

DYVINTRO5-01

Maraven Inn

A One-Round D&D LIVING GREYHAWK[®]

Dyvers Introductory Adventure

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With the docks restored, ship traffic to Dyvers is increasing, taking more of the Navy's resources. Slavers are taking advantage of the lessened patrols, raiding merchant ships near Eastgate Island. A Dyvers introductory adventure for first level characters.

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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Introduction

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 and a half 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 table tracking form, 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 six 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 rulebooks

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.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, and a character 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 Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

3. S
u
m the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

Adventure Background

In CY 591, Derreg Lord Pengallen broke his agreement with the Alliance's smuggler's guild and started moving good illegally, without paying restitution to the guild. As an example to other gentry, the lord was kidnapped tortured to death. The Alliance then had him brought back to life with the intention of repeating this process until Pengallen learned his lesson. Derreg was rescued by adventurers aboard the *Rudd's Pride*, a merchant ship the smugglers attempted to raid. Lord Pengallen seized this opportunity, calling in the appropriate debts and favors. Since that time, all his illegal endeavors have supposedly been coordinated through the various Alliance guilds.

After the Great Dock Fire of CY 592, sea traffic to Dyvers slowed. Although most of the docks were still intact, the largest and most vital pier was completely ruined. Many merchants feared a second attack and were unwilling to risk their cargo or ships. Traffic increased to Maraven and goods were then shipped overland to Dyvers proper. House Pengallen's coffers exploded from the increased tax revenue. The Pengallens experienced unrivaled prosperity for the two years following the fire. With the completion of the dock fire, though, revenues from Maraven dropped significantly. Lord Pengallen took steps to maintain the revenues he so enjoyed recently.

Maraven is southeast of Eastgate Island and directly adjacent to the lane ships take when approaching Dyvers from the Nyr Dyv. Pengallen made a deal with a local band of Sahuagin living in the Nyr Dyv. Pengallen's men move the signal fires that mark the location of the Maraven cliffs (fires ships use to gauge their distance from the mainland). With the signal fires moved, incorrect navigational calculations send the ships aground. Pengallen keeps the cargo, selling it in Maraven's small marketplace as well as a cut of the profit when the Sahuagin sell the surviving crew as slaves.

This tactic is alternated with direct attacks on merchant vessels to avoid suspicion or any possible implications of Maraven or House Pengallen in these illicit activities. With arcane assistance, the sails of targeted ships are turned yellow and Pengallen's ships attack them, supposedly ridding the Volverdyva and Nyr Dyv outlet of possible slavers. Captured sailors are prosecuted in Maraven rather than Dyvers, where the verdict can be assured. On the way to prison, the crew mysteriously disappears.

These repeated disappearances have drawn the ire of Colonel Tohmas Dolorrak, the head of the Dyvers Constabulary. He's dispatched a pair of constables to

Maraven to investigate what's happening. They've been there long enough to know there's some type of conspiracy and they believe the entire village may be involved

Adventure Summary

Introduction: There is a small festival being held near the docks to boost city morale.

Encounter 1: While at the docks, the characters are recruited to help escort a ship traveling to Maraven.

Encounter 2: While on the Nyr Dyv approaching Maraven, the ship is attacked by a corsair flying yellow sails.

Encounter 3: Arriving in Maraven, the characters are questioned by Dyvers constables regarding their involvement in the attack. They are asked to help the constabulary gather information on illegal activities they believe are frequently occurring in the area.

Encounter 4: The characters can attempt to gather information in various parts of the village. They may discover that the blacksmith is particularly suspicious.

Encounter 5: The characters may investigate the location where the signal fires are supposed to be lit. They may discover that the fires are being moved further inland. Depending on when they arrive, the characters may be attacked by Pengallen's men.

Encounter 6: The characters get word that a ship has run aground. If they investigate, they can confront some of the Sahuagin slavers.

Conclusion: The characters receive a commendation from Colonel Dolorrak and earn the "Enmity of J."

Introduction

Escaping a two-year long malaise caused by the Great Dock Fire of CY 592, the city has only continued on its downward spiral. Only six short months after the docks were rebuilt, Larissa Hunter, the Magister of Dyvers abandoned her post, disappearing without a trace. The temperate city was beset by snow and many people saw it as a sign of the end of days. Public morale plummeted and trade began to slow.

In an effort to arrest this decline, the Gentry Council has begun a number of initiatives to help its citizens focus on the positive aspects of the city. With the snows melted and the suns shining its warmth across the great city of Dyvers, the docks are populated not only by sailors and merchants, but by average, every-day citizens lured by the promise of a free carnival. A number of games, booths, and pageant wagons cover the docks, a few even floating in dinghies, tied off to the moorings.

Crowds of children run up and down the docks, eating free candied apples and trying to knock over bottles with large balls. Bards play music, retell bold tales, juggle, perform magic tricks, and even treat the crowd to a bit of tumbling. Parents stand in groups, drinking free ale provided by the shrine of Wenta in the Gnarley Forest. A few of the more inebriated even take part in an impromptu game of "Pin the Tail on the Pholtan," making it extra difficult for the priest to preach to the crowd about their varied and numerous sins.

The carnival isn't the focus of the module. Allow the characters to participate for as long as they are amused. Occasionally have them roll Spot checks (DC 20). For each failed check, the character loses 1d6 wheatsheafs (gp) from an urchin that picks his pocket. Food and drink are both free. The International Halfling Society has a booth present and is providing the food for the halflings in the crowd. Other food vendors, aware of the race's propensity for eating, instruct any potential halfling customers to obtain their food from the IHS.

There are a variety of booths and games, from apples in water, to ball throws, to archery contests, to contests of skill (balancing on pylons and other reasonably safe activities). Feel free to provide whatever activities you feel are appropriate. The constabulary is present, keeping order, as well as a nominal contingent of Navy and Free Marines. They only get involved if things get significantly out of hand. Once the players have had their fill, continue to Encounter 1: Yellow Sails.

Encounter 1: The *Intrepid*

"You there! Friend! You look like the type of person with the skills I need. Step up and answer the call of Derreg Lord Pengallen, lord of Maraven and the eastern lands of Dyvers. He has bade us take on extra hands to escort his property by sea to the village of Maraven. Step up for service!"

The robust halfling man is Hersha Lightbottom, the second mate on the *Intrepid*, a merchant vessel out of Maraven owned by Derreg Lord Pengallen. He attempts to be as honest and straightforward as possible, but lies when necessary. False statements are marked with an arrow below. PCs attempting a Sense Motive check must succeed at a DC 24 to know that he is lying to them.

- The *Intrepid* is shipping dry goods and raw materials (wood, iron, etc) back to Maraven.
- The ship is owned by Derreg Lord Pengallen, one of the Big Six (the most powerful gentry in Dyvers and the only ones that can claim actual nobility).
- Pengallen has insisted on extra hands to protect the cargo from increased pirate traffic on the Nyr Dyv.
- Because of the size of the cargo, it is still cheaper for Pengallen to ship the goods via water than taking a land route and using wagons.
- Although the crew of the *Intrepid* is primarily half-orcs, half-elves, and their full-blooded kin, the group is both trustworthy and lawful.
- He cannot say whether it is likely the ship will be attacked by pirates on the voyage, but the characters should be prepared to defend themselves and the ship against any aggressors.
- Each character earns 20 wheatsheafs (gp) for the voyage. A successfully worded Diplomacy check (DC 15) increases this amount to 30 gp per character.
- Because of the inherent risks involved with sailing, all pay is issued at the end of the voyage, but immediately upon docking.
- If the *Intrepid* captures a ship flying yellow sails en route to Maraven, the characters receive double the agreed on amount.
- The ship is setting sail within an hour. All hands must be on board at that time or be left behind. (This allows now time for Gather Information checks.)

Players may make a Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) or Intelligence check (DC 10) to know general information regarding the Pengallen household.

They oversee the fief at Maraven, the largest village in the eastern Free Lands. Lord Derreg is the head of the household. He is unmarried and has no children. He lives with his grandmother and granduncle, the latter of which is widely rumored to be insane.

A successful Knowledge (local) check (DC 20) reveals that Pengallen has a bad reputation. It is said that he traffics in smuggled goods, illegal arms shipping, and even the occasional slave.

Note: If the players don't take this plot hook, be flexible. It is likely that certain character concepts (such as paladins) may be suspicious of the recruitment if they make their Knowledge check. The characters may be recruited by the Navy or by a merchant shipping goods by sea to add some extra security to the trip. If this is the course you take, the crew of the *Intrepid* attacks this ship before it can make it to Maraven. One of the sailors on the merchant/navy ship uses a wand of *prestidigitation* to turn the sails yellow, prompting the attack. This may lead the players to be more willing to participate with the constabulary once they arrive in Maraven.

Treasure:

APL 2 – L: 0 gp, C: 30 gp, M: 0 gp.

Encounter 2: Yellow Sails

The Intrepid slides away from the Dyvers docks and begins making its way east. The sailors move with expert precision. Standing by the helm of the vessel, a large half-orc named Jyarl quietly converses with his elven first mate. He bade you little attention when you boarded, offering only a “Be sure not to get in the way,” but Hesha insisted he meant it in the friendliest of manners. Land drifts away from the ship, settling into the distance. The sea breeze picks up and salt is in the air. The sun shines and the sailors sing. It seems being aboard this vessel is better than any carnival the gentry might throw.

The journey to Maraven is a short one, taking only a couple of days by ship. Characters may busy themselves by aiding the crew (preferably if they have ranks in Profession [sailor/boating]) and if the weather is nice (and the captain is off-duty), the crew may even take them up the rigging. PCs may participate in any activities they enjoy as long as it is not seen as a hindrance or danger to the crew (which includes both drinking and gambling, as sailors are easily distracted).

The sailors like to regularly challenge the hired hands to feats of skill. At any given time, there is an open challenge by one crew member or another to compete in the following activities:

- Rigging Racing (Climb check [DC 10])
- Knot Tying (Opposed Use Rope check vs. +8)
- Rope Swinging (Jump check [DC 10] + Use Rope check [DC 15] + Opposed Dexterity/Tumble check vs. +10)
- Baton Juggling (Opposed Perform check vs. +5)
- Gull Hunting (Archery vs AC 16 on an unstable platform)

As the Intrepid approaches East Gate Island, the last of the four great islands before Maraven, the cry goes out from the crow's nest. “Yellow sails ho!” Sailors begin to fetch bows, grappling hooks, and daggers. Jyarl comes on deck and orders you to make ready. It's time to earn your pay.

The *Intrepid* is 30' wide and 90' long. The PCs are allowed to position themselves wherever they like. They are told to expect a volley of arrow fire, and the *Intrepid* will return in kind. But the real fighting begins when the ships lash on to one another and sailors can close into melee combat.

APL 2 (EL 5)

Sailors (4): Male human Rog1/Ftr1; hp 14; see Appendix 1.

Treasure:

APL 2 – L: 0 gp, C: 30 gp, M: *bracers of armor +1* x4 (83 gp each per character).

Encounter 3: In Maraven

The village of Maraven is a stark contrast to the bustling metropolis of Dyvers. Where the latter boasts a population above 50,000 people, Maraven barely crosses the 1,000 mark. The village is properly scaled in comparison to the large city. Very few buildings are more than a story tall, there are only a few major roads, and everyone sees to know everyone else. This means that newcomers to the village are afforded an extra amount of attention.

A number of dock hands, children, and a few women on errands stop to greet you. After an introduction, everyone always asks the same question. “Where are you from?”

The docks of Maraven are always bustling when a captured ship is brought in. A number of people have come to see the prize. Others are simply here on business, moving things from A to B, still others make

their living by loitering at the docks until a newly arrived merchant has need of his or her services.

People here are all friendly and welcoming, introducing themselves, their professions, and asking the same of the characters, as well as where they come from. If the PCs are open with where they call home, this rumor quickly spreads and citizens begin the conversation with “Are you the newcomer from...” Allow the players to participate in this exchange for as long as they are comfortable doing so. Once they are finished, they are approached by two men.

These men are constables from Dyvers, sent here to investigate a suspected smuggling ring. Unlike the rest of the villagers, they are gruff, and offer little about themselves but their names and positions. They have questions for the PCs regarding the “pirate” attack. They ask the characters to accompany them to the local sheriff’s office so they can speak in private.

- The constables’ names are Argreth (a dwarf) and Laoura (a human). Both wear official dress and carry writs of service from the Dyvers constabulary.
- They ask the PCs the following questions. If a player attempts to lie, he must beat a Bluff check (DC 20) to overcome their Sense Motive. They ask the following questions:
 - What is your name?
 - Where are you from?
 - How long have you sailed with the *Intrepid*?
 - Are you on retainer to Derreg Lord Pengallen?
 - Have you ever been convicted of smuggling, slave trafficking, or similar crimes?
 - Do you believe the ship you captured was manned by pirates?

Argreth and Laoura confess that they have been attempting to find any information on the smuggling ring here in town, but their status as constables has caused potential informants to go quiet. Over the course of the last year, eight ships have run aground in the Maraven/Eastgate Island area. Although at first they were considered to be random accidents, their proximity to one another has caused the authorities to believe there is foul play at work. By the time the ships are found by the authorities, the holds are empty and the crew vanished. There are signs of a struggle, so the crews themselves are not suspected of fraud. The local sheriff has been unable to uncover any leads or suspects, so Colonel Dolorrak of Dyvers has sent Argreth and Laoura to investigate. They are hoping that the characters may

have better luck getting information from the local populace as they arrived on a merchant vessel and aren’t associated with any external authorities.

The ship the characters attacked belonged to Bailen Lord Maltrus, one of the “Big 6” and magistrate of Oster County (Oster County is the area just south of Maraven on the eastern border of Dyvers). Argreth and Laoura agree not to press charges for piracy if the players participate in their investigation.

Encounter 4: Information

Maraven appears as a snake trying to shed its skin. The village proper is clean and orderly, having been built by design. The outer portions of the village were built out of necessity. The population boomed and materials of all sorts were used to build shelter and businesses alike. Where the former appears orderly, the latter seems to have been built on instinct. Between them, a three foot area that forms a ring around the village’s interior. Once, the village of Maraven had a large wooden palisade. It was sold, though, to Dyvers proper to aid in the reconstruction of the docks. The wall’s foundation now serves as a marker between “inner” and “outer” Maraven.

Unlike Dyvers, Maraven is not divided into “districts” or “quarters.” What little division exists is determined by whether a location is inside “the wall” or outside of it, although no wall actually exists any more. Buildings are either business or residential and it is very easy to tell the difference. Businesses are open and inviting, with open doors and windows along with the occasional sign pointing the way. Residences are far more private, with closed doors and shuttered windows. Although a polite village, it is considered socially unacceptable to approach a person’s home without having business there or being invited beforehand. The players have the best look searching for information at the local establishments.

- **Baker:** A successfully worded Gather Information check (DC 10) or Diplomacy check (DC 16) reveals that the bakers of the village, like most of its residents, are quite aware that they are in the height of an unprecedented success, an almost unnatural success and they willfully ignore the accidents and slaver raids that have been happening of late. They are capable of producing any kind of dessert, pastry, or bread from any region bordering the Nyr Dyv or the Volverdyva Trade Route. They have access to all the local spices necessary. Indeed, some of the bakers have become garnered such a reputation for their local delicacies, that many merchants and gentry in Dyvers proper hire them to cater banquets.

They credit the increased trade in Maraven for giving them access to the necessary ingredients. They don't believe the increase in access is related to the increased pirate raids near Maraven (DC 14) reveals that they believe there is a relationship, but they avoid admitting such as to not feel guilty for their success.

- **Blacksmith:** Jorgan the half-orc blacksmith runs a relatively small operation. He has a barn attached to his house that holds a forge and the necessary equipment to conduct his affairs. He has the stereotypical disposition of a half-orc, gruff, impolite, direct, and to the point. If the PCs do not have any business for him (he can make armor, weapons, horseshoes, or any average metal design—although he requires a full payment up front if someone wishes to contract masterwork quality items from him) he insists that they are in the way and that they should leave. If questioned about the accidents, he responds that he's a blacksmith, not a sheriff, and any questions should be taken to the local constabulary. If the PCs push the issue, he grabs a heavy flail from the wall and demands that they leave.

While speaking to the blacksmith, PCs may make a Spot check (DC 15) to notice three large bronze disks propped up against the wall, a tarp hanging loosely over half of them. The disks are concave in nature, approximately 3' in diameter and 6" deep. The metal is blackened as if numerous fires had been lit in them. If questioned about them, the blacksmith says only that he uses them to temporarily store heated metal when he has a number of jobs that need to be completed quickly. Anyone succeeding at a Sense Motive check (DC 15) knows that he is lying.

- **Docks:** A successful Gather Information check (DC 12) or Diplomacy check (DC 18) reveals to the players that there is positive morale among the workers and sailors at the docks. A number of pirate ships have been captured over the past year, making Maraven a safe port. This has increased the confidence in many merchants that had been previously shipping here while the docks in Dyvers were being rebuilt. Some merchants are still shipping their goods to Maraven as a sign of faith in the security about these waters.

They've heard about the lost ships, but know very little about what actually happened. There are large signal fires placed on the cliffs along the shoreline so that ships can successfully navigate

their way to Dyvers. Either the ships were careless in their calculations or simply weren't paying attention, thinking that the channel was wide enough to navigate by instinct (something that sailors agree is easy to do during the day, but far more difficult to do at night).

- **Leatherworkers:** This shop is closed for the day. The windows are shuttered and a sign says "Gone on Business." PCs may gain entry with a successful Open Locks check (DC 30), but there's nothing of interest or value inside. If the PCs break open the door (with a Strength check [DC 20]), they may also search, but the commotion summons the sheriff and his deputies.
- **Mayor's Home:** There is no mayor of Maraven. The entire village and the surrounding area is under the direct purview of Derreg Lord Pengallen. His manor home is outside of the village to the southeast (closer to Eastguard Keep). Characters attempting to gain an audience with Pengallen are told that he is unavailable. His home defenses are beyond the abilities of 1st-level characters and the PCs are unable to break in if they make the attempt.
- **Sheriff:** The sheriff of Maraven is a jovial, gray-haired man. He's held the position for forty years. He began losing his vision at the end of CY 594 and has difficulty seeing. If anyone not human-sized talks to him, he gets confused and begins searching for the speaker. He has a number of deputies that are equally jovial. A Sense Motive check (DC 13) reveals that the deputies are far less earnest in their sincerity than the sheriff. If questioned about the investigations (with a successful Gather Information check [DC 14] or Diplomacy check [DC 20]), they insist that such questions should be answered by the sheriff. He is honest about his frustration that they have not been able to find any hard evidence against the pirates and equally honest about his frustration that Dyvers would send constables to do his job for him. He still remembers when Dolorrak made lieutenant (there are only 16 lieutenants in the Dyvers constabulary, so such a promotion is a big deal) and he refuses to call him colonel.
- **Shipwright:** A successful Gather Information check (DC 11) or Diplomacy check (DC 17) reveals to the players that business is booming at the Maraven shipwrights. The local owners have secured exclusive salvage rights with Lord Pengallen. After the sheriff has concluded his investigation into the various shipwrecks that have been occurring over the last year, the local shipwrights can claim the

salvage, refurbishing the ships and selling them for a profit. Generally, salvage rights are given to whomever finds the wrecks or whoever bids the highest in a public auction (which never go well for the locals as shipwrights from Dyvers always have deeper pockets).

Although it's callous, the local shipwrights don't care if the shipwrecks are intentional or not. They have no part in them and don't know anyone who does. They are simply elated to be holding on to some of the success they had while the docks in Dyvers were being rebuilt.

- **Tailor:** A successful Gather Information check (DC 11) or Diplomacy check (DC 17) reveals that, similar to the bakers, the tailors in Maraven are experiencing unprecedented success. Lately, they've been afforded a number of opportunities, buying foreign threads and fabrics from House Pengallen at rock-bottom prices. This has allowed them to increase their profit margins and match the level of success they had when the Dyvers docks were still being rebuilt. They have Urnstian fabric as well as what they claim is the first shipment of wool from the newly restored Tehn.

If asked, none of the tailors believe that the goods Lord Pengallen is selling them are taken from the shipwrecked vessels. It is well known that Pengallen ships have been extremely active of late. The *Intrepid* is rarely in port. The tailors believe that Lord Pengallen is taking a temporary loss in his personal shipping to stimulate the Maraven economy and collect more in taxes later.

- **Tavern:** The three most popular inns in Maraven are Fharlaghan's Respite, Et Alasian Vine, and the less reputable Poppy Venom. Only the latter of the three serves food and drink 24 hours a day, but all three have rooms for rent, both private and common.

The taverns are full around mealtimes, but have at least a few patrons throughout the day. A successful Gather Information check (DC 15 [-1 to the DC for every 10 gp the players spend])

- **Town Square:** Although Maraven is large enough to have multiple water works, the well at the town square is a traditional gathering spot to meet with friends and talk about the happenings of the day while one waits his or her turn to draw water. None of the women gathered there today is willing to speak about the shipwrecks directly. If a player succeeds at a Bluff check (DC 15) to appear as though he's not eavesdropping and a Listen check

(DC 10), he may listen in on the women's conversation. Equally, a PC may stand farther back and listen in, requiring a DC 20 Listen check.

Having heard about the latest captured ship, the women at the well are all agossip about the comings and goings of the various people involved. The name that comes up most frequently is Jorgan the Blacksmith, who is earning the nickname "Jorgan the Black" among some of the townsfolk.

Unlike most citizens of Maraven, Jorgan has actually met Derreg Lord Pengallen. Aside from the sheriff and the captains of the Pengallen ships, few are ever granted the privilege. Jorgan claims he simply shod some horses, but the women claim that Pengallen has his own blacksmith at his manor and Jorgan was summoned for a darker purpose (the fact that Jorgan is a half-orc also comes up in the conversation repeatedly).

Like any good gossip, the women have no facts, just rumors passed on by relatives and friends of friends. If they are confronted on the matter, the women immediately gather their things and leave, stating that it's impolite to talk about people behind their backs and any questions the PCs may have are inappropriate.

Note: Depending on what the PCs learn during this encounter, they may choose to investigate the signal beacons or they may attempt to find a slaving ship. Both are feasible options and are listed below in the most likely order. Accommodate them as best you can. The slavers do attack again; the blacksmith does move the signal fires again, so the PCs have the opportunity to investigate either/both depending on their inclinations.

Encounter 5: Misguiding Light

The coastal area to the west of Maraven is a strange combination of rolling grasslands and tall cliffs. The hills slope down toward 100-foot cliffs, making the area treacherous for any not paying attention. Juxtaposed with the lighthouse on Eastgate Island, a conflagration of wood and oil forms a signal beacon every mile to trace a line through the channel for approaching ships.

The PCs may investigate the first two beacons, but there is nothing to find. The third beacon, however, (three miles west of Maraven) offers some clues as to what's been happening. A successful Search check (DC 11) reveals a spot of dead grass 200' up the hill behind the third beacon. A Knowledge (nature) check or Survival check (DC 14) reveals that the grass was killed by

extreme heat. Allow PCs an Intelligence check (DC 15) if they are not able to extrapolate this clue themselves.

Someone is extinguishing the signal beacon and lighting a new one 200' behind where it's supposed to be. This would cause ships to miscalculate their journey through the channel and increase the potential for running aground.

Coming from the west, a wagon approaches. The blacksmith Jorgan is clearly visible on the buckboard, driving a team of horses. He is heading for the beacon.

There isn't much in the way of cover here. The cliff is the end of rolling grassland. PCs may gain total concealment if they lie down in the grass, or total cover by succeeding at a Climb check (DC 10), allowing them to climb a brief way down the side of the cliff. (It is a 100-foot drop for any who fail a climb check.) The players have one round to decide what they're going to do before Jorgan spots them.

If Jorgan and his cronies spot the characters, he initiates combat. Depending on where the PCs hide or begin combat determines the NPCs' tactics. If combat takes place near the cliff, they attempt to bull rush characters over the edge. Otherwise, it's a simple direct engagement.

Along with the NPCs' equipment, the PCs find one of the three bronze disks along with flint, steel, wood, tinder, and oil capable of making a large fire.

Note: There is no means to use Diplomacy or bribery to avoid combat. The only way PCs may not fight Jorgan is by successfully hiding until the trio has finished moving the beacon.

Note: Jorgan, Letti, and Telli have already moved beacons 4 and 5 as well, saving beacon 3 for last. Unless the PCs realize there is only one disk left in the wagon and deduce that the villains have already changed two other beacons, a ship still runs aground tonight, allowing for a fight against the Sahuagin.

Aside from what's in the wagon, there are no raw materials available to create a new beacon. PCs must either devise a way to create a beacon, or succeed at a Strength check (DC 20) to drag the beacons back to their original spots. (This takes 10 rounds and each player pushing/pulling the beacon takes 1d4 fire damage per round.) If the PCs simply extinguish the beacon, hoping the ships adjust accordingly, there is a 50% chance a ship runs aground that night. If the PCs ration the combustible material, making three smaller beacons, there is only a 20% chance of a ship running ashore. If no ship runs aground, the PCs are considered to have

successfully defeated Encounter 6. If they wait and succeed at a Spot check (DC 21), they see the Sahuagin appear at the base of the cliff, looking for a shipwreck. The fish-people grow upset and quickly leave.

APL 2 (EL 2)

Jorgan the Black: Male half-orc Ftr2; hp 20; see Appendix 1.

Letti and Telli: Male human War1; hp 10; see Appendix 1.

Treasure:

APL 2 – L: 16 gp, C: 0 gp, M: *heavy flail* +1 (193 gp each).

Encounter 6: Slavers!

The ship's hull opens to the immovable earth of the shore, letting water rush in and throwing sailors about like rag dolls. Moving with preternatural quickness, strange looking fish-people spring from the water and engage what few sailors still have their wits about them. The carnage is quick and fierce far below you at the base of the cliff.

PCs may lower a rope and climb down, use magic like *feather fall*, or spend 3 rounds finding a path that winds down to the shore (the path takes an additional 7 rounds to navigate at 30' per round).

What crew survived the wreck and the initial assault by the Sahuagin have been corralled in the ship's hull. Any bodies still above decks are dead. The fish-people are currently taking the cargo from the hull and arranging it on the shore.

Note: Players succeeding at an Intelligence check (DC 15) realize that the Sahuagin were not taking the cargo, only the surviving crewmen. The cargo was being left for someone else.

APL 2 (EL 5)

Sahuagin (4): hp 11; see *Monster Manual* p. 217.

Treasure:

APL 2 – L: 0 gp, C: 0 gp, M: 0 gp.

Conclusion

Note: Regardless of whether the PCs killed Jorgan and his men, the following encounter plays out the same. If Jorgan is dead, the constables simply manacle his body. Revise the following box text to accommodate whether the blacksmith and tanners were killed or not.

Standing in the Maraven town square, Argreth and Laoura keep Jorgan and his cronies in chains. As they thank you for your efforts, trumpets sound in the distance. Shortly thereafter, a procession approaches, flying the banners of House Pengallen. Accompanied by soldiers from Eastguard Keep, Derreg Lord Pengallen, head of the Pengallen household and magistrate of Maraven, arrives in an ornately dressed carriage.

"Noble adventurers," the gentryman says, stepping from his carriage, "you have done a noble service for Maraven and the Free Lands of Dyvers. I commend you for your diligence and courage. Without people like you, this great land of ours would not be such a wonderful place to live. I thank you, and the people of Maraven thank you."

"Constables, as the governing magistrate of these lands, the captives shall be remanded to my authority. Please return to Dyvers and give Colonel Dolorakk my thanks for taking such a keen interest in the safety of this county."

With the law on Pengallen's side—as well as a dozen armed soldiers—Jorgan, Letti, and Telli are hoisted into an unguarded wagon and escorted out of the village, trailing behind Lord Pengallen and the soldiers of Eastguard. Argreth and Laoura look discouraged.

"Come friends, the colonel will want to thank you for your efforts," Laoura says. "I am certain his gratitude will be far less duplicitous than what you have received today."

The End

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.

Encounter 2: Yellow Sails

Survive the fight between the two ships

APL 2 – 60 xp.

Encounter 5: Misguiding Light

Defeat the Pengallen thugs

APL 2 – 150 xp.

Encounter 6: Slavers!

Defeat the Sahuagin slavers

APL 2 – 150 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 2 – 90 xp.

Total Possible Experience

APL 2 – 450 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use *Spellcraft* to identify them. 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1: The *Intrepid*

APL 2 – L: 0 gp, C: 30 gp, M: 0 gp.

Encounter 2: Yellow Sails

APL 2 – L: 0 gp, C: 30 gp, M: *bracers of armor +1* x4 (83 gp each per character).

Encounter 5: Misguiding Light

APL 2 – L: 16 gp, C: 0 gp, M: *heavy flail +1* (193 gp).

Encounter 6: Slavers!

APL 2 – L: 0 gp, C: 0 gp, M: 0 gp.

Total Possible Treasure

APL 2

450 gp

Appendix 1: NPC Stats

APL 2

Encounter 1

Second Mate Hesha Lightbottom: Deep Halfling Rogue 5; CR 5; Small humanoid (halfling); HD 5d6+6; hp 28; Init +5; Spd 20 ft.; AC 18, touch 16, flat-footed 18 (+5 Dex, +2 Leather, +1 Size); Base Atk +3; Grp •1; Atk/Full Atk +8 melee (1d3/19-20x2, Small dagger); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ Deep halfling traits, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +10, Will +2; Str 10, Dex 20, Con 12, Int 13, Wis 10, Cha 11.

Skills and Feats: Balance +15, Climb +10, Gather Information +6, Jump +12, Knowledge (geography) +4, Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) +7, Listen +5, Profession (sailor) +8, Swim +8, Tumble +16, Use Rope +10; Rhennlore, Weapon Finesse.

Skills and Feats: Craft (blacksmithing) +5, Intimidate +3; Improved Initiative, Power Attack, Skill Focus: Craft (blacksmithing).

Possessions: chain mail. *heavy flail* +1.

Letti and Telli: Human Warrior 1; CR 1; Medium-Size humanoid (Oeridian); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 Leather); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/x2, guisarme); Space/Reach 5 ft./10 ft.; AL NE; SV Fort +4, Ref +2, Will •1; Str 16, Dex 15, Con 14, Int 13, Wis 8, Cha 8.

Skills and Feats: Craft (leatherworking) +6, Handle Animal +4, Ride +7; Combat Expertise, Improved Trip.

Possessions: guisarme, leather armor.

Encounter 2

Sailors (4): Human Rogue 1/Fighter 1; CR 5; Medium-Size humanoid (Rhennee); HD 1d6+1+ 1d10+1; hp 14; Init +4; Spd 30 ft.; AC 15, touch 14, flat-footed 11 (+4 Dex, +1 *bracers of armor* +1); Base Atk +1; Grp +3; Atk/Full Atk +5 melee (1d4+2/19-20x2, dagger); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; AL N; SV Fort +3, Ref +6, Will •1; Str 14, Dex 18, Con 12, Int 9, Wis 9, Cha 8.

Skills and Feats: Balance +8, Climb +6, Jump +7, Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) +3, Profession (sailor) +4, Swim +6, Tumble +10, Use Rope +8; Acrobatic, Athletic, Weapon Finesse.

Possessions: dagger, *bracers of armor* +1.

Encounter 6

Jogran the Black: Half-Orc Fighter 2; CR 2; Medium-Size humanoid (orc); HD 2d10+4; hp 20; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 Chainmail); Base Atk +2; Grp +6; Atk/Full Atk +7 melee (1d10+7/19-20x2, *heavy flail* +1); Space/Reach 5 ft./5 ft.; SQ Half-orc traits; AL LE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6.