

NYR1-06

SLIM PICK'ENS

A One-Round D&D LIVING GREYHAWK[®]

Nyrond Regional Adventure

Version 1

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With Assistance of Team Nyrond, the Kingdom of Nyrond Development Team

Salvage forays into the Almorian lands have reclaimed valuable weapons and equipment for Nyrondian Freedom Fighters in the Flinty Hills. You are not surprised when your services are requested for just such a salvage operation until you discover your destination is somewhere along the rim of the Bright Desert. The first sequel to the adventure "Whisper." An adventure for characters level 1-4.

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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 nd
T2:	13-22	14-24	15-26	16-28	6 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

NOTICE TO JUDGES AND CON COORDINATORS

Before for you run this scenario and other Living Greyhawk Nyronnd Scenarios, please contact the Nyronnd Triad to get a copy of the Nyronnd Judge's Kit.

This kit will include additional background for the Kingdom's major NPCs, historical data, current events, crime and punishment, and other useful information.

This information will be constantly updated, so it is important to get this information with every new scenario. It is important to understand that the Nyronnd Judge's Kit is only for the campaign judges and not for player consumption.

To receive the Nyronnd Judge's Kit contact the Nyronnd Triad at NyronndTriad@aol.com, and ask for the kit of the scenario you are running.

JUDGE INTRODUCTION

This is a Kingdom of Nyronnd scenario for the Living Greyhawk Campaign. It is a low-tiered scenario that launches a salvage mission from Rel Mord across the Duntide River and Gnatmarsh to the edge of the Bright Desert.

A continuing priority for the Kingdom of Nyronnd is the location and apprehension of the Betrayer of Nyronnd, Prince Sewardt. His successful evasion of authorities presents a threat to the future peace and prosperity of the kingdom. Having attempted to kill his own father, King Archbold, authorities are reminded that he will stop at nothing to rob the throne from our current monarch, the eldest son and rightful ruler, King Lynwerd I.

The year is 522 CY and agents of the Grey Seer have followed a trail of clues concerning the activities of the criminal, Prince Sewardt. With assistance from the licensed adventurers of Nyronnd, in the *Whisper* scenario, they have located the origin and possible staging grounds for some of the Betrayer's activities. Some of the evil prince's potential allies may include the Witches of the Sand as well as the followers of Hextor.

The Grey Seer, while spying the enemy camp, noticed a high level of mistrust between factions. Deciding to encourage this mistrust and potentially end their alliance, the Grey Seer dispatched an Invisible Stalker. Shortly after the Stalker's calculated attack the camp erupted into violence. Everything was going well until his crystal went suddenly dark. Someone, or something, prevented further spying of the encampment.

This event did not bode well with the King's Diviner. He had to investigate who this powerful potential enemy might be. Yet he needed to gather information while maintaining safety and secrecy. Fighting among the factions had hopefully continued. The assignment would probably be dangerous, too dangerous to risk a blind attack by the kingdom's elite troops or an investigation by highly trained and valuable agents. Enter our heroes.

The Grey Seer, through a series of middlemen, recruits our heroes for what is characterized as a valid, if not misplaced, salvage mission. The true purpose of the "salvage" material collected, however, is to provide authorities with items that might, through the use of spying spells and *legend lore*, reveal further information about the allies and activities of the evil Prince Sewardt and his forces.

Our heroes have yet another opportunity to assist agents of the kingdom in their efforts to ensure the lasting and prosperous reign of his majesty, King Lynwerd I.

Important Judge Notice

The Nyronnd Campaign is a dark campaign. Times here are hard. The government must be stern in order to maintain order. This is a lawful good country, with emphasis on lawfulness. PCs may learn to understand there are consequences for unlawful actions in Nyronnd. Characters who step out of line will be punished. This includes any

crime they are caught committing. Information about crimes in Nyronnd and their specific punishment is in the Nyronnd Judge's Kit.

ADVENTURE SYNOPSIS

Recruited for a Mission

While relaxing one evening at the Bottomless Keg Tavern, catching up with friends and acquaintances from your days in the militia, in marches Drill Sergeant Miles (from *Mail Call*) with a salvage proposition for you and your friends.

Along the Duntide

At the expedition's launching point our heroes encounter another familiar face, Captain Lingold (from *Mail Call*), and are introduced to a variety of unusual equipment while they begin their journey floating down the river.

Around the Gnatmarsh

Landing beyond the tiny town of Paducah (from *You Ain't from Around Here*) our heroes test their survival skills in crossing the treacherous wilderness just south of the Gnatmarsh.

Sand in the Bright Desert

Collecting salvage with their unusual equipment at an abandoned campsite, our heroes encounter some of the dangers of the desert.

Shadowed in the Night

Having begun their journey home, our heroes encounter several distractions in the night. Each time the mysterious disturbances seem only to disrupt their sleep.

Aid in the Wilderness

On the last leg of their journey, our heroes have a seemingly fortuitous encounter with a counterfeit cleric of Heironeous.

Wrong Rendezvous

Arriving at the landing site, our heroes find a river barge waiting to pick them up. Captain Lingold and his crew have been delayed. Captain Gysler assures our heroes his crew is ready to give them passage to Rel Mord.

Conclusion

If our heroes avoid the dangers and temptations along the way they are rewarded. Though their pay is not yet a king's ransom, their growing reputations may yet bring honor, glory, and wealth.

PLAYER INTRODUCTION

Enjoying the ambiance of familiar surroundings, you find yourself catching up with a few old friends from your days in the militia. The Bottomless Keg Tavern, though not famous for its

cuisine, has always been an affordable watering hole. The place hasn't changed much since you frequented it when you were off duty.

Suddenly, the door swings open and you lock eyes with an old acquaintance, Drill Sergeant Miles. From across the room you can make out the twisted smile he flashed just before assigning some poor sod an extra shift of KP. His smile continues to widen as he strides purposefully toward your table.

ENCOUNTER 1: RECRUITED FOR A MISSION

Drill Sergeant Miles has come to the tavern on an errand of some importance. Though he seems pleased to see our heroes, he does not seem too pleased. He gives them a hard time and mumble about how he hoped to find some "reliable" warriors to entrust with an important task. Yet seeing as how "nobody" is around he wonders if you and your comrades are busy.

He has been looking for a competent group of licensed adventurers to send on a scavenging mission. He laughs and comments, "It's probably no harder than delivering the mail!" He asks our heroes if they want the job and answer their questions within the following guidelines.

You maggots didn't botch that mail job too badly. If civilian life hasn't made you too soft maybe you can make some easy money as trained adventuring monkeys.

With all you soft ones mustering out I'm a little short of manpower.

My boys ain't got time for this salvage vacation.

If you are interested, you can earn a full salvage rate as well as 5 nobles per day in travel pay.

Salvage rate will of course depend on what you find.

I hear those adventuring monkeys working salvage out in Almor is making nearly half market value for old swords an such.

Some of those boys are signing full season contracts.

You boys can cut your teeth on this salvage deal without committing to more than one trip. Shouldn't take you more than a full moon.

Interested?

If our heroes agree to go, Sergeant Miles asks them to sign a "standard" salvage contract (Player Handout #1). The document has a noticeable blank, the destination. It also emphasizes the kind of materials to be collected.

A certain mark, called a guild mark in the document, is shown. One or more of our heroes may have a dagger with this mark on it (obtained in *Whisper*). A Knowledge (arcane) check DC 16 or Bard Knowledge DC 18 reveals it to be the mark of the Witches of the Sand, an evil coven from the Bright Desert. If our heroes learned this information in the *Whisper* adventure they are free to act on the knowledge from memory.

Sergeant Miles answers the group's questions within the following guidelines:

You report at dawn at the docks. If you forgot how to get up that early you can pay one of my boys to come and wake you.

Captain Lingold will take you down river and see to your salvage equipment. He's got the map you use to find your assigned salvage spot.

I'd make nice with the Cap'n. Could be your destination is blank because there are a lot o spots. Maybe some are better than others? Know what I mean?

The polished plate that gave me these orders for salvage was real specific about this mark. Seems they are especially keen on stuff with the mark or found near stuff with the mark.

The sergeant accepts drinks and stay to tell and listen to stories well into the night. Anyone left on their own, especially if they have been drinking heavily, could wake up late. If party members do not look out for each other, fail to make arrangements to be awakened by innkeepers, drink a great deal, and declare they are staying up late; they must make a Fortitude save against a DC 13 or miss the boat. Any adventurer who misses the boat can hire a canoe for five nobles in order to catch his expedition before they travel too far down river.

ENCOUNTER 2: ALONG THE DUNTIDE

In the dim light of the dawning day you approach the docks along the river. Perched on the bow of his river barge, the familiar figure of Captain Lingold stands against the morning sky. A deck hand near the boarding plank calls out, "Halt, who goes there?"

Our heroes are expected to request permission to come aboard. If they are rude or hasty and do not seek permission, their way is barred by several deck hands. If our heroes are looking for a fight to end the adventure early, then by all means use the PCs to beat them senseless. Once the deck hands are attacked reinforcements from the city guard (in 5 rounds) and Captain Lingold himself (in 2 rounds) joins the fray.

☞ **Captain Lingold, male human Rng7/Rogr CR 8;** Medium-size Humanoid (human); HD 6d10+12+1d6+2; hp 54; Init +7; Spd 20 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +9/+3 melee (1d8+4/19-20, longsword) or +9 range (1d8/19-20, light crossbow); AL NG; Sv Fort +7, Ref +7, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +6, Diplomacy +4, Heal +5, Hide +7, Innuendo +5, Intimidate +4, Intuit Direction +5, Listen +10, Move Silently +7, Profession (boatman) +5, Profession (officer) +5, Search +3, Sense Motive +5, Spot +10, Swim +8, Wilderness Lore +7; Alertness, Ambidexterity, Favored Enemy (beasts +1, reptilian humanoids +2), Improved Initiative, Tracking, Two Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Spells Prepared (2; Spell DC = 11 + spell level): 1st level – entangle, speak with animals.

Possessions: chain shirt, longsword, light crossbow, 16 quarrels.

☞ **Deck Hands, human War1** (6): CR ½; Medium-size Humanoid (human); HD 1d10+2; hp 9; Init +5; Spd 20 ft.; AC 13 (Touch 11, Flat-footed 12); Atks +2 melee (1d8+1/19-20, longsword) or +3 range (1d8/19-20, light crossbow); AL LN; Sv Fort +3, Ref +1, Will +1; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession (boatman) +2, Jump +3, Ride +3, Swim +5; Alertness, Improved Initiative, Weapon Focus (light crossbow).

Possessions: leather armor, longsword, light crossbow, 12 quarrels.

☞ **Watch Captain, human War6** CR 5; Medium-size Humanoid (humans); HD 6d10+2; hp 48; Init +5; Spd 20; AC 19 (chainmail, Dex, large shield); Atks +9/+3 melee (1d8+4 [crit 19-20], longsword) or +8 range (1d8 [crit 19-20], light crossbow); AL LG; Sv Fort +7, Ref +6, Will +5; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +4, Diplomacy +5, Listen +5, Profession (officer) +5, Ride +4, Search +3, Sense Motive +5, Spot +5; Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization.

Possessions: chainmail, large wooden shield, longsword, light crossbow, 20 quarrels.

☞ **City Guards, human War4** CR 3; Medium-size Humanoid (human); HD 4d10+2; hp 32; Init +5; Spd 20; AC 17 (Touch 12, Flat-footed 15); Atks +6 melee (1d8+3/19-20, longsword) or +6 range (1d8/19-20, light crossbow); AL LN; Sv Fort +5, Ref +3, Will +3; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Listen +3, Profession (guard) +5, Search +2, Sense Motive +3, Spot +3; Alertness, Improved Initiative, Iron Will, Weapon Focus (longsword), Weapon Specialization.

Possessions: chainmail, longsword, light crossbow, 20 quarrels.

Once on board your adventure begins with a leisurely cruise down the Duntide. Captain Lingold does not assign you any duties other than guard shifts during the night watch. He does, however, give you a sealed scroll and shows you where the crates of salvage equipment are stored under a tarp on deck.

Give our heroes Player Handout 2: Salvage Instruction Scroll when they declare they open the scroll.

If our heroes examine the contents of the salvage equipment crates, give them Player Handout 3: Salvage Equipment Inventory

The equipment, except for the mule (whose collar reads 'Daisy') and the cart she is standing beside, is sealed in a large crate lashed to the center of the barge.

Equipment Inventory:

- One Grabber (Opens when handle squeezed)

- One Long Grabber (As above with support handle)
- Two Pair of Heavy Gloves (Human-sized)
- One Wide-mouthed Heavy Jug (Thick fluid inside)
- Two Heavy Boxes (1'x4'x6") (Lead Lined)
- One Heavy Blanket (Lead Interwoven)
- A Barrel of Water and 3 weeks rations each

☞ **Daisy the mule:** Medium-size Animal; HD 3d8 +3; hp 17; Init +1 (Dex); Spd 30 ft.; AC 13 (Dex, +2 Natural); Atks +1 melee (1d2, bite); AL N; Sv Fort +4, Ref +4, Will +0; Str 12, Dex 13, Con 12, Int 2, Wis 11, Cha 4.

Skills and Feats: Balance +3, Listen +5, Spot +5; Scent

Cart: The cart weights 300 lbs. and can be packed with 400 lbs. of goods. Two guide rails protrude from the main frame with a harness for the mule connecting these rails to the animal and each other. Blinders are included to limit the animal's distractions.

Helpful Information: If our heroes ask one of the deck hands about the special salvage equipment they are answered with puzzled looks and shoulder shrugs in response. Captain Lingold, however, informs our heroes of what he knows concerning their salvage mission. He answers their questions using the following information:

"The equipment was delivered by Sergeant Miles and some of his men. It has been left packed here on the deck as they left it."

"I have been instructed to keep your salvage map until we arrive at the landing and you continue your journey."

If the PCs ask the captain about the equipment or the salvage site, he honestly tells them he has never seen such equipment or heard of salvage missions in this region.

Allow our heroes to examine and experiment with the equipment described in the Player Handouts 2 and 3. They have nine uneventful days and nights drifting downstream until they reach a landing sight south of Paducah where their journey continues on land in the morning of the tenth day.

If our heroes examine the salvage equipment closely, their skills (or spells) may yield them additional information. (Some adventurers may use spells even though their instruction scroll tells them not to!)

Craft Armorsmith, Blacksmith, or Weaponsmith (Any at DC 10) reveals the heavy, dull silver metal used in the construction of some of the equipment to be lead.

If lead is identified in the construction of the equipment then Spellcraft (DC 10) reminds our heroes that lead blocks most scrying spells.

Detect magic reveals that there are no auras on the salvage equipment.

Detect poison reveals that the liquid inside the heavy jug is poisonous. (Note their directions instruct them to keep their hands outside the container.) This information is not revealed if the jug is closed. If a druid tries to discern if it is poisonous water, simply let him know it is

not water. This liquid is in fact a thick mineral oil with a heavy concentration of finely ground particles of lead. It is not flammable, but it is much heavier than an equal volume of water.

ENCOUNTER 3: AROUND THE GNATMARSH

Stopping south of Paducah, just after sunrise, you unload your supplies and equipment and begin your four-day journey around the Gnatmarsh to the edge of the Bright Desert. Captain Lingold wishes you a fond farewell, hands you your sealed map, and informs you that he will meet you at this very spot in ten days for your return trip to Rel Mord.

Allow the characters to pack their supplies, establish party order, and refer to their map (Player Handout 4). Once our heroes are ready to get started, read the following:

After journeying for nearly half a day you pause to rest and nurse your ever-increasing insect bites. Sitting down on a large dead log you note that you are surrounded by a network of marshy streams and a large berry bush. The berries of this bush are oblong and bright red.

Judge Handout 1: Marsh Map helps you diagram the setting having our heroes position themselves relative to the log, the bush, the quicksand and the boggy stream.

Spot (DC 10) reveals that there are far fewer flying insects hovering around the berry bush.

Scry (DC 20) reveals the feeling that our heroes are being watched.

If an eager hero rushes over to the bush, have that character make a Wilderness Lore roll (DC 15) to avoid the quicksand. If the quicksand is not avoided, our hero begins to sink.

Quicksand Rules

If another character has the Wilderness Lore skill and asks what they know about quicksand have them roll. If successful (DC 15) they know to tell their comrade to relax and stop struggling. This enables rescue attempts to work more easily. A character not struggling is pulled out with a Strength check (DC 12).

If no other character has Wilderness Lore, or such a character fails to ask or roll successfully, then the victim in the quicksand is struggling. The struggling victim is far more difficult to rescue. The Strength check to rescue a struggling victim is made against DC 18.

Our heroes have three rounds, after the initial round in which the character sinks, to effect their rescue. If they fail the check three times the victim, having slid out of the rope, is lost in the depths of the quicksand. Characters can Cooperate (Gaining +2 on the rope for every character who pulls together [DC 10]) but let it be their idea. *Levitate*, *water walk* and *fly* spells may effectively rescue the victim as well.

Crocodile: While our heroes are working to save their sinking companion, a crocodile is slowly floating toward them. Almost completely submerged beneath the murky waters it is hidden from all but the most observant. The crocodile strikes from surprise unless detected (Spot DC 17 with a +2 synergy bonus to any character with at least 5 ranks in Wilderness Lore). The crocodile attacks the party member who is nearest to the water, this is probably the anchor on the rope trying to pull out the victim of the quicksand. The crocodile attacks this individual on the second round after someone falls into the quicksand. Note that the crocodile is looking for a meal. If it scores a hit it attempts to drag its prey into the water, but if it takes half of its hit points in damage it flees.

TIER 1 (EL 2)

🐉 **Crocodile:** hp 22; see *Monster Manual* page 195.

TIER 2 (EL 2)

🐉 **Crocodile, advanced 4 HD:** Medium-size Animal; HD 4d8+12; hp 29; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 15 (+4 natural, Dex); Atks +7 melee (1d8+7, bite) or (1d12+7, tail slap); AL N; Sv Fort +7, Ref +4, Will +2; Str 20, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

Skills and Feats: Hide +8, Listen +6, Spot +6; Improved Grab.

After the battle with the quicksand and the crocodile, some of our heroes might examine the berries on the bush.

A Druid can instinctively identify them as Red Marsh Berries. The druid also knows that though they are mildly poisonous if ingested (stomach cramps in 1d6 hours lasting for 2d6 hours and causing a 1d4+1 reduction in Dex; duration half with Fort save vs. DC 12) but they can be used as a natural insect repellent.

An Herbalist can also identify the berries (DC 15), tell they are mildly poisonous, but he can also mix the a bug repellent salve (DC 15) that lasts 24 hours. The bush can supply 10 doses.

Detect poison reveals that the berries are mildly poisonous if ingested.

As our heroes continue for two more days through the edge of the marshlands, they could encounter difficulties depending upon their actions.

- If they do not keep a fire, or
- If they do not successfully make and use the bug repellent salve, or
- And if they do not cast *repel vermin*.

Then our heroes suffer a temporary loss of 1 Constitution point (with appropriate reduction in both hit points and Fortitude saving throws) until they either spend an entire day beyond the marshlands or they use *neutralize poison*. This is due to a rash that develops in areas plagued by insect bites.

The rest of the journey through the edge of the Gnatmarsh is uneventful.

ENCOUNTER 4: SAND IN THE BRIGHT DESERT

After three days of traveling along the southern tip of the Gnatmarsh, you reach the edge of the Bright Desert. As mid-day approaches, you can see the dunes of the desert rising along the horizon. A broken stone obelisk between two dunes and the ominous presence of a half dozen circling vultures mark the location of your salvage site. Yet, as you begin your journey into the sands you find it difficult to move the heavy cart that carries your equipment.

Our heroes must decide how they will transport their supplies across the sands. If the coax the mule on into the sand, the cart sinks deeper and deeper until it can no longer move.

The heat of the desert begins to effect our heroes as they work to solve their transportation problem. Any hero in medium or heavy armor needs to make a Fortitude check (DC 15) once each day with a penalty equal to their armor check penalty. Failure means the character suffers a -1 Con penalty until a full day of rest in cooler weather not wearing Medium or Heavy Armor. Characters protected by *endure fire* need not roll. They are shielded from the exposure to the desert heat.

If they choose to abandon the cart, keep track of what equipment they leave behind, what equipment they carry, and the encumbrance level of Daisy. (The donkey has a light load of up to 50# and a medium load of up to 100#. If it is loaded past 100# it sinks into the sand as it walks. Any character bearing a heavy load sinks in the sand too deeply to move effectively.

Once our heroes come up with a suitable plan, their two-hour journey to the salvage site continues uneventfully.

Upon reaching the salvage site:

Late in the afternoon you reach the remains of an encampment. There are few human remains visible. Several dead vultures litter the camp. The bodies of the vultures are in varying stages of decay.

See the encampment map (Judge Handout 2). The dead vultures in the campsite have attracted the circling vultures, are the result of a prowling fiendish servant that has been instructed to watch and follow any humanoids that come to investigate the campsite. The activities and statistics for Void the Fiendish Cat are detailed in Encounter 5. In this encounter consider this tiny spy undetectable.

In the center of the ruined campsite is a triad of large tents surrounding a central rock stove or altar. The tents are torn, slashed, and burned from a battle that must have taken place sometime ago. Tracking (DC 20) or Healing (DC 25) reveals that the battle took place two weeks ago.

Some of the dead vultures, however, have been quite recently slain.

- Embers several inches below the surface in the stove/altar are still warm. (In the Premier Only there are two items that can be found here under some scattered wood and debris. A Search DC 20 uncovers a Potion of Spider Climb and a Tanglefoot Bag.)
- The stench of rotting flesh is all but gone on the few human remains that can be found.
- The blood spilled is hard and dark brown.
- The tracks of many different scavengers dot the site.

If **Tracking (DC 25)** is used to investigate the remains of the vultures, our heroes find evidence of a cat-like predator (See Void in Encounter 5).

- The tracks indicate padded feet and retractable claws.
- The size and spacing of the tracks indicate a creature about the size of a bobcat or coyote.
- The wounds on the vultures indicate an animal that pounces with its claws and bites to finish of its prey.

Half a dozen vultures hop about nibbling on their relatives and the few human bones that remain. The guild symbol (Witches of the Sand for those who made Knowledge (arcane) check DC 16 roll, or Bard Knowledge check DC 18) displayed on the salvage contract is woven on one of the tent flaps. Another tent bears the emblem of a black clenched gauntlet holding half a dozen war arrows, points down (Knowledge Religion DC 12 or Bard Knowledge DC 15 to recognize the emblem of Hextor god of Tyranny). The final flap bears the insignia of Nyronnd, though the colors on the crest have been reversed.

Vulture: A vulture is trying to fly away with a severed, charred, right hand. Anyone who states they are watching the vultures has an opportunity to notice the glint of a ring reflected off the severed hand (Search DC 15). If a hero tries to approach the bird, it flies off.

- Round 1: 40 feet away from start
- Round 2: 120 feet away from start
- Round 3: 200 feet away and so on . . .

If the bird gets away, our heroes don't get the ring. If they kill the bird, charm it, trap it etc., they get the ring, that bears the wizard mark (Witches of the Sands) they were told to look for, and the hand.

TIER 1 (EL ½)

➤ **Vulture**, (as Eagle): hp 5; see *Monster Manual* page 196.

TIER 2 (EL ½)

☛ **Vulture, advanced 2 HD:** Small Animal; HD 2d8; hp 8; Init +2; Spd 10 ft., fly 40 ft.; AC 15 (Touch 13, Flat-footed 13); Atks +3 melee (1d4-2, claws); AL N; Sv Fort +2, Ref +4, Will +2; Str 6, Dex 14, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Listen +6, Search +8, Spot +6. *Feats:* Weapon Finesse (claws and bite).

Trail Marker: A pile of stones near the edge of the camp is arranged in an unusual order. Tracking (DC 15), Wilderness Lore (DC 18), or Profession (guide) (DC 15) reveals it to be a trail sign that means, "Dig three paces to the north."

- Upon digging at the indicated site, our heroes find a tightly rolled, bloodstained scroll.

If our heroes open the scroll, they find it is only jumbled letters from common, dwarven, and elven alphabets. *Comprehend languages* or *read magic* do not discern the meaning of the scroll. Decipher Script (DC 35) is needed. Other items are easier to find items and are outlined on the Judge's Map (Judge Handout 2: Encampment Map) and in the Treasure Summary.

It is just dusk when our heroes finish their inspection of the salvage site. Note whether or not they followed proper procedures in collecting their salvage, as this impacts the experience and reward they get at adventure's end. Let our heroes decide how they camp the night before you proceed to Encounter 5.

ENCOUNTER 5: SHADOWED IN THE NIGHT

Our heroes may set up camp at, near, hours, or even an entire night's travel from the salvage site. Wherever they set up camp, they have an unwanted visitor.

Scry (DC 20) reveals a feeling of being watched.

Note every precaution our heroes take. Precautions modify, and in some cases diminish, the attempts at disrupting their sleep. The Fiendish Servant watches and waits for an excellent opportunity to strike.

Void, the Fiendish Black Cat, sneaks toward the camp in the middle of the night during the second watch. He has been instructed by his master to wake any spellcasters seeking to get enough rest so as to memorize or pray for new spells in the morning (eight hours of uninterrupted sleep are needed).

TIER 1 (EL 1)

☛ **Void the Fiendish Black Cat Familiar** CR 1; Tiny Animal; HD 3d8; hp 13; Init +7; Spd 30; AC 15 (AC 16 in the Premier due to a +1 Collar which serves as Bracers of Armor +1) (+2 Size, Dex); Atks +2 melee (1d4-2, claw) or (1d4-2, bite); AL LE; Sv Fort +7, Ref +6, Will +3; Str 3, Dex 16, Con 10, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +18 (dark or plentiful shadows)/+14, Listen +5, Move Silently +10, Spot +5. *Feats:*

Empathic Link, Improved Evasion, Share Spells, Share Saving Throws.

TIER 2 (EL 2)

☛ **Void the Fiendish Black Cat Familiar** CR 1; Tiny Enchanted Animal (2'); HD 4d8; hp 18; Init +7 (Dex, Improved Initiative); Spd 30; AC 15 (+2 Size, Dex); Atks +3 melee (1d4-2, claw) or (1d4-2, bite); AL LE; Sv Fort +8, Ref +6, Will +4; Str 3, Dex 16, Con 10, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +19 (dark or plentiful shadows)/+15, Listen +6, Move Silently +11, Spot +6; Improved Evasion, Share Spells, Empathic Link, and Share Saving Throws.

Void's tactics take into account sentry locations, patrol paths, lantern and light source ranges, ranged weapon, low-light vision, darkvision, fire and bed roll positions. He attacks the camp using these tactics:

- Beyond detection range make indiscernible noises to attract the attention of heroes on watch.
- While one or more heroes move to investigate, sneak in and open containers holding salvage.
- Move out for another round of distraction. Scare a mouse or rabbit into the camp.
- If able to distract the guards again, sneak in and claw someone who is asleep.
- If possible, drag a pack into the fire.

Void does not risk his life. If at any time he is hurt, or even clearly seen, he will annoy heroes on watch from a distance. His job is to disrupt the party's rest while his master decides whom they are and what to do about them.

ENCOUNTER 6: AID IN THE WILDERNESS

After a long and weary night our heroes break camp and journey onward into the edge of the swamplands of the Gnatmarsh. Along the way they encounter annoying insects but not much else. There are, however, obvious tracks tracing the origin of their path. It seems half a dozen or so humanoids have followed the ruts made by their cart. These tracks head in the direction they are now heading. No other evidence of life is detected.

When evening comes and our heroes set up camp for the night, they are hailed by a stranger approaching from the direction they have come from (from toward the

Bright Sands Desert). She introduces herself in the following manner:

“Hail and well met. I am Rolavon, cleric of Heirionous. I am in need of a safe camp since my comrades and I were attacked last night. I am the only one to have escaped. It is imperative I return safely to Rel Mord.”

The PCs might ask her to submit to *detect evil* or other such scrutiny. She agrees to do so, and asks that the PCs submit to the same.

“I will submit to the detection as well.”

Rolavon is not really a cleric of Heironeous. She is warded by *undetected alignment* (cast just before approaching the PCs' camp) thus does not detect as evil. *Endure fire* similarly protects her from the desert heat.

Her story is a not entirely a believable Bluff with a +5 circumstance modifier increasing our heroes distrust (hard to believe and puts target at some risk). Seeing through her deception right off requires a Sense Motive (DC 18, +5 already added in for our heroes).

She is wearing the dress of a cleric of Heironeous (Knowledge [religion] DC 10) but her favored weapon seems to be a flail. This is not normally a clerical weapon (Knowledge [religion] DC 12. This weapon is almost never used by clerics of Heironeous since it is favored by his hated foe Hextor; Knowledge [religion] DC 15.)

If our heroes ask Rolavon about the weapon, she declares, “I took this weapon from a cleric of Hextor. It is the same kind of weapon used by that foul sect to kill my father, Valadius. I took a vow to master its use and wield it for justice and vengeance against my sworn enemy.” Sense Motive (DC 23) to discern this feasible bluff.

She clasped her holy symbol oddly when she cast *detect evil* (Spellcraft DC 16).

If *detect magic* is used on her, the following information can be gained:

Detect magical aura? Yes

- Number of auras? Two

- Strength of aura? Faint

School of magic (aura 1; Spellcraft DC 16)? Abjuration

School of magic (aura 2; Spellcraft DC 17)? Abjuration

If questioned about having spells up, Rolavon simply states that she is protecting herself from the desert heat and from attacks by her enemies. She speaks of both spells as *endure elements* (fire and electricity) if necessary.

Note that Rolavon is a skilled diplomat (Diplomacy +10). She tries to win acceptance from our heroes in order to discover why they journeyed into the desert. She is also a beautiful woman and, if necessary, utilize all of her natural charms. Her stats are given below.

Rolavon is carefully watching our heroes for their reaction to her presence (Note her Sense Motive skill is +6). If the heroes accept her, she joins them against her own troops when they attack. If they are very suspicious of her, she turns against them as outlined in the attack.

When Rolavon casts *detect evil* to scan our heroes, her gestures are a signal for her troops to begin their assault. Her men, a witch with a few orcs and skeletons, charge the encampment the round after she finishes her spell. She cries out:

“Forgive me! It seems I have led my enemies into your midst.”

Two battle entries for each round exist for Rolavon. Follow the Ally or Enemy plan as it turned out for your heroes and their encounter with her.

Round 1: (Actions are independent of initiative order.)

- Rolavon (Ally): She 5 ft steps toward cover and readies her light crossbow.
- Rolavon (Enemy): She 5 ft steps toward cover and casts *sanctuary* (Combat Casting Concentration +9 with a DC 16 if she needs to avoid an attack of opportunity).
- Zynalda (Witch): (Over 200 feet away, unless no fire) casts *true strike*.
- Orcs and skeletons charge. Flat out run, no Dex or Shield for AC, and are now 120 ft. away.

Round 2:

- Rolavon (Ally): She shoots one of the Orcs.
- Rolavon (Enemy): Assuming *sanctuary* safely up, casts *summon monster II* and lemure arrives.
- Zynalda (Witch): Shoots, in order of priority, a PC sorcerer, wizard or cleric or, if Rolavon is being attacked by our heroes, any hero attacking Rolavon.
- Orcs and skeletons charge, adjusting their pace if heroes are charging to engage them, to be 40 ft away.

Round 3:

- Rolavon (Ally): Reloads her light crossbow.
- Rolavon (Enemy): Assuming her summoned lemure is now attacking, retreats carefully along the safest route at double move while her *sanctuary* remains up.
- Zynalda (Witch) reloads her light crossbow, provided no one is near to take an attack of opportunity.
- Orcs, unless already engaged, move 5 ft. and throw javelins.

Skeletons move to engage trying to get a strike this round if possible.

GENERAL BATTLE NOTES:

Rolavon, if working as an ally, does not hesitate to kill orcs and destroy skeletons. She does not, however, put a great deal of effort into catching or killing her ally, the witch Zynalda.

The orcs are generally confused. If they note Rolavon attacking them (keep in mind Spot checks suffer a -1 per 10 ft), they scream obscenities in orcish and try to flee.

Zynalda, the witch, fires her crossbow long distance using *true strike* so long it is safe to do so. If foes begin to close on her, she flees. She will not risk herself in this engagement.

TIER 1 AND 2

➤ **Rolavon (assumed name), female human Rog1/Clr3** CR 4; Medium-size Humanoid; HD 1d6+3d8+4; hp 20; Init +5; Spd 20 ft.; AC 18 (Touch 11, Flat-footed 15); Atks +5 melee (1d8+2, light flail) or +3 range (1-8/19-20, light crossbow); AL LE; Sv Fort +4, Ref +4, Will +5; Str 15, Dex 12, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Bluff +7, Concentration +5/+9, Diplomacy +10, Knowledge Religion +5, Listen +8, Search +2, Sense Motive +6, Spot +8, Read Lips +4, Wilderness Lore +4; Alertness, Combat Casting, Weapon Focus (from Domain War; light flail), Improved Initiative.

Spells Prepared (0/4/3; Spell DC = 12 + spell level): 0—*create water, cure minor wounds, detect magic, light*. 1st-lvl—*detect evil, endure fire****, *magic weapon**, *sanctuary*. 2nd-lvl—*spiritual weapon**, *summon monster II*, *undetectable alignment***.

* Domain Spell; Domains: War (Weapon Focus) and Destruction (Smite +4/+3 once per day.).

**precast spell

Possessions: Chainmail, large metal shield, light flail, light crossbow, 12 quarrels, holy symbol of Hextor (very well concealed), signet ring (no recognizable design, worth 10 nobles), food, waterskin, flint and steel, spell components, backpack, sack, 8 nobles, 12 crowns, 16 commons.

➤ **Lemure:** hp 9; see *Monster Manual* page 48.

➤ **Zynalda (Witch of the Sands), female human Witch2** Medium-size (human); HD 2d4 +4; hp 10; Init +6; Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10), or 16 (Touch 12, Flat-footed 16—*mage armor* precast); Atks +3 range (1-8/19-20, light crossbow); AL NE; Sv Fort +2, Ref +4, Will +4; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16

Skills and Feats: Concentration +7, Spellcraft +5, Wilderness Lore +6; Improved Initiative, Lightning Reflexes.

Spells Known (6/4; Spell DC = 13 + spell level): 0—*create water, detect magic, detect poison, flare, light*. 1st-lvl—*mage armor**, *true strike*.

*Precast.

TIER 1 (EL 4)

➤ **Orcs** (3): hp 4 each; see *Monster Manual* page 146.

➤ **Medium-size Skeletons** (6): hp 6 each; see *Monster Manual* page 165.

These skeletons are bolstered for the first 3 rounds and count as 4 hit dice vs. turning while bolstered.

TIER 2 (EL 6)

➤ **Orcs** (6): hp 4 each; see *Monster Manual* page 146.

➤ **Medium-size Skeletons** (6): hp 6 each; see *Monster Manual* page 165.

These skeletons are bolstered for the first 3 rounds and count as 4 hit dice vs. turning while bolstered.

If Rolavon sides with the heroes and is welcome in the camp, she stays most of the night carefully watching our heroes. She takes a mental inventory of their equipment and salvage. She slips away, if necessary running into the darkness, before dawn.

If Rolavon was not welcome in the camp, she left, or tried to leave during the fight.

Our heroes, though somewhat troubled by the muggy heat and the persistent sting of marshland insects, may then continue on their journey uneventfully. If Rolavon was with them in their camp and she attempted to track her, they lost the trail along the shore of a stream where it seems she entered a small boat, perhaps a canoe.

ENCOUNTER 7: WRONG RENDEZVOUS

After two or more less eventful days in the insect-infested outskirts of the Gnatmarsh, you arrive at your rendezvous site along the Duntide. To your surprise, a river barge is waiting. You recognize several of the crewmembers, but it seems that Captain Lingold did not make the journey for your return trip.

Our heroes no doubt want to check the orders of the barge operators. The new barge captain, Verholt Gysler, is more than cooperative. He has his crewmen stand down, even surrendering arms if requested. In truth, he does almost anything to get out heroes and their cargo on board. He too, like our heroes, has been hired through middlemen but he is working for the opposition.

The Grey Seer is not the only one scrying. The very enemy our Royal Diviner seeks to uncover is investigating the source of the scrying she detected when she arrived at the encampment. Her divinations have uncovered this suspicious salvage operation that she has decided to thwart.

In the course of their conversation, Verholt Gysler discusses issues with our heroes with the following guidelines in mind:

“Here are our papers. I am sure you will find them in order.”

(Forgery DC 25 to detect any flaws in the orders.)

“If you like, my men and I will surrender our weapons to you. However, you must be willing to accept all the consequences of such actions if we are attacked on our return journey.”

“You may freely inspect us or the barge. I can understand your paranoia. Your mission was dangerous, yes?”

Our heroes probably want to inspect the river barge. It carries some of the same equipment it had on board when our heroes first journeyed to this location on the edge of the Gnatmarsh. Nothing seems out of the ordinary unless a Rogue or caster of *find traps* is looking for a magical trap (Search DC 28). It seems our new captain, who has duped members of Captain Lingold's crew, has installed a simple *glyph of warding* device under the main frame of the barge. The device is detonated by pulling on a carefully concealed string. The string opens a box strapped under the vessel and sets off a *shatter* spell written for the express purpose of splintering the craft's main beam. This does not harm anyone or anything else when it happens. It causes the boat to sink rapidly. Captain Verholt Gysler does not activate the device until he gets the salvage on board and out into deep, rapidly flowing river waters.

Our heroes may come up with a few ways to thwart plans to ruin their salvage mission:

- *Detect evil* and *know alignment* spells are of little use because the crew is acting normally and Captain Gysler is protected by and *undetected alignment* spell. (Gysler stays as neutral as possible in his behavior.)
- *Augury* could be useful if cast within 30 minutes of reaching deep river water with the salvage on board.
- *Detect magic* will reveal one aura on the captain that is a faint (Spellcraft DC 17) abjuration. If the barge is scanned with *detect magic*, however, two auras are detected amidships. Two auras, both are faint, one (Spellcraft DC 17) is evocation while the other (Spellcraft DC 18) is abjuration.
- Skills, such as Sense Motive (DC 22) could add to our heroes distrust of the situation.
- The captain responds to distrust extremely well. He even suggests the following compromises in the order they are given:
- "If you don't trust me, why don't you let one of the deck hands take command and I'll just sit this one out."
- "If it will help, why not put a guard on me."
- In extreme cases of mistrust he may even suggest:
- "Tie me up and lash me to the center pole of the ship if you don't trust me." (Rope Use against his Escape Artist at +10, since he only needs a few fingers free to set off the trap.)
- Captain Gysler does his very best to get the salvage out on the water where he can sink it into silence. Remember the trap is easy to set off.
- The best strategy for thwarting the enemy is simply waiting. Unbeknownst to our heroes, Captain Lingold is on his way. At attempt made on his life was thwarted. He discovered his ship

and crew gone and has rushed to catch up with this impostor captain. He arrives in half a day.

TIER 1 AND 2

➤ **Captain Verholt Gysler (assumed name), male human**

Rog4: CR 4; Medium Humanoid; HD 4d6 +4; hp 15; Init +6; Spd 30 ft.; AC 14 (Touch 12, Flat-footed 12) Atks +4 melee (1d6+1/19-20, short sword); AL NE; Sv Fort +2, Ref +6, Will +2; Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 16

Skills and feats: Bluff +11, Diplomacy +13, Escape Artist +11, Listen +8, Profession (Military River Boat) +2, Search +8, Sense Motive +8, Rope Use +9, Spot +8, Swim +10, Wilderness Lore +4; Evasion, Improved Initiative, Skill Focus (bluff, swim), Sneak Attack (+2d6), Uncanny Dodge.

Possessions: leather armor, short sword, small pouch, flint and steel, fish hook, 2 nobles, 4 crowns.

Possible outcomes are detailed below.

Trap Found: Captain Gysler is found out. If our heroes find the trap, the captain jumps ship and swim downstream, staying underwater as much as possible.

Trap Set Off: Captain Gysler sinks the ship. Our heroes need to swim for it. Many of the PCs may lose equipment and have to shed armor or drop weapons. Assume characters traveling with a light load get out safely with their gear. Let our more encumbered heroes choose what they shed to reach light load status and safety on shore. *This is a pressure moment for the PCs, so don't let the players make slow decisions, consult reference books for equipment weight, etc.* Consult the rules for swimming and drowning as outlined in the *Dungeon Master's Guide*.

Return Trip Delayed: If our heroes wait long enough for the "rescue barge" to come into view, our phony Captain Gysler dives into the river and swims away.

CONCLUSION

Captain Lingold arrives to escort our heroes back to Rel Mord.

He relates the attempt made on his life (Attacked in the early morning by a group of dark cloaked dagger-wielding thugs.) And how he defeated them and set off immediately to make sure that the mission was not compromised by his unsuspecting crew.

The journey up river is uneventful and Sergeant Miles rewards our heroes for their salvage and/or prisoners.

If our heroes successfully brought back either human prisoners or properly preserved salvage, the adventure ends with Sergeant Miles buying them a round of drinks at the Bottomless Keg Tavern. Otherwise he berates them.

Cash if salvage from the salvage site is returned: 200 nobles per Tier. Cash per live human prisoner: 100 nobles

per Tier. Travel Pay is 125 nobles per hero maximum (5/day).

For any crimes that may have occurred, please refer to the Nyroned Judges Kit.

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 3

Quicksand is avoided	25 xp
Crocodile defeated or avoided	50 xp

Encounter 4

Ring recovered from vulture	25 xp
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Encounter 5

The cat is spotted by a PC	25 xp
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Encounter 6

Rolavon's deception is uncovered before she has a chance to spy	25 xp
Orcs and skeletons defeated	100 xp
Rolavon is captured	50 xp

Encounter 7

Trap on the barge is discovered	50 xp
Captain Gysel is captured	50 xp

Total experience for objectives	400 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	450 xp
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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 3

- Tanglefoot Bag (50 nobles value) and
- Potion of Spider Climb (50 nobles value)

Encounter 6

- Per orc (3 Orcs at Tier 1 and 6 Orcs at Tier 2): worn suit of studded leather (12 nobles) worn greataxe (10 nobles), orc food, waterskin, javelin, flint and steel, backpack, sack, 4 crowns, 7 commons. (Total equipment value 66 nobles per Tier).
- Rolavon: flail (4 nobles), chainmail (75 nobles), large metal shield (10 nobles) signet ring (10 nobles), light crossbow (18 nobles), food, waterskin, flint and steel, spell component pouch, backpack, crossbow bolts, holy symbol of Hextor. (Total equipment value 117 nobles). Cash: 8 nobles, 12 crowns.

Encounter 7

- Captain Gysler: leather armor (5 nobles), short sword (5 nobles), small pouch, flint and steel, fish hook, (total equipment value 12 nobles). Cash: 2 nobles, 4 silver.

Conclusion

- Cash if salvage returned: 200 nobles

- Cash per live human prisoner: 100 nobles
- Travel Pay is 75 nobles for each hero.

DM'S SUMMARY SHEET

The purpose of this summary sheet is to provide information to the Nyronnd Triad to see how events in this scenario influence future happenings in Nyronnd. Return this survey to the event coordinator. Please give PC names, player names and RPGA numbers.

Did the PCs successfully return salvage from the site to Rel Mord? Was it properly handled (according to instructions)?

Rolavon's fate (circle one): killed captured killed by PCs escaped. Explain if needed.

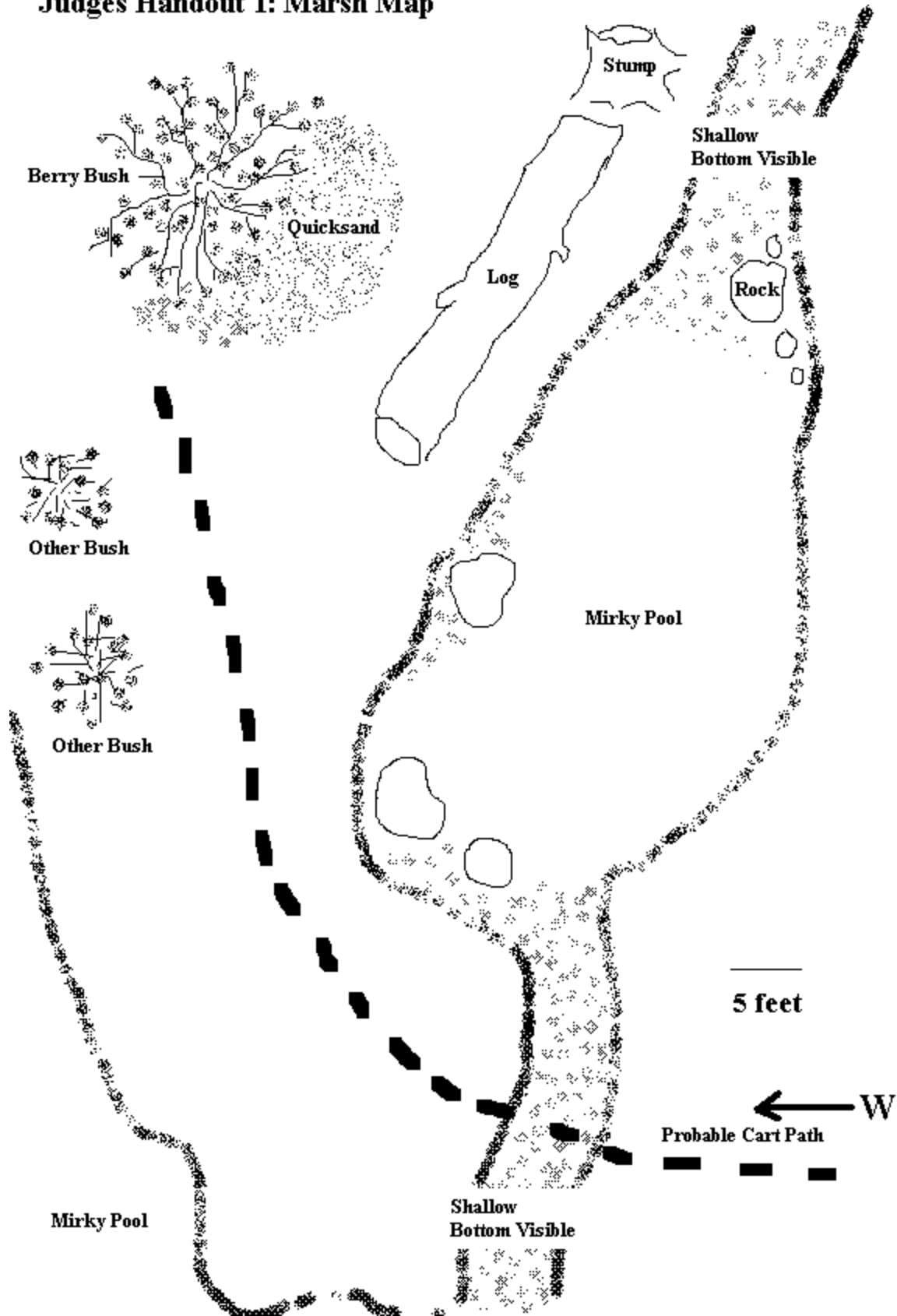
Verholt Gysler fate (circle one): killed captured killed by PCs escaped. Explain if needed.

Did the PCs do anything extraordinary (significantly different from what the scenario implies they might do)?

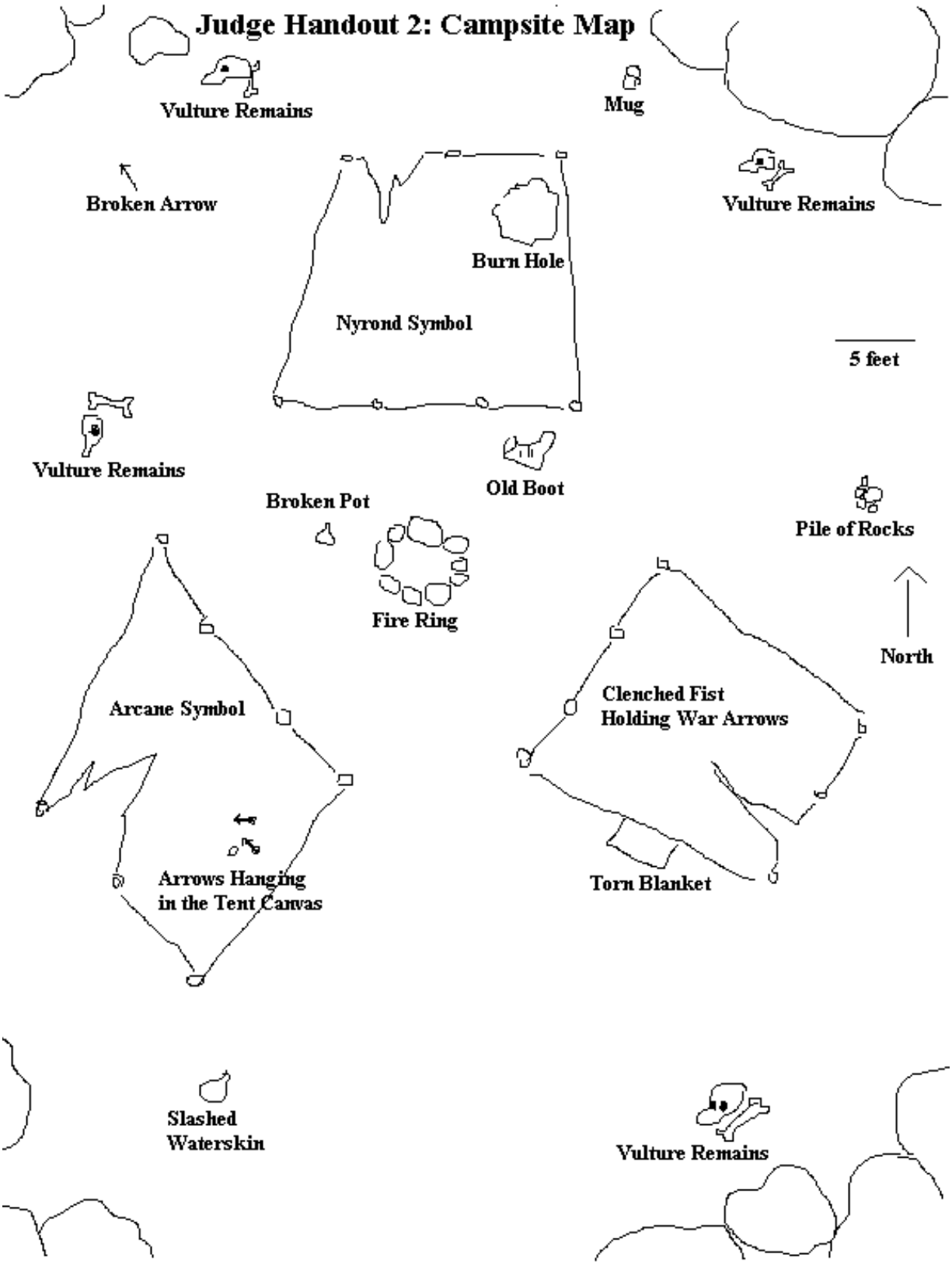
Did the PCs find the hidden coded message and return it to the proper authorities?

Describe any events not outlined in the scenario that you feel could effect the future of the campaign in Nyronnd in any way.

Judges Handout 1: Marsh Map



Judge Handout 2: Campsite Map



Player Handout 1: Salvage Contract

By order of the servants of the True Heir, the Firstborn, Commander of the Faithful, Admiral of the Fleet, Protector of the Innocent, Upholder of the Law, High Judge, Wise Despot, and Reigning King of Nyronnd and Old Almor: King Lynwerd I:

In accordance with the laws of Nyronnd and the terms set forth in this document on

the day of _____ in the month of _____ and the

season of _____,

We the undersigned do solemnly swear to retrieve all useful items and all items near or marked with such signs as depicted below:



Payment for services rendered shall include adequate provisions for travel and the use of suitable equipment for the retrieval of salvage from the site to be designated by a duly appointed military representative whose rank and papers shall provide both identification and order to the expedition here agreed to. A fee of 5 nobles per day for a period not to exceed 28 days and standard salvage, of no more than half fair market value, shall be paid upon completion. Sign below:

PLAYER HANDOUT 2: SALVAGE INSTRUCTIONS

Set forth by order of command to those in the contracted salvage service for his majesty's militia:

Instructions.

First, do not touch any salvage with your hands (washed or not).

Second, put on heavy gloves to handle any salvage, or salvage equipment, taking great care to only touch said gloves on the red wrist leather (clean hands please).

Third, do not handle the grabber, long grabber, or any salvage without properly wearing the heavy gloves.

Fourth, all small salvage should be picked up using the grabbers. Do not breathe or spit on any salvage items. Try not to go too near them.

Fifth, larger salvage, if need be, can be picked up using only the heavy gloves, if you must!

Sixth, be careful not to die near or bleed on salvage items or containers.

Seventh, do not let others bleed on or die near salvage items or containers.

Eighth, small salvage items are to be stored in the liquid inside the heavy jug.

Ninth, do not touch the liquid or, for that matter, the insides of any of these special storage containers.

Tenth, larger items are to be stored in the heavy boxes.

Eleventh, storage containers are to be kept closed except when items are being placed inside.

Twelfth, very large items are to be wrapped in the heavy blanket by a person, or persons wearing the heavy gloves.

Thirteenth, no spells are to be cast on or near the salvage items or their containers.

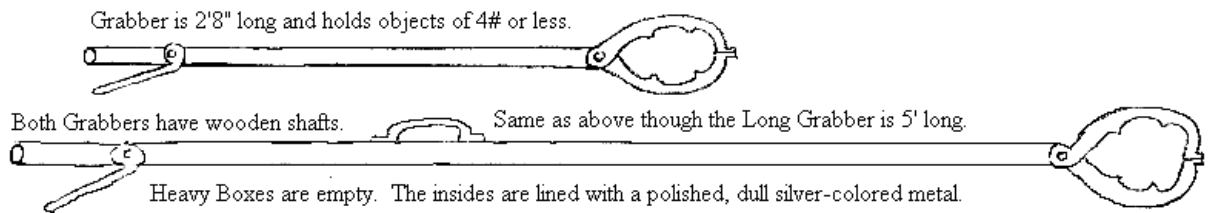
Fourteenth, in the event that a pair of heavy gloves is contaminated with improper handling, spell exposure, death or blood; use the other pair of gloves instead.

Finally, the outside of the storage containers can be touched by persons not wearing the heavy gloves in order to make your job easier.

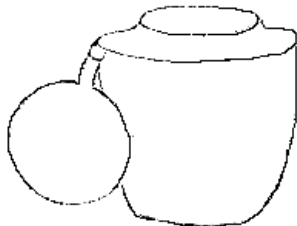
Thank you.

Player Handout 3: Salvage Equipment Inventory

- 1) One Mule ("Daisy" printed clearly in common on her collar.)
- 2) One Cart (Including guide rails, harness, and blinders.)
- 3) One Grabber (Opens when handle is squeezed.)
- 4) One Long Grabber (As above with support handle.)
- 5) Two Pair of Heavy Gloves (10# Per Pair and Average Human Size.)
- 6) One Wide-Mouthed Heavy Jug (30# with 6" opening.)
- 7) Two Heavy Boxes (1'x4'x6' and 40#)
- 8) One Heavy Blanket (4'x6' and 40#)
- 9) A Large Barrel of Water
- 10) A Barrel Containing 3 Weeks Rations for Everyone (Including Daisy)



The Wide-Mouthed Heavy Jug contains an oily, thick, black liquid flecked with dull silver metal flakes. This liquid fills only about half of the jug.



The Heavy Gloves are two layers of stiched hide with some kind of thick ooze in between. This ooze gathers into bulging lumps when the gloves are squeezed. The wrist of each glove is trimmed in red leather. In Common the wrists are labeled "Only Touch Here."

