

Fair Trade

A One -Round Dungeons & Dragons® Living Greyhawk™ Theocracy of the Pale Regional Introductory Adventure

Version 1.0

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By land or by water, trade must be conducted, but cargo is disappearing throughout the western portion of the Pale. Who or What is behind it? A One-round Theocracy of the Pale Regional Introductory Adventure for inquisitive 1st-level PCs only.

Resources for this adventure include PAL1-03 (P)al(e)ientology [Michael Hughes], COR 2-11 Escape from Tenh [Jason Buhlman, David Christ, & Stephen Radney MacFarland], COR 2-13 Into the Dying Lands [Jason Buhlman & David Christ], COR 3-02 Return to the Isles [Chris Tuluch], COR 3-12 Sepulcher of the Wizard King [Jason Buhlman & David Christ], COR 3-12 Endgame [Jason Buhlman & David Christ], COR 4-6 Duke of the Dust [Paul Looby], COR 4-10 Riddle of the Dust [Paul Looby], COR 4-15 War of the Dust [Paul Looby], COR 6-07 From the Dust [Donovan Hicks & Derek Schubert], COR 6-15 The Shrouded Sores of Abanfyl [Donovan Hicks & Derek Schubert], PAL 4-08 Winters Past [Donovan Hicks], PAL 5-7 Troll Winter [Donovan Hicks], PAL 6-05 Heart of Winter [Donovan Hicks], PAL 6-07 Snow Fall [Donovan Hicks], PAL 6-01 Shapers of Sun and Stone [Lance White], PAL7S-01 How Way leads unto Way [Stephen Kendell]

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By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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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 nonplayer 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 Theocracy of the Pale. Characters from the Pale 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*.

PALE HOLY DAY

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy Day. Otherwise, the die result indicates the number of days until the next Pholtan Holy Day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC if his or her level is at least fifth level and the judge believes that there is time available.

SPECIAL RULES FOR THE PALE

See DM Aid 1: Special Rules for the Pale.

ADVENTURE BACKGROUND

It's been a little more than a year since the combined army of The Theocracy of the Pale and the Faithful Flan (Tenha worshippers of Pholtus) defeated the forces of the Stoneholders and luz. Tenha refugees are finally able to return to their home land after ten years of occupation, first by the Stoneholders and luz, then by the hordes of destructive ether creatures, to rebuilt their lives and their land. The refugees return to a land totally devastated by the occupying forces.

Currently, the old Duchy of Tenh is divided into two lands. The eastern portion, liberated by the forces of the Theocracy of The Pale, has become a protectorate province of the Pale. The

western portion is still a unsettled land. The rightful Duke of Tenh, Duke Labahlah, and his forces are massing in the city of Redspan in hopes of uniting the western portion back together as a nation. With so many enemies in and around him, Duke Labahlah is content for the moment to have an uneasy peace with the Pale as he and his followers wrestle to bring life back to the barren land of western Tenh.

Many refugees have moved back into Eastern Tenh and are struggling to rebuild the land. Pholtan Druids of the Shapers of Sun and Stone are working with the Faithful Flan to turn the devastated land back into a healthy, fertile area suitable for man and beasts again. The very Tenha survivors who waited out all the wars and trials are fighting for each ounce of substance. Druids of the Old Faith battle along side the Tenha who waits for the return of the Duke to rule of all Tenh to help the land recover.

And amidst this, the old rivalry between the Old Faith Flannish Tenha and the Pholtus worshipping Tenha (the Faithful Flan) heat up. The Faithful Flan are more than happy to have the Theocracy of the Pale claim Tenh as another Prelacy. They remember the prejudice and persecution suffered at the hands of the other Tenha. The old faith Tenha want their Duke and own land back. Many want the forces and interference of the Pale gone. Unlike the Duke who knows there is much to done first before he faces the Pale, some of the Tenha are getting impatient.

ADVENTURE SUMMARY

Introduction: The PCs gather together on the Romanno barge.

Encounter 1: The PCs and the barge are attacked by river raiders. This should be a low danger fight.

Encounter 2: The PCs are given the opportunity to gather information about the laws of the Pale, the Rhennee, and the current situations about the Tenh and western Pale as they interact with the Rhennee.

Encounter 3: The PCs reach the town of Spiral and can gather additional information on the docks.

Encounter 4: An agent of the Twist Mercantile Company provides the PCs an opportunity of a mission and maybe some financial gains.

Encounter 5: The PCs can investigate the several clues in hopes of finding the raiders. It will lead to a trusted employee of Twist

Encounter 6: The PC's arrive at the Twist warehouse too late to stop the raiders but they can save the warehouse from the creatures within.

Encounter 7: The PCs finally meet the raiders face to face and find that they may have a tough decision to make. Things are not always as they seem.

Conclusion: The choices made decide the conclusion.

PREPARATION FOR PLAY

The module contains quite a bit of regional information depending on the mix of players, you may not need to use all of it. Familiarize yourself with the information and use accordingly.

The first encounter is not meant to be lethal, just a change to get the players into the concepts of non-lethal damage. The last encounter does not necessary have to resort to physical violence or lethal damage. It is important to give the PC's the opportunity to notice the non-lethal nature of the enemies.

INTRODUCTION

You find yourself aboard the flat bottom river barge of the Rhennee Pectrus Romanno. You've heard of the many opportunities for work or adventure in the new Prelacy of the Tenh or in Northern part of the Theocracy of the Pale by Rakervale. The barge is heading up the Yol River to the town of Spiral.

You have come from various parts of the metaregion, The County of Urnst, Nyrond, and Southern part of the Pale and each have caught this barge somewhere along the Yol River.

You are happy to have this ride as the distance is long and the roads hard and dangerous.

Even better, Pectrus only charged you a few silvers for the trip with them up the River Yol to Spiral.

ENCOUNTER 1: AS THE RIVER NARROWS

The journey up the River Yol is uneventful the first two days. You pass several other river boats and barges heading the other direction. Along the river, you see fishermen working their nets with little success. The few farms you see along the way seem to a bit sparse. Even the water of the River Yol is colder than normal.

Other than some short conversations with Pectrus, you have had very little contact with the other Rhennee boatmen. The crew (a first mate and 9 others, all Rhennee) pretty much keep to themselves and unless their duties involved you, no word was spoken to you. The crew is good at handling the barge and seems to very cautious throughout the journey.

The barge has reached one of the narrowest stretch of the river. You see the Rhennee boatmen struggling to keep the barge in the middle of the river. You guess that it cannot be more than 100 feet to each shore. Just like the rest of the trip, you see a number of small fishing boats near the shore.

Allow the PCs to make a Spot check:

- DC 10: They will notice the fishermen are all pulling their nets in.
- DC 12: the nets look empty
- DC 15: There is a single individual on each bank about 40 feet ahead
- DC 18: there are thick ropes ahead in the water toward the center of the river and leading to each shore .
- DC 20: A chain of spiked logs, ropes and chains are rising just above the surface of the water about 60 feet ahead.

The fishermen are Flannish Tenha Freedom Fighters and have built a river wide barricade consisting of logs with sharpened spikes, chains and ropes. Each boat has five men in them. Only one is a fighter, the rest are there to row, control the boats, and to help carry off cargo. There are six men ahead hidden in the woods on each shore

busy controlling the barricade. There is an archer on each shore to guard the ropes.

The PCs have two rounds to take any kind of action they wish. The party can be put into initiative at this point.

The Rhennee watchman shouts out a warning, "Back the barge, Debris ahead, pirates!" The crew rush madly around either lowering the single sail or grabbing oars to back the barge.

Pectrus shouts out, "Crew and passengers brace for action. 'Ware of broaders!"

Unfortunately, the warnings come too late, the barge slides forward into the blockade, you can hear the sounds of wood crushing and after another 20 feet, the barge comes to a sudden stop throwing several of the crew off their feet. With their experience, none of the crew is thrown overboard.

The PCs need to make a DC 10 Reflex Save to keep their feet. Any of the PCs who stated that they are bracing themselves during the two previous rounds receive a +5 to this save. Any PC failing this save is thrown off their feet and is prone on the deck. Any PC within 5 feet of the edge of the boat has a 50% chance of being thrown overboard. Any PC being thrown overboard can make a DC 13 Reflex Save to catch the side of the barge. The PC will lose anything carried in his/her hands into the water. On the next round and subsequent rounds, the PC must make a DC 10 Climb check to pull himself back on the barge. Other PCs and the crew can aid this check.

The river is moving 15 feet per round in the opposite direction. Any persons overboard will float 15 feet downriver pass the barge per round unless he/she makes a DC 5 Swim check. For each 5 over the DC, the swimmer can move 5 feet upriver.

On each bank, there is an archer guarding the ropes as it disappears into the woods behind. To the rear, you see four boats rowing toward the barge about 100 feet away on either side from the rear.. You can see one leader in each boat directing his crew.

Pectrus shouts out: "Someone get out there and free the barge – Cut the ropes. Tomas, Randolpho, Alfonse, help free the boat and seal the break."

Aldo, I think there are arms and arrows among the cargo, Show it to the passengers that may need them (there are some blunt arrows and saps in it).

From the raiders come the call to surrender and the promise that no one will be harmed.

Spot checks:

- DC 10: there is an archer on each bank to the front raising his bow.
- DC 15: The archers are aiming arrows with blunt tips. The leaders of each of the boats in the rear are wearing leather armor and armed with clubs. The majority of the raiders are Flan

Party members can assist the crew in freeing the barge by attacking the barricade. The archers will fire blunt arrows mainly at any crew or PCs who are attacking the barricade until the target goes unconscious. A roll of 50% should be made to see if the unconscious PC or crewmember ends up on the barge or into the river.

PCs must state if they are attacking the chain (Hardness 5, hp: 60) or the bundled rope (Hardness: 0, hp: 25) sections. To free the boat, the ropes on each side of the logs must be cut. If the log is cut, it must still be freed from the barge. The crew are trying to free it with poles – strength check DC 15 (up to 3 individuals can help on one pole). The barge can also be freed by cutting one rope and then prying the log free.

Once free, the crew will raise the sail again – this will allow the barge to move forward 10 feet in the first round and 20 feet every round after. The barge will move 5 feet faster per round for every crew member or PC poling.

If the attackers are driven off or the barge is freed and escape:

The attackers withdraw toward the shores and you hear Pectrus shouting, “Well lads, we beaten them this time thanks to our new friends. Let’s be on our way, We can repair that minor damage along the way”

If the PCs want to chase the attackers:

Pectrus shouts: “We need to get away from here, we have no idea how many of them are out there.”

If needed to discourage the PCs, you can use several hidden archers firing regular arrows to

injure but not kill, and a sorcerer with *magic missiles* and *sleep* (DC 13) (they have a total of 5 of these spells available)

If they take any of the attackers as prisoners, they would be constantly harassed from cover from the riverbanks until they set the prisoners free. If they have any bodies of the attackers on board, they will not find much on them other than gear and a red armband. The PCs would have to convince Pectrus and his crew to keep the bodies aboard to take to Spiral (DC 20, Diplomacy), otherwise they will offload the bodies that night on one of the riverbanks (the bodies will be gone before any investigating party return from Spiral).

If the PCs are subdued:

You awaken sometime later still on the Rhennee barge, Other than a sore head and some bruises, you find no serious damage. The barge is beached on one of the river banks. (If any of the party was injured below zero, they would find themselves stabilized by the Flan crew. Unless a PC is critted to -10 or lower, there should be no deaths among the PCs or the barge crew). **Pectrus, with his head bandaged will approach and say, “ We got off lucky. They just took the cargo and left. They did not even take any of our personal belongings. They left your weapons on the shore. Get them quickly and we will head on to Spiral and report our misfortune.**

If the PCs and the bargemen surrender:

The raiders will disarm you. Several will guard you as the barge is beached on a river bank. A host of men appear and quickly unload the cargo onto wagons and their boats and depart, leaving your weapons on the shore. They warn you to wait for several minutes before you retrieve your arms. (if the PCs do not wait a warning shot from the woods will be fired) **After a short time, Pectrus say, “ We got off lucky. Get your stuff quickly and we will head on to Spiral and report our misfortune.**

APL 2 (EL 3 (4-1 for non-lethal and tactics))

Archers: male Flan Human Rgr1, hp 10 (2) – Appendix 1

Boat Leaders: male Flan human Fighter 1, hp 12 (4) – Appendix 1

Boatmen: male Flan human Commoner 1, hp 6 (20) – Appendix 1

Tactics: The Archers will only use brunt arrows unless lethal force is used on them or their friends. They will only fire on those trying to free the boat from the barricade. They will have 3 barge crew and any PCs helping as targets. There are hidden raiders on shore working to keep the barricade taut. The boats with the fighters will move at 30 feet per round. The fighters are the only ones who will try to board the barge. They will need to use a grappling hook to catch the barge. They will strike to subdue unless they are met with lethal damage. They will strike with clubs first and switch to longswords only if struck with lethal damage. They will withdraw if losing, if they suffer loss of the fighters in at least two of the boats as they approach or if crews of two of the boats are incapacitated (slept or otherwise) and the boats begin to drift back with the current.

The attackers will withdraw if the barge breaks free.

Treasure: The party will receive a reward of 25 gps each if they help get the cargo intact to Spiral. The reward is from the Twist Merchant Co. They will receive this at encounter 4

APL 2: Loot – 25 gp, Coin – 25 gp, Magic –

If the PCs help the barge escape the ambush with the cargo attack they will get the

Favor of Pectrus Romanno:

The PCs receive a +2 circumstance bonus when dealing with the Rhennee in the Pale. They will receive free passage on any Romanno family barge on the Yol River. This entitles the PC to expend it for one influence point with the Rhennee.

ENCOUNTER 2: AS THE JOURNEY CONTINUES

Leaving the river pirates behind you, the rest of the journey is uneventful. Pectrus is grateful for the help you provided and having shared danger together and survived, you find the members of the crew have become friendlier

and shares conversations and meals (and a little ale and wine) with you.

Over the last three days of the journey, the crew tells you much of the laws of the land, the ways of the River Rhennee, some rumors and gossip of recent days, and the feelings of others toward the Rhennee.

If time allows, you can role play out this information. Remember, these views are expressed by the Rhennee who consider themselves outsiders in the Pale and disliked and distrusted by most.

- The laws of the Pale are very oppressive. They will do not allow for the open worship of other faiths. They will confiscate the holy symbols of gods worshipped by humans other than Pholtus and fine the wearer. At least they do not bother those who worship in the privacy of their own homes or those of non-human races who worship gods of the non-human races.
- At least the Pholtans do not persecute us for our faith (Gods of the Old Faith) that we practice within our barges and homes.
- These Pholtans are also very restrictive of any who practice arcane magics. They must register and carry their papers for inspection. They do sponsor an Arcanist Guild but we believe it is so they can watch them more closely and maybe have a registry by which they can find arcanist easily when they want to detain them.
- The rumors that the Pholtans burn heretics tend to be overblown. It has been many years since the last “burning” and it was by an evil cult disguised as Pholtans.
- The Pale operate camps known as New Dawn Camps to punish lawbreakers and to educate them to the laws of the land and the Faith of Pholtus.
- Since the “liberation of the Tenh”, there have been increasing attacks on shipping on the Yol River as well as land caravans on the western portion of the Pale.
- Until recently, these attacks have been non-deadly. Barges are beached with their cargo stolen but the crews are left mostly unharmed and with their personal belongings as well as the barge’s provisions. A few times, the pirates just destroy the crates and barrels and dumped the cargo into the river.

- Rumor has it that in a couple of cases recently, the crews of the barges or caravan were all killed.
- The same has happened to the land caravans. The strangest thing is that the raiders do not even steal the wagons. They transfer the cargo to their own wagons. Seems like the raiders are more interested in the goods rather than hurting the shipping company or its' workers
- At least the attacks have not yet choked off all trade. Merchants have been hiring more guards to protect their shipments.
- They were glad for the added help that the PCs provided. The Rhennee cannot afford to hire extra guards or crew but do offer passages to groups (paid or unpaid) just to booster their forces.
- Many of the barges are operated by one of the many clans of the Rhennee.
- They (the Rhennee) feel that most people dislike or distrust them. They are glad that so many of the merchant companies do like to hire them. Maybe because their rates are better than most.
- The Rhennee have even been accused of being behind some of the attacks on the Yol River. Fewer of their barges have been attacked and a couple of the Rhennee barges just disappeared, cargo, barge, crew, and all.
- Most of the Rhennee do follow a code that deals fairly with those who deal fairly with them. A few of the Rhennee, do lie and cheat those that may deal with them. They give all of the Rhennee a bad name. We must know how to deal with others "properly" if we are to survive.
- Pectrus is known as one of the most "honorable" of the Rhennee bargemen. But he has a long memory for those who treat him well and who treat him ill.
- The cargo is for Jaramai Twist and probably headed for the Tenh. The cargo is mainly foodstuffs, farming and mining tools, and cloth.
- The Pale has been gathering provisions, tools, weapons, and armor at Spiral to send into the Tenh to help with the land recovery.
- Even though the Liberation of the Tenh occurred a year ago, there is still much chaos in the Tenh. The Tenh is divided with the Pale controlling the eastern half and the Duke of Tenh trying to unite the

western portion and drive out the last of the luzians and Stoneholders.

- In the Pale prelacy of the Tenh, there are many who welcome the Pale (the Faithful Flan) and many who do not. But there is no sign of a civil war.
- The mines under Calbut have been reopened and the flow of platinum has resumed.
- Calbut has been attacked recently by bands of demons
- There are a number of inns in Spiral. The one most of the town heads to is the Pious Pilgrim, one of many within the Pale. It is fine if you like to hang around the Pholtans and the upperity types.
- For freer conversation, better food, stronger drink, and cleaner beds. The River Hole Inn is the best on the docks. Also if the PCs are looking for work or adventure, many of the merchants frequent the place.

ENCOUNTER 3: UP ON THE DOCK

It is mid-day and finally, you can see the town of Spiral ahead. Spiral is a good size town with a very busy river port. The town is laid out in a very organized fashion and looks very clean. There are a number of barges tied to the many docks on the riverbank. You can see a large warehouse district behind the docks. There are a number of small businesses facing the docks and a couple of inns. Activity is at a high on the docks. Crews are loading or unloading their barges, dockworkers are helping move the goods unto a host of wagons. You see both guards in the livery of the Pale as well as guards in a variety of uniforms (none that can be identified as belonging to other countries – PCs can make a DC 10 Knowledge (local [NMR]) check). The noises on the docks are at almost an ear splitting pitch.

As you begin to leave the barge, Pectrus comes by and thanks you for your part in escaping the river pirates and says that you will always be welcome at the barges or camps of the Romanno Family. He wishes you a successful journey and you hear him almost

blessing you in the names of his gods but catches himself in time.

Pectrus shouts out as you head down the gangway, "If you stop into the River Hole, mention my name, Calib Langerstride will treat you well. Farewell, good fortune on your journey and May the Old Go..., ah the God of the Land light your path. My friends."

As they reach the docks, they are met by a small patrol of Pholtan troops. A sergeant comes forward and says,

"Welcome to Spiral, I am Watch sergeant Andros and sorry to delay you but we heard that this barge was attacked on the river. If you have a moment can you provide us with a report? Thank you."

Let the PCs report in their own words. Then they can be on their way. They are welcome to file the report later at the dock master's office. They will see a couple of soldiers go on board to take reports from Pectrus and his crew.

As the PCs make their way through the crowded docks have them make a Listen check: If they make a successful check, they will pick up the following whispered conversations or rumors at the appropriate DCs.

DC 10

- "Another boat load of those lying, cheating, thieving Rhennee". "yeah, They probably stole that load." This is from a pair of Oeridian dock workers.
- A barge belonging to the Twist Mercantile Co. was found three days ago up the river with the crew missing.

DC 12

- "Did you hear the story about that insane Rhennee at Tristor that killed a number of people including members of his own family" "Probably why there is a New Dawn Camp there" "you're probably right, all of them Rhennee should be sent to one." "Hey, they do they work hard like the rest of us." From a group of passer-byers.
- A foreman of the Baltanian Merchant Company warehouse was found wandering the back alleys without his memory of the nights' events right after a break in at that warehouse.

- A band of Rhennee boatmen were caught a couple of days ago near Tristor trying to sell the cargo they had been transporting on the Yol to Spiral. The shipment was suppose to have been stolen by river pirates

DC 15

- There is a strange pair of men, an Oeridian with a Baklunish, buying drinks, meals, rooms, and companionship for sailors and dock workers for information about shipments – especially valuable ones.
- A caravan of goods coming from Hatherleigh headed for the Tenh was attacked, the goods taken and the teamsters and guards slaughtered. The Pale Patrol has not found the thieves yet but they think it was a band of human bandits
- Funny how the Rhennee have suffer no loss of lives to the various raiders

DC 18

- One of the Twist Mercantile Company's warehouses was vandalized the other night.
- The Pale Patrol is investigating the lost of the barge River Cat. The crew was found flowing down the Yol River.

ENCOUNTER 4: A FREE MEAL

By the time you push through the crowd, you realize you have not had a meal since breakfast, and it is well after noon. You head off to a meal.

The PCs will see several inns and taverns just off the docks, but the River Hole Inn is just in front of them. If the PCs decide to head to another tavern, adjust accordingly with the descriptions. The agent of Jaramai Twist will still find them

You find your way to the River Hole Inn just by the docks. The River Hole is not very crowded as the last of the mid-day meal is leaving to return to their labors. You see a large heavy set Flan behind the bar with his left hand wearing a black leather glove. "Welcome to the River Hole, Name's Calib. What will it be food or drink or both? Mona, come out and show these customers to a table."

You will see a young auburn hair young woman of mixed heritage come out of a backroom and show you a table. You will notice that Calib does all of his work behind the bar with only his right hand.

If the PCs ask Mona about Calib's hand, she will tell you not to mention it to him but he lost it to a dragon turtle on the River Yol long ago. Calib's left hand is wooden and can not grasp anything but can really hurt if he has to hit someone with it. If the PCs mention Pectrus, Calib will tell Mona to bring the special out for them and offer to rent them a room for the night with clean sheets even.

After you are about halfway through your meal, you see a young attractive Suel woman wearing a heavy cloak enter followed by a pair of bodyguards (both Suel) wearing leather jerkins and a rapier and short sword. One of the bodyguards takes a seat by the door, the other heads to the bar as the young woman looks toward you and comes to your table.

"Hello, I am Helena, an agent of the Twist Mercantile Company. May I join you?"

If the party help the barge escape the river ambush with the cargo intact:

(after she seats) ***My employer, Jaramai Twist heard of your trip here on the Romanno barge and your part in saving the cargo. She wishes to thank you for saving such a valuable shipment. Here is a small token of her appreciation.*** (Helena signals one of the bodyguards and he comes and sets a bag of coins in front of each PC. Each bag holds 25 gold pieces.) ***Would you share your version of the attack with me?"***

If the party lost the cargo:

My employer, Jaramai Twist heard of your trip here on the Romanno barge and your part during the attack. Would you share your version of the attack with me?"

After the PCs share their version:

The Twist Mercantile Company has been having quite a bit of problem since the liberation of the Tenh. We have had a dozen barges looted of their cargos and seven caravans have been ambushed and their loads stolen, and we have even lost a herd of cattle

and horses. All of these shipments were intended eventually for the Tenh to help the people resettle the land and to protect themselves. It makes no sense, The attacks have been occurring more frequently. We have even had a couple of our warehouses raided and all of the goods within ruined. We know that it cannot be the price of the goods charged as the Theocracy has been paying for the shipments and then distributing them freely to the settlers.

We were wondering if you would be willing to look into this matter. If you find information that helps us, I am sure my employer will find a way to reward you. Do you have any questions?"

Questions:

1. Who are these raiders?

We do not know. We think that there may be more than one group.

2. Is the Twist Mercantile Company the only one being raided?

No. many of the other merchant companies have lost shipments. We have just been hit the hardest. The Merchants Guild in town could probably give you more information

3. When was the last incident?

Besides the attack on your barge, the last incident was one of the Twist Company's warehouses was vandalized. The guards were found locked in the warehouse office, and were either asleep, knocked unconscious (subdued into unconsciousness), or in a trance-like state.

4. Do you have any suspects?

None, other than recently an Oeridian and a Baklunish with a half-orc bodyguard have been wining and dining dock and warehouse workers.

5. Why can't you or your employer handle this?

We are busy with just the running of our business. We are trained in this kind of work. We have found that often adventurers such as you have better luck as you have no ties to the Company. Often, you can go where we cannot.

6. What is your employer willing to pay us?

Jaramai Twist is generous to those who can succeed. You will be rewarded according to what you can accomplish and what information and service you can provide us. You have seen her

7. Who knew about all the shipments.

Other than Jaramai, only Gildar Botts, Twist's head clerk kept records of all shipments, routes, and dates. But Gildar has been with Twist for over decade and has always been a hard working, honest clerk. (Note: if asked, Gildar is Flan)

ENCOUNTER 5: WHO WANTS TO KNOW

If the PCs want to gather information around town, they will only find information in these locations.

The Docks: Most of the boat crews are very wary about sailing the River Yol with shipments intended for the Tehn. The boats raided contained shipments from various merchants and the boats belong to a variety of owners including Rhennee. There does not seem to be a pattern of merchants or boat owners as to the target of these attacks.

River Hole Inn: An odd pair of humans (an Oeridian and a Baklunish man with an half-orc bodyguard had been hosting parties in the inns along the docks. They have been treating mainly dock and warehouse workers, or boat and caravan crews. They have not been seen here for about 2 weeks.

Mona will remember that Gildar Botts, Twist's head clerk comes in on a weekly basis and meets with a cleric of Pholtus. They always ask for a table in the back of the inn and usually in the mid day when there are not a lot of people in the inn. (Both men are Flan)

Twist Offices, Bunkhouses, and Warehouses:

Nothing out of the ordinary. Gildar Botts regularly visits all of the facilities, plans the shipments, hires the boats or crews, and makes sure everyone is paid on schedule.

Shipments for the Tenh are stored in 3 warehouses by the docks. All three are a block from each other.

He has a home near the east gate. The PCs can obtain his address if they like.

Pale Patrol: The raids started the month after the liberation of Tenh. Until 6 weeks ago all of the shipments, have contain materials for the rebuilding of the Tenh. Also until then no one had been harmed and only in one occasion did the crews disappear – a Rhennee boat named “The River Cat”. However, in the last six weeks, five shipments have been taken and in three cases (2 caravans and a boat shipment) the entire crew was slaughtered.

Search for the Oeridian and Baklunish Pair:

Gather information +12 around town. There is a strange pair of men, an Oeridian with a Baklunish, buying drinks, meals, rooms, and companionship for sailors and dock workers for information about shipments – especially valuable ones. They've been in town about 2 months. They have not been seen in town for about ten days.

Merchant's Guild: Every merchant with shipments to the Tenh has been hit at least once. Several of the larger ones have lost multiple shipments. After talking with several merchants, you will find that Gildar Botts, the head clerk for the Twist Mercantile Company has been working since the beginning to help coordinate the shipments so that all have equal accesses to caravans, free lance boats, and mercenary crews. Several warehouses have been raided or vandalized, always ones with shipments for the Tenh. The guards and work crews have always been found either asleep or unconscious but unharmed.

****If the PCs ask about visiting Gildar Botts' home.** BY the time the PCs gather information that would lead to Gildar's home, it is early evening and it is getting dark.

Gildar Botts' Home: Gildar is a middle age flan of average height with dark brown hair. When the PCs arrive to visit Gildar, he is having a quiet evening at home. Gildar will talk about how well he is treated by Jaramai Twist and how well he is paid. His home is nicely furnished, (DC 15 Spot: they will notice a bag packed for travel by the door; DC 15 Sense Motive: Gildar is hiding something.)

If asked about his meetings with the Cleric of Pholtus, Gildar will reply that he has been studying under father Hiram to become a better Pholtan. (DC 15 Sense Motive: he is lying)

If the PCs detect Gildar's lying and continue to either threaten him or intimidate him (DC 18 Intimidate). Gildar will come clean. He has been passing information on routes and shipments through Father Hiram to a group of Flan who believes that the Tenh should be free of Pale interest and wants the Duke as the ruler. These Flan are in contact with members of his extended family who are surviving in the Tenh. They are living in an areas of the Tenh that the Pale was not been working in – either with security or supplies to rebuild the land. Gildar feels that his actions were helping to keep his few remaining members of his family alive (too many have died in the wars and the ether threat)

He felt that his actions were good for his family as the Flan raiders were only taking goods that the Pale had intended for the Tenha anywhere and that no one was being hurt, the merchants did not lose any money as the goods were already paid for by the Pale, the caravan workers, boat crews, and warehouse workers were not harm. He is getting nothing for himself other than assurance of protection and help for his extended family.

Gildar does not know where the raiders' hideout is. He does know that they have planned to vandalize the goods at a particular warehouse of the Twist Company this evening. PCs have to make the decision as what to do with Gildar. – Let the "misguided" Gildar go, turn him into the Pale Patrol, turn him into the Twist Company security.

ENCOUNTER 6: WHO FORGOT TO FEED THE PETS

If the PCs get the information from Gildar Botts, they will arrive as the scene below occurs. If the PCs do not get the exact warehouse but decide to stake out one of the Twist's warehouse, they have a 1 in 3 chance of arriving at the correct warehouse when they see the scene below. Otherwise, they will see a man running up to the warehouse calling for help for an attack on the warehouse where he is working. The party will arrive after the wagons and riders have left and about 20% of the shipment destroyed.

If they just return to the River Hole Inn for the night or take other actions, the warehouse worker will run into the Inn or by the party about midnight asking for help. The PCs will have to travel several blocks to the warehouse and arrive with the wagons and riders gone and 50% of the goods destroyed.

The warehouse worker will remember a group of men taking some crates onto some wagons, and then turning loose some wild animals into the warehouse.

Ahead of you, you see the warehouse that the clerk had told you about. There seems to be more activity than expected for this time of evening. As you arrive see a group of wagons and riders hitting off in the other direction.

As you get about 60 feet from the front of the warehouse, you see an individual staggering out the warehouse doors wearing clothes similar to the two bodyguards that were with Helena.

"Help us" – The rest of the workers and guards are unconscious within and they released two creatures within. The creatures are destroying all the goods. They may kill the humans within.

The warehouse is 100' by 60' building with a 10' x 15' office in the far left corner. There are piles of crates, sacks, and barrels everywhere (5'x10' or 10' by 10' piles) with 10' lanes between them. The second floor consists of a 5' catwalk completely spanning the three sides other than the front entrance. The stairs to the catwalk are to the right and left of the front entrance.

APL 2 (EL 3)

Dire Badgers (2) – *Monster Manual 62*

Tactics: The badgers will be on opposite sides of the warehouse and will be engaged in destroying merchandise. They will fight if attack. The badgers will not notice each other fighting the PCs. The PCs will only be fighting both at the same time only if they split and attack both. If attacked separately, the second will attack when it hears the death sounds of the first. As the badgers are under a control spell, they will be resistant to charm or animal empathy.

Treasure: The party will receive a reward of 100 gps each if they dispatch the badgers and save the workers and goods at the end of the module. (Encounter 8)

APL 2: Loot – 100 gp, Coin – 100 gp, Magic –

ENCOUNTER 7: FRIEND OR FOE

It does not take long to follow the trail of the wagons that left as you arrive at the warehouse (DC10 Survival check, usable without the Track feat). If the party does not have someone who can track, a Twist worker would show up and say that he had followed them to a small abandon farm just outside the town. He will lead the PCs to the farm. Then head back to meet the Twist Mercantile troops, which another worker went to gather.

The farm you have been taken to is abandoned, The farmhouse has collapsed on itself. The barn is still in decent shape. You notice quite a bit of activity at the rear of the barn. You see about two score of people loading wagons and mounting horses with about a dozen men on guard. The entrance at the front of the barn is open.

As you enter the barn, you see you have been expected. You see a young man with brown hair standing in the middle of the barn in a breastplate, holding a quarterstaff at ease, wearing a traveling cloak and around his neck is a silver holy symbol of Pholtus. (The PCs would have seen it displayed in many places in Spiral. A DC 10 Knowledge (religion) check will show that it is real holy symbol. A *detect evil* will detect none. A *detect magic* will show a mild aura (DC 16 Spellcraft check reveals a divination spell). A DC 16 Spellcraft check will reveal that he has just cast *detect evil* as the PCs enter)

His free hand is raised as if wishing to speak to you. "Hold strangers, I am Hiram Coreworth and a true follower of the One True Path, The Blinding Light of Pholtus. I wish to have a word with you as I can see that you are not evil persons but good and reasonable people."

I speak for these men who you see as pirates and raiders, in truth, they are fighting for their

lands against misguided oppression. I too stand with them as I believe by mighty Pholtus, The Blinding Light, The One True Path, that the leaders of the Pale have misinterpreted the guidance of our God and have oppressed these honest folks instead of liberating them. Pholtus has shown me that by acting in His name on their behalf, they will come to see the One True Path.

In all of our actions, we took special care to insure that no one was harmed beyond a few bruises. We only struck to harm when others did so first. If we injured any, we healed them before we left. We did not take anything that belong to individuals but only that which the Theocracy had intended to distribute to the people anyway. These people were distributing the goods fairly. We only destroy goods that would not benefit any person. There has in recent days, another band that has arisen that is doing evil while pretending to be as us. This band of thieves have committed murder, and theft, and sold the goods for their own gain. Hopefully they will be caught or destroyed soon.

We ask nothing more of you than to be make a decision after you hear us out. Do you stand with the Theocracy or with these brave people of the Tenh who wish nothing more than to have their land free with a ruler of their choice.

Several things can happen here.

1. The party will continue to talk with Hiram. The main argument he will present is that the Tenh do not want a ruler other than their own Duke. It was wrong for the Pale to occupy the land after they liberated it under the guise of protecting the people from their dangers and the rights of the Faithful Flan (Flannish Tenha followers of Pholtus). Hiram believes very strongly that Pholtus has told him that the proper way to win the hearts of the non-believing Tenha was not by forcing religion down their throats but by showing the goodness of Pholtus in His believers and the way they treat others well. (Hiram is a progressive and NG in alignment). He will ask that the PCs let them leave peacefully and not reveal their true identity to the Pale.
2. Hiram had been assigned to the Tenh by the Church of Pholtus as his current duty.

3. The PCs can decide to let the Freedom Fighters go and remain silent (i.e., the raiders escaped into the night before they could catch up to them)
4. The PCs can let the Freedom Fighters go and still tell The Twist Mercantile Company about them
5. The PCs can attack and capture or kill Hiram and his companions and turn them into the authorities.

APL 2 (EL 4)

Hiram Coreworth, Human (Flan) Cleric of Pholtus, cleric 1 – see appendix 1

Zoras Hearth, half-elf Sorcerer 1 – see appendix 1

Tibas Tyrus, Human (Flan) Fighter 1 – see appendix 1

Armas, Human (Flan) Ranger 1 – see appendix 1

Berrus, Human (Flan) Rogue 1 – see appendix 1

Tactics: Hiram will cast sanctuary or obscuring mist and try to withdraw from the fight. He will cast cures to heal or stabilize anyone goes down – friend or foe. He will not fight but will surrender to the PCs when the Tenha are all down.

Zoras will cast sleep or hold person on the PCs and only resort to magic missiles if lethal damage is being used. He will focus on spell casters and archers.

Armas will fire blunt arrows from cover and only use regular arrows if lethal damage is being done to his group. Armas will concentrate on casters first.

Berrus will tumble from his hiding position into a flanking position with Tibas on what appears to be the fighter. They will strike for subdual damage unless lethal is being done.

There are horses outside the backdoor. The rest of the Tenha will have left.

Treasure:

APL 2: Loot – 100 gp, Coin – 100 gp, Magic –

CONCLUSION

You finally return to the River Hole Inn and spend an uneventful rest of the night.

As you gather for breakfast, Helena and her two bodyguards come into the inn. Helena comes up to your table and invites herself to a seat.

If the PCs do not stop the dire badgers, let the Tenha escape, and do not report anything.

Helena speaks, "Jaramai is grateful for your efforts but is sadden that you were unable to uncover any information. Any new information? Pause and give the PCs the option to tell her anything they have not yet. I guess not, Let me at least cover your meal. I wish you well in your future adventures. I will take my leave and try to find others who may be able to help Jaramai Twist and the other merchants.

A few days later, the PCs receive a box with a letter with and 6 gems worth 100 gps each. The note says: Thank you for your silence, you have made friends who may be able to benefit you when you have need someday. May Pholtus guide your way and may you someday find a free Tenh.

If the PCs save the warehouse, but do not tell the anyone about the true nature of the raiders.

Helena speaks, "Jaramai is grateful for your efforts but is sadden that you were unable to uncover any information. Any new information? Pause and give the PCs the option to tell her anything they have not yet. Jarmai Twist wish to thank you for saving her warehouse. She has sent a gift for you. Helena gives each PC a bag with 100 gold pieces. Farewell, we will meet again.

A few days later, the PCs receive a letter. The note says: Thank you for your silence, you have made friends who may be able to benefit you when you have need someday. May Pholtus guide your way and may you someday find a free Tenh.

If the PCs defeat the badgers and either let the Tehna leave but turn the information into the authorities or defend the Tenha and turn them in with the information about the true nature of the raiders.

Helena speaks," Jaramai is grateful for your efforts Helena speaks," Jaramai is grateful for your efforts Helena speaks, "Jaramai Twist is grateful for all of your efforts. Due to your help, we hopefully would be able to stop these attacks. Jaramai is generous to those who are able to accomplish what is needed for the people and merchants of the Pale. Here is a small token of her gratitude. (Helena gives each PC a leather bag with 100 gps. And a pin with the symbol of the Twist Mercantile Company) ***You will find the pin very useful. Anytime you are in Spiral or pass through here, you are welcome to stay at one of the Twist bunkhouses. If you ever find yourself down on your luck, you can use the pin to get yourselves back on your feet. Thanks and you may hear from us again if we can use your services again.***

If Gildar is not turned in, He will leave town and is considered missing. If Gildar is turned into either the Pale Patrol or Twist, he will be sentenced to 6 months in a New Dawn Camp.

If the Tehna Freedom Fighters is allowed to go free and the secret is kept, the PCs will hear of another caravan attacked and robbed with no one hurt but all of the cargo gone in three days.

If the Tenha Flan are turned in, they will be sentenced to one year in a New Dawn Camp. The PCs will hear that Hiram Coreworth was been assigned to a new duty. He is now serving the next year at the New Dawn Camp in Tristor.

If the PCs let the Tenha escape:

Favor of the Tehna Freedom Fighters:

+2 circumstance bonus when dealing with Tenha who are not Faithful Flan. You have gained a friend who will in the future provide you a favor.

If the PCs provide the Twist Company information about the true nature of the raiders or turn in Gildar.

Favor of Twist Mercantile Company:

The PCs receive free standard life style for any adventure taking place in Spiral or the Tenh. If the PC ever has to use the Charity of Friends option as stated in the LGCS, The Twist Mercantile Company will help replace goods lost by changing the access of a single item from a previous AR to Regional access for the next three ARs. This Charity of Friends option may only be used once.

If the PC's capture or defeat the Tehna party in encounter 7 and turn them in.

Disfavor of the Tehna Freedom Fighters:

-4 circumstance bonus when dealing with Tenha who are not Faithful Flan.

If the PCs turn in Hiram or report him to the Church of Pholtus or the Twist Mercantile Company:

Notice of the Inquisition:

The PCs have encountered corruption with the Church of Pholtus. The PCs actions are noted by the Inquisition.

If the PCs subdue the Tenha Freedom Fighters as opposed to killing or does not do lethal damage to reduce any human below 0 or does not kill any: and if they let the Tehna go, Hiram will invoke Pholtus to grant the PCs:

Touch of Light:

For showing mercy, The PC is able to call upon the grace of Pholtus a total of five times for any of the following effects as a spell-like ability: *cure minor wounds, guidance, light*

Helena speaks," Jaramai is grateful for your efforts Helena speaks," Jaramai is grateful for your efforts Helena speaks," Jaramai is grateful for your efforts Helena speaks," Jaramai is grateful for your efforts Helena speaks," Jaramai is grateful for your efforts Helena speaks," Jaramai is grateful for your efforts

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 1

Experience objective	
APL 2	100 XP

Encounter 6

Experience objective	
APL 2	150 XP

Encounter 7

Experience objective	
APL 2	150 XP

Discretionary roleplaying award

APL 2	50 XP
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Total possible experience:

APL 2	450 XP
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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 1:

APL 2: Loot: 0 gp; Coin: 25 gp; Magic: 0 gp

Encounter 6:

APL 2: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp)

Encounter 7:

APL 2: Loot: 100 gp; Coin: 100 gp; Magic: 125 gp)

Total Possible Treasure

APL 2: Loot: 100 gp; Coin: 225 gp; Magic: 125 gp; Total: 450 gp

Special

Favor of Pectrus Romanno:

The PCs receive a +2 circumstance bonus when dealing with the Rhennee in the Pale. They will receive free passage on any Romanno family barge on the Yol River. This entitles the PC expend it for one influence point with the Rhennee.

Favor of the Tehna Freedom Fighters:

+2 circumstance bonus when dealing with Tenha who are not Faithful Flan. You have gained a friend who will in the future provide you a favor.

Favor of Twist Mercantile Company:

The PCs receive free standard life style for any adventure taking place in Spiral or the Tenh. The Pin can be turned in for 400 gps worth of equipment, including weapons and armor if the PC loses everything. The favor is then crossed off.

Disfavor of the Tenha Freedom Fighters:

-4 circumstance bonus when dealing with Tenha who are not Faithful Flan.

Touch of Light:

For showing mercy, The PC is able to call upon the grace of Pholtus a total of five times for any of the following effects as a spell-like ability: *cure minor wounds, guidance, light*

Items for the Adventure Record

ITEM ACCESS:

none

Notes to Gamemaster

Prior to December 31, 2007, please e-mail to Shelton Yee, tonofshels@aol.com the answer to the following questions.

1. Did the Party capture Hiram Coreworth or turn him in to the Pale or the Twist Company?
2. Did the party capture the Tenha Freedom Fighters? Did they kill the Tenha?
3. Did the Party let Hiram and the Tenha leave and not turn in any information about them to Twist or the Pale?
4. Did the Romanno barge save their cargo?
5. Did the Party save the warehouse and its contents?
6. Did the party capture or turn in Gildar Botts?

APPENDIX 1 - APL 2

ENCOUNTER 1: AS THE RIVER NARROWS

BOAT LEADERS(4)

CR 1

Male Human (Flan) Fighter 1 (4)
NG Medium humanoid (human)
Init +0; **Senses** Listen +5, Spot +5
Languages Common, Flan

AC 14, touch 12, flat-footed 12
(+2 armor, +2 dex)

hp 12 (1 HD)

Fort +4, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares)

Melee Club +4 (1d6+3/x2) or
longsword +4 melee (1d8+3/19-20 x2)

Space 5 ft.; **Reach** 5 ft.,

Base Atk +1; **Grp** +4

Atk Options

Special Actions

Combat Gear leather armor, club, longsword

Spell Like Abilities none

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10
SQ none

Feats Power Attack, quick draw

Skills Climb +5, Ride +4, Jump +7, Swim +7

Possessions combat gear,

ARCHERS (2)

CR 1

Male Human (Flan) Ranger1
NG Medium humanoid (human)
Init +0; **Senses** Listen +5, Spot +5
Languages Common, Flan

AC 15, touch 10, flat-footed 15
(+5 armor)

hp 10 (1 HD)

Fort +5, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares)

Melee Shortbow +4 (1d6/x3) or
shortsword +2 melee (1d6+1/19-20 x2)

Space 5 ft.; **Reach** 5 ft., 10ft with glaive

Base Atk +1; **Grp** +2

Atk Options

Special Actions : Favorire Enemy: Undead

Combat Gear leather armor, short bow, 20 blunt arrows,
20 regular arrows, quiver, shortsword

Spell Like Abilities

Abilities Str 12, Dex 16, Con 16, Int 10, Wis 10, Cha 8
SQ

Feats Point Blank Shot, Precise Shot, track, Wild
Empathy

Skills Climb +3, Hide +5, Knowledge (nature) +4, Listen
+4, Move Silently +5, Spot +4, Search +4, Survival
+4, Swim +5

Possessions combat gear

BOAT CREWS (20)

CR 1

Male Human (Flan – majority) Commoner 1
NG Medium humanoid (human)
Init +0; **Senses** Listen +2, Spot +2
Languages Common

AC 13, touch 11, flat-footed 12
(+2 armor, +1 dex)

hp 6 (1 HD)

Fort +2, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)

Melee club +1 (1d6+1/x2) or
dagger +1 melee (1d4+1/19-20 x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +1

Atk Options

Special Actions none

Combat Gear :: leather jerkin, club, dagger.

Spell Like Abilities none

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 10
SQ none

Feats Skill Focus

Skills Climb +1, Listen +2, Profession Fisherman +2,
Spot +2, swim +3

Languages: Common. Flan

Possessions Combat gear

ENCOUNTER 7: FRIEND OR FOE

HIRAM COREWORTH

CR 1

Male Human (Flan) Cleric (Pholtus) 1

NG Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Flan

AC 16, touch 11, flat-footed 15

(+5 armor)

hp 10 (1 HD);

Fort +4 **Ref** +1, **Will** +5

Speed 20 ft. in Breast Plate (4 squares), base movement 30 ft.

Melee Quarterstaff +0 (1d6/x2) or

Touch +0 (varies)

Ranged ranged touch +1 (varies)

Space 5 ft.; **Reach** 5 ft.,

Base Atk +0; **Grp** +0

Atk Options

Special Actions (Turning Undead 4/day,)

Combat Gear Staff, masterwork Breastplate, *silver holy symbol of Pholtus*

Cleric Spells Prepared (CL 1st):

1st—bless, protection from evil (D), obscuring mist, sanctuary

0—create water, detect magic, purify food and drink, read magic

D: Domain spell. Deity: Pholtus. Domains: Knowledge, Good

† Already cast

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

Feats Combat Casting, Improved Turning

Skills Concentration +8, Knowledge (dungeoneering) +1, Knowledge (religion) +1, Spellcraft +1

Possessions combat gear

ZORAS HEARTH

CR 1

Male Human (Flan) Sorcerer 1

NG Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Flan

AC 11, touch 11, flat-footed 10

hp 12 (1 HD);

Fort +2 **Ref** +1, **Will** +2

Speed 30 ft. in robes (6 squares), base movement 30 ft.

Melee Quarterstaff +0 (1d6/x2) or

Touch +0 (varies)

Ranged ranged touch +1 (varies)

Space 5 ft.; **Reach** 5 ft.,

Base Atk +0; **Grp** +0

Atk Options

Special Actions

Combat Gear Staff, robe, spell component pouch

Sorcerer Spells Prepared (Sor 1st):

1st (4)— Magic Missiles, Sleep, Charm Person

0 (5)— Acid Splash, Detect Magic, Light, Mage Hand

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 14, Cha 14

Feats Combat Casting, toughness

Skills Concentration +6, Knowledge (arcana) +3, Spellcraft +3

Possessions combat gear

Familiar: Toad

TIBAS TYRUS

CR 1

Male Human (Flan) Fighter 1

NG Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +0

Languages Common

AC 18, touch 13, flat-footed 15

(+4 armor, +1 shield, +3 dex))

hp 12 (1 HD)

Fort +4, **Ref** +3, **Will** -1

Speed 30 ft. (6 squares)

Melee longsword +4 melee (1d8+3/19-20)

Space 5 ft.; **Reach** 5 ft.,

Base Atk +1; **Grp** +4

Atk Options

Special Actions

Combat Gear Chainshirt, longsword, small metal shield

Spell Like Abilities

Abilities Str 16, Dex 16, Con 14, Int 8, Wis 12, Cha 8

SQ none

Feats Power Attack, Cleave,

Skills Climb +5, Ride +4, Jump +7, Swim +7

Possessions combat gear

ARMAS

CR 1

Male Human (Flan) Ranger1

NG Medium humanoid (human)

Init +3; **Senses** Listen +4, Spot +4

Languages Common

AC 15, touch 10, flat-footed 15

(+5 armor)

hp 10 (1 HD)

Fort +9, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee longsword +2 melee (1d8+1/19-20)

Range: Longbow +4 (1d8/x3)

Space 5 ft.; **Reach** 5 ft.,

Base Atk +1; **Grp** +2

Atk Options

Special Actions

Combat Gear chain shirt, longbow, longsword

Spell Like Abilities

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10

SQ

Feats Point Blank, Precise Shot

Skills Climb +3, Hide +5, Knowledge (nature) +4, Listen +4, Move Silently +5, Spot +4, Search +4,

Survival +4, Swim +5

Possessions combat gear

Physical Description:

BERRUS**CR 1**

Male Human (Flan) Rogue 1

NG Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3**Languages** Common

AC 17, touch 14, flat-footed 13

(+3 armor, +4 dex)

hp 8 (1 HD)**Fort** +2, **Ref** +6, **Will** +0

Speed 30 ft. (6 squares)**Melee** sap +1 (1d6/x2) or

dagger +6 melee (1d4/19-20 x2)

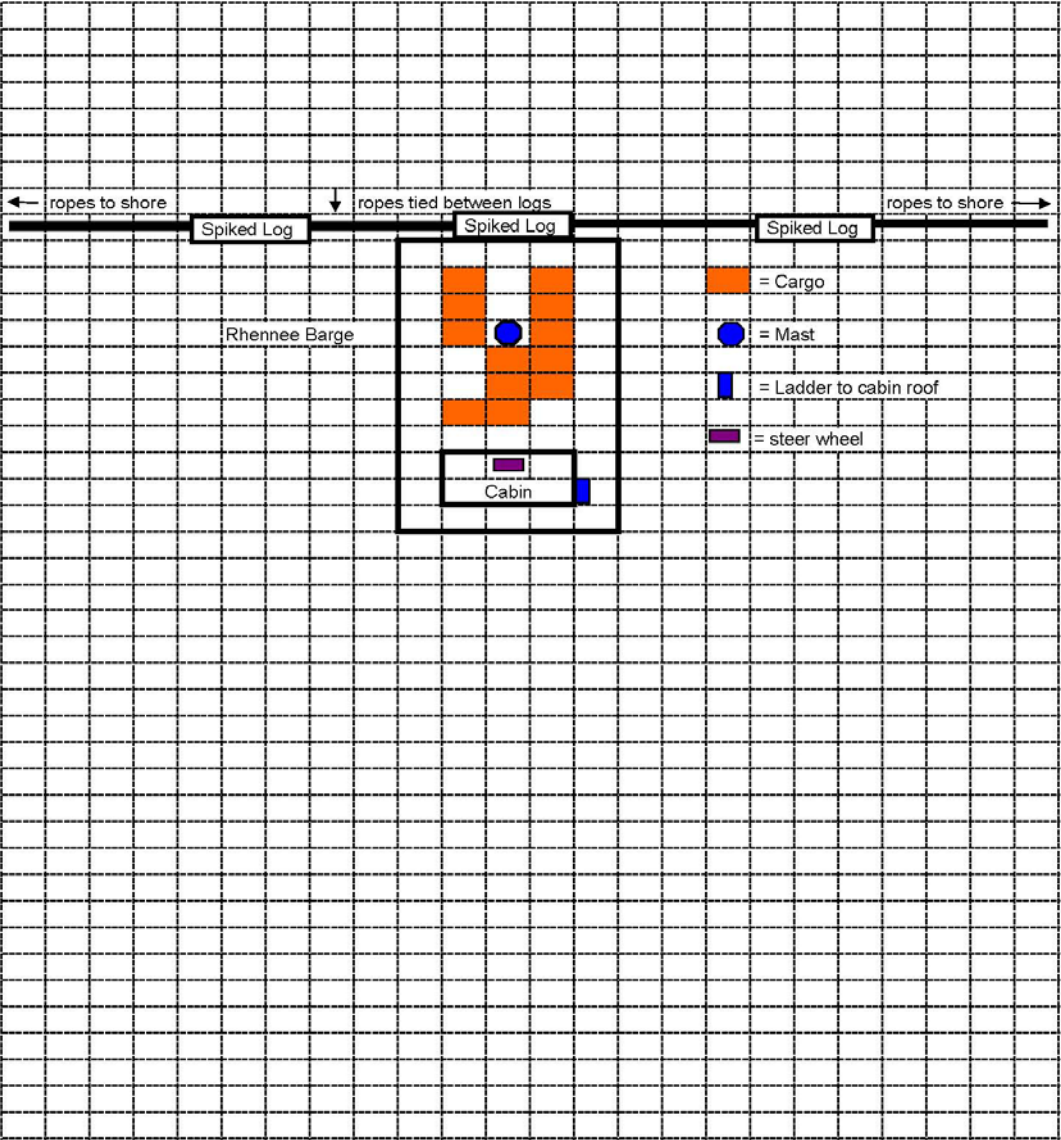
Space 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +1**Atk Options****Special Actions** +1d6 sneak attack**Combat Gear** studded leather jerkin, sap, dagger.**Spell Like Abilities** none

Abilities Str 10, Dex 18, Con 14, Int 10, Wis 8, Cha 8**SQ** none**Feats:** Dodge, Run**Skills** Bluff +3, Move Silently +8, Listen +3, Spot +3, Search +4, Disable Device +8, Tumble +8, Jump +6**Languages:** Common. Flan**Possessions** combat gear**Physical Description:**

MAP 1: RIVER AMBUSH

Used for Encounter 1

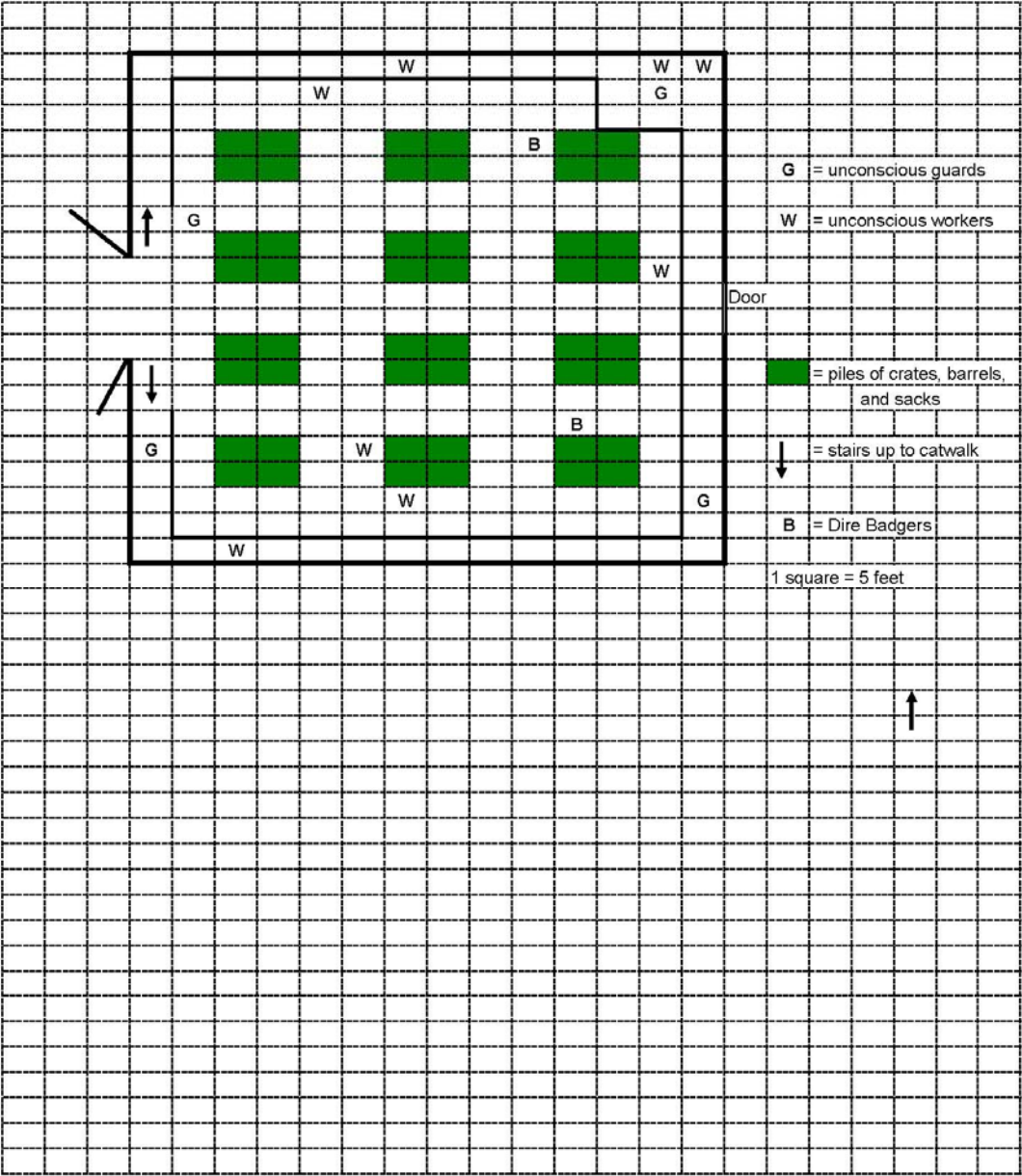
MAP 1 - Encounter 1 RIVER AMBUSH



MAP 2: TWIST WAREHOUSE

Used for Encounter 6.

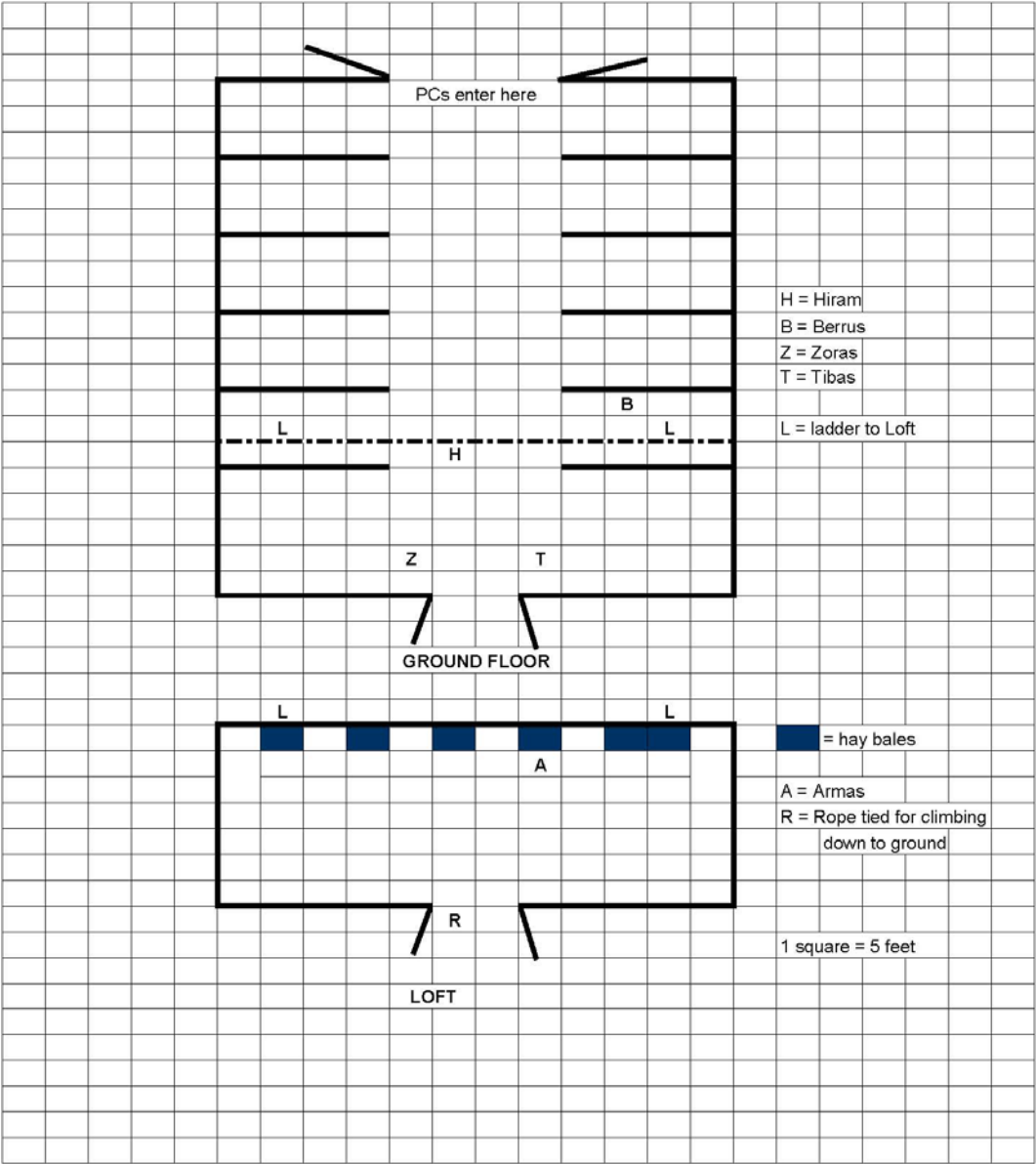
MAP 2 - Encounter 6 WAREHOUSE



MAP 3: ABANDONED BARN

Used for Encounter 7.

MAP 3 - Encounter 7 Abandoned Barn



DM AID 1: SPECIAL RULES FOR THE PALE

Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2—90gp, APL 4—130gp, APL 6—180gp, APL 8—260gp, APL 10—460gp, APL 12—660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions. Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs
- Ulaa – Considered a human deity due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to an infernal deity in the past. Displaying the holy symbol of St. Cuthbert is as offensive as displaying the holy symbol of a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities are fined double the usual fine, for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the unholy symbol of an evil deity, all normal actions will be taken, and a *geas/quest* is cast on the PC to keep him from touching the unholy symbols of evil deities in the future. (The above assumes that the PC is not actually a cleric of the evil deity, since that is prohibited in the Living Greyhawk Campaign.)

No PC may enforce this rule through combat or offensive physical actions. Player-vs.-player conflict will be adjudicated as a violation of the RPGA General Rules, as always. If one PC chooses to report another PC to the authorities for a violation of this law, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in-game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols:

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price listed in the *Player's Handbook* price.
2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot skill of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.
4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

Arcane Registration by Arcane Spellcasters

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website (http://www.theocracyofthepale.com/downloads/arcane_registration.pdf). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check).