

VTF6-03

Red on the Horizon

A One-Round D&D® LIVING GREYHAWK® VTF Meta-Regional Adventure

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Two years ago, the Dread Pirate Sepp Daminov was lost in the Whirlpool of Madness. Now, his captain is looking for him. Markessa the Red has come to Dyvers. A meta-regional adventure set in the Free Lands of Dyvers and a stage of *The Gnarley Threat*, for character levels 4 to 16. (APLs 6-14)

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise PCs to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard One-round Meta-Regional adventure, set in Dyvers. PCs native to the VTF Meta-Region pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

Over the course of CY 595, the disposition of the City of Dyvers took a dramatic shift to a more good alignment. Where the city was once known as a place where people went to be lost, the Free Lands began to take a moral stand, opposing the forces of the Old One, rescuing Rashaman (the kidnapped Free Marine husband of Magister Hunter), expelling some of their more sinister gentry, and finally annexing the unaffiliated areas of the Gnarlley Forest in an effort to make a stand against the growing opposition from the Pomarj settlement, Blackthorn. As such, the Slave Lords that deal with the Alliance feel that a more direct involvement with the city is necessary to shift its social alignment back toward the middle. The slavers have sent one of their most well known and feared agents, Markessa the Red.

Although it has been years since Markessa has been to Dyvers, one of her lieutenants, Sepp Daminov, was captured by the Dyvers Constabulary and forced into hiding to prevent an attempted rescue from her compatriots. One of the most divisive methods the constabulary used was to kill Daminov and then reincarnate her. The helmswoman returned as a human, but her gender changed from being a woman to a man. This transsexual change foiled a number of the slaver's divinatory attempts to rescue Daminov and he remained captive until the appearance of the Whirlpool of Madness in CY 594, where he was lost at sea helping a band of adventurers confront the Evil Elemental Princess Olhydra.

Although Sepp has managed to avoid detection for the last two years, his luck has worn out. Word has reached Markessa the Red that Sepp survived, although she is still ignorant of his gender-switch. Nick Castle has also learned that Sepp is somewhere in hiding. And to compound matters, agents of Greyhawk have also begun pursuing the pirate for unknown reasons.

Although Markessa would appreciate having Sepp return to her ship, the pirate sees the sighting of her former helmsman as an opportunity to introduce a stimulus that may serve the Slavers' needs in returning Dyvers to a more neutral attitude. All she needs are some unwitting adventurers and a little bit of luck.

Boon of Dyvers: Bull Market

With all three trade routes open, the city's population and economy are booming with foreign merchant traffic.

Anything purchased during or at the end of this adventure (regardless of whether it is listed on this AR), may be bought at a 5% discount. This boon is noted on the AR.

Clarification on Dyversian Law

Although many people perceive Dyvers as being a lawless city, it is actually a very lawful city. However, the laws have been designed in such a way as to accommodate those people who have a given nature to act outside of the law. Most crimes are adjudicated on the spot, the fine being paid as a “tax,” with jail time acting as a means of exploiting more money from petty criminals and a deterrent for true criminals. Of the many laws of Dyvers, the drawing of weapons within the city is perhaps the most foreign to strangers, and one the constabulary relishes enforcing on newcomers. Although there is a required civic duty attached to the gold piece tax, this time may or may not be enforced based on the moral character of the arresting constable. If there is no accompanying crime that requires more paperwork (like a death or robbery), a bribe of sufficient amount may dissuade a more lax constable to let an offender go. (This value usually starts at 10 times the tax, but may increase at the judge’s discretion based on the financial needs of the constable.)

Also, although the law states that drawing a weapon of any kind is illegal in the city (based on the mechanics of D&D 3.5 any weapon can be sheathed, including reach weapons), the drawing of saps is usually overlooked. The city can be a dangerous place and it is understood that citizens may—from time to time—need to defend themselves. The drawing of saps is only taxed if the offender has somehow acted in direct contradiction to the constable’s best interests.

Distinguishing Gentry in Dyvers

When dealing with Lord Lenthenius Shandareth in **Encounter 1: A Friend in Need**, PCs may question the station of a Dyvers gentryman and the use of the term “lord.” Of the dozens of Dyvers gentry houses, only five (the “Big 5”) can claim true nobility. Houses Grandhearth, Herall, Navoy, Grift, and Maltrus all have patents of nobility stemming back to the Aerdi Empire (with the exception of Herall, which was ennobled in CY 595). All other Dyvers gentry are relatives too far removed from

the noble tree, wealthy merchants who bought the title, distinguished military personnel, powerful public servants, or local heroes who have been awarded the title for their meritorious service.

When speaking to one of the “Big 5,” the term “Lord” is placed between the man’s first and last name, denoting that the family name itself is noble. When meeting any other gentryman, the term “Lord” is still used, but placed before his entire name, denoting that he simply has a title of recognition. Thus, Klabert Lord Grandhearth may be speaking to Lord Darian Kesser and the placement of their titles tells a third party how they rank within the Dyvers political spectrum.

Markessa the Red

Through the domains of Dyvers, Greyhawk, and the Wild Coast, allies and spies of the Slavelords scheme to enrich their masters and weaken the Free Lands. Spies include low-ranked Slavers, humanoid brigands, and members of the Scarlet Brotherhood, the Earth Dragon Cult, and the Alliance. They report to regional directors. These spy captains appear to be the same woman in different guises—an evil elven sorceress and one of the original Slavelords by the name of Markessa. In truth, all of the spy captains are actually duplicates, created by the original Markessa (who dwells in Kalen Lekos in the heart of the Pomarj) by using surgery and brainwashing on other elven mages. These spy captains promote the misconception that they are the same person. They work together like devoted sisters, each believing herself to be the “true” Markessa. Needless to say, they create confusion and déjà vu when encountered by heroes.

In Dyvers, Markessa the Blue is the guildmaster of the Slavers Guild of the Alliance. She hasn’t had direct dealings with Markessa the Red for years, but corresponds with her frequently via written messages. Her belief that she is the real Markessa causes her to speak to the pirate with an air of superiority, like an older sister speaking with childhood wisdom to a much younger sibling. The slaver resents this treatment and has previously aided some of the guildmaster’s rivals in an attempt to unseat her. With Markessa the Blue still in power, the Red has less of an allegiance to the Alliance than one in her position might otherwise, given it’s the safest and most profitable means of moving slaves through Dyvers and up the Velderdyva Trade Route. Although she maintains a working relationship with the underworld guilds, she does not mind betraying them in some matters if it furthers her own agenda.

Sepp Daminov

Szepkurva was a Rhennee woman considered very attractive until her husband cut up her face after he caught her with another man. After that, she had long, jagged scars running diagonally away from her nose. Minor nerve and muscle damage prevented her from smiling or frowning more than slightly. Szepkurva, or “Sepp” as she was called by most non-Rhennee, escaped her brutish husband and swore that she would get back at him somehow.

An agent of the Slavelords discovered her in Dyvers and offered her a position of power in exchange for utilization of her knowledge of the Nyr Dyv. She agreed and immediately began planning the enslavement of her husband. Only a few weeks after the Slavers started their operation on the Nyr Dyv, she arranged the one raid against a Rhennee barge that the Slavers have performed—against her husband's barge. Her only regret was that she couldn't smile as he was clapped in chains and sold down the river.

Because of her extensive travel on the lake, Sepp was an invaluable adviser for determining the most advantageous times and locations to strike. Long-time prejudice against the Rhennee left her with little sympathy for the other river people, and she enjoyed her position of power outside her peoples' chauvinistic society.

Four years ago, Sepp was tracked down and captured by Lieutenant Nick Castle of the Dyvers Constabulary. She was forced into hiding, with Castle as her constant bodyguard. Sepp's wit, cunning, connections, and distinctive appearance proved difficult to overcome. In order to throw her allies off Sepp's trail, Lieutenant Castle allowed Sepp to die in an “accident” and had the helmsman reincarnated. It was a gamble, but one that paid off—sort of. Szepkurva returned as a human, but as a man. Spreading rumors that Daminov had died, Castle was finally able to disappear with his captive. In CY 594, the arrival of the Evil Elemental Princess Olhydra and the Whirlpool of Madness caused the constabulary to reverse course and relinquish possession of Sepp to a group of adventurers who were setting sail for the whirlpool. The ship and its helmsman were lost at sea. Sepp survived, and he has been eluding capture ever since.

Introduction: Different introductions based on the region of the character to explain why everyone has come to Dyvers at this moment.

Encounter 1 A Friend in Need: A lesser gentryman demands aid in the attempt to rescue a kidnapped girl. The kidnapping was staged, and the gentryman is trying to take advantage of visitors. People who know Dyvers well may figure out the ruse early on, but newcomers may be taken advantage of.

Encounter 2 The Scarlet Corsair: The *Elizabeth Dane* has made port and its captain, Markessa the Red, witnessed the PCs success in rescuing the child and/or revealing the gentryman's fraud. Markessa approaches the PC and enlists their aid in finding Sepp Daminov.

Encounter 3 Lawman: For those PCs who have played *Whirlpool of Madness* or those that are unwilling to work with a pirate, Lieutenant Nick Castle approaches them about looking for Daminov as well.

Encounter 4 Detectives: The PCs have an opportunity to Gather Information about the various players involved in this ordeal.

Encounter 5 The Jak Rabbit: The PCs may get the opportunity to meet with the guildmaster of the Messengers Guild, a (very) young man named Jak Rabbit. He can give them the clues they need to find Sepp.

Encounter 6 Friends Indeed: Depending on who the PCs have chosen to help—Markessa or Castle—they encounter the other patron's hired adventurers, an adventuring company of half-orcs named the Emerald Fist. They may be able to negotiate or combat may ensue.

Encounter 7 Into the Gnarley: Clues of Sepp's location lead into the Gnarley where the PCs encounter the growing threat of the Pomarj.

Encounter 8 Double Play: The PCs encounter a group of adventurers from Greyhawk City who were also hired to obtain Sepp. They may fight or negotiate, and then may choose who gets the pirate.

Encounter 9 Founding: This is a free-form encounter, allowing the PCs to attempt to reveal the traitor and prevent the ship from being discovered.

Conclusion: The PCs get a taste of the changing attitudes as word of the growing Gnarley threat is beginning to spread through the populace.

Adventure Summary

Introduction

Give all players **Player Handout #1**. It is a flyer they saw when they entered the city. This adventure begins in mid-afternoon, at approximately 4 bells. Various activities take lengthier amounts of time (such as Gather Information and traveling to the Gnarley Forest [without the use of spells]). Because the length of time needed between groups can vary so widely, this is the only denotation of specific time in the adventure. It is up to the DM to properly track time for the rest of the event (**NOTE:** It is just under a day's travel from the City of Dyvers to the Gnarley Forest on horseback).

Read the following for characters from Veluna.

With the Archclericy safe once again, the bishops have taken this moment of respite to clear up those unanswered questions left over from the last two years of tragedy. During Canon Herion's invasion, it was discovered that one of the gentry of Dyvers was supplying arms and armor to the enemy. Although the government of the City of Sails claimed the gentryman (and his entire lineage) is dead, the church asked you to come to Dyvers and confirm this information for yourself.

Standing now on the docks of the metropolis, questions asked of passersby all say the same thing: Derreg Lord Pengallen—a traitor not only to Veluna but to Dyvers as well—has fled the Free Lands, and his family was recently executed. Although many have tried, none have been able to find the exiled lord. It is unlikely, they all presume, that anyone will hear from him again.

Your mission completed as best as possible, you find yourself now left to your own devices in the City of Dyvers, a place rife with adventure and, at the moment, overflowing with traffic from across the Flanaess. With all three trade routes open, exclusive trading rights with the newly liberated city of Admundfort, and improved relations with the Urnsts, the streets of Dyvers bulge with new arrivals.

Read the following for characters from Verbobonc.

Although the governments along the Velderdyva Trade Route have always privately gossiped about the integrity of Dyvers—the city where one goes to be forgotten—many now question publicly the integrity of the City of Sails. Rumors fly about thieves, smugglers, and assassins moving up and down the western trade routes and using Dyvers as a port of safe haven. Most recently, claims have been made to Viscount Lanyard that a sum upward of 100,000 wheatsheafs was stolen from one of the viscounty's villages. Although there is no evidence to support such a claim, when taken into account with the other

claims being made, there is enough circumstantial evidence that the viscount thought it prudent to dispatch a number of adventurers to Dyvers that could investigate the matter without causing a political stir.

Standing now on the docks of the metropolis, your mission comes to a dead end. Like those that have investigated the crime before you, there is no trail or clues, no suspects or culprits. There is no evidence.

Your mission completed as best as possible, you find yourself now left to your own devices in the City of Dyvers, a place rife with adventure and, at the moment, overflowing with traffic from across the Flanaess. With all three trade routes open, exclusive trading rights with the newly liberated city of Admundfort, and improved relations with the Urnsts, the streets of Dyvers bulge with new arrivals.

Read the following for characters from Ekbir, Ket, Tusmit, and/or Zeif.

- **Ekbir:** Samud Gardanya
- **Ket:** Shahal al'Zarif
- **Tusmit:** Ben'ar Lenak al-Mouqol
- **Zeif:** Mashad al-Dever abdu-Mouqol

Over the course of the last five years, event after event has accosted the flow of trade through Dyvers. First the Gnarleyfolk closed the Gnarley Road, choking trade from Celene and the southern Free Cities. Then the docks burned, restricting traffic from across the Nyr Dyv. And most recently, the invasion of Veluna and the war between Ket and Tusmit brought the Velderdyva Trade Route to a crawl. With all those situations resolved, however, Dyvers once again flourishes as a major trading hub of the Flanaess. Merchants are coming from all over and the population (which had been decreasing over the past half-decade) is booming. As such, you have been sought out by an agent of the Mouqollad Consortium, (see the list above for a list of agents from each Baklunish state), to deliver an important—and confidential—missive to the dockmaster in the city of sails.

Your mission now complete, you find yourself left to your own devices in the City of Dyvers, a place rife with adventure and, as the Mouqollad said, a place overflowing with traffic from across the Flanaess. With all three trade routes open, exclusive trading rights with the newly liberated city of Admundfort, and improved relations with the Urnsts, the streets of Dyvers bulge with new arrivals.

Read the following for characters from Dyvers and those from outside of the Volverdyva Trade Route.

What many thought was simply a temporary surge in trade at the end of last year has turned into what sages can only call a boom. Foreign merchant traffic increased dramatically with the liberation of Veluna and the exclusive trade route agreement between Dyvers and the Shield Lands. With peace in the Baklunish West, an annexed Gnarlley Forest under the control of the Dyvers Free Army, and the reconstruction of Admundfort, merchants have flocked to the City of Sails. What that means for its citizens is crowded streets, long waits at taverns, and a decrease in work as foreigner journeymen flood the guilds in an attempt to supplement their income. Hardest hit has been the Dyvers Adventurers' Guild (DAG), as warriors and wizards from across the Flanaess have come to the Jewel of the Flanaess on business and chosen to seek adventure to increase their profits.

Word trickled down through friends at the DAG that work might make itself available at the docks to an adventurer brave enough to seize the opportunity. Although cryptic, it is more than what's been available locally in the past couple of months. Getting to the docks, though, is proving an arduous endeavor. The streets are packed to overflowing, as they have been since the liberation of Admundfort.

Once PCs from various regions have been introduced to where they are and why they've come, continue with the below text.

Surrounded by the crowds, bystanders stumble into you as the mass of people surges toward the docks. "Have you heard?" an adolescent shouts as he pushes by. "The Elizabeth Dane has made port! Markessa the Red, she's come to Dyvers!"

PCs may make a Knowledge (local: core) or (local: Volverdyva, Tuflik, Fals Trade Route) check (DC 15) or a Bardic Knowledge check (DC 10) to know who Markessa the Red is (refer to the **Adventure Background**). See her entry at the beginning of this information for details. For those PCs with a lawful disposition, they may make a Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) or Intelligence check (DC 10) to know that Dyvers does not prosecute criminals from outside their borders (and, for the right amount of coin, often forgets to prosecute those criminals from within its own borders as well), making it a popular port of call for pirates and smugglers. Attacking Markessa the Red for being a pirate and/or slaver would be against the law unless she were caught committing a crime. (See **DM's Aid #1: Laws of Dyvers**

for more information.) Ask the players what they are doing. If they are headed the docks, continue to **Encounter 1: A Friend in Need**. If they do not wish to go to the docks, continue to **Encounter 3: Lawman**.

Encounter 1: A Friend in Need

The majority of the crowd moves toward the docks to see the *Elizabeth Dane*, so if the PCs choose to move in that direction, their movement is not hampered. After a few blocks, they fall into the machinations of a minor gentryman's plot. He has arranged for the youngest daughter of a Kettite merchant to be temporarily kidnapped so that he might rush to the rescue, improving his standing with the merchant, leading to a beneficial business agreement. Acknowledging that it would be unlikely that a gentryman have the timing, talent, and good fortune to rescue the daughter of a man he is seeking to do business with, Lord Lenthenius Shandareth intends to take advantage of foreigners ignorant to the social disposition of Dyvers.

NOTE: It is recommended that the DM have the players roll a Spot check before beginning the box text to prevent meta-gaming later in the encounter.

"My daughter! Has anyone seen my daughter? Please, someone help! My daughter's been taken!" a Baklunish woman's heavily accented voice can be heard over the crowd.

If the PCs do not stop to help the woman, continue to **Encounter 2: The Scarlet Corsair**. If the PCs stop—regardless of whether their reasons for stopping are honorable—continue

Although she is difficult to see at first, the woman can be identified through the crowd. She is clearly foreign, dressed in traditional Kettite garb (a flowing robe in the black and red colors of the True Faith of Al'Akbar), and standing alone. Tears are streaming from her eyes. She is not part of this plot, so if the party looks about to find partners that may be plotting some type of robbery, they do not find any (the criminals are also going to the docks to see Markessa the Red). If they move to her, continue with the following box text.

An elven man steps in front of you, pointing with his arm outstretched as he looks at you down his nose. "You there, adventurers! I am Lord Lenthenius Shandareth of the gentry House Shandareth, and I am enlisting you to my aid. This woman's child has been kidnapped. I saw a man whisk away the child unnoticed through the tumult of the crowd. He

headed toward that side street. You will subdue the villain and return the child to me here. Do you understand?"

A Knowledge (nobility) check (DC 17) or a Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) or Bardic Knowledge check (DC 21) confirms that this really is Lord Lenthenius Shandareth. PCs who have been to Dyvers before and especially those PCs from Dyvers may be confused by Lord Shandareth's demand. Unlike other nations, the Dyvers gentry don't wield such authority that they can commandeer citizens to do their bidding. If they ask for confirmation, PCs may make a Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) or Intelligence check (DC 10) to know that Dyvers gentry do not have this authority (the term "gentry" in Dyvers is a title typically assigned to wealthy merchants or distinguished public servants, not even the "Big 5"—the only noble family in the Free Lands—would be taken seriously by the citizenry if they simply began issuing orders at random). A Sense Motive check (DC 20) also reveals that Lord Shandareth is lying about the situation in some way.

If the PCs stop to negotiate a price or challenge Lord Shandareth on how he could think to simply conscript random passers by (especially foreigners) off the street, (if the PCs have not already figured out that he is lying [or have not challenged him on his lie]), he continues with his ruse. *"Do as you are told or I shall have you thrown in jail. You have your orders, now obey the gentry."*

If they continue to press the matter, allow the PCs to make a (DC 17) Spot check (preferably made at the beginning of this encounter). Those that are successful see a large half-orc standing in an alley in the direction in which Lord Shandareth pointed. He's holding a small child, looking at the group in a confused fashion. If the entire party fails this check, Lord Shandareth points at the alley and tells them to look there.

If the PCs ignore the gentryman and continue to the docks, go immediately to **Encounter 2: The Scarlet Corsair**. If the PCs move to the alley, the half-orc gives up the girl and surrenders immediately, even if they haven't demanded he do so. He's not armed and makes no hostile action toward the PCs or the child. **NOTE:** No charges are pressed if the PCs strike the half-orc with non-lethal damage (punch him, sapping him, etc.). If they deal lethal damage with a weapon, they are prosecuted to the full punishment of Dyversian law (all the way to murder, depending on how far they take their assault of the half-orc). The half-orc cooperates fully, regardless of whether the party threatens to arrest him or extort him. He has no money on him to be taken.

If the PCs return with the child, Lord Shandareth runs up to them, brining the woman with him.

"Milady," the elven gentryman says with a deep bow, "may I present your daughter, returned safe and sound. It is an honor for House Shandareth to be at your service. Adventurers, you are dismissed."

If the PCs leave, continue to **Encounter 2: The Scarlet Corsair**. If they attempt to figure out what just happened, there are a number of different ways to go about discovering the truth.

The woman is the wife of a wealthy Kettite merchant whom Lord Shandareth is attempting to increase business with. Lenthenius paid the half-orc (one of hundreds of street performers) to kidnap the girl and hold her in the alley so that the gentryman could arrange for her rescue. Not wanting to make it look contrived by his direct involvement, Shandareth chose to take advantage of adventurers—preferably foreigners—who would not understand the local customs. He likewise knows that Kettites traditionally have issues with elves and is hoping to use adventurers to act as a form of buffer with the merchant – to that end, he is also hoping the entire party is not made up of elves!

The half-orc

If the PCs have not already allowed the half-orc to leave, they may question him. A successful Intimidate check (DC 20), Bluff check (DC 30), or Diplomacy check (DC 40) or a bribe of 200 gp (double what Shandareth paid him) convinces him to reveal that the gentryman hired him to kidnap the girl.

Lord Lenthenius Shandareth

If the PCs attempt to question Lord Shandareth, he dismisses them again, saying that it is not their place to question the gentry and that they should be on their way else he'll summon the constabulary. If they press the point, a successful Intimidate check (DC 30), Bluff check (DC 40), or Diplomacy check (DC 50) forces him to admit his plan. He speaks with particular venom to those party members that are not citizens of Dyvers, as he had assumed foreigners would be easier to dupe.

The merchant's wife

A successful Sense Motive check (DC 11) reveals that she has no understanding of the plot to kidnap her daughter. She is simply overjoyed to have her returned.

If the PCs discover the truth of the situation, the lady slaps Lenthenius across the face, swearing that her husband will never conduct business with his House again, making some derogatory comments about elves in the process. She offers the PCs her necklace as a reward.

It is worth 3000 gp. She apologizes that she cannot offer them more, acknowledging that it is a paltry sum compared to the life of her daughter.

Disgraced, Shandareth flees the encounter unless specifically restrained by the PCs. If they turn him over to the local constabulary, he is taxed for his crime (which he pays on the spot) and then set free. Continue to **Encounter 2: The Scarlet Corsair**.

Treasure:

All APLs – Loot: 0 gp, Coin: 500 gp, Magic: 0 gp.

Encounter 2: The Scarlet Corsair

Markessa the Red entered the city in disguise well before word spread that the *Elizabeth Dane* had made port. She is searching for adventurers/mercenaries to aid her in a task. Having witnessed the exchange between the PCs and Shandareth, she approaches them (although differently based on their actions in the previous encounter).

If the PCs did not stop to help

“How cold-hearted of you,” a beautiful elven woman says, joining you as you head toward the docks. “I could use someone like you. If you’re willing to hear a proposal, I may have work for you.”

If the PCs demanded payment or challenged the gentryman’s right to conscript citizens

“How mercenary of you,” a beautiful elven woman says, joining you as you head toward the docks. “I could use someone like you. If you’re willing to hear a proposal, I may have work for you.”

If the PCs exposed Lord Shandareth

“How astute of you,” a beautiful elven woman says, joining you as you head toward the docks. “I could use someone like you. If you’re willing to hear a proposal, I may have work for you.”

If the PCs saved the child and left without reward

“How noble of you,” a beautiful elven woman says, joining you as you head toward the docks. “I could use someone like you. If you’re willing to hear a proposal, I may have work for you.”

The woman is covered by a cloak, the hood pulled up around her face. The hood does not cover her face so

much to hide her elven heritage or the long red trusses of hair spilling about her neck.

NOTE: If a PC is openly wearing “Markessa the Red’s Plumed Hat” from **Dyv5-03 Dining with the Dragon**, she does not make a fuss about it. She raises an eyebrow and simply says *“Nice hat.”*

The party may make a Knowledge (local: core) or (local: Velderdyva, Tuflik, Fals Trade Route) check (DC 12) or a Bardic Knowledge check (DC 7) to know that this is Markessa the Red. If the PCs refuse to hear her offer, continue to **Encounter 3: Lawman**. If the PCs agree, she escorts them to a nearby café. There are chairs and tables open to the street. She sits with her back to the wall of the building and offers to pay for food and drink for the group (she pays with a single ruby, an Appraise check (DC 13) reveals that its worth is double the cost of the meal itself).

“You may or may not know who I am. At the moment, we will leave it simply as I am a person with means. It has been a significant amount of time since I’ve walked the streets of Dyvers and a lot has changed since last I took leave here. I need aid in locating an old friend and have previously found adventurers to be useful with such matters. I am hoping you may prove your worth again.”

- The woman never claims to be Markessa the Red, but does not object if the PCs choose to call her as such (although she asks them not to speak too loudly, as it would draw a crowd).
- She is looking for Szepkurva “Sepp” Daminov, an old friend, her favorite helmswoman to be precise, that was lost at sea two years ago.
 - She recently received word that Sepp is alive and somewhere in the Free City of Dyvers, although she does not know where.
 - PCs that participated in **VTF4-03 Whirlpool of Madness** may remember Sepp Daminov. At the time, though, Sepp was a man, not a woman as Markessa is currently asserting.
 - A Sense Motive check (DC 12) reveals that Markessa is shocked at this news, should she be told by the PCs. She was never told of this gender switch.
 - A Bardic Knowledge check (DC 20) or a Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) check (DC 30) reveals that the Rhenn pirate Szepkurva is traditionally depicted as a woman.

- Markessa has business in Dyvers to attend to and only has a few days in port. She hopes that the PCs can retrieve her missing friend while she resolves her business (she won't specify what that business is regardless of the party's efforts).
- In exchange for their services, Markessa offers them a fist-sized gem, paid up front.
 - She makes clear that by accepting the gem, they are in her service. She does not look kindly on traitors.
 - If the PCs cast *detect magic* or have *arcane sight*, the gem radiates strong conjuration magic.
 - Unless they cast *identify* or a similar spell or activate the gem blindly with Use Magic Device, they do not figure out how the gem works until the end of the adventure (she does not tell them).
- The PCs are free to keep any additional booty they may acquire along the way.
- Her sources tell her that Sepp's location is unknown to most in the city, including the constabulary. She was told to seek the jackrabbit, although she does not know what that means.
- Once Sepp is retrieved, bring him/her to the dock master's office. She will be waiting.

Markessa is unwilling to answer any direct questions about herself, other than saying she enjoys keeping a low profile while in the city. If her lack of transparency causes the party to refuse her offer, she thanks them for their time and leaves, ending with a casual warning that it would be best if they did not mention her offer to anyone. Continue to **Encounter 3: Lawman**.

If the PCs do accept, she finishes her drink and leaves the party to complete their meal. From beneath her cloak, she pulls a large hat. It is dark crimson—almost black—and has a large red plume coming from one side. Fixing it atop her head, she smiles at the group devilishly and strides off into the crowd like an apparition. If the PCs stay and finish their meal, lingering at the café, continue to **Encounter 3: Lawman**. If they go immediately to work, they miss the urchin and his message. Continue to **Encounter 4: Detectives**.

Encounter 3: Lawman

If the PCs choose not to go to the docks, refuse to help Markessa the Red, choose to go to the constabulary after hearing Markessa's offer, linger at the café, or have the "Disfavor of the Dyvers Constabulary" from **VTF4-03 Whirlpool of Madness**, they are approached by a street urchin. Give them **Player Handout #2** (2a or 2b as appropriate). The boy chooses those with the disfavor first and the most heavily armored of the group as the final determinant, attempting to avoid any barbarians that may be illiterate.

Although he was not there before, a young street urchin, a human mutt no older than six, taps you on the knee. Catching your attention, he holds out a rolled piece of paper.

NOTE: For those PCs that check, he has not stolen anything, although once delivery the message, he waits for a tip (without acknowledging that is what he's waiting for). If the PCs do not tip him, he gives them a dirty look and then disappears back into the crowd. If they do, he offers to act as their guide (for a nominal fee) if they do not know the way to the Adventurers Guild.

If the PCs are not from Dyvers and do not use the boy as a guide, they may have trouble finding the Adventurers Guild. A successful Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) check (DC 15) means they know where it is or a successfully worded Diplomacy check (DC 20) means they ask the right person for directions. It is likewise possible to undertake a Gather Information check (DC 20) for the location, costing 1d4+1 gp and adding 30 minutes to the trip. If they do not know where the guild is and cannot find their way, add 1d10 × 10 minutes to their journey, as they get lost. For every 30 minutes they are late to the meeting, they receive a –1 circumstance modifier to all social skill checks made with Lieutenant Castle.

It is difficult to describe the current state of the Dyvers Adventurers Guild. Not because the building is in any sort of disrepair or unremarkable in any way, but because so many adventurers are currently gathered outside the guild looking for work, it is difficult to see the building at all. Thankfully, Lieutenant Castle has managed to exert some influence. The man waits for you inside at a table in the corner. The conversation is so loud from other tables that it is hard to understand what anyone else is saying, which may have been his point to begin with.

There are only 16 lieutenants in the entire Dyvers Constabulary. Although he wears a blue tabard with the crest of Dyvers on it with the insignia of a constable officer, the man doesn't fit the assumed appearance. His hair is disheveled, his eyes sunken, and his beard untrimmed. He doesn't appear to have bathed for some time, which his odor confirms. He stands and introduces himself as Lieutenant Nikris Castle.

NOTE: His attitude toward the PCs is significantly different depending on whether or not they participated in **VTF4-03** *Whirlpool of Madness*. If a PC has the "Disfavor of the Dyvers Constabulary," Lt. Castle treats him very gruffly, taking out most of his anguish regarding his current tribulations on the character (since he is unable to accost his superior, Colonel Dolorrak who he holds as being even guiltier). If the PCs did not participate in that adventure or did not lose Sepp Daminov, then he treats them much more favorably.

- Two years ago, the pirate Szepekurva Daminov was lost at sea, sailing a ship to the Whirlpool of Madness.
- Presumed dead by most, Lieutenant Castle has maintained the pursuit of his lost quarry over the years, knowing Sepp, as he is called, is too cunning to die in the water.
- Informants of Castle's intercepted a message recently. He has reason to believe that the famed slaver Markessa the Red is returning to Dyvers or will be in a short time.
 - Although he does not have the manpower to apprehend Markessa himself, he is certain that she has returned in search of her lost helmsman, Sepp Daminov.
- The message noted that Markessa should seek out a jackrabbit. Although the Dyversian prairies have jackrabbits, he believes it is innuendo for something here in Dyvers.
 - If the PCs ask for more information regarding a jackrabbit, he tells them that he has heard the term used in local taverns before, but has never understood its context or meaning.
- He has more plausible leads he wishes to pursue, but would not want to have Sepp or Markessa slip through his fingers by simply ignoring this potential lead.
 - With the influx of foreign traffic, the constabulary is taxed to the limit maintaining the peace. He has not been given the men he

needs to pursue a convict that most believe are dead, even one as notorious as Daminov.

- He does have the money, though, and offers the PCs 100 × APL gp each to aid him in the pursuit of Sepp. If the PCs attempt to negotiate for more, Castle agrees to allow them to keep any booty they may gain during the pursuit.
- **NOTE:** If a PC has the "Disfavor of the Dyvers Constabulary," Castle offers him no pay, but says they'll call the debt even if the PC helps him out.
 - If a PC with the disfavor insists on payment, Castle reminds him that a lieutenant in the constabulary could make things very difficult for him. However, if the PC performs exceptionally well, Castle says he may make it worth their while.
- The PCs are acting as mercenaries to the constabulary, not as deputies. They have no lawful authority in their pursuit other than a contract of employment, which Castle had previously prepared by the Cathedral of Zilchus. He guarantees that no lawful punishment will be brought to bear for their apprehension of Daminov and that they shall receive the negotiated fee for doing so. This note does not give them authority over the citizenry.

Castle is direct with his information and does not attempt to hide anything from the group. He is unwilling to speak about the effect the loss of Sepp has had on his career, although his appearance already gives away his current situation.

NOTE: If the PCs mention that they heard Sepp Daminov was a woman, Castle does not hesitate in explaining what happened. Following Sepp's initial apprehension, the pirate's allies frequently located her and attempted to rescue her. Only through successful intelligence—high-priced intelligence—were they able to keep Daminov captive. Eventually, though, the cost was growing too high and the frequency of the raids too often. It was decided by Castle's captain that they should take extreme measures in keeping Daminov's location a secret. Working with the Temple of Obad-Hai, Daminov was killed and *reincarnated*. Although the pirate remained human, her gender changed. It proved to be the perfect disguise. Her allies were unable to use magical means to locate her and word was circulated that Daminov had been put to death (in Dyvers, this means being permanently transmuted into a gelatinous cube and thrown into the sewers).

Castle does not have any other pertinent information, but attempts to be as accommodating to the

PCs as he can (unless they have his disfavor). If the lead turns out to be true and they are able to retrieve Sepp, they should take him to the Constabulary headquarters. Someone there will contact Castle for them.

If the PCs accept, continue to **Encounter 4: Detectives**. If they do not accept and they are not working for Markessa the Red, they have missed the opportunity to participate in this adventure.

Encounter 4: Detectives

There are a number of places in the city the PCs may attempt to gather information in an attempt to find a jackrabbit. A Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) check (DC 40) reveals that Jak Rabbit is actually the name of the guildmaster of the Alliance's messengers guild (the urchins that deliver messages across the city). Alliance meta-org members receive a +5 competence bonus to this check. Regardless of whether the group knows who Jak Rabbit is (or even that they're looking for a person), the messengers don't have a central base of operations. The kid, one of hundreds of urchins throughout the city, could be anywhere. There are a number of places may search. The DM should use his best discretion to determine where similar places may fall in the below categories.

PCs not proficient in Gather Information may still succeed in this encounter. Working together, they are able to take 20 and get at least a DC 30 (assuming that the primary character does not have a negative charisma). This takes $20 \times 1d4$ hours to succeed, extending the time spent in the adventure. Assume the rogues from Greyhawk are having an equally difficult time finding information on Sepp and thus the remaining encounters unfold as if the PCs were doing better. After gathering information in multiple locations, if the PCs are still having difficulty figuring out how to find Jak Rabbit, allow them an Intelligence check (DC 14) to realize that the street urchins of the city seem to be a recurring theme.

NOTE: After four days have passed, the Emerald Fist has gotten wind that the PCs are looking for the same person they are. Continue to **Encounter 6: Friends Indeed**.

NOTE: Multiplying the amount of gold pieces spent during the Gather Information check by 10 grants the PC spending the coin a +5 circumstance bonus to his next roll (this coin must be spent on each roll to continue to

gain the bonus). This can be communicated to the group by suggesting that perhaps they would do better by buying a few extra drinks for the local patrons or similar examples appropriate to the location.

NOTE: Urchins are constantly on the look out for work. Although the PCs may not see them, there is generally an urchin lurking in the shadows somewhere nearby. A shrill whistle will call a young boy (2d4+4 years old) to their side. If they question the whereabouts about a jackrabbit messenger, the boy corrects them, telling them they're looking for Jak Rabbit, not a jackrabbit. This gives the group a +5 circumstance bonus on their next Gather Information check

Royal District

The Royal District requires permission to enter. **NOTE:** Only gentry, officials of state, their servants, and members of the Dweomercrafter's Guild may enter. A Bluff check (DC 40) may convince the guards as to why the party doesn't have the necessary paperwork. A bribe of 100 gp $\times$ APL also grants entry to the area.

Gather Information

- 20: The district is abuzz with the latest gossip, but it has little to do with a jackrabbit. Lieutenant Nick Castle of the Dyvers constabulary supposedly has a lead as to the whereabouts of the escaped convict Sepp Daminov.
- 25: Lieutenant Castle has been obsessively following the Daminov case since Daminov escaped to the Nyr Dyv during the storm called the Whirlpool of Madness in an attempt to clear his reputation. He has worked on nothing else in the past two years.
- 30: Castle never received reassignment following the fiasco. Colonel Dolorrak was extremely upset over the prisoner's loss and holds Castle personally responsible.
- 35: Lieutenant Castle had originally protested the use of Sepp Daminov as the helmsman of the ship heading toward the Whirlpool of Madness, but was ordered to do so by Colonel Dolorrak, the head of the Dyvers constabulary.
- 40: Rumor has it that Castle complained to his captain that the circumstances surrounding Daminov's inclusion on the sea voyage were intentionally manipulated to lead to the pirate's escape. Castle was meant to fail.

Nice Part of Town

This includes most of the larger churches (cathedrals and temples) except those specifically listed below, high-end

taverns like the Tri-Tower Tavern, and sage libraries like the Tower of Pentacles. **NOTE:** Although no paperwork is needed to go to these places, appearance matters. For example, the Tri-Tower Tavern refuses to admit half-orcs. Other possible locations are at the DM's discretion.

Gather Information

- 20: A jackrabbit is a large hare with long ears and long legs. They are frequently found in the Meadowlands (the Free Lands' central fief).
- 25: The city's upper crust is abuzz with the latest gossip, but it has little to do with a jackrabbit. Lieutenant Nick Castle of the Dyvers constabulary supposedly has a lead as to the whereabouts of the escaped convict Sepp Daminov.
- 30: Lieutenant Castle has been obsessively following the Daminov case since Daminov escaped to the Nyr Dyv during the storm called the Whirlpool of Madness in an attempt to clear his reputation. He has worked on nothing else in the past two years.
- 35: Castle never received reassignment following the fiasco. Colonel Dolorrak was extremely upset over the prisoner's loss and holds Castle personally responsible.
- 40: Lieutenant Castle had originally protested the use of Sepp Daminov as the helmsman of the ship heading toward the Whirlpool of Madness, but was ordered to do so by Colonel Dolorrak, the head of the Dyvers constabulary.

Taverns, Guildhalls, Markets, Docks, etc.

There are many taverns to cater to adventurers and all of them have gossip to share. Many tales are shared also at the guildhalls of the various meta-orgs. PCs speaking with the colleagues and superiors may gain this information.

Gather Information

- 20: A jackrabbit is a large hare with long ears and long legs. They are frequently found in the Meadowlands (the Free Lands' central fief).
- 25: Jackrabbit is regional slang for foreign barbarians and monks from the Shadowind Monastery. Essentially, it refers to anyone who moves quickly.
- 30: Seasoned adventurers often refer to the street urchins of the city as jackrabbits because they are so adept at weaving in and out of the crowded streets as they deliver messages.
- 35: Word from various adventurers, Lieutenant Nick Castle of the Dyvers Constabulary is looking for sellswords to help him chase down a jackrabbit.

- **NOTE:** If the PCs did not participate in **Encounter 3: Lawman**, they may choose to follow up on this. If so, Lieutenant Castle may be willing to hire them. Return to **Encounter 3**.

- 40: The tradition of calling street urchins jackrabbits actually came from the messengers themselves. They often refer to jackrabbits, although no one actually understands why.

Cathedral of Zilchus/Fharlanghn/Church of Kurell

Unlike other faiths, the Cathedrals of Zilchus and Fharlanghn and the Church of Kurell frequently employ the messengers guild and have a better understanding of how the collection of urchins functions.

Gather Information

- 20: Seasoned Dyversian priests often refer to the street urchins of the city as jackrabbits because they are so adept at weaving in and out of the crowded streets as they deliver messages.
- 25: The tradition of calling street urchins jackrabbits actually came from the messengers themselves. They often refer to jackrabbits, although no one actually understands why.
- 30: Street urchins make their living entirely from the tips people give them for delivering messages or giving information. A portion of these tips are given to someone called Jak Rabbit.
- 35: For a price, Jak can be hired as a messenger himself. Simply send a message designating a meeting time and place and appropriate coin to entice Jak with another urchin and they will deliver it to the Rabbit.
- 40: What many people don't expect is that Jak is not an adult. He's a boy of no more than 12 or 14.

Seedier Part of Town

Visitors and previous residents may have learned of certain places across the city where the darker elements like to frequent, taverns like the Althing or the subterranean road Evernight Street. **NOTE:** Gather Information checks of this variety cost twice as much gold.

Gather Information

- 20: Jackrabbit is regional slang for foreign barbarians and monks from the Shadowind Monastery. Essentially, it refers to anyone who moves quickly.
- 25: Seasoned adventurers often refer to the street urchins of the city as jackrabbits because they are so

adept at weaving in and out of the crowded streets as they deliver messages.

- 30: The tradition of calling street urchins jackrabbits actually came from the messengers themselves. They often refer to jackrabbits, although no one actually understands why.
- 35: Street urchins make their living entirely from the tips people give them for delivering messages or giving information. A portion of these tips are given to someone called Jak Rabbit.
- 40: For a price, Jak can be hired as a messenger himself. Simply send a message designating a meeting time and place and appropriate coin to entice Jak with another urchin and they will deliver it to the Rabbit.

Seediest Part of Town

No one place in particular consistently falls into this category. Those information brokers and shadow players that work within the city often move locations to avoid detection. Members of the Alliance meta-org, however, have the necessary contacts to know where to go and who to speak with. **NOTE:** Gather Information checks of this variety take twice as long to complete.

Gather Information

- 20: Seasoned adventurers often refer to the street urchins of the city as jackrabbits because they are so adept at weaving in and out of the crowded streets as they deliver messages.
- 25: The tradition of calling street urchins jackrabbits actually came from the messengers themselves. They often refer to jackrabbits, although no one actually understands why.
- 30: Street urchins make their living entirely from the tips people give them for delivering messages or giving information. A portion of these tips are given to someone called Jak Rabbit. For a price, Jak can be hired as a messenger himself. Simply send a message designating a meeting time and place and appropriate coin to entice Jak with another urchin and they will deliver it to the Rabbit.
- 35: Given the guild infrastructure of Dyvers, many people refer to the street urchins as a messengers guild. The group has a more established infrastructure than most people realize, with signals, meeting spots, innuendo, and a guildmaster: Jak Rabbit (a boy of no more than 12 or 14).
- 40: The messengers guild is one of the Alliance underguilds. Although comprised mostly of

children, they have allies that are far deadlier. Only the foolish and short-lived forget this fact.

NOTE: If the PCs go to the Shadowind Monastery or the Meadowlands based on what they learn through gathering information, they find nothing to help their chances of finding Daminov. If they go to the Meadowlands, however, continue to **Encounter 6: Friends Indeed.**

If the PCs send a messenger to contact Jak Rabbit along with 10 gp $\times$ APL, the boy agrees to meet them near South Gate in a side alley. Go to **Encounter 5: The Jak Rabbit**. If they do not send a messenger to Jak or refuse to pay him a proper amount (a messenger will laugh at their offered amount until it gets to the appropriate sum), skip **Encounter 5** and go to **Encounter 6: Friends Indeed.**

Encounter 5: The Jak Rabbit

The alley is only 10 feet wide and 80 feet long. It opens to another street on the other side. Unlike many Dyversian alleys, there are no homeless people sleeping in this one. There are discarded boxes and trash of various sorts, but the only person present is a single young boy. Standing half-way down the alley he could be no more than 12 or 14 years old. He's dressed raggedly, except for his boots which are of a fine make.

"Hi there. How you boy's doin? I hear you're in need of a jackrabbit?" the boy asks, giving you a wink. His clothes are in tatters; his face and exposed skin all covered in soot and dirt. Nothing on the boy—including himself—seems to be of any value, except for a dagger on his waist and a finely crafted pair of boots.

The boy never actually introduces himself as Jak Rabbit, but if the question arises, he just gives them a smile and a wink. He has a playful attitude with the PCs, as if this were all a game. He has very intent goals; however, and that intent depends mostly on the previous actions of the characters. If the PCs failed to tip the messengers in **VTF4-03 Whirlpool of Madness** or did not tip either of the messengers earlier in this adventure, Jak has heard about it. Tips are how his boys make a living and he doesn't look kindly on anyone that stiffes them. He has information to sell, but the price is much higher if even one of the PCs stiffed a messenger.

Jak waits for the PCs to ask for the information that they need. *"I know what you need. And let me tell you,*

I'm the only one in this city that does, so remember that, because this information comes with a price."

Jak wants 20 gp × APL to tell the PCs what they want. If someone in the party did not tip one of his messengers (as described above), the price is 200 gp × APL. This price cannot be negotiated down by Bluff, Diplomacy, or Intimidation, although spending an Influence Point with the Alliance or the Messengers Guild reduces the cost multiplier down to 10 or 100 gp respectively. No more than one Influence point in total may be spent in this manner.

- Sepp had been evading capture for the past two years by hiding with the Rhennee. Although Drown Town (the Rhennee barges that make a pseudo-village at Great Crown Island) has been searched multiple times, the Rhennfolk have more landlocked areas they use when they need to hide from the law.
- He has spent the past two years attempting to find a way to reverse his gender without the risk of death and *reincarnation* into something far worse than a human male. He does not have access to the more powerful spells such as *miracle* and *true resurrection* while maintaining his cover.
- Although Markessa the Red has been searching for him over the past two years, Sepp was convinced that someone in the Dyvers crime scene sold him out, leading to his original capture. He could not communicate with Markessa without risking a second capture.
- The constables got a tip from someone who saw Sepp by accident. Jak Rabbit intercepted the message and warned Sepp before the constables could arrive. Because of that, the pirate trusted the messengers and Jak specifically.
- Recently, a group of bounty hunters from Greyhawk arrived. They knew where Sepp was hidden and attacked before the pirate could be warned. There was a battle, but eventually Sepp was captured.
- They left yesterday heading south into the Gnarley, most likely taking the eastern fork to Lockswell Manor and then Greyhawk City without taking the most obvious route along the Dyvers Road (what was previously called the Greyhawk Road until CY 595 when the magister decreed that it should be called the Dyvers Road).

Jak speaks openly about his aid of the criminal and shows little concern if the PCs are lawful and threaten to arrest him. If their threats become too menacing, then he reminds them that he's a young boy and he'd hate to have

to scream for constables to protect him from the muggers who have forced him into this dark alley. He is completely reassured of his situation. A Spot check (DC 18) reveals that a number of urchins are hidden about the alley, on rooftops and in gutters, etc.

He answers the group's questions as honestly and directly as possible, but knows little more than what's listed above. Once the PCs finish their questions, he continues with the following.

"One last thing, boys," the urchin says. "There's another group looking for Sepp. I thought you might like to know."

If the PCs do not ask for details, go directly to **Encounter 6**. If the PCs ask for details, Jak Rabbit replies ***"Them."*** Pointing at the Emerald Fist who has just entered the alley from the same entrance the PCs came from. They have saps drawn. Continue to **Encounter 6: Friends Indeed**.

Encounter 6: Friends Indeed

The alley is only 10 feet wide and 80 feet long. If the PCs were exiting the way they came, combat begins with the Emerald Fist 10 feet into the alley and the party 20 feet away from them. If the PCs were exiting to the opposite side of the alley, the Emerald fist stands 10 feet into the alley with the party 60 feet away.

"We hear you're looking for the Daminov pirate. Well, we're gonna get her first. We'll give you this last opportunity to give up, or we're gonna thump ya good. Which do you want?" he asks, brandishing his sap.

There is an opportunity for the group not to engage in combat here. If they succeed at a Bluff check (DC 20), they can pretend to give up and leave the alley without combat. This delays combat only momentarily. They run into the Emerald Fist again in the Gnarley Forest. However, if combat takes place in the forest, there are no lawful repercussions for killing the half-orcs if the party chooses to do so. They may also attempt a Diplomacy check (DC 40) with a –10 circumstance penalty (as the half-orcs are more scared of Markessa the Red/Lieutenant Castle than the party) to convince them to give up their pursuit. It also requires reimbursement as they'll be giving up payment for this job. The PCs need to offer the same pay that was offered to them (Castle's offer at the given APL or 2,250 gp for the cost of the gem from Markessa). The group cannot be dissuaded through intimidation.

If the PCs enter combat, the Emerald Fist only uses non-lethal damage. They carry no weapons that can inflict lethal damage and the cleric has not prepared any spells that inflict damage on others. If the PCs kill the Emerald Fist, they are spared the murder charge only because the half-orcs initiated combat. At the end of the adventure, they are arrested by the Dyvers Constabulary and convicted of manslaughter. See the AR for details of this charge. The penalties are different for Alliance members. The DM should alter the entry and initial it based on the Alliance member's meta-org cert. Although certain characters may be designed for escape in such situations, most are not. As such, this adventure does not list specifics for those PCs attempting to flee the law. Players that feel they have a reasonable claim that they could have escaped persecution should be directed to the Dyvers Triad POC.

APL 6 (EL 7)

☛ **Emerald Fist Cleric:** Male half-orc Bbn1/Clr3; hp 35; see Appendix 1.

☛ **Emerald Fist Fighter:** Male half-orc Ftr4; hp 40; see Appendix 1.

☛ **Emerald Fist Barbarian:** Male half-orc Bbn2; hp 25; see Appendix 1.

☛ **Emerald Fist Ranger:** Male half-orc Bbn1/Rgr1; hp 19; see Appendix 1.

APL 8 (EL 9)

☛ **Emerald Fist Cleric:** Male half-orc Bbn1/Clr5; hp 49; see Appendix 1.

☛ **Emerald Fist Fighter:** Male half-orc Ftr6; hp 58; see Appendix 1.

☛ **Emerald Fist Barbarian:** Male half-orc Bbn4; hp 49; see Appendix 1.

☛ **Emerald Fist Ranger:** Male half-orc Bbn1/Rgr3; hp 39; see Appendix 1.

APL 10 (EL 11)

☛ **Emerald Fist Cleric:** Male half-orc Bbn1/Clr7; hp 63; see Appendix 1.

☛ **Emerald Fist Fighter:** Male half-orc Ftr8; hp 76; see Appendix 1.

☛ **Emerald Fist Barbarian:** Male half-orc Bbn6; hp 71; see Appendix 1.

☛ **Emerald Fist Ranger:** Male half-orc Bbn1/Rgr5; hp 55; see Appendix 1.

APL 12 (EL 13)

☛ **Emerald Fist Cleric:** Male half-orc Bbn1/Clr9; hp 87; see Appendix 1.

☛ **Emerald Fist Fighter:** Male half-orc Ftr10; hp 94; see Appendix 1.

☛ **Emerald Fist Barbarian:** Male half-orc Bbn8; hp 93; see Appendix 1.

☛ **Emerald Fist Ranger:** Male half-orc Bbn1/Rgr7; hp 71; see Appendix 1.

APL 14 (EL 15)

☛ **Emerald Fist Cleric:** Male half-orc Bbn1/Clr11; hp 103; see Appendix 1.

☛ **Emerald Fist Fighter:** Male half-orc Ftr12; hp 112; see Appendix 1.

☛ **Emerald Fist Barbarian:** Male half-orc Bbn10; hp 115; see Appendix 1.

☛ **Emerald Fist Ranger:** Male half-orc Bbn1/Rgr9; hp 87; see Appendix 1.

Tactics: With such a narrow environment, the orcs try to cause the PCs to bottleneck. The fighter, barbarian, and ranger line up on the left, while the cleric stands at the rear of the right goading PCs to attack him. The left column then takes attacks of opportunity against these foes. The cleric focuses on spellcasting rather than combat, using spells to heal himself while taking damage from the PCs (including casting *vigor* at the beginning of combat to give himself fast healing).

Treasure:

APL 6 – L: 20 gp, C: 0 gp, M: +1 *Large sap* (192 gp per character), +2 *full plate* (471 gp each per character), +2 *studded leather* x2 (348 gp each per character), *greater elemental gem** (188 gp each per character).

APL 8 – L: 20 gp, C: 0 gp, M: +1 *Large merciful sap* (692 gp per character), +2 *full plate* (471 gp each per character), +2 *studded leather* x2 (348 gp each per character), *gloves of dexterity* +4 (1,333 gp each per character), *greater elemental gem** (188 gp each per character).

APL 10 – L: 20 gp, C: 0 gp, M: +1 *Large merciful sap* (692 gp per character), +3 *full plate* x2 (888 gp each per character), +2 *studded leather* (348 gp each per character), +3 *studded leather* (765 gp each per character), *gloves of dexterity* +4 (1,333 gp each per character), *greater elemental gem** (188 gp each per character).

APL 12 – L: 20 gp, C: 0 gp, M: +1 *Large merciful sap* (692 gp per character), +3 *full plate* x2 (888 gp each per character), +2 *studded leather* (348 gp each per character), +3 *studded leather* (765 gp each per character), *gloves of*

dexterity +4 (1,333 gp each per character), *greater elemental gem** (188 gp each per character).

APL 14 – L: 20 gp, C: 0 gp, M: +2 *Large merciful sap* (1525 gp per character), +3 *full plate* x2 (888 gp each per character), +2 *studded leather* (348 gp per character, +3 *studded leather* (765 gp per character), *gloves of dexterity* +4 (1,333 gp per character), *greater elemental gem** (188 gp per character).

*This item appears only if the PCs were working for Lieutenant Nick Castle.

NOTE: The orcs are also carrying **Player Handout #3**, which the PCs find while stripping the bodies.

No Spot check is necessary for the PCs to realize that a large number of bystanders on both sides of the alley witnessed the fight. Once the fight concludes, the pedestrians flee the scene once they realize they've been seen. With the increased population and resultant crowds, though, the Constabulary is unable to arrive on the scene in time before the PCs have looted the bodies and made their escape.

At the conclusion of the fight, Jak Rabbit and the other urchins disappear into the crowds. Depending on the time of day, the party may choose to stay the night in Dyvers and set out to the forest in the morning or they may set out immediately. By normal travel methods (without the use of spells), it is 29 miles to the forest, just under a day by horseback. When ready, continue to **Encounter 7: Into the Gnarley**.

Encounter 7: Into the Gnarley

Once the PCs arrive at the Gnarley Forest, allow them to make Spot and Listen checks. Regardless of the roll made, the PCs see nothing out of the ordinary. Characters from Dyvers, Verbobonc, or those that are members of the Gnarley Rangers, Druids, or Elf Clan meta-orgs know that the main roads into the forest are always watched. Generally, if one is perceptive enough, he may see a Gnarley Ranger standing behind a tree, watching visitors as they pass, ensuring that no harm comes to the forest. The lack of their presence is and should be disturbing. Without the rangers and druids actively protecting the forest, the fouler element from the nearby cities and villages often use it as a hideout. Worse, the more ferocious beasts from deep within the forest choose to leave their lair and hunt unsuspecting prey.

PCs who have not participated in **Dyv5-09 What Know You of Peace** may make a Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) check or Knowledge (history) check (DC 11) to know that a large retinue of Gnarleyfolk were slaughtered late last year when attacking a humanoid raiding party. Those very few people who survived claimed the aggressors were from the hidden village of Blackthorn. A knowledge (local: Volverdyva, Tuflik, Fals Trade Route) check (DC 15) or a Knowledge (local: Core) check (DC 20) reveals that Blackthorn is a small village somewhere in the Gnarley. It is a forward hold for the forces of the Orcish Empire of the Pomarj. Although many have searched for it over the years, none have yet to find it.

Although a large number of nature sounds follow the PCs as they travel, nothing menacing approaches them. A Knowledge (nature) check (DC 15) reveals that many of the sounds are of beasts that rarely hunt during the day and rarely hunt for such prolonged periods in the Gnarley Forest. It seems that the forest has grown wilder over the past months.

It is approximately a 15 mile journey from the border of the forest to where the road forks east, leading to Lockswell Manor. Traveling on this road for 10 miles, the PCs may make Spot checks (DC 20) and Listen checks (DC 10). Those that are successful see four orcs approaching their position from the East. They are currently 100 feet away. If all the players fail, take the difference by how much they failed. For each 1 point below the DCs of the above checks, the orcs are 10 feet closer. There is no opportunity for negotiation in this regard. The orcs already have their weapons drawn and immediately engage in combat.

APL 6 (EL 9)

☛ **Pomarj Orcs (2):** Male orc Bbn5; hp 55; see Appendix 1.

☛ **Blackthorn Orcs (2):** Male orc Bbn5; hp 55; see Appendix 1.

APL 8 (EL 11)

☛ **Pomarj Orcs (2):** Male orc Bbn7; hp 75; see Appendix 1.

☛ **Blackthorn Orcs (2):** Male orc Bbn7; hp 75; see Appendix 1.

APL 10 (EL 13)

☛ **Pomarj Orcs (2):** Male orc Bbn9; hp 95; see Appendix 1.

☛ **Blackthorn Orcs (2):** Male orc Bbn9; hp 95; see Appendix 1.

APL 12 (EL 15)

✚**Pomarj Orcs (2):** Male orc Bbn11; hp 115; see Appendix 1.

✚**Blackthorn Orcs (2):** Male orc Bbn11; hp 115; see Appendix 1.

APL 14 (EL 17)

✚**Pomarj Orcs (2):** Male orc Bbn13; hp 148; see Appendix 1.

✚**Blackthorn Orcs (2):** Male orc Bbn13; hp 148; see Appendix 1.

Tactics: The orcs have very few tactics. They attack the person who appears to be the biggest threat (heavy fighters and spellcasters first). They don't flank with each other unless it's convenient, and they power attack for an amount appropriate with the difficulty of the person they're attacking. They want to kill as many of the PCs as quickly as possible (taking advantage of critical hits when possible). The road here is clear, twenty feet across with another ten feet of grass on either side. The forest is not overly dense here, but provides adequate cover for those people who move behind the trees. The canopy is thick, however, limiting the amount of underbrush on the ground.

Treasure:

APL 6 – L: 190 gp, C: 0 gp, M: +1 *greataxe* x 2 (193 gp each per character), +2 *full plate* x2 (471 gp each per character), +2 *studded leather* x2 (348 gp each per character).

APL 8 – L: 133 gp, C: 0 gp, M: +1 *greataxe* x 2 (193 gp each per character), +1 *human bane greataxe* x2 (693 gp each per character), +2 *full plate* x2 (471 gp each per character), +2 *studded leather* x2 (348 gp each per character).

APL 10 – L: 133 gp, C: 0 gp, M: +1 *keen greataxe* x2 (693 gp each per character), +1 *human bane greataxe* x2 (693 gp each per character), +3 *full plate* x2 (888 gp each per character), +3 *studded leather* x2 (765 gp each per character).

APL 12 – L: 133 gp, C: 0 gp, M: +1 *keen greataxe* x2 (693 gp each per character), +1 *human bane greataxe* x2 (693 gp each per character), +3 *full plate* x2 (888 gp each per character), +3 *studded leather* x2 (765 gp each per character).

APL 14 – L: 133 gp, C: 0 gp, M: +1 *keen greataxe* x2 (693 gp each per character), +1 *human bane greataxe* x2 (693 gp each per character), +3 *full plate* x2 (888 gp each per character), +3 *studded leather* x2 (765 gp each per character).

Once the PCs have finished combat, allow them a Spot check (DC 25) and Listen check (DC 20) while they're searching the bodies. If they succeed at the Listen check, they hear the quieted sounds of an infant coming from the brush. If they succeed at the Spot check, they see an elven family watching. The adults speak Elven and a broken dialect of Common. They are fluent enough to get their point across if no one in the group speaks Elven, but cannot translate complex terms. If someone in the group speaks Elven, they do not even attempt to speak Common, directing all conversation to that person regardless of the accuracy of any translations he may make. The family are all part of the elf clan, Sherendyl. A Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) check or Bardic Lore check (DC 15) reveals that the Sherendyl are known for producing the most accomplished elven swordsmen in the entire Gnarley Forest. The family (men and women) all wear expertly crafted elven thinblades.

NOTE: What is not revealed by a Knowledge (local) check is the growing xenophobia among the elf clans. The invasion by the Pomarj has already cost the clans numerous lives. Their own retaliation against the orcs has revealed the fact that the horde is intent on sacking Dyvers. The elves hold the city dwellers personally responsible for the recent tragedies and, as such, are looking out only for themselves.

If a member of Clan Sherendyl is present, the patriarch comes into the open road and parlays. If a clan member is not present, the PCs may convince him to speak with a Diplomacy check (DC 20). If the PCs threaten the elves in any fashion, the group simply moves on, not paying them any attention.

If the PCs convince the patriarch to speak, he has limited information, but is willing to share it at no cost.

- His name is Asharem. He is accompanied by his wife, his eldest son and daughter-in-law (who is holding the infant that may have been heard), and his daughter.
 - The daughter was recently widowed when her husband and a small band of Sherendyl all died attacking a warband of bugbears. They were outnumbered 5:1, but drove the battle to a near stalemate with both sides suffering complete losses. From the desecration visited upon the bodies, it was apparent that a small band of bugbears survived.
- They are leaving the eastern Gnarley, crossing the border into Verbobonc where they hope to be safe from the humanoid incursion.

- Although they witnessed the entire battle against the orcs, they felt no need to join in. It is the humans' fault this incursion has arrived, so they do not shed tears if the orcs kill non-elves. (He has no sympathy for a Sherendyl that travels with those from outside the clan.)
- He saw two men leading a wagon eastward. There was a strange iron box in the back. Someone was inside screaming in a language he didn't understand. Since it wasn't elven, he did not feel the need to stop and help.
 - They have not been traveling on the road, so unless the remainder of the party were on the opposite side of the road, the teamsters were the only two humans present with the wagon.

Once he has given the above information, Asharem says they must not wait any longer. He does not want to risk another roving band of humanoids finding them. With the infant present, they are reduced to only three able fighters. Continue to **Encounter 8: Double Play**.

Encounter 8: Double Play

The Greyhawkers and their captive are 30 miles east of the Gnarley Road fork (20 miles away from combat with the orcs). Although Jak Rabbit was telling the truth that 6 people from Greyhawk were searching for Sepp, only two survived the encounter. Those two captured Sepp, sealed him in a lead-lined iron box (so that he couldn't spring the lock or do much of anything else), and are transporting him by wagon to Greyhawk City.

NOTE: It is not possible to use Diplomacy or Intimidate to convince the bounty hunters to turn Sepp over to the party. A successful Bluff check (DC 50) may convince them that the party is the group that hired them in Greyhawk City. Otherwise, any attempt to retrieve Daminov results in combat if the PCs are spotted.

If PCs hope to steal Daminov away without dealing with combat, they must devise a way to reach the wagon undetected, open the chest, and leave with Daminov (who is unwilling to magically *teleport* with anyone he does not know or anyone he met in **VTF4-03 Whirlpool of Madness**, as he knows they were working for the constabulary).

- If the PCs are working for Markessa the Red, a Diplomacy check (DC 30) convinces Sepp to cooperate.

- If they are working for Lieutenant Castle, they must first succeed at a Bluff check (DC 30) to convince Sepp that they work for Markessa the Red.
- The total weight of the box is 200 pounds. If Sepp is still in the box, the total weight is double.
- The locks on the iron box requires a Strength check (DC 25) to break, an Open Locks check (DC 40), or damage versus one inch of iron. There are three total padlocks on the box.
- To sneak up on the wagon, the PCs must succeed at Hide and Move Silently checks (DC 15 + APL).
- The wagon is moving at its base movement, so a Climb check or running Jump check (DC 10) is required to get into the wagon.

The dirt road is twenty feet wide with the tree line beginning 5 feet beyond on either side. The road is relatively straight, so unless the PCs specifically create an ambush situation where a bend is involved, the road extends 100 feet in either direction of the wagon. The tree line can be used to provide cover, but the underbrush is not so thick as to reduce movement. If the PCs decide they are unable or do not want to sneak up to the wagon, they may initiate combat as they wish.

APL 6 (EL 8)

♣ **Atren:** Male suel Rog6; hp 38; see Appendix 1.

♣ **Baric:** Male suel Rog4/Ftr2; hp 42; see Appendix 1.

APL 8 (EL 10)

♣ **Atren:** Male suel Rog8; hp 50; see Appendix 1.

♣ **Baric:** Male suel Rog5/Ftr2; hp 54; see Appendix 1.

APL 10 (EL 12)

♣ **Atren:** Male suel Rog10; hp 62; see Appendix 1.

♣ **Baric:** Male suel Rog8/Ftr2; hp 66; see Appendix 1.

APL 12 (EL 14)

♣ **Atren:** Male suel Rog12; hp 74; see Appendix 1.

♣ **Baric:** Male suel Rog10/Ftr2; hp 78; see Appendix 1.

APL 14 (EL 16)

♣ **Atren:** Male suel Rog13/Ftr1; hp 87; see Appendix 1.

♣ **Baric:** Male suel Rog11/Ftr2/Bbn1; hp 93; see Appendix 1.

Tactics: Atren and Baric have no healing ability and only moderate armor class. They always focus on the same

opponent, providing flank whenever possible. The goal is to deal as much damage as possible, dropping an opponent and moving on to the next. They also take advantage of their Crippling Strike attack at those APLs that have it. Opponents that are dropped to 0 Strength are abandoned, allowing them to focus on a new opponent. They don't hesitate to use lethal damage, but have little concern if the PCs live or die. Once they've won combat, they get back in their wagon and leave, possibly leaving characters at 0 Str helpless on the ground (they do not spend the time to coup de grace them). This does not mean that they won't kill an opponent if they're low on hit points. They are just not bloodthirsty.

Treasure:

APL 6 – L: 17 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +2 *studded leather* x2 (348 gp each per character).

APL 8 – L: 17 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +2 *studded leather* x2 (348 gp each per character), *gloves of dexterity* +4 x2 (1,333 gp each per character).

APL 10 – L: 16 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +1 *rapier* (193 gp per character), +2 *studded leather* (348 gp per character), +3 *studded leather* (765 gp per character), *gloves of dexterity* +4 x2 (1,333 gp each per character).

APL 12 – L: 16 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +1 *deadly precision rapier* (1,527 gp per character), +3 *mithral chain shirt* (842 gp per character), +3 *studded leather* (765 gp per character), *gloves of dexterity* +4 (1,333 gp per character), *gloves of dexterity* +6 (3,000 gp per character).

APL 14 – L: 16 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +1 *deadly precision rapier* (1,527 gp per character), +4 *mithral chain shirt* (1,425 gp per character), +3 *studded leather* (765 gp per character), *gloves of dexterity* +4 (1,333 gp per character), *gloves of dexterity* +6 (3,000 gp per character).

If the PCs do not kill the Greyhawkers but save them for questioning, they may attempt an Intimidate check (DC 20) or promise to spare their lives to convince the rogues to talk. The bounty hunters have little to offer in worthwhile information, though. They are both from Greyhawk City and were contracted along with four of their colleagues to come to Dyvers and kidnap a pirate named Sepp Daminov. Along with their pay (which they received half up-front), they were given a dossier as to where Daminov was hiding and a breakdown of his regular routine. They do not know the name of the person who hired them, how he came upon such detailed information about Daminov, or what interest he has in

the pirate. They were instructed to take him to a tavern called the Magic House in Greyhawk City. They cannot offer adequate directions to the tavern. It can only be found by those who have been there. (If the PCs wish to continue to Greyhawk City in an effort to reach the Magic House, the two rogues are arrested for murder when they reach the city gates. The PCs are questioned and released.)

Conclusion A

Read the following conclusion if the PCs take Sepp Daminov and return him to Markessa the Red.

Emerging from the Gnarley Forest, the sounds of feral creatures hunting one another is replaced with the constant din of the crowds of the big city. At the dock master's office, as instructed, you find a packed building. With your arrival, however, and the presentation of Daminov, the dock master quickly expels the frustrated crowd. When the door slams shut, you remain with the pirate and a red-headed elf.

Markessa stands and walks directly toward you, the heels of her boots thudding on the wooden floor. She looks at your quarry. "Szepkurva?" For the first time since his return to Dyvers, Sepp raises his head and smiles.

"Permission to come aboard, Cap'n." The two smile and embrace.

Markessa turns to you. "Thank you, adventurers, for your service. The Elizabeth Dane is in your debt." The two exit the office where a number of nefarious looking sailors wait. "We sail with the tide, boys! Sepp has the helm!"

To be continued....

Conclusion B

Read the following conclusion if the PCs take Sepp Daminov and return him to Lieutenant Castle.

NOTE: Castle does not pay those with the disfavor, but does make certain items available to them as a reward for their efforts.

Emerging from the Gnarley Forest, the sounds of feral creatures hunting one another is replaced with the constant din of the crowds of the big city. Going to the headquarters of the city Constabulary, word spreads quickly among the local law enforcement that Szepkurva has been recaptured. As Lieutenant Castle returns to the building to inspect your quarry, his colleagues erupt in applause. Smiling, he embraces each of you. "Thank you," he says. "You have certainly earned a reward and so much more."

The celebration is so pronounced that the head of the constabulary, Colonel Tohmas Dolorrak, comes to see the prisoner. "Well done Castle," the man says. "We'll have to see about that position with Judicial Security we spoke about. You've earned it. And well done to you as well," he says, at your group. "Thought you could get away, eh Daminov? You know what we do with pirates around here?"

For the first time since his return to Dyvers, Sepp raises his head. "We, colonel? I know what you do with pirates. I expect to be free again shortly. Please show me to my cell."

To be continued....

Conclusion C

Read the following conclusion if the PCs fail to recover Sepp Daminov.

Emerging from the Gnarley Forest, the sounds of feral creatures hunting one another is replaced with the constant din of the crowds of the big city. The question remains, though, is there any difference? The infamous pirate and slaver, Markessa the Red, is looking for Sepp Daminov. Lieutenant Nick Castle—one of only 16 such officers in all of Dyvers—is looking for him as well. Yet on your return you have nothing to offer either of them except for the information that their quarry has been smuggled into Greyhawk City despite your best efforts.

Your involvement in this matter has introduced you to two powerful predators. Your failure in this matter has made you their prey.

To be continued....

AR Rewards

Bull Market: All PCs receive this reward regardless of their success or failure in the adventure.

Failed: All PCs receive this penalty if they fail to recover Sepp Daminov, regardless of who they agreed to help.

Greater Elemental Gem: PCs who worked for Markessa the Red receive this gem as payment for their work and do not have to pay any gold. PCs who worked for Nick Castle find this gem on the Emerald Fist and must purchase the gem on the AR if they wish to own it.

Double-Crossed Markessa the Red: If the PCs agreed to help Markessa the Red but then gave Sepp Daminov to Nick Castle, they receive this penalty. If they failed, they only receive the **Failed** penalty and not this one as well.

Murdered the Emerald Fist: This penalty only applies if at least one member of the Emerald Fist died during the adventure. Only PCs who dealt lethal damage to the half-orcs are arrested (if they dealt lethal damage but not the killing blow, they are still arrested).

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role playing) to each character.

Encounter 6: Friends Indeed

Overcome the Emerald Fist

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

APL 14 – 450 xp.

Encounter 7: Into the Gnarley

Defeat the Blackthorn Orcs

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

APL 14 – 210 xp.

Encounter 8: Double Play

Rescue Sepp Daminov

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

APL 14 – 480 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

APL 14 – 360 xp.

Total Possible Experience

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp
APL 14	1,800 xp

Treasure Summary

During an adventure, characters come upon treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1: A Friend in Need

All APLs – Loot: 0 gp, Coin: 500 gp, Magic: 0 gp.

Encounter 3: Lawman

APL 6 – Loot: 0 gp, Coin: 600 gp, Magic: 0 gp.

APL 8 – Loot: 0 gp, Coin: 800 gp, Magic: 0 gp.

APL 10 – Loot: 0 gp, Coin: 1000 gp, Magic: 0 gp.

APL 12 – Loot: 0 gp, Coin: 1,200 gp, Magic: 0 gp.

APL 14 – Loot: 0 gp, Coin: 1,400 gp, Magic: 0 gp.

Encounter 6: Friends Indeed

APL 6 – L: 20 gp, C: 0 gp, M: +1 *Large sap* (192 gp per character), +2 *full plate* (471 gp each per character), +2 *studded leather* x2 (348 gp each per character), *greater elemental gem** (188 gp each per character).

APL 8 – L: 20 gp, C: 0 gp, M: +1 *Large merciful sap* (692 gp per character), +2 *full plate* (471 gp each per character), +2 *studded leather* x2 (348 gp each per character), *gloves of dexterity* +4 (1,333 gp each per character), *greater elemental gem** (188 gp each per character).

APL 10 – L: 20 gp, C: 0 gp, M: +1 *Large merciful sap* (692 gp per character), +3 *full plate* x2 (888 gp each per character), +2 *studded leather* (348 gp each per character),

+3 *studded leather* (765 gp each per character), *gloves of dexterity* +4 (1,333 gp each per character), *greater elemental gem** (188 gp each per character).

APL 12 – L: 20 gp, C: 0 gp, M: +1 *Large merciful sap* (692 gp per character), +3 *full plate* x2 (888 gp each per character), +2 *studded leather* (348 gp each per character), +3 *studded leather* (765 gp each per character), *gloves of dexterity* +4 (1,333 gp each per character), *greater elemental gem** (188 gp each per character).

APL 14 – L: 20 gp, C: 0 gp, M: +2 *Large merciful sap* (1,525 gp per character), +3 *full plate* x2 (888 gp each per character), +2 *studded leather* (348 gp per character), +3 *studded leather* (765 gp per character), *gloves of dexterity* +4 (1,333 gp per character), *greater elemental gem** (188 gp per character).

*This item appears only if the PCs were working for Lieutenant Nick Castle.

Encounter 7: Into the Gnarley

APL 6 – L: 190 gp, C: 0 gp, M: +1 *greataxe* x2 (193 gp each per character), +2 *full plate* x2 (471 gp each per character), +2 *studded leather* x2 (348 gp each per character).

APL 8 – L: 133 gp, C: 0 gp, M: +1 *greataxe* x2 (193 gp each per character), +1 *human bane greataxe* x2 (693 gp each per character), +2 *full plate* x2 (471 gp each per character), +2 *studded leather* x2 (348 gp each per character).

APL 10 – L: 133 gp, C: 0 gp, M: +1 *keen greataxe* x2 (693 gp each per character), +1 *human bane greataxe* x2 (693 gp each per character), +3 *full plate* x2 (888 gp each per character), +3 *studded leather* x2 (765 gp each per character).

APL 12 – L: 133 gp, C: 0 gp, M: +1 *keen greataxe* x2 (693 gp each per character), +1 *human bane greataxe* x2 (693 gp each per character), +3 *full plate* x2 (888 gp each per character), +3 *studded leather* x2 (765 gp each per character).

APL 14 – L: 133 gp, C: 0 gp, M: +1 *keen greataxe* x2 (693 gp each per character), +1 *human bane greataxe* x2 (693 gp each per character), +3 *full plate* x2 (888 gp each per character), +3 *studded leather* x2 (765 gp each per character).

Encounter 8: Double Play

APL 6 – L: 17 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +2 *studded leather* x2 (348 gp each per character).

APL 8 – L: 17 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +2 *studded leather* x2 (348 gp each per

character), *gloves of dexterity* +4 x2 (1,333 gp each per character).

APL 10 – L: 16 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +1 *rapier* (193 gp per character), +2 *studded leather* (348 gp per character), +3 *studded leather* (765 gp per character), *gloves of dexterity* +4 x2 (1,333 gp each per character).

APL 12 – L: 16 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +1 *deadly precision rapier* (1,527 gp per character), +3 *mithral chain shirt* (842 gp per character), +3 *studded leather* (765 gp per character), *gloves of dexterity* +4 (1,333 gp per character), *gloves of dexterity* +6 (3,000 gp per character).

APL 14 – L: 16 gp, C: 0 gp, M: +1 *falchion* (198 gp per character), +1 *deadly precision rapier* (1,527 gp per character), +4 *mithral chain shirt* (1,425 gp per character), +3 *studded leather* (765 gp per character), *gloves of dexterity* +4 (1,333 gp per character), *gloves of dexterity* +6 (3,000 gp per character).

Total Possible Treasure

APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp
APL 14	6,600 gp

Appendix 1: NPC Stats

APL 6

ENCOUNTER 5: FRIENDS INDEED

Emerald Fist Cleric: Half-Orc Bbn1/Clr3; CR 4; Medium-Size humanoid (orc); HD 1d12+2+3d8+6; hp 35; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22 (+10 +2 *full plate*, +2 heavy steel shield); Base Atk +3; Grp +4; Atk/Full Atk +4 melee (1d6+1, sap); SA Rage 1/day; SQ Turn/Destroy undead; AL CG; SV Fort +7, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +13, Intimidate +5, Listen +7; Combat Casting, Goad*.

Spells prepared (4/3+1/2+1; save DC = 13 + spell level): 0—*create water*, *detect magic*, *read magic*, *virtue*, 1st—*bless*, *lesser vigor**, *sanctuary*, *enlarge person*†; 2nd—*aid* (x2), *bull's strength*†.

†Domain spell. *Domains:* [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Possessions: heavy steel shield, sap, silver holy symbol of Kord, +2 *full plate*.

*See Appendix 2: New Rules Items

Emerald Fist Fighter: Half-Orc Ftr4; CR 4; Medium-Size humanoid (orc); HD 4d10+12; hp 40; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +5 +2 *studded leather*, +1 buckler); Base Atk +4; Grp +7; Atk +8 melee (1d6+5, sap); Full Atk +6/+6 melee (1d6+5, sap); AL CG; SV Fort +6, Ref +4, Will +3; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +5; Improved Toughness*, Iron Will, Two-Weapon Fighting, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: buckler, sap x2, silver holy symbol of Kord, +2 *studded leather armor*.

*See Appendix 2: New Rules Items

Emerald Fist Barbarian: Half-Orc Bbn2; CR 2; Medium-Size humanoid (orc); HD 2d12+6; hp 25; Init +0; Spd 40 ft.; AC 10, touch 10, flat-footed 10 (+4 chain shirt); Base Atk +2; Grp +7; Atk/Full Atk +6 melee (1d8+82, +1 *Large sap*); SA Rage 1/day; SQ Fast movement, uncanny dodge.; AL CN; SV Fort +6, Ref +0, Will -1; Str 21, Dex 10, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Handle Animal +3, Profession (lumberjack) +4; Power Attack.

Possessions: carrots, chain shirt, silver holy symbol of Kord, sugar cubes, +1 *Large sap*.

Emerald Fist Ranger: Half-Orc Bbn1/Rgr1; CR 2; Medium-Size humanoid (orc); HD 1d12+1+1d8+1; hp 19; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 +2 *studded leather*); Base Atk +2; Grp +4; Atk/Full Atk +5 melee (1d6+2, sap); SA Favored enemy: human +2, rage 1/day; SQ Fast movement, wild empathy; AL NG; SV Fort +5, Ref +5, Will +2; Str 14, Dex 16, Con 13, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +5, Handle Animal +5, Hide +4, Move Silently +4, Spot +3, Survival +5; Track, Weapon Finesse.

Possessions: sap x2, silver holy symbol of Kord, +2 *studded leather armor*.

ENCOUNTER 7: INTO THE GNARLEY

Pomarj Orcs (2): Male Orc Bbn5; CR 5; Medium-Size humanoid (orc); HD 5d12+15; hp 55; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 21 (+1 Dex, +10 +2 *Full Plate*); Base Atk +5; Grp +10; Atk/Full Atk +11 melee (1d12+8, +1 *greataxe*) or +7 ranged (1d8+4, masterwork composite longbow [+4 Str]); SA Rage 2/day; SQ Fast movement, improved uncanny dodge, orc traits, trap sense +1, uncanny dodge; AL NE; SV Fort +7, Ref +2, Will +0; Str 21, Dex 12, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Intimidate +6, Jump +7, Survival +7; Combat Reflexes, Power Attack.

Possessions: dagger, masterwork composite longbow [+4 Str], +1 *greataxe*, +2 *full plate*.

Blackthorn Orcs (2): Male Orc Bbn5; CR 5; Medium-Size humanoid (orc); HD 5d12+15; hp 55; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 +2 *Studded Leather*); Base Atk +5; Grp +10; Atk/Full Atk +11 melee (1d12+7,

greataxe); SA Rage 2/day; SQ Fast movement, improved uncanny dodge, orc traits, trap sense +1, uncanny dodge; AL CE; SV Fort +7, Ref +3, Will +0; Str 20, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +11, Intimidate +6, Survival +7; Cleave, Power Attack.

Possessions: dagger, masterwork greataxe, +2 studded leather.

ENCOUNTER 8: DOUBLE PLAY

Atren: Male suel Rog6; CR 6; Medium-Size humanoid (human); HD 6d6+12; hp 38; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18 (+3 Dex, +5 +2 studded leather); Base Atk +4; Grp +4; Atk +7 melee (1d6/18-20x2, rapier); Full Atk +5 melee (1d6, rapier) and +5 melee (1d4, dagger); SA Sneak attack +3d6; SQ Evasion, trap sense +2, uncanny dodge; AL LE; SV Fort +3, Ref +8, Will +2; Str 10, Dex 17, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +10, Diplomacy +12, Disable Device +11, Forgery +11, Intimidate +12, Jump +7, Open Locks +12, Sense Motive +9, Sleight of Hand +14, Tumble +14, Use Magic Device +10, Use Rope +7; Combat Expertise, Improved Toughness*, Two-Weapon Fighting, Weapon Finesse.

Possessions: box, box keys, dagger, draft horses, rapier, Sepp Daminov, thieves tools, wagon, +2 studded leather armor.

*See Appendix 2: New Rules Items

Baric: Male suel Rog4/Ftr2; CR 6; Medium-Size humanoid (human); HD 4d6+8+2d10+4; hp 42; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18 (+2 Dex, +5 +2 studded leather, +1 buckler); Base Atk +5; Grp +8; Atk/Full Atk +9 melee (2d4+5, +1 falchion); SA Sneak attack +2d6; SQ Evasion, trap sense +1, uncanny dodge; AL LE; SV Fort +4, Ref +8, Will +4; Str 17, Dex 14, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Appraise +8, Bluff +6, Craft (trapmaking) +8, Intimidate +9, Jump +10, Listen +8, Knowledge (local: Core) +8, Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) +8, Sense Motive +8, Spot +8, Tumble +11; Dodge, Improved Toughness*, Iron Will, Lightning Reflexes, Mobility, Power Attack.

Possessions: high self-esteem, long sword, +1 falchion, +2 studded leather armor.

*See Appendix 2: New Rules Items

APL 8

ENCOUNTER 5: FRIENDS INDEED

Emerald Fist Cleric: Half-Orc Bbn1/Clr5; CR 6; Medium-Size humanoid (orc); HD 1d12+2+5d8+10; hp 49; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22 (+10 +2 *full plate*, +2 heavy steel shield); Base Atk +4; Grp +5; Atk/Full Atk +5 melee (1d6+1, sap); SA Rage 1/day; SQ Turn/Destroy undead; AL CG; SV Fort +8, Ref +1, Will +7; Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +18, Intimidate +5, Listen +7; Combat Casting, Goad*, Skill Focus (Concentration).

Spells prepared (5/4+1/3+1/2+1; save DC = 13 + spell level): 0—*create water, detect magic, mending, read magic, virtue*; 1st—*bless, lesser vigor**, *protection from evil, sanctuary, enlarge person*[†]; 2nd—*aid* (x2), *remove paralysis, bull's strength*[†]; 3rd—*invisibility purge, vigor**, *protection from energy*[†].

[†]Domain spell. *Domains:* [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Possessions: heavy steel shield, sap, silver holy symbol of Kord, +2 *full plate*.

*See Appendix 2: New Rules Items

Emerald Fist Fighter: Half-Orc Ftr6; CR 6; Medium-Size humanoid (orc); HD 6d10+18; hp 58; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +5 +2 *studded leather*, +1 buckler); Base Atk +6; Grp +9; Atk +10 melee (1d6+5, sap); Full Atk +8/+3 melee (1d6+5, sap) and +8 melee (1d6+3, sap); AL CG; SV Fort +7, Ref +5, Will +4; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +7; Combat Reflexes, Improved Initiative, Improved Toughness*, Iron Will, Two-Weapon Fighting, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: buckler, sap x2, silver holy symbol of Kord, +2 *studded leather armor*.

*See Appendix 2: New Rules Items

Emerald Fist Barbarian: Half-Orc Bbn4; CR 4; Medium-Size humanoid (orc); HD 4d12+16; hp 49; Init +0; Spd 40 ft.; AC 10, touch 10, flat-footed 10 (+4 chain shirt); Base Atk +4; Grp +10; Atk/Full Atk +9 melee (1d8+1d6+10, +1 *Large merciful sap*); SA Rage 2/day; SQ Fast movement, trap sense +1, uncanny dodge; AL CN; SV Fort +7, Ref +1, Will +0; Str 22, Dex 10, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Handle Animal +5, Profession (lumberjack) +6; Improved Toughness*, Power Attack.

Possessions: carrots, chain shirt, silver holy symbol of Kord, sugar cubes, +1 *Large merciful sap*.

*See Appendix 2: New Rules Items

Emerald Fist Ranger: Half-Orc Bbn1/Rgr3; CR 4; Medium-Size humanoid (orc); HD 1d12+3+3d8+9; hp 39; Init +5; Spd 40 ft.; AC 20, touch 15, flat-footed 15 (+5 Dex, +5 +2 *studded leather*); Base Atk +4; Grp +6; Atk +9 melee (1d6+2, sap); Full Atk +7 melee (1d6+2, sap) and +7 melee (1d6+1, sap); SA Favored enemy: human +2, rage 1/day; SQ Fast movement, wild empathy; AL NG; SV Fort +7, Ref +8, Will +3; Str 14, Dex 20, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +5, Handle Animal +7, Hide +8, Move Silently +8, Spot +5, Survival +7; Endurance, Improved Toughness*, Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: sap x2, silver holy symbol of Kord, +2 *studded leather armor, gloves of dexterity* +4.

*See Appendix 2: New Rules Items

ENCOUNTER 7: INTO THE GNARLEY

Pomarj Orcs (2): Male Orc Bbn7; CR 7; Medium-Size humanoid (orc); HD 7d12+21; hp 75; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 21 (+1 Dex, +10 +2 *Full Plate*); Base Atk +7; Grp +12; Atk +13 melee (1d12+8 plus 1d6, +1 *human bane greataxe*) or +9 ranged (1d8+4, masterwork composite longbow [+4 Str]); Full Atk +13/+8 melee (1d12+8 plus 1d6, +1 *human bane greataxe*) or +9/+4 ranged (1d8+4, masterwork composite longbow [+4 Str]); SA Rage 2/day; SQ Damage reduction 1/—, fast movement, improved uncanny dodge, orc traits, trap sense +2, uncanny dodge; AL NE; SV Fort +8, Ref +3, Will +3; Str 21, Dex 12, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Intimidate +8, Jump +9, Survival +9; Combat Reflexes, Iron Will, Power Attack.

Possessions: dagger, masterwork composite longbow [+4 Str], +1 *human bane greataxe*, +2 *full plate*.

Blackthorn Orcs (2): Male Orc Bbn7; CR 7; Medium-Size humanoid (orc); HD 7d12+21; hp 75; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 +2 *Studded Leather*); Base Atk +7; Grp +12; Atk +13 melee (1d12+8, +1 *greataxe*); Full Atk +13/+8 melee (1d12+8, +1 *greataxe*); SA Rage 2/day; SQ Damage reduction 1/—, fast movement, improved uncanny dodge, orc traits, trap sense +2, uncanny dodge; AL CE; SV Fort +8, Ref +4, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +13, Intimidate +8, Survival +9; Cleave, Iron Will, Power Attack.

Possessions: dagger, +1 *greataxe*, +2 *studded leather*.

Motive +10, Spot +10, Tumble +15; Dodge, Improved Toughness*, Iron Will, Lightning Reflexes, Mobility, Power Attack.

Possessions: high self-esteem, long sword, +1 *falchion*, +2 *studded leather armor*, *gloves of dexterity* +4.

*See Appendix 2: New Rules Items

ENCOUNTER 8: DOUBLE PLAY

Atren: Male suel Rog8; CR 8; Medium-Size humanoid (human); HD 8d6+16; hp 50; Init +5; Spd 30 ft.; AC 20, touch 15, flat-footed 20 (+5 Dex, +5 +2 *studded leather*); Base Atk +6; Grp +6; Atk +12 melee (1d6, rapier); Full Atk +10/+5 melee (1d6, rapier) and +10 melee (1d4, dagger); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2, uncanny dodge; AL LE; SV Fort +3, Ref +12, Will +2; Str 10, Dex 22, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +12, Diplomacy +14, Disable Device +13, Forgery +13, Intimidate +14, Jump +7, Open Locks +17, Sense Motive +11, Sleight of Hand +19, Tumble +19, Use Magic Device +12, Use Rope +12; Combat Expertise, Improved Toughness*, Two-Weapon Fighting, Weapon Finesse.

Possessions: box, box keys, dagger, draft horses, rapier, Sepp Daminov, thieves tools, wagon, +2 *studded leather armor*, *gloves of dexterity* +4.

*See Appendix 2: New Rules Items

Baric: Male suel Rog6/Ftr2; CR 8; Medium-Size humanoid (human); HD 6d6+12+2d10+4; hp 54; Init +4; Spd 30 ft.; AC 20, touch 12, flat-footed 20 (+4 Dex, +5 +2 *studded leather*, +1 buckler); Base Atk +6; Grp +10; Atk +13 melee (2d4+7, +1 *falchion*); Full Atk +13/+8 melee (2d4+7, +1 *falchion*); SA Sneak attack +3d6; SQ Evasion, trap sense +2, uncanny dodge; AL LE; SV Fort +5, Ref +9, Will +5; Str 18, Dex 18, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Appraise +10, Bluff +8, Craft (trapmaking) +10, Intimidate +11, Jump +11, Listen +10, Knowledge (local: Core) +10, Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) +10, Sense

APL 10

ENCOUNTER 5: FRIENDS INDEED

Emerald Fist Cleric: Half-Orc Bbn1/Clr7; CR 8; Medium-Size humanoid (orc); HD 1d12+2+7d8+14; hp 63; Init +0; Spd 20 ft.; AC 23, touch 10, flat-footed 23 (+10 +3 *full plate*, +2 heavy steel shield); Base Atk +6; Grp +7; Atk +7 melee (1d6+1, sap); Full Atk +7/+2 melee (1d6+1, sap); SA Rage 1/day; SQ Turn/Destroy undead; AL CG; SV Fort +9, Ref +2, Will +8; Str 12, Dex 10, Con 14, Int 8, Wis 17, Cha 13.

Skills and Feats: Concentration +20, Intimidate +5, Listen +7; Combat Casting, Goad*, Skill Focus (Concentration).

Spells Prepared (6/5+1/4+1/3+1/1+1; save DC = 13 + spell level): 0—*create water, detect magic, guidance, mending, read magic, virtue*, 1st—*bless, lesser vigor*, protection from evil, sanctuary, shield of faith, enlarge person*[†]; 2nd—*aid* (x2), *eagle's splendor, remove paralysis, bull's strength*[†]; 3rd—*dispel magic, invisibility purge, vigor*, protection from energy*[†]; 4th—*recitation*, freedom of movement*[†].

[†]Domain spell. *Domains:* [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Possessions: heavy steel shield, sap, silver holy symbol of Kord, +3 *full plate*.

*See Appendix 2: New Rules Items

Emerald Fist Fighter: Half-Orc Ftr8; CR 8; Medium-Size humanoid (orc); HD 8d10+24; hp 76; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +6 +3 *studded leather*, +1 buckler); Base Atk +8; Grp +11; Atk +13 melee (1d6+5, sap); Full Atk +11/+6 melee (1d6+5, sap) and +11 melee (1d6+3, sap); AL CG; SV Fort +8, Ref +5, Will +4; Str 16, Dex 17, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +9; Combat Reflexes, Greater Weapon Focus (sap), Improved Initiative, Improved Toughness*, Iron Will, Two-Weapon

Fighting, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: buckler, sap x2, silver holy symbol of Kord, +3 *studded leather armor*.

*See Appendix 2: New Rules Items

Emerald Fist Barbarian: Half-Orc Bbn6; CR 6; Medium-Size humanoid (orc); HD 6d12+24; hp 71; Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14 (+4 chain shirt); Base Atk +6; Grp +12; Atk +11 melee (1d8+1d6+10, +1 *Large merciful sap*); Full Atk +11/+6 melee (1d8+1d6+10, +1 *Large merciful sap*); SA Rage 2/day; SQ Fast movement, improved uncanny dodge, trap sense +2, uncanny dodge; AL CN; SV Fort +8, Ref +2, Will +3; Str 22, Dex 10, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Handle Animal +7, Profession (lumberjack) +8; Improved Toughness*, Iron Will, Power Attack.

Possessions: carrots, chain shirt, silver holy symbol of Kord, sugar cubes, +1 *Large merciful sap*.

*See Appendix 2: New Rules Items

Emerald Fist Ranger: Half-Orc Bbn1/Rgr5; CR 6; Medium-Size humanoid (orc); HD 1d12+3+5d8+15; hp 55; Init +5; Spd 40 ft.; AC 20, touch 15, flat-footed 15 (+5 Dex, +5 +2 *studded leather*); Base Atk +6; Grp +8; Atk +11 melee (1d6+2, sap); Full Atk +9/+4 melee (1d6+2, sap) and +9 melee (1d6+1, sap); SA Favored enemy: human +4, favored enemy: elf +2, rage 1/day; SQ Fast movement, wild empathy; AL NG; SV Fort +8, Ref +9, Will +3; Str 14, Dex 20, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +5, Handle Animal +9, Hide +10, Move Silently +10, Spot +7, Survival +9; Diehard, Endurance, Improved Toughness*, Track, Two-Weapon Fighting, Weapon Finesse.

Spells prepared (1; save DC 12 + spell level): 1st—*lightfoot**

Possessions: sap x2, silver holy symbol of Kord, +2 *studded leather armor, gloves of dexterity* +4.

*See Appendix 2: New Rules Items

ENCOUNTER 7: INTO THE GNARLEY

Pomarj Orcs (2): Male Orc Bbn9; CR 9; Medium-Size humanoid (orc); HD 9d12+27; hp 95; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 22 (+1 Dex, +10 +2 *Full Plate*); Base Atk +9; Grp +15; Atk +16 melee (1d12+10 plus 1d6, +1 *human bane greataxe*/19-20) or +11 ranged (1d8+4,

masterwork composite longbow [+4 Str]); Full Atk +16/+11 melee (1d12+8 plus 1d6, +1 *human bane greataxe*/19-20) or +11/+6 ranged (1d8+4, masterwork composite longbow [+4 Str]); SA Rage 3/day; SQ Damage reduction 1/—, fast movement, improved uncanny dodge, orc traits, trap sense +3, uncanny dodge; AL NE; SV Fort +9, Ref +4, Will +4; Str 22, Dex 12, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Intimidate +10, Jump +12, Survival +11; Combat Reflexes, Improved Critical (Greataxe), Iron Will, Power Attack.

Possessions: dagger, masterwork composite longbow [+4 Str], +1 *human bane greataxe*, +3 *full plate*.

Blackthorn Orcs (2): Male Orc Bbn9; CR 9; Medium-Size humanoid (orc); HD 9d12+27; hp 95; Init +2; Spd 40 ft.; AC 18, touch 12, flat-footed 18 (+2 Dex, +6 +3 *Studded Leather*); Base Atk +9; Grp +14; Atk +15 melee (1d12+8, +1 *keen greataxe*/19-20x3); Full Atk +13/+8 melee (1d12+8, +1 *keen greataxe*/19-20x3); SA Rage 3/day; SQ Damage reduction 1/—, fast movement, improved uncanny dodge, orc traits, trap sense +3, uncanny dodge; AL CE; SV Fort +9, Ref +5, Will +4; Str 21, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +15, Intimidate +10, Survival +11; Cleave, Iron Will, Power Attack, Power Critical*.

Possessions: dagger, +1 *keen greataxe*, +3 *studded leather*.

*See Appendix 2: New Rules Items

ENCOUNTER 8: DOUBLE PLAY

Atren: Male suel Rog10; CR 10; Medium-Size humanoid (human); HD 10d6+20; hp 62; Init +6; Spd 30 ft.; AC 21, touch 15, flat-footed 21 (+5 Dex, +6 +3 *studded leather*); Base Atk +7; Grp +7; Atk +13 melee (1d6, +1 *rapier*); Full Atk +11/+6 melee (1d6, +1 *rapier*) and +10 melee (1d4, dagger); SA Crippling strike, sneak attack +5d6; SQ Evasion, improved uncanny dodge, trap sense +3, uncanny dodge; AL LE; SV Fort +4, Ref +13, Will +3; Str 10, Dex 22, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +14, Diplomacy +16, Disable Device +15, Forgery +15, Intimidate +16, Jump +7, Open Locks +19, Sense Motive +13, Sleight of Hand +21, Tumble +21, Use Magic Device +14, Use Rope +14; Combat Expertise, Improved Toughness*, Quick Draw, Two-Weapon Fighting, Weapon Finesse.

Possessions: box, box keys, dagger, draft horses, rapier, Sepp Daminov, thieves tools, wagon, +3 *studded leather armor*, *gloves of dexterity* +4.

*See Appendix 2: New Rules Items

Baric: Male suel Rog8/Ftr2; CR 10; Medium-Size humanoid (human); HD 8d6+16+2d10+4; hp 66; Init +4; Spd 30 ft.; AC 20, touch 12, flat-footed 20 (+4 Dex, +5 +2 *studded leather*, +1 buckler); Base Atk +8; Grp +12; Atk +15 melee (2d4+7, +1 *falchion*); Full Atk +15/+10 melee (2d4+7, +1 *falchion*); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2, uncanny dodge; AL LE; SV Fort +5, Ref +10, Will +5; Str 18, Dex 18, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Appraise +12, Bluff +10, Craft (trapmaking) +12, Intimidate +13, Jump +11, Listen +12, Knowledge (local: Core) +12, Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) +12, Sense Motive +12, Spot +12, Tumble +17; Dodge, Elusive Target*, Improved Toughness*, Iron Will, Lightning Reflexes, Mobility, Power Attack.

Possessions: high self-esteem, long sword, +1 *falchion*, +2 *studded leather armor*, *gloves of dexterity* +4.

*See Appendix 2: New Rules Items

APL 12

ENCOUNTER 5: FRIENDS INDEED

Emerald Fist Cleric: Half-Orc Bbn1/Clr9; CR 10; Medium-Size humanoid (orc); HD 1d12+3+9d8+27; hp 87; Init +0; Spd 20 ft.; AC 23, touch 10, flat-footed 23 (+10 +3 *full plate*, +2 heavy steel shield); Base Atk +7; Grp +8; Atk +8 melee (1d6+1, sap); Full Atk +8/+3 melee (1d6+1, sap); SA Rage 1/day; SQ Turn/Destroy undead; AL CG; SV Fort +10, Ref +3, Will +9; Str 12, Dex 10, Con 14, Int 8, Wis 17, Cha 13.

Skills and Feats: Concentration +20, Intimidate +5, Listen +7; Combat Casting, Goad*, Improved Toughness*, Skill Focus (Concentration).

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; save DC = 13 + spell level): 0—*create water, detect magic, guidance, mending, read magic, virtue*; 1st—*bless, lesser vigor*, protection from evil, sanctuary, shield of faith, enlarge person*; 2nd—*aid* (x2), *eagle's splendor, remove paralysis, silence, bull's strength*; 3rd—*dispel magic, invisibility purge, prayer, vigor*, protection from energy*; 4th—*death ward, recitation*, freedom of movement*; 5th—*greater vigor*, break enchantment*.

[†]Domain spell. *Domains:* [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Possessions: heavy steel shield, sap, silver holy symbol of Kord, +3 *full plate*.

*See Appendix 2: New Rules Items

Emerald Fist Fighter: Half-Orc Ftr10; CR 10; Medium-Size humanoid (orc); HD 10d10+30; hp 94; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +6 +3 *studded leather*, +1 buckler); Base Atk +10; Grp +13; Atk +15 melee (1d6+5, sap/19-20x2); Full Atk +13/+7 melee (1d6+5, sap/19-20x2) and +13/+7 melee (1d6+3, sap/19-20); AL CG; SV Fort +9, Ref +6, Will +5; Str 16, Dex 17, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +11; Combat Reflexes, Greater Weapon Focus (sap), Improved Critical (sap), Improved Initiative, Improved Toughness*, Improved

Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: buckler, sap x2, silver holy symbol of Kord, +3 *studded leather armor*.

*See Appendix 2: New Rules Items

Emerald Fist Barbarian: Half-Orc Bbn8; CR 8; Medium-Size humanoid (orc); HD 8d12+32; hp 93; Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14 (+4 chain shirt); Base Atk +8; Grp +14; Atk +13 melee (1d8+1d6+10, +1 *Large merciful sap*); Full Atk +13/+8 melee (1d8+1d6+10, +1 *Large merciful sap*); SA Rage 3/day; SQ Damage reduction 1/—, fast movement, improved uncanny dodge, trap sense +2, uncanny dodge; AL CN; SV Fort +9, Ref +2, Will +3; Str 23, Dex 10, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Handle Animal +9, Profession (lumberjack) +10; Improved Toughness*, Iron Will, Power Attack.

Possessions: carrots, chain shirt, silver holy symbol of Kord, sugar cubes, +1 *Large merciful sap*.

*See Appendix 2: New Rules Items

Emerald Fist Ranger: Half-Orc Bbn1/Rgr7; CR 8; Medium-Size humanoid (orc); HD 1d12+3+7d8+21; hp 71; Init +5; Spd 40 ft.; AC 20, touch 15, flat-footed 15 (+5 Dex, +5 +2 *studded leather*); Base Atk +8; Grp +10; Atk +13 melee (1d6+2/x2, sap); Full Atk +11/+6 melee (1d6+2, sap) and +11/+6 melee (1d6+1, sap); SA Favored enemy: human +4, favored enemy: elf +2, rage 1/day; SQ Fast movement, wild empathy, woodland stride; AL NG; SV Fort +9, Ref +10, Will +4; Str 14, Dex 21, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +5, Handle Animal +11, Hide +12, Move Silently +12, Spot +9, Survival +11; Diehard, Endurance, Improved Toughness*, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse.

Spells prepared (2; save DC 12 + spell level): 1st—*lightfoot*, ram's might**

Possessions: sap x2, silver holy symbol of Kord, +2 *studded leather armor, gloves of dexterity* +4.

*See Appendix 2: New Rules Items

ENCOUNTER 7: INTO THE GNARLEY

Pomarj Orcs (2): Male Orc Bbn11; CR 11; Medium-Size humanoid (orc); HD 11d12+33; hp 115; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 22 (+1 Dex, +10 +2 *Full Plate*);

Base Atk +11; Grp +17; Atk +18 melee (1d12+10 plus 1d6, +1 *human bane greataxe*/19-20) or +13 ranged (1d8+4, masterwork composite longbow [+4 Str]); Full Atk +18/+13/+8 melee (1d12+8 plus 1d6, +1 *human bane greataxe*/19-20) or +13/+8/+3 ranged (1d8+4, masterwork composite longbow [+4 Str]); SA Greater Rage 3/day; SQ Damage reduction 2/—, fast movement, improved uncanny dodge, orc traits, trap sense +3, uncanny dodge; AL NE; SV Fort +10, Ref +4, Will +4; Str 22, Dex 12, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Intimidate +12, Jump +14, Survival +13; Combat Reflexes, Improved Critical (Greataxe), Iron Will, Power Attack.

Possessions: dagger, masterwork composite longbow [+4 Str], +1 *human bane greataxe*, +3 *full plate*.

Blackthorn Orcs (2): Male Orc Bbn11; CR 11; Medium-Size humanoid (orc); HD 11d12+33; hp 115; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 +2 *studded leather*); Base Atk +11; Grp +16; Atk +17 melee (1d12+8, +1 *keen greataxe*/19-20x3); Full Atk +17/+12/+7 melee (1d12+8, +1 *keen greataxe*/19-20x3); SA Greater Rage 3/day; SQ Damage reduction 2/—, fast movement, improved uncanny dodge, orc traits, trap sense +3, uncanny dodge; AL CE; SV Fort +10, Ref +5, Will +4; Str 21, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +13, Intimidate +12, Survival +13; Cleave, Iron Will, Power Attack, Power Critical*.

Possessions: dagger, +1 *keen greataxe*, +3 *studded leather*.

*See Appendix 2: New Rules Items

ENCOUNTER 8: DOUBLE PLAY

Atren: Male suel Rog12; CR 12; Medium-Size humanoid (human); HD 12d6+24; hp 74; Init +7; Spd 30 ft.; AC 23, touch 16, flat-footed 23 (+6 Dex, +7 +3 *mithral chain shirt*); Base Atk +9; Grp +9; Atk +16 melee (1d6, +1 *deadly precision* rapier*); Full Atk +14/+9 melee (1d6, +1 *deadly precision* rapier*) and +13 melee (1d4, dagger); SA Crippling strike, sneak attack +6d6; SQ Evasion, improved uncanny dodge, trap sense +4, uncanny dodge; AL LE; SV Fort +5, Ref +14, Will +4; Str 10, Dex 25, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +16, Diplomacy +18, Disable Device +17, Forgery +17, Intimidate +18, Jump +7, Open Locks +22, Sense Motive +15, Sleight of Hand +24, Tumble +24, Use Magic Device +16, Use Rope

+17; Combat Expertise, Flick of the Wrist*, Improved Toughness*, Quick Draw, Two-Weapon Fighting, Weapon Finesse.

Possessions: box, box keys, dagger, draft horses, rapier, Sepp Daminov, thieves tools, wagon, +3 *mithral chain shirt*, *leather armor*, *gloves of dexterity* +6, +1 *deadly precision rapier**

*See Appendix 2: New Rules Items

Baric: Male suel Rog10/Ftr2; CR 12; Medium-Size humanoid (human); HD 10d6+20+2d10+4; hp 78; Init +4; Spd 30 ft.; AC 21, touch 12, flat-footed 21 (+4 Dex, +6 +3 *studded leather*, +1 buckler); Base Atk +9; Grp +13; Atk +16 melee (2d4+7, +1 *falchion*); Full Atk +16/+11 melee (2d4+7, +1 *falchion*); SA Crippling strike, sneak attack +5d6; SQ Evasion, improved uncanny dodge, trap sense +2, uncanny dodge; AL LE; SV Fort +6, Ref +11, Will +6; Str 19, Dex 18, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Appraise +14, Bluff +12, Craft (trapmaking) +14, Intimidate +15, Jump +11, Listen +14, Knowledge (local: Core) +14, Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) +14, Sense Motive +14, Spot +14, Tumble +19; Dodge, Elusive Target*, Improved Toughness*, Iron Will, Lightning Reflexes, Mobility, Power Attack, Prone Attack*.

Possessions: high self-esteem, long sword, +1 *falchion*, +3 *studded leather armor*, *gloves of dexterity* +4.

*See Appendix 2: New Rules Items

APL 14

ENCOUNTER 5: FRIENDS INDEED

Emerald Fist Cleric: Half-Orc Bbn1/Clr11; CR 12; Medium-Size humanoid (orc); HD 1d12+3+1d8+33; hp 103+(1d8+5); Init +0; Spd 20 ft.; AC 23, touch 10, flat-footed 23 (+10 +3 *full plate*, +2 heavy steel shield); Base Atk +9; Grp +10; Atk +10 melee (1d6+1, sap); Full Atk +10/+5 melee (1d6+1, sap); SA Rage 1/day; SQ Turn/Destroy undead; AL CG; SV Fort +11, Ref +3, Will +11; Str 12, Dex 10, Con 14, Int 8, Wis 18, Cha 13.

Skills and Feats: Concentration +22, Intimidate +5, Listen +7; Combat Casting, Goad*, Improved Toughness*, Instantaneous Rage*, Skill Focus (Concentration).

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; save DC = 14 + spell level): 0—*create water, detect magic, guidance, mending, read magic, virtue*; 1st—*bleed, lesser vigor*, protection from evil, sanctuary, shield of faith* (x2), *enlarge person*[†]; 2nd—*aid* (x2), *eagle's splendor, remove paralysis, silence, bull's strength*[†]; 3rd—*dispel magic* (x2), *invisibility purge, prayer, vigor*, protection from energy*[†]; 4th—*death ward, divine power, greater magic weapon, recitation*, freedom of movement*[†]; 5th—*greater vigor*, mass curse of ill fortune*, break enchantment*[†]; 6th—~~*heroes feast, mislead*~~.

[†]Domain spell. *Domains:* [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Possessions: heavy steel shield, sap, silver holy symbol of Kord, +3 *full plate*.

*See Appendix 2: New Rules Items

Emerald Fist Fighter: Half-Orc Ftr12; CR 12; Medium-Size humanoid (orc); HD 12d10+36; hp 112+(1d8+5); Init +8; Spd 30 ft.; AC 21, touch 14, flat-footed 17 (+4 Dex, +6 +3 *studded leather*, +1 buckler); Base Atk +12; Grp +15; Atk +17 melee (1d6+7, sap/19-20x2); Full Atk +15/+9/+4 melee (1d6+7, sap/19-20x2) and +15/+9 melee (1d6+5, sap/19-20x2); AL CG; SV

Fort +10, Ref +8, Will +6; Str 16, Dex 18, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +13; Combat Reflexes, Close-Quarters Fighting*, Greater Weapon Focus (sap), Greater Weapon Specialization (sap), Improved Critical (sap), Improved Initiative, Improved Toughness*, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: buckler, sap x2, silver holy symbol of Kord, +3 *studded leather armor*.

*See Appendix 2: New Rules Items

Emerald Fist Barbarian: Half-Orc Bbn10; CR 10; Medium-Size humanoid (orc); HD 10d12+40; hp 115+(1d8+5); Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14 (+4 chain shirt); Base Atk +10; Grp +16; Atk +16 melee (1d8+1d6+11, +2 *Large merciful sap*); Full Atk +16/+11 melee (1d8+1d6+11, +1 *Large merciful sap*); SA Rage 3/day; SQ Damage reduction 2/—, fast movement, improved uncanny dodge, trap sense +3, uncanny dodge; AL CN; SV Fort +10, Ref +3, Will +4; Str 23, Dex 10, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Handle Animal +11, Profession (lumberjack) +12; Improved Toughness*, Iron Will, Reckless Rage*, Power Attack.

Possessions: carrots, chain shirt, silver holy symbol of Kord, sugar cubes, +2 *Large merciful sap*.

*See Appendix 2: New Rules Items

Emerald Fist Ranger: Half-Orc Bbn1/Rgr9; CR 10; Medium-Size humanoid (orc); HD 1d12+3+9d8+27; hp 87+(1d8+5); Init +5; Spd 40 ft.; AC 20, touch 15, flat-footed 15 (+5 Dex, +5 +2 *studded leather*); Base Atk +10; Grp +12; Atk +15 melee (1d6+2, sap); Full Atk +13/+8 melee (1d6+2, sap) and +13/+8 melee (1d6+1, sap); SA Favored enemy: human +4, favored enemy: elf +2, rage 1/day; SQ Evasion, fast movement, swift tracker, wild empathy, woodland stride; AL NG; SV Fort +10, Ref +11, Will +5; Str 14, Dex 21, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +5, Handle Animal +13, Hide +14, Move Silently +14, Spot +11, Survival +13; Combat Reflexes, Endurance, Improved Toughness*, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse.

Spells Prepared (2/1; save DC = 12 + spell level): 1st—*lightfoot**, *ram's might**; 2nd—*curse of impending blades**.

Possessions: sap x2, silver holy symbol of Kord, +2 *studded leather armor, gloves of dexterity* +4.

*See Appendix 2: New Rules Items

ENCOUNTER 7: INTO THE GNARLEY

Pomarj Orcs (2): Male Orc Bbn13; CR 13; Medium-Size humanoid (orc); HD 13d12+52; hp 148; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 22 (+1 Dex, +10 +2 *Full Plate*); Base Atk +13; Grp +19; Atk +20 melee (1d12+10 plus 1d6, +1 *human bane greataxe/19-20*) or +15 ranged (1d8+4, masterwork composite longbow [+4 Str]); Full Atk +20/+15/+10 melee (1d12+8 plus 1d6, +1 *human bane greataxe/19-20*) or +15/+10/+5 ranged (1d8+4, masterwork composite longbow [+4 Str]); SA Greater Rage 4/day; SQ Damage reduction 3/—, fast movement, improved uncanny dodge, orc traits, trap sense +4, uncanny dodge; AL NE; SV Fort +11, Ref +5, Will +5; Str 23, Dex 12, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Intimidate +14, Jump +16, Survival +15; Combat Reflexes, Improved Critical (Greataxe), Improved Toughness*, Iron Will, Power Attack.

Possessions: dagger, masterwork composite longbow [+4 Str], +1 *human bane greataxe*, +3 *full plate*.

*See Appendix 2: New Rules Items

Blackthorn Orcs (2): Male Orc Bbn13; CR 13; Medium-Size humanoid (orc); HD 13d12+52; hp 148; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 +2 *Studded Leather*); Base Atk +13; Grp +19; Atk +20 melee (1d12+10, +1 *keen greataxe/19-20x3*); Full Atk +20/+15/+10 melee (1d12+10, +1 *keen greataxe/19-20x3*); SA Greater Rage 4/day; SQ Damage reduction 3/—, fast movement, improved uncanny dodge, orc traits, trap sense +4, uncanny dodge; AL CE; SV Fort +11, Ref +6, Will +5; Str 22, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +15, Intimidate +14, Survival +15; Cleave, Improved Toughness*, Iron Will, Power Attack, Power Critical*.

Possessions: dagger, +1 *keen greataxe*, +3 *studded leather*.

*See Appendix 2: New Rules Items

ENCOUNTER 8: DOUBLE PLAY

Atren: Male suel Rog13/Ftr1; CR 14; Medium-Size humanoid (human); HD 13d6+26+1d10+2; hp 87; Init +7; Spd 30 ft.; AC 24, touch 16, flat-footed 24 (+6 Dex,

+8 +4 *mithral chain shirt*); Base Atk +10; Grp +10; Atk +17 melee (1d6, +1 *deadly precision* rapier*); Full Atk +15/+5 melee (1d6, +1 *deadly precision* rapier/18-20x2*) and +14/+9 melee (1d4, dagger); SA Crippling strike, sneak attack +7d6; SQ Evasion, improved uncanny dodge, slippery mind, trap sense +4, uncanny dodge; AL LE; SV Fort +7, Ref +14, Will +4; Str 10, Dex 25, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +19, Disable Device +18, Forgery +18, Intimidate +20, Jump +11, Open Locks +23, Sense Motive +16, Sleight of Hand +25, Tumble +25, Use Magic Device +17, Use Rope +18; Combat Expertise, Flick of the Wrist*, Improved Toughness*, Improved Two-Weapon Fighting, Quick Draw, Two-Weapon Fighting, Weapon Finesse.

Possessions: box, box keys, dagger, draft horses, Sepp Daminov, thieves tools, wagon, +4 *mithral chain shirt*, *gloves of dexterity* +6, +1 *deadly precision rapier**

*See Appendix 2: New Rules Items

Baric: Male suel Rog11/Ftr2/Bbn1; CR 14; Medium-Size humanoid (human); HD 11d6+22+2d10+4+1d12+2; hp 93; Init +4; Spd 30 ft.; AC 21, touch 12, flat-footed 21 (+4 Dex, +6 +3 *studded leather*, +1 buckler); Base Atk +11; Grp +15; Atk +18 melee (2d4+7, +1 *falchion of speed*); Full Atk +18/+13/+8 melee (2d4+7, +1 *falchion of speed*); SA Crippling strike, rage 1/day, sneak attack +5d6; SQ Evasion, improved uncanny dodge, trap sense +2, uncanny dodge; AL LE; SV Fort +8, Ref +11, Will +6; Str 19, Dex 18, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Appraise +15, Bluff +13, Craft (trapmaking) +15, Intimidate +16, Jump +12, Listen +16, Knowledge (local: Core) +15, Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) +15, Sense Motive +15, Spot +16, Tumble +21; Dodge, Elusive Target*, Improved Toughness*, Iron Will, Lightning Reflexes, Mobility, Power Attack, Prone Attack*.

Possessions: high self-esteem, long sword, +1 *falchion of speed*, +3 *studded leather armor*, *gloves of dexterity* +4.

*See Appendix 2: New Rules Items

Appendix 2: New Rules Items

Feats, as presented in *Complete Adventurer*

Goad [General]: You are skilled at inducing opponents to attack you.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: As a move action, you can goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher. (The goad is mind-affecting ability.) When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + ½ your character level + your Cha modifier). If the opponent fails its save, you are the only creature it can make melee attacks against during this turn. (If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal.) A goaded creature can still cast spells, make ranged attacks, move, or perform other actions normally. The use of this feat restricts only melee attacks.

Special: A fighter may select Goad as one of his fighter bonus feats.

Reference: Complete Adventurer, page 109.

Feats, as presented in *Complete Warrior*

Elusive Target [Tactical]: Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can

make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Improved Toughness [General]: You are significantly tougher than normal.

Prerequisite: Base Fortitude Save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Instantaneous Rage [General]: You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter rage only during your turn.

Reference: Complete Warrior, page 102.

Prone Attack [General]: You can attack from a prone position without penalty.

Prerequisite: Dex 15, Lightning Reflexes, base attack bonus +2.

Benefit: You can make an attack roll from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may stand up immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Deadly Precision weapon enhancement, as presented in *Complete Adventure*

A deadly precision weapon deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.

Moderate transmutation; CL 12th; Craft Magic Arms and Armor, *keen edge*; Price +2 bonus

Spells, as presented in *Spell Compendium*

Curse of Ill Fortune, Mass

Transmutation

Level: Blackguard 2, cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Enemies in a 20-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You place a temporary curse upon the subjects, giving them a –3 penalty on attack rolls, saving throws, ability checks, and skill checks. *Curse of ill fortune* is negated by any spell that removes a *bestow curse* spell.

Curse of Impending Blades

Necromancy

Level: Bard 2, ranger 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The target of the spell has a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subject takes a –2 penalty to AC.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Arcane Material Component: A nail through a piece of leather

Lightfoot

Transmutation

Level: Assassin 1, ranger 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You provoke no attacks of opportunity when moving.

Ram's Might

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You gain a +2 enhancement bonus to Strength, and your unarmed attacks deal lethal instead of nonlethal damage. You are considered armed. The spell has no other effect; you can cast spells and manipulate objects normally.

Vigor

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 2, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Vigor, Greater

Conjuration (Healing)

Level: Cleric 5, druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 35 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 4, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Player Handout #1

Welcome to Dyvers

Welcome traveler to the Jewel of the Flanaess. During your time in our fair city, please remember that the drawing of weapons, casting of spells, and professional bardic performances are all illegal without guild licensure.

Thank you for your cooperation
Colonel Dolorrak of the Dyvers Constabulary

Player Handout #2a

Players who participated in **VTF4-03** *Whirlpool of Madness* and allowed Sepp Daminov to escape receive this handout at the beginning of **Encounter 3: Lawman**

Adventurer,

Your failure on the Nyr Dyv almost cost me my career. Information has recently come to light, however, that may allow you to redeem yourself.

Meet me at the Dyvers Adventurers Guild to discuss terms on how you can make restitution to the city. By the will of the gods, this fiasco may finally be put behind us.

Lieutenant N. Castle
Dyvers Constabulary

Player Handout #2b

Players who did **NOT** participate in **VTF4-03** *Whirlpool of Madness* or did not allow Sepp Daminov to escape receive this handout at the beginning of **Encounter 3: Lawman**

Adventurer,

You may or may not have heard of the dread pirate, Szepkunva Daminov. Sepp, as he is known, escaped the custody of the Dyvers Constabulary during what is now called the Whirlpool of Madness.

Recent information suggests that Daminov escaped the whirlpool and is somewhere in Dyvers about to make his next move. With the growing population, the constables are needed to keep the peace. Meet me at the Dyvers Adventurers Guild to discuss terms of aiding me in my pursuit. You come recommended.

Lieutenant N. Castle
Dyvers Constabulary

Player Handout #3

This is a handout the players find while stripping the bodies in **Encounter 6: Friends Indeed**.

Szpekurva “Sepp” Daminov

Human ~~Woman~~ Man

Pirate

Return pirate Get paid!!!

~~jackrabbit~~ Jak Rabbit

South Gate (bring money)

Other group lookin (thump em good!)

Gnarley Forest heading East

Greyhawkers (thump em good!!!)

DM's Aid #1: Dyversian Law

Below is a list of laws and punishments a DM is most likely to deal with during a Dyversian adventure. All GP fines are assessed as a "tax" and must be paid directly to the arresting constable at the time of apprehension. These laws are applied differently for Alliance members. The standard Dyversian law is listed first with the Alliance version following in italics. This change applies to all Alliance guilds unless specifically noted in the law's text.

Assault: The fine is 5 gp. Also, if weapons were used, the weapons are confiscated. *The fine is 4 gp for Initiates, 2 gp for Journeymen, and 1 gp for Masters. Weapons are not confiscated if used.*

Breaking and Entering: The fine is 250 gp and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 100 gp and 1 TU in jail for Initiates, 50 gp for Journeymen, and 25 gp for Masters. There is no jail time for the top two tiers.*

Casting Without a Guild License: The fine is 100 gp. If the spell caused damage, this fine is added to that of other laws broken. *The fine is 50 gp for Initiates, 25 gp for Journeymen, and 10 gp for Masters.*

Destruction of a Gelatinous Cube: The fine is 100 gp and 2 TUs public service finding a new cube. *The fine is 1000 gp for Initiates, 2000 gp for Journeymen, and 4000 gp for Masters, but there is no public service required. Alliance members should understand the importance of the cubes and the service they provide by constantly cleaning the sewers.*

Destruction of Private Property: The fine is 150% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 gp of the fine. *If the member is part of the Cutpurses Guild, Enforcers Guild, Footpads Guild, or Smugglers Guild, the fine is 100% of the cost of the property for Initiates, 50% of the cost of the property for Journeymen, and 25% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 gp of the fine.*

Destruction of Public Property: The fine is 200% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 gp of the fine. *The fine is 150% of the cost of the property for Initiates, 75% of the cost of the property for Journeymen, and 35% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 gp of the fine.*

Drawing Weapons: The fine is 2 gp, plus 1 TU doing civic duties, which can be completed at the end of the adventure. If you can prove that it was self-defense, the

fine is 1 gp. *The fine is 4 gp but no time in jail for Initiates, 2 gp for Journeymen, and 1 gp for Masters.*

Endangering Innocents: The fine is 4 gp per innocent endangered. *The fine is 4 gp (total, not per innocent endangered) for Initiates, 2 gp for Journeymen, and 1 gp for Masters. Weapons are not confiscated if used.*

Manslaughter (Accidental Death): Adjudicated by the Triad acting as an in-character "court." Outcomes could lead to as many as 208 TUs in prison. *Adjudicated by the Triad acting as an in-character "court." Outcomes could lead to as many as 104 TUs in prison for Initiates, 52 TUs in prison for Journeymen, and 26 TUs in prison for Masters.*

Murder (Intentional Death): This is an evil act. The character should be turned over to the Triad for removal from the campaign. *This is an evil act, even for Alliance members. The character should be turned over to the Triad for removal from the campaign. The only difference is that the character won't be executed. It may show up later in a module as an evil member of the Alliance.*

Performing in a Tavern Without a Guild License: The fine is 100 gp. *If the member is part of the Bardic Hegemony, he is lawfully permitted to perform in Dyversian taverns.*

Poaching: The fine is 100 gp and 1 TU in jail. *If the member is part of the Fences Guild or Smugglers Guild, the fine is 100 gp (but no TUs in jail) for Initiates, 50 gp for Journeymen, and 25 gp for Masters.*

Theft-Petty (Up to 100 gp of value): The fine is 200% of the total value, as well as 1 TU doing civic duties. *The fine is 10% of the total value stolen for Initiates, 5% of the total value stolen for Journeymen, and 1 gp for Masters.*

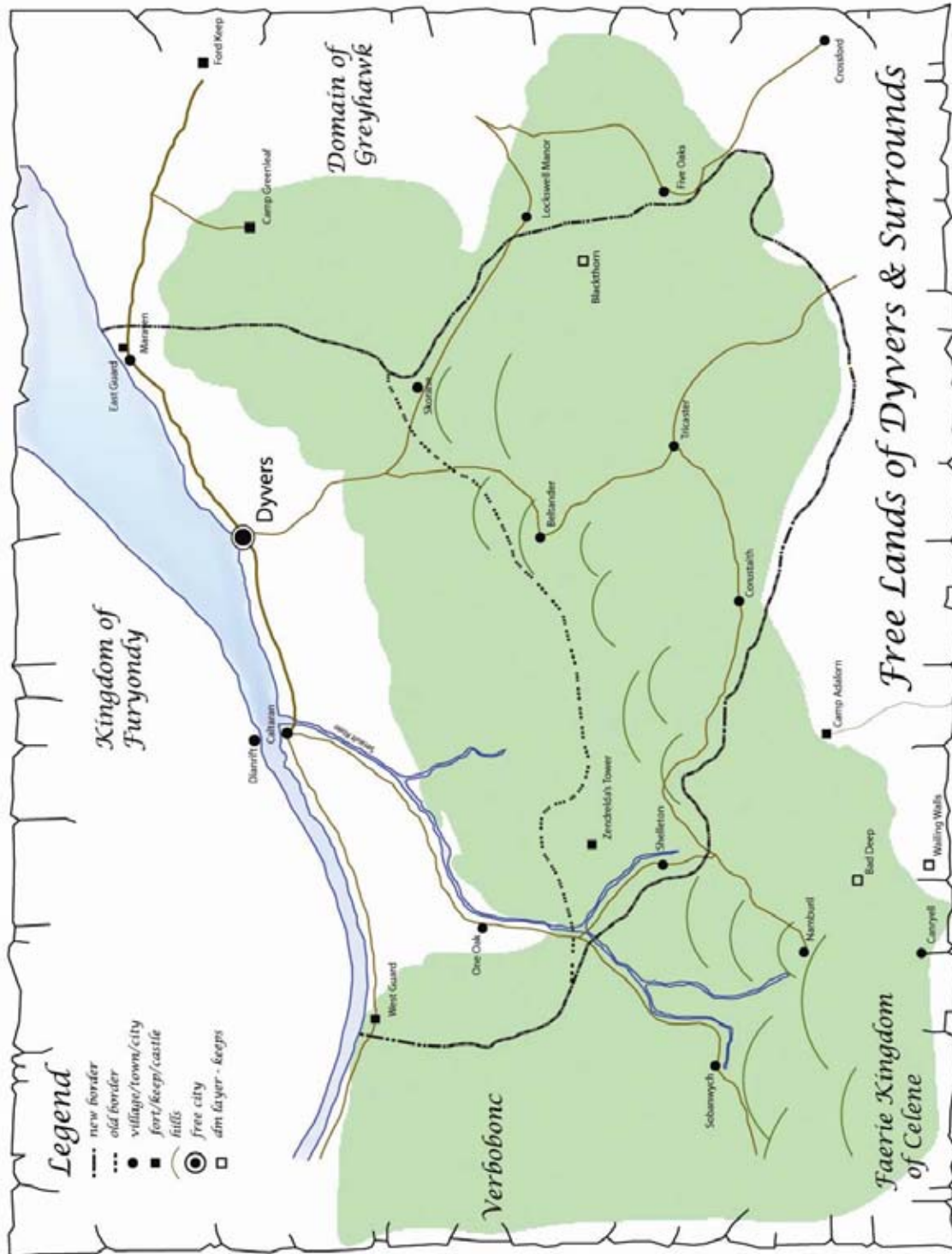
Theft-Grand (Over 100 gp of value): The fine is 200% of the total value, as well as 1 TU in jail per 100 gp of the total value. *The fine is 20% of the total value stolen for Initiates, 10% of the total value stolen for Journeymen, and 5% for Masters, but no time in jail.*

Unlawful Imprisonment: The fine is 300 gp and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 300 gp for*

*Initiates, 150 gp for Journeymen, and 75 gp for Masters,
but no time in jail.*

Map #1

This is a map of the Free Lands of Dyvers and the Gnarlly Forest showing the old and new southern border.



Critical Events Summary

• Did the PCs agree to help Markessa the Red?	YES	NO
• If not, did they to agree to help Lieutenant Castle?	YES	NO
• Did the PCs figure out to speak to Jak Rabbit?	YES	NO
• Did the PCs fight the Emerald Fist?	YES	NO
• If so, did they kill any of them?	YES	NO
• If so, you arrested them at the end of the adventure, right?	YES	NO
• Did the PCs speak with the elven family in the Gnarley?	YES	NO
• Did they treat the elves positively?	YES	NO
• Did they treat the elves negatively?	YES	NO
• Did the PCs rescue Sepp Daminov?	YES	NO
• If so, did they give Sepp to Markessa?	YES	NO
• If not, did they give Sepp to Nick Castle?	YES	NO
• Did they betray Markessa by giving Sepp to Castle?	YES	NO
• If so, do they realize that was a bad idea?	YES	NO