord. The buoy is magical and radiates Divination magic. If they have the means to figure it out, a modified Arcane Eye spell has been laid upon the buoy. It also has a chameleon ability, which makes it blend in with the background.

ENCOUNTER 5: VICTIMS

Perhaps an hour past Dyvers, the Pride rounds a bend to discover a vile sight- a merchantman has been rammed and beached upon a sand bank, half-submerged. Pulling closer, it is obvious by the carnage that the crew did not give up easily- bodies litter the deck and several float nearby. A quarter of a mile further on, a medium warship with yellow sails is under full sail further down the Velverdyva.

"Mister Hayler! Get yourself and your assistant into my longboat- we'll launch you to aid any survivors as we give chase- that is our target!" (pause) The crew gives a hurrah as they race to stations. The Pride doesn't even slow as the aid party is put off. It becomes quickly apparent, however, that no amount of enthusiasm will allow you to catch the pirate vessel.

The Captain calls you together. "We'll lose 'er, that's for sure," he says. "See how her sails billow full while we have to tack to make headway? There's magic afoot. Still, we'll follow- no telling what might happen."

The chase continues for another hour, as the ship with yellow sails dwindles and then disappears from view. The beaches, cliffs and rocky outcroppings all begin to look the same. Not too long after that, a fiery explosion in the sails breaks the monotony of a fruitless chase! They are aflame, and several fire arrows have begun small fires on deck. "Fire parties on deck!" the Captain bellows. "Put it out or we're swimming home!" Crewmen rush to fight the fire, leaving the party to defend against the unseen assailants.

The illusion spell drops to reveal a fifty-foot hemispherical cave entrance complete with guards behind natural parapets. To the left of the opening, two archers and a spellcaster are preparing to renew their assault, while on the right are two archers engaged in the same activity.

ENCOUNTER 6: DESTINATION SLAVERS

AREA 0—AMBUSH AT THE ENTRANCE

The crew will be engaged in fire-fighting operations during the whole combat. That is, unless the PCs are not up to the task. A few crewmen will pause from their

duties and provide fire support if half the party are casualties or other dire circumstances. Treat the crew as having the following bonuses: +8 ranged (crit 19-20), light crossbow. The *Pride* is in the center of the channel, approximately 60 feet from the attackers.

If the combat goes more than 10 rounds, consider the *Pride* lost. She still floats, but is de-masted and must be towed. On the second round after battle is joined, the archers will shoot their last fire arrow into a vulnerable area of the ship (or a particularly competent crewmember).

TIER 1 (EL 5)

➤ **Archers, male half-elf Rog1** (4): CR 1; Medium-size humanoid (elf); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12, with cover 19) Atks +3 ranged (1d6/x 3), shotbow); SA Sneak Attack +1d6; SQ Immunity to sleep spells; AL CN; SV Fort +2, Ref +8 (+3 cover), Will +0; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Balance +6, Bluff +2, Decipher Script +1, Escape Artist +6, Hide +7, Move Silently +7, Open Locks +6, Pick Pockets +6, Read Lips +2, Sense Motive +2, Spot +3; Improved Initiative.

Possessions: Shortbow, leather armor, 5 sp.

➤ **Astiran, male half-elf Sor2:** CR 2; Medium-size humanoid (elf); HD 2d4+2; hp 10; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10, with cover 16); Atks +0 melee (1d4-1/19-20, dagger); SQ Immunity to sleep spells; AL CN; SV Fort +1, Ref +2, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +6, Knowledge (arcane) +4, Know-Geog +4, Knowledge (local) +4, Scry +4, Spellcraft +5; Improved Initiative.

Possessions: Dagger, used scroll of fireball and mirage arcana, 3 gp

Spells Known (7/5; spell DC = 13 + spell level): o—ray of frost, daze, detect magic, read magic, light; 1st—sleep, cause fear.

TIER 2 (EL 7)

➤ **Archers, male half-elf Ftr2** (4): CR 2; Medium-size Humanoid (elf); HD 2d10+4; hp 21; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12, with cover 19); Atks +5 ranged (1d8/x 3, longbow); SQ Immunity to sleep spells; AL CN; SV Fort +5, Ref +5 (+3 cover), Will +0; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Swim +4, Spot +3; Improved Initiative, Point Blank Shot, Weapon Focus (longbow).

Possessions: longbow, leather armor, 5 sp.

➤ **Astiran, male half-elf Sor3:** CR 3; Medium-size Humanoid (elf); HD 3d4+3; hp 14; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10, with cover 16); Atks +0 melee (1d4-1/19-20), dagger); SQ Immunity to sleep spells; AL CN; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Knowledge (arcane) +5, Knowledge (geography) +4, Know (local) +4, Scry +5, Spellcraft +5; Improved Initiative, Spell Focus (evocation).

Possessions: Dagger, used scroll of fireball and mirage arcana, 3gp.

Spells Known (7/6; Spell DC = 13 + spell level; Evocation Spell DC = 15 + spell level): olvl—ray of frost, daze, detect magic, read magic, light*; 1st—sleep, cause fear, magic missile*.

*Evocation spell

TIER 3 (EL 9)

➤ **Archers, male half-elf Ftr3** (5): CR 3; Medium-size Humanoid (elf); HD 3d10+6; hp 30; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14, with cover 21); Atks +7 ranged (1d8/x3, longbow); SQ Immunity to sleep spells; AL CN; SV Fort +5, Ref +3 (+6 with cover), Will +3; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Swim +4, Spot +4. Improved Initiative, Iron Will, Point Blank Shot, Weapon Focus (longbow).

Possessions: longbow, leather armor, 5 sp.

➤ **Astiran, male half elf Sor4:** CR 4; Medium-size Humanoid (elf); HD 4d4+4; hp 18; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10, with cover 16); Atks +0 melee (1d4-1/19-20, dagger); SQ Immunity to sleep spells; AL CN; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 16

Skills and Feats: Concentration +10, Knowledge (arcane) +6, Knowledge (geography) +4, Know (local) +4, Scry +5, Spellcraft +6; Improved Initiative, Spell Focus (evocation).

Possessions: Dagger, used scroll of fireball and mirage arcana, 3gp

Spells (7/7/4; Spell DC = 13 + spell level; Evocation Spell DC 15 + spell level): o—ray of frost, daze, detect magic, read magic, light*, flare*; 1st—sleep, cause fear, magic missile*; 2nd—flaming sphere*.

* Evocation Spell

TIER 4 (EL 11)

➤ **Archers, male half-elf Ftr4** (7): CR 4; Medium-size Humanoid (elf); HD 4d10+8; hp 42; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14, with cover 21); Atks +7 ranged (1d8/x3, longbow); SQ Immunity to sleep spells; AL CN; SV Fort +6, Ref +6 (+3 cover), Will +3; Str 15, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Swim +4, Spot +5; Improved Initiative, Iron Will, Point Blank Shot, Weapon Focus (longbow), Weapon Specialization (longbow), Great Fortitude.

Possessions: Shortbow, leather armor, 5 sp.

➤ **Astiran, male half elf Sor6:** CR 6; Medium-size Humanoid (5 ft. 4 in. tall); HD 6d4+6; hp 29; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10, with cover 16); Atks

+0 melee (1d4-1/19-20, dagger); AL CN; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +12, Knowledge (arcane) +7, Knowledge (geography) +4, Knowledge (local) +4, Scry +6, Spellcraft +6. **Feats:** Improved Initiative, Spell Focus (evocation), Great Fortitude.

Possessions: Dagger, used scroll of fireball and mirage arcana, 3gp.

Spells Known (7/7/6/4; Spell DC = 13 + spell level, Evocation Spell DC = 15 + spell level): 0—ray of frost, daze, detect magic, read magic, light*, flare*; 1st—sleep, cause fear, magic missile*, charm person; 2nd—flaming sphere*, shatter*; 3rd—fireball*.

* Evocation spell.

AREA OA

As the last of the fires are doused and the adrenaline fades, it is obvious that the damage is too severe and the Pride cannot continue the chase. "Lower the cutter!" cries the Captain. "We'll see if we can fix the ship, but you must go ahead and see what you can do about the enemy."

Pulling closer to the cave opening, you see a pathway on the right side, which meanders back into the cave, as well as winding up the face to where the archers were positioned.

The party can approach the stronghold via boat or foot. A path leads from the right-hand archer position over the cave to the left side, for looting purposes. No halflings can be spared to help.

AREA 1- THE DOCK

This is a very large open area where the ships dock and, judging by the large crates stacked near the walls, cargo is stored. A large, soiled man with a whip directs four tattered men as they unload the warship with yellow sails. Beyond that ship is what looks to be a private yacht. There is one door visible, to the right before the stacks of crates. A guard lounges inside the open door.

AREA 2- HOLDING PENS

If the PCs are approaching this area, they may be seen by one of the prisoners, Dereg Pengallan, who will try and create a distraction for them by insulting the guard.

This room is nothing but rows of 10 ft. by 10 ft. cages. Eight persons are imprisoned, either in their own cell or along with several others.

Note: Prisoner stats are given with weapon and equipments they will be able to gain if freed. Before they gain these items they can either fight with fists or with improvised weapons.

AREA 2A (EL 2)

☛ **Hurgo the Guard, male human Ftr2:** CR 2; Medium-size humanoid (human); HD 2d10+4; hp 18; Init +2; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +6 melee (1d12+3/x3, greataxe); SA NA; AL CN; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +5, Jump +5, Swim +5, Spot 0, Sense Motive +0; Weapon Focus (greataxe), Power Attack, Combat Reflexes.

Equipment: Studded leather armor, greataxe, 2gp.

AREA 2B

☛ **Dereg Pengallan, male human Ari4:** CR 3; Medium-size humanoid (human); HD 4d8; hp 23; Init +0; Spd 30 ft.; AC 10; Atks +3 melee (1d6/18-20, rapier) or +3 ranged (1d6/19-20 light crossbow); AL CN; SV Fort +1, Ref +1, Will +6.

Str 10, Dex 10, Con 10, Int 14, Wis 14, Cha 16

Skills: Appraise +4, Bluff +6, Diplomacy +7, Forgery +4, Gather Info +5, Innuendo +5, Intimidate +5, Knowledge- Architecture +4, Know- Geog +4, Know- Hist +4, Know- Local +4, Know- Nobility/Royalty +7, Know- Religion +4, Listen +7, Read Lips +5, Ride +4, Sense Motive +5, Spot +8. **Feats:** Alertness, Dodge, Quickdraw.

Equipment: Noble outfit (worn), rapier, light crossbow, 5 bolts (all in storage outside his cell).

Dereg is a nobleman by his dress—foppish clothing and oiled hair. He's barrel-chested, thin-legged and has a thin, wide mouth. Should the PCs release him, he will begin giving them orders, the first of which is to destroy the complex. He thinks it's their duty to serve nobility such as himself (although the party will doubtless have different ideas). He will join their group if allowed, and lead from the rear.

AREA 2C

☛ **Jusmine Siggoran, female human Rog3:** CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +2 melee (1d6/19-20, short sword) or +5 ranged (1d8/19-20) light crossbow); SA Sneak Attack +2d6; SQ: Evasion, Uncanny Dodge; AL CG; SV Fort +1, Ref +5, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 15

Skills and Feats: Appraise +4, Bluff +5, Climb +3, Disable Device +2, Disguise +4, Escape Artist +5, Gather Info +4, Hide +9, Innuendo +5, Listen +5, Move Silently +9, Open Locks +6, Perform +5, Pick Pocket +6, Profession- Sailor +3, Read Lips +5, Search +4, Sense Motive +6, Spot +5, Swim +2, Tumble +5. **Feats:** Dodge, Mobility, Improved Init.

Possessions: Leather armor (worn), short sword, light crossbow, 10 bolts (all in storage outside her cell).

Any PC who played the adventure *A Dish Best Served Cold* can roll Knowledge (local) at DC 10 to remember her; those who did not need DC 15. She's the heir to a large shipping company in Dyvers, and the non-pirate ship at the dock is hers. She will also accompany the party.

AREA 3- BIREME

This must be the pirate ship, but the fading illusion reveals that it isn't sail-based at all. There are many rows of large oars on either side. Here and there one can glimpse figures manning the

oars. On the dock, a large man directs several others, as cargo is unloaded. He is abusive and cruel in both word and deed.

AREA 3A (EL 3)

✦**Angur, male human Ftr3:** CR 3; Medium-size Humanoid (human); HD 3d10+6; hp 27; Init +2; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +6 melee (1d10+2/19-20, heavy flail), or +6 ranged (1d2 subdual, whip); AL CE; SV Fort +5, Ref +2, Will -1; Str 14, Dex 14, Con 14, Int 9, Wis 8, Cha 8

Skills and Feats: Bluff +1, Intimidate +1, Sense Motive +1, Spot -1; Exotic Weapon Proficiency (whip), Weapon Focus (heavy flail), Weapon Focus (whip), Combat Reflexes, Power Attack.

Equipment: Whip, Heavy Flail, Studded Leather, 5gp.

After Angur is vanquished, have the PCs make a Listen check at DC 10. If Angur was able to cry out, loud sounds of booted feet approaching ring off the walls. Several people will arrive next round. If he was beaten silently, the sound will come from farther away, but will still be approaching. The big guy is coming to ensure that the cargo is unloaded, and will return the rowers to their cells.

AREA 3B

TIER 1 (EL 6)

Tactics: Joram will be in the front line, with his henchmen ideally standing behind him using their reach weapons. The rogues will attempt to flank, and the wizard will cast spells to enhance Joram's abilities (some already cast at higher tiers, but *haste* will go on him for tier 4), and then try to kill the PCs.

✦**Joram D'esquiver, male human Ftr2:** CR 2; Medium-size Humanoid (6 ft. 4 in. tall); HD 2d10+4; hp 21; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +5 melee (2d4+3/x3, +1 guisarme); AL CN; SV Fort +5, Ref +3, Will +2; Str 15, Dex 16, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Knowledge (geography) +3, Know- Local +3, Ride +5, Listen +2, Spot +2; Combat Reflexes, Power Attack, Cleave, Iron Will.

Equipment: Chain shirt, +1 guisarme, 25 gp.

✦**Henchmen, male human Ftr1 (2):** CR 1; Medium-size humanoids (human); HD 1d10+2; hp 12; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +5 melee (2d4+3/x3, guisarme); AL CN; SV Fort +4, Ref +1, Will +2; Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +4, Jump +4, Swim +4, Spot +0, Sense Motive +0. *Feats:* Weapon Focus (guisarme), Iron Will, Improved Initiative.

Equipment: Studded leather, guisarme, 2gp

✦**Shifty-looking types male human Rog1 (2):** CR 1; Medium-size humanoids (human); HD 1d6+1; hp 7; Init +8; Spd 30 ft.; AC 18 (touch 14, flat footd 14); Atks +0

melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); SA: Sneak Attack +1d6; AL CN; SV Fort +1, Ref +6, Will +0; Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +7, Bluff +2, Decipher Script +3, Escape Artist +7, Hide +7, Listen +3, Move Silently +7, Open Locks +7, Pick Pockets +7, Read Lips +2, Sense Motive +2, Spot +3; Dodge, Improved Initiative.

Possessions: Light Crossbow, 20 bolts, Studded Leather, Short Sword, 8gp.

✦**Vindago, male human Wizz:** CR 2; Medium-size Humanoid (human); HD 2d4+1; hp 9; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks -1 melee (1d4-1/19-20, dagger); AL:CN; SV Fort +1, Ref +1, Will +3; Str 8, Dex 12, Con 12, Int 17, Wis 12, Cha 10

Skills and Feats: Concentration +5, Knowledge-Arcana +6, Know- Local +6, Know- Geography +6, Listen +3, Scry +6, Spellcraft +6, Spot +3. *Feats:* Improved Init, Dodge.

Possessions: Robes, dagger.

Spells Prepared (4/3; Spell DC 13 + spell level): o—ray of frost (x2), read magic, detect magic; 1st—sleep, summon monster I, color spray.

TIER 2 (EL 8)

✦**Joram D'esquiver, male human Ftr3:** CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +6 melee (2d4+3/x3, +1 guisarme); AL CN; SV Fort +5, Ref +4, Will +3; Str 15, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Knowledge (geography) +3, Know- Local +5, Ride +5, Listen +2, Spot +2. *Feats:* Combat Reflexes, Weapon Focus (guisarme), Power Attack, Cleave, Iron Will.

Equipment: Chain shirt, +1 guisarme, 25 gp

✦**Henchmen, male human Ftr2 (4):** CR 2; Medium-size humanoids (human); HD 2d10+4; hp 20; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +6 melee (2d4+3/x3, guisarme); AL CN; SV Fort +4, Ref +1, Will +2; Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 9

Skills and Feats: Climb +4, Jump +4, Swim +4, Spot +1, Sense Motive +0; Weapon Focus (guisarme), Iron Will, Improved Initiative.

Possessions: Studded leather, guisarme, 2gp

✦**Shifty-looking types male human Rog2 (2):** CR 2; Medium-size humanoids (human); HD 2d6+2; hp 12; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atks +5 melee (1d6/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); SA Sneak Attack +1d6; SD: *Evasion*; AL CN; SV Fort +1, Ref +7, Will +0; Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +8, Bluff +3, Decipher Script +4, Escape Artist +7, Hide +8, Listen +4, Move Silently +8, Open Locks +8, Pick Pockets +7, Read Lips +2, Sense Motive +3, Spot +5. *Feats:* Weapon Finesse (short sword), Improved Initiative

Possessions: Light crossbow, 20 bolts, studded leather, short sword, 8gp

➤ **Vindago, male human Wiz3:** CR 3; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +0 melee (1d4-1/19-20, dagger); AL CN; SV Fort +2, Ref +2, Will +3; Str 8, Dex 12, Con 12, Int 17, Wis 12, Cha 10

Skills and Feats: Concentration +7, Knowledge (arcane) +7, Knowledge (local) +7, Knowledge (geography) +6, Listen +3, Scry +7, Spellcraft +7, Spot +3; Improved Init, Dodge, Spell Focus (conjunction).

Possessions: Robes, dagger.

Spells Prepared (4/3/2; Spell DC = 13 + spell level; Conjunction Spell DC = 15 + spell level): o—ray of frost (x2)*, read magic, detect magic; 1st—sleep, summon monster 1*, color spray; 2nd—web*, levitate.

* Conjunction spell.

TIER 3 (EL 10)

➤ **Joram D'esquiver, male human Ftr5:** CR 5; Medium-size humanoid (human); HD 5d10+15; hp 49; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +10 melee (2d4+6/x3, +1 guisarme); AL CN; SV Fort +6, Ref +4, Will +3; Str 16, Dex 16, Con 14 (17), Int 12, Wis 10, Cha 12

Skills and Feats: Knowledge (geography) +4, Knowledge (local) +7, Ride +5, Listen +2, Spot +2. *Feats:* Combat Reflexes, Power Attack, Cleave, Iron Will, Great Cleave, Weapon Focus (guisarme), Weapon Specialization (guisarme).

Possessions: Chain shirt, +1 guisarme, 25 gp.

➤ **Henchmen, male human Ftr3 (5):** CR 3; Medium-size humanoids (human); HD 3d10+6; hp 28; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +7 melee (2d4+3/x3, guisarme); AL CN; SV Fort +4, Ref +1, Will +3; Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 9

Skills and Feats: Climb +4, Jump +4, Swim +4, Spot +1, Sense Motive +1. *Feats:* Weapon Focus (guisarme), Iron Will, Improved Initiative.

Possessions: Chain shirt, guisarme, 2gp.

➤ **Shifty-looking types male human Rog3 (5):** CR 3; Medium-size humanoids (human); HD 3d6+3; hp 17; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atks +6 melee (1d6/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); SA Sneak Attack +2d6; SD Evasion, Uncanny Dodge; AL CN; SV Fort +2, Ref +7, Will +1; Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +9, Bluff +3, Decipher Script +5, Escape Artist +7, Hide +9, Listen +5, Move Silently +9, Open Locks +9, Pick Pockets +8, Read Lips +2, Sense Motive +4, Spot +7; Weapon Finesse (short sword), Improved Initiative, Dodge.

Possessions: Light crossbow, 20 bolts, studded leather armor, short sword, 8gp.

➤ **Vindago, male human Wiz5:** CR 4; Medium-size Humanoid (human); HD 4d4+5; hp 20; Init +5 (+1 Dex,

+4 Improved Init); Spd 30 ft.; AC 11 (+1 Dex); Atks +1 melee (1d4-1/19-20, dagger); AL CN; SV Fort +2, Ref +2, Will +5; Str 8, Dex 12, Con 12, Int 18, Wis 12, Cha 10

Skills and Feats: Concentration +9, Knowledge (arcane) +8, Knowledge (local) +8, Knowledge (geography) +6, Listen +3, Scry +8, Spellcraft +8, Spot +3. *Feats:* Improved Initiative, Dodge, Spell Focus (conjunction), Spell Focus (evocation).

Possessions: Robes, dagger.

Spells Prepared (4/4/3/2; Spell DC = 14 + spell level; Conjunction and Evocation Spell DC = 16 + spell level): o—ray of frost (x2)*, read magic, detect magic; 1st—sleep, color spray, magic missile (x2)*; 2nd—web*, levitate, endurance; 3rd—fireball*, slow.

* Conjunction of Evocation spell.

TIER 4 (EL 12)

➤ **Joram D'esquiver, male human Ftr6:** CR 6; Medium-size humanoid (human); HD 6d10+24; hp 64; Init +5; Spd 30 ft.; AC 19 (touch 15, flat-footed 14); Atks +12/+7 melee (2d4+7/crit x3, +1 guisarme); AL CN; SV Fort +7, Ref +5, Will +4; Str 16 (18), Dex 16 (20), Con 14 (18), Int 12, Wis 10, Cha 12

Skills and Feats: Knowledge (geography) +5, Knowledge (local) +7, Ride +5, Listen +2, Spot +2; Combat Reflexes, Weapon Focus (guisarme), Weapon Specialization (guisarme), Great Cleave, Power Attack, Cleave, Iron Will.

Possessions: Chain Shirt, +1 guisarme, 25 gp.

➤ **Henchmen, male human Ftr4 (5):** CR 3; Medium-size humanoids (human); HD 4d10+8; hp 36; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +8 melee (2d4+5/x3, guisarme); AL CN; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 9

Skills and Feats: Climb +4, Jump +5, Swim +5, Spot +1, Sense Motive +1. *Feats:* Weapon Focus (guisarme), Iron Will, Improved Initiative, Weapon Specialization (guisarme).

Possessions: Chain shirt, guisarme, 2gp.

➤ **Shifty-looking types male human Rog4 (5):** CR 4; Medium-size humanoids (human); HD 4d6+4; hp 22; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atks +7 melee (1d6/19-20, short sword) or +7 ranged (1d8/19-20, light crossbow); SA Sneak Attack +2d6; SD Evasion, Uncanny Dodge; AL CN; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +10, Bluff +3, Decipher Script +5, Escape Artist +8, Hide +10, Move Silently +10, Open Locks +10, Pick Pockets +9, Read Lips +2, Sense Motive +5, Spot +9; Weapon Finesse (short sword), Improved Initiative, Dodge.

Possessions: Light crossbow, 20 bolts, studded leather armor, short sword, 8gp.

➤ **Vindago, male human Wiz6:** CR 6; Medium-size humanoid (human); HD 6d4+6; hp 25; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks -1 melee (1d4-1/19-

20, dagger); AL CN; SV Fort +3, Ref +3, Will +6; Str 8, Dex 12, Con 12, Int 18, Wis 12, Cha 10

Skills and Feats: Concentration +11, Knowledge (arcane) +9, Knowledge (local) +9, Knowledge (geography) +6, Listen +5, Scry +9, Spellcraft +9, Spot +5; Improved Init, Dodge, Spell Focus (evocation), Spell Focus (conjunction) Alertness.

Possessions: Robes, dagger.

Spells Known (4/4/4/3; Spell DC = 14 + spell level; Conjunction and Evocation Spell DC = 16 + spell level): 0—ray of frost (x2), read magic, detect magic; 1st—magic missile (x3)*, color spray; 2nd—scare, ~~bull's strength, endurance, cat's grace~~; 3rd—haste, slow, fireball*

*Evocation or Conjunction spell.

AREA 4- THE MOON'S LADDER

This 65-foot-long cutter of some dark wood boasts three triangular sails. A silver crescent moon is upon the prow. No one is on board.

AREA 5- BUNKHOUSE

This 20-foot by 40-foot room sports twenty crude bunk beds and footlockers, but nothing of note.

AREA 6- ANOTHER BUNKHOUSE

This 20-foot by 40-foot room sports twenty crude bunk beds and footlockers, but nothing of note.

AREA 7

Taking up most of this room is a display of

(wherever the buoy is—in the river if it wasn't found, or darkness if covered up). Crammed against one wall is a pallet and desk. Sitting on the desk, writing into a large ledger, is a robed youth. Glancing at the door, the throws himself to the floor and begs to be freed. Between all the blubbing, you can barely make out that he was captured from a ship two weeks ago and forced into servitude.

It is his job to watch the river for likely ships, then summon someone who would gather intelligence.

☛ **Miradon, male human Sorc:** CR 1; Medium-size Humanoid (human); HD 1d4+1; hp 5; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10, with cover 16); Atks -1 melee (1d4-1/19-20, dagger); AL NG; SV Fort +1, Ref +2, Will +2; Str 8, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +4, Knowledge-Arcana +4, Know-Hist +2, Know-Local +2, Know-Nature +2, Scry +4, Spellcraft +4; Improved Initiative.

Possessions: soiled robes, dagger.

Spells Known (6/4; Spell DC = 13 + spell level): 0—ray of frost, detect magic, read magic, light; 1st—endure elements, Tenser's floating disk.

AREA 8

This 40 ft. square room is for training, judging by the varied equipment here. Climbing, lock picking, knot tying, combat, even a low rope for balancing is strung.

One of the locks is a Good Lock (DC 30, but it's currently open) worth 80 gp and one of the sets of Thieves' tools lying nearby is masterwork (100 gp).

AREA 9

Opening the door, you step into the weapons locker for the base. Three guisarmes, two longswords, six daggers and two scimitars are in racks. On a nearby shelf is fifty feet of silk rope.

AREA 10

This is the kitchen/ mess hall. Dirty pots, pans and utensils litter the cooking area. Large, crude tables with mostly clean place settings take up most of the area.

AREA 11

You have stepped into a luxury apartment, quite at odds with the crudely worked stone all around. A massive four-poster bed with silk sheets dominates the carpeted room. Several matching bookcases flank the bed, as well as a chest of drawers, with a writing desk in the far right corner. The far left corner boasts a door.

Treasure: Blank wizard's spellbook, silk sheets, two vials of ink, a dozen sheets of parchment, two throw rugs and a very nice set of silk robes are in the room.

AREA 12

This is the wizard's private study. The walls are lined with full bookshelves, and an overstuffed easy chair sits dead center in the room, with a small table next to it.

Should a character cast *detect magic* in the room, or a Rogue hit a Search DC of over 25, it will be found that the room is warded. A persistent *alarm* spell is in effect, although there was no audible alert when anyone entered. (The wizard used the Mental Alarm option when casting the spell)

The subject matter of the books varies, though it's always things in which evil wizards might be interested. "How to Gain Power at the Expense of Others," "Political Backstabbing for the Beginner," and "101 Evil Gazes to Use on Underlings or Inferiors." One shelf is about monster lore and summoning, including such titles as "Monster Summoning for the beginner: the Fiendish Dire Rat is your best friend" and "How I once summoned Orcus and lived to tell about it."

AREA 13

These 20-foot by 40-foot quarters are quite Spartan. A neatly made single bed sits in a far corner, across from another door and a simple oval table with six chairs is just inside the entrance. A small dresser and writing desk are on the far wall. The one thing

of note is a trophy rack encompassing most of the North wall. Broken shields and weapons, bits of heraldry and other signs of battlefield victories are scattered on them. Nearby is a set of now-useless Breastplate armor on a rack, with the symbol of St. Cuthbert upon it.

On the desk is Player Handout #3.

AREA 14

This door is locked- DC 25 for Open Locks, 20 points of physical damage, or a DC 20 Strength check will allow it to be opened.

Here is the treasure room. All manner of booty is in this place- statuary, paintings, ornate weapons and armor, clothes and all manner of valuables. Several chests full of gold and silver lie open.

Of course, all of this is stolen merchandise and will be returned to its' rightful owners rather than line the PCs' pockets.

CONCLUSION

Victorious in your mission, you return the freed slaves, booty and ships to Dyvers. The shipyards announce that they'll re-mast the galley and refit it so once more she'll use the power of wind to sail, not forced labor. Word quickly spreads about your victory, a revel is declared in your honor and all are relieved that shipping is now safe.

You're not too sure, though the contents of the letter are disturbing. You did not encounter the real Slavers, merely people pretending to be them. Unfortunately, your names are household words so whoever was behind the plan you foiled now knows who beat him and will doubtless be out for vengeance. And what about the Slavers? Oh, well. These are concerns for another time. Popularity is always fleeting, and now it is time to enjoy yours.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One
Freeing Lochlan

10 xp

Encounter Three

Not getting directions from fisherman 40 xp

Encounter Six- Area Zero

Winning through the Ambush 100 xp

Encounter Six- Area Two

Freeing the Slaves 100 xp

Encounter Six- Area Three B

Defeating Joram and party 200 xp

Total experience for objectives: 450 xp

Discretionary roleplaying award 50 xp

Total Possible Experience 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 1

Freeing Lochlan 10 xp

Encounter 3

Not getting directions from fisherman 40 xp

Encounter 6—area o

Winning through the Ambush 100 xp

Encounter 6—area 2

Freeing the Slaves 100 xp

Encounter 6—area 3b

Defeating Joram and party 200 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 50 xp

Total Possible Experience 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

4. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
5. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
6. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

The sale price is listed for all items below

Encounter 1

- 50 or 100 gp each from Angus

Encounter Six

Area o (Tiers 1-2)

- 4 shortbows (60 gp)
- 4 leather armor (20gp)
- 40 arrows (1gp)
- Dagger (1gp)
- 3gp, 20sp

Area o (Tiers 3-4)

- 4 shortbows (60 gp)
- 4 chainshirt (200 gp)
- 40 arrows (1gp)
- Dagger (1gp)
- 3gp, 20sp

Area 2A

- Studded leather armor (12 gp, 5sp)
- Greataxe (10gp)
- 2gp

Area 3A

- Whip (5sp)
- Heavy flail (7gp, 5sp)
- Studded leather (12gp, 5sp)

Area 3B (Tiers 1-2)

- Chain shirt (50gp)
- +1 Guisarme (2500 gp)
- 2 Guisarmes (9gp)
- 4 Studded leather (52 gp)
- 4 Light crossbows (35 gp)
- 2 Short swords (10gp)
- Dagger (1gp)
- 45 gp

Area 3B (Tiers 1-2)

- 3 Chain shirts (150gp)
- Guisarme +1 (2500 gp)
- 2 Guisarmes (9gp)
- 2 Studded Leather (26 gp)
- 2 Light Crossbows (35 gp)
- 2 Short Swords (10gp)
- Dagger (1gp)
- 45 gp

Area 8

- Good Lock (DC 30, 40gp)
- Masterwork Thieves' Tools (50gp)

Area 9

- 3 Guisarmes (13gp, 5sp)
- 2 Longspears (5gp)
- 2 Scimitars (15gp)
- 6 Daggers (6gp)
- 50' of silk rope (25gp)

Area 11

- Blank Wizard's Spellbook (7gp, 5sp)
- Silk sheets from bed (5gp)
- Two vials of ink (18gp)
- 12 sheets of parchment (2gp)
- two throw rugs (10gp)
- Silk Robes (25gp)

Conclusion

- **The Serpent's Seamanship Tattoo:** Upon killing Joram "the Serpent" D'Esquiver, a magical tattoo appeared on your arm above your right biceps. The tattoo is in the shape of a large gray anchor, upon which is superimposed a red heart. Although the artwork is crude, the bearer gains a +2 enhancement bonus to Charisma towards any seafarer who sees it. A successful *dispel magic* (DC 23) is the only way to remove it.
- **Boon of Angus:** For services rendered, the possessor has gained the favor of Angus, proprietor of The Althing. This may also be used as an Influence Point for Dyvers High Council.
- **Masterwork Astrolabe:** This finely crafted navigational aid was given to the PC from Fintan Glopharis, helmsman of the *Rudd's Pride*.
- **+1 Guisarme:** Both the ironwood shaft and metal blade of this boarding pike are exquisitely detailed. Rippling waves run the length of the weapon, accompanied by marine creatures such as mermaids and a variety of both fish and shellfish.
- **Honorary First Mate of Rudd's Pride:** This character served as first mate for one voyage of the pirate hunting ship *Rudd's Pride* and is entailed to the following benefit or detriment:
 - _ If the ship was successful in its' mission and not destroyed, the PC will be toasted and given one free drink per visit in any tavern of Dyvers' Harbor District.
 - _ Should the heroes fail and the ship is destroyed, the PC will be extremely unwelcome in the Harbor District of Dyvers. Although no physical violence will be initiated (unless provoked), the character can expect to have detritus and insults hurled at him or her while in the Harbor District.

Either benefit will last one full year, until _____.

- **Enmity of J:** You ruined a profitable enterprise for this person, and payback is coming. Just you wait.

- **Influence Point with Dyvers Merchants** For ridding the Dyvers area of the pirates who've been plaguing shipping, the merchants are grateful.

Adventurers!

**Our waters are plagued by pirates!
Help fight this menace! Inquire at
The Althing. Limited seating
available; pirate-hunting ship
provided.**

-Angus

PLAYER HANDOUT #2- NOTE FOR FREELoadERS

Free cruise!

This is the best time of year to experience the beauty of the Volverdyva! Catered lunch and ship provided. Inquire at The Althing.

-Angus

Joram-

I told you this was a golden opportunity. Snatch some choice cargo, increase our manpower, and ransom off any rich people we capture. We can even steal from our competitors, since the real Slavers get the bad reputation, not us! Hard to believe I had to talk you into such a great scam as this. Sounds like you are making out splendidly. I plan on dropping by after Brewfest to see your operation.

-J.

DM MAP 1- THE 'SLAVER' COMPLEX

