

ULP1-06

The Rescuers

**A One-Round D&D LIVING GREYHAWK®
Principality of Ulek Regional Adventure**

Version 1

by Kristofer Wade

While in Gryrax, you are recruited for a rescue mission. The trail starts with an opportunity to explore the coastal city of Gryrax before the PCs travel on to the disputed territory. An adventure for character levels 1-6.

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

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

Preparation

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

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

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

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

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

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

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

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

to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

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

Is it a Full Moon?

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

Lifestyle

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

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

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

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

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

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

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

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

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

Adventure Summary and Background

This is the sixth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Some of the general background information includes:

- While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time, the territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.
- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars, a good deal of anti-elf sentiment exists in the nation.
- Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

The adventure starts with the PCs in Gryrax. While exploring the city on their own they come together during a chance encounter. Soon after, they rescue a merchant being attacked by thugs. This same merchant then recruits them for a rescue mission. His cousin and her family have been taken to a labor camp in the Disputed Territory, and a ransom note has been sent to the merchant.

The plan is to send the PCs by ship to a landing point in the Disputed Territory where they will be escorted to the labor camp by a small group of orcs. The kidnapper is a rogue orc, named Nagrat, who runs the labor camp and is hiding the identity of his prisoners from Turrosh Mak, the ruler of the Pomarj. The merchant's cousin and her family will be turned over to the PCs and all will be escorted back to shore where they will rejoin the ship and sail home. This all must be done in secret.

However, once the merchant gains agreement from the PCs, he will tell them they should explore the city of Gryrax, meet for dinner as his guests, and then rest until early morning when they will board a ship under cover of darkness and leave the city.

The PCs may then journey out into the city and learn part of the layout and atmosphere of Gryrax. Eventually, they will meet the merchant at the Roaring Griffin Inn. After this the PCs have a short time to rest and then board their ship, with a ransom in gems and jewelry. During the voyage, pirates will attack the ship and the PCs must help defend it.

Finally reaching the hidden cove in the Disputed Territory the PCs are sent ashore in a longboat and

they meet the emissaries of the orc leader who has captured the merchant's cousin.

Upon arriving at the labor camp they will be taken to the leader, Nagrat. He will accept the payment and have the prisoners brought to the PCs who may then leave if they wish. The PCs however will have a chance to see the terrible conditions in the labor camp and may wish to try to free all of the prisoners. Even if they are successful at this they will then have to find a way to get all the prisoners to safety; not an easy task.

When the PCs reach the location where they are to meet the ship, which will take them back to Gryrax, they will be visited by a ghostly dwarf who will ask them to perform a simple task.

Eventually the PCs will board the ship and their journey home will be uneventful. If the PCs have rescued the cousin they will be thanked in a private dinner and rewarded. If they also rescued all the other prisoners this is a chance for celebration and the PCs can be publicly recognized for their valor.

Player Introduction

You are currently in the city of Gryrax. Whether you journeyed here or happen to be a resident of this cosmopolitan city, you are still impressed by the cleanliness and organization considering the bustle of humans, dwarves, halflings and a scattering of other non-humans. Most are polite as they shoulder gently past you. You have no real difficulty moving through the crowds.

But of course the peaceful morning is too good to last for heroes such as you. From nearby come the sounds of a conflict. You hear the screams of pain coming from a side alley.

Assuming the PCs move to investigate continue with Encounter One. If for some reason none of the PCs go to investigate, allow them to wander about the city (Encounter 2) until they grow bored and then end the adventure.

Encounter 1: A Rescue

Moving to investigate you see three humans and a halfling in dark clothes attempting to kill two dwarves. Lying dead on the ground are two dwarves and a human, who is dressed in dark clothes. One of the dwarfs, who is still fighting, is dressed in fine clothes while the other three dwarves wear matching livery, clearly servants of some wealthy merchant.

It is obvious that the humans and the halfling are rogues who have attacked with surprise. It is also apparent that unless someone intervenes soon the two remaining dwarves will be quickly slain.

If the PCs decide to interfere use the stats below. The rogues will not be able to sneak attack since they are already in combat and expecting possible interference to occur. In fact, two of the

human rogues are in hiding for just such a possible interference. The rogues will attempt to sneak attack the two most dangerous looking PCs as they move down the alley to aid in the combat.

If the PCs are victorious the dwarven merchant, Setzel, will approach them and thank them profusely for saving his life. This is an opportunity for the PCs to do character descriptions and introduce themselves not only to Setzel but also to each other. Setzel will then ask them if they would consider helping him on another matter. If the PCs agree, the merchant will ask the PCs to meet him for dinner at the Roaring Griffon Inn. He will briefly explain that it is a rescue mission but wishes to save the details for a more private place. Setzel then suggests the PCs continue to explore Gryrax until their planned meeting, which is about five hours away.

Setzel, male dwarf Ftr3: Medium-sized Humanoid (Dwarf) (4 ft. tall); HD 3d10+6; hp 31 (Toughness); Init +0; Spd 20 ft; AC 10; Atks +4 melee (1d6+1/19-20, short sword); SQ Dwarven traits; AL NG; SV Fort +5, Ref +1, Will +1; Str 12, Dex 10, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Diplomacy +4, Listen +2, Profession: Tradesman +6, Ride +6, Spot +2; Alertness, Endurance, Running, Toughness.

Equipment: short sword.

Gersin, male dwarf Ftr6: Medium-sized Humanoid (Dwarf) (4 ft. 4 in. tall); HD 6d10+18; hp 61 (Toughness); Init +1; Spd 20 ft; AC 13 (+1 Dex, +2 leather armor); Atks +9/+4 melee (1d6+4/19-20, short sword); SQ Dwarven traits; AL LG; SV Fort +8, Ref +2, Will +2; Str 14, Dex 12, Con 16, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +9, Jump +1, Ride +9; Mounted Combat, Toughness, Weapon Focus (Short Sword), Weapon Specialization (Short Sword).

Equipment: leather armor, short sword.

Tier 1 (EL 5)

Tisbo Neb, male halfling Rog3: CR 3; Small Humanoid (3 ft. tall); HD 3d6; hp 14; Init +7 (Dex, Improved Initiative); Spd 20 ft; AC 17 (Touch 14, Flatfooted 14; Atks +3 melee (1d6+1/19-20], short sword), +5 ranged (1d4, sling); SQ sneak attack +2d6 damage, Evasion, Uncanny Dodge (Dex bonus to AC); AL LE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 17, Con 11, Int 12, Wis 9, Cha 9.

Skills and Feats: Appraise +4, Balance +6, Bluff +2, Climb +7, Disable Device +7, Disguise +2, Escape Artist +7, Gather Information +3, Hide +13, Intuit Direction +2, Jump +7, Listen +6, Move Silently +10, Open Lock +6, Pick Pocket +6, Search +4, Tumble +6; Dodge, Improved Initiative.

Equipment: masterwork studded leather armor, short sword, sling with 10 bullets, 100 sp.

Local Thugs, male human Rog1 (4): CR1; Medium-Size Humanoid (5 ft. 9 in. tall); HD 1d6; hp 6 (each); Init +5 (Dex, Improved Initiative); Spd 30 ft; AC 13 (Touch 11, flat-footed 12); Atks +0 melee (1d6/19-20], short

sword); SQ sneak attack +1d6; AL NE; SV Fort +0, Ref +3, Will -1; Str 11, Dex 13, Con 11, Int 10, Wis 9, Cha 9.

Skills and Feats: Climb +2, Hide +5, Listen +2, Move Silently +5, Open Lock +3, Pick Pocket +5, Read Lips +3, Search +3, Spot +3, Tumble +4; Dodge, Improved Initiative.

Equipment: leather armor (each), short sword (each).

Tier 2 (EL 7)

Tisbo Neb, male halfling Rog4: CR4; Small Humanoid (3 ft. tall); HD 4d6; hp 18; Init +8 (Dex, Improved Initiative); Spd 20 ft; AC 18 (Touch 15, Flat-footed 14); Atks +4 melee (1d6+1/19-20], short sword), +7 ranged (1d4, sling); SQ sneak attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC); AL LE; SV Fort +1, Ref +8, Will +0; Str 12, Dex 18, Con 11, Int 12, Wis 9, Cha 9.

Skills and Feats: Appraise +5, Balance +8, Bluff +4, Climb +7, Disable Device +8, Disguise +2, Escape Artist +8, Gather Information +2, Hide +14, Intuit Direction +3, Jump +7, Listen +7, Move Silently +12, Open Lock +7, Pick Pocket +7, Search +5, Tumble +7; Dodge, Improved Initiative.

Equipment: masterwork studded leather armor, short sword, sling with 10 bullets, 100 sp.

Local Thugs, male human Rog2 (5): CR2; Medium-size Humanoid (5 ft. 9 in. tall); HD 2d6; hp 10 each; Init +5 (Dex, Improved Initiative); Spd 30 ft; AC 13 (Touch 11, Flat-footed 12); Atks +1 melee (1d6/19-20], short sword); SQ sneak attack +1d6, Evasion; AL NE; SV Fort +0, Ref +4, Will -1; Str 11, Dex 13, Con 11, Int 10, Wis 9, Cha 9.

Skills and Feats: Climb +4, Hide +5, Jump +4, Listen +4, Move Silently +5, Open Lock +3, Pick Pocket +5, Read Lips +3, Search +3, Spot +3, Tumble +4; Dodge, Improved Initiative.

Equipment: leather armor (each), short sword (each).

Tier 3 (EL 9)

Tisbo Neb, male halfling Rog5: CR5; Small Humanoid (3 ft. tall); HD 5d6; hp 22; Init +8 (Dex, Improved Initiative); Spd 20 ft; AC 18 (Touch 15, Flat-footed 14); Atks +4 melee (1d6+1/19-20], short sword), +7 ranged (1d4, sling); SQ sneak attack +3d6, Evasion, Uncanny Dodge (Dex bonus to AC); AL LE; SV Fort +1, Ref +8, Will +0; Str 12, Dex 18, Con 11, Int 12, Wis 9, Cha 9.

Skills and Feats: Appraise +5, Balance +8, Bluff +4, Climb +7, Disable Device +8, Disguise +2, Escape Artist +8, Gather Information +2, Hide +16, Intuit Direction +3, Jump +7, Listen +7, Move Silently +14, Open Lock +7, Pick Pocket +12, Search +5, Tumble +7; Dodge, Improved Initiative, Mobility.

Equipment: masterwork studded leather armor, short sword, sling with 10 bullets, 100 sp.

Local Thugs, male human Rog3 (5): CR3; Medium-size Humanoid (5 ft. 9 in. tall); HD 3d6; hp 16 (each); Init +5 (Dex, Improved Initiative); Spd 30 ft; AC 13

(Touch 11, Flat-footed 12); Atks +2 melee (1d6/19-20, short sword); SQ sneak attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +4, Will +0; Str 11, Dex 13, Con 11, Int 10, Wis 9, Cha 9.

Skills and Feats: Climb +4, Hide +5, Jump +4, Listen +6, Move Silently +7, Open Lock +3, Pick Pocket +7, Read Lips +5, Search +4, Spot +6, Tumble +4. *Feats:* Alertness, Dodge, Improved Initiative.

Equipment: leather armor (each), short sword (each).

Tisbo had set up the ambush with care. He and his men waited in an alley and as the merchant went by they grabbed him and dragged him into the alley. Tisbo held a dagger at Setzel's throat and ordered the retainers into the alley. They came quietly, hoping they would only be robbed and not killed, but Tisbo's plans went bad due to one of the retainers attempting to get the attention of others nearby.

Thus, Tisbo gave the signal to kill Setzel and his retainers but Setzel was able to break free. Plus one of the retainers, Gersin, proved to be a more able warrior than expected. He managed to kill his captor and move to Setzel's side in the combat. This is when the PCs showed up.

If Tisbo is captured he will refuse to give any details as to who they work for. However, Tisbo does have a letter written in crude common that says "Here is 100 silver for you and your men. Kill the merchant and another 400 silver is yours." The note is signed "T." The human thugs do not know who hired them except that Tisbo gathered them together for this 'job'.

If magic is used on Tisbo (such as *detect thoughts*), the PCs may be able to get some information that he and his men were hired by an orc sorcerer, Troika, from a prison camp in the Disputed Land. Troika is an agent for Turrosh Mak and is working to discredit Naggrat so he can fill Naggrat's role.

The city guard shows up at this point and after asking lots of questions about what has happened here, will send Setzel, his retainers and the PCs away while taking the rogues into custody. Setzel will be assured that he can collect the bodies of his retainers in a day or two for proper burial.

Additionally, when the PCs go to meet Setzel for dinner, he will have the masterwork studded leather armor that Tisbo wore plus 100 sp and thankfully give it all to the PCs. The city guard figured out that Tisbo was part of the recent increase in the thug activity in the city and wanted to reward the PCs for aid in capturing/killing him.

Encounter 2: Into the City

(The purpose of this section is not to fully detail the City of Gryrax, but simply to give the PCs some flavor of the city. If they request a specific location or service not listed it is up to the judge to create the location using the guidelines below. If you wish to have your creation considered for permanence please

email the Principality of Ulek Point of Contact, Christopher Reed at fltriad@aol.com.)

The inner city is set up in four quarters: the Trade Quarter, the Visitor's Quarter, the Temple Quarter and the Government Quarter.

The Trade Quarter is on the waterfront and includes the docks, the majority of the city's shops, and many of the city's guilds.

The Visitor's Quarter includes accommodations of all types from simple hostels for seamen, to reputable inns for merchants to fine and fancy inns for traveling nobles and rich heroes. A variety of taverns and eateries can also be found here.

The Temple Quarter houses temples to each of the gods worshipped lawfully in the Principality of Ulek including: all of the dwarven gods as well as Ulaa, St. Cuthbert, Lydia, Phytan, Fharlanghn, Osprem, Ehlonna, Olidammara, and Norebo plus several others.

The Government Quarter houses all of the buildings occupied by both city and state officials. It also houses the embassies of all of the countries of Oerth that choose to send ambassadors to the Principality of Ulek. (These include the other Ulek states, Keoland, Gran March, Verbobonne, Dyvers, Greyhawk, Celene, and several others.) Notably absent are The Pomarj, Empire of Iuz, and the Scarlet Brotherhood.

The four quarters are built around the low hill on which the castle of Prince Corond sits. Dividing the city into its four quarters are two major thoroughfares that meet at the Circle of the Prince, a wide cobblestone roundabout that circles the castle outside of the moat.

The Trade Road starts from the Seagate Pier, divides the Trade Quarter on the left and the Visitor's Quarter on the right, and goes straight toward the castle. It ends temporarily as it joins the Circle of the Prince and then continues on the other side, dividing the Government Quarter on the left and the Temple Quarter on the right until it comes to the Trade Gate. Here it passes through the outer wall of the city and continues on into the Principality of Ulek to Havenhill and beyond.

The other major road is the Prince's Road. This road separates the Government Quarter from the Trade Quarter and the Visitor's Quarter from the Temple Quarter. Both these roads are walled roads with heavy barred gates opening into the lesser roads that enter into each quarter. These gates are normally kept open. In fact they have never been closed in the current princes reign, although they are kept well oiled and checked regularly. The idea is that if some enemy were able to enter the city, past the high, stout walls that surround it, by either force or subterfuge, they could be trapped in one quarter of the city by the walls along each edge of the quarter. This is a truly dwarven design and has yet to be tested in real action, although practice drills are now done periodically to the amusement of the youth of the city and travelers new to the city.

The people of the city generally live in the quarter where their business is. Shopkeepers, dock workers and guild folk all live in the Trade Quarter;

Tavern keepers, cooks, servers, and bouncers tend to live in the Visitor's Quarter; and so on. Many of the powerful dwarven nobles and rich merchants have built estates outside of the city on lands either given to them for the service their families do or sold to them for large amounts of gold coin. But most of these tend to keep apartments in the Government Quarter or Trade Quarter as appropriate.

When the PCs become bored with exploring the city they can adjourn to the Roaring Griffon Inn to wait for Setzel. Also allow the PCs a chance to visit several places of their interest but do not let them spend too much time exploring as they have a mission at hand.

Visitor's Quarter

The Mossy Boulder Pub - This is a typical pub for Gyrax with one atypical element. A married couple Herth and Ara runs the pub, but what makes it unique is that Herth is a dwarf and Ara is a human.

The pub is a two-story building with a sign showing stones rolling down a hill. The first floor is a barroom with a wooden bar at one end and a stone fireplace at the other. There are many tables in the room. Both food and drink are available here. Ara will act as waitress while her husband tends bar. Upstairs are a few rooms intended not so much for travelers as for a place to put the patrons who drink too much. This is something that happens with frequency when humans try to match dwarves drink for drink.

Herth is a quiet peaceful dwarf who prefers listening to talking although he will answer politely when asked a question. Ara always looks tired, until she smiles, which tends to light up the room and brings back many regular customers to the pub. The couple does quite well for themselves. When questioned about their marriage they explain simply that St. Cuthbert and Moradin have both blessed it so there should be no quarrel from human or dwarf. They were adventuring companions for a short time and when all their other friends died in a nasty battle with undead they found solace in each other's company that grew into love.

Herth (male dwarf Ftr 3; Profession: Innkeeper +6, Handle Animal +3, Jump +3) bartender.

Ara (female human Rog2; Appraise +4, Bluff +4, Decipher Script +4, Diplomacy +4, Forgery +4, Gather Information +4, Innuendo +4, Listen +4, Search +2, Spot +2) waitress.

The Gameroom - This is a place for the avid gambler. They have all types of games of chance such as dice, cards and other forms of gambling. The unique feature of this establishment is that it is haunted. The proprietors have learned to always leave an empty chair at every table. And the regulars know that a ghostly human sea captain may appear at any table to watch and play. The regular customers take great pleasure in watching as a newcomer is first faced with the ghostly figure of an old human salt dog by the name of Captain Blann. Captain Blann died

here over fifty years ago, before he could collect the pot he had just won by holding four aces. The mistake he made was not noticing that two of the aces were of the same suit. His gaming companions were quick to point out his error and thus a fight ensued resulting with the death of Blann. Since then the Blann's soul has remained attached to this location until someone frees him by dealing him a hand of four different aces.

The Roaring Griffon Inn - This is a fairly clean place with good food and ale. The cost for a one-night stay is 5 sp for a cot in the common room or 2 gp for a private room. The innkeeper Obus knows a great deal about almost everyone who lives in the trade quarter. He will sell this information for as much as the market will bear. (Usually this equates to about 10 gp unless the PC looks exceptionally rich.)

This is where the meeting with Setzel will take place and where the PCs will spend the night (at Setzel's expense) if they agree take the mission.

Obus (male human, Com1; Gather Information +3, Profession: Innkeeper +1) innkeeper.

Trade Quarter

Museum - This museum has some rooms that might interest heroes. There is the armor room which has on display almost every type of armor ever made from dwarven plate, to elven chain, to rhino hide. Another room contains statues of sea creatures carved from the native coral of a nearby coral reef, including various types of fish, sea elves, sea lions and sahuagin. A long dead dwarven artisan carved these statues that almost seem alive. Great tapestries of battles at sea fill another room. There is a room with stuffed bodies of fish, sharks, and other sea creatures. Yet another room is filled with models of every imaginable type of sea vessel from longships to keelboats.

Library - This library contains works written by authors from across the lands. There are books in many different languages. If a PC wishes to find more information on a particular subject, first have them make a Gather Information check (DC 25) and if they are trained in the Decipher Script skill (DC 30) have the PC also make this check too.

A success on either one of these will provide a +2 circumstance bonus on the necessary Search/Spot (DC 20) skill check. A check can be made for each hour searching but a PC cannot take '20' unless they wish to spend the full day here (12 hours). Payment to search the library is 1 sp per hour.

Smithy - Any metal item from the player's handbook can be purchased here at book price. Mundo Gise, the smith is an excellent and reliable smith. He will happily take orders if the PCs wish to purchase equipment that has a special look to it. These items will be completed by the time the PCs return from their mission.

Additionally, if treated kindly and asked about making masterwork weapons, he will mention that he is skilled in making doing so but this will require a good amount of treasure. He also will only attempt to make simple and martial type weapons avoiding exotic type weapons. He will only have time to make one melee weapon of the group's choice. Thus each PC cannot purchase a masterwork weapon from him.

The cost to the PC will be 400 gp plus two times the cost of a regular weapon of its type. For example, a masterwork short sword would cost 420 gp (400 + [2*10]). It will be ready when the PC returns to Gryrax from their mission.

Mundo Gise (male dwarf Exp10; Appraise +5, Craft: Armorsmithing +13, Craft: Blacksmithing +13, Craft: Weaponsmithing +13, Diplomacy +5, Gather Information +1, Knowledge: History +5, Knowledge: Local +10, Sense Motive +10) smith.

Temple Quarter

Temple of Ulaa - This is a small temple built to resemble on the outside, a mineshaft entering a small hill. On the inside is a central chamber with "tunnels" leading to smaller areas of worship each decorated with raw ore and worked metal of silver, gold, platinum, and copper plus different types of gems (diamonds, rubies, emeralds, etc.) This is a small temple intended for use primarily by merchants and other travelers who venerate Ulaa. There are a few regular members of the temple, mostly children of miners, hillmen, mountaineers, and quarrymen who decided they wanted a life in the city but still venerate the god of their parents. Ulaa is venerated by dwarves, gnomes and humans. **Mian Gemheart** (female gnome, Clr13) is the high priestess of Ulaa here. She dresses in brown and green robes in the temple. She is known to take pilgrimages into the Lortmil Mountains fairly often to hunt hill giants. Often she goes alone, sometimes she will journey with younger dwarves to protect and teach them.

Temple of Moradin Soulforger - This is a large square building. The inside is one large room designed to look much like a smithy. Around the outside of the temple are small shrines to the other dwarven gods. This is the principal place of worship for the dwarves of Gryrax, although some do worship Ulaa. **Gream Falaig** (male dwarf, Clr12) is the high priest of Moradin. His lifedream is to move up to become high priest of the temple in Havenhill. Until that time he ministers faithfully to his flock, and they forgive his tendency to focus on temple politics above the faith of Moradin itself.

Temple of St. Cuthbert - This temple is a Roman style building with broad steps leading up to a broad covered landing. The roof here is supported inside and out by white marble columns. The main entrance is an arched doorway large enough to accommodate a wagon if one was to be wrestled up the steps in the first place. Inside the walls are painted with many

mural of St. Cuthbert battling Iuz. **Rast Tilleb** (male human, Clr14) is the high priest of St. Cuthbert. He is a tall man with a large white mustache and long white hair. He wears green robe embroidered with a platinum starburst and he carries a platinum mace. He is Lawful Neutral and believes strongly that the laws of the land and of the temple are more important than good versus evil. He is very active in the lives of the followers of St. Cuthbert as it is very important to him that everyone obey the tenets of the faith consistently.

Temple of Fharlanghn - This is a small chapel intended for devotions carried out by those followers who are traveling through the city. There are no worshippers who are permanent residents of Gryrax, although many return often. Merchants and other travelers wishing luck on the road also make donations here. **Fless Farwalker** (female human Clr6) is the priest of this shrine. She has eight months left on her assignment and she is already champing at the bit to get back to her travels. She wears well-worn brown robes. Fless is extremely inquisitive. She will ask travelers about where they have been and where they are going, sometimes to the point of rudeness.

Government Quarter

Embassy of the Duchy of Ulek - This building is set on a small plot of land planted with many trees and bushes and small lawns. It is made of ironwood and is almost as durable as a stone building would be. The wall surrounding it is a "wall of thorns" created by elven druids.

Embassy of the County of Ulek - This is a small stone building and several of the rooms inside are designed for gnome and halfling sized folk. This can be seen from the outside by the low windows in the walls. It is a single story building surrounded by gardens of different types of flowers with lots of gravel paths winding through the gardens. The embassy is surrounded by a wrought iron fence that seems to serve more as a trellis for vines and creepers than a security device.

Embassy of Keoland - This building is a two-story building built of alternating blocks of black and white marble. It is quite beautiful, with an inset carving of a crown over to double door entranceway. Set in the crown are five large gemstones that have been the target for a few attempted thefts. The embassy guards are hired for their alertness however and so far no theft has been successfully accomplished.

Embassy of the Gran March - This building is a small-scale castle built of granite. In fact to follow in the theme it even has a narrow moat surrounding it spanned by a drawbridge that is generally left down.

Embassy of Celene - This building has been boarded up but if some studying of the area is done it can be seen that this was probably done a few years ago. The grounds have not been maintained and are thus very overgrown. When Celene failed to send help in defending against the hordes of Turrosh Mak, the ambassador from Celene was asked to leave Gryrax.

Encounter 3: Dinner with Setzel

When the PCs are done exploring parts of the city of Gryrax and ready to meet with the merchant, Setzel, continue with the following:

At the appointed hour you are ushered into a private dining room at the back of the inn. Setzel is there, pouring himself a drink from a flask on the sideboard. There is a large table set with a wide variety of foods; poultry, beef, pork, vegetables, and bread. The smells from it all are quite wonderful.

Setzel offers everyone drinks of their choice. Once everyone is satisfied Setzel ushers you to seats around the table and invites you to enjoy the sumptuous repast. As you dine he begins to speak.

"If you will allow me I will explain the situation in detail and then answer any questions you may have. Recently my cousin Sobella was captured, along with her three children, by humanoids from the Disputed Territory. Surprisingly, instead of being forced into slavery, or tortured to death, they are being held for ransom. The humanoid that captured them, an orc named Nagrat, is in charge of a labor camp at the edge of the Disputed Territory. He is apparently taking advantage of the fact that he is the only one who knows who his prisoners are."

"We have received a message from him demanding a chest full of gems and jewels. I have decided to pay the ransom, but am unwilling to risk myself on such an adventure. Will you take the task of delivering this ransom for me?"

At this point the PCs will have questions and at some point hopefully agree to the rescue mission.

If asked about using force rather than paying the ransom:

"If your group arrives on the scene and feels you are capable of successfully slaying the foul humanoids holding Sobella and her three children, I will trust you on making the right decision."

If asked about further details of the mission:

"A ship will sail at 3 AM tomorrow morning. This ship will carry you and the ransom to a point off of the coast of the Disputed Territory. There a longboat will take you in to shore and you will be met by a group in service to Nagrat. They will escort you to him and the exchange will be made. Then you will return to the coast and be brought back to the ship for the return journey. Only the captain of the ship, a man by the name of Justinian will know of your mission. He is honorable and can be trusted."

"I must warn you that the trip itself will be dangerous. There has been an increase in pirate activity recently along the coastline. Plus, as you likely know, the Disputed Territory is always full of those vile humanoids from the Pomarj."

Setzel will offer the PCs 120 sp each. Additionally, he will thankfully give the masterwork studded leather armor that Tisbo wore to the PCs plus 100 sp. The city guard figured out that Tisbo was part of the recent increase in the thug activity in the city and wanted to reward the PCs for aid in capturing/killing him.

Allow the PCs to ask any questions they may have. Once all of their questions have been answered continue on.

"Thank for agreeing to take on this task. You will be given rooms here at the inn until it is time to leave for the port to board your ship. Is there anything else I can do for you?"

If asked for mundane items the PCs will be directed to the appropriate location in the city. See the city map and refer to Encounter 2 for details. If asked for magical aid, Setzel will explain that he does not have any magic for the PCs.

See Encounter 1 for statistics on Setzel and Gersin if needed.

Encounter 4: Cruising

In the wee hours of the morning, continue with the following:

Someone is shaking your shoulder. You awaken to see the young dwarf retainer from earlier today looking down at you. He looks wide-awake and alert, as he asks you to please dress quickly. With that he leaves to awaken your companions.

After stumbling into your clothes and gathering your gear you head out to the hallway where the others await you. The retainer leads you from the inn. Outside he pauses momentarily to speak, "We will go straight to the ship. We must be as quick and quiet as possible. Do you have any questions or needs before we depart?"

Allow the PCs a moment for second thoughts, then continue on:

Gersin leads you onto the trade road and toward the Seagate Pier. He maintains a brisk pace and you soon arrive at your destination, observed only by a couple of drunken dwarves and a stray dog. A sleek two-masted schooner lies tied up to the pier. There is a quiet bustle aboard as the sailors prepare her for the sea. Your guide leads you to the boarding ramp and says his farewells.

A tall human male greets you, "My name is Justinian, the captain of this fine vessel. She is known as Pirate's Demise and she will take you swiftly and safely to your destination. I know of

your mission but speak of it to no other while on board. Now come; we must be off." He turns and practically leaps up the ramp. He softly begins to issue orders. "Namron, show these lubbers where to stow their gear. Bos'n get us warped out from the pier. Helmsman, prepare to steer the course I have given you...."

As the never ending stream of orders and the bustle of sailors rushing to obey creates organized confusion all around you, a young human approaches you. "I am Namron. Come with me." He is very formal and stiff, unlike all of the other sailors who seem to roll with the ship as it moves out into the harbor under sail.

Namron will show the PCs to their single cabin. Space is limited on board a fighting ship and this is most definitely a fighting ship. The lower ranking officers have given up their cabin to the PCs and are bunking with the rest of the men. This will make them slightly grumpy if approached by one of the PCs. Namron is the captain's cabin boy. He is seventeen years old, which is really too old to be a cabin boy, but the captain owed Namron's father a favor and took him on to teach him the ropes. So far Namron is not doing very well but Captain Justinian has been overlooking it so far.

Captain Justinian, male human Ftr4: CR4; Medium-size Humanoid (6 ft. tall); HD 4d10+8; hp 36; Init +2 (Dex); Spd 30 ft; AC 15 (Touch 12, Flat-footed 13); Atks +8 melee (1d8+5/19-20, long sword), +6 ranged (1d8/x3, longbow); AL LG; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 15, Int 13, Wis 11, Cha 14.

Skills and Feats: Climb +5, Intuit Direction +1, Jump +5, Listen +2, Knowledge (Geography) +4, Profession (Ship Captain) +4, Spot +2, Swim +6; Alertness, Dodge, Endurance, Mobility, Weapon Focus (long sword), Weapon Specialization (long sword).

Equipment: studded leather armor, long sword, longbow plus 20 arrows.

Background: Justinian is the son of a sea captain. His family has been sailing the seas of Oerth for generations. He grew up on sailing ships but watched his mother and father die when their ship was boarded by a band of pirates. For a while he refused to go on another ship blaming the sea for the loss of his parents. Having a great deal of anger within him, he volunteered to fight in the war against Iuz. After the war ended he received word that his sister had also lost her life to pirates. This prompted him to get funding for a ship to seek revenge on the pirates who had killed his sister. After doing so, he sailed the seas for a bit before he became a privateer in the service of Prince Corond. He now sails the Azure Sea hunting pirates with much success, to the pleasure of his crew.

Lieutenants, male human War2 (4): CR2; Medium-size Humanoid (5 ft. 10 in. tall); HD 2d8; hp 16 (Toughness); Init +1 (Dex); Spd 30 ft; AC 14 (Touch 11, Flat-footed 13); Atks +3 melee (1d8+1/19-20, long sword), +3 ranged (1d8/19-20, light crossbow); AL LN;

SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +2, Jump +2, Listen +2, Profession (Sailor) +3, Spot +2, Swim +3; Alertness, Toughness.

Equipment: studded leather armor (each), long sword (each), light crossbow plus 10 bolts (each).

Sailors, male human War1 (48): CR1; Medium-size Humanoid (5 ft. 10 in. tall); HD 1d8; hp 11 each; Init +0 (Dex); Spd 30 ft; AC 13 (Touch 10, Flatfooted 13); Atks +2 melee (1d8+1/19-20, long sword), +1 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +2, Ref +0, Will +0; Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills: Climb +2, Jump +2, Listen +2, Profession (Sailor) +2, Spot +2, Swim +3; Alertness, Toughness.

Equipment: studded leather armor (each), long sword (each), light crossbow plus 10 bolts (each).

The trip will take three days. Once the PCs are settled in and rested they may wish to explore and ask questions. The ship has two lower decks. The bottom one holds stores and weapons. The middle one holds the crew's quarters and the galley. The PCs are in a cabin near the bow of the ship. The captain has a cabin at the stern.

The crewmembers will talk to the PCs willingly if they are not busy, but none will risk a cuff from the Bos'n or his mates to quit work and chat if they are busy. Namron will try to act as escort for the PCs and answer any questions they may have. He will also fetch the captain to answer questions as long as the weather is fairly calm and there are no ships on the horizon.

Namron (male human Com1) knows all about the captain's history and will gladly tell the PCs if they ask. He worships his captain and wants to be just like him one day. Namron knows nothing of the mission. If asked about battles with pirates, Namron explains his station is below decks to help care for the wounded. He has never seen a battle with his own eyes but has been with the ship for three battles. During two of those battles, the crew captured the pirate ship they attacked. The last battle, however, the pirate ship was sunk by ballista bolts as they attempted to flee. He has heard stories of these battles and others from his shipmates and he longs to fight beside them, but Namron is a coward and so far has been unable to stay above decks as the enemy came near.

If the PCs ask why the lieutenants seem hostile, Namron or the captain will explain that they have been temporarily moved from their cabin for the PCs.

None of the lieutenants know anything of the mission and they will be surly with any of the PCs unless bribed with at least one gold piece for their cooperation.

The captain will be able to give the PCs the following details of their mission, but will only do so in the comfort and privacy of his cabin. It will take them three days to reach their destination, a hidden cove in the Disputed Territory known as

Broch Inlet. Here the PCs will be rowed to shore in a longboat with the ransom. Justinian advises that he will wait up to two weeks for the PCs to return. Weather permitting he will sail into Broch Inlet at high tide every night. If they do not return in that time he must continue back to Gryrax with the presumption that they have been killed. If for some reason he must leave the cove for a while the PCs must wait for him the same two week time period. If he does not return for them they will have to fight their way out of the Disputed Territory on foot as he will have most likely lost a battle with pirates and be unable to return.

When the PCs reach the shore, an emissary from the orc who holds the prisoners will meet them.

About half way into their journey a pirate ship will attack the Pirate's Demise. The pirate ship will bear down on them with all sails. They intend to ram the Pirate's Demise and forcibly board. Currently, there are more pirates on board their ship than usual. This is part of a choreographed attack by two pirate ships that seek to put an end to the privateer who has been sinking or capturing all their brethren. The other pirate ship waits just over the horizon and will come swooping down to aid the first one after the first ship engages Pirate's Demise.

From the time the two ships are first in range to fire catapults, ballistas, and arrows at each other there will be four rounds until the two ships collide. Justinian knows his ship is strong enough to stand the shock and is happy to let the pirates ram him. That way he feels they will not escape. By the time Justinian is made aware of the second ship it will be too late.

The PCs can change the outcome of this by slaying the helmsman by the second round of ranged combat. If this happens the pirate ship will come about broadside into the wind and the ballista crew will successfully destroy one mast of the pirate ship. This allows Captain Justinian to come up on the opposite side of the pirates from what they were expecting and his own crew can board their ship before they can even disentangle themselves from the ropes and sails that have fallen across their deck.

The difference in the flow of the battle is this; if the pirate ship remains under control until the two ships collide then one of the ships will be boarded, which will be determined by the initiative and actions of each of the PCs and NPCs here.

The PCs will fight eight pirates while the crew of Pirate's Demise battles alongside them.

If the pirate ship loses a mast then part of their crew will be occupied trying to clear away the mess that traps others of their crew. In game terms this means that the PCs will only have to find four pirates. The most powerful fighter among the PCs will find themselves fighting the pirate captain.

While the PCs are fighting their battle, the sailors of the Pirate's Demise will be fighting other pirates.

Five rounds into the battle Justinian will be informed by one of his crew of the second pirate ship approaching. Read the following at that time.

As the battle swirls around you there is a cry from Captain Justinian, "A second ship comes. It was a trap. Finish it here quickly. We must brace for another attack." His sword flashes down to slay his opponent and he steps forward to help one of his crew in what had been an unequal battle of three to one.

The PCs have another five more rounds to finish their battle. If they finish before that time and wish to engage in the fight between the pirates and the Pirate's Demise sailors, let them do so. At the end of the tenth round of combat, there will be cries of amazement from both pirates and privateers as a whirlpool appears from nowhere and the second pirate ships spins down into oblivion.

Any PC who is near the captain and makes a Listen check (DC 25), will hear him mutter "Thanks Dekort". The captain will not enlighten them if questioned but simply say it must be have been a miracle.

If a PC somehow has managed to get on or near the second ship and can not escape on their own, they will be swept from the ship's deck and into the sea. Have them make Fortitude saves (DC 20) for five rounds or until they free themselves. If any PC fails all five saves, they are sucked under the water and will go unconscious. Five minutes later, the unfortunate PC will be brought back to the Pirate's Demise on the back of a killer whale.

The wizard Dekort lives beneath the water here. He hates pirates almost as much as Justinian. He was scrying the battle and saw the trap about to close on Justinian. He decided to take a hand, but he is powerful enough and careful enough to ensure that no innocents were captured in the fate he placed upon the pirates.

Once Dekort has made his presence know, the battle is all but over. The remaining pirates are outnumbered and they will eagerly surrender. Let the PCs deal with their individual opponents as they wish, but the captain will not allow wholesale slaughter of the pirates, in spite of the news that is brought to him that his captain boy, Namrod is dead. (Unless one of the PCs specifically stated they were watching and protecting Namrod.)

The captain will ask to be left alone for a time. He will command his lieutenants to make all necessary repairs to both ships and put a prize crew aboard the pirate ship to sail it and the prisoners back to Gryrax. It will take about four hours to complete this task. Once the prize is sailed away there will be three lieutenants and 36 sailors remaining. Six crewmen plus Namrod will have been slain in this battle.

Tier 1 (EL 5 or 6)

Ganmor the Pirate Captain, male human Ftr2/Rog1: CR3; Medium-size Humanoid (5 ft. 3 in. tall); HD 2d10+1d6+3; hp 21; Init +2 (Dex); Spd 30 ft; AC 15 (Touch 12, Flat-footed 13); Atks +3 melee (1d6+1/18-20, scimitar), +4 ranged (1d8/crit 19-20, light crossbow); SA sneak attack +1d6; AL CE; SV Fort +4,

Ref +6, Will +0; Str 12, Dex 15, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +4, Disguise +5, Escape Artist +6, Intuit Direction +4, Listen +4, Profession (Ship Captain) +4, Search +5, Spot +4, Swim +3, Tumble +6, Use Rope +6; Expertise, Improved Disarm, Improved Trip, Lightning Reflexes.

Equipment: studded leather armor, scimitar, light crossbow plus 10 bolts.

Pirates, male human Ftr1/Rog1 (2 or 4): CR2; Medium-size Humanoid (6 ft. tall); HD 1d10+1d6; hp 12 (each); Init +3 (Dex); Spd 30 ft; AC 16 (Touch 13, Flat-footed 13); Atks +2 melee (1d8+1/19-20, long sword), +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +0; Str 13, Dex 16, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Climb +2, Disguise +4, Listen +4, Profession (Sailor) +4, Search +4, Spot +4, Swim +6, Use Rope +7; Alertness, Dodge, Mobility.

Equipment: studded leather armor (each), long sword (each), light crossbow plus 10 bolts (each).

Tier 2 (EL 6 or 7)

Ganmor the Pirate Captain, male human Ftr4/Rog1: CR5; Medium-size Humanoid (5 ft. 3 in. tall); HD 4d10+1d6+5; hp 35; Init +3 (Dex); Spd 30 ft; AC 16 (Touch 13, Flat-footed 13); Atks +5 melee (1d6+1/18-20, scimitar), +7 ranged (1d8/-20, light crossbow); SA sneak attack +1d6; AL CE; SV Fort +5, Ref +8, Will +1; Str 12, Dex 16, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +4, Disguise +5, Escape Artist +6, Intuit Direction +4, Listen +4, Profession (Ship Captain) +6, Search +5, Spot +4, Swim +5, Tumble +6, Use Rope +6; Dodge, Expertise, Improved Disarm, Improved Trip, Lightning Reflexes.

Equipment: studded leather armor, scimitar, light crossbow plus 10 bolts.

Pirates, male human Ftr2/Rog1 (2 or 4): CR3; Medium-size Humanoid (6 ft. tall); HD 2d10+1d6; hp 18 (each); Init +3 (Dex); Spd 30 ft; AC 16 (Touch 13, Flat-footed 13); Atks +3 melee (1d8+1/19-20, long sword), +5 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL CN; SV Fort +3, Ref +5, Will +0; Str 13, Dex 16, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Climb +2, Disguise +4, Listen +4, Profession (Sailor) +5, Search +4, Spot +4, Swim +6, Use Rope +7; Alertness, Blind-Fight, Combat Reflexes, Dodge, Mobility.

Equipment: studded leather armor (each), long sword (each), light crossbow plus 10 bolts (each).

Tier 3 (EL 8 or 9)

Ganmor the Pirate Captain, male human Ftr6/Rog1: CR7; Medium-size Humanoid (5 ft. 3 in. tall); HD 6d10+1d6+7; hp 49; Init +3 (Dex); Spd 30 ft; AC 16 (Touch 13, Flat-footed 13); Atks +7/+2 melee (1d6+1/18-20, scimitar), +9/+4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL CE; SV Fort +6, Ref +9, Will +2; Str 12, Dex 16, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +4, Disguise +5, Escape Artist +6, Intuit Direction +4, Jump +4, Listen +4,

Profession (Ship Captain) +7, Search +5, Spot +4, Swim +5, Tumble +6, Use Rope +6; Dodge, Expertise, Improved Disarm, Improved Trip, Lightning Reflexes.

Equipment: studded leather armor, scimitar, light crossbow plus 10 bolts.

Pirates, male human Ftr3/Rog1 (2 or 4): CR4; Medium-size Humanoid (6 ft. tall); HD 3d10+1d6+4; hp 28 (each); Init +3 (Dex); Spd 30 ft; AC 16 (+3 Dex, +3 studded leather armor); Atks +4 melee (1d8+1 [crit 19-20], long sword), +6 ranged (1d8 [crit 19-20], light crossbow); SA sneak attack +1d6; AL CN; SV Fort +4, Ref +6, Will +1.

Str 13, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Climb +3, Disguise +4, Listen +4, Profession (Sailor) +5, Search +4, Spot +4, Swim +7, Use Rope +7; Alertness, Blind-Fight, Combat Reflexes, Dodge, Mobility.

Equipment: studded leather armor (each), long sword (each), light crossbow plus 10 bolts (each).

Encounter 5: Land Ho

After three days of travel you arrive at your destination. The captain brings the ship into the small cove under cover of darkness. He quickly orders a longboat lowered and ensures the oarsman wrap their oars in sacks to keep them from making noise. The sailors herd you down into the boat, then slowly and quietly rowed ashore by disciplined men. The captain accompanies you and reminds you that he will return in a week and check back every night for a week after that. He reminds you to signal him with a fire or other light source using the code you have agreed upon.

The scraping of the boat on the sandy shore signals you to disembark. Inevitably you get your feet wet, especially the person carrying the ransom chest. A sailor follows you and once you reach the hard brushy dunes he sweeps your tracks out of existence as he returns to the longboat.

Your rendezvous point is about a mile inland from here. It should be easy to find, as it is the ruins of an old wizard's tower that you have been told stands out against the skyline.

When the PCs reach the rendezvous point they will be met by Canum and six other orcs. Canum is not much of a leader, which suits Nagrat, the head leader of this orc band, just fine. The sole reason Canum was chosen to lead is because he can speak dwarven. Canum will not let the PCs know this as he has been specifically ordered to listen for words of treachery from the PCs. If any of the PCs do start to plot treachery and Canum hears and understands them he will have his followers spring a surprise attack with the purpose of taking the PCs prisoner.

In addition, Nagrat is so untrusting that he has sent a goblin scout to spy on Canum and his guards. This scout, Sier, is well trained at staying hidden. It will require a Spot check (DC 25) for the PCs to spot Sier as he journeys with them. There are a few

possibilities regarding how the PCs can arrive at the labor camp.

The first possibility is the expected way of being escorted by the orcs directly to the labor camp and into Nagrat's office.

The second possibility is if the PCs are discussing treachery. Canum and the other orcs attack them in their sleep. If this happens any captured survivors will be tied up and hauled off to the labor camp. Go to Encounter Seven, which starts with the PCs possible escape.

A third possibility is that the PCs slay their escort, either in self-defense or as part of a plan. If this happens and Sier is still free then he immediately returns to the labor camp and warns Nagrat what has happened. Nagrat will then set up an ambush for the PCs, which consists of a group of twelve orcs with the same statics as the six orcs below, led by a sorcerer (Troika). See the labor camp description (Encounter 6) for statistics on Troika, the orcish sorcerer.

A fourth possibility is that the PCs slay their escort and Sier. If the third or fourth options occur it will require a Wilderness Lore check (DC 10 with Tracking Feat) to find the back-trail of the orcs. If the PCs are quick enough with Possibility #4, they may be able to make a surprise attack on the labor camp.

The trip will take two and a half days each way. Or more likely nights as the orcs will insist on traveling at night.

Tier 1 (EL 5)

Canum, male orc Ftr2: CR2; Medium-size Humanoid (6 ft. 3 in. tall); HD 2d10+2; hp 21 (Toughness); Init +2 (Dex); Spd 30 ft; AC 15 (Touch 12, Flat-footed 13); Atk +5 melee (1d6+2/18-20, scimitar), +4 ranged (1d8/19-20, light crossbow; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 15, Con 12, Int 13, Wis 10, Cha 11.

Skills and Feats: Climb +7, Intimidate +2, Listen +2, Jump +7, Ride +1, Spot +2; Alertness, Toughness, Weapon Focus (scimitar).

Languages: Common, Orcish, Dwarven

Equipment: studded leather armor, scimitar, light crossbow plus 10 bolts.

Orc Guards, male orcs Ftr1 (4): CR1; Medium-size Humanoid (6 ft. tall); HD 1d10; hp 13 (Toughness); Init +0; Spd 30 ft; AC 13 (Touch 10, Flat-footed 13); Atk +3 melee (1d12+2 [crit x3], greataxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 11, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +4, Jump +4, Listen +2, Spot +2; Alertness, Toughness.

Equipment: studded leather armor (each), greataxe (each).

Sier, female goblin Rog2: CR2; Small-size Humanoid (3 ft. 3 in. tall); HD 2d6+2; hp 12; Init +2 (Dex); Spd 30 ft; AC 16 (Touch 13, Flat-footed 13); Atk +2 melee (1d6+1 [crit 19-20], short sword), +4 ranged (1d6+1, javelin); SQ sneak attack +1d6, Evasion, Darkvision 60

ft; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 13, Wis 10, Cha 11.

Skills and Feats: Bluff +5, Climb +6, Escape Artist +8, Hide +8, Jump +6, Listen +5, Move Silently +8, Search +6, Spot +5; Alertness.

Languages: Common, Goblin, Orcish.

Equipment: studded leather armor, short sword, javelin.

Tier 2 (EL 7)

Canum, male orc Ftr3: CR3; Medium-size Humanoid (6 ft. 3 in. tall); HD 3d10+3; hp 28 (Toughness); Init +2 (Dex); Spd 30 ft; AC 15 (+2 Dex, +3 studded leather armor); Atk +6 melee (1d6+2 [crit 18-20], scimitar), +5 ranged (1d8 [crit 19-20], light crossbow; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +3, Will +1.

Str 15, Dex 15, Con 12, Int 13, Wis 10, Cha 11.

Skills and Feats: Climb +8, Intimidate +2, Listen +2, Jump +8, Ride +2, Spot +2; *Feats:* Alertness, Power Attack, Toughness, Weapon Focus (scimitar).

Languages: Common, Orcish, Dwarven.

Equipment: studded leather armor, scimitar, light crossbow plus 10 bolts.

Orc Guards, male orcs Ftr2 (4): CR2; Medium-size Humanoid (6 ft. tall); HD 2d10; hp 19 (Toughness); Init +0; Spd 30 ft; AC 13 (Touch 10, Flat-footed 13); Atk +4 melee (1d12+2 [crit x3], greataxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will +1; Str 15, Dex 11, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Jump +5, Listen +2, Spot +2; Alertness, Iron Will, Toughness.

Equipment: studded leather armor (each), greataxe (each).

Sier, female goblin Rog4: CR4; Small-size Humanoid (3 ft. 3 in. tall); HD 4d6+4; hp 22; Init +2 (Dex); Spd 30 ft; AC 16 (+3 Dex, +3 studded leather armor); Atk +4 melee (1d6+1/19-20, short sword), +6 ranged (1d6+1, javelin); SQ sneak attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft; AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 13, Wis 10, Cha 11.

Skills and Feats: Bluff +5, Climb +6, Escape Artist +10, Hide +10, Jump +6, Listen +9, Move Silently +10, Search +6, Sense Motive +7, Spot +6; Alertness, Run.

Languages: Common, Goblin, Orcish.

Equipment: studded leather armor, short sword, javelin.

Tier 3 (EL 9)

Canum, male orc Ftr4: CR4; Medium-size Humanoid (6 ft. 3 in. tall); HD 4d10+4; hp 35 (Toughness); Init +2 (Dex); Spd 30 ft; AC 15 (+2 Dex, +3 studded leather armor); Atk +8 melee (1d6+5/18-20, scimitar), +6 ranged (1d8/19-20, light crossbow; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 15, Con 12, Int 13, Wis 10, Cha 11.

Skills and Feats: Climb +8, Intimidate +2, Listen +2, Jump +8, Ride +3, Spot +3; Alertness, Power

Attack, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Languages: Common, Orcish, Dwarven.

Equipment: studded leather armor, scimitar, light crossbow plus 10 bolts.

Orc Guards, male orcs Ftr3 (4): CR3; Medium-size Humanoid (6 ft. tall); HD 3d10; hp 25 (Toughness); Init +0; Spd 30 ft; AC 13 (Touch 10, Flat-footed 13); Atk +5 melee (1d12+2/x3, greataxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +1, Will +2; Str 15, Dex 11, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Jump +5, Listen +2, Spot +2; Alertness, Iron Will, Power Attack, Toughness.

Equipment: studded leather armor (each), greataxe (each).

Sier, female goblin Rog6: CR6; Small-size Humanoid (3 ft. 3 in. tall); HD 6d6+6; hp 32; Init +2 (Dex); Spd 30 ft; AC 16 (Touch 13, Flat-footed 13); Atk +5 melee (1d6+1/19-20), short sword, +7 ranged (1d6+1, javelin); SQ sneak attack +3d6, Evasion, Uncanny Dodge (Dex bonus to AC & Can't be Flanked), Darkvision 60 ft; AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 17, Con 12, Int 13, Wis 10, Cha 11.

Skills and Feats: Bluff +5, Climb +8, Escape Artist +12, Hide +14, Jump +8, Listen +11, Move Silently +12, Search +9, Sense Motive +7, Spot +9; Alertness, Run, Skill Focus (Hide).

Languages: Common, Goblin, Orcish.

Equipment: studded leather armor, short sword, javelin.

Encounter 6: The Negotiations

Skip this encounter if Possibilities #2, #3 or #4 occurred in the last encounter.

You come up over a rise and see before you a disturbing sight. There is an area of ramshackle buildings surrounded by a very sturdy fence. There is one building, slightly bigger than the others with a tower on top. In the tower stand four orcs with crossbows. On the far side of the camp there are four more orcs yelling at a variety of humans and demi-humans, forcing them into a bedraggled looking line. Once the prisoners are lined up the orcs begin to tie them together in a loose chain. You notice their legs are hobbled.

You are led by your escort toward the larger building. There is a pause at the door while the orcs jabber at each other in their own language (if anyone understands orcish they are simply giving and receiving passwords "crushing dwarves" is the sign and "smashing elves" is the countersign).

The guards step aside and you are admitted. The stench inside is almost enough to much to take. You are led down a narrow hall to double doors on the right side. Canum knocks, and after hearing a loud, harsh voice respond, he opens the door.

You are ushered into a room that at first glance looks quite elegant. Then you notice that the velvet

curtains are torn. The thick pile carpet is dirty and greasy. The once fine chairs and tables are cracked and worn.

Sitting behind a desk at the far end of the room is a massive orc with greed glinting in his eyes. His tusks are grimy and the strong smell of mildew seems to be emanating from his obviously unwashed body.

There are four orc guards in the room and your escort, Canum, has crowded in behind you. There is also a scrawny looking orc sitting on the edge of the leader's desk. He wears robes with arcane symbols embroidered on them. The robes are surprisingly clean.

The orc behind the desk speaks, "I am Nagrat. Show me what you have brought me."

Once the PCs show Nagrat the treasure he will have Sobella and her son and two daughters brought into the room. If the PCs insist on seeing the family before showing the treasure, Nagrat may be willing. This encounter depends on how healthy the PCs look and how well the PCs can Bluff (DC 15) or Intimidate (DC 15) Nagrat. If they look weak and bluff or intimidate Nagrat, he may decide to try to keep his prisoners and add the PCs as well. This is a judge call, but keep in mind that Nagrat is a coward. If the PCs look at all imposing he will not risk trying to betray them.

The PCs of course, might try to start a fight themselves. If a fight does start here, Troika the sorcerer will attempt to flee for reinforcements. There is a secret door in the wall behind him. If he is successful he will return in four rounds with twelve orc guards. Use the same stats for these additional orc guards as what are provided for the orc guards.

If the negotiations go smoothly and the PCs leave with Sobella and her three children, Sobella will remain silent until the group is out of sight of the camp. She will answer any questions she is asked but she will not talk otherwise.

Once the group is far enough from the camp that she feels it is safe to talk; Sobella will stop and insist the PCs help her rescue the rest of the prisoners. She is very determined to save them all. Unless the PCs can persuade her otherwise, she will not leave until the rescue of all of the prisoners has been attempted. The PCs could use the following skills to persuade her:

- Bluff (DC 20)
- Diplomacy (DC 20)
- Intimidate (DC 25)

If the PCs agree to the rescue go to Encounter 7.

Statistics for Nagrat, Troika and the orc guards are provided below. Statistics for Canum can be found in Encounter 5.

Tier 1 (EL 5)

Nagrat, male orc Ftr3: CR3; Medium-Size Humanoid (6 ft. 6 in. tall); HD 3d10+3; hp 28 (Toughness); Init +2 (Dex); Spd 30 ft; AC 15 (Touch 12, Flat-footed 13); Atk

+7 melee (1d6+3/18-20, scimitar); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +5, Will +3; Str 17, Dex 15, Con 12, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +8, Jump +8, Listen (cc) +2, Ride +2, Intimidate (cc) +3, Spot (cc) +2; Alertness, Iron Will, Lightning Reflexes, Toughness.

Languages: Common, Orcish, Dwarven.

Equipment: studded leather armor, *masterwork scimitar*.

Orc Guards, male orcs Ftr1 (4): CR1; Medium-size Humanoid (6 ft. tall); HD 1d10; hp 13 (Toughness); Init +0; Spd 30 ft; AC 13 (Touch 10, Flat-footed 13); Atk +3 melee (1d12+2/x3, greataxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 11, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +4, Jump +4, Listen +2, Spot +2; Alertness, Toughness.

Equipment: studded leather armor (each), greataxe (each).

Troika, male orc Sor1: CR1; Medium-size Humanoid (5 ft. 3 in. tall); HD 1d4; hp 7 (Toughness); Init +2 (Dex); Spd 30 ft; AC 12 (Touch 12, Flat-footed 10); Atk +0 melee (1d4/19-20, dagger), +2 ranged (1d4/19-20, dagger); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +2, Will +2; Str 10, Dex 15, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Concentration +4, Diplomacy (cc) +2, Intuit Direction (cc) +2, Spellcraft +4; Toughness.

Spells (5/4; Spell DC = 11 + Spell Level): 0—*detect magic, ghost sound, read magic, resistance*; 1st—*charm person, magic missile*

Equipment: 3 daggers, familiar (rat).

Tier 2 (EL 7)

Nagrat, male orc Ftr4: CR4; Medium-Size Humanoid (6 ft. 6 in. tall); HD 4d10+4; hp 35 (Toughness); Init +2 (Dex); Spd 30 ft; AC 16 (Touch 13, Flat-footed 13); Atk +8 melee (1d6+3/18-20, scimitar); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +5, Will +3; Str 17, Dex 16, Con 12, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +8, Jump +8, Listen (cc) +2, Ride +5, Intimidate (cc) +3, Spot (cc) +2; Alertness, Great Fortitude, Iron Will, Lightning Reflexes, Toughness.

Languages: Common, Orcish, Dwarven.

Equipment: studded leather armor, *masterwork scimitar*.

Orc Guards, male orcs Ftr2 (4): CR2; Medium-size Humanoid (6 ft. tall); HD 2d10; hp 19 (Toughness); Init +0; Spd 30 ft; AC 13 (Touch 10, Flat-footed 10); Atk +4 melee (1d12+2/x3, greataxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will +1; Str 15, Dex 11, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Jump +5, Listen +2, Spot +2; Alertness, Iron Will, Toughness.

Equipment: studded leather armor (each), greataxe (each).

Troika, male orc Sor2: CR2; Medium-size Humanoid (5 ft. 3 in. tall); HD 2d4; hp 10 (Toughness); Init +2

(Dex); Spd 30 ft; AC 12 (Touch 12, Flat-footed 10); Atk +1 melee (1d4/19-20, dagger), +3 ranged (1d4/19-20, dagger); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 15, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Concentration +5, Diplomacy (cc) +2, Intuit Direction (cc) +2, Knowledge (Arcana) +2, Spellcraft +5; Toughness.

Spells (6/5): 0—*daze, detect magic, ghost sound, read magic, resistance*; 1st—*charm person, magic missile*.

Equipment: 3 daggers, familiar (rat)

Tier 3 (EL 9)

Nagrat, male orc Ftr6: CR4; Medium-Size Humanoid (6 ft. 6 in. tall); HD 6d10+6; hp 49 (Toughness); Init +2 (Dex); Spd 30 ft; AC 16 (Touch 13, Flat-footed 13); Atk +10/+5 melee (1d6+3/18-20, scimitar); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +6, Will +4; Str 17, Dex 16, Con 12, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +11, Jump +11, Listen (cc) +2, Ride +5, Intimidate (cc) +3, Spot (cc) +2; Alertness, Great Fortitude, Iron Will, Leadership, Lightning Reflexes, Quick Draw, Toughness.

Languages: Common, Orcish, Dwarven

Equipment: studded leather armor, *masterwork scimitar*.

Orc Guards, male orcs Ftr3 (4): CR3; Medium-size Humanoid (6 ft. tall); HD 3d10; hp 25 (Toughness); Init +0; Spd 30 ft; AC 13 (+3 studded leather armor); Atk +5 melee (1d12+2/x3, greataxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +1, Will +2; Str 15, Dex 11, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Jump +5, Listen +2, Spot +2; Alertness, Iron Will, Power Attack, Toughness.

Equipment: studded leather armor (each), greataxe (each).

Troika, male orc Sor4: CR4; Medium-size Humanoid (5 ft. 3 in. tall); HD 4d4; hp 16 (Toughness); Init +3 (Dex); Spd 30 ft; AC 13 (+3 Dex); Atk +2 melee (1d4/19-20, dagger), +5 ranged (1d4/19-20, dagger); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +4, Will +4; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Concentration +7, Diplomacy (cc) +3, Intuit Direction (cc) +3, Knowledge (Arcana) +2, Spellcraft +7; Toughness.

Spells (6/7/3; Spell DC = 11 + Spell Level): 0—*daze, detect magic, ghost sound, ray of frost, read magic, resistance*; 1st—*charm person, mage armor, magic missile*; 2nd—*melf's acid arrow*

Equipment: 3 daggers, familiar (rat)

Encounter 7: Another Rescue

Use this encounter if the PCs are captured or if they decide to rescue all of the prisoners. See the map for the layout of the camp. At each spot marked "X" there is an orc guard at all times. The camp

personnel include a total of 34 orc guards plus Nagrat, Canum, Sier, and Troika. See Encounters 5 and 6 for the appropriate statistics. If the PCs have already slain any of the guards or named villains be sure to remove them from this encounter. Any orc guards not on duty will be in the guard barracks in the center of camp. Any disturbance will cause them to come running along with any of the named villains within 2d4 rounds.

The four corner buildings are slave barracks. At the time the PCs arrive there are a total of 18 humans, 12 dwarves, 2 elves, 2 halflings and 2 gnomes who are prisoners here besides Sobella and her three children (40 total prisoners). They are all exhausted from hard labor in the nearby fields. They were fed just enough to survive.

They will not have the strength or the courage to help the PCs fight, but they also will not hinder the PCs by giving away any actions they might take. The prisoners are very apathetic. They will have to be shown a clear chance for rescue and survival before they will risk escape.

The PCs have two choices here, brute force or subterfuge. The best odds are if the PCs wait until all the prisoners are taken to the fields to work. They are all chained together for this but only accompanied by four guards. If the PCs are prisoners too and decide to wait until they are taken to the fields, they will have shovels and spades to use as weapons and tools to free themselves from the chains. Treat both weapons as clubs.

If the PCs rescue the prisoners and do not kill all the orcs, the orcs will pursue as long as they outnumber the PCs. They know how weak the prisoners are and do not fear the prisoners. Sier will not participate in this chase unless Nagrat is still alive. Because of the weakness of the prisoners they can only move at half speed and thus the journey back to the coast will take five days. Additionally, they will not be able to carry any of the equipment, armor or weapons form the labor camp. Thus, if the PCs wish to carry this stuff back to sell it for gold, they will have to carry it themselves.

If the escape is made from the fields, the PCs will have a two-hour lead on their pursuers.

If the orcs catch up, the PCs may notice they are being chased with a successful Spot check (DC 20). This will give the PCs a chance to find a defensible position in the generally flat plains.

If the PCs do not notice the pursuing orcs, or if they choose to keep running rather than stop and fight, half the orcs will attack the prisoners. Each escaping prisoner has an armor class of 10 and only 1 hit point. The prisoners will not fight back, but will dodge and try to hide or run away. As the PCs successfully kill the orcs they are fighting, those orcs slaughtering prisoners will move over to replace their fallen comrades and attack the PCs since they are the orcs biggest threat. Once Nagrat and half the orcs who start this battle are dead, the rest of the orcs will flee if possible back to the labor camp.

Encounter 8: The Haunted Tower

Because of the size of the group of PCs and escaped prisoners most of the lesser monsters of the Pomarj will leave them alone. However providing food for everyone will be a challenge. The PCs will need to find food not only for themselves but also for each of the forty escaped prisoners. Each PC may make a Wilderness Lore check (DC 10) to find enough food and water for one person. For every 2 points by which their check result exceeds 10, they can provide food and water for other person.

The PCs may also use what food was provided for them, if they thought to do so. The use of a *create water* spell will not be of much aid as the escaping prisoners are badly in need of food, but a *create food and water* spell will be provide enough food for three persons.

If food and water is not provided for a prisoner on any particular day, they will die. The PCs may opt to give up food their food to help save a prisoner but they will suffer a -1 temporary ability point loss of Strength, Constitution and Dexterity the following day the following day. The temporary ability point loss is cumulative, thus if a PC went without food for two days, they would be suffer a -2 temporary ability point loss to Strength, Constitution and Dexterity.

After five days of travel through the Disputed Territory you finally arrive at the ruined tower that is your landmark for where to meet the ship. You wait until dark and light a small signal fire, hoping that the captain will be able to bring the ship in early. Who knows when more orcs, or something worse might show up. Like that ghostly dwarf floating over the fire. GHOSTLY DWARF! You try to react, to draw weapons or cast a spell or even just to talk to the apparition, but you find you are frozen in place, unable to move or to speak. And then you hear a voice speaking to you in your head.

If the PCs have managed to rescue and keep alive at least thirty of the forty prisoners read the following:

Greetings heroes of Ulek. I am proud of the effort you have made in freeing these people from the hands of those of vial orcs. You bring honor to the Principality of Ulek and their people.

I am all that remains of Sito Benstone. I was a dwarven sorcerer of great power, but the orcs of Turrosh Mak came upon me in numbers too great to defeat. The battle was a glorious one and many orcs died before I fell victim to the foul magic of a cleric of Gruumsh, named Oront. If you will do me a small service you can set me free. Will any of you help me?

If they did not rescue the prisoners, or keep at least thirty of the forty prisoners alive during the trek, then read the following:

Greetings adventurers of Ulek. I am saddened and disappointed by your failure to rescue and protect each of the prisoners but you did indeed try. I am all that remains of Sito Benstone. I was a dwarven sorcerer of great power, but the orcs of Turrosh Mak came upon me in numbers too great to defeat. The battle was a glorious one and many orcs died before I fell victim to some foul magic of a cleric of Gruumsh, named Oront. If you will do me a small service you can set me free and in some small part redeem yourselves. Will any of you help me?

If none of the PCs agree then Sito simply looks disappointed for a moment and fades away. Investigation of the tower itself will reveal nothing. Skip to the next encounter.

If at least one of the PCs agrees to help Sito then proceed with the following boxed text.

Sito will not respond to any questions the PCs might ask. He will say nothing further until at least one of them agrees to help, at which point he will speak again.

"I thank you for your willingness to help me. You must enter into the tower and climb to the top. The stairs you must climb will appear insubstantial. You must have faith that they will support you. If you have sufficient faith you will reach the top. If you succeed in reaching the top you will find there all that remains of me. My skeleton is trapped beneath a large stone. If you can remove this stone, it's enchantment holding my soul prisoner will be removed and I will be able to complete my journey to the soulforge. Among my remains you will also find your reward. Please go now."

The PCs are now free to enter the tower and keep their promise. When they search they will find a partially blocked doorway. They must make a Reflex save (DC 15) to enter the doorway without bringing some poorly balanced stones down on their heads. Each PC who fails takes 1d4 points of damage.

Once inside they see an ethereal staircase ascending the inner wall of the tower. Check to see what precautions, if any, the PCs take before ascending the stairs. Any PC that takes no precautions will have no trouble making it up the stairs. Meanwhile each that took some type of precaution, such as the use of spells or using ropes for climbing, must make a Will save (DC 15) to successfully climb the stairway. Failure indicates the PC doesn't have enough faith and thus will tumble to the bottom of the stairs each time they attempt to climb or bypass the stairs (such as flying).

Those PCs that make it to the top will see a glowing boulder the size of a full-grown dwarf. It will take a Strength check (DC 15) to shift this boulder enough to free the spirit of Sito Benstone. Up to three people may work together to shift the boulder. Each person touching the boulder must make a Fortitude save (DC 15) or take 2d4 damage from the supernatural cold emanating from the stone. It will take two rounds to shift the boulder and the damage is taken each round if the save was failed.

If the boulder is successfully moved the ghostly image of Sito will reappear briefly to thank the PCs for their service (and if paragraph two was read, to forgive them of their previous failure). On the tower rooftop where the glowing stone was, is a weathered looking leather scroll tube. Inside is a parchment with only the first sentence being legible. The note reads "Deliver this to merchant Setzel."

The rest of the parchment is written in dwarven runes and then keyed to be read only by the merchant Setzel. Read magic will not help but bards and rogues may with the Decipher Script skill (DC 30) may attempt to read it. Those who are successful will get the basic idea that Sito is asking the merchant Setzel to reward the PCs for aiding him in passing on from this world.

When the PCs leave the tower, continue with the following:

As you exit the tower you hear the words "Ship Ahoy." You know your mission is almost over, as you know you will be back in Gryrax in several days.

Conclusion

There are multiple outcomes for this scenario. The PCs may have been completely successful, returning at least thirty of the forty prisoners with Sobella and her three children included plus freeing the soul of Sito Benstone. If this is the case, go to Ending One.

The PCs may have succeeded in freeing at least thirty of the forty prisoners but declined or failed to free the soul of Sito Benstone. If this is the case, go to Ending Two.

The PCs may have failed to rescue at least thirty of the prisoners but succeeded in rescuing Sobella and her three children and freeing the soul of Sito Benstone. If this is the case, go to Ending Three.

The PCs may have rescued Sobella and her three children but less than thirty of the prisoners and not freed the soul of Sito Benstone. If this is the case, go to Ending Four.

The PCs may have failed the rescue completely not saving Sobella and her children and less than thirty prisoners but still freed the soul of Sito Benstone. If this is the case, go to Ending Five.

Or they may have failed completely, not saving Sobella and her children, saving less than thirty prisoners and not freeing the soul of Sito Benstone. If this is the case, go to Ending Six.

Ending One

You returned to Gryrax late last night with Sobella and her family in tow. Captain Justinian promised to ensure that the others you rescued would be fed and housed until the proper authorities could be notified and decide what to do with them. You came to the Roaring Griffon Inn with Sobella and her three children. They were quickly ushered off to a reunion with Setzel. You also gave the scroll to Gersin.

This morning you have been summoned to breakfast with Setzel. You are escorted to the same dining room where you last dined with him. As you enter the room the smiling faces of Setzel, and Sobella greet you. You are ushered to seats around the table and food is set in front of you.

Setzel begins to speak. "I can never thank you folk enough. Not only did you free Sobella as was requested, but you also rescued many other prisoners. And on top of that you appear to have earned the favor of a powerful mage. He has asked that I repay his debt to you, which I do willingly. So, as well as the financial payment you were promised, here is a writ for each of you that allows you to call upon me in a time of need. Now I must be off, business calls. I thank you again for your service," and with that Setzel departs.

Ending Two

You returned to Gryrax late last night with Sobella and her family in tow. Captain Justinian promised to ensure that the others you rescued would be fed and housed until the proper authorities could be notified and decide what to do with them. You came to the Roaring Griffon Inn with Sobella and her three children. They were quickly ushered off to a reunion with Setzel.

This morning you have been summoned to breakfast with Setzel. You are escorted to the same dining room where you last dined with him. As you enter the room the smiling faces of Setzel, and Sobella greet you. You are ushered to seats around the table and food is set in front of you.

Setzel begins to speak. "I can never thank you folk enough. Not only did you free Sobella as was requested, but you also rescued many other prisoners. Here is the financial payment you were promised. Now I must be off, business calls. I thank you again for your service," and with that Setzel departs.

Ending Three

You returned to Gryrax late last night with Sobella and her family in tow. You came to the Inn with Sobella and her three children. They were quickly ushered off to a reunion with Setzel. You also turned the scroll over to Gersin.

This morning you have been summoned to breakfast with Setzel. You are escorted to the same dining room where you last dined with him. As you enter the room Setzel and Sobella greet you. You are ushered to seats around the table and food is set in front of you.

Setzel begins to speak. "I thank you folk. You rescued Sobella and you appear to have earned the favor of a powerful mage. He has asked that I repay his debt to you, which I do willingly. So, as well as the financial payment you were promised, here is a writ for each of you that allows you free room and board at the Roaring Griffon Inn any time you are in Gryrax. Now I must be off as business calls. I thank

you again for your service" and with that Setzel departs.

Ending Four

You returned to Gryrax late last night with Sobella and her family in tow. You came to the Inn with Sobella and her three children. They were quickly ushered off to a reunion with Setzel.

This morning you have been summoned to breakfast with Setzel. You are escorted to the same dining room where you last dined with him. As you enter the room Setzel, and Sobella greet you. You are ushered to seats around the table and food is set in front of you.

Setzel begins to speak. "I thank you folk, for you rescued Sobella. Please stay and enjoy breakfast. Gersin will bring you your reward. Now I must be off, business calls. I thank you again for your service," and with that Setzel departs.

Ending Five

You returned to Gryrax late last night. You came to the Inn and you turned the scroll over to Gersin.

This morning you are summoned to breakfast with the Setzel. You are escorted to the same dining room where you last dined with him. As you enter the room Setzel greets you. You are ushered to seats around the table and food is set in front of you.

Setzel begins to speak. "I thank you folk for your efforts. I know you failed to rescue Sobella directly but you appear to have earned the favor of a powerful mage. I awoke this morning to hear that my cousin and her three children appeared outside the inn shortly after you arrived last night. So, you will receive the financial payment you were promised. Now I must be off, business calls. I thank you again for your service," and with that Setzel departs.

Ending Six

The trip back to Gryrax has not been very pleasant. Captain Justinian has questioned you about the failure to save the merchant's cousin. He looks at you almost as if he thinks you might have hidden the ransom away to return for it yourselves at a later time.

In the morning you are roused much too early and shown to a private dining room, where Setzel awaits you. He is clearly saddened by the news.

"I thank you for your attempt, now please leave me so I may weep for them." With that you are shown to the door.

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 1

Defeating the thugs 100 xp

Encounter 4

Defeating the pirates 100 xp

Encounters 5 and 6

Defeating the orcs 75 xp

or

Negotiating with the orcs 75 xp

Encounter 7

Rescuing the prisoners 100 xp

Encounter 8

Helping Sito Benstone 50 xp

Total experience for objectives 425 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 475 xp

Treasure Summary

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

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

circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 2

- *masterwork melee weapon* (_____) (-, - lbs., -, - gp, Uncommon) - This weapon must be a masterwork version of a melee weapon listed on Table 7-4 of the Player's Handbook (simple and martial only, not exotic) with no other qualities. It was gained in purchase from Mundo Gise, an excellent smith of renown working in Gryrax.

Encounter 3

- *masterwork studded leather armor* (Small, 20 lbs., Leather, 175 gp, Common) - This studded leather armor is sized for a small creature and thus suited for halflings or gnomes.
- 100 sp

Encounter 5 and 6

- 36 suits of orc-size studded leather armor (Value 25 gp each)
- 1 scimitar (Value 15 gp each)
- 1 light crossbow (Value 35 gp each)
- 10 crossbow bolts (Value 1 gp total)
- 34 greataxes (Value 20 gp each)
- 1 suit of goblin-sized studded leather armor (Value 25 gp)
- 1 short sword (Value 10 gp)
- 1 javelin (Value 1 gp)
- *masterwork scimitar* (Medium, 15 lbs., Steel, 315 gp, Common) - from Nagrat
- 3 daggers (Value 2 gp each)

Conclusion

Ending One through Five

- 120 sp per person as payment for their services from Setzel.

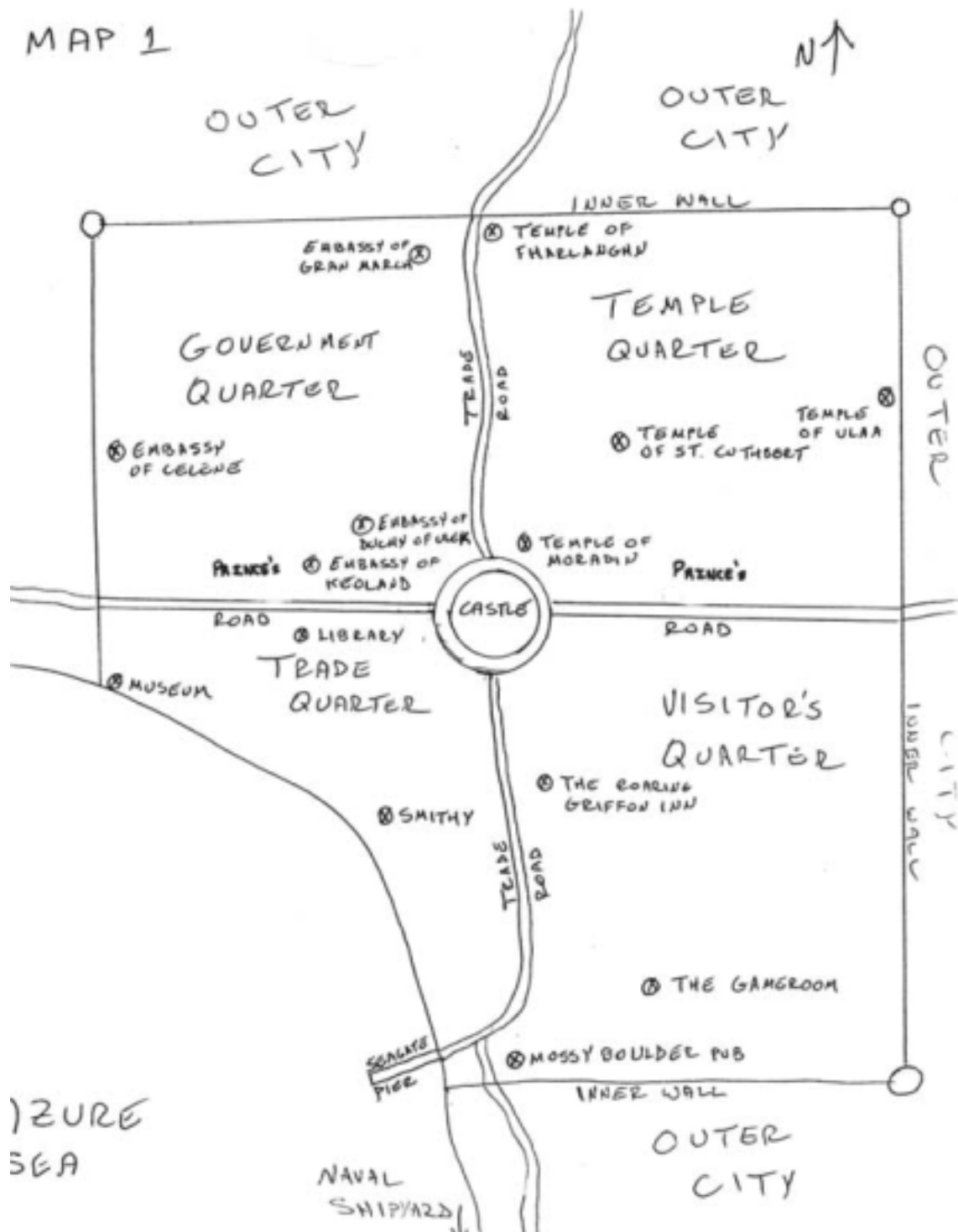
Ending One

- *Personal Favor of the Merchant Setzel* - This favor entitles the bearer to call upon the dwarven merchant Setzel and his family. This favor may be used once only.

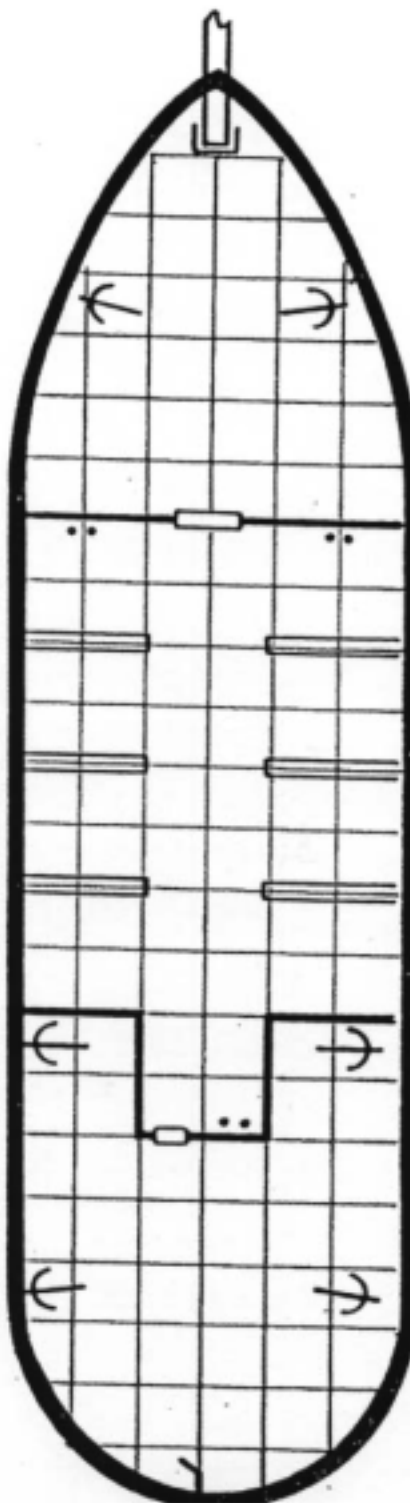
Ending Three

- *Free Room and Board at the Roaring Griffin Inn.* This allows the PC to maintain up to a Common lifestyle while in Gryrax (any adventure starting in Gryrax) at half cost for one year. Please mark the date of expiration below

Map# 1



Map #2



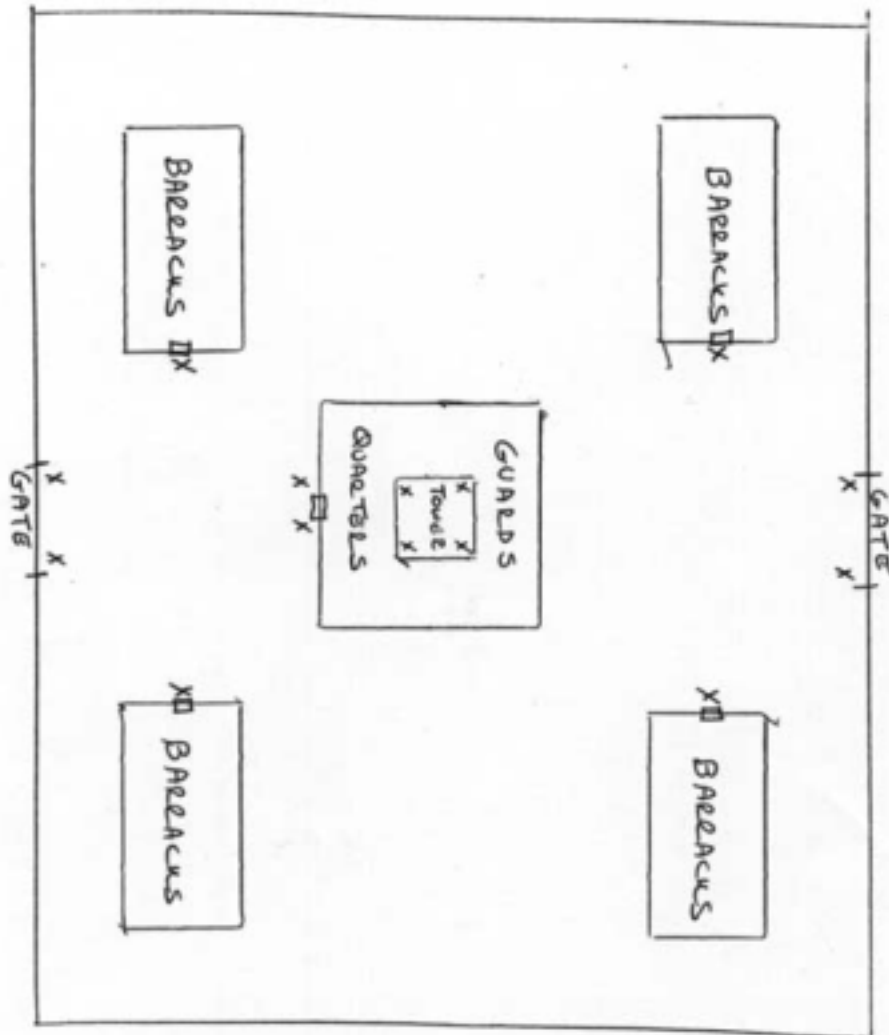
EACH SQUARE
IS 5' X 5'

Map #3a

LABOR CAMP

CAMP 110' X 90'
BARRACKS 10' X 30'
GUARD QUARTERS 30' X 30'
GATES 10'

X = GUARD



Map #3b

GUARD QUARTERS

N = NAGRAT
T = TROIKA
G = GUARD

