

Brother Rat

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Duchy of Urnst

Version 1.0

by Warren Banks

Circle Reviewer: John Jenks

Reviewers: Jon Thompson & Brad Street

Playtesters: Theodore Coop, Cathleen Eryn, Tracy Kamm, Rich Krebs, Jeff Pane, and Larry Weese; Chris Ballowe, Gordon Holcomb, Bryan Kelley, Eric Kim, and Lorna Wong.

While the nobles struggle for power in the Honorable Chambers, a very dangerous game begins in the city's streets, but who are the players and what are the stakes? An investigatory adventure ideal for characters belonging to the Rogues of Seltaren but playable by anybody.

A one-round Regional adventure set in the Duchy of Urnst for characters level 1-12 (APLs 2-10). A loose sequel to URD6-01 An Accidental Murder.

Resources for this adventure [and the authors of those works] include *Dungeon Master's Guide* 3.5 [Monte Cook, Skip Williams & Jonathan Tweet], *Libris Mortis* [Andy Collins & Bruce R. Cordell], *Monster Manual* 3.5 [Monte Cook, Skip Williams & Jonathan Tweet], *Player's Handbook* 3.5 [Monte Cook, Skip Williams & Jonathan Tweet] and *Spell Compendium* [Various].

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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Players Read No Farther

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 rule 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 non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session 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 characters 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.

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

3. Sum the results of step 1 and 2, and divide by the number of characters 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 characters 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 characters 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 characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Duchy of Urnst. Characters from the Duchy of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters 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 adventure.

A character that 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 DC 20 Survival check, 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

In 595 CY, Duke Karll, leader of the Duchy of Urnst disappeared. Little is known about his disappearance but his absences set off a chain of events that continue to unfold. With Duke Karll gone, many members of the Honorable Chamber called for someone to rule until the Duke's return. Two men stepped forward for the position of regent: Lord Ellis Lorinar, the Duke's nephew, and

Lord Jolen Lorinar, the Duke's son. Jolen's younger brother Broden supported Jolen's bid.

The contest for regent was bitter and divisive. Many were asked to choose sides. Those that backed Lord Ellis were known as Strong Hart supporters. Those that backed Lord Jolen were known as White Hart supporters. In the end, Lord Ellis was appointed regent, but not without a price. In exchange for the votes needed to swing Lord Ellis' appointment, the Houses insisted on the dismissal of Lady Annora Mirathol, Mayor-Governor of Leukish.

A fair number of the senior Watch officers and clerks left upon Lady Annora's dismissal. To make matters worse, shortly afterwards, a riot ensued between the Watch, the Navy and the commoners. Disciplinary action was taken resulting in the dismissal of Watch and transfer of Navy personnel, particularly those sympathetic to the White Harts faction. The city now found itself struggling to make up for the shortage in civil employees and forcing those who remained to work long hours for no increase in pay.

With local authorities discredited in the public eye, weakened by dwindling numbers and disorganized due to lack of strong leadership, the stage was set; the thieves, brigands, and other opportunists that had been kept well in check during Lady Annora's rule now smelled blood.

The Rogues of Seltaren, a powerful collective of thieves and scoundrels based in the city of Seltaren, set their sights toward expansion into Leukish. They sent representatives to Leukish to establish the Rogues' presence and to begin recruitment. Unfortunately for the Rogues, someone had already beaten them to the punch. Two days after the Rogue envoy arrived in Leukish, a package arrived in Seltaren. Inside was the head of the envoy leader and a note simply stating "Stay out of Leukish". Attempts by the Rogues to penetrate the Leukish underworld only resulted in more failure and it soon became apparent that they were dealing with serious opposition. But who was responsible?

Shortly after the dismissal of Lady Annora and the subsequent Watch Riots (as they became known in Leukish), a mysterious group of individuals appeared on the scene. The group, lead by a man calling himself Leous, quickly established itself and through various means of coercion, began consolidating the various criminal elements. The nameless group quickly earned the name from the criminal element in Leukish: The Black Rats.

Not much is known about The Black Rats except that they are exacting and ruthless. Those willing to cooperate with Leous have been fed promises of favorable treatment while those who vocally opposed Leous and his group, have met mysterious ends.

Many in Leukish figure The Black Rats simply as another group making a play for power and leave it at that. Word on the street is that the Rats are trying to bring back an organized Thieves Guild to Leukish, an idea that appears to be fairly well supported amongst the local rogues. However, there is talk amongst those truly in the know of something more sinister. There are

rumors that the Black Rats are merely the public face for a more secretive and powerful group of individuals. Some say the Scarlet Brotherhood is making a play for the city. Others talk of foreign smugglers and thieves looking to extend their reach. Still others believe that the secret heads of the Black Rats originate from inside the city's nobility, though who that may be remains pure speculation. Whatever the case, The Black Rats are definitely well funded and well connected.

Recent Events

A smuggling ship called the Lucia recently arrived in Leukish to deliver its cargo. Due to the reduced number of city workers (thanks in large part to the dismissal of Lady Annora), there was a mix-up at the docks and some the Lucia's cargo found its way into the warehouse of Dadlir Fealdon. The actual recipients of the cargo wished to get their cargo back before the truth of its identity was uncovered. Thus the Black Rats were sent into recover it.

The Black Rats were owed money by a local rogue band called the Bakery Street Gang, a group of children and Halfling pickpockets. The Bakery Street Gang's leader, Delbrook Softtoe, was given the option of aiding the Rats in recovering the cargo or having his sister and his fellow gang members killed. Delbrook saw no other option and elected to help the Black Rats.

Delbrook's sister Lula is an employee at the Fealdon warehouse so Delbrook paid his estranged sister a visit taking her keys while there. Delbrook then met up with the Black Rats, let them in the warehouse and helped them make off with the songbirds.

For his trouble, Delbrook was bitten by one of the Black Rats who had shifted to lycanthrope form. Delbrook was infected with lycanthropy. Unsure what to do, Delbrook grabbed a shipment of rare herbs heading to the Church of Pelor in Pontyrel, hoping one of the herbs might help cure his new disease. Sadly, the herbs didn't help and he has lapsed into unconsciousness at the gang's hideout.

Upon the discovery of the theft, Dadlir Fealdon informed the Church of Pelor of the loss. The Church contacted Abiron Grek for assistance in solving the crime. Abiron sent his friend, special investigator Canric Moore, who was in Seltaren testifying for another crime he had investigated (see URD6-01 An Accidental Murder). Canric was teleported to Leukish.

In Leukish, Canric went to the Fealdon's Warehouse and looked through their shipping manifests. He followed the path of the songbirds to the Lucia, which was still floating in Leukish harbor. Seeing that he was being watched he left the manifest he had borrowed in the safekeeping of Nenae at the Strong Man Inn (where he was staying). Then Canric went aboard the Lucia and was captured. There he is being held until he can be interrogated.

ADVENTURE SUMMARY

The adventure begins in the city of Seltaren with the PCs being given one, possibly two tasks to pursue in the city of Leukish. House Grek gives the first task to the PCs. Some valuable items were stolen from House Fealdon. House Grek, at the request of House Fealdon, sent Canric Moore, a house sponsored special investigator, to uncover the missing goods, but he soon went missing. House Grek would like to PCs to find the missing items and Canric Moore.

A PC who isn't obviously lawful, will also be contacted by the Rogues of Seltaren. The Rogues have heard that the PCs are heading to Leukish and would like the PCs gather some info while they are in the capital. The Rogues want to know what or who killed their men. Since any rogue entering Leukish disappears, the Rogues would like someone not obviously connected with the Rogues to do some investigation on their behalf.

The PCs then head to Leukish. There, the PCs learn that a shipment of rare herbs and a collection of songbirds were taken from a House Fealdon shipping house on the Leukish docks. Speaking with warehouse employees, the PCs may discover that one of the employees suspects her brother, Delbrook Softtoe, as the thief. The PCs may also learn that Canric Moore, during the course of his investigation, confiscated a shipping manifest from the warehouse.

The PCs can track down the shipping manifest by visiting the inn where Canric Moore was staying. The manifest will provide players with the name and travel information for the ship that delivered the songbirds.

The PCs can track down Delbrook Softtoe, either by asking around or by a chance encounter with some of the Bakery Street Gang who try to pick the PCs pockets. Eventually the PCs find their way back to the gang's HQ and find Delbrook Softtoe. He tells the PCs why he stole the herbs and that he didn't steal the birds but he thinks he knows who did. He isn't sure why. He can tell the PCs about a man who would definitely know more about those birds. Delbrook send the PCs to the docks to the Bottomless Inn to see a man called Reaver.

At the docks, the PCs can locate the ship that delivered the birds (if they didn't find the manifest). The PCs can also stop by the Bottomless Inn and speak with Reaver.

Reaver is an agent for the some foreign underworld interests, who is here to make contact with the Black Rats and form a possible alliance with them. The PCs may attempt to persuade Reaver to not ally with the Black Rats. They PCs might even try to convince him to ally with the Rogues of Seltaren instead. The PCs may also persuade Reaver to give them more information about the boat, the stolen birds and maybe even a few more things.

At this point, the PCs should be heading for the boat. Canric Moore is being held prisoner on the boat. PCs can sneak on board the boat and recover Canric or they can battle the Black Rat gang members to win Canric's freedom. No matter what the PCs do, the ship leaves in

three days to another destination. If the PCs don't get aboard and rescue Canric, he'll be killed and the ship will be gone. If they do rescue Canric, he will definitely be grateful. He will also provide the PCs with answers that lead to more questions. Only time will provide those answers.

PREPARATION FOR PLAY

Certain favors and meta-organizations will have an impact on NPC actions in this adventure. Find out the following from the PCs before you begin play:

1. **Which PCs have played URD6-01 An Accidental Murder?** Some of the characters from that adventure are featured in this adventure and will recognize any PC that participated in that adventure. **Did any of them gain the Favor of House Reede in that mod?** This favor has a small impact in Encounter One – My Dinner With Abiron.
2. **Do any of the characters have Enmity or Disfavor with the Rogues of Seltaren?** If there are not Rogues of Seltaren in the group, PC who are obviously lawful (for example, paladins or certain clerics) or have Enmity of the Rogues of Seltaren will not be chosen as the PC's that the Rogues of Selteran approach for employment during the Introduction.
3. **Are any PCs members of the Rogues of Seltaren meta-org?** Any that are will be offered employment by the Rogues but are also focused on by the swarms during Encounter 7.
4. **Are any PCs from a noble house and/or do they any support the White Hart, Strong Hart, or Ducal Loyalist factions?** This won't have a huge impact on the outcome of the adventure but is important for some of the roleplaying sections of the adventure.

INTRODUCTION

Seltaren

The PCs start the adventure in the city of Seltaren. The PCs have been in town for however long they like.

Each PC will be invited to a dinner party at the estate of Lord Corwyn Reede. A servant of Lord Reede has been sent to personally deliver the invitation to each PC. The following text is meant for each player but reading it once so all players may hear it, is quicker. Read the following text to the players:

A smartly dressed young man attired in a purple and white outfit approaches. He stops when he gets to you, stands tall, and waits for your full attention. Once he has it, he holds forth a sealed envelope in a gloved hand and speaks in a crisp and formal tone, "A message from Lord Corwyn Reede."

Assuming the PCs take the envelope, read the following:

Having delivered the message, the boy takes a small step backwards, turns on his heels and departs.

The young man's name is Tobbin and has recently arrived in Seltaren. He has been employed by Lord Reede as a page and is quite excited about his new position. He does his best to maintain proper etiquette when addressing the PCs but occasionally slips up. If any of the PCs played URD6-01 and received the favor of Lord Corwyn Reede, Tobbin will be aware of this fact and will treat those PCs with great respect.

Any PC making a Knowledge (nobility and royalty) or Knowledge (local:NMR) or Profession (Merchant) check (DC 12) can identify the colors of the page's outfit (purple and white) and the crest on his tunic (blue hammer & gold lightning bolts on white and purple) as those of House Reede. Any PC that makes a DC 16 will know that House Reede trades mainly with ore and metal works and are an ally, trade partner and friend of the Dwarves of Dumadan. Any PC making the a DC 20 check (as well as any PC who is a member of the White Harts faction) will also know that House Reede has allied itself with Jolen Lorinar and joined the White Heart Faction.

The Invitation

Inside the envelope is a small card of paper. On the card is a small, elegantly written paragraph:

Your attendance has been requested at a formal gathering at the estate of Lord Corwyn Reede. Arrangements have been made for a carriage to deliver you to the party and will arrive at approximately 7 o'clock. Please arrive in formal wear and leave all pets stabled in town.

Lord Corwyn Reede

A small handwritten note appears at the bottom of the card for any PC who chose the 'Live off the Land' lifestyle. It reads:

Please be outside the Bridled Brambles Inn at 7pm to meet my carriage.

Appropriate Dress

PCs will need to buy formal wear if they don't already own some. The PCs will need to purchase a Courtiers outfit (30 gp) and will be encouraged to use Knoblett's Fine Wear in upper Seltaren if they ask around for a good tailor. Any PC that purchases an outfit from Knoblett's and has the favor of Lord Corwyn Reede (from URD6-01) will discover that Lord Reede is covering the bill. Any PC who can't afford a courtier's outfit may pick up a nice Scholar's outfit (5 gp) but comments will be made at the party on the PC's lack of taste. Other outfit prices can be found in the Player's Handbook on page 129.

ENCOUNTER 1: MY DINNER WITH ABIRON

Around 7 o'clock, a carriage bearing House Reede markings arrives to pick up the PCs at whatever local inn they are staying. Those PCs who aren't paying to stay at an inn and are instead living off the land, will need to meet the carriage outside the Bridled Brambles Inn in Lower Seltaren if they wish a ride.

Rotham has left strict instructions not to let any PC on the carriage if they are not dressed appropriately. The carriage driver will apologize politely to any rejected PC but he has his orders.

When everyone is on board, the PCs are taken to Lord Reede's estate and shown into the ballroom where they are properly announced. Read the following to the PCs:

Entering the impressive manor home, a young serving girl offers to take your cloak as a tall, gaunt man with a deliberate drawl formally greets you.

"Good evening. I am Rotham, Lord Reede's butler. May I have your names please."

While the PCs give their names, Rotham (+2 Spot) will give the PCs the once over to make sure they are dressed well enough and that they aren't trying to sneak any animals in to the party. He will also make comments about what the PCs are wearing. Usually these remarks will be snide.

After the PCs give their names, Rotham leads them into the conservatory where many of the guests already wait. He stops at the entrance and formally announces each PC as they enter.

Rotham leads you through the lavishly decorated hallways of the manor and gestures for you to wait outside a set of double doors. Rotham steps inside the room and begins to speak,

*"Introducing <*Insert Names PCs gave to Rotham*>"*

The Party

GM's NOTE: The introduction at the party is a good opportunity to role-play with the nobles but it should be noted that, other than providing the PCs with a plot hook into the adventure, it has no real bearing on the adventure itself. GMs running this adventure at an event with time restrictions should keep in mind that too much time spent roleplaying at the party may leave them with not enough time to complete the adventure. Given a short or late starting slot, a judge could skip straight to the meeting with Lord Albido Grek

As the PCs enter the room, Lord Reede immediately greets them. Lord Reede will introduce the PCs to some of the other guests, most importantly Lord Abiron Grek. If the PCs earned Lord Reede's favor in URD6-01 An Accidental Murder, he will be excited to see the PCs and

will boast proudly to the other guests of the PCs skills and resourcefulness.

THE GUESTS

Lord Corwyn Reede - White Hart Supporter

Corwyn Reede is a Suel male in his mid thirties with average features and a slightly receding hairline. He will introduce himself to the PCs (whose name he already knows from the announcement). Reede is fluent in Dwarven and will greet any Dwarven PC in his/her native tongue. He is also fluent in Ancient Suloise and Gnomish. Corwyn Reede, on the behalf of House Reede, has made his fortune trading in precious minerals with the dwarves of Dumadan.

A DC 20 Knowledge (Nobility and Royalty) or Knowledge (local: NMR) check will reveal that Reede is a trustworthy and honest man who has an excellent reputation with the Dwarves of Dumadan. Recently his son Bromar was killed (in URD6-01) leaving Corwyn with no heir. Lord Reede is still sensitive about the death of his son.

Lord Abiron Grek - Unaligned

Lord Abiron Grek is a sturdy Suel man that appears to be in his late forties/early fifties. He is still quite fit and provides proof of this with his iron handshake. Abiron is a retired officer from the Ducal Guard who now spends his time working with the Pelor sponsored orphanage in Pontyrel. Lord Grek is NOT the head of his house. His title of lord is granted to all legitimate members of a noble house.

A DC 20 Knowledge (Nobility) or Knowledge (Local: NMR) check (DC 15 for members of the Ducal Guard) will reveal that Abiron was a long serving member of the Ducal Guard and received two commendations for valor during his service abroad during the Greyhawk Wars. If asked about it, he wishes he could have confronted Old Wicked directly but understands that his sword better served the Duchy by taking a posting on the County of Urnst's north border. Abiron developed an excellent reputation in the Ducal Guard as a firm but fair commander.

Other Guests

A list of some of the other guests the PCs might mingle with before dinner is provided here. These guests aren't as developed as Lord Reede or Lord Grek since they aren't as prominent. Depending on time constraints, the PCs may meet as many of the guests as the GM sees fit. The GM should feel free to add to or alter this list as they see fit.

- **Jebeddo Burlondin – White Hart Supporter** (Male Gnome Expert 3) – outgoing gnome gem and precious metal trader that likes to tell PCs all about the good deals he's struck. "I just cut a deal with the Dwarves of Dumadan to get some adamantine at 290 gp a pound. That's a 10 gp saving!" Jebeddo also likes to ask PCs what they

paid for various items and will tell them he can get them a better deal.

- **Lord Ivo Kruske Burlondin – White Hart Supporter** (Male Human Suel Aristocrat 7) – A large, portly man, Ivo can be a bit opinionated and overbearing at times. The most recent focus of his ire is Lord Ellis' decision to remove Lord Mayor Annora from office. Leukish has gone downhill ever since.
- **Lady Mamashire Meissel – Ducal Loyalist** (Female Human Suel Aristocrat 3/Expert 3) – Mamashire is a long time friend of Lord and Lady Reede. She is an accomplished pianist/harpsichord player and loves to plunk out a tune when given the opportunity. Mamashire is a brassy woman with an abundance of energy. Mamashire is not happy with the fact that her House split its loyalties between the White Harts and Strong Harts. She has taken a stance as a Ducal Loyalist. She is loyal to Duke Karll until it is proven that the Duke is unable to return to his ruling duties. She is not pleased with rift caused by the Strong Hart and White Hart factions struggle for power and cautions any member of either faction to temper their actions else they cross the line into treason.
- **Lord Cadmar Coriner - Unaligned** (Male Human Suel Aristocrat 8) – Cadmar is the prototypical wealthy playboy. He is witty, urbane and has a bawdy story for every occasion. It is not unusual to find Cadmar at the center of a large crowd, regaling them with his latest exploit. Many of his stories involve wooing women then running from jealous suitors or angry fathers. He tends to make jokes that will rile up those taking themselves too seriously.

White Hart & Strong Hart factions

Savvy PCs making a Knowledge (nobility and royalty) check (DC 20) will notice that most of the guests are members of the White Harts, the faction of noble houses that support Lord Jolen Lorinar rather than Lord Ellis Lorinar. Members of the White Hart faction will automatically notice this. Lord Reede is a supporter of Jolen Lorinar and his distaste for the recent lack of support for Jolen Lorinar shows in his guest list.

Below is a list of the noble houses that belong to each faction (list current as of May 2006):

Houses aligned with the White Harts: Amelung, Burlondin, Eisener, Fealdon, Gaernot, Kruske, Meissel (Uther faction), Reede, Sallavarin, and Sidae.

Houses aligned with the Strong Harts: Arginar, Baerglund, D'Argin, Durnix, Gaebech, Holomaer, Kaste, Kilbourne, Meissel, Nelaera, Pontirun, Ruen, Samaris, Saevil, Szabo, Tarnel, U'Morael, Vaer, Verana, Verle, Wolfheart, and Xiortha.

The Discussion

During the course of the party, the PCs will find themselves speaking or simply standing near Lord Corwyn Reede, Lord Abiron Grek, Ivo Kruske, Cadmar Cornier and Mamashire Meissel as they discuss the goings on in Leukish. Read the following aloud to the PCs (or paraphrase as needed) and then ask the PCs for their opinion on current events.

“Corwyn! I’ve just returned from Leukish. You would be appalled by what has happened in our once great capital! That buffoon Lord Ellis made a big blunder in dismissing Mayor-Governor Lady Annora. There is garbage in the streets and commoners sit idle begging for change. This is not the Leukish of a few years ago!” asserts Ivo Kruske.

“Oh I know Ivo, I know. I was there not too long ago attending a session in the Honorable Chamber. It is a travesty to see our once fair capital reduced to ruin in so short a time. In fact Lord Abiron was just telling me of the recent misfortunes that befell his House in Leukish. Since Lady Annora’s removal from office, crime has gotten so bad that pick pockets and ruffians are left free to roam the streets and harass law abiding citizens such as myself. Something really must be done.” replies Corwyn Reede.

“Here! Here!” shouts the rotund Kruske. “What do you adventurers think of the situation in Leukish? How might you handle the situation?”

At this point the discussion enters a free format and it is up to the GM to direct the conversation. The idea is to make the PCs aware of the background to the current situation in Leukish and to elicit an opinion from the PCs as well as to get them roleplaying.

Don't let the PCs off with a simple “I don't know”. Ask them for their stance on crime (What should be done about the criminal element in Leukish?), on Lord Ellis (Is he doing a good job? Why do you think so?), on restoring order to Leukish (Why should we return Lady Annora to office? Should we give the job to someone else? Who should we give it to? Why?).

At some point during the discussion, Mamashire Meissel pipes up and throws her Ducal Loyalist opinion into the mix. She will also support any PC that voices Ducal Loyalist support. Read or paraphrase the following text for the PCs when appropriate:

“Ivo, your conversation takes dangerous turns. I would caution you against speaking out so actively against Lord Ellis. While I do not support either of these foolish factions, I do acknowledge that Lord Ellis is in charge until the Duke’s return, and he will return! The Duke is not gone, he is simply away from his throne. I think you would all do well to remember that.

You adventurers, do your loyalties not lie with the Duke?”

The loyalists believe that all citizens of the Duchy of Urnst should still swear loyalty to its rightful ruler Duke Karll until it is proven that Duke Karll is unable to return to personally assume control of the throne. Until then, Lord Ellis is rightfully the regent and his decisions are to be considered the decisions of the Duke.

During this discussion, Lord Abiron will be listening to the PC's responses to better gauge the PC's character. Of course the other NPCs may jump in with their opinions to help stimulate conversation.

Note: Don't forget to watch the time! This adventure can run long with lots of roleplaying.

If the discussion is going on too long, an exit strategy would be to have Stamor Sidae interrupt the discussion to drag over some of the eligible male PCs to meet his daughter Ginmice. Another exit strategy would be to have Lord Abiron Grek request to speak with the PCs privately for a moment regarding some important matters.

THE JOB OFFER

At some point in the evening, likely after the discussion about the situation in Leukish, the PCs are asked to speak privately with Lord Abiron Grek in Lord Corwyn's study. Once the PCs have gathered in the study, read the following text aloud (or paraphrase as needed):

If the PCs have the favor of Lord Corwyn Reede from URD6-01, read the following:

Lord Abiron begins, "Thank you for agreeing to speak with me. Lord Reede spoke highly of you and recommended that I contact you first for aid."

If NONE of the PCs have the favor of Lord Corwyn Reede from URD6-01, read the following:

Lord Abiron begins, "Thank you for agreeing to speak with me. I have heard of Lord Reede's success with hired adventurers and was encouraged to explore that avenue. With Lord Reede's permission, I arranged to have you all invited to this party so that I may discuss a private matter with you."

After explaining why Lord Grek has invited the PCs to speak with him, he will explain what his problem. Read the following text aloud (or paraphrase where necessary):

"Recently a shipment of valuables went missing from a House Fealdon store house in Leukish. The valuables were of importance to me so I made a request to an old friend of mine to look into the matter and thought nothing more of it. Unfortunately, the situation has taken a turn for the worst."

The man I hired, my friend, has gone missing. Had I known this would happen, I would not have

asked for his aid. Material goods can be replaced. Lives cannot.

I am greatly troubled by this turn of events and would ask that you go to Leukish and find my friend – alive or dead.

Of course you will be rewarded for your efforts. I will cover all your expenses while you are in Leukish and if you are successful in locating my friend, I would be in your debt.

Are you interested in my offer?"

Lord Abiron will answer any questions the PCs have but would prefer to have a definite yes or no answer before doing so since he would rather not waste time finding someone to help find his friend.

What Lord Abiron knows:

- The friend he speaks of is Canric Moore. [Any PC that has played URD6-01 *Accidental Murder* should have already met Canric when he was investigating the murder.] Canric is a half-orc lawman who works for the various noble houses of the Duchy. He was recently in Seltaren working for Lord Corwyn Reede before traveling back to Leukish.
- Lord Abiron is unaware of any details involving Canric Moore's time in Leukish. He met with Canric in Seltaren a week ago and asked him to look into the theft.
- Lord Abiron is quite concerned with the whereabouts of Canric Moore. Lord Abiron feels Canric was captured and that he should be found quickly before something terrible happens to him.
- Lord Abiron knows that some rare medicinal herbs earmarked for the temple of Pelor in Pontyrel went missing.
- Lord Abiron works closely with the orphanage in Pontyrel and was personally contacted by the Pelor clergy to look into the matter.

If the PCs do not take the offer, Lord Grek will thank the PCs for their time and head back to the party. There is still the chance for the PCs to be hired out by the Rogues of Seltaren. Move to Encounter 2: Friends in Low Places.

If the PC's accept the offer:

- **Lord Abiron will tell the PCs to speak with Dadlir Fealdon and will give directions to his house in Leukish.** Dadlir is the man in charge of overseeing the warehouse and has more details. Canric also met with Dadlir Fealdon. Lord Abiron will send word to Dadlir and tell him to expect the PCs.
- **Lord Abiron will tell them he is also sending word to "The Duke's Inn" to provide them free room and board while they are investigating him.**

- Lord Abiron will expect the PCs to leave tomorrow morning.
- He will make arrangements for a loan of horses, saddlebags.

The PCs are now free to return to the party.

ENCOUNTER 2: FRIENDS IN LOW PLACES

The Rogues of Seltaren need help with a certain matter and the PCs are just the people to help them out. Word that the PCs are heading to Leukish will reach various members of the Rogues of Seltaren who will seek to contact the PCs about a possible job.

NOTE: The Rogues of Seltaren will not contact any PC that has the Enmity of the Rogues. The Rogues of Seltaren are very hesitant to contact any PC that is obviously law abiding (for example, paladins or certain clerics). Unless the law-abiding character has a favor with the Rogues of Seltaren, the Rogues will not contact that PC.

After the PCs have been propositioned by Lord Abiron Grek and returned to the party, a servant will present one or more of the PCs with a note. All PCs who are Rogues of Seltaren will get the note. If none of the PCs are Rogues of Seltaren then only one note will be handed out and it will be given to the PC that would be most likely to agree to some unscrupulous activities (Rogue, Bard, so on).

Any PC may make a Sense Motive check to realize that a secret message is being transmitted to the chosen PC by the servant. Anyone who is not a Rogue of Seltaren must succeed at a DC 25 Sense Motive check to realize that secret message is being passed. Anyone who is a Rogue of Seltaren will recognize the Rogue's code on a DC 10 Sense Motive check.

The note says "Come to the stables behind the manor before the seventh bell. Come alone." It is signed 'A Friend'.

Any PC that is a member of the Rogues of Seltaren will recognize the note as a message from a fellow Rogue (of the Seven Bells band) and will realize that it would be acceptable for more than one PC to go to the stables as long as the other PCs were also members of the Rogues of Seltaren.

As long as one of the invited PCs goes to the stables in the next hour, the meeting will take place. If an uninvited PC is seen (the hidden lookout has a Spot +8) going to the stable, the lookout will alert Harid and he will leave.

Harid Ftorik, Rogue of Seltaren and Confidant in the Seven Bells band (Rog 7; hp 34; Hide +19, Listen +8, Move Silently +19, Spot +10. See Appendix One: Fixed NPCs for more info).

Assuming the meeting happens, read the following to the chosen PC(s) as they approach the stables:

The stables sit in dark contrast to the brightly burning light and lively festivities taking place inside the Reede manor. The door to the stables sits silently ajar.

The stable is pitch black. Harid Ftorik is hidden inside the stables. If a light source is lit up or the PC can see in the dark, a Spot check (versus his hide) will find Harid. Harid is a human male. Any PC that is a member of Rogues of Seltaren may make a Knowledge (Local: NMR) check (DC 10) to recognize the individual as Harid Ftorik, a Confidant in the Seven Bells band. Any member of the Seven Bells rogue band will automatically recognize Harid.

When the PCs come near enough to the stables, Harid will quietly invite the PCs inside. If the PCs have a light source, he will ask them to first put it out so as not to attract attention.

PCs are members of the Rogues of Seltaren

If the contacted PC(s) follow instructions and ARE members of the Rogues of Seltaren, then Harid will step out of hiding when the PCs enter the stables. He will be standing at the opposite end of the building and will address the PCs as equals. Read the following:

"I'm sorry to interrupt your evening but there are matters concerning our organization.

The recent shift of power in Leukish left the city ripe with opportunity. The former mayor was removed from office. Many of the town watch went with her leaving the city watch considerably weakened. It seemed like a perfect opportunity for our band to move into Leukish. However, someone beat us to it.

A few months ago, Tralkes suggested that the Seven Bells band go to Leukish to set up shop and gather recruits. Two weeks after our members left Seltaren, we received a package. It was one of our colleague's head and a note instructing us to stay out of Leukish.

We have no idea who we are dealing with but they seem to know a great deal about us. We then sent in spies. We have not heard back from any of them. This is where you might be of service.

Since the Rogues may have been infiltrated by the enemy, we feel it might be possible to send in someone who isn't so closely associated. Since you tend to move around a lot, there is a good chance you won't be recognized. Of course there is no guarantee but it is the best chance we have at the moment.

What we need is for you to dig around and find out who or what is responsible for the death of my men and your fellow Rogues. If you can further our

cause in Leukish by securing some assistance from interested parties located within the city, then even better.

If you have to involve your friends then only tell them what you absolutely have to tell them to get them to cooperate. Do not reveal the seriousness of the situation. The rogues cannot afford to look weak."

The PCs are expected to help out the organization. No reward will be offered though they will receive favors for a job successfully completed. If any Rogue of Seltaren PC declines the offer, they will receive a minor enmity for not helping out in a very serious situation.

PC is NOT a member of the Rogues of Seltaren

Provided the contacted PC follows instructions, Harid will speak to the PC from his hiding spot. Read the following aloud:

"I'm sorry to drag you away from such a wonderful party but I have a rather important and immediate job that needs taking care of. My associates and I feel that you may be able to help. Can I trust you to keep a secret?"

If the PC says no or act like idiots, then Harid leaves. He has no time for individuals who are not willing to take these matters seriously.

If the PC says yes, continue reading:

"Rumor has it that you might be heading to Leukish. Assuming this information is correct, we would like you to perform some reconnaissance on our behalf.

"It seems the presence of my colleagues in Leukish has greatly upset certain factions within the city, so much so that they sent one of my colleague's head back to me in a box.

"We feel it might be possible to send in someone who isn't so tightly associated with our organization. Since adventuring types, such as yourselves, tend to move around a lot, there is a good chance you won't be recognized as possible allies of ours. Of course there is no guarantee but it is the best chance we have at the moment.

"What we'd like you to do for us is to dig around and find out who or what is responsible for the death of my fellow Rogues. If you can further our cause in Leukish by securing some assistance from interested parties located within the city, then even better.

"Of course you'll be rewarded for your time. What do you say? Interested?"

Harid isn't interested in answering a lot of questions, however he will provide the PCs with some information should they choose to accept the job. What Harid Ftorik knows:

- Currently the Rogues have no idea who is responsible for killing off their members. Any attempt to send spies to Leukish result in the spy's disappearance.
- The Rogues have no contacts in Leukish and cannot recommend any. The PCs are on their own. However, if the PCs can help establish some contacts for the Rogues, then the Rogues will be most grateful.
- The Rogues have no proof that their organization has been compromised. However the efficiency with which the Rogue agents have been eliminated leads the Rogues to believe that their opposition has inside information.
- The Rogues have no leads on where to start asking questions. If they did they wouldn't need the help of the PCs.
- Once the PCs have some information, they should return to Seltaren. The Rogues will contact them when they return.

Once the PCs are done talking with Harid, he will quietly slip away. The PCs are left to enjoy what is left of the party.

ENCOUNTER 3: THE BIG CITY

The journey on horseback from Seltaren to Leukish is about 120 miles, and should take 5 days by foot or 3 days by horse or fast carriage. The PCs could arrive more quickly using magic. Travel time is unimportant since the journey to Leukish is uneventful but the time and distance may prove useful for inquisitive PCs.

The PCs will arrive in Leukish during the afternoon unless they make a specific point to arrive in town earlier.

Adventure Timeline

None of the events in this encounter are set to a strict schedule. The GM is free to place them wherever fits best. A flowchart of events is provided (see Appendix Six: Flowchart) to show event interconnectivity but the actual timing of those events is not rigidly set.

That said, Encounter Seven is designed to take place the first night after the PCs begin their investigation. It is recommended that the investigation take longer than one day so that Encounter Seven can be run as is but if the PCs are making short work of the investigation use the Daytime version listed in the encounter.

There are several points in the adventure where an exact amount of time is given as part of the information. The information should still be useable without alteration to the original text BUT the GM should keep in mind that the PCs actions may invalidate this information. A timeline of events is provided in Appendix Seven: Timeline for the GM to use as a resource when keeping the adventure information straight.

It is also important to note that the deadline to rescue Canric Moore starts as soon as the PCs begin their investigation in Leukish. The PCs have three days, from their arrival in town, to uncover the whereabouts of Canric Moore before he is killed. The GM is encouraged to stick to this three day limit to give players the sense that things happen when the PCs aren't around and to keep PCs from unnecessarily wasting spells and other abilities then resting to get them back.

Staying in Leukish

If hired by Abiron Grek, the PCs have free standard lifestyle through the course of this adventure. Arrangements have been made for the PCs to stay at the Duke's Inn in the southern part of town.

The Inn is run by Kael and Lila Grier, a Suel couple in their late 40's. Kael and his wife are big supporters of Duke Karll and the royal family and both are very worried about the state of the Duchy since Duke Karll's disappearance. Kael and Lila support the Ducal Loyalists.

The PCs have been given access to three rooms. Each room has two beds, a wash basin for freshening up and two trunks for securing valuables. If the PCs choose not to stay at the Duke's Inn, they can find similar arrangements elsewhere. This is important since one of the encounters can be quite difficult if one PC is left on his own in a room at night (see *Encounter Seven: Night Assassins*)

Shopping in Leukish

Leukish is a large city of approximately 24,000 people. As such, the PCs are able to access spell casting of up to 13th level and items allowed by the LGCS.

Churches in Leukish

At some point, the PCs may need the services of one of the various churches in Leukish. Churches for the following deities exist in Leukish: Lendor, Kord, Lydia, Wee Jas, Norebo, Osprey & Xerbo, Phaulkon, Phyton, Ehlonna, St. Cuthbert, Pelor and Myrthiss.

While in a temple or church, PCs may make a Gather Information check (DC 10) to learn that recently there has been an increase in injury and death caused by animal attacks. A Gather Information (DC 20) will also reveal that several cases of Lycanthropy have surfaced recently. Any PC belonging to a specific Duchy of Urnst religious meta-org may learn this information for free by attending their respective temple while in Leukish.

Players may expend favors to get a discount on the cost of spell casting (but not the cost of any material components). A favor of a noble or the appropriate church will reduce the cost by 5 percent. A favor of a religious meta-org will reduce the cost of spell casting by 10 percent. These discounts will stack with any discounts provided by meta-orgs.

Rumors

While the PCs move about Leukish, allow them to make Gather Information checks. Gathering Information takes

1d4+1 hours so it is unlikely that PCs can interview leads AND collect rumors at the same time.

If the PCs are gathering information about crime in Leukish:

DC 0: Crime? What crime? The thieves were run out of Leukish a LONG time ago.

DC 10: It's easy being a thief these days. The town guard is short handed since a bunch of them got fired after the riots.

DC 15: A number of well known thieves have disappeared lately. Some of them have shown up dead a few days later.

DC 20: Some rogues got the jobs of the guards who were fired after the riots. Slip them a few coins and you can get out of anything.

DC 25: A gang called the Black Rats has surfaced recently. They demand that all other thieves pay them dues. Those who don't disappear.

DC 30+: A man named Reaver has shown up in town. He is seeking connections in the Leukish underworld on behalf of "foreign interests."

For more general rumor gathering, use the rumor list in "Appendix 4: Rumors." A result of 10 will net the PCs one rumor. For every 5 points over 10 on the PCs check, they will gain another rumor.

Also, certain important NPCs may have rumors to pass along. These NPCs will be noted throughout the adventure. Do allow the PCs to uncover a few rumors from the list here and there for free.

While the PCs move about Leukish, allow them to make Gather Information checks. A result of 10 will net the PCs one rumor. For every 5 points over 10 on the PCs check, they will gain another rumor. Also, certain important NPCs may have rumors to pass along. These NPCs will be noted throughout the adventure. Gathering Information takes 1d4+1 hours so it unlikely that PCs can interview leads AND collect rumors at the same time. Do allow the PCs to uncover a few rumors here and there for free. The rumors are For the list of rumors, see Appendix Four: Rumors.

Divinations

Syru has a hand in this adventure and as the goddess of lies; it should be no surprise that certain divination spells will yield inappropriate results. Also, the Black Rats have taken certain precautions to stymie certain avenues of inquiry (such as the location of the songbirds). These precautions also help to keep the PCs on track rather than chasing a red herring.

- **Augury** – the result of a successfully cast augury aboard the Lucia (the ship) will be the most misleading response possible. For example, if the players cast augury asking for the results of opening a trapped door, the response would be weal rather than woe.
- **Commune** – the result of any questions asked involving the Black Rats' secret hideout in Leukish, the whereabouts of Leous, or the

missing songbirds will result in an 'Unclear' response.

- **Divination** – the response to any successfully cast divination involving the Black Rats' secret hideout in Leukish or the whereabouts of Leous will result in the following result: ***“Look within for the answer you seek.”***

Specific Divinations

- **Divination Spell:** Some answers for specific questions:
WHERE IS CANRIC MOORE? *“He sits past the edge over the bottomless void.”* (The edge is the edge of town. The bottomless void is the Nyr Dyv which is rumored to have no bottom)
WHERE ARE THE MISSING HERBS? *“They are held by the tiny hands of a baker who doesn't bake.”* (Tiny hands referring to the Bakery Street Gang)
WHERE ARE THE MISSING SONGBIRDS? *“Seek not the birds who are not. It is the seeker who is soon to die.”* (Telling the PCs they need to focus on finding Canric instead of the Songbirds).
- **Find The Path** – The Lucia counts as a location for the purposes of this spell. Seeking out the Lucia will work.
- **Locate Creature** – Canric Moore is currently under the effects of a Nondetection spell. Anyone attempting to use Locate Creature to find Canric Moore must make a caster level check DC 20 for this to function properly, assuming the PC has met Canric Moore in the past and is within the spell's range of the ship (which is 600 feet from shore). Otherwise, the spell will not detect anything.
- **Locate Object** – if the PCs attempt to cast this to locate any songbirds, they will be led to the public gardens in the temple district in Leukish. The stolen songbirds and Canric's gear are in an area that is protected from scrying and other forms of detection. The PCs could use this to locate the missing shipping manifest if they are near enough to the Strong Man's Tavern and clever enough to use a shipping manifest from the Fealdon warehouse to develop an image from. (see Encounter Five: The Strong Man Inn for the manifest's location).
- **Scrying** – if the PCs try to scry Canric Moore or the location of the songbirds, they see a vision of the Leukish sewers courtesy of a False Vision spell.

You're Being Watched

The PCs may notice rats wherever they go in the city. These rats are acting as the eyes and ears of the Black Rat gang. Any PC spotting the rats and making a Knowledge

(nature) or Sense Motive check (DC 25) will notice they behavior unusual for normal rats and that they seem to be keenly interested in the PCs activities.

The rats are careful to stay out of sight at first, but after the assassination attempt, the rats make themselves quite obvious as a warning to the PCs that they could strike again at any time.

During the first day of the investigation, the rats may be discovered observing the PCs if the PCs make a Spot check (DC 15). By the second day and thereafter, no Spot check is needed.


If the PCs attempt to approach the rats, the rats will attempt to flee into a small, nearby opening. If the PCs are able to befriend and speak with a rat through magic or other abilities, the rats will know that their rat-men friends give them food to watch the PCs.

ENCOUNTER 4: HOUSE FEALDON

Dadlir Fealdon oversees the day-to-day operations of several warehouses leased by House Fealdon in Leukish. The theft of two important shipments from a House Fealdon warehouse has reflected poorly upon him and he is eager to recover the stolen goods. It was he who contacted the church of Pelor in Pontyrel to inform them of the theft and to request assistance. Lord Abiron Grek responded to his request and sent Canric Moore to help out.

Arrangements have been made to meet with Dadlir Fealdon. Unfortunately, due to his busy schedule, the soonest the PCs can meet with Dadlir is shortly before noon.

A DC 20 Knowledge (Nobility), Knowledge (Local:NMR), or Profession (Merchant) check will reveal that Dadlir Fealdon is an important import/export merchant in House Fealdon. He is in charge of overseeing several of House Fealdon's storage facilities in Leukish. He is constantly on the go, often working late into the evening. He is also known to have a considerable appetite.

 **Dadlir Fealdon** (Aristocrat 2/Expert 5; hp 33; see Appendix One: Fixed NPCs).

Read the following text to the PCs when they arrive at Dadlir Fealdon's home:

Arriving at the home of Dadlir Fealdon, you are greeted at the door by a servant who shows you immediately to the dining room. Sitting at the head of the table is a thin Oeridien man with watery blue eyes and a pale, freckled complexion.

“Please sit. Join me if you are hungry” the man motions to one of the many chairs skirting the table. “You’ll excuse me for eating while we talk. I’m a very busy man and I have to eat when I have time.”

The man continues to speak through a mouthful of food, "But where are my manners? I am Dadlir Fealdon."

Dadlir stands, wiping a greasy palm on his pant leg. He approaches presenting his hand to shake.

Dadlir will return to his seat and continue eating while the PCs question Dadlir.

What Dadlir Fealdon knows:

- The robbery took place about eight days ago at one of the House Fealdon warehouses on the docks.
- A shipment of songbirds and a shipment of rare herbs were taken from the warehouse
- Dadlir is not sure where the songbirds were headed. Since the person who ordered them hasn't come around to complain, he's more concerned with the rare herbs.
- The rare herbs were part of a shipment to be sent to the church of Pelor in Pontyrel. Dadlir is unsure what herbs were in the shipment but they were costly.
- Exact information about the shipments is recorded and kept at the warehouse.
- Canric Moore arrived in Leukish about seven days ago. Dadlir spoke with Canric, who seemed a most agreeable fellow, and made arrangements for Canric to see the warehouse.
- **Dadlir hadn't heard from Canric since. He sent a messenger to the Strong Man Inn where Canric was staying but Canric was not there and the innkeeper said he hadn't seen him in a few days. The Strong Man Inn is near the temple district.**
- Dadlir contacted Abiron about the situation. He has still heard nothing about the stolen goods or Canric Moore. Dadlir is concerned about Canric as Abiron has told him that he fears Canric has been kidnapped or worse. **Dadlir makes clear that both he and Abiron would like the PCs to hurry and find Canric.**

Dadlir will ask the PCs if they wish to investigate the warehouse and will make all necessary arrangements to view the facility. He will give directions and make sure the PCs have full access while there. He will also arrange for a carriage to the warehouse if the PCs would like one.

The PCs are welcome to stay and eat with Dadlir if they like. If they do, they are treated to a five course meal of extremely fine food.

Developments:

It is likely the PCs will head from here to either check out Canric's room at Encounter 5 (The Strong Man Inn) or investigate the crime scene at Encounter 6 (The

Fealdon Warehouse). They may, of course, choose to go elsewhere.

The PCs may notice rats watching them as they move about the city. On the first day, these can be spotted with a DC 15 check. On the second and third days, no check is needed. Refer to "You're Being Watched" in Encounter 3: The Big City for further details.

ENCOUNTER 5: THE STRONG MAN INN

The Strong Man Inn is located in the western part of the city, near the temple district. It used to be called the Strong Man Tavern and was named so because the owner built the tavern with the aid of thirteen strong men from the temple of Kord. Over the next few years, a regular patron of the tavern by the name of Ollam decided that his favorite tavern should have a place for him to sleep. So the individual gathered thirteen strong men from the temple of Kord and built on an addition to the tavern. Thus the Strong Man Tavern became the Strong Man Inn.

The owner's name is Urnuinen Xiothar. He is a hulking, blonde mountain of a man. When the tavern became an inn, Umuinen decided he needed help so he went out and found a wife. Her name is Nenae. She is tiny compared to Umuinen (5 ft. 2 inch) but makes up for her lack of size with grit and drive. She does the cooking and cleaning while Umuinen runs the bar and maintains the building.

🧙 **Umuinen Xiothar** (Ftr2/Exp2; hp 26; see Appendix One: Fixed NPCs).

🧙 **Nenae Xiothar** (Com3; hp 7; see Appendix One: Fixed NPCs).

Speaking With The Owners

What Umuinen knows:

- Canric arrived seven days ago and asked to rent a room. He paid for an entire week in advance.
- Canric was a friendly, respectful guest who requested his breakfast be ready shortly before dawn so he could get a 'jump on the day' as he put it. The first day he was gone before dawn and not back until late. The second day he ate early and never returned.
- His wife Nenae saw Canric more than he did because she was the one that got up early to cook him his breakfast.
- Nenae and Canric got along quite well because Canric had a healthy appetite and loved Nenae's cooking.
- A representative claiming to be with House Fealdon stopped by the inn four days ago looking for Canric. Umuinen told the man that he hadn't seen Canric.

Nenae knows all the info that Umuinen knows. In addition she knows:

- Canric kept a clean room.
- Nenae also **has a shipping manifest that Canric left with her but she will be slow to share it (see below).**

Have PCs make a Sense Motive check (DC 12) to determine that Nenae knows more than she is letting on. If the PCs press the issue with Nenae, she will continue to insist that nothing is wrong. Nenae will not reveal more while she and the PCs are in a public place. Nenae is concerned that the individuals responsible for Canric's disappearance may come looking for the shipping manifest.

The PCs can make a Diplomacy check (DC 20) to try and get Nenae to talk. If the PCs are obviously good (paladins, clerics of particular faiths, etc), they need only make a Diplomacy check (DC 10). Reduce the DC by 10 if the PCs reveal that they are working for Abiron Grek. Feel free to give PCs that role-play the encounter well bonuses to their check or even just hand the book over without a roll.

If the PCs succeed at a Diplomacy check and convince her of their honest intentions, Nenae will tell the PCs that she is keeping some personal items that Canric gave to her to safeguard. She will go by herself to fetch the manifest and slip it to the PCs in private in case someone might be watching.

Once alone, Nenae will tell the PCs that the morning before Canric disappeared, he gave her a book for safekeeping. He said he had some business down at the docks and asked that she keep the book in a safe place until he came back for it. He instructed her to hang on to it for one week. If he was not back in that time, she was to give the book to Abiron Grek.

The Manifest

The Shipping Manifest that Canric Moore borrowed from the Fealdon warehouse contained information regarding the Lucia, a cargo ship that delivered the songbirds to Leukish. Canric gave the shipping manifest to Nenae for safekeeping since he was worried that someone might break into his room and steal it.

Shipments stored at the Fealdon storage house are well documented by storehouse employees. They record the time and date the shipment arrived, the vessel that delivered the cargo, who the cargo is for and the name of the person that received the goods.

Inside this particular shipping manifest is a page with one particular entry circled in black ink. The entry reveals that the cargo arrived two weeks prior to today's date around 9 am, that the cargo belongs to Adina U'Morael, that the cargo came in on the "Lucia" and that Lea Janitan received the cargo.

The shipping manifest does not reveal that Adina U'moreal does not exist. That was part of the cover for

the delivery of the songbirds. Everyone at the Fealdon Warehouse believes she exists. Since her birds are missing, Dadlir isn't in a hurry to search her out. He's hoping he can find the birds before she comes looking.

Kitchen

While the Inn's kitchen is otherwise normal enough, **Nenae has hidden the Shipping Manifest behind some loose bricks.** Anyone searching the kitchen can find the hiding spot with a Search check (DC 15).

Canric's Room

If the PCs wish to search Canric's room at the inn, they will be allowed. Umuinen will take the PCs to the room Canric has rented and will let them in. He will stand at the doorway to make sure the PCs do not take anything that doesn't belong to them and will not leave until the PCs are done searching. Neither Umuinen nor his wife has been in Canric's room since he disappeared.

The PCs won't find any specific evidence but PCs that make a Search check (DC 15) will notice that the room has been searched already and that an attempt was made to straighten up the place in an attempt to cover up the presence of an unauthorized search. A Search DC 23 will reveal medium sized human footprints. Reaching DC 25 will also discover tiny long-toed footprints. Once found, a Knowledge (nature) DC 11 identifies the tiny prints as having come from rats.

Those with the Track feat may make a Survival check (DC 23) to uncover medium sized humanoid footprints that move about the room but do not appear to enter or exit. [This is because the person searching the room entered and left using the Shadowdancer's Shadow Jump ability (DMG page 194-196).] A DC 25 will also notice traces of rat movement throughout the room. The rat tracks come and go from a fresh chewed hole in the wall under the bed.

Developments:

It is likely the PCs will head from here to either talk to Dadlir Fealdon at Encounter 4 (House Fealdon), to investigate the crime scene at Encounter 6 (The Warehouse), or to find the Lucia at Encounter 9 (On the Waterfront). They may, of course, choose to go elsewhere.

The PCs may notice rats watching them as they move about the city. On the first day, these can be spotted with a DC 15 check. On the second and third days, no check is needed. Refer to "You're Being Watched" in Encounter 3: The Big City for further details.

ENCOUNTER 6: THE FEALDON WAREHOUSE

Assuming the PCs spoke with Dadlir Fealdon before heading to the warehouse, they should have the full cooperation of the staff when they arrive. If not, Lea

Janiton will inform them that they need to obtain the permission of Dadlir Fealdon before they will be allowed to search the warehouse.

The Fealdon warehouse is located along the docks by the harbor to make the transfer of goods from the ships a lot quicker and easier. The PCs should have no problem locating the warehouse, as most dockworkers know where to find it. Dadlir should have also given the PCs directions.

When the PCs arrive at the warehouse, they will be directed to Lea Janitan, the person in charge of onsite operations.

Lea Janitan

Lea Janitan is a tough, no nonsense woman who can handle rowdy dockworkers as easily as impatient nobles. No matter whom she's talking with, she won't let them push her around. She knows how to handle herself. It is Lea that makes the warehouse run so smoothly and Dadlir knows it, giving her the leeway she needs for day-to-day operations. Lea has worked at the warehouse for nearly ten years.

🔍 **Lea Janitan** (Com1/Exp3; hp 19; see Appendix One: Fixed NPCs).

What Lea Janitan knows:

- The shipment of songbirds arrived about two weeks ago. She not sure of exact details (those are in the shipping manifest) but she does remember that she was surprised to receive them since she wasn't informed of their delivery.
- Lea isn't surprised by the mix-up. Harbour master Fraest has got his hands full what with the shortage of city workers.
- Lea came to work in the morning eight days ago and discovered the songbirds were missing.
- Lea did a check of the warehouse and discovered that a shipment of rare herbs had also been taken
- Lea reported the theft to Dadlir Fealdon immediately. Dadlir said he would look into it.
- Lea found no obvious signs of entry or exit.
- About six days ago, a half-orc named Canric Moore shows was sent by Dadlir to investigate the robbery.
- Lea showed Canric the area where the crates were held then **took him to the office to speak with Lula about looking at some shipping manifests.**
- A few hours later, the half-orc came back out and asked a few more questions about the goods and who dropped them off (she doesn't recall more details than the individual was a human male). Then he left.
- Lea hasn't seen the half-orc since but heard that he disappeared.

Lea will cooperate as best she can. She can be found at the warehouse during the day if the PCs need to reach her again.

Lula Softtoe

Lula Softtoe is the bookkeeper for the Fealdon warehouse. She is a cute, intelligent halfling woman who enjoys working with numbers. She will have worked at the warehouse five years this Patchwall. She is in charge of making sure the shipping manifests are filled out correctly and prepares warehouse's financial records. She is very good at her job. She works by herself in the office though people come and go all the time.

Unfortunately for Lula, her brother Delbrook has taken to a life of crime. He is a member of the Bakery Street Gang. Lula doesn't get along with Delbrook but he is her brother. Around the time of the thefts, Lula noticed her work keys had gone missing. At first she thought she misplaced them. Now she suspects differently. She hasn't said anything out of fear she might lose her job.

🔍 **Lula Softtoe** (Exp3; hp 10; see Appendix One: Fixed NPCs).

What Lula Softtoe will freely share:

- Lula learned from Lea Janitan that some of the crates went missing about eight days ago. If Lea hadn't told her she wouldn't have known as she never ventures out onto the warehouse floor
- About six days ago, a large half-orc named Canric came into her office with her boss Dadlir Fealdon. Dadlir instructed her to assist Canric in anyway possible and said he was here to investigate the thefts.
- Lula pulled out the shipping manifests containing the information for the missing items. Canric looked at the various ledgers. **He returned one of the shipping manifests but asked to borrow the other.** Of course she said yes. The shipping manifest has not been returned.

Have PCs make a Sense Motive check (DC 15) while speaking with Lula Softtoe. If they succeed, they will be able to tell that she is nervous about something.

An Intimidate check (DC 13) or Diplomacy check (DC 15 to adjust her attitude from indifferent to friendly) will get her to talk about why she is so nervous. If they succeed, she will ask for assurance that they won't tell Lea or Dadlir before revealing the following:

- Lula's brother Delbrook stopped by the night before the robbery. He seemed troubled. Lula doesn't get along with Delbrook because Delbrook hasn't worked an honest day in his life.
- The day after Delbrook's visit, Lula discovered she had misplaced her keys to the warehouse. It

wasn't an immediate problem, since Lea usually gets to work before her anyways.

- She thought nothing of it at first since she found her keys the next morning
- When she came into work (the morning AFTER finding her keys) and discovered that there was a robbery, she thought again. She immediately suspected Delbrook, however there was no proof
- Lula fears she might be fired if Lea finds out about the missing keys. So she hasn't mentioned it to anyone. Since there was no proof that Delbrook was responsible, she didn't feel right ratting out her brother
- Lula hasn't seen Delbrook since his visit and she and hopes he's alright
- **Delbrook is part of a gang in the city. They call themselves the Bakery Street Gang.**
- **Lula knows that the Bakery Street Gang can be found hanging around Bakery Street and nearby neighborhoods.**

After Lula has told the PCs the above information, she will again ask that the PCs not tell Lea or Dadlir what happened because she's scared she might get fired. She will also ask the PCs not to be too hard on Delbrook. He may be a criminal but he has never hurt anyone.

Warehouse Records

The PCs can ask Lula to get out the remaining shipping manifest. This particular manifest contains information on the rare herb shipment.

The rare herbs arrived ten days ago at 1pm in the afternoon. The herbs came in on the Salty Dog. The herbs belong to the church of Pelor c/o Uthor Meissel. Lea Janitan signed for them.

[The missing shipping manifest can be found in Encounter Five: The Strong Man Inn under the heading "The Manifest."]

Warehouse Floor

The thieves that stole the crates used *Dust of Tracelessness* to cover their tracks. The magic of the dust is no longer present. To make matters worse, a lot of activity has taken place in the area where the crates were once kept. It is unlikely the PCs will pick up any tracks but any PC with the Track feat making a Search check (DC 60) can learn that a small humanoid and several medium humanoids have been in the area. Some of those tracks belong to the workers and some the thieves.

Developments:

It is likely the PCs will head from here to either talk to Dadlir Fealdon at Encounter 4 (House Fealdon) or to seek out the Baker Street Gang on Baker Street (see Encounter 8). They may, of course, choose to go elsewhere.

The PCs may notice rats watching them as they move about the city. On the first day, these can be spotted with a DC 15 check. On the second and third days, no check is needed. Refer to "You're Being Watched" in Encounter 3: The Big City for further details.

ENCOUNTER 7: NIGHT ASSASSINS

As the PCs move about town, they may or may not discover that they have attracted some unwanted attention. The Black Rat gang has eyes and ears everywhere in Leukish and those spies have reported back that the PCs are sticking their nose where it isn't wanted. Leous has decided it is time to send the PCs a message.

After the first day of investigation in Leukish, hordes of rats are commanded to invade the inn and attack the characters in their beds at 2 am.

There should be two PCs to a room but this may not be the case since players can be quite paranoid or may have characters that sleep in the wild. Try to spread the swarms out amongst the rooms so that not all swarms are attacking the same player(s).

However, the rat swarm(s) will be ordered to target any PCs that are members of the Rogues of Seltaren meta-org.

(See Appendix Five: Maps for a map of the inn)

Rat Swarms

APL 2 (EL 3)

🐭 **Rat Swarm:** hp 13; *Monster Manual* 239.

APL 4 (EL 5)

🐭 **Corpse Rat Swarm:** hp 52; Appendix 1.

APL 6 (EL 7)

🐭 **Corpse Rat Swarm (2):** hp 52 each; Appendix 1.

APL 8 (EL 9)

🐭 **Corpse Rat Swarm (4):** hp 52 each; Appendix 1.

APL 10 (EL 11)

🐭 **Corpse Rat Swarm (6):** hp 52 each; Appendix 1.

Sleep Deprivation

If PCs try to stay up all night, they are considered *fatigued* for the rest of the next day. Magic may be used to remove this fatigue but if the PCs do not get eight hours of sleep the next night then they are *fatigued* again. If they were previously *fatigued*, the PCs are now *exhausted*. Since the adventure is over by the third night, the ramifications of no sleep are not important beyond this point.

IF THE PCS ARE FAST...

It is up to the GM to set the pace of the adventure. Ideally, the PCs will not get to Encounter Eight, Nine or Ten on the first day of investigation so that Encounter Seven can occur as planned.

If the PCs are really on the ball and are heading to the Lucia on the first day, then GMs should insert Encounter Seven into the adventure as the PCs move about the city.

The Black Rats will attempt to lure the PCs into an abandoned building. Read the following:

Above the din of the city a scream rings out. A young woman is being dragged into an abandoned building by a cloaked figure holding a dagger. She looks at you desperately for help as she disappears into the darkness.

The woman and cloaked villain are a programmed illusion activated to lure the PCs into an ambush.

The area just inside the front door has a pit trap (see below) and one or more swarms of rats are waiting to attack.

If a map is needed, the GM should feel free to use the Bakery Street Gang Hideout map, altered to suit the GM's needs.

Rat Swarms (Same as above).

TRAP (Used in Day Encounter Only)

APL 2 (EL 1)

↗ **Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20; Market value 1,800 gp

APL 4 (EL 2)

↗ **Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 24; Disable Device DC 19; Market value 3,400 gp

APL 6 (EL 4)

↗ **Camouflaged Pit Trap:** CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17; Market value 6,800 gp

APL 8 (EL 6)

↗ **Camouflaged Pit Trap:** CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 30; Disable Device DC 1725; Market value 9,000 gp

APL 10 (EL 8)

↗ **Camouflaged Pit Trap:** CR 8; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+5 each); Search DC 30; Disable Device DC 1725; Market value 10,000 gp

Tactics (For Day Encounter with Trap)

The swarms will attack after the first PCs enter. At higher APLs (APLs 8 & 10), the Black Rats will have one swarm in the pit waiting for any PC that fell in.

ENCOUNTER 8: BAKER'S DOZEN

This encounter could be used if the PCs seek out the Baker Street Gang on Baker Street. Otherwise, it can be inserted into the adventure any time the GM wishes. Ideally it should take place during the second day of investigation, after Encounter Seven and before Encounter Ten. GMs are encouraged to try and stick to the rough timeline of events since Encounter Eight contains information for the PCs that will make Encounter Ten a bit easier for the PCs.

Encounter Eight can still occur after Encounter Ten if the PCs were savvy enough to follow up on the loose ends. If so, the PCs can still recover the herbs and possibly gain Delbrook Softoe's favor. However the information that Delbrook and the other gang members can provide on the Black Rats won't be nearly as helpful.

However, the GM should not feel compelled to insert Encounter Eight. There is a chance the PCs will completely miss the involvement of the Bakery Street Gang. They may just stumble upon the manifest and go straight to the docks and onto the Lucia. If this happens, the GM should omit Encounter Eight. No experience points or treasure is lost by omitting this encounter though a favor and some roleplaying opportunities are missed.

THE BAKERY STREET GANG

The Bakery Street Gang is comprised of halfling rogues posing as human children as well as young humanoid children. Most have no home and have banded together to survive. The gang earns a living through begging and theft. The gang earned its name because they primarily work Bakery Street and the surrounding area. Bakery Street is not too far south from the Honorable Chambers.

The Bakery Street Gang was formerly headed by Cora Lightfoot. When the Black Rats began consolidating power, Cora vocally opposed working for the burgeoning criminal organization. Naturally, the Black Rats made an example out of her. Cora has not been seen since.

The gang is now headed by long time member Delbrook Softoe. Delbrook quietly opposes the brutality

of the Black Rats but follows their orders out of fear that the Black Rats will harm the children.

Teppovia and “Digger”

At some point the PCs will run into members of the Bakery Street Gang, whether they want to or not (see either “Seeking out the Gang” or “Picking Pockets” below). When they do, they will find themselves face to face with Teppovia and “Digger”.

Teppovia Villen became a member of the Bakery Street Gang two years ago after running away from the local orphanage. Since then, she has taken a matronly role in the gang, looking after the younger members and making sure that everyone’s basic needs are met before the gang spends their money on luxuries. She is quite assertive and very cute.

“Digger” is a young gnome that the gang took on after the Black Rats killed his parents a few months ago. Since no one in the gang speaks Gnome, no one knows what he is saying most of the time. Unable to figure out his name, the gang decided to call him “Digger”.

🔍 **Teppovia Villen** (Rog 2; hp 7; See Appendix One: Fixed NPCs). (Bluff +7, Diplomacy +6, Hide +10, Pick Pocket +9, Sense Motive +3, Spot +4).

🔍 **“Digger”** (Rog 1; hp 4; See Appendix One: Fixed NPCs). (Hide +9, Pick Pocket +5).

SEEKING OUT THE GANG

PCs asking around for the Bakery Street Gang or Delbrook Softtoe and who make a Gather Information check (DC 20) will have Teppovia and “Digger” pointed out to them as gang members. Alternatively, PCs wandering the city who have already been victims of Teppovia and Digger may make a Spot check (DC 10) to spot the kids standing out on the street. Of course the kids will see the PCs coming if the PCs aren’t careful, and will make a break for it (see The Chase).

Diplomacy

The PCs may approach Teppovia and Digger already knowing they are Bakery Street Gang members. The PCs may try to speak with Teppovia and convince her to help them find Delbrook. Teppovia is pretty adamant about not leading the PCs to Delbrook, at least at first. If the PCs promise Teppovia that they aren’t there to arrest Delbrook and that he isn’t in any trouble, then she will certainly listen to what the PCs have to say. If any of the PCs are obviously lawful types (paladins, certain clerics, etc), Teppovia will accuse the PCs of working for the guard and tell them to get lost. A Diplomacy check (DC 15 to change her attitude from unfriendly to indifferent) will make her more receptive to lawful PCs. Bluff checks will also work.

After a bit of roleplaying to gain Teppovia’s trust, the PCs will be faced with the reality of the situation: Teppovia wants money. She starts at 100 gp to take the PCs to see Delbrook and can be haggled down to 50 gp

simply through roleplaying. Any PC that thinks 50 gp is too much can make a Diplomacy check to haggle Teppovia down. For every 5 points the PCs check is over DC 25, she will drop her price by 10 gp. PCs that give convincing arguments can add +5 to their check. PCs may also attempt to Intimidate Teppovia into lowering her price. In this case, the PCs may start at DC 13 rather than DC 25. It is possible to talk her down to 0 gp but in this instance, Teppovia will make the PCs swear to do her a favor. She’ll tell the PCs about the favor when they get to where Delbrook is hiding.

PCs may also try and Intimidate Teppovia. If they do, she gets scared and makes a break for it (see The Chase).

POCKET PICKERS

The GM should feel free to place this encounter early in the adventure, perhaps early during the first day, to set the tone of the new Leukish and to provide assistance for the PCs.

Teppovia plays the sympathy angle. She pretends “Digger” is her baby brother and that they need money to help feed their family. This isn’t actually a lie, however instead of a traditional family, Teppovia and “Digger” rely on the Bakery Street Gang.

Teppovia, holding Digger’s hand, will approach the PCs in the street and ask them for money. She will do all the talking. If the PCs don’t give her money, she will pick up Digger and try and force the PCs to hold him. During the confusion, she takes the opportunity to try and lift one of the PC’s coin purses.

If Teppovia is successful, she takes Digger and slips into the crowd. If she is unsuccessful, Teppovia and Digger will run for it. Neither of the children have much ability to resist a grapple attack but if GM wishes to have some fun and lead the PCs on a chase back to the Bakery Street Gang’s hideout, then allow some unseen NPC spellcasters to cast Grease on Teppovia and Digger to add a +10 to their Grapple check then run into the crowd. This gives the kids a better chance at breaking free of a grapple and leading the PCs on a wild chase through the neighborhood.

If any items are stolen they can be found later at the gang’s hideout (below).

If the PCs catch the previously unseen spellcaster then the caster (human male Sor 2;) won’t know of the gang’s hideout. He is paid a few gold a week to keep an eye on the kids and cast Grease and Hold Portal for the kids if needed.

The Chase

A situation may occur where the PCs must chase the two children. A Gnome child (speed 15 ft.) doesn’t stand much of a chance against an adult. However, the GM may decide to throw in a few advantages for the children to make things a bit more interesting.

Events that could occur during the chase:

- The children tip over a basket of apples forcing pursuing PCs to make a Balance check (DC 15) or fall prone. PCs may move at half speed over the apples and avoid making a Balance check. Assume the apples cover a 10 ft. by 10 ft. square.
- The children run down an alley just before a horse drawn cart blocks the way. PCs may make a Jump check (DC 16) to clear the cart and keep moving down the alley. If the PCs fail, the fail to clear the cart and fall prone.
- The children squeeze through a loose board in a fence. The hole is too small for medium sized adventurers to fit through. However, the PCs may attempt to scale the fence with a Climb check (DC 15), clear the fence with a Jump check (DC 40) or even batter down the fence with a shoulder charge (fence: hardness 5, hp10, break DC 13).

Ideally, the children will stay far enough ahead of the PCs that they will lead them straight to the hideout.

NOTE: The grapple attempt and chase can go long depending on how involved the GM decides to make it. It is recommended that GMs keep an eye on time while running the chase. If running short on time, allow the PCs to catch the kids easily.

If the children actually lose the PCs or the PCs can't be bothered to give chase, any PC with the Track feat may make a Survival check (DC 31) and simply follow the trail back to the hideout. If no PC has the Track feat, the children will be spotted later in the day somewhere else in the city. Perhaps this time they won't get away.

If the PCs catch the children before they manage to escape into the hideout, the children will plead innocence and struggle to break free. The PCs will find their missing items on the children (if the children took anything from the PCs) and will now have a harder time trying to convince the children to cooperate. The children's attitudes are now considered Hostile for the purposes of Diplomacy (DC 35 to get them to cooperate).

If the PCs turn the children over to the authorities and then later realize that they need the children's help to find the gang's hideout, the children will absolutely refuse to help the PCs. The children will cooperate if the PCs agree to let them both out of jail.

The PCs may expend a favor with a Strong Hart noble house or two favors with any other noble house to get the children out of jail without sentencing. PCs may also pay the fine of 250 gp to get the kids released. The kids refuse to be separated if possible. If separated, the individual child will refuse to help unless magically coerced with *Charm Person* or similar spells.

Tail the Children

Savvy PCs may attempt to trail the children back to their hideout.

PCs staying at least 60 feet away must make a Hide check (opposed by the children's Spot check of +4) once every ten minutes. The children take a meandering route back to the hideout. The PCs must succeed at three checks to be lead to the hideout.

PCs tailing at a distance of less than 60 feet must make a Hide check (opposed by the children's Spot check of +4) every round to avoid being noticed.

If spotted, the PCs must make a Bluff check (opposed by the children's Sense Motive check of +3) to prevent the children from realizing that the PCs are tailing them. If the PCs fail their Bluff check, the kids make a break for it (see The Chase).

If the children Spot the PCs and have already encountered the PCs (stole something from them for example), then the kids make a break for it (see The Chase).

THE HIDEOUT

The gang's headquarters is the second floor of an abandoned building just off Bakery Street. The children enter the building through a broken window at the back of the building. (See Appendix Five: Maps for more details)

Entering the Hideout

There is a front door and back door to the building as well as several boarded up windows. All the obvious entrances to the building are trapped with trip wires designed to make noise should someone try and enter the building. The children are aware of the traps and bypass them on the way in but others may not be so fortunate.

If the alarm sounds, the gang members will be alerted. Two gang members will hide near the second floor entrance and attempt to delay any intruders attempting to climb up into the hideout while the others grab valuables and attempt to escape (see The Second Floor for more details).

At All APLs:

👤 **Typical gang member (2):** (Rog1; hp 4; see Appendix One: Fixed NPCs).

🔪 **Trip Wire Alarm:** CR -; mechanical; touch trigger; manual reset; makes loud noise; Search DC 19; Disable Device DC 15; Market value 0 gp

Inside the Hideout

The first floor of the building is in shambles. The building hasn't been used in quite some time and is beginning to fall apart. Old broken furniture and assorted debris litter this level. PCs will notice that stairs leading to the second floor are absent.

Getting to the Second Floor

A rope and pulley system exists to carry gang members up to the second floor. When not in use, the rope is

coiled up on the second floor so as not to attract attention or make it easy for non-gang members to climbing into their hide out.

The PCs can attempt to negotiate safe passage up to the second floor with the gang before attempting to climb up. If the PCs succeed at a Diplomacy check (DC 25 to change their attitude from unfriendly to friendly), they can convince the gang members to let them up to talk. If the PCs arrived with Teppovia and "Digger" and the two kids are friendly with the PCs, there is no need for a Diplomacy check.

If the PCs need to get up on their own:

- **Grapple & Rope:** PCs may use a grapple hook and rope to climb up to the second floor but gang members who are aware will try to cut the rope before the PCs have a chance to finish their climb.
- **Pile:** PCs may pile up the broken furniture to avoid the need for a Jump check but due to the rickety nature of the old furniture, will need to make a Balance check (DC 10) when climbing atop it to reach the ledge above.
- **Climbing:** PCs may attempt to make a Climb check (DC 20) to scale the walls unaided to reach the second floor, which is about twelve feet up.
- **Jumping:** PCs may also make a Jump check to grab hold of the ledge above. The DC for the Jump check will vary depending on the character's height (see table below). Once the PCs succeeds at the Jump check, they will need to make a Climb check (DC 15) to pull themselves up. Of course, gang members are not going to make it easy on the PCs. The gang members will hit and stomp on the PCs hands, requiring a Concentration check (DC 10+damage done) each round the PCs need to pull themselves up.

Character's Height (in feet)	Jump check DC
1' to 1'11"	40
2' to 2'11"	36
3' to 3'11"	30
4' to 4'11"	24
5' to 5'11"	20
6' to 6'11"	16
7' to 7'11"	12

The Second Floor

The second floor of the building is the living quarters for the gang.

1) Common Area

The large room at the back of the house is the common area where various gang members may dine or relax. This room contains a wooden table, several wooden

chairs, some old dishes and cutlery for dining as well as small stores of food. The room is not very clean and smells vaguely of rotting fruit.

2) Children's Room

The middle room is where the children in the gang sleep. There are two large, straw filled mattresses on the floor along with several dirty blankets. In one corner is a chamber pot, which is emptied out the only window in the room. There is also a 10-foot long plank here used to bridge the gap between the hideout and the next closest building. If the gang was alerted to the PCs presence (tripped alarm, etc) and had time to escape, then the plank will not be here.

3) Adult's Room

The room at the front of the building is where the adults in the gang sleep. There are two large, beds in this room. In one corner is a chamber pot, which is emptied out the only window in the room. There is also a 10-foot long plank here used to bridge the gap between the hideout and the next closest building. If the gang was alerted to the PCs presence (tripped alarm, etc) and had time to escape, then the plank will not be here.

In one of the beds lays Delbrook Softtoe. He doesn't have the strength to escape. Teppovia will stay behind to defend Delbrook once the other children have escaped. Under the bed is a small crate containing the shipment of rare herbs that was taken from the Fealdon warehouse.

Delbrook Softtoe

PCs that played URD3-02 *Test of Faith* may remember Delbrook Softtoe. He attempted to convince the PCs to give him money in that adventure.

After the Black Rats took care of Cora Lightfoot, the role of gang leader fell upon Delbrook Softtoe. Concerned about the safety of the children in the gang, Delbrook begrudgingly agreed to cooperate with the Black Rats. Once a week, Delbrook pays a Black Rat collection agent 10 gp as part of this agreement. Unfortunately, Delbrook was unable to come up with 10 gp. Rather than make an example of Delbrook, the Black Rats had him do them a favor instead. They asked him to help them break into the Fealdon storehouse.

Delbrook looked up his estranged sister and made off with her keys. That night he opened the storehouse to the Black Rats and watched while they made off with a bunch of songbirds. When the job was done, the Black Rats decided to reward Delbrook for his service. Delbrook was restrained and forced to watch as one of the Black Rats assumed his hybrid form. Delbrook was then bitten and infected with Lycanthropy.

Aware of the rare medicinal herbs in the warehouse but unaware of which ones to take, Delbrook broke back into the warehouse and stole the entire shipment. Burning with fever, Delbrook stumbled back to the Bakery Street Gang hideout and collapsed.

Delbrook has been going in and out of consciousness as the combination of Filth Fever and the more virulent

strain of lycanthrope takes hold of his body. He hasn't said much to the gang since returning but had enough presence of mind to get one of the gang members to return Lula's keys. When the PCs find him, Delbrook is unconscious and sweating with fever. Delbrook is quite sick from the rather potent form of lycanthropy coursing through his veins. None of the gang members know what is wrong with him. If the PCs are friendly with the gang, they will take the PCs to Delbrook's room and ask them to help him. They will also show the PCs the herbs under the bed.

Any PC examining Delbrook can immediately tell that a large animal bit him on left side of his neck. Any PC making a Knowledge (nature) check (DC 14) will recognize it as a rat bite. PCs making a Heal check (DC 20) will realize that Delbrook is showing the telltale signs of Lycanthropy as well as the effects of Filth Fever.

The Filth Fever can be cured immediately with a *Remove Disease* (150 gp) or by making a Heal check (DC 12) for two days in a row.

As for the Lycanthropy, while there is belladonna in the herb shipment, Delbrook is too far along for it to be of any use. He needs a *Remove Curse* (150 gp) or *Break Enchantment* (450 gp) spell cast upon him. PCs unable to cast those spells may take Delbrook to a nearby temple and pay to have them cast upon him. The cure for the lycanthropy will have to wait until the full moon comes around once more however the disease can be cured immediately. Curing the disease will revive Delbrook. Once Delbrook is conscious, he will have plenty to tell the PCs.

What Delbrook knows about the events leading up to and including the robbery:

- A new gang is in town. No one knows who they are but they have earned the nickname the Black Rats
- The Black Rats have been organizing all the gangs in the city. Anyone who doesn't like it disappears. Delbrook is convinced the Black Rats are responsible for the disappearance of Cora Lightfoot, the gang's previous leader because she opposed the cutthroat tactics of the Black Rats and refused to pay them their blood money each week.
- After Cora disappeared, Delbrook became the leader of the gang. The Black Rats threatened to hurt the children if Delbrook didn't cooperate. Delbrook agreed. What else could he do?
- One week, Delbrook was short on his payment. The Black Rats had him do a favor help them get into the Fealdon warehouse in lieu of payment.
- Delbrook took his sister Lula's keys and broke into the warehouse that night.
- Delbrook saw the gang steal a large shipment of songbirds, which he found rather odd. He asked the gang what they wanted with

songbirds but they told Delbrook he was asking too many questions.

- **After the job was done, the Black Rats grabbed him and one of the gang turned into some kind of monster.** The monster bit him once then the gang let him go.
- Delbrook immediately felt terrible. He thought he'd been poisoned. He knew there were medicinal herbs in the warehouse so he stole them and managed to make his way back to the Bakery Street gang hideout.
- He passed out and doesn't remember much since.

What Delbrook knows about the Black Rats:

- The Black Rats appeared on the scene shortly after riots between the guard and the commoners.
- The Black Rats are a secretive bunch. No one really knows anything about them – who they are, where they came from, nothing. It is not like people haven't tried to find out. Anyone that may know something either isn't talking or is floating in the Nyr Dyv.
- What is known is that they are trying to take control of the gangs in this city. The Black Rats say they want to re-establish a Thieves Guild in Leukish again. What they want is complete control.


The leads Delbrook has for the PCs:

- Delbrook did recognize one of the men at the robbery that night; a man known around town as Reaver.
- Delbrook has seen Reaver before. Reaver isn't from around here. Rumor has it he's connected to some thieves and smugglers operating on the Nyr Dyv.
- **Reaver likes to hang out down at the Bottomless Inn down by the docks.**
- Delbrook describes Reaver as tall, well dressed and having messy hair.

Before the PCs leave, Delbrook thanks them for saving his life. He asks the PCs to apologize to his sister for him and says if there is anything he or the Bakery Street Gang can do for them, just let him know.

Allies?

If the PCs try to secure the Bakery Street Gang as allies for the Rogues of Seltaren, Delbrook will happily agree to the deal as long as the PCs can assure him that the Rogues are honorable. Of course if the PCs don't cure Delbrook, he will become a were-rat and the Bakery Street Gang will throw in with the Black Rats.

 **Delbrook Softtoe** (Rog2/Ftr2; hp 22; see Appendix One: Fixed NPCs).

Developments:

It is likely the PCs will head from here to seek out Reaver at Encounter 9 (On the waterfront). They may, of course, choose to go elsewhere.

The PCs may notice rats watching them as they move about the city. On the first day, these can be spotted with a DC 15 check. On the second and third days, no check is needed. Refer to “You’re Being Watched” in Encounter 3: The Big City for further details.

ENCOUNTER 9: ON THE WATERFRONT

Provided the PCs are able to follow some of the clues given, they will eventually wind up down at the docks. They may be looking for information on the Lucia or looking to find a man called Reaver.

THE PORT AUTHORITY

The port authority keeps track of all the ships that come in and out of the Leukish harbor. The port authority can be found simply by asking around at the waterfront, no Gather Information check is needed.

The man in charge of recording ship activity is Fraest Saanar, an elderly Suel gentlemen who has worked at the port authority for many years.

Fraest can tell the PCs basic information about the ships in the harbor off the top of his head.

What Fraest knows:

- Since Mayor Annora was removed from office, Fraest has had to work many long hours to make up for the missing dock workers.
- The Lucia arrived early in the morning about two weeks ago. He specifically remembers her arrival because there was a mix up and a different ship accidentally took her assigned spot for loading and unloading. These mix ups have been happening a lot. Many of the men quit when Mayor Annora was dismissed.
- As soon as the Lucia was unloaded, it sailed out into the harbor to weigh anchor. Fraest guesses the captain of the Lucia didn’t have the money to pay the docking fees.
- Fraest has seen the Lucia in port before but does not know the captain of the ship. The name for the captain of the Lucia in Fraest’s ship register is ‘Malox Tarin’.
- The Lucia is scheduled to ship out in approximately x days time (x = 3 days after the PCs arrived in Leukish and will depend when the PCs arrive to speak with the port authority.

With many dockworkers fired by the new Mayor-Governor, Fraest has been so overworked that he sleeps in a room in the back of the port authority offices to

accommodate ships that come in at night and can be found here almost any time of the day.

Fraest Saanar: (Exp 4; 18 hp; See Appendix One: Fixed NPCs).


THE BOTTOMLESS INN


The Bottomless Inn is a seedy tavern with a couple of run down rooms for rent around back. The Bottomless Inn is located in the northern part of Leukish along the more seamy area of the docks. The Strong Man Inn map can be used as a map for the Bottomless Inn if one is needed. However, the GM will need to add in a booth or two.

The Bottomless Inn is run by a run down middle aged man who goes by the nickname “Platts.” No one is quite sure how that name originated and Platts isn’t talking. Platts sports a nose pushed to one side and dark sunken eyes. He tries to run a quiet establishment and is quick to tell troublesome looking strangers that “He doesn’t want any trouble in his bar.” Most of the patrons in the bar keep their head’s down and their mouth’s shut and Platts likes it that way.

Platts knows Reaver and keeps a regular booth in a dark corner reserved for him. In return, Reaver makes sure that things stay quiet at the Bottomless Inn.


PCs asking at the bar for Reaver will need to succeed at a Diplomacy check (DC 20) to get Platts to point Reaver out. PCs may spend some gold to improve their chances. For every 5 gp they give Platts, the PCs receive a +2 bonus (to a maximum of +10) to their Diplomacy check. Of course, Platts also knows plenty of rumors to tell the PCs (see Appendix Five: Rumors)

 **Platts** (Exp 2; 14 hp; See Appendix One: Fixed NPCs).


 **Reaver** (Rog 5; 26 hp; See Appendix One: Fixed NPCs).

Reaver’s Bodyguards


APL 2 (EL 3)

 **Half-Orc Thugs** (2): hp 8 each; Appendix 1.


APL 4 (EL 5)

 **Half-Orc Thugs** (2): hp 23 each; Appendix 1.


APL 6 (EL 7)

 **Half-Orc Thugs** (2): hp 39 each; Appendix 1.

APL 8 (EL 9)

 **Half-Orc Thugs** (2): hp 54 each; Appendix 1.

APL 10 (EL 11)

 **Half-Orc Thugs** (2): hp 68 each; Appendix 1.

Reaver is a tall, well-dressed man sporting a mop of shaggy black hair. When in the Bottomless Inn he can be found in his booth keeping various forms of company.

Reaver is not originally from Leukish however he spends most of his time in the city acting as the point man for a large smuggling ring. Observing the situation in the Leukish underworld, Reaver decided to make contact with the Black Rats and assess their willingness to strike a partnership. Three weeks ago, Reaver did just that.

Reaver has been collecting intelligence on the Black Rats. He has made his presence known to the Rats and has even assisted them with a few jobs in order to win their trust. It was at the Fealdon warehouse job where Delbrook spotted him.

Meeting With Reaver

PCs attempting to make contact with Reaver must make a Diplomacy check (DC 20) to gain an audience. Any party trying to talk to Reaver should leave the lawful types outside. Any obviously lawful types (paladins, certain clerics, monks, etc) will bump the DC to 25. As long as there are lawful types present, Reaver will absolutely not discuss illegal activities and may even indicate as much. PCs willing to flash some coin Reaver's way will only help their cause. For every 10 gp they give Reaver, the PCs receive a +2 bonus (to a maximum of +10) to their Diplomacy check. If the PCs need some help for their roll, Reaver may hint that his time is worth money. If the PCs spend quite a bit, the GM should feel free to skip the Diplomacy check.

Once the PCs gain an audience with Reaver, he will get straight to the point. If they appear to be wasting his time, he will tell the PCs to leave. If the PCs try to pick a fight with Reaver, he will signal for his two bodyguards (use the appropriate half-orc thug stats from appendix 1) and attempt to flee. Reaver won't start trouble with the PCs no matter how much they goad him.

What Reaver Will Tell The PCs:

- Reaver will not confirm or deny his involvement in the crime. He will tell the PCs that he has no idea who took the herbs (true) and that he doubts that the songbirds are recoverable (true). He will tell the PCs that a new group in town was likely responsible.
- People on the street are calling the new group the Black Rats. The group has amassed considerable power in a short time, enough power to make short work of an out of town outfit from Seltaren trying to muscle their way into town.
- Reaver will admit that he has dealings with the Black Rats. After all, it makes sense to do business with those who are in charge.
- He will hint that he is well connected in many places around the Nyr Dyv and up the Volverdyva River and that a man as well connected as he is bound to have friends in all kinds of places.
- If the PCs ask Reaver if they know where Canric Moore is or what happened to him,

Reaver will state that last he heard, Canric stuck his nose where he shouldn't have and the Black Rats have a strict policy about dealing with people like that. Knowing the Black Rats, Canric probably is alive and wishing he was dead.

- If the PCs mention they've been to the Lucia and freed Canric Moore or are going to head out to the ship, Reaver will be very interested. He will want to know all about what the PCs find or found on the ship.
- If the PCs mention that Delbrook was attacked by a lycanthrope, Reaver will be surprised. He was unaware that the Black Rats were lycanthropes (Reaver left the warehouse before he saw the Black Rats attack Delbrook). He will be quite interested to know more and will ask the PCs for more info.
- If the PCs mention they are working for the Rogues of Seltaren (or out of town interests), Reaver suggests the PCs don't go spreading that around or they might wind up with a one way ride on the Lucia.
- **If the PCs are lost or short on time, have Reaver tell the PCs to keep away from the Lucia for their own good.** The ship is used by the Black Rats to smuggle in cargo into the city. When the ship is not being used, it serves as a convenient place for the Black Rats to silence their enemies.

Ally?

If the PCs try to forge an alliance with Reaver on behalf of the Rogues, he will tell the PCs that he isn't going to go against the Black Rats without a good reason. He will suggest the PCs come back when they have more to offer. Then maybe Reaver will listen.

If the PCs have already been to the Lucia and have learned about the Black Rats possible involvement with the Scarlet Brotherhood or the production of large caches of magic items, then they certainly have more to interest Reaver. If the PCs give this information to Reaver at some point and make a Diplomacy check (DC 20), they will have convinced Reaver to pass word to his organization that the Rogues of Seltaren may be better allies. If word of Scarlet Brotherhood involvement is passed to Reaver, no Diplomacy check is needed to achieve this result.

THUG ATTACK!

As the PCs move around the docks and waterfront areas, they will be noticed by a pair of thugs acting as lookouts for the Black Rats. The two half-orcs were hired by minions of the Black Rats and told to make sure no one snoops around the docks or the Lucia. The pair was also told to keep an eye out for a group of adventurers matching the party's description. The group has been sticking their nose where it doesn't belong. The half-orcs

know nothing about the Black Rats or what is on the Lucia but have heard rumors that those that are taken out to the Lucia never return. That is the extent of what the half-orcs know with regards to the gang.

Tactics

The half-orcs will approach the PCs and attempt to Intimidate them into leaving. They will yell and push the weakest looking PCs around, trying to provoke them into starting something.

If the PCs are trying to secure a boat down at the docks to row out to the Lucia, the half-orcs will immediately attack.

Once combat starts, the half-orcs will immediately rage and start swinging. In their fury, the half-orc will be too caught up in fighting to run away. They will fight to the death. If captured they will resist telling anything, but if it is gotten out of them, they know of the Lucia, when it is scheduled to depart, and that there are some captives on board being interrogated.

APL 2 (EL 3)

👉 **Half-Orc Thugs (2):** hp 8 each; Appendix 1.

APL 4 (EL 5)

👉 **Half-Orc Thugs (2):** hp 23 each; Appendix 1.

APL 6 (EL 7)

👉 **Half-Orc Thugs (2):** hp 39 each; Appendix 1.

APL 8 (EL 9)

👉 **Half-Orc Thugs (2):** hp 54 each; Appendix 1.

APL 10 (EL 11)

👉 **Half-Orc Thugs (2):** hp 68 each; Appendix 1.

Detect Magic Results:

APL 2: *Potion of Cure Moderate Wounds* (faint conjuration)
APL 4: *Potion of Cure Moderate Wounds* (faint conjuration), *Potion of Barkskin* +4 (strong transmutation)
APL 6: *Potion of Cure Moderate Wounds* (faint conjuration), *Potion of Barkskin* +4 (strong transmutation)
APL 8: *Greataxe* +1 (faint evocation)
APL 10: *Chain Shirt* +1 (faint abjuration), *Greataxe* +1 (faint evocation), *Ring of Protection* +1 (faint abjuration)

Developments:

It is likely the characters will head from here to investigate the Lucia in Encounter 10. They may, of course, choose to go elsewhere.

ENCOUNTER 10: THE LUCIA

About The Lucia

The Lucia is used by the Black Rats to smuggle goods in and out of Leukish.

Since the Lucia has been unloaded, the Black Rats are making use of her as an interrogation room and laboratory. The Black Rats drag captured enemies

out to the Lucia under cover of darkness. Once there, the Black Rats question the individuals until the Rats feel they've gotten all the useful information they are going to get at which point the individual disappears overboard.

Also staying on board is Dagga, a priestess of Syrul. She is using the Lucia as a laboratory to complete work on latest creation: a flesh golem made from human and dire rat parts. At lower APLs Dagga is away from the ship and has not completed assembly of the construct. At higher APLs, she is present with her creation(s).

Timeline

As of the first day of the investigation, the Black Rats are aboard torturing a Rogue of Seltaren spy. By the second evening, the rogue will have outlived his usefulness at which point, the Black Rats will start working on Canric Moore. The Lucia leaves late on the evening of the third day of the investigation. When the Lucia departs, so does any hope of recovering Canric Moore.

Getting To The Lucia

The Lucia is currently anchored 600 feet from the closest point of land and farther at most other points putting her out of range of all but the most powerful spellcaster's detection spells.

PCs taking the time to watch the Lucia will need a spyglass or some way of getting close enough to see the ship without some kind of aid for their vision.

PCs can ask around at the docks during the day and eventually find Dalien Strongbow, an elven fisherman. He is willing to rent the PCs a longboat for a couple of gold and will even offer to row. There are also longboats locked to the docks during the night (DC 20 padlock).

Rowing out to the Lucia is uneventful. The PCs will notice no activity on the ship's deck if they bother to look.

Boarding The Lucia

The Lucia is a Caravel. It has an AC of 3. It is comprised of 24 sections. Each section has 80 hit points and hardness 5. If six hull sections are destroyed, the ship will sink. The ship requires a minimum of seven crewmembers to sail. It can hold up to thirty people.

The long boats pull up beside the ship. The crewmembers aboard the ship drop a rope ladder down for the crew in the long boat to use to climb aboard. A rope and pulley system is used to load large or heavy items from the long boat aboard the ship. This is also where the crew loads the long boats back onto the ship. One longboat is hauled into the ship into the Lower Decks, while the other hangs off the back of the boat at the Quarter Deck.

If the PCs are trying to sneak aboard the ship from the water, they will have to climb the side of the ship or use the anchor chain. A Climb check (DC 5) will let a PC climb up the anchor chain. A Climb check (DC 20) will let the PC climb up the ship's hull and aboard the ship. The PCs must climb 10 feet to reach the main deck. They

must climb up 20 feet to reach the quarter deck or forecandle deck.

PCs may sneak into the Captain's Cabin or Wardroom by climbing up the side of the ship and in through one of the windows that look into these rooms. An Open Lock check (DC 20) is required to open the window without breaking it.

The main deck, forecandle and quarterdeck are covered by *Alarm* spells. Anyone not stating the password 'Leous Sent Me' when stepping on any of the three decks will set off an alarm. The alarm sounds like a ship's bell. A ship's bell can be seen moving on the quarter deck. An *Unseen Servant* moves the bell to give the illusion that the bell is making the noise. Examining the bell reveals there is no clapper for the bell to make noise. The windows to the captain's cabin and wardroom are not trapped since they exit on to the main deck, which is alarmed.

Areas of the Ship

1. Quarter Deck

This is one of two raised decks (the other being the forecandle deck). It is an open deck and the ship's wheel is located here along with a mount for a ballista. The crew can attach a ballista to the mount in one round if needed. The Quarter Deck is 20 feet from the surface of the water. PCs may climb up here on ship's hull (Climb DC 20). There is also a bell mounted here. The bell has no clapper. Anyone examining the bell will notice this. Anyone stepping onto the Quarter Deck without a holy symbol of Syrul will set off the alarm (see *Boarding the Lucia* for alarm details).

2. Forecandle Deck

This is the other raised deck (the other being the quarter deck). It is an open deck and a mounted ballista is located here. On the starboard side is the hawsepipe (hole) and tackle for the ship's anchor. The Forecandle Deck is 20 feet from the surface of the water. PCs may climb up here by using the anchor chain (Climb DC 5) or the ship's hull (Climb DC 20). Anyone stepping onto the Forecandle without a holy symbol of Syrul will set off the alarm (see *Boarding the Lucia* for alarm details).

3. Captain's Cabin

This is where the captain of the ship sleeps when he is onboard. His bed, footlocker and desk take up most of the room. Currently, it is being used by Dagga, a female Suel priest of Syrul. The room smells of rotting meat but there is no obvious source for the smell. There is nothing of value in this room.

PCs making a Search check (DC 25) can uncover a secret compartment in a footlocker. Inside is a letter to Dagga asking her to stop work and return immediately now that the shipment has been located. The PCs will also find some items inside the secret compartment.

Items in chest:

- Silversheen* (faint transmutation)
- Wand of grave strike* (faint divination)

-*Wand of resurgence* (faint abjuration)

-*Slaying Arrow* – constructs (strong necromancy)

*At APL 8 & 10, this is a *Greater Arrow of Slaying* – constructs (strong necromancy)

There are two windows into this cabin. A successful Open Lock check (DC 20) will allow the PCs to open the window.

4. Wardroom

The captain, officers and guests take their meals here. It also serves as a parlor for officers and passengers. The room is a mess and the remains of half eat food rots on the dining table. There are two windows into this cabin. A successful Open Lock check (DC 20) will allow the PCs to open the window.

5. Main Deck

This is the main deck to the ship. It is only 10 feet high from the water's surface. Anyone stepping onto the Forecandle without a holy symbol of Syrul will set off the alarm (see *Boarding the Lucia* for alarm details).

6. Forecandle

Most of the ship's crew sleeps here. There are a dozen cramped bunks. The three orcs stay here and the room is a mess.

7. Galley

This room has a small stove and shelving for all kinds of foodstuffs. The room stinks of smoke. A large pot of gruel sits on the stove, its contents burnt rather badly.

8. Chain Locker

The ship's anchor chain is stored here. It passes through the hawsepipe in the forecandle up to the forecandle deck.

9. Lower Deck

There is nothing remarkable in this area. If the PCs manage to come aboard and surprise the Black Rats, the Rat Flesh Golem will start here. Otherwise, Dagga will order the Rat Flesh Golem to accompany her in preparation for the ambush.

10. Brig

This is where the prisoners are kept when not being tortured. The keys to this room can be found on any of the half-orc were-rats present on the ship.

Prisoners in this room have their feet shackled together and to the floor. A Strength check (DC 23) is needed to pull the chain from its moorings on the floor. If only the floor mooring is released the individual will still have his legs shackled together.

➤ **Shackles & Chain:** hardness 5; hit points 10; break DC 26; open lock (shackles only) DC 30.

If the PCs get on board before late in the evening of the second day of investigation, they will find Canric Moore chained here. He will be in no condition to fight.

Otherwise, he will be down below being tortured for information.

11. Lower Hold

This is where the Black Rats carry out their interrogations. There are various implements of torture around the room. Red-hot pokers (do an extra 1d6 fire damage), knives (which act like daggers) and other cruel looking devices will all serve well as back up weapons. Also in the room are various body parts from humans and large rats (medium size) as well as implements for making a flesh golem like needles, saws, etc. Coincidentally, these items also get used during interrogation.

A chair sits at the far end of the hold. Shackled to the chair is typically a prisoner. For the first two days, it will be Reilly Staern, a spy for the Rogues of Seltaren. Reilly will be in rough shape, passing in and out of consciousness until the PCs can get him to safety and provide him with bed rest and proper medical attention. Late into the second night, Reilly's time is up and it is Canric's turn. Reilly's body will be dumped into the Nyr Dyv and Canric will be brought here. This is where the Black Rats can also be found, each one taking shifts to extract information from prisoners.

Day One & Two

🦋 **Reilly Staern:** (Rog 5; hp 17/currently -2; See Appendix One: Fixed NPCs).

Day Three

🦋 **Canric Moore:** (Ranger4/Bloodhound5; hp 72 /currently -2; See Appendix One: Fixed NPCs).

NOTE: If freed and revived, Reilly and Canric could help contribute to the combat. However, both men will start stable at -2 hit points with no gear. They will also be exhausted for the duration of the combat unless they receive magical healing that specifically removes exhaustion (such as *Heal*).

12. Sail Locker

The door to this room is open. This room contains spare sails, canvas and sewing gear as well as plenty of lines, hawsers, firewood and heavy tools.

The Corpse Rat Swarm (if present at this APL) lurk in here waiting to emerge (see Corpse Rat Tactics).

Ship Combat and Fires

The GM should review GM Handout #1. It lists rules for attacking the Lucia as well as which spells can start fires aboard ship. The section on starting fires could be particularly relevant given that the PCs will likely be fighting the enemy in the ship's hold.

The GM may also wish to review Heat Dangers in the DMG on page 303-304 as well as Smoke Dangers on page 304.

Failed Attacks

Once the PCs board the ship, they really only have one chance to save Canric unless they are very careful not to alert the Black Rats to their presence.

If the PCs board the ship and alert the Black Rats, they will be attacked. If the PCs decide to retreat, the Black Rats will abandon ship almost immediately. The Black Rats will kill the prisoners, dump their bodies, remove any incriminating evidence, and gather their belongings. The group will then flee the ship via rowboat or swimming if necessary, leaving no trace of their activities on board.

If there is time (the PCs don't return within an hour), the ship's crew will be rounded up and sent back to the Lucia. Their orders are to sail her out of Leukish to return at a later date.

If the PCs decide to sink the ship, the Black Rats will carry out their abandon ship protocol as listed above to the best of their ability.

Ship Occupants

If present, the Rat Flesh Golem starts on the Lower Deck (9). If an alarm is raised they are ordered to the hold to assist in the ambush. The others are in the Hold from the start.

APL 2 (EL 5)

🦋 **Half-orc Were-Rats (3):** hp 12 each; Appendix 1.

APL 4 (EL 7)

🦋 **Half-orc Were-Rats (3):** hp 12 each; Appendix 1.

🦋 **Corpse Rat Swarm:** hp 52; Appendix 1.

APL 6 (EL 9)

🦋 **Half-orc Were-Rats (2):** hp 21 each; Appendix 1.

🦋 **Rat Flesh Golem:** hp 79; MM page 135-136 with adjustments in Appendix 1.

🦋 **Corpse Rat Swarm:** hp 52; Appendix 1.

APL 8 (EL 11)

🦋 **Half-orc Were-Rats (2):** hp 21 each; Appendix 1.

🦋 **Rat Flesh Golem:** hp 79; Appendix 1.

🦋 **Corpse Rat Swarm:** hp 52; Appendix 1.

🦋 **Dagga, Priestess of Syrul:** hp 62; Appendix 1.

APL 10 (EL 13)

🦋 **Half-orc Were-Rats (3):** hp 38 each; Appendix 1.

🦋 **Advanced Rat Flesh Golem:** hp 101; Appendix 1.

🦋 **Corpse Rat Swarm (3):** hp 52; Appendix 1.

🦋 **Dagga, Priestess of Syrul:** hp 62; Appendix 1.

General Tactics

The idea is to lure the PCs down into the lowest hold of the ship where the Black Rats can ambush and gang up on one or more of the PCs. They will do this by making their prisoners scream in pain, thinking the PCs will likely be drawn to the noise.

The intelligent members (not the corpse rats) work to single out one individual, if possible, and take them down first before moving on. There is enough clutter and shadows to make a Hide check. The Black Rats will each take ten on their Hide checks. The results will vary depending on the APL. Of course PCs that make their Spot checks will get to act in the surprise round.

Tactics – Half-orc Were-Rats

Present at all APLs:

If alerted, the wererats will assume their hybrid form and attempt to hide in the Lower Hold hoping to ambush the PCs when they enter. At APL 6 only, they will drink their *Potions of Heroism* before assuming hybrid form.

If the PCs surprise the wererats, they will spend the first round shifting to hybrid form. After that, they will move to set up flank on the weakest looking character in the room.

Tactics – Corpse Rats

Present at APL 4+:

The corpse rats are in the Sail Locker with a door open to the Lower Hold. They have been commanded to attack anyone that enters the hold not wearing a holy symbol of Syrul or accompanied by a person wearing a holy symbol of Syrul. They are mindless and have no tactics. If Dagga is present, she will command the Corpse Rats to attack spell casters.

Tactics – Rat Flesh Golem

Present at APL 6+.

Dagga has created a flesh golem using a hybrid of human and large dire rat parts. The golem has the head and tail of a large dire rat stitched on to a humanoid form. For the purpose of game mechanics, the creature is considered a flesh golem. Dagga has dressed the creature in studded leather armor to hide the stitching and other apparatus used to hold the creature together. For the most part, the creature resembles a large, stiff jointed rat ogre.

The Rat Flesh Golem has been programmed to attack the first person that enters the room. It can also be commanded by Dagga to attack a specific target.

Tactics – Dagga, priestess of Syrul

Present at APL 8-10:

Dagga's first action is to go invisible. She wants to silently move about the battlefield assisting her allies without endangering herself.

If she has been alerted to the presence of the PCs on the ship, she will attempt to lure the PCs down by making one of the prisoners scream in pain. If she can

hear the PCs advancing, she will silently cast *Recitation* before the PCs enter the hold.

In the first round of combat, Dagga will cast *Righteous Wrath of the Faithful* to give her allies an extra attack and a bonus to hit and damage. This will hopefully occur in the surprise round if all goes well for the Black Rats. Then, if she sees spellcasters, Dagga will fill lower hold and the stairs down with a *Silence* spell.

After that, Dagga's tactics will vary. If she hasn't cast the silent *Recitation* yet, that will be her first action. Most likely she will cast her silenced *Confusion*, targeting fighter types if possible. If there are one or more raging PCs, she'll try to nullify their rage with a silenced *Calm Emotions* (using her meta-magic rod). If there are a lot of ranged attacks, she will cast a silenced *Obscuring Mist* using her meta-magic rod. If there are nasty looking spell casters, she will ready actions to counterspell using her two *Dispel Magics*.

If the situation looks hopeless, Dagga will try to escape. If she makes it to the deck, she casts *Water Breathing* (silently if possible) and jumps overboard. She will use *Obscuring Mist* to cover her retreat if needed.

Detect Magic Results:

APL 2: *Potion of Cure Moderate Wounds* (faint conjuration), *Slaying Arrow – Constructs* (strong necromancy), *Silversheen* (faint transmutation), *Wand of grave strike* (faint divination), *Wand of resurgence* (faint abjuration)

APL 4: *Slaying Arrow – Constructs* (strong necromancy), *Silversheen* (faint transmutation), *Wand of grave strike* (faint divination), *Wand of resurgence* (faint abjuration)

APL 6: *Slaying Arrow – Constructs* (strong necromancy), *Silversheen* (faint transmutation), *Wand of grave strike* (faint divination), *Wand of resurgence* (faint abjuration), *Studded Leather Armor +1* (faint abjuration)

APL 8: *Studded Leather Armor +1* (faint abjuration), *Cloak of Resistance +1* (faint abjuration), *Periapt of Wisdom +2* (moderate transmutation), *Studded Leather Armor +1* (faint abjuration), *Lesser Rod of Silence* (strong – no school)

APL 10: *Studded Leather Armor +1* (faint abjuration), *Cloak of Resistance +1* (faint abjuration), *Periapt of Wisdom +2* (moderate transmutation), *Studded Leather Armor +1* (faint abjuration), *Lesser Rod of Silence* (strong – no school)

CONCLUSION

There are many things the PCs could accomplish during the course of this adventure. All relevant goals and their possible outcomes are discussed below.

Recover Rare Herbs

If the PCs were able to track down Delbrook Softtoe, then they likely found the missing rare herbs. If the PCs return the herbs, both Dadlir Fealdon and Abiron Grek will be most grateful though for entirely different reasons: Dadlir's reputation will go unharmed and Abiron will have recovered the medicinal herbs meant for the church of Pelor. Also, Dadlir will inform the PCs that the individual who ordered the songbirds could not be

contacted and by law has forfeited her right to sue. The PCs will have earned the favor of House Grek and House Fealdon.

Turn in Delbrook Softtoe

If the PCs turn Delbrook Softtoe over to the authorities, then the PCs will not receive the favor of the Bakery Street Gang. Delbrook will do several weeks in the local prison for his crimes before being released. In addition, Lula Softtoe will be let go from her job at the Fealdon warehouse due to her connection with the robbery. PCs may spend a favor with a noble house to get Lula a new job with that house.

Save Delbrook Softtoe

If the PCs cured Delbrook of his lycanthropy and did not turn him in to the authorities, they will have earned the favor of the Bakery Street Gang. PCs looking for allies to assist the Rogues of Seltaren may count the Bakery Street Gang as willing partners. Of course the PCs need to ask for the gang's assistance to get it.

Save Canric Moore

Naturally, Canric Moore will be grateful for the PCs assistance. Canric will fill in the PCs on what happened to him and what he knows:

- He had been asked by Abiron Grek to recover some items that had been stolen from House Fealdon. Abiron was particularly interested since a shipment of medicinal herbs earmarked for the church of Pelor and the orphanage went missing
- Canric arrived in Leukish about seven days ago and began the investigation immediately.
- A day later, Canric visited the Fealdon warehouse. Canric found the name of the cargo vessel that delivered the songbirds in a shipping manifest. He took the manifest to show to the port authority.
- The port authority mentioned the mix-up with the docking and unloading of the Lucia.
- About this time Canric became aware that he was being watched.
- Canric returned to the Strong Man Inn and gave the manifest to Nenae for safekeeping, since he was concerned it might be stolen.
- The next day Canric returned to the docks to find out more about the Lucia. He learned that it was anchored some distance from the shore so made arrangements to hire a boat to take him out to see the ship.
- No one responded to his requests to come aboard, so he decided to have a look around. When he went below decks, he was attacked by a really big strange looking rat thing and knocked unconscious.
- Some half-orcs came in and dragged him into the lower hold. They shackled him to a chair

and began asking questions. They wanted to know who he worked for, why he was snooping around the Lucia, etc. A priestess of Syrul called Dagga asked most of the questions.

- The interrogation was interrupted by the arrival of another prisoner that was a higher priority to Dagga. They seemed to think the new prisoner had connections to the Rogues of Seltaren.
- Canric saw a blonde haired Suel woman meet with Dagga while he was being held in the brig. He distinctly remembers that the blonde woman smelled strongly of roses.
- The two had a brief discussion. Dagga asked the blonde woman, whom she called Rose, if she had the research from Nellix with her. The blonde woman replied yes. Then the two left.

Save Reilly Staern

Reilly is a member of the Seven Bells band with the Rogues of Seltaren. He was sent to Leukish to find out any information he could on the Rogue's newest enemy. It wasn't long before Reilly was discovered and captured. If the PCs manage to save Reilly, he has some interesting information for them.

What Reilly knows:

- Reilly knows that the Black Rats stole the songbirds
- Reilly knows that the Black Rats have been in discussions with a powerful group of smugglers about a possible partnership
- Reilly recognized the blonde woman as Honeysuckle Rose, a rumored spy for the Scarlet Brotherhood

Saving Reilly and getting him back to Seltaren is huge boon for the Rogues of Seltaren. If the PCs are assisting the Rogues, saving Reilly will definitely earn them the favor of the Rogues.

Defeat the Black Rats aboard the Lucia

If the PCs defeat the Black Rats and clear out the Lucia, then they have dealt a sizable blow to the Black Rat's organization by capturing the Lucia. At some point, the Navy will arrive to investigate reports of a commotion on the Lucia and seize control of the derelict ship.

The PCs will now have the option of purchasing the ship from the city for 10,000 gp. If the PCs also returned the missing herbs, House Fealdon will offer to help the PCs purchase the ship in exchange for future services rendered.

Deliver Information to Reaver

If the PCs discovered the note in Dagga's quarters and inform Reaver of it, he will be most interested in what it has to say. If the PCs saved Reilly Staern and share Reilly's information with Reaver, he will really be impressed, especially the part about the Black Rats

consorting with an alleged Scarlet Brotherhood spy. Reaver will discuss the situation with his organization, which may consider cooperating with the Rogues of Seltaren.

Assist the Rogues of Seltaren

If they saved Reilly Staern, all PCs will earn one influence with the Rogues of Seltaren. Those PCs who were contacted to help the Rogues of Seltaren and return with information about the Black Rats, will earn a 2nd influence with the Rogues. In either case, the Rogues will offer to make certain items available to the PCs as reward. Those items are marked with an asterisk (*).

If the PCs forged an alliance with the Bakery Street Gang or weakened the partnership between the outsiders and the Black Rats, the Rogues will be grateful but it will not earn any additional favors. The impact of these actions will be felt in the future.

Critical Events Summary

Please submit results of the adventure to doutriad@yahooogroups.com. Things to note:

1. Was Canric Moore saved?
2. Was Reilly Staern saved?
3. Was the Lucia captured?
4. Was Dagga slain?
5. What happened to Delbrook Softoe?
6. Was Delbrook convinced to ally with the Rogues of Seltaren?
7. Was Reaver approached about an alliance with the Rogues?

EXPERIENCE POINT SUMMARY

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

Encounter 7

Defeat rat swarms

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 9

Defeat half-orc thugs

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 10

Defeat ship guardians

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP

TREASURE SUMMARY

During an adventure, characters encounter 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. 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 9:

APL 2: Loot: 19 gp; Coin: 5 gp; Magic: 50 gp – *potion of cure moderate wounds* (25 gp each per potion)

APL 4: Loot: 94 gp; Coin: 5 gp; Magic: 150 gp – 2 *potion of barkskin* +4 (75 gp each per potion)

APL 6: Loot: 96 gp; Coin: 5 gp; Magic: 150 gp – 2 *potion of barkskin* +4 (75 gp each per potion)

APL 8: Loot: 43 gp; Coin: 5 gp; Magic: 386 gp – 2 *greataxe* +1 (193 gp each per weapon)

APL 10: Loot: 43 gp; Coin: 5 gp; Magic: 915 gp – 2 chain shirt +1 (104 gp each per armor), 2 *greataxe* +1 (193 gp each per weapon), *ring of protection* +1 (83 gp each per ring)

Encounter 10:

APL 2: Loot: 85 gp; Coin: 6 gp; Magic: 377 gp – 3 *silversheen* (21 gp each per vial), *slaying arrow: constructs* (190 gp each), *wand of grave strike* (62 gp each), *wand of resurgence* (62 gp each)

APL 4: Loot: 85 gp; Coin: 6 gp; Magic: 377 gp – 3 *silversheen* (21 gp each per vial), *slaying arrow: constructs* (190 gp each), *wand of iron silence* (62 gp each), *wand of resurgence* (62 gp each)

APL 6: Loot: 64 gp; Coin: 6 gp; Magic: 663 gp – 3 *silversheen* (21 gp each per vial), *slaying arrow: constructs* (190 gp each), *wand of iron silence* (62 gp each), *wand of resurgence* (62 gp each), 3 *potion of heroism* (63 gp each per potion), *studded leather armor* +1 (97 gp each)

APL 8: Loot: 139 gp; Coin: 6 gp; Magic: 1337 gp – 2 *studded leather armor* +1 (97 gp each per armor), *studded leather* +1 (97 gp each), *periapt of wisdom* +2 (333 gp each), *cloak of resistance* +1 (83 gp each), *rod of lesser silence* (250 gp each), 3 *silversheen* (21 gp each per vial), *slaying arrow: constructs* (190 gp each), *wand of grave strike* (62 gp each), *wand of resurgence* (62 gp each)

APL 10: Loot: 139 gp; Coin: 6 gp; Magic: 1675 gp – 2 *studded leather armor* +1 (97 gp each per armor), *studded leather* +1 (97 gp each), *periapt of wisdom* +2 (333 gp each), *cloak of resistance* +1 (83 gp each), *rod of lesser silence* (250 gp each), *greater arrow of slaying – constructs* (338 gp each), 3 *silversheen* (21 gp each per vial), *slaying arrow: constructs* (190 gp each), *wand of grave strike* (62 gp each), *wand of resurgence* (62 gp each)

Total Possible Treasure

APL 2: Loot: 104 gp; Coin: 11 gp; Magic: 427 gp; Total: 542 gp

APL 4: Loot: 179 gp; Coin: 11 gp; Magic: 527 gp; Total: 717 gp

APL 6: Loot: 160 gp; Coin: 11 gp; Magic: 813 gp; Total: 984 gp

APL 8: Loot: 182 gp; Coin: 11 gp; Magic: 1,723 gp; Total: 1,916 gp

APL 10: Loot: 182 gp; Coin: 11 gp; Magic: 2,590 gp; Total: 2,783 gp

Special

Favor of House Grek:

As reward for recovering the missing herbs, Abiron Grek has made arrangements with the clergy of Pelor to assist the PCs. Players may expend this favor to have one divine spell cast during or after any adventure set in the Duchy of Urnst. Players may choose any divine spell in the Player's Handbook from first to sixth level (caster level 11). The cost for casting the spell is free but the players must pay for material components.

Favor of House Fealdon:

In return for helping investigate the robbery, this favor may be used to go into business with Dadlir Fealdon. Dadlir will pay half the cost of the Lucia as long as the PCs spend 10 TU this year (delivering House Fealdon cargo). The PC must spend another 10 TU at the start of each New Year unless and until they pay Dadlir 5,000 gp for his share. Time Units spent as a House Merchant with House Fealdon (see the Houses of the Duchy Meta-Org) count toward the TUs spent.

— Influence with the Rogues of Seltaren:

The PCs have aided the Rogues of Seltaren. As long as one of these influence is held, the character gains access to the starred items below.

Enmity of the Rogues of Seltaren:

The PCs have crossed the Rogues of Seltaren and have earned — enmity with the group.

Favor of the Bakery Street Gang:

The PC has earned the gratitude of the Bakery Street Gang. When in Leukish, the PCs may call upon the gang for assistance. They will provide a +5 bonus to any single Gather Information or Knowledge (Local: NMR) check. A PC may only use this favor once per adventure.

The Lucia:

The authorities seized the Lucia and she now sits vacant. The city is looking to find a buyer for the ship and will offer to sell it for 10,000 gp. Only one PC at the table may buy the Lucia. Ownership of the Lucia fulfills the requirements for the PrC Dread Pirate.

PCs may expend one favor of a noble house when to receive a discount on the asking price. A favor with a noble house in the Strong Hart faction will reduce the cost by 500 gp. A favor with a noble house not in the Strong Hart faction will reduce the price by 250 gp.

This favor expires one year from the date this adventure was played.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Slaying Arrow – Constructs* (Adventure; DMG; 2,282 gp)
- *Silversheen* (Adventure; DMG; 750 gp)
- *Wand of grave strike* (Adventure; 750 gp)
- *Wand of resurgence* (Adventure; 750 gp)
- *Elixir of Hiding** (Regional; DMG; 150 gp)
- *Elixir of Sneaking** (Regional; DMG; 150 gp)

APL 4 (all of APL 2 plus the following):

- *Potion of Barkskin +4* (Adventure; DMG; 900 gp)
- *Dust of Illusion** (Regional; DMG; 1,200 gp)

APL 6 (all of APL 2 & 4 plus the following):

- *Eyes of the Eagle** (Regional; DMG; 2,500 gp)
- *Chime of Opening** (Regional; DMG; 3,000 gp)

APL 8 (all of APL 2 to 6 items plus the following):

- *Lesser Rod of Silence* (Adventure; DMG; 3,000 gp)
- *Greater Arrow of Slaying – constructs* (Adventure; DMG; 4,057 gp)

APL 10 (all of APL 2 to 8 items plus the following):

- *Circlet of Persuasion** (Regional; DMG; 4,500 gp)
- *Slippers of Spider Climb** (Regional; DMG; 4,800 gp)

APPENDIX 1: APL 2

ENCOUNTER NINE: ON THE WATERFRONT

Half-Orc Thug: male half-orc Brb 1; CR 1; medium humanoid (half orc); HD 1d12+2; hp 8; Init +1; Spd 40 ft.; AC 15 touch 11, flat-footed 14; Base Atk +1; Grp +4;

Atk +5 melee (1d10+4, greatclub);

Full Atk +5 melee (1d10+4, greatclub);

SA: -; SQ: Fast Movement, Rage 1/day;

AL CN; SV Fort +4, Ref +1, Will +1; Str.17, Dex.13, Con.14 Int.8, Wis.12, Cha.6.

Skills and Feats: Intimidate +2, Listen +5, Survival +5; *Weapon Focus* (Greatclub).

Languages: Common, Orc

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, PH page 146) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 - the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering rage takes no time itself, but a barbarian can do it only during his action (see Initiative, PH page 136), not in response to

someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round before the arrow struck.

Possessions: Chain shirt, greatclub, short sword, dagger, *Potion of Cure Moderate Wounds*.

Rage Statistics: hp 10; AC 13, touch 9, flat-footed 12; Grp +6; Atk +7 melee (1d10+7, greatclub); Full Atk +7 melee (1d10+7, greatclub); SV Fort +6, Will +3; Str.21, Con.18.

ENCOUNTER TEN: THE LUCIA

Half-orc Were-Rat (afflicted), Half-orc form: War1, CR 2; medium humanoid (half-orc, shapechanger); HD 2d8+3; hp 12; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +4;

Atk +3 melee (2d4+3/18-20, falchion) or +1 ranged (1d6+2, javelin);

Full Atk +3 melee (2d4+3/18-20, falchion) or +1 ranged (1d6+2, javelin);

SA: -; SQ: Alternate form, darkvision 60 ft., light sensitivity, low-light vision, rat empathy, scent;

AL LE; SV Fort +5, Ref +2, Will +4; Str 15, Dex 11, Con 12, Int 8, Wis 11, Cha 6.

Skills and Feats: Listen +3, Spot +3, Swim +11; Alertness, Iron Will, Weapon Finesse.

Possessions: Masterwork studded leather armor, falchion, dagger, 5 javelins

Languages: Common, Orc

Hybrid form: War1, CR 2; medium humanoid (half-orc, shapechanger); HD 2d8+3; hp 12; Init +3; Spd 40 ft., climb 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +3;

Atk +3 melee (2d4+3/18-20, falchion) or +4 melee (1d6+2, claw) or +4 ranged (1d6+2, javelin);

Full Atk +3 melee (2d4+3/18-20, falchion) and -1 melee (1d6+1, bite) or +4/+4 melee (1d4+2, 2 claws) and -1 melee (1d6+1, bite) or +4 ranged (1d6+2, javelin);

SA: Disease; SQ: Alternate form, darkvision 60 ft., DR 5/silver, light sensitivity, low-light vision, rat empathy, scent;

AL LE; SV Fort +7, Ref +5, Will +4; Str15, Dex 17, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +11, Listen +3, Spot +3, Swim +12; Alertness, Iron Will, Weapon Finesse.

Dire Rat form: War1, CR 2; small humanoid (half-orc, shapechanger); HD 2d8+3; hp 12; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp +0;

Atk +5 melee (1d4+2 plus disease, bite);

Full Atk +5 melee (1d4+2 plus disease, bite);

SA: Disease; SQ: Alternate form, darkvision 60 ft., DR 5/silver, light sensitivity, low-light vision, rat empathy, scent;

AL LE; SV Fort +7, Ref +5, Will +4; Str 15, Dex 17, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +11, Hide +7, Listen +3, Spot +3, Swim +12; Alertness, Iron Will, Weapon Finesse.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animals' physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control.

Damage Reduction (Ex): An afflicted lycanthrope in animal or hybrid form has damage reduction 5/silver.

Disease (Ex): Filth fever; bite, Fortitude DC 13, incubation 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Rat Empathy (Ex): In any form, wererats can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus on checks when influencing the rat's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-light vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Skills (Ex): A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Wererats have a +8 racial bonus on Swim checks from their dire rat form.

ENCOUNTER SEVEN: NIGHT

ASSASSINS

Corpse Rat Swarm: CR 4; Tiny Undead (Swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13, touch 13, flat-footed 12; Base Atk +4; Grp -;

Atk Swarm (1d6 plus disease);

Full Atk Swarm (1d6 plus disease);

SA: Disease, distraction; SQ: Damage reduction 5/slashing, darkvision 60 ft., swarm traits, undead traits;

AL NE; SV Fort +2, Ref +3, Will +6; Str.4, Dex.13, Con.-, Int.-, Wis.10, Cha.1.

Skills and Feats: -.

Languages: -

Disease (Ex): Filth Fever – swarm attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

ENCOUNTER NINE: ON THE

WATERFRONT

Half-Orc Thug: male half-orc Brb 1/Ftr 2; CR 3; medium humanoid (half orc); HD 1d12+2d10+6; hp 23; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +6;

Atk +8 melee (1d10+4, greatclub);

Full Atk +8 melee (1d10+4, greatclub);

SA: -; SQ: Fast Movement, Rage 1/day;

AL CN; SV Fort +7, Ref +1, Will +1; Str 17, Dex 13, Con 14 Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +4, Listen +5, Survival +5; Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (Greatclub).

Languages: Common, Orc

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution

APPENDIX 1: APL 4

score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, PH page 146) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 _ the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering rage takes no time itself, but a barbarian can do it only during his action (see Initiative, PH page 136), not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round before the arrow struck.

Possessions: Masterwork chain shirt, masterwork greatclub, short sword, dagger, *potion of barkskin* +4.

Potion of Barkskin +4: +4 natural armor bonus to Armor Class

Rage Statistics: hp 29; AC 13, touch 9, flat-footed 12; Base Atk +3; Grp +8; Atk +10 melee (1d10+7, greatclub); Full Atk +10 melee (1d10+7, greatclub); SV Fort +9, Will +3; Str.21, Con.18.

ENCOUNTER TEN: THE LUCIA

Half-orc Were-Rat (natural), Half-orc form: War1, CR 2; medium humanoid (half-orc, shapechanger); HD 2d8+3; hp 12; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +4;

Atk +3 melee (2d4+3/18-20, falchion) or +1 ranged (1d6+2, javelin);

Full Atk +3 melee (2d4+3/18-20, falchion) or +1 ranged (1d6+2, javelin);

SA: -; SQ: Alternate form, darkvision 60 ft., light sensitivity, low-light vision, rat empathy, scent;

AL LE; SV Fort +5, Ref +2, Will +4; Str 15, Dex 11, Con 12, Int 8, Wis 11, Cha 6.

Skills and Feats: Listen +3, Spot +3, Swim +11; Alertness, Iron Will, Weapon Finesse.

Possessions: Masterwork studded leather armor, falchion, dagger, 5 javelins

Languages: Common, Orc

Hybrid form: War1, CR 2; medium humanoid (half-orc, shapechanger); HD 2d8+3; hp 12; Init +3; Spd 40 ft., climb 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +3;

Atk +3 melee (2d4+3/18-20, falchion) or +4 melee (1d6+2, claw) or +4 ranged (1d6+2, javelin);

Full Atk +3 melee (2d4+3/18-20, falchion) and -1 melee (1d6+1, bite) or +4/+4 (1d4+2, 2 claws) and -1 melee (1d6+1, bite) or +4 ranged (1d6+2, javelin);

SA: Curse of lycanthropy, disease; SQ: Alternate form, darkvision 60 ft., DR 10/silver, light sensitivity, low-light vision, rat empathy, scent;

AL LE; SV Fort +7, Ref +5, Will +3; Str 15, Dex 17, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +11, Listen +3, Spot +3, Swim +12; Alertness, Iron Will, Weapon Finesse.

Dire Rat form: War1, CR 2; small humanoid (half-orc, shapechanger); HD 2d8+3; hp 12; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp +0;

Atk +5 melee (1d4+2 plus disease, bite);

Full Atk Bite +5 melee (1d4+2 plus disease, bite);

SA: Curse of lycanthropy, disease; SQ: Alternate form, darkvision 60 ft., DR 10/silver, light sensitivity, low-light vision, rat empathy, scent;

AL LE; SV Fort +7, Ref +5, Will +4; Str 15, Dex 17, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +11, Hide +7, Listen +3, Spot +3, Swim +12; Alertness, Iron Will, Weapon Finesse.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animals' physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save

or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Damage Reduction (Ex): A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Disease (Ex): Filth fever; bite, Fortitude DC 13, incubation 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Rat Empathy (Ex): In any form, wererats can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus on checks when influencing the rat's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-light vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Skills (Ex): A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Wererats have a +8 racial bonus on Swim checks from their dire rat form.

APPENDIX 1: APL 6

ENCOUNTER SEVEN: NIGHT

ASSASSINS

Corpse Rat Swarm: CR 4; Tiny Undead (Swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13, touch 13, flat-footed 12; Base Atk +4; Grp -;

Atk Swarm (1d6 plus disease);

Full Atk Swarm (1d6 plus disease);

SA: Disease, distraction; SQ: Damage reduction 5/slashing, darkvision 60 ft., swarm traits, undead traits;

AL NE; SV Fort +2, Ref +3, Will +6; Str.4, Dex.13, Con.-, Int.-, Wis.10, Cha.1.

Skills and Feats: -.

Languages: -

Disease (Ex): Filth Fever – swarm attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

ENCOUNTER NINE: ON THE

WATERFRONT

Half-Orc Thug: male half-orc Brb 1/Ftr 4; CR 5; medium humanoid (half orc); HD 1d12+ 4d10+10; hp 38; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk +5; Grp +9;

Atk +11 melee (1d12+8/x3, greataxe); Full Atk +11 melee (1d12+8/x3, greataxe);

SA: -; SQ: Fast Movement, Rage 1/day;

AL CN; SV Fort +8, Ref +2, Will +2; Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +6, Listen +5, Survival +5; Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe).

Languages: Common, Orc

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are

not lost first the way temporary hit points are; see Temporary Hit Points, PH page 146) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 _ the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering rage takes no time itself, but a barbarian can do it only during his action (see Initiative, PH page 136), not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round before the arrow struck.

Possessions: Masterwork chain shirt, masterwork greataxe, short sword, dagger, *potion of barkskin* +4.

Potion of Barkskin +4: +4 natural armor bonus to Armor Class

Rage Statistics: hp 48; Init +1; Spd 40 ft.; AC 13, touch 9, flat-footed 12; Base Atk +5; Grp +11; Atk +13 melee (1d12+11/x3, greataxe); Full Atk +13 melee (1d12+11/x3, greataxe); SV Fort +10, Will +4; Str 22, Con 18.

ENCOUNTER TEN: THE LUCIA

Half-orc Were-Rat (natural), Half-orc form: Rog 2/War1; CR 4; medium humanoid (half-orc, shapechanger); HD 2d8+2d6+5; hp 21; Init +1; Spd 30 ft.; AC 16, touch 10, flat-footed 15; Base Atk +2; Grp +5;

Atk +5 melee (2d4+3/18-20, falchion) or +3 ranged (1d6+2, javelin);

Full Atk +5 melee (2d4+3/18-20, falchion) or +3 ranged (1d6+2, javelin);

SA: +1d6 sneak attack; SQ: Alternate form, darkvision 60 ft., evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding;

AL LE; SV Fort +5, Ref +6, Will +4; Str 15, Dex 12, Con 12, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +8, Hide +6, Listen +7, Move Silently +6, Open Lock +6, , Search +4, Spot +7, Swim +11; Alertness, Improved Unarmed Strike, Iron Will, Weapon Finesse.

Possessions: Masterwork studded leather armor, masterwork falchion, dagger, 5 javelins, *potion of heroism*.

Languages: Common, Orc

Power-Up Suite, *potion of heroism*, half-orc form: Atk +7 melee (2d4+3/18-20, falchion) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3/18-20, falchion) or +5 ranged (1d6+2, javelin); SV Fort +7, Ref +8, Will +6; **Skills:** Climb +10, Hide +8, Listen +9, Move Silently +8, Open Lock +8, Search +6, Spot +9, Swim +13.

Hybrid form: Rog 2/War1; CR 4; medium humanoid (half-orc, shapechanger); HD 2d8+2d6+5; hp 21; Init +4; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 13; Base Atk +2; Grp +4;

Atk +5 melee (2d4+3/18-20, falchion) or +6 melee (1d6+2, claw) or +6 ranged (1d6+2, javelin);

Full Atk +5 melee (2d4+3/18-20, falchion) and +1 melee (1d6+1, bite) or +6/+6 melee (1d6+2, 2 claws) and +1 melee (1d6+1, bite) or +6 ranged (1d6+2, javelin);

SA: Curse of lycanthropy, disease; +1d6 sneak attack; SQ: Alternate form, darkvision 60 ft., DR 10/silver, evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding;

AL LE; SV Fort +7, Ref +9; Will +4; Str 15, Dex 18, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: : Climb +18, Hide +9, Listen +7, Move Silently +9, Open Lock +9, Search +4, Spot +7, Swim +13; Alertness, Improved Unarmed Strike, Iron Will, Weapon Finesse.

Power-Up Suite, *potion of heroism*, Hybrid form: Atk +7 melee (2d4+3/18-20, falchion) or +8 melee (1d6+2, claw) or +8 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3/18-20, falchion) and +3 melee (1d6+1, bite) or +8/+8 melee (1d6+2, 2 claws) and +3 melee (1d6+1, bite) or +8 ranged (1d6+2, javelin); SV Fort +9, Ref +11, Will +6; **Skills:** Climb +20, Hide +11, Listen +9, Move Silently +11, Open Lock +11, Search +6, Spot +9, Swim +15.

Dire Rat form: Rog 2/War1; CR 4; small humanoid (half-orc, shapechanger); HD 2d8+2d6+5; hp 21; Init +4; Spd 40 ft., climb 20 ft.; AC 18, touch 15, flat-footed 14; Base Atk +2; Grp +0;

Atk +7 melee (1d4+2 plus disease, bite);

Full Atk +7 melee (1d4+2 plus disease, bite);

SA: Curse of lycanthropy, disease; +1d6 sneak attack; SQ: Alternate form, darkvision 60 ft., DR 10/silver, evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding;

AL LE; SV Fort +7, Ref +9, Will +4; Str 15, Dex 18, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: : Climb +18, Hide +9, Listen +7, Move Silently +9, Open Lock (+9, can't use skill

in this form), Search +4, Spot +7, Swim +13; Alertness, Improved Unarmed Strike, Iron Will, Weapon Finesse.

Power-Up Suite, *potion of heroism*, Dire Rat form: Atk +9 melee (1d4+2 plus disease, bite); Full Atk +9 melee (1d4+2 plus disease, bite); SV Fort +9, Ref +11, Will +6; **Skills:** Climb +20, Hide +11, Listen +9, Move Silently +11, Open Lock (+11, can't use skill in this form), Search +6, Spot +9, Swim +15.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animals' physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Damage Reduction (Ex): A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Disease (Ex): Filth fever; bite, Fortitude DC 14, incubation 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Rat Empathy (Ex): In any form, wererats can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus on checks when influencing the rat's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-light vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Skills (Ex): A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always

choose to take 10 on a Climb check, even if rushed or threatened.

Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Corpse Rat Swarm: CR 4; Tiny Undead (Swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13 (+2 size, +1 Dex), touch 13, flat-footed 12; Base Atk +4; Grp -;

Atk Swarm (1d6);

Full Atk Swarm (1d6);

SA: Disease, distraction; SQ: Damage reduction 5/slashing, darkvision 60 ft., swarm traits, undead traits;

AL NE; SV Fort +2, Ref +3, Will +6; Str.4, Dex.13, Con.-, Int.-, Wis.10, Cha.1.

Skills and Feats: -; -.

Languages: -

Disease (Ex): Filth Fever – swam attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Rat Flesh Golem: per *Monster Manual v3.5* page 135 except AC 22 (-1 size, -1 Dex, +10 natural, +4 studded leather), touch 18, flat-footed 22.

APPENDIX 1: APL 8

ENCOUNTER SEVEN: NIGHT

ASSASSINS

Corpse Rat Swarm: CR 4; Tiny Undead (Swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13, touch 13, flat-footed 12; Base Atk +4; Grp -;

Atk Swarm (1d6 plus disease);

Full Atk Swarm (1d6 plus disease);

SA: Disease, distraction; SQ: Damage reduction 5/slashing, darkvision 60 ft., swarm traits, undead traits;

AL NE; SV Fort +2, Ref +3, Will +6; Str.4, Dex.13, Con.-, Int.-, Wis.10, Cha.1.

Skills and Feats: -.

Languages: -

Disease (Ex): Filth Fever – swarm attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

ENCOUNTER NINE: ON THE WATERFRONT

Half-Orc Thug: male half-orc Brb 1/Ftr 6; CR 7; medium humanoid (half orc); HD 1d12+ 6d10+14; hp 53; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk +7; Grp +11;

Atk +13 melee (1d12+9/x3, greataxe);

Full Atk +13/+8 melee (1d8+9/x3, greataxe);

SA: -; SQ: Fast Movement, Rage 1/day;

AL CN; SV Fort +9, Ref +3, Will +3; Str 18, Dex 13, Con 14 Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +8, Listen +5, Survival +5; Cleave, Improved Grapple, Improved Sunder, Improved Unarmed Strike, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe).

Languages: Common, Orc

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution

score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, PH page 146) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 _ the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering rage takes no time itself, but a barbarian can do it only during his action (see Initiative, PH page 136), not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round before the arrow struck.

Possessions: Masterwork chain shirt, Greataxe +1, short sword, dagger.

Rage Statistics: hp 67; AC 13, touch 9, flat-footed 12; Grp +13; Atk +15 melee (1d12+9/x3, greataxe); Full Atk +15/+10 melee (1d8+9/x3, greataxe); SV Fort +11, Will +5; Str 22, Con 18.

ENCOUNTER TEN: THE LUCIA

Half-orc Were-Rat (natural), Half-orc form: Rog 2/War1; CR 4; medium humanoid (half-orc, shapechanger); HD 2d8+2d6+5; hp 21; Init +1; Spd 30 ft.; AC 16, touch 10, flat-footed 15; Base Atk +2; Grp +5;

Atk +5 melee (2d4+3/18-20, falchion) or +3 ranged (1d6+2, javelin);

Full Atk +5 melee (2d4+3/18-20, falchion) or +3 ranged (1d6+2, javelin);

SA: +1d6 sneak attack; SQ: Alternate form, darkvision 60 ft., evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding;

AL LE; SV Fort +5, Ref +6, Will +4; Str 15, Dex 12, Con 12, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +8, Hide +6, Listen +7, Move Silently +6, Open Lock +6, Search +4, Spot +7, Swim +11; Alertness, Improved Unarmed Strike, Iron Will, Weapon Finesse.

Possessions: Masterwork studded leather armor, masterwork falchion, dagger, 5 javelins, *potion of cure serious wounds*, *potion of heroism*, *potion of invisibility*.

Languages: Common, Orc

Power-Up Suite, (*recitation and righteous wrath of the faithful*), half-orc form: AC 19, touch 13, flat-footed 18; Atk +11/+11 melee (2d4+6/18-20, falchion) or +9 ranged (1d6+2, javelin); Full Atk +11/+11 melee (2d4+6/18-20, falchion) or +9 ranged (1d6+2, javelin); SV Fort +8, Ref +9, Will +7.

Hybrid form: Rog 2/War1; CR 4; medium humanoid (half-orc, shapechanger); HD 2d8+2d6+5; hp 21; Init +4; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 13; Base Atk +2; Grp +4;

Atk +5 melee (2d4+3/18-20, falchion) or +6 melee (1d6+2, claw) or +6 ranged (1d6+2, javelin);

Full Atk +5 melee (2d4+3/18-20, falchion) and +1 melee (1d6+1, bite) or +6/+6 (1d4+2, 2 claws) and +1 melee (1d6+1, bite) or +6 ranged (1d6+2, javelin);

SA: Curse of lycanthropy, disease; +1d6 sneak attack; SQ: Alternate form, darkvision 60 ft., DR 10/silver, evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding;

AL LE; SV Fort +7, Ref +9; Will +4; Str 15, Dex 18, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: : Climb +18, Hide +9, Listen +7, Move Silently +9, Open Lock +9, , Search +4, Spot +7, Swim +13; Alertness, Improved Unarmed Strike, Iron Will, Weapon Finesse.

Power-Up Suite, (*recitation and righteous wrath of the faithful*), Hybrid form: AC 20, touch 17, flat-footed 16; Atk +11 melee (2d4+6/18-20, falchion) or +12 melee (1d6+5, claw) or +12 ranged (1d6+2, javelin); Full Atk +11/+11 melee (2d4+6/18-20, falchion) and +7 melee (1d6+4, bite) or +12/+12/+12 melee (1d4+5, 3 claws) and +7 melee (1d6+4, bite) or +12 ranged (1d6+2, javelin); SV Fort +10, Ref +12, Will +7.

Dire Rat form: Rog 2/War1; CR 4; small humanoid (half-orc, shapechanger); HD 2d8+2d6+5; hp 21; Init +4; Spd 40 ft., climb 20 ft.; AC 18, touch 15, flat-footed 14; Base Atk +2; Grp +0;

Atk +7 melee (1d4+2 plus disease, bite);

Full Atk +7 melee (1d4+2 plus disease, bite);

SA: Curse of lycanthropy, disease; +1d6 sneak attack; SQ: Alternate form, darkvision 60 ft., DR 10/silver, evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding;

AL LE; SV Fort +7, Ref +9, Will +4; Str 15, Dex 18, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: : Climb +18, Hide +9, Listen +7, Move Silently +9, Open Lock (+9, can't use skill in this form), , Search +4, Spot +7, Swim +13;

Alertness, Improved Unarmed Strike, Iron Will, Weapon Finesse.

Power-Up Suite, (*recitation and righteous wrath of the faithful*), Dire Rat form: AC 21, touch 18, flat-footed 17; Atk +13 melee (1d4+5 plus disease, bite); Full Atk +13/+13 melee (1d4+5 plus disease, bite); SV Fort +10, Ref +12, Will +7.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animals' physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Damage Reduction (Ex): A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Disease (Ex): Filth fever; bite, Fortitude DC 14, incubation 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Rat Empathy (Ex): In any form, wererats can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus on checks when influencing the rat's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-light vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Skills (Ex): A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Corpse Rat Swarm: CR 4; Tiny Undead (Swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13, touch 13, flat-footed 12; Base Atk +4; Grp -;

Atk Swarm (1d6 plus disease);

Full Atk Swarm (1d6 plus disease);

SA: Disease, distraction; SQ: Damage reduction 5/slashing, darkvision 60 ft., swarm traits, undead traits;

AL NE; SV Fort +2, Ref +3, Will +6; Str.4, Dex.13, Con.-, Int.-, Wis.10, Cha.1.

Skills and Feats: -.

Languages: -

Disease (Ex): Filth Fever – swarm attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Power-Up Suite (recitation and righteous wrath of the faithful): AC 15, touch 15, flat-footed 14; Atk: Swarm (1d6+2); Full Atk: Swarm (1d6+2); SV Fort +4, Ref +5, Will +8.

Rat Flesh Golem: CR 9; Large construct; HD 9d10+30; hp 79; Init -1; Spd 30; AC 22, touch 8, flat-footed 22; Base Atk +6; Grp +15;

Atk +10 melee (2d8+5, slam); Full Atk +10/+10 melee (2d8+5, slam);

SA: Berserk; SQ: Construct traits, DR 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision;

AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: none.

Languages: Common

Possessions: studded leather armor +1.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 ft., can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Dagga, Priestess of Syrul: Clr 9; CR 9; Medium Humanoid (Suel human); HD 9d8+18; hp 58; Init +1; Spd 30; AC 15, touch 11, flat-footed 14; Base Atk +7/+2; Grp +6;

Atk +6 melee (1d4-1/19-20, dagger) or +8 ranged (1d4-1/19-20, dagger);

Full Atk +6/+1 melee (1d4-1/19-20, dagger) or +8/+3 ranged (1d4-1/19-20, dagger);

SA: -; SQ: Rebuke undead, spontaneous inflict spells;

AL CE; SV Fort +9, Ref +5, Will +12; Str 8, Dex 12, Con 14, Int 10, Wis 20, Cha 14.

Skills and Feats: Bluff +8, Concentration +14, Hide +7; Spellcraft +12; Craft Arms & Armor, Craft Construct, Craft Wondrous Item, Silent Spell, Widen Spell.

Languages: Common

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1); base DC = 15 + spell level): 0—[*cure minor wound*, *detect magic* (2), *guidance*, *light*, *read magic*]; 1st—[*disguise self**, *command*, *cure light wounds*, *obscuring mist* (2), *resurgence* (2)]; 2nd—[*invisibility**, *calm emotions*, *silence* (2), *spiritual weapon*, *wave of grief*; 3rd—[*clairaudience/clairvoyance**, *blindness*, *dispel magic* (2), *water breathing*]; 4th [confusion*, *freedom of movement*, *giant vermin*, ~~spell immunity~~]; 5th — [*silent confusion**, *silent recitation*, *righteous wrath of the faithful*].

*Domain spell. Deity Syrul; Domains: Knowledge (+1 caster level for Divination spells); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: studded leather armor +1, 2 holy symbols, 2 daggers, cloak of resistance +1, periapt of wisdom +2, lesser rod of silence.

Spell Immunity: Evard's Black Tentacles, Fireball

APPENDIX 1: APL 10

ENCOUNTER SEVEN: NIGHT

ASSASSINS

Corpse Rat Swarm: CR 4; Tiny Undead (Swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13, touch 13, flat-footed 12; Base Atk +4; Grp -;

Atk Swarm (1d6 plus disease);

Full Atk Swarm (1d6 plus disease);

SA: Disease, distraction; SQ: Damage reduction 5/slashing, darkvision 60 ft., swarm traits, undead traits;

AL NE; SV Fort +2, Ref +3, Will +6; Str.4, Dex.13, Con.-, Int.-, Wis.10, Cha.1.

Skills and Feats: -.

Languages: -

Disease (Ex): Filth Fever – swarm attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

ENCOUNTER NINE: ON THE

WATERFRONT

Half-Orc Thug: male half-orc Brb 1/Ftr 8; CR 9; medium humanoid (half orc); HD 1d12+ 8d10+18; hp 68; Init +2; Spd 40 ft.; AC 18, touch 13, flat-footed 16; Base Atk +9; Grp +13;

Atk +16 melee (1d12+9, 19-20/x3, greataxe);

Full Atk +16/+11 melee (1d8+9, 19-20/x3, greataxe);

SA: -; SQ: Fast Movement, Rage 1/day;

AL CN; SV Fort +10, Ref +4, Will +3; Str 18, Dex 14, Con 14 Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +10, Listen +5, Survival +5; Cleave, Greater Weapon Focus (Greataxe), Improved Critical (Greataxe), Improved Grapple, Improved Sunder, Improved Unarmed Strike, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe).

Languages: Common, Orc

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength,

a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, PH page 146) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 - the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering rage takes no time itself, but a barbarian can do it only during his action (see Initiative, PH page 136), not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round before the arrow struck.

Possessions: Chain shirt +1, Greataxe +1, short sword, dagger, Potion of Cure Moderate Wounds, Ring of Protection +1.

Rage Statistics: hp 86; AC 16, touch 11, flat-footed 14; Grp +15; Atk +18 melee (1d12+9, 19-20/x3, greataxe); Full Atk +18/+13 melee (1d8+9, 19-20/x3, greataxe); SV Fort +12, Will +5; Str 22, Con 18.

ENCOUNTER TEN: THE LUCIA

Half-orc Were-Rat (natural), Half-orc form: Ftr2/Rog 3/War1; CR 7; medium humanoid (half-orc, shapechanger); HD 2d10+2d8+3d6+8; hp 38; Init +1; Spd 30 ft.; AC 16, touch 10, flat-footed 15; Base Atk +5; Grp +7;

Atk +9 melee (2d4+3/18-20, falchion) or +6 ranged (1d6+2, javelin);

Full Atk +9 melee (2d4+3/18-20, falchion) or +6 ranged (1d6+2, javelin);

SA: +2d6 sneak attack; SQ: Alternate form, darkvision 60 ft., evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding, trapsense +1;

AL LE; SV Fort +10, Ref +6, Will +5; Str 15, Dex 12, Con 12, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +9, Hide +9, Listen +7, Move Silently +9, Open Lock +7, Search +4, Spot +7, Swim +12; Alertness, Cleave, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Finesse, Weapon Focus (Falchion).

Possessions: Masterwork studded leather armor, masterwork falchion, dagger, 5 javelins, *potion of cure serious wounds*, *potion of heroism*, *potion of invisibility*.

Languages: Common, Orc

Power-Up Suite, (recitation and righteous wrath of the faithful), half-orc form: AC 19, touch 13, flat-footed 18; Atk +15/+15 melee (2d4+6/18-20, falchion) or +9 ranged (1d6+3, javelin); Full Atk +15/+15 melee (2d4+6/18-20, falchion) or +9 ranged (1d6+2, javelin); SV Fort +12, Ref +9, Will +8.

Hybrid form: Ftr2/Rog 3/War1; CR 7; medium humanoid (half-orc, shapechanger); HD 2d10+2d8+3d6+8; hp 38; Init +4; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 13; Base Atk +5; Grp +7;

Atk +9 melee (2d4+4/18-20, falchion) or +9 melee (1d6+2, claw) or +9 ranged (1d6+2, javelin);

Full Atk +9 melee (2d4+3/18-20, falchion) and +4 melee (1d6+1, bite) or +9 melee (1d4+2, 2 claws) and +4 melee (1d6+1, bite) or +9 ranged (1d6+2, javelin);

SA: Curse of lycanthropy, disease; +2d6 sneak attack; SQ: Alternate form, darkvision 60 ft., evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding, trapsense +1;

AL LE; SV Fort +10, Ref +9; Will +5; Str 15, Dex 18, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +19, Hide +12, Listen +7, Move Silently +12, Open Lock +10, Search +4, Spot +7, Swim +14; Alertness, Cleave, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Finesse, Weapon Focus (Falchion).

Power-Up Suite, (recitation and righteous wrath of the faithful), Hybrid form: AC 20, touch 17, flat-footed 16; Atk +15 melee (2d4+6/18-20, falchion) or +15 melee (1d6+5, claw) or +12 ranged (1d6+2, javelin); Full Atk +15/+15 melee (2d4+6/18-20, falchion) and +10 melee (1d6+4, bite) or +15/+15/+15 melee (1d4+5, 3 claws), and +10 melee (1d6+4, bite) or +12 ranged (1d6+2, javelin); SV Fort +13, Ref +12, Will +8.

Dire Rat form: Ftr2/Rog 3/War1; CR 7; small humanoid (half-orc, shapechanger); HD 2d10+2d8+3d6+8; hp 38; Init +4; Spd 40 ft., climb

20 ft.; AC 18, touch 15, flat-footed 14; Base Atk +5; Grp +3;

Atk +10 melee (1d4+2 plus disease, bite);

Full Atk +10 melee (1d4+2 plus disease, bite);

SA: Curse of lycanthropy, disease; +2d6 sneak attack; SQ: Alternate form, darkvision 60 ft., evasion, light sensitivity, low-light vision, rat empathy, scent; trapfinding, trapsense +1;

AL LE; SV Fort +10, Ref +9, Will +5; Str 15, Dex 18, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: Climb +19, Hide +12, Listen +7, Move Silently +12, Open Lock +10, Search +4, Spot +7, Swim +14; Alertness, Cleave, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Finesse, Weapon Focus (Falchion).

Power-Up Suite, (recitation and righteous wrath of the faithful), Dire Rat form: AC 21, touch 18, flat-footed 17; Atk +16 melee (1d4+5 plus disease, bite); Full Atk +16/+16 melee (1d4+5 plus disease, bite); SV Fort +13, Ref +12, Will +8.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animals' physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Damage Reduction (Ex): A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Disease (Ex): Filth fever; bite, Fortitude DC 15, incubation 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Rat Empathy (Ex): In any form, wererats can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus on checks when influencing the rat's attitude and allows the communication of simple concepts and (if the animal

is friendly) commands, such as “friend,” “foe,” “flee,” and “attack.”

Low-light vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Skills (Ex): A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Corpse Rat Swarm: CR 4; Tiny Undead (Swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13, touch 13, flat-footed 12; Base Atk +4; Grp -;

Atk Swarm (1d6 plus disease);

Full Atk Swarm (1d6 plus disease);

SA: Disease, distraction; SQ: Damage reduction 5/slashing, darkvision 60 ft., swarm traits, undead traits;

AL NE; SV Fort +2, Ref +3, Will +6; Str.4, Dex.13, Con.-, Int.-, Wis.10, Cha.1.

Skills and Feats: -.

Languages: -

Disease (Ex): Filth Fever – swarm attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Power-Up Suite (recitation and righteous wrath of the faithful): AC 15, touch 15, flat-footed 14; Atk: Swarm (1d6+2); Full Atk: Swarm (1d6+2); SV Fort +4, Ref +5, Will +8.

Advanced Rat Flesh Golem: CR 11; Large construct; HD 13d10+30; hp 101; Init -1; Spd 30; AC 22, touch 8, flat-footed 22; Base Atk +9; Grp +19;

Atk +16 melee (2d8+8, slam);

Full Atk +16/+16 melee (2d8+8, 2 slams);

SA: Berserk; SQ: Construct traits, DR 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision;

AL N; SV Fort +4, Ref +3, Will +3; Str 26, Dex 9, Con -, Int -, Wis 9, Cha 1.

Skills and Feats: none.

Languages: Common

Possessions: studded leather armor +1.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's

creator, if within 60 ft., can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Dagga, Priestess of Syrul: Clr 9; CR 9; Medium Humanoid (Suel human); HD 9d8+18; hp 58; Init +1; Spd 30; AC 15, touch 11, flat-footed 14; Base Atk +7/+2; Grp +6;

Atk +6 melee (1d4-1/19-20, dagger) or +8 ranged (1d4-1/19-20, dagger);

Full Atk +6/+1 melee (1d4-1/19-20, dagger) or +8/+3 ranged (1d4-1/19-20, dagger);

SA: -; SQ: Rebuke undead, spontaneous inflict spells;

AL CE; SV Fort +9, Ref +5, Will +12; Str 8, Dex 12, Con 14, Int 10, Wis 20, Cha 14.

Skills and Feats: Bluff +8, Concentration +14, Hide +7; Spellcraft +12; Craft Arms & Armor, Craft Construct, Craft Wondrous Item, Silent Spell, Widen Spell.

Languages: Common

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1); base DC = 15 + spell level): 0—[cure minor wound, detect magic (2), guidance, light, read magic]; 1st—[disguise self*, command, cure light wounds, obscuring mist (2), resurgence (2)]; 2nd—[invisibility*, calm emotions, silence (2), spiritual weapon, wave of grief; 3rd—[clairaudience/clairvoyance*, blindness, dispel magic (2), water breathing]; 4th [confusion*, freedom of movement, giant vermin, ~~spell immunity~~]; 5th – [silent confusion*, silent recitation, righteous wrath of the faithful].

*Domain spell. Deity Syrul; Domains: Knowledge (+1 caster level for Divination spells); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: studded leather armor +1, 2 holy symbols, 2 daggers, cloak of resistance +1, periapt of wisdom +2, lesser rod of silence.

Spell Immunity: Evard's Black Tentacles, Fireball

APPENDIX 1: FIXED NPCs

ENCOUNTER TWO: FRIENDS IN LOW PLACES

Harid Ftorik, Rogue of Seltaren and Confidant in the Seven Bells band: Rog7, CR 7; medium humanoid (mixed race human); HD 7d6+7; hp 34; Init +7; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +5; Grp +5;

Atk +9 melee (1d6+1/18-20, rapier) or +8 ranged (1d8/19-20, light crossbow);

Full Atk +9 melee (1d6+1/18-20, rapier) or +8 ranged (1d8/19-20, light crossbow);

SA: +4d6 Sneak Attack; SQ: Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge;

AL CN; SV Fort +3, Ref +8, Will +2; Str 10, Dex 17, Con 12, Int 10, Wis 11, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +3, Escape Artist +13, Hide +20, Knowledge (Local) +10, Listen +10, Move Silently +15, Spot +10, Sleight of Hand +16, Tumble +13; Improved Initiative, Skill Focus (Sleight of Hand), Stealthy, Weapon Finesse.

Possessions: Shadow studded leather +1, rapier +1, dagger, sap, light crossbow, 20 bolts, ring of protection +1
Languages: Common

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

ENCOUNTER FOUR: HOUSE FEALDON

Dadlir Fealdon Aristocrat 2/Expert 5, CR 6; medium humanoid (Oeridian Human); HD 2d8 5d6+7; hp 33; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +4; Grp +4;

Atk +4 melee (1d6/18-20, rapier);

Full Atk +4 melee (1d6/18-20, rapier);

SA: -; SQ: -;

AL NG; SV Fort +4, Ref +3 (Class +1, Dex +2), Will +8; Str 10, Dex 14, Con 13, Int 11, Wis 13, Cha 15.

Skills and Feats: Appraise +9, Bluff +11, Diplomacy +17, Gather Information +11, Profession (Merchant) +13, Sense Motive +12; Endurance, Great Fortitude, Negotiator, Skill Focus (Merchant).

Possessions: Rapier, Dagger, Ring of Protection +1

ENCOUNTER FIVE: THE STRONG MAN INN

Umuinen Xiothar Ftr2/Exp2, CR 3; medium humanoid (Suel Human); HD 2d10+2d6+8; hp 26; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +6;

Atk +7 melee (2d6+4/19-20, greatsword);

Full Atk +7 melee (2d6+4/19-20, greatsword);

SA: -; SQ: -;

AL CG; SV Fort +5, Ref +1, Will +4; Str 16, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb +8, Jump +8, Knowledge (nobility & royalty) +7, Profession (innkeep) +11, Swim +8; Cleave, Improved Sunder, Power Attack, Skill Focus (Profession: Innkeep), Weapon Focus (Greatsword).

Languages: Common

Possessions: Greatsword (hanging on wall), Dagger

Nenae Xiothar Com3; CR 2; medium female humanoid (Suel Human); HD 3d4; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2;

Atk +2 melee (1d6+1, club);

Full Atk +2 melee (1d6+1, club);

SA: -; SQ: -;

AL CG; SV Fort +1, Ref +1, Will +3; Str 12, Dex 11, Con 10, Int 13, Wis 15, Cha 14.

Skills and Feats: Knowledge (Nobility & Royalty) +7, Listen +8, Profession (Cook) +11, Profession (Seamstress) +8; Skill Focus (Knowledge: Nobility & Royalty), Skill Focus (Profession: Cook).

Languages: Common

Possessions: Rolling Pin, Apron

ENCOUNTER SIX: THE WAREHOUSE

Lea Janitan Com1/Exp3; CR 3; medium female humanoid (Suel-Oeridian Mix Human); HD 1d4 3d6+4; hp 20; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +2; Grp +2;

Atk +3 melee (1d6+1, club); Full Atk +3 melee (1d6+1, club);

SA: -; SQ: -;

AL LN; SV Fort +1, Ref +0, Will +5; Str 12, Dex 10, Con 13, Int 14, Wis 15, Cha 12.

Skills and Feats: Appraise +9, Diplomacy +8, Handle Animal +7, Listen +8, Profession (Merchant) +12, Ride +5, Swim +6, Use Rope +5; Skill Focus (Profession: Merchant), Toughness.

Languages: Common

Possessions: Club, Dagger

Lula Softtoe Exp3; CR 2; small female humanoid (Halfling); HD 3d6; hp 10; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +2; Grp -2;

Atk +3 melee (1d3/19-20, dagger);

Full Atk Dagger +3 melee (1d3/19-20, dagger);

SA: -; SQ: -;

AL LN; SV Fort +2, Ref +7, Will +5; Str 10, Dex 16, Con 11, Int 15, Wis 13, Cha 10.

Skills and Feats: Decipher Script +8, Forgery +9, Hide +13, Jump +8, Listen +9, Move Silently +11, Profession (Bookkeeper) +10, Ride +5, Spot +7; Lightning Reflexes, Skill Focus (Profession: Bookkeeper).

Languages: Common, Halfling

Possessions: Dagger

ENCOUNTER EIGHT: THE BAKERY

STREET GANG

Teppovia Villen Rog2; CR 2; small female humanoid child (Oeridian Human); HD 2d6; hp 7; Init +6; Spd 20 ft.; AC 13 (Dex +2, Size +1), touch 13, flat-footed 11; Base Atk +1; Grp -3;

Atk +1 melee (1d3-1, punch);

Full Atk +1 melee (1d3-1, punch);

SA: +1d6 Sneak Attack; SQ: Trapfinding, Evasion;

AL CG; SV Fort +0, Ref +5, Will +1; Str 8, Dex 14,

Con 11, Int 10, Wis 12, Cha 13.

Skills and Feats: Balance +7, Bluff +6, Climb +4, Diplomacy +10, Hide +11, Jump +4, Sense Motive +6, Sleight of Hand +10, Spot +6; Improved Initiative, Skill Focus (Sleight of Hand).

Languages: Common, "Digger"

Possessions: -

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

"Digger": Rog1; CR 1; tiny male humanoid child (Gnome); HD 1d6+1; hp 4; Init +6; Spd 20 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp -10;

Atk +0 melee (1d3-2, punch);

Full Atk +0 melee (1d3-2, punch);

SA: +1d6 Sneak Attack; SQ: Trapfinding;

AL CG; SV Fort +1, Ref +4, Will +0; Str 6, Dex 14,

Con 12, Int 11, Wis 10, Cha 13.

Skills and Feats: Balance +6, Bluff +5, Climb +2, Hide +14, Jump +2, Sleight of Hand +9, Spot +4; Skill Focus (Sleight of Hand).

Languages: Gnome

Possessions: -

Delbrook Softtoe: Rog2/Ftr2; CR 2; small male humanoid (Halfling); HD 2d6+2d10+4; hp 22; Init +8; Spd 20 ft.; AC 15 (Dex +5, Size +1), touch 15, flat-footed 11; Base Atk +3; Grp +0;

Atk +8 melee (1d3+1/19-20, dagger);

Full Atk +6/+6 melee (1d3+1/19-20 and 1d3/19-20, dagger);

SA: +1d6 Sneak Attack; SQ: Trapfinding, Evasion;

AL N; SV Fort +5, Ref +8, Will +1; Str 12, Dex 18,

Con 12, Int 10, Wis 11, Cha 14.

Skills and Feats: Balance +6, Bluff +9, Climb +8, Hide +8, Jump +8, Listen +2, Move Silently +6, Sleight of Hand +14; Improved Initiative, Skill Focus (Sleight of Hand), Two-Weapon Fighting, Weapon Finesse

Languages: Common, Halfling

Possessions: Dagger x2

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Typical gang member: Rog1; CR 1; small humanoid child (Suel or Oeridian Human); HD 1d6; hp 4; Init +6; Spd 20 ft.; AC 13 (Dex +2, Size +1), touch 13, flat-footed 11; Base Atk +1; Grp -3;

Atk +0 melee (1d3-1/19-20, dagger);

Full Atk dagger +0 melee (1d3-1/19-20, dagger);

SA: +1d6 Sneak Attack; SQ: Trapfinding;

AL N; SV Fort +0, Ref +4, Will +1; Str 8, Dex 15,

Con 13, Int 10, Wis 12, Cha 12.

Skills and Feats: Balance +6, Bluff +5, Climb +3, Diplomacy +5, Hide +10, Jump +3, Sense Motive +5, Sleight of Hand +9, Spot +5; Improved Initiative, Skill Focus (Sleight of Hand).

Languages: Common

Possessions: -dagger.

ENCOUNTER NINE: THE DOCKS

Fraest Saanar: Exp4; CR 3; medium male humanoid (Suel Human); HD 4d6+4; hp 18; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +4;

Atk +4 melee (1d6+1, club);

Full Atk +4 melee (1d6+1, club);

SA: -; SQ: -;

AL LN; SV Fort +4, Ref +2, Will +4; Str 12, Dex 12,

Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +8, Knowledge (Local: NMR) +6, Profession (Sailor) +10, Spot +7, Survival +7, Swim +8, Use Rope +8; Endurance, Great Fortitude, Skill Focus (Profession: Sailor).

Languages: Common, Suel

Possessions: Club, Dagger

Platts: Exp2; CR 1; medium male humanoid (Oeridian Human); HD 2d6+4; hp 14; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3;

Atk +3 melee (1d6+2, club);

Full Atk +3 melee (1d6+2, club);

SA: -; SQ: -;

AL N; SV Fort +2, Ref +0, Will +3; Str 14, Dex 10,

Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Diplomacy +4, Gather Information +4, Knowledge (Local: NMR) +5, Listen +8, Profession (Barkeep) +5, Sense Motive +5, Spot +5; Skill Focus (Listen), Toughness.

Languages: Common

Possessions: Club, Dagger

Reaver: Rog5; CR 5; medium humanoid (mixed race human); HD 5d6+5; hp 22; Init +7; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +3; Grp +4;

Atk +6 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow);

Full Atk +6 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow);

SA: +3d6 Sneak Attack; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge;

AL LE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 11, Wis 11, Cha 12.

Skills and Feats: Bluff +9, Diplomacy +15, Hide +11, Listen +8, Move Silently +11, Sense Motive +8, Spot +8, Sleight of Hand +11, Tumble +11; Improved Initiative, Point Blank Shot, Weapon Finesse.

Possessions: Studded Leather +1, Rapier, Dagger, Sap, Light Crossbow, 20 bolts, Ring of Protection +1

Languages: Common

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

ENCOUNTER TEN: THE LUCIA

Investigator Canric Moore, Bloodhound: Ranger 4/Bloodhound 5; CR 9; Medium humanoid (Half-orc/Half-Suel); HD 4d8+5d10+27; hp 72 (currently 12); Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk: +9; Grp: +12;

Atk +12 melee (1d3+3, unarmed strike);

Full Atk +12/+7 melee (1d3+3, unarmed strike);

SA: Favored Enemy (Human); SQ: Half-Orc racial traits, Animal Companion, Combat Style (Two Weapon Fighting), Track, Wild Empathy, Bring 'em Back Alive, Crippling Strike, Hunter's Dedication, Mark (2), Move Like The Wind, Nonlethal Force, Ready and Waiting, Swift Tracker, Tenacious Pursuit (speed +10 ft.), Track the Trackless;

AL CG; SV Fort +13, Ref +9, Will+3; Str16, Dex12, Con16, Int10, Wis12, Cha10.

Skills and Feats: Gather Information +10, Hide +10, Knowledge (Geography) +5, Knowledge (Nature) +5, Search +9, Sense Motive +10, Spot +12, Survival +17; Endurance, Exotic Weapon Proficiency (Orc Double Axe), Great Fortitude, Investigator, Power Attack, Two Weapon Fighting.

Possessions: none.

Languages: Common, Orc

Note: Canric does not have his animal companion with him during the course of this adventure.

Exhausted Affects Suite: Init -2; Spd 15 ft.; AC 8 (touch 8, flat-footed 8); Grp: +9; Atk +9 melee (1d3 unarmed strike or by weapon) or +8 ranged (by weapon); Full Atk +10/+5 (1d3 unarmed strike or by weapon) or +8/+3 melee (by primary weapon) and +8 melee (by secondary weapon) or +8/+3 ranged (by weapon); SV Ref +6; Str 10, Dex 6. *Skills and Feats:* Str and Dex based skills -3; No Power Attack.

Reilly Staern: Rog5; CR 5; medium humanoid (mixed race human); HD 5d6; hp 17 (currently 2); Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +3; Grp +4;

Atk +4 melee (1d3+1, unarmed strike);

Full Atk +4 melee (1d3+1, unarmed strike);

SA: +3d6 Sneak Attack; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge;

AL LE; SV Fort +1, Ref +7, Will +1; Str 12, Dex 17, Con 11, Int 10, Wis 11, Cha 12.

Skills and Feats: Bluff +12, Disguise +13, Hide +11, Intimidate +3, Listen +8, Move Silently +11, Open Locks +11, Search +8, Sleight of Hand +11, Tumble +11; Deceitful, Skill Focus (Bluff), Weapon Finesse.

Possessions: none.

Languages: Common

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Exhausted Affects Suite: Init +4; Spd 15 ft.; AC 10 (touch 10, flat-footed 10); Grp +1; Atk Light Weapon +3 melee (by weapon-2) or +3 ranged (by weapon-2); Full Atk Light Weapon +3 melee (by weapon-2) or +3 ranged (by weapon-2); SV Ref +4; Str 6, Dex 11. *Skills and Feats:* -3 to Str and Dex based skills.

APPENDIX TWO: NEW SPELLS

Recitation

(Spell Compendium page 170)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The spell affects all allies within the spell's areas at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus

Resurgence

(Spell Compendium page 174-175)

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as power word stun), the resurgence won't help the subject recover.

Righteous Wrath of the Faithful

(Spell Compendium page 177)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: All allies within a 30-ft.-radius burst centered on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a haste spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by haste.)

Wave of Grief

(Spell Compendium page 236)

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone shaped burst.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast take a –3 penalty on attack rolls, saving throws, ability checks and skill checks.

Material component: Three tears.

APPENDIX THREE: CORPSE RAT SWARMS

(from Libris Mortis, page 92)

Tiny Undead (Swarm)

Hit Dice: 8d12+12 (52 hp)

Initiative: +1

Speed: 15 ft., climb 15 ft.

AC: 13 (+2 size, +1 Dex), touch 13, flat-footed 12

Base Attack/Grapple: +4/-

Attack: Swarm (1d6 plus disease)

Full Attack: Swarm (1d6 plus disease)

Face/Reach: 10 ft./0 ft.

Special Attacks: Distraction, distraction

Special Qualities: Damage reduction 5/slashing, darkvision 60 ft., swarm traits, undead traits

Saves: Fort +2, Ref +3, Will +6

Abilities: Str.4, Dex.13, Con.-, Int.-, Wis.10, Cha.1

Skills: -

Feats: -

Environment: Any

Organization: Solitary, pack (2-4 swarms), or infestation (7-12 swarms)

Challenge Rating: 4

Treasure: None

Alignment: Always Neutral Evil

Advancement: None

Level Adjustment: -

Like a bone rat swarm, a corpse rat swarm is made up of countless undead rats. These, however, are closer to zombies than skeletons, with hunks of rotting flesh still hanging on their bones. They are even more disease-ridden than a normal rat swarm, and every bit as hungry for flesh.

Combat

A corpse rat swarm seeks to engulf and devour any living prey it encounters. A corpse rat swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Disease (Ex): Filth Fever – swam attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

APPENDIX FOUR: RUMOURS

1. "The rat problem in Leukish has gotten worse in the past few months. I found a rat nearly 4 feet long sleeping in my cellar!"
2. "My cousin told me ex-Lord Mayor Hadric is responsible for the recent increase in crime. He has returned to Leukish and is setting up his old activities again."
3. "I heard that Lord Regent Ellis is taking over. He locked the Duke in the Leukish prison and is putting his own men in positions of power."
4. "With the Mayor Annora gone, the city is a shambles. What was the Regent thinking?"
5. "Robberies are on the rise; even the Church of Pelor has had some stuff go missing."
6. "The new Western Flanaess Trading Company is bringing all kinds of wondrous goods from the distant West. But with the goods have come foreign thieves."
7. "I heard that the new Lord Regent is talking of moving the capital back to Seltaren."
8. "Have you seen 'The Proclamation'? It's hard to believe anybody would be willing to attach their name to a document that accuses both the Regent and the Duke's son of being potential traitors to the realm."
9. "Someone keeps tearing down the proclamation of those 'Ducal Loyalists.' I wonder who is afraid of what they have to say?"
10. "They SAY all the thieves were run out of Leukish, but just walk down Baker Street with a fat purse on your belt and you'll see that ain't true."
11. "The Lamplighters for Seltaren were all slaughtered by the Ducal Guard! My cousin is in the Ducal Guard and he said the Regent believes that all Lamplighters are thieves. They were ordered to kill the Leukish lamplighters next!"
12. "I heard that the Duke's oldest son, Jolen, has renounced his claim to the throne to become a monk with the Church of Lendor. They aren't telling anyone until the next festival."
13. "I agree with the Ducal Loyalists. If the Regent seizes the throne, there will be riots worse than during the Temple Coalition revolt!"
14. "One of good Duke Karll's sons should have been chosen Regent during his absence. It was a crime for the Honorable Chamber to give the title to Ellis!"

APPENDIX FIVE: MAPS

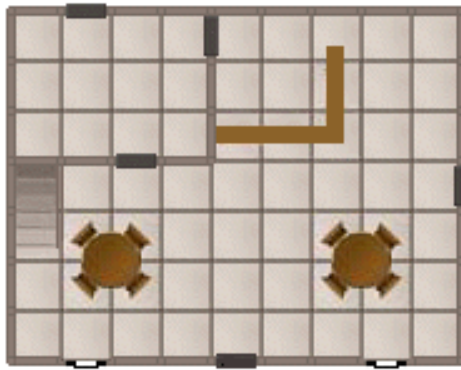


The Duke's Inn (2nd floor)

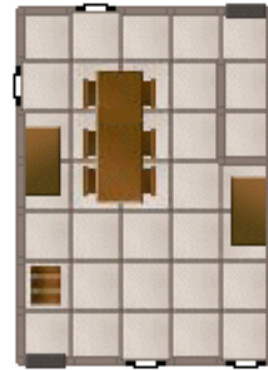


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stairs

Bakery Street Hideout
(2nd floor)



The Duke's Inn (1st floor)

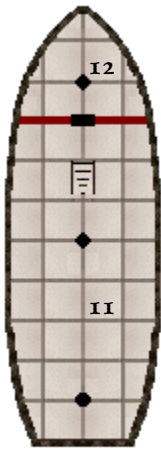


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stairs

Bakery Street Hideout
(1st floor)

Buildings in Leukish

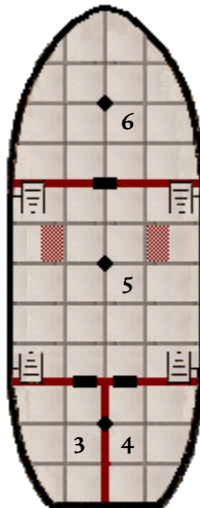
Hold



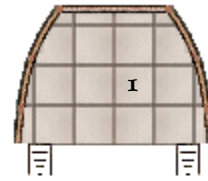
Lower Deck



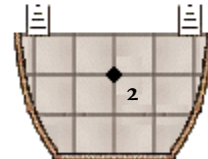
Upper Deck



Forecastle

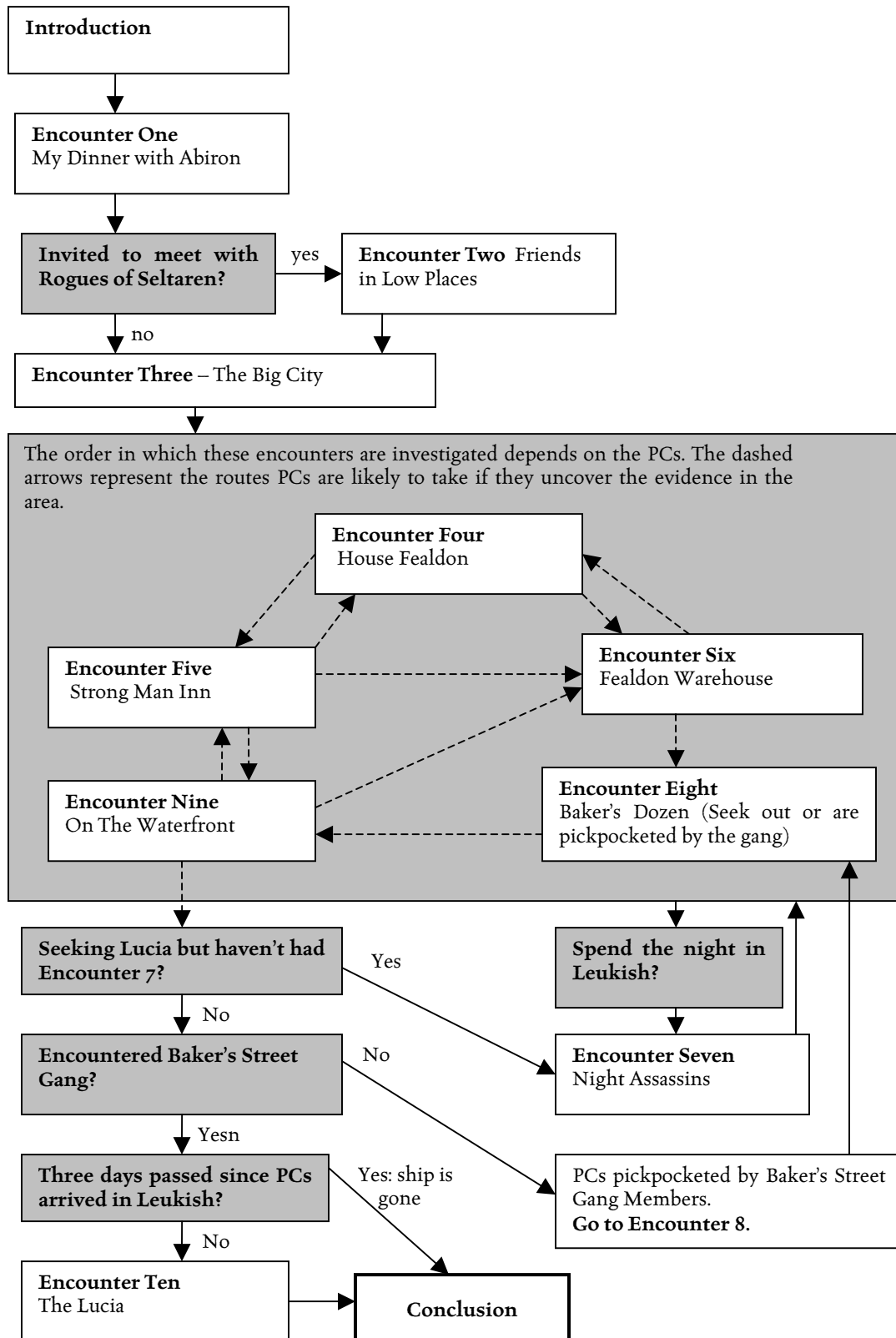


Quarterdeck



The Lucia

APPENDIX SIX: FLOWCHART



APPENDIX SEVEN: TIMELINE

EVENT	DAY OF WEALSON
Lucia arrives in Leukish; Songbirds incorrectly delivered to House Fealdon warehouse	4 th (Starday)
Herbs delivered to House Fealdon warehouse	8 th (Waterday)
Keys stolen from Lula Softtoe	10 th (Freeday)
Robbery – Songbirds & Herbs stolen; Delbrook bitten; Keys returned to Lula Softtoe	11 th (Starday)
Robbery discovered	12 th (Sunday)
Abiron Grek contacted; Canric Moore teleports to Leukish	13 th (Moonday)
Canric examines Fealdon warehouse & borrows the ledger	14 th (Godsday)
Canric captured by Black Rats	15 th (Waterday)
This Adventure Begins: PCs invited to a Party in Seltaren and hired to look into robbery Rogues of Seltaren ask for help from one or more PCs.	17 th (Freeday)
PCs arrive in Leukish after lunch (assumes 3 days travel by horse since horses are provided)	20 th (Moonday)
Black Rats finish interrogating Reilly Staern in evening. Black Rats start interrogating Canric.	22 nd (Godsday) or two days after the day the PCs arrive in Leukish.*
Canric Moore killed. Lucia departs Leukish	23 rd (Earthday) or three days after the day the PCs arrive in Leukish.*

* If the PC's don't take three days to get to Leukish from Seltaren:

APPENDIX EIGHT: LEUKISH AT A GLANCE

Leukish is the capital of the Duchy of Urnst and its largest city with a population of over 26,000 (approx. 19,000 human, 2,500 dwarf, 2,500 gnome & 2,000 halfling). The majority of the human population is Suel. Leukish is also the home of the largest gathering of Rhennee barge folk in the Duchy. The Rhennee do not like the favoritism the Suel show towards other Suel and the merchant class. The majority of Leukish looks disfavorably upon the Rhennee.

In 200 CY, Leukish was formed as a trading city along the Nyr Dyv by the mouth of the Lower Lukala River. It was to accommodate trade between Furyondy and Nyrond. In 237 CY, the capital of the Duchy of Urnst moved from Seltaren to Leukish. Since that time, Leukish has become the seat of political power in the Duchy. It is here that the Honorable Chamber meets to advise Lord Regent Ellis Lorinar during the absence of his Most Lordly Grace Duke Karll Lorinar.

Located on the Nyr Dyv, Leukish has also become a great port city, handling tones of cargo that is to be shipped to most foreign lands throughout Oerth. As a result, Leukish's main source of income comes from selling and shipping foodstuffs, metals and gems brought in from other parts of the Duchy. Leukish also builds ships, and has naval docking facilities. It usually builds galleys, merchant ships and barges, and occasionally warships. Leukish people also earn a living fishing. This is reflected in the diet of the average Leukishite. Fish, shrimp and fresh water crab are all common meals.

Leukish is not only a home of the navy, with 1,500 men on naval patrol duty but it is also home to the ground force of the Duchy (the cavalry is located in Seltaren) that Duke Karll uses to protect Duchy borders. Over 2,000 soldiers and marines defend and patrol Leukish and its streets. This may account for the lack of an organized thief's guild in the city. While thievery is a common crime, there has been no organized force behind it until very recently. Bribery, once a common crime, had been mostly suppressed under Duke Karll's reign. Rumor has it that bribery is making a comeback as well.

Anyone caught committing a crime will be incarcerated at the jail (a large castle) 15 miles south of the city until such time as the busy court system can try the offender. Mostly poorer common folk see trial as richer and well-connected offenders (i.e. nobles or wealthy Suel) simply bribe their way to freedom. However, violent crimes are severely looked down upon and difficult to bribe out of.

Standard Punishments for Common Offenses:

- bribing an official or city employee: 2 weeks per offence (2 TU per offence)
- illegal access to restricted city property: 2 weeks (2 TU) or 200 gp fine
- assaulting (threatening) a city employee or official: 1 month per offence (4 TU per offence)
- batter (attacking) a city employee or official: 2 months per offence (8 TU per offence)
- assaulting member of ducal guard: 5 months per offence (20 TU per offence)
- battery of ducal guard: 10 months per offence (40 TU per offence)
- attempted murder: life imprisonment at hard labor
- murder: death by magic.
- minor theft (100 gp or less): two weeks per offence (2 TU per offence)
- major theft (101 gp or more): 6 months per offence (26 TU per offence)

The buildings of Leukish all seemed tall and narrow, with pointy arches and square towers. Columns and pillars are everywhere and roofs and towers steeply peaked. There are several unique areas to Leukish including the docks, the government section (which houses the honorable chamber), the temple section and the famed Leukish gardens which are now restricted access. A pass, purchased at the government building (10 gp per person or a group rate of 30 gp for parties of 4 or more), will allow visitors to view the spectacular flora from the hours of dawn till dusk.

Leukish also sports a government funded hospital for the poor, run mainly by non-clerics as well as an alchemist. And what capital city would be complete without entertainment? A racing arena provides entertainment, up to 5000 spectators. Each Freeday, 12 races involving 8 horses each are held. Betting on one horse per race is allowed with magical wards in place to prevent cheating, magic or otherwise.

Of note, the old temple section of Leukish is receiving new life with the dust of the Temple Coalition Revolt beginning to have settled. Most Suel deities as well as some of the more popular Duchy religions are represented here. Parishioners of Lendor, Kord, Lydia, Wee Jas, Norebo, Osprey & Xerbo, Phaulkon, Phytan, Ehlonna, St. Cuthbert, Pelor and Myrthiss will all find major places of worship, though not all base their worship in the temple section of the city.

DM AID #1 – RULES FOR SHIPS

Sections: Ship's hulls are treated as several sections, each about 10 ft. x 10 ft. x 10 ft. Damage is generally done to sections of the ship. Small ships will sink if a section is destroyed.

Propulsion: A ship's sailing speed varies with the wind conditions. As long as the vessel is steering downwind or across the wind (within 90 degrees of downwind), the maximum speed is equal to the speed given in the vessel's statistics block. Sailing within 45 degrees of the wind slows the ship to half speed. Tacking into the wind slows the ship to speed zero, it can make a 45 degree turn as a full round action to resume sailing.

Sailing speed is based on wind strength: x0 for no wind, x1 for light winds, x2 for moderate winds, x3 for strong, severe, or gale winds. During the interactive, winds are from the east at moderate strength. It requires the attention of at least the ship's watch complement to proceed under sail, otherwise speed is reduced by 50% after any course change. If no one is on watch, the ship will turn downwind and slow to 50% speed.

Under oar power, the ship moves at its oar speed in any direction chosen, without regard to wind. The ship must have the number of rowers indicated in its statistics block in order to make full speed. If there are at least 50% of the number of rowers, it can make half speed. This is in addition to watch requirements.

A ship can proceed under sail or under oar power, not both. Changing between oars and sails takes one full round.

Both ships in the interactive have good maneuvering. They can accelerate or decelerate by 20 ft. per round. They can turn 45 degrees per 30 ft. traveled. When propelled by oars, they can move in reverse at oar speed or 10 ft, whichever is less. It takes one full round at a full stop to change from forward to reverse or vice versa.

The Nesser has a strong current in this area which carries ships southward at 20 ft. per round.

Boats and the current move last in the round.

Ballista: A ballista is a huge crossbow. It requires 2 full rounds to reload. As a huge weapon, size medium characters take a -4 penalty to hit and small characters take a -6 penalty to hit when shooting it. It does 3d8/19-20 damage to creatures, half damage to structures. Characters operating a ballista are treated as having cover. Each ballista has 10 bolts.

Magic: When attacking a ship with magic, you can choose which hull section you hit. You must be able to see the hull section to hit it. Vessels are unattended objects and always fail saves. Damage is applied to all hull sections in the area, and elemental damage is reduced as normal for attacking inanimate objects. Spells with unusual effects are listed below:

Acid fog, solid fog – the cloud doesn't move with the ship. The ship speed drops to 5 ft per round while any part is in the cloud.

Animate objects – an animated vessel can't attack characters who are on board, but it moves as the caster directs.

Animate rope – this can be used to foul a ship's rigging, reducing the ship's speed by 5 ft..

Cloudkill – The cloud does not move with the ship; it moves away from the spot where it was cast at 10 ft per round.

Control water – the ship cannot move for the duration of the spell. The ship must succeed on a seaworthiness check (Profession Sailor plus seaworthiness modifier; DC equal to caster level) or sink.

Control winds – the area of effect does not move with the ship.

Earthquake – has no effect.

Evard's black tentacles – the tentacles do not attack ships, only characters aboard them.

Flaming sphere – requires a DC 22 spellcraft check to move across water, otherwise the sphere is extinguished.

Fog cloud, mind fog, obscuring mist, pyrotechnics, stinking cloud, storm of vengeance – the cloud doesn't move with the ship.

Gust of wind – can be used to increase the sailing speed of your ship to wind x3 for two movements on a DC 15 Profession (sailor) check. Can be used to produce a headwind that an enemy ship can't sail against for two movement steps.

Ironwood, magic missile, mending, make whole, polymorph any object, shatter, warp wood – the ships in the interactive are too large to be significantly affected by these spells.

Otiluke's freezing sphere – if at least 50% of the ship's length is coated in ice, ship speed falls to zero for the duration of the spell.

Repel wood – doesn't affect the caster's ship, but does affect any ship approaching within 60 ft. of the caster.

Sympathetic vibration – attacks one ship section at a time.

The following spells can start fires: *fires of purity* (on an offensive strike), *fire seeds, fireball, flame arrow, flame blade, flaming sphere, heat metal* (during rounds 3-5 of damage), *lightning bolt, meteor swarm, produce flame*. The following spells do not start fires: *fire shield, firestorm, flame strike, incendiary cloud, prismatic spray, scorching ray, wall of fire*. Use these listings as guidelines when adjudicating spells not listed.

A DC (10+spell level) Spellcraft check will provide a character with knowledge of how a spell will act at sea.

Fires: When a ship is exposed to an effect that can start a fire, make a fire check. This is a d20 check, modified only by +4 if the ship is prepared for battle (sails and lines wet down, buckets of sand and water close at hand. The DCs are:

DC 5 – Struck by flaming arrow

DC 8 – Struck by alchemist's fire or firebomb

DC 10+spell level – Struck by spell or effect that starts fires.

DC (Save DC) – Struck by monster with fire aura, breath weapon, or similar fire ability.

On a failure, half the squares exposed to the attack (minimum 1) ignite. A burning square is on fire, dealing 2d6 damage per round to the hull section and 2d6 to any character that enters the square. Each round, make a percentile check: 01-10 the fire goes out, 11-75 the fire doesn't change, 76-100 it spreads to an additional square.

As a full round action, a character can extinguish fires. A DC 10 strength check extinguishes one square, while a DC 20 check extinguishes two squares. *Create water* extinguishes one square per four gallons created. *Quench* extinguishes fires in its area of effect.

Damage: When one section is reduced to 50% or less of its hit points, the ship's speed is reduced by 10 ft. When a hull section is destroyed, adjacent hull stations take 50% of their starting hit points in damage. If one rigging section is reduced to 50% or less of its hit points, the ship's speed is reduced 10 ft. If two rigging sections are damaged to 50% or less of its hit points, the wind category is treated as one class lighter for that ship. If all rigging sections are destroyed, the ship is dismasted and no longer has a sailing speed. Both ships in the interactive are small enough that the destruction of one section will sink them in 1d6 minutes. Sinking ships cannot move under oar or sail power, but do drift with the current.

Repairs: Repairing a damaged section takes one minute of uninterrupted work. For each point that a Craft (Carpentry) check exceeds DC 19, one hit point is restored. Up to five assists are allowed; each requires 1 minute uninterrupted work.