

URDI-09

ON THE ROCKS

A One-Round D&D LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

by Michael Tedin

A Shipwreck is reported just days out of Leukish. Rumors of a cargo of ancient artifacts spread through the city. Can you get there before your rivals? An adventure for characters level 1-8.

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

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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.

Wild: You are living the wild as a nomad, or perhaps in a cave. You hunt and gather your own food, and your clothes

consist of furs, leathers, or hand-woven garments. At times, food is scarce and you must go hungry.

You must pass a Wilderness Lore skill check (DC 16) to survive with this lifestyle, if you fail you are destitute instead. You may take 10 on this check.

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

Rough: You live in the wilderness, either roaming a specific territory or living in a crude shack or tent. Your meals come from hunting and foraging, possibly supplemented by a few crops or herded animals. You barter for equipment and trade for coins when possible. You wear peasant clothing, leather, furs, or hand-woven garments.

You must pass a Wilderness Lore skill check (DC 14) to survive with this lifestyle, if you fail you are poor instead. You may take 10 on this check.

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
Wild	14 sp	-2*
Poor	43 sp	-1
Rough	43 sp	-1*
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

* Reduced to -1 in rural interactions

** No penalty in rural interactions

Rhennee and sailors can be treated as rural residents for purposes of social interactions. In addition, characters with a lifestyle of Common suffer a -1 penalty to interactions with the Rhennee, those of higher lifestyles treat their bonus as a penalty.

Bard PCs who choose the Common, High or Luxury lifestyle may roll a Perform check at DC 20 to reduce their lifestyle costs by 25%.

ADVENTURE SUMMARY AND BACKGROUND

Pirates have been ravishing the waters of Nyr Dyv, preying upon shipping. This is having an impact on trade in the city of Leukish. Recently, the House of Saevil, one of the noble merchant houses of the Duchy of Urnst, was expecting an important shipment from Greyhawk. The House had purchased a valuable artifact, Eralie's Stone, as an investment after acquiring a large sum of money in a recent transaction. Eralie's Stone is not magical, but is a very old stone carving of elvish design and is expected to increase in value. The stone is about the size of an elven head and is intricately carved. The House of Saevil made the arrangements to purchase Eralie's Stone and have it shipped out of Greyhawk on the ship Pride of Midbay.

Eralie's Stone was not the only cargo, but was the most valuable. The ship was attacked by pirates halfway through its trip and was left wrecked on a reef. Most of the crew was killed, but enough survived to bring news back to Leukish that the ship had been taken. They had no knowledge of the status of the cargo, though presumably, the most valuable items were taken. The captain of the ship, Marienta Pelinne, was killed defending her ship. She had Eralie's Stone in her possession locked in the captain's quarters.

In fact, the pirates were formally in the employ of House Teranor. Specifically, they were hired to attack rival shipping, in particular House Saevil, in order to put 'economic' pressure on Teranor's enemies. Teranor wanted to break House Saevil, which it saw as an upstart house that did not deserve the honor of nobility. House Teranor was particularly incensed that Saevil was able to buy its way into the nobility.

Since the fall of House Teranor, the pirates have continued their raids along the Nyr Dyv, though without the aid of Teranor information or funds. Just before the Midbay set sail, they were contacted by agents of the former House Teranor, and given instructions to halt and wreck the ship. They were not informed of the treasure she carried within her hold, and left it in favor of more obvious booty.

The merchants of Leukish are concerned with their cargo, especially House Saevil, which is frantic to recover the Eralie's stone and will hire adventurers to recover it. House Saevil has mentioned nothing of Eralie's Stone to any other merchants in Leukish. In fact, the only people with knowledge of Eralie's Stone were a few members of Saevil, including Gevrin Saevil, the sellers in Greyhawk, whom Gevrin will not name, and the captain of the Pride of

Midbay, who is now dead.

Now, however, members of the former House Teranor have heard how frantic House Saevil is to recover the cargo of the ship. They are suspicious that there may be something of greater value within the ship's wreckage. They will also send a party out to the ship to hinder the Saevil group or to recover whatever cargo has Saevil in such a dither.

House Saevil will hire the adventurers to recover Eralie's Stone. The remnants of House Teranor will hire the adventurers to prevent House Saevil from recovering the Stone.

When the PCs arrive, either on their own or as agents of Teranor or House Saevil, they will find the other house already there as well as a camp of Rhennee. The Rhennee want to salvage whatever cargo they can from the ship. This will be hard, because most of the cargo was either taken by pirates or destroyed by the ship running aground. The Rhennee are certain that the cargo is valuable, given that there are two to three groups competing for it.

The goal of the PCs is to recover Eralie's Stone without offending House Saevil or the Rhennee. Appeasement of the former House Teranor is not required.

INTRODUCTION

You find yourself in Leukish on a day with fair weather, down in the bustling dock district. A tavern is nearby, and a market is ahead close to the docks. Perhaps it would be a good day for shopping, or even a mug of ale.

It is not necessary for the players to begin play together. There are plenty of opportunities to meet later. If the party splits up between the market and the tavern, handle each group separately until they meet again.

Continue on with either the tavern (Encounter 1) or the dock and market (Encounter 2).

ENCOUNTER 1: IT'S TALL TALE DAY AT SWEETWATER TAVERN

Those that enter the tavern see the following scene:

A group of men sit at the far end of the tavern, listening to another man tell a story. "... And that was how we were able to escape the clutches of the monster from the depths of the Nyr Dyv" you hear him say. At that, the crowd breathes a sigh of relief and begins talking amongst themselves. After a minute, someone in the crowd calls out, "who else has a story to tell?"

PCs can volunteer to tell whatever stories they may have. If they role-play the tale well, have the crowd react favorably, if they do not role-play well, perhaps have someone in the crowd rudely ask someone else to tell a different story.

When the PCs are finished or if they do not volunteer a story, a middle-aged man stands.

"I have a story, and though it may not be so dramatic in the telling, it is truer than most of the tall tales I have heard tonight. Just this past month, I lost most of my shipmates to pirates.

"I was on the Pride of Midbay out of Greyhawk just a month and three days ago. We were carrying a simple cargo, though there were rumors among the crew of a hidden valuable artifact, perhaps of arcane nature. Most of the crew knew nothing specific, but it was clear that the captain and mate knew what it was. Some tried asking the mate about it, but she would tell us nothing. She would merely say that it was nothing for the crew to worry more than any other cargo. Now I know the thing was cursed, for it spelt the doom of the Pride of Midbay

"We left Greyhawk under a strong wind and made good time for the first few days. The trip was uneventful until a day's sail from Nyrstran. The morning started off with favorable weather, and we hoped we would make it to Leukish within the week, but it was not to be.

"We saw the sails nigh about noon. At first, we put out the hope that it was a mere merchant ship. Nobody on board wanted to bring our secret fears out. Pirates. As the ship approached closer, our hopes were dashed when we saw the red emblem of the Nyr Dyv pirates it flew from its mizzen.

"The mate broke out weapons and armed the crew as best as she could. We had not enough to go around, so I kept at work on the rigging and made sure a belaying pin was close at hand. It would be some time before the pirates could catch us, but catch us she would, for we were laden and riding low.

"The advantage was theirs. They had two ballistae, one forward and one aft. Most of their volleys missed, but two of ours fell to their fire. When they came within bow range, we suffered a veritable tempest of arrows. A few on our side returned fire, but we were too poorly armed to drive them off.

"Like a wave crashing over the side they came. They had fire in their eyes and our crew fell like a farmer's wheat at harvest. They drove us over the edge to be left for dead. Even the fallen and dying were tossed overboard.

"After diving over the side, I swam out of their range. I drifted a few hundred yards off. I could see them transfer cargo to their ship, then cut the rigging and felled the masts. Luckily, they did not fire her before abandoning her drifting hulk. I and what few of my shipmate survived made our way back to the ship. We could not sail it without masts or rigging, and Telchur's breath drove us southwards toward shore. We abandoned ship rather than be driven against the rocks. Somehow, I made my way to Nyrstran to and staggered into a tavern. When the fever broke and my money ran out, I made my way back to Leukish. Being penniless, I have signed up on a new ship that leaves tomorrow with the morning tide. In time, I may make it back to Greyhawk to see my sweetheart, Vessy."

The crowd mutters a sympathetic sigh at the sailor's story, with a touch of gratitude that it was not their own ships that were claimed by the Nyr Dyv's embrace.

If the PCs ask more about the ship, they can find out the following:

- The ship was driven on the rocks in the not far from Nyrstran.

- The cargo was mostly wools, cottons and silks, along with spices and a handful of works of art.
- Nobody thought to search the ship to see if the artifact was actually on board or if the pirates had claimed it.
- The captain and mate were both killed. The mate's body was buried at sea after the pirate attack, but the captain's wasn't found.
- The captain's name was Gorlander.
- He helped the harbor master inspect the cargo for the harbor duties. The cloth was for house Arginar, the silk for Schrie, the spices for Pontirun, and the artwork for House Saevil. There was another bill of loading for a mysterious crate, but the harbor master would not speak of it. It had the mark of House Saevil on it. He suspects that this was the artifact.
- He does not know if the artifact is still on board, but believes that the pirates must have taken it. He believes that it was the artifact that drew the pirates. If the party mentions that they will look for it, he will attempt to convince the party that it is cursed and they should not attempt to salvage it.

At this point, the PCs can gather more information in the Market, go see House Saevil, or try to find the shipwreck. If the adventurers visit House Saevil for more information, go to Encounter 3. If they want to go straight to the ship, they will likely get lost on the way. Make a Wilderness Lore check at DC 15 for each member who tries to find the way – if they fail, the party loses an additional time unit. In any case, the party eventually winds up in a small village just west of Nyrstran (Encounter 5).

ENCOUNTER 2: RUMORS AROUND

Walking through the port district, anyone who makes a listen check hears someone mention a shipwreck. [DC 5]

Gather information checks (no significant time or expense required) will yield the following information (more than one item is possible with repeated rolls):

- The Pride of Midbay was driven on the rocks after a pirate attack (DC 5)
- The Pride of Midbay is on the rocks a day past Nyrstran. (DC 7 if asked directly, DC 15 as a general rumor)
- House Saevil lost a precious cargo in a shipwreck. (DC 10 as a general rumor, DC 7 if a character asks about the Pride of Midbay's cargo)
- House Saevil lost a magical artifact in a shipwreck. (DC 18 as a general rumor, DC 12 if a character asks about House Saevil's portion of the cargo)
- Teril Gorianen from Greyhawk was the only survivor. He told the story last night in the Sweetwater tavern. (DC 12 if asking for more information about the ship)
- Some lowlife survivor of House Teranor is looking for salvage teams to recover cargo from the ship. (DC 12)

If they go to find Teril at the tavern, go to Encounter 1, but skip the story telling. Teril is at a table in the tavern, moping in a drunken stupor. Otherwise, he can be found in the evenings at the Flower of the Sean Inn (Gather Information check at DC 10 to find out where he is staying).

If the adventurers visit House Saevil for more information, go to Encounter 3. If they seek out the agent of House Teranor, go to Encounter 4. If they want to go straight to the ship, they will likely get lost on the way. Make a Wilderness Lore check at DC 15 for each member who tries to find the way – if they fail, the party loses an additional time unit. In any case, the party eventually winds up in a small village just west of Nyrstran (Encounter 5).

ENCOUNTER 3: GOT TO SEE A MAN ABOUT A JOB

If the PCs decide to visit House Saevil to find out more information, a steward meets them at the door. If anyone has less than common lifestyle, he greets them with a condescending air. He will speak to the person with the highest lifestyle or the highest charisma, in that order. He will ask those with a rough, wild, or destitute lifestyle to wait outside (due to the smell).

You are ushered into the waiting room of the manor of House Saevil. The room is well furnished, with portraits of merchants on the walls, powerful current and deceased members of the House. The chairs are beautifully upholstered and the tables are of a dark polished wood. There are many other items of fine workmanship, including fine art and sculpture. Displays of jewelry are visible in locked glass cases, presumably to keep them out of reach of nimble fingers.

Any PCs who are less than clean are encouraged by the steward to put a cloth over the upholstery before sitting. Likewise, any PCs who put their feet on the table are given the evil eye by the steward, with a brief "ahem". If this does not induce the PC to remove his feet, the steward coldly asks him to cease mistreating the furniture.

After a wait of a few minutes, Gevrin Saevil, a tall, handsome man in his mid-thirties, enters the room. If the PCs use the Innuendo skill to mention the ship, Gevrin will understand right away and ask the PCs to speak directly. If the PCs ask about the ship directly, Gevrin will get right to the point.

"I was looking for someone to go out to salvage the cargo from the wreck. I would like you to get to the site as quickly as possible and claim it under the laws of salvage for House Saevil.

"When you have secured the site, you are to retrieve as much of the cargo and documents from the ship as you can. You are to return these items to me.

"In addition to more mundane goods, the ship carried a rare artifact. This artifact is very valuable to the House Saevil. In fact, much of our wealth has gone towards the purchase of this artifact.

"I would like you to recover this item. Even if you are unable to recover the rest of the cargo, I will pay handsomely for its return."

If the PCs ask about compensation, he will pay 50 gp per party member (not total) for the return of the cargo of the ship, provided the artifact is included. With successful diplomacy or profession – merchant check (DC 25), Gevrin will pay up to 75 gp per person. If the PCs demand more, he will dismiss them, saying he can hire cheaper help.

If the PCs ask for more information, they can find out the following:

- The cargo is mainly cloth from Greyhawk, wood imported from Celene, meats from Greyhawk, and artworks from the four corners of the Flanaess.
- The ship is one day's ride north from Leukish on the shore of Nyr Dyv. Gevrin will provide specific directions to the wreckage.
- Pirates attacked the ship. The captain was killed defending the ship and the crew was unable to fend off the pirates. What few survivors remained made it to shore and brought their news back to Leukish. The ship crashed ashore after they abandoned it.
- The artifact is not magical, but it is a valuable art object. It was made by elves in ancient times. He will not mention its worth (it is valued at). He hints that if the PCs do not bring back the stone, he will send agents to retrieve it from them, by any means necessary.
- Eralie was an elven magic user who lived over a thousand years ago. A suitor gave the stone to her, though the stone likely predated them both.

When the PCs have finished asking questions, Gevrin encourages them to head out of town immediately. If anyone does not have an appropriate mount, he will offer to loan them one (a maximum of one mount per player character, ponies and light riding horses only). He makes it clear that he expects any mounts back upon their return. If a horse or pony is lost, he will reduce the compensation for the mission by the value of the horse (30 gp for a pony, 75 gp for a light horse).

ENCOUNTER 4: GOT TO SEE ANOTHER ABOUT A JOB

The PCs may seek out the agent of House Teranor to find out more about the shipwreck and its cargo. He is willing to pay a small fee for recovery.

The agent of House Teranor, who never gives a name, can be found in the Striking Serpent, a tavern not far from the docks. He is wearing a full cloak with the hood drawn, but is otherwise of normal appearance. An unnerving slight scent of decaying flesh lingers around him.

The agent of House Teranor: Bluff +8, Sense Motive +5. He is under the effects of a *misdirection* spell; causing most *detect* spells to register on an old drunk (neutral alignment) passed out in the back. He is also under the effects of a *change self* spell (to hide his hideously scarred condition), but *detect magic* will not be able to reveal this unless it is somehow cast upon the drunk instead. Players who wish to attack the agent of house Teranor should be reminded that he does not detect as evil, and that law is taken quite seriously in Leukish.

The agent ignores most visitors, but will seek to hire any of the following: any group of characters with no members of good alignment, any group of characters who include a member of House Teranor, or any group of characters who possess a favor of House Teranor (they do not need to case this favor in).

The agent will address members of House Teranor by name. He will be almost able to recall the name of any character with a favor of House Teranor, but "not quite".

The agent has very little information about the wreck, no more than the name of the ship (The Pride of Midbay) and that it was carrying a valuable artifact. He will insist that any group he hires not mention the involvement of House Teranor, but will offer 100 gp (total) or recovery of the item. If the party agrees, he directs them to the town of Diffle, telling them to seek out the exact location of the shipwreck from the townspeople.

Successful attempts to Sense Motive on the agent will reveal that he is quite anxious to retrieve the artifact. He is also in great pain (any spell of lesser power than *regeneration* or *greater restoration* will not help him).

Should the party fail to return with the artifact, but prevents House Saevil from recovering it, the agent will pay them a total of 50 gp (not each) for their services. He will not negotiate, as Teranor funds are rather limited at this time.

ENCOUNTER 5: TO FIND A GUIDE

The village of Diffle is rather tiny, but a number of people in town know exactly where the wreck can be found. The village has little more in it than a blacksmith, a miller, a

tanner, and a number of fishermen repairing their nets on the beach.

The PCs can attempt to convince anyone to guide them to the shipwreck with a Diplomacy check. Most townspeople do not want to go out of their way to help the PCs, so the DC is 15. It's much easier to convince the fishermen (they have passed by the wreck often, and are curious), requiring only DC 10. Either group will refer the party to a fisherman by the name of Gremble. He will ask for payment of 10gp to take them there, but will settle for 5 gp.

In Diffle, simple items such as rope (not silk) and food can be purchased (any item with a value of less than 10 gp).

ENCOUNTER 6: A GRAY DAY ON THE BEACH

If coming directly from Leukish:

It takes a few days of hard riding along the coast to reach the wreck of the Pride of Midbay. The wind blows hard from the lake to your north. The cloudy skies turn the freshwater sea a steely grey. When you arrive at the wreck, you are surprised to find a small encampment on the coast near the ship. Numerous barges painted in bright colors line the beach, adorned with ribbons and banners. The brightness is a welcome sight on an otherwise dreary day.

If coming from Diffle:

As Gremble said, the shipwreck is not far from Diffle. After only a few hours, you can see the wreck on the rocks. The wind blows hard from the lake to your north. The cloudy skies turn the freshwater sea a steely grey. You are surprised to find a small encampment on the coast near the ship. Numerous barges painted in bright colors line the beach, adorned with ribbons and banners. The brightness is a welcome sight on an otherwise dreary day.

It is possible that there are three camps on the beach here: that of the Saevil agents, that of the Teranor agents, and that of the Rhennee. If Gevrin Saevil hired the party, the camp of House Saevil is missing and the party may use that site for their own camp. If the agent of House Teranor hired the party, that camp is missing and the party may camp there. If neither house hired the party, then all three camps are present and the party will need to find their own campsite (all of the desirable ones are taken). For a diagram of the beach, the camps, and the ship, see Player's Handout #1.

Describe either or both of the two camps as required (see below).

The Rhennee Camp (described above):

The band of Rhennee has arrived at the site to make a claim of salvage. It is not clear that they aren't the pirates who originally attacked the ship. The other camps, if present, are a party of adventurers sent by Gevrin Saevil to recover Eralie's Stone, and agents sent to hinder the Saevil group and retrieve the ship's wealth for House Teranor.

The Saevil Camp:

In addition to the large camp of brightly colored barges, there is a smaller encampment of a handful of people farther down the beach to the northwest. A small wisp of smoke indicates that only one fire burns in the smaller camp.

The goal of the Saevil group is to get on the ship, retrieve Eralie's Stone, and leave.

The Teranor Camp:

In the center of the beach facing the ship is another small camp, though it seems larger than the one down the beach. Perhaps it is just the distance that makes the farther one seem smaller.

The goal of the Teranor agents is to hinder the Saevil group from retrieving any valuable cargo. If it means that the Rhennee or the players get it, so be it. They would prefer recover it for House Teranor, of course.

The next three encounters deal with each of three camps. Go to Encounter 7 if the party investigates the barges, Encounter 8 if the party investigates the camp of House Saevil (if present), and Encounter 9 if the party investigates the camp of the Teranor agents (again, if present). If the party instead heads for the wreckage of the ship, proceed to Encounter 10.

ENCOUNTER 7: RHENNEE SALVAGERS

If the party approaches the brightly colored barges:

A small man of dark hair and dark complexion approaches you. "Welcome to the camp of the Veldeen Rhennee! I am Roum Seldoye. We are here to remove our property from the ship abandoned on the rocks there. We own it by right of salvage. But there is no need to speak of such business to people who are traveling a long distance and likely have much further to go. Please accept our hospitality for the evening."

The leader of the Rhennee is Roum Seldoye. If the PCs ask if they are the pirates that attacked the ship, Roum is sufficiently vague so that no firm conclusions can be drawn. In addition, he is insulted that someone would dare ask such a question. A number of weapons are visible among the Rhennee, and their numbers include five large men armed with what look like harpoons.

Roum's main goal is to get the cargo off the ship with as few casualties as possible. Roum does not know what is on board or its worth. He has so far been unable to get anybody on board due to the rough surf in area of the ship (the far side is too rough, and the shore side too rocky).

If the PCs are willing to cooperate, he will agree to help, but wants the lion's share of the booty. He rationalizes this by declaring that superior numbers and superior skills demand a justly larger share of the rewards. He demands a full three-quarters, but will accept a share as low as 65%. If he is bargained to lower amounts, he pretends agreement, but plans to betray his allies (see Encounter 12).

If the party lets on that Eralie's Stone is on board and how much it is worth, the Rhennee insist on keeping the artifact as their share of the treasure.

If the agreement is made, then a number of Rhennee equal to double the party size will accompany the party onto the ship. Five of these are Rhennee warriors (use the stats below, including any wounds), the rest are noncombatants.

If the agreement is made and the Rhennee later see Eralie's Stone, then a successful appraising check by one of the Rhennee will reveal the worth of Eralie's Stone and they will demand that the party relinquish Eralie's Stone. If the PCs refuse, then the Rhennee will first propose a conflict resolution (see below). If the PCs do not agree to the challenge, the Rhennee warriors will battle them all for the stone.

If the party attacks Roum (or otherwise winds up fighting the Rhennee en masse), Türye and four Rhennee fighters step forward to defend Roum and the rest of the Rhennee. As the warriors fight, the other Rhennee flee to the boats (including Roum). When the boats have left the shore (after 15 rounds), the Rhennee fighters attempt to disengage and swim to the barges.

☛ **Roum Seldoye:** Male human Ftr2/Rog8; Appraise +12, Bluff +14, Sense Motive +16.

APL 2 (EL 7)

☛ **Rhennee warriors, male human (Rhennee) Ftr1/Rog1 (4):** CR 2; Medium-size humanoid; HD 1d6+1d10+2; hp 11; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d8+3/x3, darkha) or +4 ranged (1d8+2/x3, darkha); SA +1d6 sneak attack; AL N; SV Fort +3, Ref +3, Will +0; Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +6, Bluff +4, Hide +6, Profession (Boater) +5, Sneak +6, Spot +4, Swim +7 (+4), Tumbling +6, Use Rope +6; Exotic Weapon Proficiency (darkha), Improved Initiative, Weapon Focus (darkha).

Equipment: Leather armor, darkha.

☛ **Türye, male human (Rhennee) Ftr1/Rog1:** CR 2; Medium-size humanoid; HD 1d6+1d10+2; hp 13; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d8+3/x3, darkha) or +5 ranged (1d8+2/x3, darkha); SA +1d6 sneak attack; AL N; SV Fort +3, Ref +4, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +7, Bluff +5, Hide +7, Profession (Boater) +5, Sneak +7, Spot +4, Swim +7 (+4), Tumbling +7, Use Rope +7; Exotic Weapon Proficiency (darkha), Improved Initiative, Weapon Focus (darkha).

Equipment: Leather armor, darkha.

APL 4 (EL 9)

☛ **Rhennee warriors, male human (Rhennee) Ftr2/Rog2 (4):** CR 4; Medium-size humanoid; HD 2d6+2d10+4; hp 22; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 melee (1d8+3/x3, darkha) or +7 ranged (1d8+2/x3, darkha);

SA +1d6 sneak attack; SQ Evasion; AL N; SV Fort +4, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +11, Bluff +5, Hide +7, Profession (Boater) +7, Sneak +7, Spot +5, Swim +9 (+6), Tumbling +8, Use Rope +9; Dodge, Exotic Weapon Proficiency (darkha), Improved Initiative, Point Blank Shot, Weapon Focus (darkha).

Equipment: Leather armor, darkha.

☛ **Türye, male human (Rhennee) Ftr2/Rog2:** CR 4; Medium-size humanoid; HD 2d6+2d10+4; hp 24; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 melee (1d8+3/x3, darkha) or +7 ranged (1d8+2/x3, darkha); SA +1d6 sneak attack; SQ Evasion; AL N; SV Fort +4, Ref +5, Will +0; Str 14, Dex 17, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +11, Bluff +6, Hide +7, Profession (Boater) +7, Sneak +7, Spot +5, Swim +9 (+6), Tumbling +8, Use Rope +9; Dodge, Exotic Weapon Proficiency (darkha), Improved Initiative, Point Blank Shot, Weapon Focus (darkha).

Equipment: Leather armor, darkha.

APL 6 (EL 11)

☛ **Rhennee warriors, male human (Rhennee) Ftr3/Rog3 (4):** CR 6; Medium-size humanoid; HD 3d6+3d10+6; hp 33; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +8 melee (1d8+3/x3, darkha) or +9 ranged (1d8+2/x3, darkha); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL N; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +13, Bluff +6, Hide +7, Profession (Boater) +9, Sneak +7, Spot +6, Swim +11 (+8), Tumbling +9, Use Rope +11; Dodge, Exotic Weapon Proficiency (darkha), Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (darkha).

Equipment: Leather armor, darkha.

☛ **Türye, male human (Rhennee) Ftr3/Rog3:** CR 6; Medium-size humanoid; HD 3d6+3d10+6; hp 35; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +8 melee (1d8+3/x3, darkha) or +9 ranged (1d8+2/x3, darkha); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL N; SV Fort +5, Ref +6, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +13, Bluff +6, Hide +7, Profession (Boater) +9, Sneak +7, Spot +6, Swim +11 (+8), Tumbling +9, Use Rope +11; Dodge, Exotic Weapon Proficiency (darkha), Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (darkha).

Equipment: Leather armor, darkha.

APL 8 (EL 14)

☛ **Rhennee warriors, male human (Rhennee) Ftr3/Rog3/Darkhagard 3 (4):** CR 9; Medium-size humanoid; HD 3d6+6d10+9; hp 52; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +11 melee (1d8+5/19-20/x3, darkha) or +12 ranged (1d8+4/19-20/x3, darkha); SA +2d6 sneak attack, prone fighting, increased range; SQ Evasion, uncanny

dodge (never flat-footed); AL N; SV Fort +8, Ref +7, Will +3; Str 14, Dex 17, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +16, Bluff +6, Hide +7, Profession (Boater) +12, Sneak +7, Spot +6, Swim +14 (+11), Tumbling +9, Use Rope +11; Dodge, Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (darkha), Weapon Specialization (darkha) (virtual feat).

Prone Fighting (Ex): Darkhagard suffer no penalties to melee attacks using a darkha. Enemies attacking a Darkhagard who is prone gain no melee attack bonuses.

Increase Range (Ex): 37.5-foot range increment when throwing a darkha.

Equipment: Leather armor, darkha.

➤ **Türye, male human (Rhennee) Ftr3/Rog3/Darkhagard 3:** CR 9; Medium-size humanoid; HD 3d6+6d10+9; hp 54; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +11 melee (1d8+5/19-20/x3, darkha) or +13 ranged (1d8+4/19-20/x3, darkha); SA +2d6 sneak attack, prone fighting, increased range; SQ Evasion, uncanny dodge (never flat-footed); AL N; SV Fort +8, Ref +8, Will +3; Str 14, Dex 17, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +17, Bluff +6, Hide +8, Profession (Boater) +12, Sneak +8, Spot +6, Swim +14 (+11), Tumbling +10, Use Rope +12; Dodge, Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (darkha), Weapon Specialization (darkha).

Prone Fighting (Ex): Darkhagard suffer no penalties to melee attacks using a darkha. Enemies attacking a Darkhagard who is prone gain no melee attack bonuses.

Increase Range (Ex): 37.5-foot range increment when throwing a darkha.

Equipment: Leather armor, darkha.

Conflict Resolution

In the event that a disagreement arises between the characters and the Rhennee, Roum proposes a trial by combat. The combat takes place on an open barge (30 feet wide and 50 feet long), with one champion from each side. Roum names Türye (statistics above), the band's strongest warrior, to fight on behalf of the Rhennee.

This battle is not a fight to the death, though any weapons may be used. Spells and spell-like abilities are not permitted (Supernatural abilities are acceptable). The fight ends when one fighter surrenders, falls in the water, falls unconscious, or dies. If any PC tries to interfere in the fight once it has begun, Roum sends an additional warrior (up to the total of four) to deal with the meddler, and considers the challenge to be forfeited. If the PCs refuse to settle dispute by trial of combat, Roum gives them one final chance to yield. If they do not, he orders his warriors to attack.

If the PCs lose, Roum will expect them to leave and surrender any salvage they have recovered. Again, if the party fails to yield, he will order his warriors to attack.

Any party that violates the rules of the challenge earns the enmity of the Veldeen Rhennee.

If the party accepts the challenge and wins, the Veldeen Rhennee will pack up and leave (or assist the party if this was the terms of the challenge). The party does not earn the enmity of the Rhennee in this instance, although they likely will not earn their friendship either (in some cases, it may still be possible).

Friendship can be earned by dealing fairly with the Rhennee (even if a challenge is fought), by giving them at least 65% of the treasure (more if more was agreed to), and by giving them the artifact if it is recovered.

ENCOUNTER 8: SAEVIL REPRESENTATIVES

THIS ENCOUNTER HAPPENS ONLY IF PCS WERE NOT HIRED BY GEVRIN SAEVIL IN ENCOUNTER 3.

ALSO NOTE THAT THE SAEVIL NPCs WILL ONLY COMMENT ON THE TERANOR CAMP DESCRIBED IN ENCOUNTER 9 IF THE TERANORS ARE IN FACT PRESENT.

These NPCs will not attack the PCs unless the PCs attack first. They are not inclined to cooperate with the player characters, as they are seeking the reward for themselves.

The Saevil representatives were hired by Gevrin Saevil to retrieve the cargo and the artifact. They know how to get to the ship, but have not been able to come to an agreement with Roum. They fear that if they take the cargo from the ship, Roum will attack them and seize the cargo. They've already managed to offend him due to their general lack of diplomacy skills.

The Saevil camp is much smaller and more Spartan than that of the Rhennee. It consists of four small and plain tents and a cooking fire. Five horses are tethered nearby.

A female cleric is sitting by the fire. She is small, but stocky and muscular. Upon your arrival, she stands and greets you:

Welcome to our camp, my name is Asa. How might we help a band of travelers on a grey day?

After the party begins speaking with Asa, the other three members of the group join them. Bettlebrath, the gnome, is a short and grumpy sorcerer dressed in a comfortable tunic and leggings. Jerond wears leather armor and carries a short sword. Glephteril is larger than the rest and wears a suit of scale mail. He is not armed. A spot check will reveal a sheathed long sword in a scabbard near one of the tents (DC 17).

The Saevil group is very unlikely to initiate combat. They will, however, be rather rude and abrupt with anyone wasting their time.

🔦 **Asa** is a human cleric of Norebo. She presents herself as the leader of the group. She has the following information:

- The group was hired by Gevrin Saevil to recover the cargo of the ship, which rightfully belongs to the House Saevil.
- The group cannot get to the ship, because of strong winds and waves on the rocks offshore.
- They would welcome any help, but will not share in the reward for the cargo. If the party offers to hire out their services, the group will offer them 100 gp (total) for their assistance in getting to ship. If the party mentions the artifact in any way, the Saevil group rejects any offers of assistance.
- They brought plenty of rope, but someone has been sabotaging every effort to get to the ship. Every morning, the rope has been cut into many pieces, and it takes many hours to splice and tie it back together.
- If asked about how they plan on carrying the cargo on the ship, Asa explains that they will have some carts here any day now. A Sense Motive check (against her untrained Bluff skill) will reveal she is lying.
- If Asa is asked about the artifact, she will reply that she knows nothing about it. A Sense Motive check (against her untrained Bluff skill) will reveal that she is lying. Failure by less than five will reveal that she is hiding something. If the party mentions the artifact directly, the Saevil group will refuse assistance from them.
- If the party lies to Asa, be sure to make a Sense Motive check for her against that character's Bluff check.
- The other groups are also attempting to recover the cargo from the ship. The Rhennee have been trying to get their boats to the ship, but are unable to approach close enough (due to rough seas and the rocks near shore).
- The other group is a free-lance salvage operation. They have not been very forthcoming about how they plan on reaching the ship, and so far seem to have made no efforts to do so.

🔦 **Bettlebrath** is a gnome sorcerer. He is rather high strung. If anyone brings up the Rhennee, he starts cursing them and how they are sabotaging everything. After a few minutes of this, he is reduced to incoherent sputters of livid rage. He will not entertain any thought that the other group might be behind the sabotage. Bettlebrath has the following information.

- He doesn't believe the other camp could be affiliated with House Teranor, if that is mentioned to him.
- The other camp? They've offered us assistance a few times, and helped haul ropes for us and set up our equipment. Noble sorts, all of them. If I weren't already working for House Saevil, I'd sign on with them.
- Rhennee? The Rhennee have been sabotaging our every move! They have moved their lumbering boats between the ship and where we have been setting up our operations to get a line out to the ship! Their half-naked, flea infested children run along the beach and climb all over our equipment! They send them out purposely to destroy our gear! The little ones carry knives to cut ropes, and they'll slice you to if you get too close! Don't go to the camp, you'll get the worst case of fleas you'll never get rid of! And they'll steal you blind! If I ever see one near our camp again, I'll... I'll... Sputter, sputter, etc...

🔦 **Jerond** is a male human rogue. He has been looking around the Rhennee and Teranor camps and suspects the Teranor agents (though he does not know their affiliation) are the ones sabotaging the salvage attempt. He has had no luck in convincing Bettlebrath of this, however. Jerond flatters and compliments any female members of the party, though he always stays a gentleman. Jerond has the following information:

- The leader of the other camp is well known in Leukish for his skills. He's been freelancing his skills since the fall of House Teranor. Jerond drops hints (use the Innuendo skill rules to see if he transmits this) that he suspects the Teranor group is in fact a group of skilled saboteurs.
- The Rhennee are very skillful at many things. But having spoken with a few of the Rhennee women, Jerond is convinced they know nothing about the ongoing sabotage of the Saevil efforts. These women told Jerond that many in the Rhennee tribe see this as a three-way race, and are looking forward to besting the Urnstmen in a fair (by Rhennee standards) challenge.

🔦 **Glephtheril** is a male human fighter. He is used to doing grunt work. He appreciated the assistance that the other camp gave in carrying the ropes and setting up equipment. He has the following information:

- We were hired by Gevrin Saevil to recover a piece of cargo from the ship.
- I don't really know, perhaps you should ask Asa.

Any PC spending more than a few minutes in the company of Glephtheril will likely get the impression that the two are lovers (Sense Motive check, DC 5).

APL 2 (EL 6)

➤ **Bettlebrath, male gnome Sor2:** CR 2; Small humanoid (3 ft. 4 in. tall); HD 2d4+5; hp 10; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Atk +0 melee (1d8-2, morningstar) or +3 ranged (1d8/19-20, light crossbow); SQ Gnome abilities; AL CN; SV Fort +1, Ref +1, Will +3; Str 7, Dex 12, Con 13, Int 16, Wis 10, Cha 12.

Skills and Feats: Alchemy +5, Concentration +6, Hide +6, Listen +4, Knowledge (arcana) +8, Move Silently +3, Spellcraft +8, Toughness.

Equipment: Morningstar, light crossbow, 10 bolts, spell component pouch.

Spells Known (6/4; base DC = 11 + spell level): 0 – *dancing lights, detect magic, ghost sound, light, prestidigitation*; 1st – *magic missile, sleep*.

➤ **Jerond, male human Rog2:** CR 2; Medium-size humanoid (5 ft. 6 in. tall); HD 2d6-2; hp 5; Init +3; Speed 30 ft.; AC 15 (touch 13, flat-footed 12); Atk -1 melee (1d6-2/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow); SA +1d6 sneak attack; SQ Evasion; AL NG; SV Fort -1, Ref +6, Will +3; Str 7, Dex 16, Con 9, Int 13, Wis 16, Cha 12.

Skills and Feats: Appraise +6, Balance +10, Disable Device +8, Escape Artist +8, Listen +10, Move Silently +8, Open Locks +10, Spot +10, Swim +3, Tumble +8; Alertness, Dodge.

Equipment: Leather armor, shortsword, light crossbow, 10 bolts, masterwork thieves' tools.

➤ **Glepheril, male human Ftr2:** CR 2; Medium-size humanoid (5 ft. 11 in. tall); HD 2d10+4; hp 15; Init +6; Speed 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +5 melee (1d8+3/19-20, longsword) or +4 ranged (1d8/x3, longbow); AL CG; SV Fort +5, Ref +3, Will +0; Str 17, Dex 15, Con 14, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +8, Jump +7, Ride +6, Swim +8, Use Rope +3; Blind Fight, Cleave, Improved Initiative, Power Attack.

Equipment: Scale mail, large metal shield, longsword, longbow, 20 arrows.

➤ **Asa, female human Clr2 of Norebo:** CR 2; Medium-size humanoid (5 ft. 4 in. tall); HD 2d8-2; hp 7; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +4 melee (1d8+3, heavy mace) or +1 ranged (1d8/19-20, light crossbow); SA Turn undead (4/day); AL CN; SV Fort +2, Ref +0, Will +6; Str 17, Dex 11, Con 9, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +4, Heal +8, Knowledge (arcana) +4, Knowledge (religion) +7, Listen +5, Sense Motive +5, Spellcraft +7, Spot +5; Alertness, Improved Initiative.

Equipment: Silver holy symbol of Norebo, scale mail, large wooden shield, heavy mace, light crossbow, 10 bolts.

Spells Prepared (4/4; base DC = 13 + spell level): 0 – *detect magic, light, virtue* (x2); 1st – *bless, cause fear, doom, entropic shield**.

*Domain spell. Domains: Chaos (cast Chaos spells at +1 caster level), Luck (may reroll one die roll per day, must take new result).

APL 4 (EL 8)

Bettlebrath, male gnome Sor4: CR 4; Small humanoid (3 ft. 4 in. tall); HD 4d4+7; hp 17; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Atk +1 melee (1d8-2, morningstar) or +4 ranged (1d8/19-20, light crossbow); SQ Gnome abilities; AL CN; SV Fort +2, Ref +2, Will +4; Str 7, Dex 12, Con 13, Int 16, Wis 10, Cha 13.

Skills and Feats: Alchemy +7, Concentration +8, Hide +6, Listen +5, Knowledge (arcana) +9, Move Silently +3, Scry +4, Spellcraft +10; Improved Initiative, Toughness.

Equipment: Morningstar, light crossbow, 10 bolts, spell component pouch.

Spells Known (6/7/4; base DC = 11 + spell level): 0 – *dancing lights, detect magic, flare, ghost sound, light, prestidigitation*; 1st – *color spray, magic missile, sleep*; 2nd – *mirror image*.

➤ **Jerond, male human Rog4:** CR 4; Medium-size humanoid (5 ft. 6 in. tall); HD 4d6-4; hp 10; Init +3; Speed 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d6-1/19-20, shortsword) or +6 ranged (1d8/19-20, light crossbow); SA +2d6 sneak attack; SQ Evasion, Uncanny Dodge (never flat-footed); AL NG; SV Fort +0, Ref +7, Will +4; Str 8, Dex 16, Con 9, Int 13, Wis 16, Cha 12.

Skills and Feats: Appraise +8, Balance +12, Disable Device +10, Escape Artist +10, Listen +12, Move Silently +10, Open Locks +12, Spot +12, Swim +6, Tumble +10; Alertness, Dodge, Mobility.

Equipment: Leather armor, shortsword, light crossbow, 10 bolts, masterwork thieves' tools.

➤ **Glepheril, male human Ftr4:** CR 4; Medium-size humanoid (5 ft. 11 in. tall); HD 4d10+8; hp 30; Init +6; Speed 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +9 melee (1d8+6/19-20, longsword) or +6 ranged (1d8/x3, longbow); AL CG; SV Fort +6, Ref +4, Will +1; Str 18, Dex 15, Con 14, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +9, Jump +8, Ride +6, Search +3, Swim +11, Use Rope +4; Blind Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Scale mail, large metal shield, longsword, longbow, 20 arrows.

➤ **Asa, female human Clr4 of Norebo:** CR 4; Medium-size humanoid (5 ft. 4 in. tall); HD 4d8; hp 18; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +6 melee (1d8+3, heavy mace) or +3 ranged (1d8/19-20, light crossbow); SA Turn undead (4/day); AL CN; SV Fort +4, Ref +3, Will +7; Str 17, Dex 11, Con 10, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Heal +10, Knowledge (arcana) +5, Knowledge (religion) +9, Listen +5, Sense Motive +8, Spellcraft +9, Spot +5; Alertness, Improved Initiative, Lightning Reflexes.

Equipment: Silver holy symbol of Norebo, scale mail, large wooden shield, heavy mace, light crossbow, 10 bolts.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 – *detect magic, light, resistance, virtue* (x2); 1st – *bane, bless, cause fear, doom, entropic shield**; 2nd – *aid**, *hold person, silence, spiritual weapon* (dagger).

*Domain spell. **Domains:** Chaos (cast Chaos spells at +1 caster level), Luck (may reroll one die roll per day, must take new result).

APL 6 (EL 11)

➤ **Bettlebrath, male gnome Sor7:** CR 7; Small humanoid (3 ft. 4 in. tall); HD 7d4+10; hp 27; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Atk +2 melee (1d8-2, morningstar) or +5 ranged (1d8/19-20, light crossbow); SQ Gnome abilities; AL CN; SV Fort +3, Ref +3, Will +5; Str 7, Dex 12, Con 13, Int 16, Wis 10, Cha 13.

Skills and Feats: Alchemy +9, Concentration +11, Hide +6, Listen +7, Knowledge (arcana) +11, Move Silently +3, Scry +6, Spellcraft +12; Extend Spell, Improved Initiative, Toughness.

Equipment: Morningstar, light crossbow, 10 bolts, spell component pouch.

Spells Known (6/7/6/4; base DC = 11 + spell level): 0 – *dancing lights, detect magic, flare, ghost sound, light, prestidigitation, ray of frost*; 1st – *burning hands, change self, color spray, magic missile, sleep*; 2nd – *hypnotic pattern, invisibility, mirror image*; 3rd – *fireball, invisibility sphere*.

➤ **Jerond, male human Rog7:** CR 7; Medium-size humanoid (5 ft. 6 in. tall); HD 7d6-7; hp 17; Init +7; Speed 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d6-1/19-20, shortsword) or +8 ranged (1d8/19-20, light crossbow); SA +4d6 sneak attack; SQ Evasion, Uncanny Dodge (never flat-footed, can't be flanked); AL NG; SV Fort +1, Ref +8, Will +5; Str 8, Dex 16, Con 9, Int 13, Wis 16, Cha 12.

Skills and Feats: Appraise +9, Balance +12, Climb +4, Disable Device +12, Escape Artist +10, Hide +8, Listen +15, Move Silently +10, Open Locks +15, Read Lips +7, Spot +15, Swim +8, Tumble +11; Alertness, Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, shortsword, light crossbow, 10 bolts, masterwork thieves' tools.

➤ **Glepheril, male human Ftr7:** CR 7; Medium-size humanoid (5 ft. 11 in. tall); HD 7d10+14; hp 52; Init +6; Speed 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +12/+7 melee (1d8+6/19-20, longsword) or +9/+4 ranged (1d8/x3, longbow); AL CG; SV Fort +7, Ref +5, Will +2; Str 18, Dex 15, Con 14, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +10, Jump +8, Ride +6, Search +5, Swim +12, Use Rope +7; Blind Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Scale mail, large metal shield, longsword, longbow, 20 arrows.

➤ **Asa, female human Clr7 of Norebo:** CR 7; Medium-size humanoid (5 ft. 4 in. tall); HD 7d8; hp 31; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +8 melee (1d8+3, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SA Turn undead (4/day); AL CN; SV Fort +5, Ref +4, Will +8; Str 17, Dex 11, Con 10, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +5, Heal +10, Knowledge (arcana) +5, Knowledge (religion) +10, Listen +7, Sense Motive +10, Spellcraft +9, Spot +5; Alertness, Combat Casting, Improved Initiative, Lightning Reflexes.

Equipment: Silver holy symbol of Norebo, scale mail, large wooden shield, heavy mace, light crossbow, 10 bolts.

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0 – *detect magic, guidance, light, resistance, virtue* (x2); 1st – *bane, bless, cause fear, doom, entropic shield, obscuring mist*; 2nd – *aid**; *bull's strength, hold person, silence, spiritual weapon* (dagger); 3rd – *dispel magic, invisibility purge, nondetection**, *prayer*; 4th – *confusion**, *control water*.

*Domain spell. **Domains:** Chaos (cast Chaos spells at +1 caster level), Luck (may reroll one die roll per day, must take new result).

APL 8 (EL 12)

➤ **Bettlebrath, male gnome Sor7/Mnk3:** CR 10; Small humanoid (3 ft. 4 in. tall); HD 7d4+3d8+13; hp 44; Init +5; Spd 25 ft.; AC 12 (touch 12, flat-footed 11); Atk +5 melee (1d8-1, morningstar) or +7 unarmed (1d4-1, unarmed strike) or +7 ranged (1d8/19-20, light crossbow); SA Stunning attack (3/day), flurry of blows; SQ Gnome abilities, evasion, still mind; AL CN; SV Fort +6, Ref +6, Will +8; Str 8, Dex 12, Con 13, Int 16, Wis 10, Cha 13.

Skills and Feats: Alchemy +9, Balance +4, Climb +3, Concentration +12, Escape Artist +4, Hide +6, Listen +10, Knowledge (arcana) +11, Move Silently +4, Scry +6, Spellcraft +12, Tumble +4; Deflect Arrows (virtual feat), Extend Spell, Improved Initiative, Toughness, Weapon Finesse (unarmed strike).

Equipment: Morningstar, light crossbow, 10 bolts, spell component pouch.

Spells Known (6/7/6/4; base DC = 11 + spell level): 0 – *dancing lights, detect magic, flare, ghost sound, light, prestidigitation, ray of frost*; 1st – *burning hands, change self, color spray, magic missile, sleep*; 2nd – *hypnotic pattern, invisibility, mirror image*; 3rd – *fireball, invisibility sphere*.

➤ **Jerond, male human Rog10:** CR 10; Medium-size humanoid (5 ft. 6 in. tall); HD 10d6; hp 35; Init +7; Speed 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +6/+1 melee (1d6-1/19-20, shortsword) or +8 ranged (1d8/19-20, light crossbow); SA +5d6 sneak attack, crippling strike; SQ Evasion, Uncanny Dodge (never flat-footed, can't be flanked); AL NG; SV Fort +3, Ref +10, Will +6; Str 8, Dex 16, Con 10, Int 13, Wis 16, Cha 12.

Skills and Feats: Appraise +11, Balance +12, Climb +9, Disable Device +17, Escape Artist +10, Hide +10, Listen +18, Move Silently +12, Open Locks +18, Read Lips +9, Spot +18, Swim +10, Tumble +15; Alertness, Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, shortsword, light crossbow, 10 bolts, masterwork thieves' tools.

➤ **Gleptheril, male human Ftr10:** CR 10; Medium-size humanoid (5 ft. 11 in. tall); HD 10d10+21; hp 76; Init +6; Speed 20 ft.; AC 19 (touch 13, flat-footed 16); Atk +15/+10 melee (1d8+6/17-20, longsword) or +13/+8 ranged (1d8/x3, longbow); AL CG; SV Fort +9, Ref +6, Will +3; Str 18, Dex 16, Con 14, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +10, Jump +8, Listen +3, Ride +6, Search +5, Spot +3, Swim +12, Use Rope +7; Blind Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Critical (longsword), Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Scale mail, large metal shield, longsword, longbow, 20 arrows.

➤ **Asa, female human Clr10 of Norebo:** CR 10; Medium-size humanoid (5 ft. 4 in. tall); HD 10d8; hp 45; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +11/+6 melee (1d8+4, heavy mace) or +7 ranged (1d8/19-20, light crossbow); SA Turn undead (4/day); AL CN; SV Fort +7, Ref +5, Will +10; Str 18, Dex 11, Con 10, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +13, Diplomacy +6, Heal +10, Knowledge (arcana) +5, Knowledge (religion) +11, Listen +9, Sense Motive +12, Spellcraft +11, Spot +6; Alertness, Combat Casting, Dodge, Improved Initiative, Lightning Reflexes.

Equipment: Silver holy symbol of Norebo, scale mail, large wooden shield, heavy mace, light crossbow, 10 bolts.

Spells Prepared (6/6/6/4/4/3; base DC = 13 + spell level): 0 – detect magic, guidance, light, resistance, virtue (x2); 1st – bane, bless, cause fear, doom, entropic shield, obscuring mist; 2nd – aid*, bull's strength, hold person, shatter silence, spiritual weapon (dagger); 3rd – deeper darkness, dispel magic, invisibility purge, nondetection*, prayer; 4th – confusion*, control water, divine power, greater magic weapon; 5th – break enchantment*, circle of doom, insect plague.

*Domain spell. Domains: Chaos (cast Chaos spells at +1 caster level), Luck (may reroll one die roll per day, must take new result).

ENCOUNTER 9: TERANOR CAMP

THIS ENCOUNTER HAPPENS ONLY IF THE AGENT OF THE TERANORS IN ENCOUNTER 4 DID NOT HIRE THE PCS.

ALSO NOTE THAT THE TERANOR NPCs WILL ONLY COMMENT ON THE SAEVIL CAMP DESCRIBED IN ENCOUNTER 9 IF THE SAEVILS ARE IN FACT PRESENT.

Bettik is the leader of the group and will do all the talking for them. If a PC approaches any of the others, they will

only answer in short sentences, providing no information. They all defer to Bettik as the leader.

Bettik herself will provide very little information to the PCs. She will not reveal that they are working for the Teranors. With a successful Sense Motive check (opposed by Bettik's Bluff check) a PC can find out that the group does indeed intend to retrieve the stone, but is more interested in preventing House Saevil group from getting it than in retrieving it for themselves. If the PCs are willing to ally themselves with Teranor, they can gain influence. The Teranor group would like to leave with Eralie's stone, but if the PCs bargain well, they are willing to let the PCs have it and even help them get to the ship. To keep the stone, the party must offer items in trade for it that are at least as valuable as the artifact (10,000 gp, counting the full value of any corted items).

If the PCs and Teranors do not come to an agreement, the Teranors sabotage the PC's attempts to board the ship. They will disguise themselves as Rhennee, then sneak up at night or when the party is distracted to cut ropes and sabotage boats and other equipment.

APL 2 (EL 5)

➤ **Bettik, female human Rog2:** CR 2; Medium-size humanoid (5 ft. 4 in. tall); HD 2d6; hp 9; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d6/18-20, rapier) or +4 ranged (1d6/x3, composite shortbow); SA +1d6 sneak attack; SQ Evasion; AL CN; SV Fort +1, Ref +6, Will +0; Str 10, Dex 16, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +8, Diplomacy +8, Disable Device +7, Disguise +8, Gather Information +8, Hide +8, Innuendo +5, Read Lips +6, Search +6, Sense Motive +5; Dodge, Improved Initiative.

Equipment: Leather armor, rapier, composite shortbow, 20 arrows, thieves' tools.

➤ **Neiken, male human Ftr1/Rog1:** CR 2; Medium-size humanoid (5 ft. 7 in. tall); HD 1d10+1d6; hp 11; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +2 melee (1d6+1/18-20, rapier) or +3 ranged (1d6/x3, composite shortbow); SA +1d6 sneak attack; AL CN; SV Fort +2, Ref +4, Will -1.

Str 12, Dex 15, Con 10, Int 14, Wis 8, Cha 14.

Skills and Feats: Climb +1, Disguise +6, Escape Artist +6, Hide +3, Innuendo +3, Jump +4, Listen +5, Move Silently +3, Open Locks +6, Search +5, Spot +5, Swim +4, Tumble +3; Alertness, Expertise, Improved Initiative.

Equipment: Chain shirt, rapier, buckler, composite shortbow, 20 arrows, thieves' tools.

➤ **Konten and Freller, male human Rog1 (2):** CR 1; Medium-size humanoid; HD 1d6+1; hp 4 (each); Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +1 melee (1d6+1/18-20, rapier) or +2 ranged (1d6/x3, composite shortbow); SA +1d6 sneak attack; AL CN; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Disguise +4, Gather Information +4, Hide +5, Innuendo +4, Jump +4, Move

Silently +5, Sense Motive +4, Spot +4, Tumble +5; Dodge, Improved Initiative.

Equipment: Studded leather armor, rapier, composite shortbow, 20 arrows.

APL 4 (EL 7)

➤ **Bettik, female human Rog4:** CR 4; Medium-size humanoid (5 ft. 4 in. tall); HD 4d6; hp 15; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d6/18-20, rapier) or +6 ranged (1d6/x3, composite shortbow); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL CN; SV Fort +2, Ref +7, Will +1; Str 10, Dex 17, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Diplomacy +10, Disable Device +9, Disguise +10, Gather Information +10, Hide +10, Innuendo +7, Read Lips +8, Search +8, Sense Motive +7; Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, rapier, composite shortbow, 20 arrows, thieves' tools.

➤ **Neiken, male human Ftr1/Rog3:** CR 4; Medium-size humanoid (5 ft. 7 in. tall); HD 1d10+3d6; hp 18; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +4 melee (1d6+1/18-20, rapier) or +6 ranged (1d6/x3, composite shortbow); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL CN; SV Fort +3, Ref +6, Will +0.

Str 12, Dex 16, Con 10, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +7, Climb +2, Disguise +8, Escape Artist +8, Hide +6, Innuendo +5, Jump +6, Listen +7, Move Silently +6, Open Locks +9, Search +6, Spot +7, Swim +4, Tumble +8; Alertness, Expertise, Improved Disarm, Improved Initiative.

Equipment: Chain shirt, rapier, buckler, composite shortbow, 20 arrows, thieves' tools.

➤ **Konten and Freller, male human Rog3 (2):** CR 5; Medium-size humanoid; HD 3d6+3; hp 13 (each); Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +3 melee (1d6+1/18-20, rapier) or +4 ranged (1d6/x3, composite shortbow); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL CN; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +3, Bluff +6, Disguise +6, Gather Information +6, Hide +7, Innuendo +6, Jump +8, Move Silently +7, Sense Motive +6, Spot +6, Tumble +9; Dodge, Improved Initiative, Mobility.

Equipment: Studded leather armor, rapier, composite shortbow, 20 arrows.

APL 6 (EL 9)

➤ **Bettik, female human Rog6:** CR 6; Medium-size humanoid (5 ft. 4 in. tall); HD 6d6; hp 23; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +7 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, composite shortbow); SA +3d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed, can't be flanked); AL CN; SV Fort +3, Ref +8, Will +2; Str 10, Dex 17, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +12, Disable Device +11, Disguise +12, Gather Information +12, Hide +12, Innuendo +9, Listen +3, Read Lips +9, Search +9, Sense Motive +8; Dodge, Improved Initiative, Mobility, Weapon Finesse (rapier).

Equipment: Leather armor, rapier, composite shortbow, 20 arrows, thieves' tools.

➤ **Neiken, male human Ftr2/Rog4:** CR 6; Medium-size humanoid (5 ft. 7 in. tall); HD 2d10+4d6; hp 27; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +7 melee (1d6+1/18-20, rapier) or +8 ranged (1d6/x3, composite shortbow); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL CN; SV Fort +4, Ref +7, Will +0.

Str 12, Dex 16, Con 10, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +7, Climb +4, Disguise +9, Escape Artist +9, Hide +7, Innuendo +6, Jump +8, Listen +8, Move Silently +7, Open Locks +10, Search +7, Spot +8, Swim +6, Tumble +9; Alertness, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Weapon Focus (rapier).

Equipment: Chain shirt, rapier, buckler, composite shortbow, 20 arrows, thieves' tools.

➤ **Konten and Freller, male human Rog5 (2):** CR 5; Medium-size humanoid; HD 5d6+5; hp 22 (each); Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d6+1/18-20, rapier) or +6 ranged (1d6/x3, composite shortbow); SA +3d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +4, Bluff +8, Disguise +8, Gather Information +8, Hide +10, Innuendo +8, Jump +10, Move Silently +10, Sense Motive +8, Spot +8, Tumble +12; Dodge, Improved Initiative, Mobility.

Equipment: Studded leather armor, rapier, composite shortbow, 20 arrows.

APL 8 (EL 12)

➤ **Bettik, female human Rog9:** CR 9; Medium-size humanoid (5 ft. 4 in. tall); HD 9d6; hp 34; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +10/+5 melee (1d6/18-20, rapier) or +10/+5 ranged (1d6/x3, composite shortbow); SA +5d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed, can't be flanked); AL CN; SV Fort +4, Ref +10, Will +5; Str 10, Dex 18, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +15, Disable Device +14, Disguise +15, Gather Information +15, Hide +15, Innuendo +12, Listen +5, Read Lips +12, Search +10, Sense Motive +11; Dodge, Improved Initiative, Iron Will, Mobility, Weapon Finesse (rapier).

Equipment: Leather armor, rapier, composite shortbow, 20 arrows, thieves' tools.

➤ **Neiken, male human Ftr4/Rog5:** CR 9; Medium-size humanoid (5 ft. 7 in. tall); HD 4d10+5d6; hp 42; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +9/+4 melee (1d6+3/18-20, rapier) or +10/+5 ranged (1d6/x3, composite

shortbow); SA +3d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL CN; SV Fort +5, Ref +8, Will +3.

Str 12, Dex 17, Con 10, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +7, Climb +6, Disguise +10, Escape Artist +10, Hide +8, Innuendo +7, Jump +9, Listen +10, Move Silently +8, Open Locks +10, Search +10, Spot +10, Swim +7, Tumble +12; Alertness, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Weapon Focus (rapier), Weapon Specialization (rapier).

Equipment: Chain shirt, rapier, buckler, composite shortbow, 20 arrows, thieves' tools.

➤ **Konten and Freller, male human Rog8 (2):** CR 8; Medium-size humanoid; HD 8d6+16; hp 44 (each); Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +9 melee (1d6+1/18-20, rapier) or +9 ranged (1d6/x3, composite shortbow); SA +4d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed, cannot be flanked); AL CN; SV Fort +3, Ref +10, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +4, Bluff +11, Disguise +11, Gather Information +11, Hide +13, Innuendo +11, Jump +13, Move Silently +13, Sense Motive +11, Spot +11, Tumble +15; Dodge, Improved Initiative, Mobility, Weapon Finesse (rapier).

Equipment: Studded leather armor, rapier, composite shortbow, 20 arrows.

ENCOUNTER 10: GETTING TO THE SHIP

The ship is about 200 yards from shore, grounded on the rocks and pounded by hard stuff. The lake north of the boat is too rough to allow a craft to approach safely, and the coastal region is far too rocky for an approach from that side. No boat can draw closer than 50 feet to the ship safely, and even then the ship would be an unstable platform for operations at best.

If one person can make it to the ship with a rope, then a successful engineering or rope use check (DC 17 at Tiers 1-3, DC 23 at Tier 4) allows the character to create a crossing using ropes. Failure on this check results in one 50' length of rope being lost in the surf. Creating such a crossing would take one hour if one person were creating it. For each additional person actively helping and succeeding in the skill check (no assistance bonuses are possible), the time is reduced by 20 minutes (to a minimum of 20 minutes). If the PCs chose to take 20 on the task, it will take five hours, and 150 feet of rope will be wasted in the process (a total of 750 feet). Fortunately, rope can be purchased either back in Diffle (a four hour round trip) or at the Rhennee camp if they can be convinced to cooperate, see Encounter 4).

200 yards of rope is necessary to create the crossing. The Rhennee have plenty of ropes available. They will only cooperate under the conditions laid out in Encounter 4. If the PCs fought the Rhennee, then the Rhennee will not

help.

The ropes must be tied to something on shore to be useful. There are few trees on the beach but a successful search check (DC 17) will allow them to find a log or rock large and stable enough for the job.

The Teranors try to sabotage any efforts to salvage the ship. They will sneak up disguised as Rhennee (opposed Spot checks against their Hide and Bluff, with appropriate modifiers). If they succeed, they manage to cut and ruin a length of rope (25 feet of rope lost, and 5 minutes of time). If a rope framework is left up overnight without a watch, one of the other groups (roll randomly amongst those present and not helping) will use it to attempt to get on board and retrieve the stone. If a watch is kept, the Rhennee and House Saevil camps will not approach, but the Teranors will sneak up and sabotage the crossing.

The Teranors will also attempt to sabotage the camps of the opposing groups: they hole boats, scatter supplies, and cut up any ropes they find. Any attempt to use sabotaged rope is made at +5 to the DC, and the construction will take twice as long.

Characters can also make it to the ship by flying or swimming. Swim checks are at DC 15 at Tier 1 and Tier 2, and DC 20 at Tier 3 and Tier 4. The character must cross 600 feet of water to make it to the ship, and the last 50 feet are at +2 DC (due to the rocks and rough surf). After making it to the ship, would-be swimmers must then make a single Climb check to reach the deck (DC 15 at Tiers 1 and 2, DC 20 at Tier 3 and Tier 4).

ON THE SHIP

The ship's deck is tilted and wet and slick from the pounding waves of the Nyr Dyv. The ship also shifts slightly from time to time as it is struck by larger waves. Upon boarding, characters must make a Balance check (DC 15) to keep their feet, followed by Reflex save (DC 12) if they fail to avoid being pitched into the water (2d6 subdual damage from being tossed against the rocks). Combatants or people moving carelessly must make a Balance check (DC 15) every round to keep their footing, with a Reflex save as above if they fail.

The deck is about 100 feet long, with a cabin towards the back. Two staircases on each side of the cabin lead to an upper deck. The wheel is on the upper deck. A door in the center of the cabin leads to the Captain's quarters. There are two broken masts, one in front of the hold and one behind. The hold doors are open. The stern of the ship is also higher than the mid, with a forward cabin. There is a hatch leading below the foredeck.

Aft Cabin

The aft cabin door has something written across it. It cannot be read using *comprehend languages*, but *read magic* coupled with a Spellcraft check (DC 13) reveals it to be a *glyph of warding*.

APL 2

➤ **Glyph of warding (blast):** CR 2; 5 ft. burst (2d8); Reflex save (DC 14) for half damage; Search (DC 28); Disable

Device (DC 28).

APL 4

☞ **Glyph of warding (blast):** CR 3; 5 ft. burst (3d8); Reflex save (DC 14) for half damage; Search (DC 28); Disable Device (DC 28).

APL 6

☞ **Glyph of warding (blast):** CR 3; 5 ft. burst (4d8); Reflex save (DC 14) for half damage; Search (DC 28); Disable Device (DC 28).

APL 8

☞ **Glyph of warding (blast):** CR 4; 5 ft. burst (5d8); Reflex save (DC 14) for half damage; Search (DC 28); Disable Device (DC 28).

The spell can easily be read without setting off the runes, but if the door is opened or if any attempt is made to erase the runes, the explosion goes off. The runes can be removed only with a *dispel magic* spell or by a thief using Disable Device.

In the room are charts, a silver letter opener (10 gp), and a chest. The charts are of the coastline of the Duchy of Urnst. A search check (DC 5) or a spot check (DC 15) of the maps will reveal that it is approximately one day's ride from the wreck to Nyrstran. The chest is locked.

☛ **Chest:** Locked and trapped, Open Locks DC 20 (Tier 1), 25 (Tier 2), or 30 (Tiers 3 and 4); hardness 5; hp 15; Break DC 23.

APL 2

☞ **Poison needle trap:** CR 1; +5 touch (1 hp) plus poison (1 Dex/Unconscious 1d10 minutes); Fort save (DC 14) resists; Search DC 23; Disable Device DC 18.

APL 6

☞ **Poison needle trap:** CR 3; +8 touch (1 hp) plus poison (1-3 Dex/Unconscious 2d10 minutes); Fort save (DC 16) resists; Search DC 25; Disable Device DC 21.

APL 6

☞ **Poison needle trap:** CR 5; +10 touch (1 hp) plus poison (1-6 Dex/Unconscious 1d6 hours); Fort save (DC 18) resists; Search DC 25; Disable Device DC 23.

TIER 4

☞ **Poison needle trap:** CR 7; +12 touch (1 hp) plus poison (2d6 Dex/Unconscious 1d6 days); Fort save (DC 20) resists; Search DC 23; Disable Device DC 25.

An application of antitoxin gives an unconscious character an additional save against the poison; they will awaken if it is successful.

The chest contains a letter, a bag holding 150 gp, and two potions of *water breathing*.

The letter (Player Handout 1):

Gorlander:

Arrangements have been made for the incident. It will happen a day before you reach Nyrstran. Make preparations for your ship and for yourself, and be sure to warn those you wish to be spared. You will be paid handsomely after the artifact has been returned to our contacts in Greyhawk.

Gerletz

Forward Cabin

The forward cabin is locked with a rusty lock (Open Lock DC 25, Break DC 18), but there are no traps. Inside the cabin it looks like storage and a couple of bunks. There is a small table. The players can discover that it is the mate's cabin by reading a letter on the desk, a "Dear John" letter from one of his many port romances.

Hold

Looking into the hold through the hatch in the middle of the deck, one can see that it is partially flooded. The only way to explore it is to swim down into the dark waters. There is very little cargo floating in the water, as it was lashed down quite well.

ENCOUNTER 11: THE THING IN THE HOLD

The hold is large and full of water. Swim checks start at DC 10, but be sure to increase them for time spent underwater (see the Player's Handbook, page 74). Also, visibility is limited to the square the character is in without a magical light source. With a light source, visibility is at best 10 feet in all directions.

Most of the cargo is still lashed down tight, but water damage has ruined the cloth, spices, and artwork. Eralie's Stone cannot be found in the aft portion of the hold, still in a small chest bearing the seal of House Saevil. Anyone underwater may make a Search check at DC 15 for each round they search the correct end of the hold, with a +5 circumstance penalty if they do not have a light source. Success turns up the chest.

Unfortunately, the chest has a guardian, the undead former captain of the *Pride of Midbay*. During the pirate attack, she went down into the hold to make sure no one took the stone. A pirate found her down there, struck her down, and left her for dead. Gorlander still lurks within the hold of the ship, trapped in the chains of unlife. Gorlander seeks out the weakest party members first, hoping to pick them off one by one in the darkness of the hold.

APL 2 (EL 3)

➤ **Gorlander, female lacedon (ghost):** CR 3; Spd 30 ft., swim 30 ft.; hp 26; see *Monster Manual*, p. 97.

APL 4 (EL 4)

➤ **Gorlander, female lacedon (ghost), advanced:** CR 4; Medium-size undead; HD 6d12; hp 39; Init +2; Spd 30 ft., swim 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d8+1 and paralysis, bite), +2/+2 melee (1d4 and paralysis, claw); SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +6; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +7, Escape Artist +8, Hide +9, Intuit Direction +4, Jump +7, Listen +8, Move Silently +7, Search +6, Spot +8; Multiattack, Weapon Finesse (bite).

Abilities: See *Monster Manual*, p. 97.

APL 6 (EL 5)

➤ **Gorlander, female wight, advanced:** CR 5; Medium-size undead; HD 8d6; hp 52; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 15); Atk +5 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; AL LE; SV Fort +2, Ref +5, Will +7; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +7, Hide +9, Listen +10, Move Silently +16, Search +8, Spot +10; Blind-fight, Lightning Reflexes.

Abilities: See *Monster Manual*, p. 97.

APL 8 (EL 7)

At this Tier, Gorlander was trapped with two shipmates, who have also become wights.

➤ **Gorlander, female wight, advanced:** CR 5, as above.

➤ **Wights (2):** CR 3; see *Monster Manual* page 183.

Leaving the Pride of Midbay

Returning to land involves much the same problems as getting to the ship did. If the PCs did not post a watch on shore, the Teranors have sabotaged any rope crossing that the PCs made, and the PCs will have to attempt to re-create it. It is not possible to rest on board the ship.

ENCOUNTER 12: GETTING BACK TO LEUKISH

Once the party succeeds in getting Eralie's Stone from the underwater hold, they must successfully remove it from the ship. All groups present want the stone, and are willing to take it by force if necessary. Neither the Rhennee nor the Saevil group will attack if the party has allied with another group (due to the odds against them). The Teranors will only attack by ambush, but will attack even a larger group if they feel chance is in their favor. Their

favored tactic is to let other groups fight it out, and attack the survivors as they tend to the wounded. Statistics for each group can be found in Encounters 7 through 9, and remember that not all groups are necessarily present.

Refer to Encounter 7 to determine how the Rhennee might react to finding out that there was an item of great value on the ship. Roum will use his Sense Motive skill to determine whether PCs lie about what they found on the ship.

Refer to Encounter 8 to determine how the Saevil representative might react to finding out that the party was able to retrieve Eralie's Stone. They also will attempt to use their Sense Motive skill to determine whether the PCs lie about finding the stone.

The Teranor rogues (Encounter 9) assume that the party has the stone regardless of whether or not they found it, but will not confront the party about it, preferring to spring an ambush.

CONCLUSION

At this point, the party can do what they wish with Eralie's stone, assuming of course that they have retrieved it and kept it for themselves.

If the party gives the stone to the Rhennee, the Rhennee are very grateful and offer their help and hospitality at any time in the future.

If the party gives the stone to the Saevil representatives (assuming they are present) or returns it to Gevrin Saevil in Leukish, House Saevil is grateful and offers to do a favor for the party at some time in the future.

If the party gives the stone to the Teranor representatives (assuming that they are present) or gives it to the Teranor agent in Leukish, the Teranors are grateful and offers to do a favor for the party at some time in the future.

If the party decides to keep the stone for itself, it will be very difficult to sell. It is worth roughly 10,000 gp, and is known to be stolen. There are no art collectors in the Duchy willing to pay that much for it other than house Saevil, who will refuse to buy their own rightful property (parties attempted this should be arrested, and the confiscation of the stolen property will be the least of their worries).

A successful Gather Information check (DC 20) does turn up a corrupt art dealer in Leukish, he is willing to pay at most 1000 gp for the artifact.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter One

Questioning Teril Gorianen	10 xp
Finding about the Pride of Midbay's connection to House Saevil	15 xp

Encounter Three

Getting hired by House Saevil	50 xp*
-------------------------------	--------

Encounter Four

Getting hired by the agent of Teranor	50 xp*
---------------------------------------	--------

Encounter Seven

Defeating Türye (and any other Rhennee)	100 xp*
Convincing the Rhennee to help	50 xp*

Encounter Eight

Defeating the Saevil agents	100 xp*
Convincing the Saevil agents to help	50 xp*

Encounter Nine

Defeating the Teranor agents	100 xp*
Convincing the Teranor agents to help	50 xp*

Encounter Ten

Encountering the trap on the door	25 xp
Encountering the trap on the chest	25 xp

Encounter One

Defeating the undead captain	50 xp
Retrieving Eralie's Stone	75 xp

Total experience for objectives	450 xp*
---------------------------------	---------

* A maximum of 250 experience can be gained from these encounters, no matter how many are successfully completed. Note that parties hired by a particular house will not encounter that house at the shipwreck. Except for the Rhennee, no group can be both defeated and convinced to help. Parties that defeat all three groups still receive only 250 experience from the starred encounters.

Discretionary roleplaying award	0-50 xp
---------------------------------	---------

Total possible experience	500 xp
----------------------------------	---------------

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is

not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that 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 Three

- 50 gp per party member for the return of the artifact to House Saevil (75 gp if the party bargained the price up successfully).

Encounter Four

- 100 total for giving the artifact to the Teranor agent, or 50 gp total for keeping the artifact out of Saevil hands.

Encounter Seven

- Enmity of the Rhennee – to be given out if the party fought the Rhennee and won (against whole group of Rhennee, not just in single combat).

Encounter Eight

- 100 gp total for helping the agents of House Saevil retrieve the artifact (if successful and if the agents are present and hire the party).

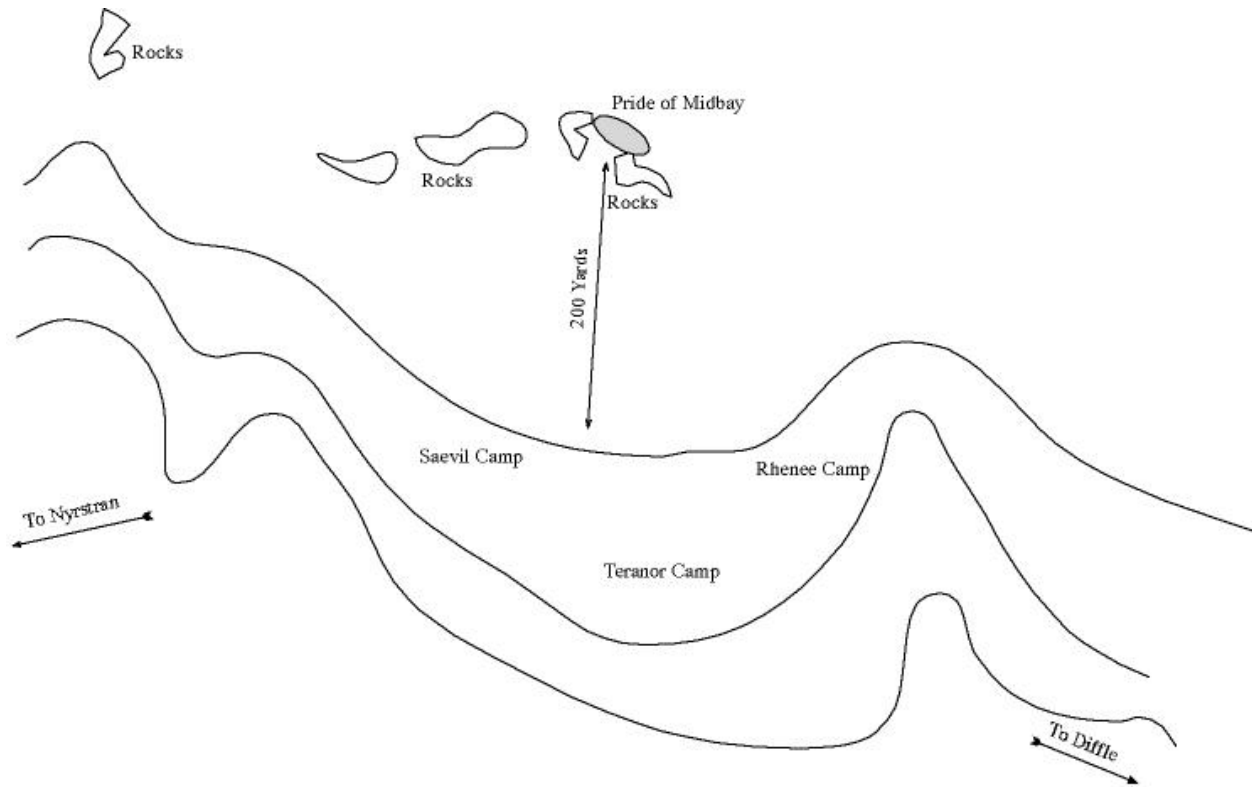
Encounter Ten

- Silver letter opener (worth 10 gp)
- 150 gp (from the chest)
- Two potions of *water breathing*, only if not used (750 gp each, negligible weight, glass, common)

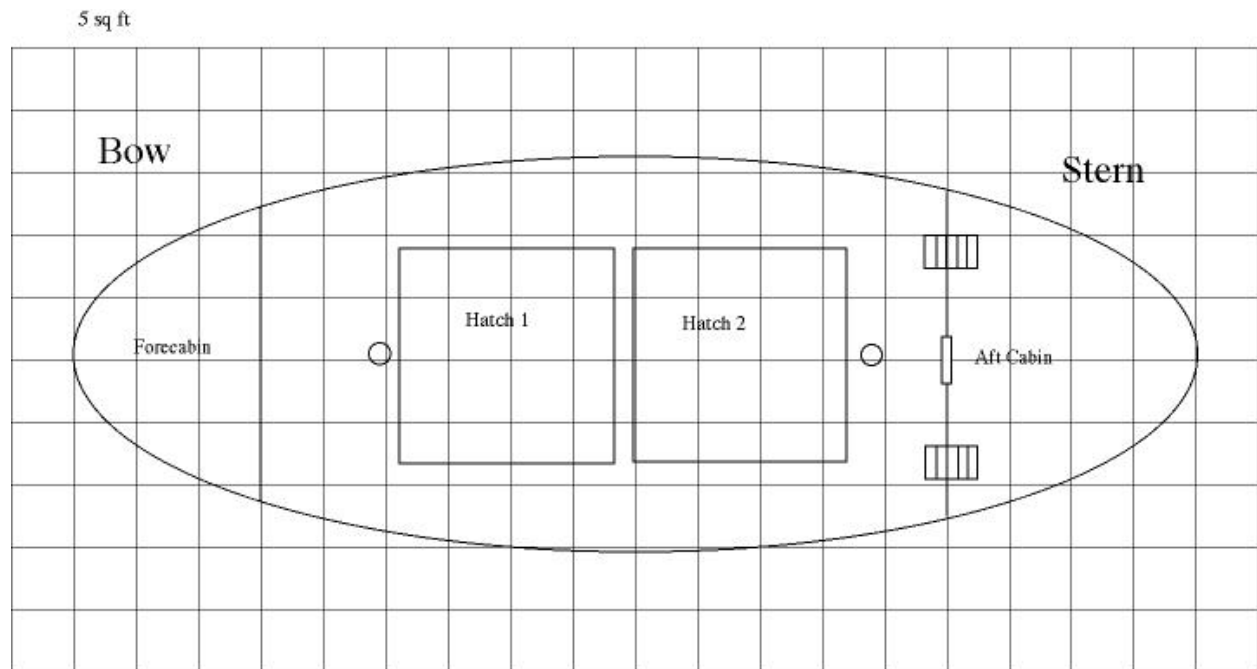
Conclusion

- Favor of House Saevil, the Teranors, or the Veldeen Rhennee – to be given out only if the party turned the stone over to the appropriate group, only one type of favor is possible per party. (Though no longer a noble house, Teranor does still retain connections, and their favor could be useful...)
- Enmity of House Saevil – to be given out if the party keeps Eralie's Stone or gives it to another house. If the Rhennee are given the stone, award the Enmity point only if House Saevil learns of the transaction.
- The Stone of Eralie (10,000, cannot be sold after the end of the adventure, unusual), if kept by the party.

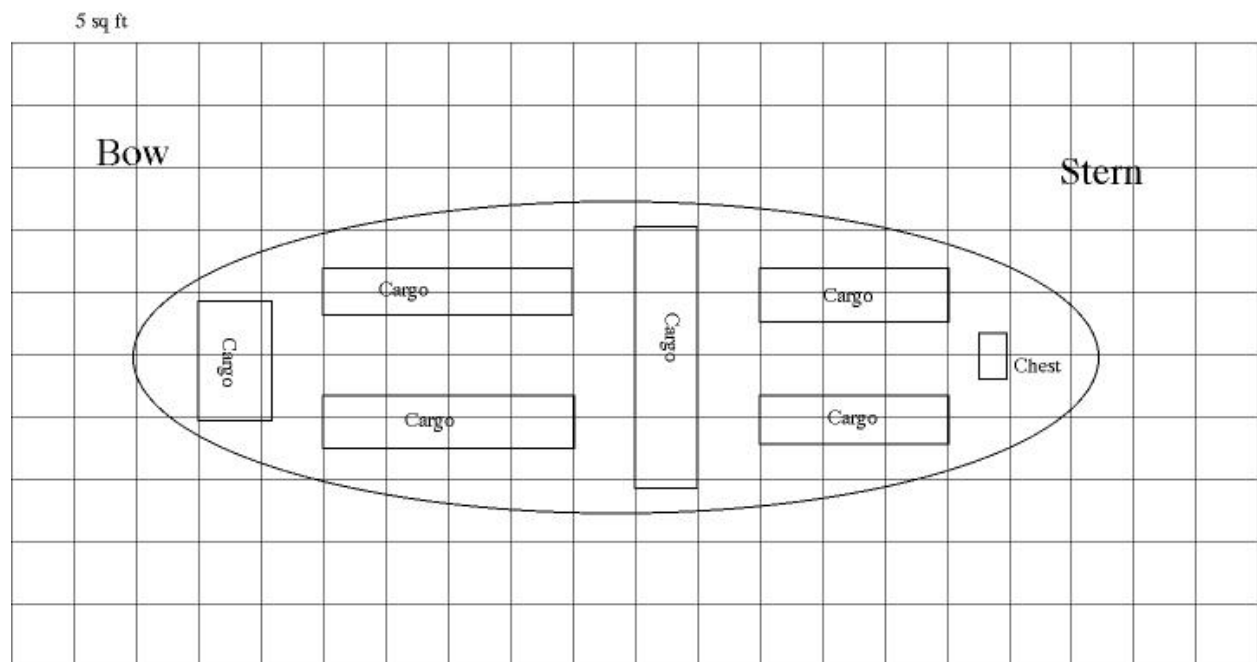
MAP #1: THE CAMPS



MAP #2: THE PRIDE OF MIDBAY, UPPER DECKS



MAP #3: THE PRIDE OF MIDBAY, LOWER DECKS



PLAYER HANDOUT #1: THE LETTER

Gorlander:

Arrangements have been made for the incident. It will happen a day before you reach Nyrstran. Make preparations for your ship and for yourself, and be sure to warn those you wish to be spared. You will be paid handsomely after the artifact has been returned to our contacts in Greyhawk.

Gerletz

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.