



RETURN TO THE UNDERCITY

A One-Round D&D[®] LIVING GREYHAWK[™] Core Scenario

Version 1.0

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Homes are burned to the ground and whole families vanish. There have been humanoid raids on lands within the elven nation of Celene itself. Along the Wild Coast, dark rumors are spoken about slaver vessels flying yellow sails along the Wild Coast. And now an agent sent to investigate the rumors of the return of the Slavelords has disappeared. Can you ascertain if this sinister force has returned? A one-round core scenario set in the Faerie Kingdom of Celene and the Empire of the Pomarj, for APLs 2-8. This adventure is a prequel to the upcoming "Return of the Slavers" series.

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

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

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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, 2006.

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PLAYERS READ NO FURTHER

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.

ADVENTURE SUMMARY

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

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

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of

an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own 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 Core adventure, set in the Faerie Kingdom of Celene and the Orcish Empire of the Pomarj. Characters pay two 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 retains temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character heals 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*.

SOURCE ACKNOWLEDGEMENT

The author would like to acknowledge this work as resource material and thank the original authors: David Cook, Allen Hammack, Harold Johnson, Tom Moldvay, Lawrence Schick and Ed Carmien. This adventure borrows from and cites A1-4 *Scourge of the Slavelords* in several instances, as well as material from the 2nd Edition *AD&D* book *Slavers!* by Sean K Reynolds and Chris Pramas. Artwork is by Jeff Dee and was used in the original Slavelord modules.

ADVENTURE BACKGROUND

The Slavelords were a group of powerful slavers that were once the scourge of the Wild Coast. They trafficked in misery and bondage inflicting such on all that fell into their clutches. So powerful were they that they were able to demand the tacit obedience of other nations who feared for their citizens. These countries quietly allowed themselves to be extorted, until the Slavelords became so bold as to ignore even this blackmail.

At this point, a group of adventurers were called upon to cleanse the scourge of the Slavelords from Oerth once and for all. The heroes first uncovered the Slavelords' activities in the town of Highport, in the Pomarj; clues led to a slavers' stockade deep within the Pomarj. From there, they fought the Slavelords in their home within the high peaks of the Drachsengrab Mountains, in the hidden city of Sunderham.

They were eventually defeated by the Slavelords and imprisoned. Against all odds they nonetheless won free, smashed the Slavelords, and escaped before the entire city fell to ruins in an unexpected volcanic eruption. (These events are detailed in the 1st Edition *AD&D* adventures A1 through A4, bundled in the 1986 *Scourge of the Slavelords* adventure).

Since that time, the Slavelords have been absent as a threat to the nations in the area of the Wild Coast ... until recently, when dark rumors began to circulate that the Slavelords had returned. At first, these rumors were easily dismissed as nothing more than coincidence, with tales of yellow-sailed slavers' caravels haunting Woolly Bay, hunting for slow and poorly-protected ships. But then came reports of orcs and other humanoids, organized and loyal to a heretofore unknown power, engaging in raids whose goals seemed to not be so much plunder as the acquisition of captives.

The elven nation of Celene was especially alarmed at these growing signs of the return of the Slavelords. And then came the report that in the western edge of the nation, closest to the Wild Coast, several entire families of elves had gone missing and their homes had been totally destroyed. These tactics sounded too eerily familiar for Queen Yolande of Celene to dismiss, and so she sent a trusted agent, Lucian, to investigate the happenings. Lucian had only recently escaped from some misadventures in Greyhawk (see COR5-05 *A Marked Man*), and was eager to find an assignment somewhere else.

Lucian quickly discovered a great deal about the resurgent Slavelords, and his investigations led him to the northern coast of the Pomarj and, ultimately, Highport. It was there that Lucian's luck ran out, and he was captured by the Slavelords. Now he languishes in the Slave Pits.

The Royal Court of Celene is now desperate for more information about the matter. However, the Queen dares not send any more of her agents, for fear that their identities could be compromised by the captured Lucian. Therefore, she has turned to her diviners for a solution. Her seers found a group of itinerant heroes, newly

arrived in the capital city, who the Fates favored with success. Yolande has dispatched her trusted handmaiden to find them and task them with unraveling the truth behind the tales of the return of the Slavelords.

ADVENTURE SUMMARY

In the Introduction, the PCs meet Almerayne, one of the Queen's handmaidens. Almerayne asks the PCs to participate in a mission on behalf of the Queen. If the PCs accept, Almerayne briefs them on the situation and the task set before them.

Encounter 1 rewards any PCs who think to spend some time gathering information within Celene about the Slavelords. A member of the original adventuring company that defeated the Lords—an elf warrior-wizard name Kayen Telva—lives in the capital and can be contacted by the PCs. Telva can provide the PCs with additional information about the Slavelords, and suggests that the PCs should begin their search for the Slavelords in Highport—much as his own adventuring company did.

Encounter 2 details a physical search of the area in which the elf families disappeared, on the western edge of Celene not far from the Wild Coast. If the PCs come here, they can gain further corroborating evidence that the humanoids in question traveled up the coast of Woolly Bay from Highport.

Encounter 3 deals with the PCs attempting to make the journey to Highport by sea from the city of Safeton. The PCs find and charter a vessel, the *Dame Gold*, but once at sea the ship unfurls the yellow sails associated with the Slavelords, and thugs among the crew attack the PCs. If the PCs defeat the slavers, they learn that the rest of the crew have been taken captive by press gangs in Highport. They are grateful for their freedom and happily sail the PCs down the coast and drop them off a safe distance from the city. They also answer questions that the PCs have, and direct the PCs to the Slave Pits beneath the Highport Temple (since they were processed there themselves).

Encounter 4 deals with the PCs attempting to make the journey to Highport by land (either directly from Celene or from the settlement). Regardless of their jumping-off point, they arrive in the city safely and can secure accommodations in the Barnacle Rock Inn. An agent of the slavers in Highport identifies the PCs as hardy stock, who would bring a high price for slavers. He approaches them and asks them if they are interested in working in a press gang. If the PCs accept, he picks them up at night, and leads them to a secluded area where his own men jump the PCs and attempt to subdue them. If the PCs refuse his offer, he pays off the innkeeper to give him keys to the rooms of the PCs and he and his men attack them. In any case, any prisoners taken from among the slavers tell the PCs of the Slave Pits beneath the Highport Temple; if the PCs don't take anyone alive, they can threaten the treacherous innkeeper or, in the worst case, spread some money around and make some Gather Information checks to find the Slave Pits' location.

Encounter 5 deals with the penetration of the Slave Pits and the recovery of intelligence about the slavers and their operation. The PCs may begin this encounter entering the sewers beneath the Highport Temple, or perhaps as prisoners. Regardless, they face tough challenges in their efforts to defeat the slavers and break their hold on the dark business of servitude once and for all.

If the PCs have been captured in previous encounters—or have *allowed* themselves to be captured, in order to find the base of the slavers' operations—they begin Encounter 5 in the Slave Pits of the Undercity as captives, where they need to escape, recover their gear, and roust the inhabitants of the sewer base.

In the Conclusion, the PCs return to Celene with the information they have recovered. PCs who expend an additional TU to escort the freed captives back to their homes also receive a special benefit as noted on the adventure's AR.

Handling Captured PCs

The adventure's flow does not change dramatically should the PCs be captured.

Upon their capture, the PCs are kept unconscious until they arrive in the Slave Pits (Encounter 5, Area 3), where they are thrown into the same cell as Lucian. Any PCs who Symon determined to be spellcasters—and he may have seen the PCs in actual combat—are gagged and placed in separate cells, though all obvious spellcasters are lumped into the same cell.

Lucian and the other slaves tend to the PCs until they regain consciousness, and the PCs—not yet having suffered the lengthy depredations their fellow prisoners have—are healthy enough to recover from the non-lethal damage in the usual manner. When the PCs awake, they are stripped of all possessions except for tattered garments.

From the various prisoners, the PCs find out that they are not continuously guarded. Once every few days, the hobgoblin guards disappear for about an hour, and no traffic of any sort comes through the pit area. Lucian speculates that the tribe has gathered for worship (which is correct) and that this is the reason for the lack of attention. He tells the PCs that when they arrived, their equipment was taken by a hobgoblin down the eastern corridor where the monster turned right (into Area 5) and disappeared. He speculates that if they head in that direction, they might be able to find their lost equipment.

Most of the slaves are too sick to escape even if they dared try. The PCs, however, are another matter. (The hobgoblins also realize during worship that the only direction the PCs could travel to escape would be either right through the undead dire weasels (Area 2) or the shrine where the entire tribe has gathered (Area 10))

Free-climbing the bars isn't easy (a DC 25 Climb check) but possible for the PCs. An easier method would be for the PCs to stand on each other's shoulders to get atop the beams. Assuming the PCs are resourceful enough to escape (and they should be; the latter method

really requires no check to perform) they can explore the dungeon and recover their equipment from Area 4.

Once the PCs recover their equipment, you should assume that the hobgoblins have returned from worship. The usual guard returns to Area 3, and the rest of the hobgoblins make their way back toward Area 7.

In short, once the PCs recover their items and re-equip, almost nothing has changed in the dungeon; it is essentially as if they had arrived here themselves without having been captured.

Preparation for Play

Check with the players to see if their PCs participated in COR5-05 *A Marked Man*. If so, they know Lucian, the missing spy from Celene, when they encounter him.

INTRODUCTION

It is difficult to imagine a more beautiful place on Oerth than Enstad, capitol of the elven nation of Celene. As an adventurer you have often borne witness to much that is ugly, so the delights of sound, sight and scent here are welcome indeed. The sweet and nutty smell of elf bread, the delicate lutes and pipes of the Royal Bards, the architecture of the buildings that perfectly compliments the city's landscape ... the nation is a marvelous place.

Still, you are heroes, and adventure often has a way of finding you, no matter how unlikely the place. So it is when a stately and elegant grey elf maiden approaches you with a curtsy, just outside the Queen's Gardens. Her hair is long, lilies braided within her delicate auburn tresses.

"Gentles," she begins, "forgive me for disturbing your reverie and enjoyment of our city, but I come to you in the hopes that you are the adventurers that might be willing to help me in a delicate matter of great import." She motions to a small mead-hall, lazily nestled beneath a great oak. "My name is Almerayne. If you would hear my words, I would ask that you join me there, where my words might not be overheard."

All APLs (EL 2)

☞ **Almerayne, Handmaiden of the Queen:** hp 16; see Appendix 1.

Almerayne is one of the Queen's trusted handmaidens, and an accomplished wizard. The PCs are free to accept or decline Almerayne's offer as they see fit but of course, PCs who decline the offer find this adventure has ended for them before it ever began. Assuming the PCs accept, read the following aloud:

Your lovely would-be employer leads you into the mead-hall, where half a dozen elves sit about quietly speaking or drinking from delicately carved cups. Once you and Almerayne have stepped inside, however, you notice that all of the elves rise, bow briefly to Almerayne, and move to positions to guard the establishment, their hands on their swords. One of the elves throws a bar

across the door, then casts a warm smile at Almerayne, who nods appreciatively in return. She then leads you upstairs to a loft, where she motions for all of you to sit.

"As you may have guessed by the guards that see to my security, I am an agent of Queen Yolande of Celene. She has sent me because her diviners say that fate favors you to accomplish a task. I can speak no further without a guarantee of your confidence and silence in this matter. Do you agree?"

Again, Almerayne dismisses any PCs who do not agree to secrecy.

With your group's assent, she begins. "Several weeks ago, a small cluster of homes on the western edge of the kingdom were burned to the ground. A preliminary investigation reveals it to look like the work of humanoids, probably orcs. It is unusual that they would dare to attack across the banks of the Jewel River, but what is more worrisome is that they slaughtered none of the inhabitants, taking them prisoner instead."

"The reason this has caused the consternation of the Queen is that years ago, the nations of this part of Oerth were troubled by a powerful and organized group known as the Slavelords, who would terrorize the region with their orc raiders and slave galleys. This attack resembles their methods too closely."

"The Queen decided to send an agent to investigate the matter, but now, he has gone missing. The Queen does not wish to send another agent, fearing that his capture may compromise the security of the others. Therefore she requests that you aid Celene by investigating these attacks and finding both our missing agent and our citizens. Once you have done so, return to the palace and have the guards summon me. What say you?"

Almerayne does not mention some of the other Slavelord-related rumors she has heard; she is a calculating and exacting person who deals in fact, not hearsay, and she does not wish to inadvertently prejudice the investigation.

Almerayne is available for any questions the PCs may have. Some likely sample queries, and suggested answers, are listed below.

- *What can you tell us about the area where the attack occurred?* "It is on the western edge of the Kingdom, where a bend in the river bisects a forest known as the Welkwood. There were six homes; eighteen to twenty citizens are missing."
- *Who found the tracks/investigated the site?* "The missing agent, Lucian. He confirmed that the tracks were those of humanoids, probably orcs, as well as the nature of the attack."
- *What can you tell us about Lucian?* "I can tell you he is a handsome gray elf, slight of build, with a gash on his cheek. He has served Queen and country for many years." (PCs who participated in COR5-05 *A Marked Man* have met Lucian before)

- *Were any of the captured elves noteworthy or valuable as captives?* “They were loggers and woodworkers; valued citizens, but not significant in terms of politics or wealth.”
- *Were there any witnesses to the attacks?* “One of our patrols of rangers came across the aftermath of the attacks. They believed, as did our agent, that orcs were responsible.”
- *Does the kingdom have any enemies that might stand to gain from these attacks?* “No. Celene remains carefully neutral in relations to other nations in the area.”
- *Can you give us directions to the scene of the attack?* “Certainly.” (She provides suitable directions for the PCs; its position on the banks of the Jewel River makes it fairly easy for travelers to find.)
- *Can you provide us with a writ indicating we are working on behalf of the Queen?* “I will do so if you wish, but I do not believe it is necessary. In any case, you would *have to* destroy this writ if you leave the kingdom. The enemies of the Queen cannot be allowed to gain samples of such writs.”
- *What’s in it for us?* “The Queen of Celene is a powerful woman, a monarch who rules a nation saturated with magic and wealth. Your reward will be based on what you accomplish. It will be worth your while in any case, I assure you.”
- *Where should we begin?* “An investigation of the attack site seems logical, since it is also where our agent disappeared.”
- *Who were the heroes that defeated the Slavelords?* “There were nine of them. Elwita, “Ogre,” Freda, Karraway, Blodgett, Dread Delgath, Phanstern, Eljayess and Kayen Telva. The group disbanded after the Slavelords were beaten—only Kayen Telva dwells in Celene.”
- *What can you tell us about Kayen Telva?* “He lives here in Enstad. I suppose you could seek him out, but ... I have heard that he does not agree with the rule of our Queen, and is a vocal detractor of hers. I can give you directions where his home can be found. Do not mention you are working for the Queen.”

Development: The PCs have two likely courses of action at this juncture. They may wish to ask around for additional information about the Slavelords within Enstad, in which case you may proceed to Encounter 1. If the PCs head directly for the attack site, proceed to Encounter 2.

ENCOUNTER 1: KAYEN TELVA

One of the original adventurers that defeated the Slavelords, Kayen Telva is something of a folk hero among the common folk of Enstad. As Kayen Telva is one of the detractors of Queen Yolande’s political policies, he has little to do with Celene’s nobles. (See the *Living*

Greyhawk Gazetteer for more information on the Queen’s disputed rule of Celene.)

Any PCs making Gather Information checks regarding the attacks or the Slavelords hear Kayen Telva’s name mentioned. The PCs may get additional information on what’s going on with a better check (results are cumulative with those gained by meeting lower DCs):

- DC 0: “I hear rumors that those folks were attacked by slavers. You should speak to Kayen Telva. He is one of the adventurers that defeated the Slavelords a few years back. He lives here in Enstad, in fact. He is friendly enough so long as you don’t mention the Queen in front of him; he is ... political.” (The NPC can provide directions to Kayen Telva’s home; see later in this section, should the PCs decide to speak with him.)
- DC 5: Turrosh Mak is rumored to be on the move again. They speak of him having forged a new alliance with an unidentified band of pirates.
- DC 10: “Caravels flying yellow sails have been spotted on Woolly Bay. The Slavelords used to fly sails of that very color.”
- DC 15: “Although the principal Slavelords were accounted for, they left a great number of agents behind after their deaths. If the Slavelords have reformed, I’ll bet a moonveil that there are some of their old agents among them.”
- DC 25: A few slaves escaped their captors a few days ago. They claimed they were taken alive by men who rode a ship with a yellow sail, similar to that flown by the old slavers. The captors had boasted how the whole Woolly Bay area was ripe for the picking. (This is not the group the PCs are looking for. This is a group of humans who lived in the Wild Coast and were captured several months ago. They cannot be located.)

Speaking with Kayen Telva

If the PCs go to seek out the elf, they find him easily enough; he isn’t exactly in hiding..

Kayen Telva is a male grey elf of small stature, five and a half feet in height and a hundred pounds or so in weight. His hair is blond and he has purple eyes. His demeanor is reserved and civil, although if the PCs profess any kind of loyalty to the Queen, he politely but firmly asks them to leave his home.

The home of Kayen Telva is a tree-bound cottage nestled in the boughs of an oak. The domicile is reached by means of a stair that winds its way around the circumference of the tree’s trunk.

Assuming the PCs knock:

After a few short raps of your knuckles upon the door, a grey elf appears and his violet eyes regard you with curiosity laced with a bit of suspicion. He is small in stature, perhaps five and a half feet tall and no more than

a hundred pounds. He is dressed in the simple shirt and pants of a commoner.

"Yes?"

◆ **Kayen Telva:** hp 64; see Appendix 1.

Kayen Telva allows the PCs to state their business with him. He isn't gruff or nasty with the PCs, but rather simply matter-of-fact. Telva does not suffer fools.

Any mention of duties with the Queen sees the party get a door closed in their faces. Claims that the PCs are there for the purposes of hero-worship or something similar are met with a dour look from Kayen, who suggests that they would be better served becoming new heroes, rather than darkening the door of old heroes who wish only to be left alone.

The best bet is if the PCs are honest with him and state that they have come seeking information about the Slavelords and their possible relation to the attacks on the village. Kayen Telva has heard the rumors and is also quite concerned.

If the PCs manage to win Kayen's ear:

Kayen Telva nods, with something of a grim look on his face, and he motions for all of you to enter. You notice immediately a sword in arm's reach of the door, while a shirt of superb armor—it could only be elven chain—hangs on a mount near the hearth. Kayen Telva's home is simply decorated and understated.

"Outlanders have sought me out, looking for information on the Slavelords. I've heard about the attacks in the west. I almost belted on my own sword to investigate it myself, but I swore long ago that I'd had enough of slavers, thank you very much." He sits and steeples his fingers as he speaks. "Now, how can I help you?"

Kayen Telva is available for any questions the PCs may have. Some likely sample queries, and suggested answers, are listed below.

- *What can you tell us about the Slavelords?* "The Slavelords were a group of powerful slavers that were once the scourge of the Wild Coast. The trafficked in misery and bondage for all that fell into their clutches. So powerful were they that they were able to demand the tacit obedience of other nations who feared for their citizens. These countries quietly allowed themselves to be extorted, until the Slavelords became so bold as to ignore even this blackmail. At this point, a group of adventurers, including me, were called upon to cleanse the scourge of the Slavelords from Oerth once and for all. We first uncovered the Slavelords' activities in the town of Highport on the southern coast of Woolly Bay; from there, we were led to a slavers' stockade deep within the Pomarj. We then fought the Slavelords in their home within the high peaks of the Drachsengrab Mountains, in the hidden city of Sunderham. We were defeated and imprisoned. Against all odds we nonetheless won free, smashed

the Slavelords, and escaped before the entire city fell to ruins in an unexpected volcanic eruption. Quite the adventure, but not one I ever care to repeat."

- *Who were the heroes that defeated the Slavelords?* "There were nine of us. Elwita, 'Ogre,' Freda, Karraway, Blodgett, Dread Delgath, Phanstern, Eljayess, and myself. And hardly heroes—just a band of damned fools who didn't have the common sense not to kick over a nest of hornets. Still ... if you'd seen what evil those flesh-peddlers wrought, you'd have understood how it became personal. We disbanded after the dust settled. I haven't heard from them in many years."
- *What have you heard about their possible return?* "The Slavelords have been absent as a threat to the nations in the area of the Wild Coast ... until recently, when dark rumors began to circulate that they had returned. They were easily dismissed at first, with tales of yellow-sailed slaver's caravels haunting Woolly Bay, looking for slow and poorly-protected ships. But then came reports of orcs and other humanoids, organized but loyal to a heretofore-unknown power, engaging in raids whose goals seemed to not be so much plunder as the acquisition of captives. With the attack on the settlement to the west, by humanoids using tactics that are so familiar, everyone who knows anything about the Slavelords is anxious."
- *Do you think the Slavelords have returned?* "The original Slavelords are dead. They were torn apart by the slaves that they imprisoned, or they were slaughtered by us and left on the docks. If their bodies weren't buried in the lava and ash of the volcanic eruption, they were consumed by the lake ghouls that were roaming the area of the piers at the time. No, I think it far more likely that this is a new group, seeking to capitalize on the tactics—and infamy—of their predecessors."
- *Could some Slavelords have gotten away?* "Hard to say. In the chaos of the consumption of Sunderham ... it was complete pandemonium. I thought we had slain them all. I might have been wrong."
- *Do you know of any reason why the settlement might have been attacked?* "No overt reason. It is the closest settlement to the Wild Coast, though. Maybe these new slavers are testing Celene's reaction, seeing if our ivory-tower-bound Queen is paying attention. Or maybe some half-witted orc raider couldn't read a map. Who's to say?"
- *Any suggestions on where to start?* "Investigating the settlement might be a good choice. If these slavers are looking to capitalize on the reputation of the Slavelords, it wouldn't surprise me if they were also in some of their old haunts. Sunderham is in ruins and I doubt they would be so obvious as to go back to the stockade, but ... maybe you should go to Highport. It's where our group started. Maybe you'll have similar luck. And it is a good place to gather information about what's going on in the Wild Coast

and the Pomarj. To get there, you would need to travel overland and dodge the orc patrols, or you could charter a vessel out of Safeton and book passage for Highport. Whichever you decide, be careful."

Development: If the PCs have been respectful and have shown a genuine interest in getting to the bottom of the Slavelord business, Kayen Telva gives them a token of his esteem:

Leaving Kayen Telva's home, you make your way down the winding stairs when you hear the elf call out to you. "Wait a moment," he says. He comes down the stair, his sheathed longsword in his hand.

"It's been collecting dust, and I still have my old sword if I need to protect myself. If you're going to be sticking any would-be Slavelords, it would warm my heart to have my blade doing the poking. Take it. Come back to me and let me know all about what you find... I need to know."

Kayen Telva's sword is a masterwork longsword. The PCs are under no obligation to use or even take the weapon, but Kayen Telva is insistent.

From here, if the PCs decide to investigate the attacked settlement, proceed to Encounter 2. If they decide to travel to Safeton to get passage to Highport by sea, go to Encounter 3. If the PCs opt for an overland route to Highport, proceed to Encounter 4.

ENCOUNTER 2: THE SETTLEMENT

Refer to DM Aid 5.

The purpose of this encounter is to give the PCs ample evidence that the orc attack originated from Highport. Traveling from Enstad (see Introduction and/or Encounter 1) to this site is a distance of 135 miles (approximately 7 days by foot, or 5-1/2 days mounted).

Your journey to the scene of the attack takes you across the lovely landscape of Celene, and is, thankfully, without incident.

The settlement consists of six cottages surrounding a freshwater pond. A great many stumps litter the ever-expanding clearing in which the settlement is placed, betraying the occupation of these elves as loggers. However, in the elven tradition, a number of saplings lie nearby; the elves planted two seeds for every tree they harvested.

The lovely homes are now nothing more than scorched flagstone foundations. The burned-out shells have given way and collapsed in the days since the attack. Despite the passage of time, booted prints are still impressed in now-dry mud. There are signs of a vicious, violent and brief struggle, including several obvious spatters of dried blood on building walls. There is an eerie stillness in the air except for the slosh of the waters

of the Jewel River. The shore of the river is obscured by reeds. The whole place smells of ashes and death.

A PC with the Track feat can determine (with a DC 10 Survival check) that the boot-prints are of man-sized but rather heavy creatures. A DC 20 check determines that a ragged column of attackers crossed the Jewel River by some means.

An orc corpse was left to rot where it fell near the settlement's perimeter. It has three elf arrows buried in its chest; the villagers didn't go down without a fight. This orc wasn't noticed by either the patrols or Queen Yolande's agent, but, because of the awful reek, is easily spotted now by the PCs (no check needed). The orc has a few silver coins on him, but they are important evidence unto themselves. The Pomarj does not have a unified system of currency, and each locality mints their own. In this case, the orc's coins are "portsmouths," silver coins minted and used by the city of Highport. The name of Highport is printed in Common on the coins.

A search of the riverbank reveals the crude barge used for the crossing. Also in the area, sticking out of the muddy banks of the river is an orc double axe. (One of the raiders slipped debarking from the barge and his weapon flew into the water. A DC 10 Spot check reveals this). The barge is no longer worthy of sail. The PCs could fly or investigate the other side of the bank, which is fifty yards distant. If they do so, they find more tracks leading in the direction of Highport which ultimately become muddled, obscured and finally lost thanks to rain and the passage of time.

There is little else to be found here.

ENCOUNTER 3: SAFETON

Refer to DM Aid 5.

Traveling from the site of the slaver attack (Encounter 2) to the city of Safeton along the Wild Coast is a distance of 120 miles (approximately 6 days by foot, or 4 days mounted).

If the PCs spoke to Kayen Telva and opted to head directly from Enstad (Encounter 1) to Safeton, it is a distance of 335 miles (approximately 17 days by foot, or 12 days mounted).

Safeton is the only safe point of sail along the Wild Coast that might have a suitable vessel for charter; other settlements (including Elredd, Badwall and Fax) are nothing more than armed camps under the control of the orc warlord Turrosh Mak.

Regardless of their origin, the PCs journey to Safeton passes without incident, and you should read the following to the players:

The town of Safeton is a small fishing and trading community of about a thousand people. A sign on the road warns visitors to "Use No Magic Here!" The watch seems active on the walls and towers surrounding the town, but the gate stands open. Sea breezes carry a sting of salt. There is a guarded feeling to this town; given that the villages and towns south of here along the Wild

Coast are often nothing more than armed humanoid camps, the sentiment is understandable.

The guards give you a cursory inspection and charge you a silver piece for entry, a supposed tax for the guilds of Safeton. The guards offer you some basic information and rules about the town. Aside from the usual prohibitions against fighting and theft, they point out the area of the docks, as well as the town's local inn and watering hole, the Broken Wheel.

Asking around in Safeton

PCs attempting to Gather Information in Safeton about the Slavelords find the populace reluctant to speak about the incidents. Many remember that the Slavelords had spies in every town up and down the shores of Woolly Bay, and speaking to a group of unknown visitors hardly seems prudent. If asked about anything else, the townsfolk are polite and helpful. They speak glowingly of the Broken Wheel. If the PCs bring up the subject of travel, the townsfolk tell them that a caravel recently came into town that might be able to take them to Highport should they wish it.

The Broken Wheel Inn

A wagon wheel missing several spokes hangs from the front of this inn, making it easy enough to find. The tavern area doubles as the common room, while four rooms are available for a silver coin per night (each contains two beds). The proprietor is a half-elf named Jurith. Like the rest of the commoners, he is unwilling to speak of the Slavelords (instead looking up at the ceiling and making a sacred gesture to Erevan Ilesere, elven god of luck). The tavern area contains a small number of people by day, mainly dock workers. The PCs are the only guests at the inn should they decide to stay.

The Docks

Most of the vessels present in the piers are not suitable for the journey to Highport; principally local fishing boats, scows, and the like. However, a single small battered caravel can be seen taking on supplies of dried fish, casks of local wine, and bolts of cloth. The name of the vessel is the *Dame Gold*, and the ship's home harbor is Safeton. When the PCs meet with Captain Toct, the crew has already gone home for the day. The captain is Toct, a halfling captain who is well-known and well-regarded in Safeton as an honest merchant.

Captain Toct has heard of the Slavelords' rumored return and although he is as reluctant to speak of it as the rest of the citizenry, he does acknowledge the rumors and admits that he is worried about the security of his vessel. He offers to transport all the PCs, including centaurs (although he does not allow mounts or animals larger than size Medium on board) for a sum of a hundred gold coins—and he offers to waive their fee altogether should the ship actually come under attack and the PCs are instrumental in repelling the enemy. Even PCs without any kind of nautical background can see that this is a very reasonable offer, and hints that the

captain may be more fearful for his shipping than he might appear.

If the PCs agree, Toct directs them to return to the docks at dawn the following day.

If the PCs decline, they find no other vessels suitable for the trip coming into the piers for the next several weeks. Once the *Dame Gold* has left port, the PCs have no other option but to pursue an overland course (Encounter 4).

The Switching of the Crew

Symon is a wizard in service to the slavers of Highport, and keeps a careful watch on Safeton. He has been watching the PCs unseen, and is aware of any PC attempts to hire the *Dame Gold*. Symon pays a visit to the halfling captain that evening and *charms* the captain into replacing the crew for that voyage with him and his own men—a reasonable request that the enchanted halfling agrees to, since the wizard and his cronies are indeed skilled mariners. It is therefore Symon and his men who crew the *Dame Gold* when the PCs board the following morning.

Troubleshooting this Encounter

The PCs *probably* do not notice the crew switch. If Captain Toct is asked about the crew, he tells the PCs that he trusts them, that they are all competent mariners, and that they are locals that have lived in the area for many years (all true statements). Because of Symon's *charm* and the reasonable nature of his request, the captain is unable to see the danger.

If the PCs choose to confront the slaver crew prior to the ship setting sail, they become defensive and back down, leaving the ship immediately. It takes Captain Toct another full day to rehire his old crew and set sail. In this case, the PCs arrive in Highport without incident. If this occurs, once the PCs arrive in Highport, they are confronted once more (in this case, Symon and his press gang are just a different group with identical statistics) just as if they had entered Highport by land (see Encounter 4 and DM Aid 5 for details).

If the PCs board with knowledge that the crew is more than they appear (aside from the scenario above, this might occur for some reason such as a paladin using his *detect evil* abilities), the encounter can still run as written. The PCs might possess an advantage because of their foresight; this is acceptable, since their caution has served them well.

The Ship

Refer to DM Aid 1 for a map and picture of the *Dame Gold*.

The *Dame Gold* is a small vessel known as a *caravelao*. It is among the smallest of two-masted sailing vessels, smaller than even a caravel. It is easily handled by six sailors and carries a modest amount of cargo and passengers (as appropriate to its size). It is lateen-rigged and is a shore-hugging vessel (due to its small size and shallow keel).

A brief key to DM Aid 1 follows. The DM should feel free to improvise descriptions of these areas beyond what is given as the areas should the PCs explore the vessel.

Areas 1-3: Passenger Cabins. These are the berths offered to any travelers (such as the PCs).

Area 4: Captain Toct's Quarters. Decorated in classic nautical style, this cabin has nets across the ceiling, starfish on the walls, a hammock and a battered, halfling-sized sea chest.

Areas 5-8. Storage. These compartments contain (respectively) planks of wood and repair materials (should the *Dame Gold* be damaged); navigational aids and charts (the Map Room); extra rigging (neatly folded replacement sails, coils of rigging rope, and so on); and casks of fresh water and rations (the larder).

Area 9: Ship's Galley. This compartment is where the crew prepares their meals. It contains cooking implements, pots and pans.

Area 10: Mess. The crew sups here. There are two square tables and seating for eight.

Area 11: Crew Berths. Hammocks are anchored to the walls while sea chests containing the meager possessions of the sailors are secured with metal bolts to the planks of the deck. Symon's men keep their weapons and other valuable possessions stored here.

Area 12—13: Cargo Holds. The holds contain enormous bolts of cloth, casks of Celenese wine, and other trade items. Nothing here is portable enough for the PCs to easily bring with them.

The Voyage

Symon and the slavers are eager to seize the vessel as quickly as possible, and plan to launch their attack on the evening of the first day. Each hour, one of the mariners on deck calls out the passing of the hour (any PCs who have spent time at sea know this is a common practice). When the mariners call out 10 p.m., they make their way below decks, one at a time, where they have hidden their weapons (or in Symon's case, his spell components), gather them up, and attack any PCs who happen to be on deck, at 10:30 p.m. If none of the PCs are on deck, they open combat by attacking (for non-lethal damage) Captain Toct, whose cries can be heard by the PCs and (the slavers hope) draw the PCs out on the deck for combat.

APL 2 (EL 3)

☛ **Lieutenant:** hp 9; see Appendix 1.

☛ **Symon:** hp 5; see Appendix 1.

☛ **Thugs (2):** hp 7, 7; see Appendix 1.

APL 4 (EL 5)

☛ **Lieutenant:** hp 27; see Appendix 1.

☛ **Symon:** hp 13; see Appendix 1.

☛ **Thugs (3):** hp 9, 9, 9; see Appendix 1.

APL 6 (EL 7)

☛ **Lieutenant:** hp 45; see Appendix 1.

☛ **Symon:** hp 22; see Appendix 1.

☛ **Thugs (3):** hp 18, 18, 18; see Appendix 1.

APL 8 (EL 9)

☛ **Lieutenant:** hp 63; see Appendix 1.

☛ **Symon:** hp 31; see Appendix 1.

☛ **Thugs (4):** hp 27, 27, 27, 27; see Appendix 1.

Tactics: The slavers attempt to stand within ten feet of each other and Symon, using attacks of opportunity with their spiked chains to screen their spellcaster. The slavers strike for non-lethal damage as they want the PCs alive; because they are doing so, and taking a –4 on attack rolls to do so, the EL of this encounter has been reduced by one.

Development: If the PCs are captured, they are *securely* bound, and the slavers kick and beat them frequently enough for non-lethal damage to keep them unconscious for the duration of the journey to Highport. If there are less than four slavers alive, Symon orders the *Dame Gold* beached, as he no longer has the manpower to sail the ship. If this occurs, the slavers hire a horse-drawn cart and take their captives south along the coast to their ultimate destination: the Slave Pits in Highport. (The PCs are unconscious through all of this, so simply stating that they awake in the Slave Pits is acceptable; see Encounter 5.)

If the PCs surrender or otherwise allow themselves to be captured (for the purposes of ferreting out where the other captives may have been taken), the same occurs as noted above. Note that if the PCs *allow* themselves to be captured, you may award the players experience points as if they defeated the slavers in combat. They are advancing toward their ultimate goal of finding out the truth about the Slavelords and should be rewarded.

If the PCs defeat the slavers and take any of them alive for questioning, they admit to being agents of slavers in Highport. If asked if these are just small-time slavers or resurgent Slavelords, they answer (honestly) that they don't know. They can direct the PCs to the base of slaver operations in Highport, the sewers beneath a ruined temple. None know more than that; indeed, none of them have actually been to the place, and have always received their orders from Symon (or in Symon's case, from the occasional itinerant messenger entering Safeton).

All of the slavers have a few coins on them, but the ones carried by Symon are important evidence unto themselves. The Pomarj does not have a unified system of currency, and each locality mints their own. In this case, Symon's coins are "goldenshores," gold coins minted and used by the city of Highport, and bear the city's name, in Common, upon them. Symon confirms that he received these coins as payment from the messenger who came from time to time to give him his orders.

With the loss of the crew, the PCs have to take an active hand in aiding Captain Toct in getting his ship to Highport. He is mortified at his part in this attack, and refunds any coins that the PCs paid him and offers his

services to them in the future, free of charge. These PCs have earned the *Favor of Captain Toct* AR item.

ENCOUNTER 4: HIGHPORT

Refer to DM Aid 5.

The PCs may have arrived in Highport by a number of methods:

- If the PCs came here overland directly from Enstad or the settlement, proceed with the encounter as written.
- If the PCs came here by sea and did not ferret out the slavers and force Captain Toct to get a new crew, you may also run this encounter as written.
- If the PCs *did* force Symon and his thugs off the boat and sailed here without them aboard, you may run the encounter as written, but you should change the names and appearances of Symon and his thugs to that of a different group (but with identical statistics).
- If the PCs arrived here by sea after defeating Symon and his thugs, the PCs do not encounter him again here; they may investigate the city and proceed to the Slave Pits (Encounter 5) without any trouble.
- If the PCs arrived in Highport as prisoners, skip to Encounter 5.

Distances and Travel Times: The travel distances/times for each route are listed below:

- Enstad to Highport, 435 miles (approximately 22 days on foot, 16 days mounted)
- Safeton to Highport, 440 miles (approximately 9 days on sea; the caravel must skirt the coast and thus the distance is longer than a direct sail between the two cities)
- Settlement attack site to Highport, 450 miles (approximately 23 days on foot, 16 days mounted).

When the PCs arrive in Highport read the following:

Highport, on the northern coast of the Pomarj, is that country's largest city, though fewer than fifteen thousand people live in the former capital. Portions of the city are still in ruins, though inhabitants have largely restored the markets and shipyards.

The town is teeming with unsavory types, and you arrive at night. As you make your way into the city, you see goblins and orcs conducting business in the gloom. They eye you warily, put off by your appearance as a group of well-armed mercenaries.

Finding Lodging

Refer to DM Aid 2.

If the PCs decide to seek lodging, they find the only beds available at the Barnacle Rock Inn, near the waterfront. It is a sad and run-down building with barely-passable accommodations. Inside are a number of well-armed mercenaries and a short man with wispy brown hair (the latter is Symon, and the mercenaries are his press gang). If the PCs decide to spend the evening, skip

to "Symon's Offer," below. If they immediately head out to investigate the Highport Temple and the Slave Pits, skip to "The Press Gang."

The proprietor is a sweaty, obese half-orc female named Glurpa, who charges the (hefty) sum of a silver piece a day. Glurpa is completely amoral and is willing to sell the PCs out if need be (see below). She *isn't* willing to sell out Symon—she's too afraid of being the next slave brought to the Pits for sale.

If the PCs begin asking questions of the mercenaries, they gruffly tell the PCs to "leave me to my cups." If any of the PCs approach Symon, you can skip to "Symon's Offer," below.

Symon's Offer

If the PCs secure rooms, Symon, the slaver agent, attempts to make contact with the PCs in the hopes of entrapping them:

As you and your companions are settling into your quarters, you hear a knock upon your door.

If the PCs open the door:

A short man with wispy brown hair lies beyond the door. He has a ready smile and bows at the waist. "Hello! My name is Symon. I noticed that you were new arrivals in town and was wondering if you might be interested in some employment?"

If the PCs entertain Symon's offer, he presents them with the following:

"Well, as you probably know, Highport is dissimilar from many cities in that law and order are a bit ... relative," he chuckles. "There is a thriving trade here for workers ... whether they're willing to work or not. A group of strong souls like you would be helpful in rounding up some of the people in this city who wouldn't be missed. I'm interested in starting a press gang, and I want you to be in it. Slaves fetch a pretty penny in these parts, and I'll share the rewards with the rest of you equally. Interested?"

Symon fields questions, but only to a point. He's a smart man and he knows the difference between legitimate questions related to his offer and those questions that are simply attempting to gain information from him. He tells the PCs that he can pay them 25 gp per captured slave, and that he only needs them to work for him a few nights a week. He tells them that he has a contact in the slave trade in town, but says nothing more.

Obviously, no PCs can *truly* accept the offer; that would be evil and not allowed in the LIVING GREYHAWK campaign. However, enterprising players might think to capture Symon here and interrogate him, or to use their "employment" as a chance to get more information about the resurgent Slavelords.

If the PCs accept the offer, Symon tells them that he will be back in a few hours (around midnight) to take the

PCs out to do a little “fishing.” In the meanwhile, he will be checking in with his men to arrange an ambush for the PCs (see “The Press Gang,” below).

If the PCs decline, Symon smiles politely and comment, “I understand. Thanks anyway.” He heads downstairs and out the front door, but he lingers on the street for a few minutes to ensure that he is not being followed. If any PC passes through the common room in an attempt to follow Symon, the mercenaries see what is going on and immediately attack whoever is attempting to do so.

About fifteen minutes after Symon leaves, the mercenaries begin filing out the door, to meet Symon later in a location in Highport to discuss ambushing the PCs.

The Press Gang

The PCs are likely to have a combat encounter with Symon and his thugs in one of four ways:

- At the ambush site prepared by Symon to capture the PCs. See “Combat at the Ambush Site,” below.
- At the Barnacle Rock Inn, when one or more of the PCs are spotted by the mercenaries attempting to follow Symon. See “Combat at the Inn (PCs Spotted),” below.
- At the Barnacle Rock Inn, where Symon has paid the innkeeper for keys and attempts with his men to sneak in and capture the PCs while they sleep. See “Combat at the Inn (Symon’s Ambush of the PCs),” below.
- It is possible that the PCs are less interested in subterfuge, and more interested in apprehending Symon on the spot. In this situation his hirelings in the common room below charge upstairs when they hear the sound of combat.

Combat at the Ambush Site

Refer to DM Aid 3.

If Symon gets the PCs to accept his offer, he arrives shortly after midnight and gathers the PCs together and heads out. He then leads the PCs on a short walk to a dead-end alley (his route marked on DM Aid 2 with a heavy black line): the ambush site. As he walks, he instructs the PCs about the need to take their prisoners alive and how the alley is at the rear of a tavern where drunks often stagger and pass out after an evening of revelry.

Tactics: When Symon reaches the spot marked with an “X” on the map, he suddenly makes a run for his men (kicking off a surprise round) and begins yelling for them. The following round, they emerge from the end of the alley and immediately attacks the PCs. Once Symon completes his movement, he joins the battle with his magic. His men do their best to subdue the PCs, attacking for non-lethal damage at all times at a –4 penalty (the encounter’s EL has been reduced by one to reflect this tactic).

Combat at the Inn (PC Spotted)

If the mercenaries spot any PCs following Symon outside, or if Symon cries out for help while lingering outside the front door, the mercenaries pour out the front door as quickly as possible in an attempt to save their boss. They engage the PCs and, as in other scenarios, attack only for non-lethal damage. As they are not expecting this assault on Symon, their spontaneous tactics are best described as “GET ‘EM!”

Combat at the Inn (Symon’s Ambush of the PCs)

If the PCs don’t agree to his terms, Symon comes back with his men around 3 a.m. and bribes the innkeeper for a key to the PCs’ rooms. This done, he and his men move as quietly as possible up the hallway to wherever the PCs might be. In the likely event that the PCs are in more than one room, the group begins the ambush and focuses efforts against the occupants of the room with the fewest number of PCs in it, or (if there is no difference) a room chosen at random.

If the PCs have set up some kind of a watch, Symon orders his men simply to attack a single room, subdue the occupants, and move on to the next closest room. He is eager to capitalize on the likelihood that the PCs might be without their armor and/or weapons, and is willing to risk a hasty assault rather than risk losing that advantage.

APL 2 (EL 3)

☚ **Lieutenant:** hp 9; see Appendix 1.

☚ **Symon:** hp 5; see Appendix 1.

☚ **Thugs (2):** hp 7, 7; see Appendix 1.

APL 4 (EL 5)

☚ **Lieutenant:** hp 27; see Appendix 1.

☚ **Symon:** hp 13; see Appendix 1.

☚ **Thugs (3):** hp 9, 9, 9; see Appendix 1.

APL 6 (EL 7)

☚ **Lieutenant:** hp 45; see Appendix 1.

☚ **Symon:** hp 22; see Appendix 1.

☚ **Thugs (3):** hp 18, 18, 18; see Appendix 1.

APL 8 (EL 9)

☚ **Lieutenant:** hp 63; see Appendix 1.

☚ **Symon:** hp 31; see Appendix 1.

☚ **Thugs (4):** hp 27, 27, 27, 27; see Appendix 1.

Development for all combats with the Press Gang: If the PCs are captured, they are *securely* bound and are kicked frequently enough for nonlethal damage to keep them unconscious for the short trip to the Highfolk Temple on the outskirts of the city. (The PCs are unconscious through all of this, so simply stating that they awake in the Slave Pits is acceptable; see Encounter 5).

If the PCs surrender or otherwise allow themselves to be captured (for the purposes of ferreting out where the other captives may have been taken), the same occurs

as described above. Note that if the PCs *allow* themselves to be captured, you may award the players experience points as if they defeated the slavers in combat. They are advancing toward their ultimate goal of finding out the truth about the Slavelords and should be rewarded.

If the PCs defeat the slavers and take any of them alive for questioning, they admit to being agents of slavers in Highport. If asked if these are just small-time slavers or resurgent Slavelords, they answer (honestly) that they don't know. They can direct the PCs to the base of slaver operations in Highport, the sewers beneath a ruined temple. None of them have gone inside—they were always met outside in the ruins of what was once the place's cemetery—so they are ignorant of the interior of the place. Symon can tell them that they were always met by a number of hobgoblins during any exchange.

All of the slavers have a few coins on them, but Symon confirms that he received these coins as payment from the messenger who also came from time to time to give him his orders.

ENCOUNTER 5: THE SLAVE PITS OF THE UNDERCITY

Refer to DM Aid 4 for this encounter.

The original Slave Pits were a connection of sewer tunnels beneath a crumbling temple that had been seized by orcs and rededicated to Gruumsh. Two years after Kayen Telva and his companions cleaned out the slaver nest, the temple—already in partial collapse—came down completely. The sewers beneath the temple also suffered severe damage and collapsed in many areas. Only a few parts survived, although these areas were the heart of the original slavers' operation (including the dreaded Slave Pits).

Entering the Slave Pits: The only remaining entrance to the Slave Pits is in the temple's cemetery. A crypt that survived the collapse of the rest of the structure has a rough stone stair descending into the earth. This was originally a bolthole for Blucholtz, the minor slaver that ran the place on behalf of the Slavelords.

Slavelord Organization: There are two individuals working for the Slavelords that have entered into an alliance for mutual benefit:

Icar: The entire operation is overseen by Icar. This great warrior's skill is made more impressive by his blindness. He was slain by Kayen Telva's company when they stormed the slavers' hidden stockade, but was raised from the dead not long afterwards by a group of mercenaries sent by the Slavelords to find out what had happened to their operation.

Icar returned to the hilltop monastery where he had been trained to overcome his blindness. When his fellow monks told him of a yellow-sailed slaver ship they saw, a combination of boredom, curiosity and mercenary greed led him to seek out and join the revived Slavelords. Icar has even introduced the unarmed fighting styles of his monastery to the tribe, and some of the hobgoblins are

now monks. (At APL 2-4, Icar is not present in the complex.)

Kyssith: An ambitious and powerful female hobgoblin, Kyssith is a priestess of Maglubiyet and commands the goblinoids in the Slave Pits. She and her tribe came here and quickly moved in when the Slavers and their orc minions were slaughtered. When Icar arrived, each quickly saw the value of the other, and they entered into an alliance. As both are lawfully aligned, the leaders hold a level of trust in one another that is unusual for many villains. (At APL 2, Kyssith is not present in the complex.)

When the PCs approach the temple read the following:

You have made your way to the outskirts of Highport, to find the temple to which your clues seem to have drawn you. The edifice appears to have completely collapsed into ruin, and is little more than a pile of lumber and masonry debris heaped atop a stone foundation. However, a small cemetery—perhaps eight hundred square yards in size—can still be seen, though virtually all of the headstones have toppled or been carried away. A lone crypt stands within, its sides marred by all sorts of graffiti. It is anyone's guess as to what deity this place was originally dedicated.

No one is about, and the PCs may move to examine the crypt at their leisure. An examination of the graffiti shows that most of it is written in Orc ("Worm-Tongue loves elves," and similar insults) although a single inscription in Common reads simply, "Blodgett was here."

The crypt once had a name inscribed on it, but the writing has been lost to vandalism and the elements. The heavy iron door looks to have been recently repaired and is now locked with a stout padlock. The PCs are well out of earshot of any enemies, so they attract no attention if they bash the door down (though it's far easier simply to hack the padlock off and open the door). Once inside, they observe that the interior of the crypt was removed some time ago, the floor's flagstone broken, and a simple stone stair now leads into the darkness.

❖ **Iron Door:** 2 in. thick; hardness 10; hp 30; AC 5; Break DC 23.

❖ **Stout Padlock:** hardness 8; hp 10; Break DC 23, Open Lock 20

Area 1: Stairs

Having entered the crypt and descended the stairs, you travel about twenty feet into the earth. There is no light here at all.

When the PCs illuminate the area (or for PCs with darkvision):

At the bottom of the stairs you see a passageway barely large enough for you to travel single-file. The tunnel was crudely dug and drifts off in a meandering path. Every several feet, wooden beams reinforce the tunnel. Several

portions have clearly been repaired and rotting planks replaced.

Area 2: Sewage Chamber

The slide is actually a trapped staircase that was set off by the first heroes to plunder this place, and it was not reset. The mechanism to do so has since corroded beyond repair in the humid environs. A simple DC 10 Balance check allows movement up the slide.

This area was once the den of the minor slaver in charge of operations in this area. He was attended by a number of dire weasels. He and his pets were slaughtered by the adventurers that cleared this place. When Kyssith took up residence, she *animated* the skeletons as guardians and left them here. She ordered construction of a new, concealed means of egress (the stone stairs in Area 11) and this way in is no longer used.

The door at the top of the stairs is locked, requiring a DC 20 Open Lock roll to open.

➤ **Reinforced Wooden Doors:** 1 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

This chamber is circular with a moat of sewage surrounding a bare platform in the center. Around the outer wall of the room is a three-foot ledge connected to the center of the chamber by three arched stone bridges. From one side of the room, a long ramp or slide descends into the center of the platform.

The skeleton(s) have been ordered by their creator to wait until a few moments after intruders bring light sources into the room before attacking. They clamber out of the sewage in the surprise round before attacking in earnest.

The sewage is ten feet in depth—murky enough to conceal the presence of the undead, but not so occluded as to preclude them from detecting the presence of light brought into the room.

APL 2 (EL 2)

➤ **Dire weasel skeleton:** hp 27; see Appendix 1.

APL 4 (EL 4)

➤ **Advanced (5HD) dire weasel skeletons (2):** hp 45 each; see Appendix 1.

APL 6 (EL 6)

➤ **Advanced (9HD) dire weasel skeletons (2):** hp 81 each; see Appendix 1.

APL 8 (EL 8)

➤ **Advanced (9HD) dire weasel skeletons (4):** hp 81 each; see Appendix 1.

Tactics: Being mindless, the skeletons attack the nearest target until it is slain, then move on to the next closest. At least one PC should have made it halfway into the

chamber with a light source before the undead attack. (If the PCs carry no light sources at all, the skeletons do not animate—the hobgoblins, and Icar, have no need of light sources and so this was considered an effective trigger for the skeletons' animation.)

Encounter 3: The Slave Pits

Several feet from the mouth of the passageway, an archway opens in the wall on your left. There is some sort of large chamber ahead.

Note that if the PCs are using light sources, they are now able to be seen by the hobgoblin guards. However, they wait until the PCs have entered the slave pits to sound the alarm, in hopes of luring them into a combat in the slave pit area (and giving the other hobgoblins more time to prepare themselves).

The chamber to the south is Area 5. If the PCs proceed forward to get a better view of the large room (or if they have darkvision or some other way of seeing that far), read the following. Note that if the PCs have no visible light sources, you need to omit the mention of the slaves responding to the appearance of light sources in the pits:

This chamber is fifty feet on a side and twenty feet deep. Beneath your feet are what could only be the infamous Slave Pits of the Undercity. Over two-dozen open-barred cells with no ceilings are laid, checkerboard-like, in the lower half of the room's depth. The tops of the walls of each cell create a lattice-like pathway across the room each six inches in width. Ahead and to your right, from the cells below, you can hear weak cries when your light sources come into view.

Of more immediate import is the group of guards on the opposite side of the grid of metal beams.

APL 2 (EL 2)

➤ **Hobgoblin War 1 (3):** hp 8, 8, 8; see *Monster Manual* page 153.

APL 4 (EL 4)

➤ **Hobgoblin Initiate (2):** hp 8, 8; see Appendix 1.

APL 6 (EL 6)

➤ **Hobgoblin Initiate (2):** hp 22, 22; see Appendix 1.

APL 8 (EL 8)

➤ **Hobgoblin Initiate (2):** hp 49, 49; see Appendix 1.

➤ **Iron Cells:** 1 in. thick; hardness 10; hp 25; AC 5; Break DC 23.

Tactics: The DM should review the rules for combat on narrow surfaces under the Balance skill (page 67 of the *Player's Handbook*).

The hobgoblins begin the combat at the western edge of the room (by the hallway leading to Area 10). They carry signal horns, and attempt to blow them to

alert the complex to intruders. If they are engaged in melee combat (not missile fire) they stop to defend themselves; otherwise they sound the horns as a standard action. (Drawing the horn itself is a move action.)

The hobgoblins hold their position after sounding the alarm, waiting for the PCs to come to them. If attacked with missile fire, the hobgoblins fall back to Area 11, ascend the stairs, move to the crypt, unlock the padlock (if it's still intact), descend the stairs, and attempt to either flank the PCs or make their way into Area 7 and join the rest of their fellows. (The amount of time such running takes is very subjective; the DM should consider ten minutes for the slowest hobgoblins at APL 2 and perhaps six minutes for the quickest at APL 8.)

At APL 4-8, if the monks successfully engage the PCs in melee above the cells, they attempt a trip attack. The beams are very narrow—only six inches wide. Anyone (hobgoblin or otherwise) who is successfully tripped automatically falls into a pit (when knocked down, the ledge is simply too narrow for someone to go anywhere but into an adjacent cell). Free-climbing the bars isn't easy (a DC 25 Climb check) but still possible. (An easier method would be for the PCs to stand on each other's shoulders to get atop the beams.)

Development: If the hobgoblins alert the complex, you should begin counting down rounds that have passed as this allows the defenders in Area 7 to prepare themselves. The slaves consist of about thirty souls, occupying the squalid cells, three or four in each cell. The slaves include the missing elves, a few assorted vagrants from Highport, and Lucian. He is as Almerayne described (and some PCs might remember): a handsome gray elf, slight of build, with a scar on one cheek.

If Lucian hears that the monks have alerted the complex, he'll yell for the PCs to "Come back for us! Get down there before their spellcasters get prepared for you!" The urgency in his voice is genuine; he's already seen the hobgoblin cleric and fears for the PCs' safety should she have time to precast spells.

The DM should make it clear to the PCs (through Lucian) that even if they eliminated the guards without an alarm, the rescue of most of these weakened slaves from the pits would be a long-duration undertaking. The PCs should secure the complex before attempting to liberate the slaves.

The slaves are in too poor a condition to be helpful to the PCs; they are nearly starved, dehydrated and many are sick and infested with ticks and vermin bites. Lucian can answer some basic questions about the layout of the place (although he'll only parley with the PCs if the complex hasn't been alerted, and even then he'll urge the PCs to hurry) since he's in much better shape than the others. He can verbally describe Areas 10 and 11, since he was brought into the cells that way. He also informs the PCs that down the eastern passage must be the place where the slaves' possessions are kept; the guards turn right (south) so there must be additional areas that way. He can also describe the occupants: the leader (a fierce fighter who wears a helm with no eye slits), an older

female hobgoblin who looks like a priestess, and a collection of hobgoblin warriors and monks.

Area 4: Machine Room

Note that this area is connected to Area 6 by a short passage that runs beneath Area 5 and the east-west corridor that connects Areas 1 and 2.

This room is packed with machinery that appears so badly rusted by the sewer humidity that corrosion has left fist-sized holes in many of the mechanisms.

A PC making a DC 15 Knowledge (architecture and engineering) check can determine that the machinery here was used to operate a series of locking metal "lids" on the tops of the cells in the Slave Pits. As the machinery requires a fair amount of manpower to operate—resources that he did not have—Icar ordered the metal lids stripped off the cells for scrap metal and has allowed the machinery to fall into ruin. There is nothing of interest here for the PCs.

DM Note: If the PCs arrived in the Slave Pits as prisoners they find their equipment stashed here. (Consult the "Handling Captured PCs" section on page 5 for an explanation of how to handle this alternate path of the adventure.)

Area 5: Trap Door Control Booth

A number of levers are inset into the wall along with a narrow horizontal slit at eye level. The levers appear badly rusted and it is doubtful they would move easily. A moisture-swollen but open door offers an exit from the room.

The levers won't budge without back-breaking effort. Nothing happens regardless, since the machinery (Area 4) is rusted into uselessness. This location is from where the trap door system of the Slave Pits was once operated, but they haven't been used since the original occupants were driven out. Peering through the slit allows the viewer to see into the Slave Pits (Area 3).

Area 6: Passage

This short passage connects Areas 4 and 7. It runs beneath Area 5 and the east-west corridor that connects Areas 1 and 2.

Area 7: Tribal Common Room

This room was originally packed with cells, but when they moved in the goblins stripped them out (rusted metal bolts in the floor of this room at regular intervals hint at its original use) and melted them down for scrap.

The stairs at the end of the hall once led to another part of the sewer, but a ceiling collapse has left the stairway hopelessly choked with rubble at its eastern landing.

Setup: The condition that this room is in when the PCs enter is determined by the alert level in the complex.

If the PCs have entered without alerting the complex to their presence, and they approach this chamber with some stealth, they have a chance of surprising the occupants. Additionally, the most powerful slaver present (Kyssith or Icar) is in his quarters and not in the common room (Icar in Area 8, Kyssith in Area 9) when the PCs enter.

If the complex is alerted to the presence of the PCs, all occupants of Areas 8 and 9 are in this room and ready for battle. Any long-duration spells have been pre-cast as quickly as possible by Kyssith; they save shorter-duration spells for the impending arrival of the PCs.

At APL 2, the PCs have managed to enter the complex when both Icar and Kyssith are not present, and so the PCs need only contend with the hobgoblin tribe itself (though this is a considerable force in its own right). At APL 4, Kyssith is present but Icar is not; at APL 6-8 both leaders are here to challenge the PCs.

The read-aloud text below assumes that the PCs have managed to avoid alerting the complex. If this is not the case, the DM needs to make some *ad hoc* adjustments to what is written.

This very large chamber has rusted metal bolts inset in the stone floor, hinting that the room was not originally used for the purpose it is now—a common living area for hobgoblins. A pair of doors can be seen against one wall, while the landing for a staircase is at the room's far edge.

APL 2 (EL 5)

➤ **Hobgoblin War 1 (12):** hp 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7; see *Monster Manual* page 153.

APL 4 (EL 7)

➤ **Kyssith:** hp 41; see Appendix 1.

➤ **Hobgoblin War 1 (9):** hp 7, 7, 7, 7, 7, 7, 7, 7, 7; see *Monster Manual* page 153.

APL 6 (EL 9)

➤ **Icar:** hp 67; see Appendix 1.

➤ **Kyssith:** hp 41; see Appendix 1.

➤ **Hobgoblin War 1 (9):** hp 7, 7, 7, 7, 7, 7, 7, 7, 7; see *Monster Manual* page 153.

APL 8 (EL 11)

➤ **Hobgoblin Trainee (2):** hp 22, 22; see Appendix 1.

➤ **Hobgoblin War 1 (10):** hp 7, 7, 7, 7, 7, 7, 7, 7, 7, 7; see *Monster Manual* page 153.

➤ **Icar:** hp 67; see Appendix 1.

➤ **Kyssith:** hp 41; see Appendix 1.

Tactics: With this many combatants, battle is going to be fluid. In general, Icar (if present) leads the hobgoblin warriors and monks on the offensive, running interference for Kyssith to bolster them with spells. However, Kyssith is a capable combatant in her own right and readily fights any PC engaging her in melee.

Development: If anyone is captured, only Icar knows anything meaningful about the Slavelords' operations here in Highport. However, he absolutely does not speak to any PCs (except to curse their meddling) unless magically compelled to do so.

The destruction of the occupants of this room, and Areas 8 and 9, effectively breaks the back of the Slavelords' operations in Highport. Any hobgoblins remaining in the complex (they have all probably been eliminated by the time the PCs reach this area) flee upon hearing of the deaths of so many members of the tribe and/or its leaders. It is only safe to begin the process of evacuating the captives from the Slave Pits once this place has been secured.

Area 8: Kyssith's Quarters

The door to this room is locked, requiring a DC 23 Open Lock check to open.

➤ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

The strong scent of sickly-sweet incense permeates this room. Within this room can be seen a lumpy, crudely-crafted mattress, a simple table or writing desk with some papers, and a single chair. A small statuette standing against the center of the far wall is ringed with sputtering candles.

The statuette is that of Maglubiyet, god of goblins and hobgoblins. Anyone can determine this with a DC 10 Knowledge: (religion) check. One of the papers is a journal entry (see Handout) and should be distributed to the players if the PCs review them *and* if one of them reads Goblin (or has a means of translating it).

Area 9: Icar's Quarters

The door to this room is locked, requiring a DC 23 Open Lock check to open.

➤ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

The interior of this chamber is well maintained and immaculately clean. A carved wood chest sits at the foot of a simple bed; the chest has been carved to depict a battle scene in high relief. A harp sits on a wide desk beside a neat stack of papers, a silver statuette of a crow, and a chessboard. The latter features a raised grid pattern and is comprised of alternating red and black squares.

All of the furniture in this room has been anchored to the floor (excepting the chair) where possible, so the blind warrior knows where everything is.

Because Icar's blindness makes communication via the written word impractical, Icar and the Slavelords have devised an alternate method of communication. Icar has been given a number of bottles of *oil of magic mouth* that he uses on blank pieces of parchment, and records a verbal message upon them. He then uses the *figurine of wondrous power* (silver raven) on his desk to send the

message to the Slavelords. So far, the system has worked flawlessly. The rolled-up scroll has already been “primed” with the *oil*, and if the PCs open it the *magic mouth* spell discharges. The DM should read the following *once*:

“Highport operation runs well. I captured a Celenese agent who has learned of Slavelords’ return; will send for interrogator with next slave shipment. Icar.”

The harp and the chest are all that remain of Icar’s possessions from the slaver stockade. The harp is quite old, once the possession of a Fruzti barbarian *skjald* (bard); it is of masterwork quality. The chest is locked (requiring a DC 25 Open Lock check) but not trapped, and contains the operating funds for the Highport slaver operation—a thousand gold coins minted in Highport—as well as four vials of the aforementioned *oil of magic mouth*. Note that PCs smashing the chest open run the risk of breaking the vials—a consecutive 20% chance per blow. Roll for each blow made in an attempt to break the chest apart.

🔓 **Wooden Chest:** 3 in. thick; hardness 5; hp 25; AC 5.

Area 10: Maglubiyet Shrine

It is a safe bet that this room is the worship area of the hobgoblins of the Slave Pits. A man-size statue of a leering goblinoid is set in the far corner, facing into the room. As you take a closer look at the representation, you realize with a sickened start that the figure is actually comprised of bones of all shapes and sizes carefully positioned to create the representation. It is a skillful, if macabre, work.

The representation is that of Maglubiyet, god of goblins and hobgoblins. Anyone can determine this with a DC 10 Knowledge: (religion) check. The statue does not radiate any magic and the room is otherwise devoid of anything of interest to the PCs.

Area 11: Sewer Passage / Exit

This long passage stretches off to the south. Running parallel to it is a depressed area, apparently a water channel from when the sewers here were still functional. The channel is now dry, leaving the room blessedly free of the usual sickening scents of a sewer channel.

The circular stair at the end of the hallway is of simple stone construction. It ascends upwards to a trap door on the outer edges of the ruined temple grounds. This trap door has been covered with debris pulled over it by the hobgoblins, effectively concealing it from view.

CONCLUSION

Regardless of whether the PCs travel by sea or land, their journey back to Celene is uneventful. Lucian and the elves from the attacked settlement accompany the PCs back to Enstad. The former tells the PCs that he going to

the palace to make a report, and expresses his heartfelt thanks once again. The latter are part of a tearful reunion with relatives who can offer no reward to the PCs beyond eternal gratitude.

Having seen to the safety of the liberated slaves, you escorted a number of them, including Lucian, back to Celene. Upon your return, Lucian privately meets with Almerayne, reporting his discoveries about the revived operations of the Slavelords. Shortly afterwards Almerayne meets you in a secluded part of the Queen’s palace.

“The intelligence brought back by our agent—and by extension, brought back by you—is invaluable. It seems that the Slavelords do indeed threaten the security of the nations around the Pomarj once again. You have broken the back of their operation in Highport and rescued citizens of our nation and others. You are to be commended, and as her handmaiden, I offer Queen Yolande’s gratitude.”

PCs who successfully rescued the Celenese agent and the prisoners receive the Favor of Lucian and Gratitude of Queen Yolande of Celene. Regardless of whether they succeeded or failed, the PC earns the Enmity of the Slavelords AR item for daring to meddle in the affairs of this nefarious group.

If the PCs spoke with Kayen Telva and subsequently return to tell him of the Slavelords’ return:

Kayen Telva listens to your tale with a dark look clouding his features. When you are finished, he leans back in his chair and heaves a long, deep sigh. “Storm clouds gather on the horizon, friends.” He shakes his head. “One of the things my companions and I always clashed over was my belief that our efforts—and the destruction of Sunderham—didn’t kill all of those flesh-peddling vipers. I see now I was right. Damn my insight.”

He rises, and casts a glance over at the finely wrought chain shirt near the hearth. “It looks like I’ve got some unfinished business to which I must attend ...”

The End

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 3 or Encounter 4

Defeating the Press Gang

APL2 90 XP
APL4 150 XP
APL6 210 XP
APL8 270 XP

Encounter 5

Area 2: Defeating the skeletal dire weasel(s)

APL2 60 XP
APL4 120 XP
APL6 180 XP
APL8 240 XP

Area 3: Defeating the hobgoblins

APL2 60 XP
APL4 120 XP
APL6 180 XP
APL8 240 XP

Area 7: Defeating the hobgoblins, Kyssith (if present) and Icar (if present)

APL2 150 XP
APL4 210 XP
APL6 270 XP
APL8 330 XP

Story Award

Rescuing the prisoners of the Slave Pits

APL2 90 XP
APL4 135 XP
APL6 180 XP
APL8 225 XP

Total possible experience

APL2 450 XP
APL4 675 XP
APL6 900 XP
APL8 1125 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 2:

APL 2: L: 0 gp; C: 0 gp; M: 25 gp—*potion of cure moderate wounds*(25 gp)

APL 4: L: 0 gp; C: 0 gp; M: 25 gp—*potion of cure moderate wounds*(25 gp)

APL 6: L: 0 gp; C: 0 gp; M: 25 gp—*potion of cure moderate wounds*(25 gp)

APL 8: L: 0 gp; C: 0 gp; M: 25 gp—*potion of cure moderate wounds*(25 gp)

Encounter 3 and Four:

APL 2: L: 34 gp; C: 0 gp; M: 25 gp—*potion of cure moderate wounds*(25 gp)

APL 4: L: 68 gp; C: 0 gp; M: 411 gp—*+1 spiked chain* (194 gp), *amulet of natural armor +1* (167 gp), *potion of cure moderate wounds x2*(25 gp each)

APL 6: L: 124 gp; C: 0 gp; M: 1256 gp—*+1 leather armor* (97 gp), *+1 spiked chains x4* (194 gp each), *headband of intellect +2* (333 gp), *potion of cure moderate wounds x2*(25 gp each)

APL 8: L: 207 gp; C: 0 gp; M: 2175 gp—*+1 leather armor of light fortification* (347 gp), *+1 spiked chains x5* (194 gp each), *headband of intellect +2* (333 gp), *necklace of fireballs (type II)* (225 gp), *potion of cure moderate wounds x6*(25 gp each)

Encounter 5:

APL 2: L: 59 gp; C: 167 gp; M: 417 gp—*figurine of wondrous power (silver raven)* (317 gp), *oil of magic mouth* x4 (25 gp each)

APL 4: L: 71 gp; C: 167 gp; M: 901 gp—+1 *buckler* (96 gp), +1 *full plate* (221 gp), *bracers of armor* +1 x2 (83 gp each), *figurine of wondrous power (silver raven)* (317 gp), *oil of magic mouth* x4 (25 gp each)

APL 6: L: 71 gp; C: 167 gp; M: 1493 gp—+1 *buckler* (96 gp), +1 *greatsword* (196 gp), +1 *full plate* x2 (221 gp each), *bracers of armor* +1 x2 (83 gp each), *cloak of resistance* +1 (83 gp), *elixir of fire breath* (92 gp), *figurine of wondrous power (silver raven)* (317 gp), *oil of magic mouth* x4 (25 gp each)

APL 8: L: 75 gp; C: 167 gp; M: 1659 gp—+1 *buckler* (96 gp), +1 *greatsword* (196 gp), +1 *full plate* x2 (221 gp each), *bracers of armor* +1 x4 (83 gp each), *cloak of resistance* +1 (83 gp), *elixir of fire breath* (92 gp), *figurine of wondrous power (silver raven)* (317 gp), *oil of magic mouth* x4 (25 gp each)

Total Possible Treasure

APL 2: L: 93 gp; C: 167 gp; M: 441 gp—Total: 701 gp (450 gp maximum)

APL 4: L: 139 gp; C: 167 gp; M: 1311 gp—Total: 1617 gp (650 gp maximum)

APL 6: L: 195 gp; C: 167 gp; M: 2478 gp—Total: 2840 gp (900 gp maximum)

APL 8: L: 282 gp; C: 167 gp; M: 3833 gp—Total: 4282 gp (1300 gp maximum)

Special

● **Enmity of the Slavelords:** You are an enemy of the Slavelords, and their agents dog your steps. At the start of every Core adventure, roll 1d20. On a 2, your PC begins the adventure with 75% of your usual hit points, the results of a run-in with agents of the Slavers. On a 1, you begin the adventure with only 50% of your usual hit points. These may be recovered through rest and magical healing as usual. This AR item may have additional implications in later modules dealing with the Slavelords.

● **Favor of Captain Toct:** You have aided the intrepid halfling captain of the *Dame Gold* and he has promised to place himself and his ship at your disposal at some point in the future. You may expend this influence point to reduce the TU cost of any future Core adventure by 1 TU. Alternatively, you may call upon Captain Toct's experience as a privateer and expend this influence point to gain access to the Dread Pirate prestige class (from *Complete Adventurer*). Cross off this AR item when used.

● **Favor of Lucian:** You have earned the gratitude of Lucian. He is an experienced spy and his knowledge could be invaluable to opening future paths for you. You may expend this influence point to gain one-time access (Frequency: Adventure) to your choice of one of the following: *ring of mind shielding*, *sleep arrows* (up to 20)

or *sword of subtlety*. Alternatively, this can give you access to the Nightsong Enforcer or Nightsong Infiltrator prestige classes (from *Complete Adventurer*). Cross off this AR item when used.

● **Gratitude of Queen Yolande of Celene:** Henceforth, so long as you retain this AR item, you are considered to have access (Frequency: Core) to the following items: elven chain, *boots of elvenkind* or *cloak of elvenkind*. If the PC expends this influence point, he may gain one-time access (Frequency: Adventure) to an *oathbow*. Cross off this AR item when used. Lastly, an elf or half-elf PC may call upon the Queen's favors to be inducted into the Seekers of the Misty Isle, fulfilling that prestige classes special requirement.

● **Symon's Spellbook:** Contains the following spells:

Volume I: *Color spray*, *disguise self*, *magic missile*, *silent image*. Total cost: 200 gp.

Volume II: *Blur*, *glitterdust*, *invisibility*, *Tasha's hideous laughter*, *scare*. Total cost: 500 gp.

Volume III: *Displacement*, *halt undead*, *haste*, *major image*, *slow*. Total cost: 750 gp.

Volume IV: *Dimension door*, *greater invisibility*, *fear*, *mass enlarge person*, *phantasmal killer*. Total cost: 1000 gp.

Items for the Adventure Record

Item Access

APL 2:

- *Figurine of wondrous power (silver raven)* (Adventure; DMG; 3800 gp)
- *Oil of magic mouth* (Adventure; CL 3rd; CL 6th; DMG; 300 gp)
- Symon's spellbook, Volume I

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

- Symon's spellbook, Volume II

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

- *Brooch of shielding* (Adventure; CL 1st; DMG; 1500 gp)
- *Elixir of fire breath* (Adventure; CL 11th; DMG; 1100 gp)
- Symon's spellbook, Volume III

APL 8 (all of APLs 2-6 plus the following):

- +1 *leather armor of light fortification* (Adventure; DMG; CL 6th; 4160 gp)
- *Bracers of armor* +2 (Adventure; 7th; DMG; 4000 gp)
- *Necklace of fireballs (Type II)* (Adventure; CL 10th; DMG; 2700 gp)
- Symon's spellbook, Volume IV

APPENDIX 1: NPC AND MONSTER STATISTICS

All APLs

☛ **Amerayne:** female gray elf Ari 3; CR 2; Medium humanoid (elf); HD 3d8–3; hp 16; Init +1; Spd 30 ft. (6 squares); AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk/Grapple +2/+1; Full Atk +1 melee (1d4–1/19–20, dagger); AL CG; SV Fort +0, Ref +2, Will +5; Str 8, Dex 12, Con 8, Int 16, Wis 14, Cha 16.

Skills & Feats: Bluff +9, Diplomacy +15, Disguise +11, Gather Information +9, Intimidate +11, Knowledge (history) +5, Knowledge (local—Core) +5, Knowledge (nobility and royalty) +9, Speak Language +2; Deceitful, Negotiator.

Possessions: Dagger, ring of nondetection.

☛ **Kayen Telva:** male high elf Ftr 4/Wiz 5/Eldritch Knight 1; CR 10; Medium humanoid (elf); CR 10; HD 5d4+10 plus 1d6+2 plus 4d10+8; hp 64; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk/Grapple +7/+9; Atk +10 melee (1d8+4/19–20, masterwork longsword) or +11 missile (1d8+2; 20/×3, masterwork mighty composite longbow) or +9 melee (1d4+2/19–20, dagger); Full Atk +10/+5 melee (1d8+4/19–20, masterwork longsword) or +11/+6 missile (1d8+2; 20/×3, masterwork mighty composite longbow) or +9/+4 melee (1d4+2/19–20, dagger); AL CG; SV Fort +12, Ref +10, Will +10; Str 15, Dex 17, Con 14, Int 16, Wis 15, Cha 9.

Skills & Feats: Bluff +4, Concentration +13, Handle Animal +4, Intimidate +6, Jump +8, Knowledge (arcana) +8, Knowledge (history) +4, Knowledge (local—Core) +9, Knowledge (nobility) +4, Ride +8, Spellcraft +11, Swim +6, Tumble +5. Combat Reflexes, Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—*detect magic, light, mage hand, read magic*, 1st—*alarm, expeditious retreat, hypnotism, mage armor*, 2nd—*flaming sphere, invisibility, web*, 3rd—*dispel magic, lightning bolt*.

Possessions: Mithral chain shirt, masterwork mighty (+2) composite longbow, masterwork longsword, dagger, spellbook, *cloak of resistance* +3, *boots of speed*, *Heward's handy haversack*, *amulet of health* +4.

Lucian: male gray elf Rog 3/Wiz 3; CR 6; Medium humanoid (elf); HD 3d6–6 plus 3d4–6; hp 11; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grap +1; Atk/Full Atk +1 melee (1d3–2 nonlethal, unarmed strike); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL N; SV Fort +0; Ref +4; Will +5; Str 6, Dex 10, Con 6, Int 16, Wis 12, Cha 18.

Skills and Feats: Bluff +18, Concentration –1, Craft (alchemy) +4, Craft (calligraphy) +4, Decipher Script

+4, Diplomacy +8, Disguise +13, Escape Artist +9, Forgery +7, Gather Information +10, Hide +4, Intimidate +8, Knowledge (arcana) +4, Knowledge (geography) +4, Knowledge (local—Core) +10, Knowledge (local—Sheldomar Valley MR) +4, Knowledge (local—Velverdyva MR) +4, Knowledge (nobility and royalty) +4, Move Silently +4, Profession (bookkeeper) +2, Profession (scribe) +3, Sense Motive +7, Sleight of Hand +2, Spellcraft +4, Use Rope +2; Eschew Materials, Persuasive, Scribe Scroll, Skill Focus (Bluff).

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—*message* (2), *read magic*, 1st—None; 2nd—None.

Possessions: None.

Background: Lucian (his real name is Tillios Nailo) was born in the elven kingdom of Celene. He grew up a quiet, yet agreeable child, and eventually joined with a political group that showed distress over the circumstances taking place elsewhere in the Flaeness. He eventually volunteered to assist the kingdom by becoming a spy and keeping an eye on neighboring regions. After intensive training, he was dispatched to Dyvers to join their Dweomercrafter's Guild and gather information. He soon managed to get himself in the Dyvers version of a thieves' guild, the alliance. The alliance found his wizardly pursuits an excellent cover for an agent in the city of Greyhawk. They therefore sent him to Greyhawk to spy on the Greyhawk Thieves' Guild.

After his cover was blown and he was forced to flee (see *COR5-05 A Marked Man*), he was rescued by some adventurers and brought back to Celene.

Recently, dark rumors began to circulate that the Slavelords had returned. They were easily dismissed at first, with tales of yellow-sailed slaver's caravels haunting Woolly Bay, looking for slow and poorly protected ships. But then came reports of orcs and other humanoids, organized but loyal to a heretofore-unknown power, engaging in raids whose goals seemed to not be so much plunder as they were captives.

The elven nation of Celene was especially alarmed at these growing signs of the return of the Slavelords. And then came the report that in the western edge of the nation, closest to the Wild Coast, several entire families of elves had gone missing and their homes had been totally destroyed. These tactics sounded too eerily familiar for Queen Yolande of Celene to dismiss, and so she sent a trusted agent, Lucian to investigate the happenings. After his misadventures in Greyhawk, Lucian was eager to find an assignment somewhere else.

Lucian quickly discovered a great deal about the resurgent Slavelords, and his investigations led him to the northern coast of the Pomarj and, ultimately, Highport. It was there that Lucian's luck ran out, and

he was captured by the Slavelords. Now he languishes in the Slave Pits.

The Royal Court of Celene is now desperate for more information about the matter. However, the Queen dares not send any more of her agents, for fear that their identities could be compromised by the captured Lucian. Therefore, she has turned to her diviners for a solution. Her seers found a group of itinerant heroes, newly arrived in the capital city, who the Fates favored with success. Yolande has dispatched her trusted handmaiden to find them and task them with unraveling the truth behind the tales of the return of the Slavelords.

Encounters 3 and 4

☠ **Lieutenant:** male human Ftr 1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +2; Spd 30 ft., AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +3; Atk +4 melee (2d4+3, spiked chain); Full Atk +4 melee (2d4+3, spiked chain); AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +2, Intimidate +4, Knowledge (geography) +4, Profession (sailor) +2, Ride +6, Swim +6. Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Possessions: Leather armor, spiked chain.

☠ **Symon:** male human Illusionist 1; CR 1; Medium humanoid (human); HD 1d4+2; hp 5; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp: +0; Atk +0 melee (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger); SA Spells; AL LE; SV Fort +2, Ref +2, Will +2; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Concentration +6, Intimidate +2, Knowledge (arcana) +7, Spellcraft +7, Tumble +4. Dodge, Improved Initiative, Scribe Scroll.

Spells Prepared (3/2 per day; DC 13 + spell level): 0—*daze*, ~~*prestidigitation*~~, *touch of fatigue*; 1st—*color spray*(×2), *magic missile*.

Possessions: Dagger, spell component pouches, Symon's spellbook Volume I, *potion of cure moderate wounds*.

☠ **Thug:** male human War 1; CR ½; Medium humanoid (human); HD 1d8+2; hp 7; Init +3; Spd 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +4; Atk falchion +5 melee (2d4+4, 18-20); Full Atk falchion +5 melee (2d4+4, 18-20); AL LE; SV Fort +4, Ref +3, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Profession (sailor) +3. Iron Will, Weapon Focus (falchion).

Possessions: Leather armor, falchion.

Encounter 5

☠ **Dire Weasel Skeletons:** CR 1; Medium undead; HD 3d12; hp 27; Init +9; Spd 40 ft.; AC 16, touch 14, flat-footed 12; Base Atk/Grp: +1/+3; Atk bite +1 melee (1d6+3); Full Atk bite +1 melee (1d6+3); SQ DR 5/bludgeoning, immunity to cold; AL NE; SV Fort +1, Ref +6, Will +3; Str 14, Dex 21, Con —, Int —, Wis 10, Cha 11.

Skills and Feats: None; Improved Initiative.

Encounters 3 and 4

☛ **Lieutenant:** male human Ftr 3; CR 3; Medium humanoid (human); HD 3d10+6; hp 27; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp: +3/+5; Atk +7 melee (2d4+4, *+1 spiked chain*); Full Atk +7 melee (2d4+4, *+1 spiked chain*); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +6, Knowledge (geography) +5, Profession (sailor) +3, Ride +6, Swim +8. Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Focus (spiked chain).

Possessions: Leather armor, *+1 spiked chain*, *potion of cure moderate wounds*.

☛ **Symon:** male human Illusionist 3; CR 3; Medium humanoid (human); HD 3d4+6; hp 13; Init +6; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk/Grp: +1/+1; Atk +1 melee (1d4/19-20, dagger); Full Atk +1 melee (1d4/19-20, dagger); SA Spells; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Bluff +3, Concentration +8, Intimidate +2, Knowledge (arcana) +9, Spellcraft +9, Tumble +5. Dodge, Improved Initiative, Scribe Scroll, Spell Focus (illusion).

Spells Prepared (5/4/3 per day; DC 13 + spell level, +1 for Illusion spells): 0—*daze* (×2), *prestidigitation*, *ray of frost* (×2), *touch of fatigue*; 1st—*cause fear*, *color spray* (×2), *grease*, *magic missile*; 2nd—*glitterdust*, *Tasha's hideous laughter*, *scare*.

Possessions: Dagger, spell component pouches, Symon's spellbook Volumes I-II, *amulet of natural armor +1*, *potion of cure moderate wounds*.

☛ **Thug:** male human Ftr 1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +2; Spd 30 ft., AC 14, touch 12, flat-footed 13; Base Atk/Grp: +1/+3; Atk +4 melee (2d4+3, spiked chain); Full Atk +4 melee (2d4+3, spiked chain); AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +2, Intimidate +4, Knowledge (geography) +4, Profession (sailor) +2, Ride +6, Swim +6. Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Possessions: Leather armor, spiked chain.

Encounter 5

☛ **Advanced (5 HD) Dire Weasel Skeleton:** CR 2; Medium undead; HD 5d12; hp 45; Init +10; Spd 40 ft.; AC 18, touch 16, flat-footed 12; Base Atk/Grp: +2/+4; Atk +2 melee (1d6+3, bite); Full Atk +2 melee (1d6+3, bite); SQ DR 5/bludgeoning, immunity to cold; AL NE; SV Fort +1, Ref +7, Will +4; Str 14, Dex 22, Con —, Int —, Wis 10, Cha 11.

Skills and Feats: None; Improved Initiative.

☛ **Hobgoblin Initiate:** male hobgoblin Mnk 1; CR 2; Medium humanoid (goblinoid); HD 1d8+2; hp 8; Init +3; Spd 30 ft.; AC 16, touch 15, flat-footed 13; Base Atk +0; Grp +2; Atk +2 melee (1d6+2/20, unarmed strike) or +3 melee (1d8/19-20, light crossbow); Full Atk +1/+1 melee (1d6+2/20, unarmed strike) or +3 melee (1d8/19-20, light crossbow); SA Flurry of blows; SQ AC bonus; AL LE; SV Fort +4, Ref +5, Will +4; Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 8.

Skills and Feats: Balance +7, Escape Artist +7, Jump +6, Listen +6, Spot +6, Tumble +7. Combat Expertise, Improved Unarmed Strike, Stunning Fist (1/day, DC 13).

Possessions: *Bracers of armor +1*, light crossbow, quiver and 20 bolts.

☛ **Kyssith:** female hobgoblin Clr 5; CR 6; Medium humanoid (goblinoid); HD 5d8+15; hp 41; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/x3, masterwork battleaxe); Full Atk +7 melee (1d8+2/x3, masterwork battleaxe); SA Rebuke undead, spells; SQ Spontaneous casting; AL LE; SV Fort +7, Ref +2, Will +7; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Heal +7, Knowledge (religion) +4. Martial Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Prepared Spells (5/4+1/3+1/2+1; DC 13 + spell level): 0—*cure minor wounds* (×2), *detect magic*, *detect poison*, *read magic*; 1st—*bane*, *cause fear*, *protection from good**, *resurgence**, *shield of faith*; 2nd—*deific vengeance**, *shatter**, *sound burst*, *wave of grief**; 3rd—*dispel magic*, *magic circle against good**, *wrack**.

*Described in Appendix 2.

**Domain spell. *Deity:* Maglubiyet; *Domains:* Destruction (Smite once per day for +4 bonus to attack and +5 damage), Evil (cast spells with Evil descriptor at +1 caster level)

Possessions: *+1 full plate*, *+1 buckler*, masterwork battleaxe, two holy symbols of Maglubiyet, spell component pouches.

Encounters 3 and 4

☛ **Lieutenant:** male human Ftr 5; CR 5; Medium humanoid (human); HD 5d10+10; hp 45; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +7; Atk +9 melee (2d4+6, *+1 spiked chain*); Full Atk +9 melee (2d4+6, *+1 spiked chain*); AL LE; SV Fort +6, Ref +3, Will +1; Str 15, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Intimidate +6, Knowledge (geography) +5, Profession (sailor) +3, Ride +6, Swim +10. Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: *+1 leather armor, +1 spiked chain, potion of cure moderate wounds.*

☛ **Symon:** male human Illusionist 5; CR 5; Medium humanoid (human); HD 5d4+10; hp 22; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger); Full Atk +2 melee (1d4/19-20, dagger); SA Spells; AL LE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Concentration +10, Intimidate +4, Knowledge (arcana) +12, Spellcraft +12, Tumble +6. Dodge, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (illusion).

Spells Prepared (5/5/4/3 per day; DC 14 + spell level, +1 for Illusion spells): 0—*daze* (×2), *prestidigitation*, *ray of frost* (×2), *touch of fatigue*; 1st—*cause fear*, *color spray* (×2), *grease*, *magic missile* (×2); 2nd—~~Extended *mage armor*~~, *glitterdust*, *Tasha's hideous laughter*, *scare*; 3rd—*displacement*, *haste*, *slow*.

Possessions: Dagger, spell component pouches, robes, Symon's spellbook Volumes I-III, *headband of intellect* +2, *potion of cure moderate wounds*.

☛ **Thug:** male human Ftr 2; CR 2; Medium humanoid (human); HD 2d10+4; hp 18; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +4; Atk +6 melee (2d4+4, *+1 spiked chain*); Full Atk +6 melee (2d4+4, *+1 spiked chain*); AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +5, Knowledge (geography) +4, Profession (sailor) +2, Ride +7, Swim +7. Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Possessions: Leather armor, *+1 spiked chain*.

Encounter 5

☛ **Advanced (9 HD) Dire Weasel Skeleton:** CR 4; Large undead; HD 9d12; hp 81; Init +9; Spd 40 ft.; AC

16, touch 14, flat-footed 11; Base Atk +4; Grp +14; Atk +7 melee (1d6+7, bite); Full Atk +7 melee (1d6+7, bite); SQ DR 5/bludgeoning, immunity to cold; AL NE; SV Fort +3, Ref +8, Will +6; Str 22, Dex 21, Con —, Int —, Wis 10, Cha 11.

Skills and Feats: None; Improved Initiative.

☛ **Hobgoblin Initiate:** male hobgoblin Mnk 3; CR 4; Medium humanoid (goblinoid); HD 3d8+6; hp 22; Init +3; Spd 40 ft.; AC 16, touch 15, flat-footed 13; Base Atk/Grp: +2/+4; Atk +4 melee (1d6+2, unarmed strike) or +5 melee (1d8/19-20, light crossbow); Full Atk +2/+2 melee (1d6+2 unarmed strike) or +5 melee (1d8/19-20, light crossbow); SA Flurry of blows; SQ AC bonus, evasion, fast movement, still mind; AL LE; SV Fort +5, Ref +6, Will +5; Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 8.

Skills and Feats: Balance +11, Escape Artist +9, Jump +10, Listen +8, Spot +8, Tumble +11. Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Stunning Fist (3/day, DC 14).

Possessions: *Bracers of armor* +1, *brooch of shielding*, light crossbow, quiver and 20 bolts.

☛ **Icar:** male human Ftr 6/Mnk 1; CR 7; Medium humanoid (human); HD 6d10+18 plus 1d8+3; hp 67; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +6; Grp +9; Atk +11 melee (2d6+7/19-20, *+1 greatsword*) or +9 melee (1d6+3, unarmed); Full Atk +11/+6 melee (2d6+7/19-20, *+1 greatsword*) or +7/+7/+2 melee (1d6+3, unarmed); SA Flurry of blows; SQ Blindsight mastery; AL LE; SV Fort +10, Ref +8, Will +9; Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +4, Diplomacy +2, Intimidate +6, Jump +4, Listen +15, Sense Motive +4. Cleave, Iron Will, Improved Toughness, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Skill Focus (listen), Stunning Fist (2/day, DC 19), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Blindsight Mastery (Ex): Icar's training in using his other senses to compensate for his blindness has no peer. He is considered to have 60' Blindsight (see *Monster Manual*, page 306). Listen is considered to be a class skill for Icar. He is of course totally immune to spells or effects that rely on sight (such as *color spray* or most gaze attacks). Any spells or effects that would deafen him or otherwise impair his ability to hear cause Icar to be treated as if blinded; if this spell was caused by a *deafness* or similar spell, the penalties for this pseudo-blindness stack with that of the deafness.

Possessions: *+1 full plate, +1 greatsword, cloak of resistance* +1, *elixir of fire breath*.

🗡️ **Kyssith:** female hobgoblin Clr 5; CR 6; Medium humanoid (goblinoid); HD 5d8+15; hp 41; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk/Grp: +3/+5; Atk +7 melee (1d8+2/x3, masterwork battleaxe); Full Atk +7 melee (1d8+2/x3, masterwork battleaxe); SA Rebuke undead, spells; SQ Spontaneous casting; AL LE; SV Fort +7, Ref +2, Will +7; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Heal +7, Knowledge (religion) +4. Martial Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Prepared Spells (5/4+1/3+1/2+1; DC 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *read magic*; 1st—*bane*, *cause fear*, *protection from good*^{**}, *resurgence*^{*}, *shield of faith*; 2nd—*deific vengeance*^{*}, *shatter*^{**}, *sound burst*, *wave of grief*[?]; 3rd—*dispel magic*, *magic circle against good*^{**}, *wrack*^{*}.

*Described in Appendix 2.

**Domain spell. *Deity:* Maglubiyet; *Domains:* Destruction (Smite once per day for +4 bonus to attack and +5 damage), Evil (cast spells with Evil descriptor at +1 caster level)

Possessions: +1 full plate, +1 buckler, masterwork battleaxe, two holy symbols of Maglubiyet, spell component pouches.

Encounters 3 and 4

☛ **Lieutenant:** male human Ftr 6/Exotic Weapon Master* 1; CR 7; Medium humanoid (human); HD 7d10+14; hp 63; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +7; Grp +9; Atk +11 melee (2d4+6, *+1 spiked chain*); Full Atk +9/+9/+4 melee (2d4+6, *+1 spiked chain*); SA Flurry of strikes; AL LE; SV Fort +9, Ref +4, Will +2; Str 15, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +7, Craft (weaponsmithing) +7, Intimidate +10, Knowledge (geography) +5, Profession (sailor) +5, Ride +6, Swim +12. Cleave, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: *+1 leather armor of light fortification, +1 spiked chain, potion of cure moderate wounds.*

*Described in Appendix 2.

☛ **Symon:** male human Illusionist 7; CR 7; Medium humanoid (human); HD 7d4+14; hp 31; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger); Full Atk +3 melee (1d4/19-20, dagger); SA Spells; AL LE; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Concentration +12, Intimidate +5, Knowledge (arcana) +14, Spellcraft +16, Tumble +7. Dodge, Extend Spell, Greater Spell Focus (Illusion), Improved Initiative, Scribe Scroll, Spell Focus (illusion).

Spells Prepared (5/6/5/4/2 per day; DC 13 + spell level, +2 for Illusion spells): 0—*daze* (×2), *prestidigitation*, *ray of frost* (×2), *touch of fatigue*; 1st—*cause fear*, *color spray*, *grease*, *magic missile* (×3); 2nd—~~Extended mage armor~~, *glitterdust*, *Tasha's hideous laughter* (×2), *scare*; 3rd—*displacement*, *haste*, *magic circle against good*, *slow*; 4th—*dimension door*, *mass enlarge person*, *phantasmal killer*.

Possessions: Dagger, spell component pouches, robes, Symon's spellbook Volumes I-IV, *headband of intellect* +2, *necklace of fireballs* (type II), *potion of cure moderate wounds*.

☛ **Thug:** male human Ftr 3; CR 3; Medium humanoid (human); HD 3d10+6; hp 27; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp: +5; Atk +7 melee (2d4+4, *+1 spiked chain*); Full Atk +7 melee (2d4+4, *+1 spiked chain*); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +6, Knowledge (geography) +5, Profession (sailor) +3, Ride +6, Swim +8. Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Focus (spiked chain).

Possessions: Leather armor, *+1 spiked chain, potion of cure moderate wounds*.

Encounter 5

☛ **Advanced (9 HD) Dire Weasel Skeleton:** CR 4; Large undead; HD 9d12; hp 81; Init +9; Spd 40 ft.; AC 16, touch 14, flat-footed 11; Base Atk +4; Grp +14; Atk +7 melee (1d6+7, bite); Full Atk +7 melee (1d6+7, bite); SQ DR 5/bludgeoning, immunity to cold; AL NE; SV Fort +3, Ref +8, Will +6; Str 22, Dex 21, Con —, Int —, Wis 10, Cha 11.

Skills and Feats: None; Improved Initiative.

☛ **Hobgoblin Initiate:** male hobgoblin Mnk 5; CR 6; Medium humanoid (goblinoid); HD 5d8+10; hp 49; Init +3; Spd 40 ft.; AC 18 (+2 armor, +3 Dex, +3 Wisdom), touch 16, flat-footed 15; Base Atk/Grp: +3/+5; Atk +5 melee (1d8+2/20, unarmed strike) or +6 melee (1d8/19-20, light crossbow); Full Atk +4/+4 melee (1d8+2/20, unarmed strike) or +6 melee (1d8/19-20, light crossbow); SA Flurry of blows, *ki* strike (magic); SQ AC bonus, evasion, fast movement, purity of body, slow fall (20 ft.), still mind; AL LE; SV Fort +6, Ref +7, Will +6; Str 14, Dex 16, Con 15, Int 14, Wis 14, Cha 8.

Skills and Feats: Balance +13, Escape Artist +11, Jump +12, Listen +10, Spot +10, Tumble +13. Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Stunning Fist (5/day, DC 14).

Possessions: *Bracers of armor* +2, *potion of cat's grace*, light crossbow, quiver and 20 bolts.

☛ **Icar:** male human Ftr 6/Mnk 1; CR 7; Medium humanoid (human); HD 6d10+18 plus 1d8+3; hp 67; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +6; Grp +9; Atk +11 melee (2d6+7/19-20, *+1 greatsword*) or +9 melee (1d6+3, unarmed); Full Atk +11/+6 melee (2d6+7/19-20, *+1 greatsword*) or +7/+7/+2 melee (1d6+3, unarmed); SA Flurry of blows; SQ Blindsight mastery; AL LE; SV Fort +10, Ref +8, Will +9; Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +4, Diplomacy +2, Intimidate +6, Jump +4, Listen +15, Sense Motive +4. Cleave, Iron Will, Improved Toughness, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Skill Focus (listen), Stunning Fist (2/day, DC 19), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Blindsight Mastery (Ex): Icar's training in using his other senses to compensate for his blindness has no peer. He is considered to have 60' Blindsight (see *Monster Manual*, page 306). Listen is considered to be a class skill for Icar. He is of course totally immune to spells or effects that rely on sight (such as *color spray* or most gaze attacks). Any spells or effects that would deafen him or otherwise impair his ability to hear cause Icar to be treated as if blinded; if this spell was caused by a *deafness* or similar spell, the penalties for this pseudo-blindness stack with that of the deafness.

Possessions: +1 full plate, +1 greatsword, cloak of resistance +1, elixir of fire breath.

✚ **Kyssith:** female hobgoblin Clr 5; CR 6; Medium humanoid (goblinoid); HD 5d8+15; hp 41; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/x3, masterwork battleaxe); Full Atk +7 melee (1d8+2/x3, masterwork battleaxe); SA Rebuke undead, spells; SQ Spontaneous casting; AL LE; SV Fort +7, Ref +2, Will +7; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Heal +7, Knowledge (religion) +4. Martial Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Prepared Spells (5/4+1/3+1/2+1; DC 13 + spell level): 0—*cure minor wounds* (×2), *detect magic*, *detect poison*, *read magic*; 1st—*bane*, *cause fear*, *protection from good*^{**}, *resurgence*^{*}, *shield of faith*; 2nd—*deific vengeance*^{*}, *shatter*^{**}, *sound burst*, *wave of grief*[?]; 3rd—*dispel magic*, *magic circle against good*^{**}, *wrack*^{*}.

^{*}Described in Appendix 2.

^{**}Domain spell. *Deity:* Maglubiyet; *Domains:* Destruction (Smite once per day for +4 bonus to attack and +5 damage), Evil (cast spells with Evil descriptor at +1 caster level)

Possessions: +1 full plate, +1 buckler, masterwork battleaxe, two holy symbols of Maglubiyet, spell component pouches.

New Prestige Classes

Exotic Weapon Master (as featured in *Complete Warrior*)(abridged)

Hit Die: d10

Requirements:

- Base Attack Bonus +6
- Skills: Craft (weaponsmithing) 3 ranks
- Feats: Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon)
- Special: Races that have familiarity with an exotic weapon (such as the dwarf's familiarity with the dwarven waraxe) are considered to have the Exotic Weapon Proficiency feat for the purposes of meeting the requirement for this class.

Class Skills: Craft (Int), Intimidate (Cha) and Profession (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

Weapon and Armor Proficiencies: Exotic Weapon Masters gain no proficiency with any armor or weapons.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains a level and once chosen this trick cannot be changed and he may not select the same trick more than once. The list of tricks includes:

- *Flurry of Strikes:* When wielding an exotic double weapon or a spiked chain in both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra in the round at his full attack bonus, but this attack and others made in that round suffer a –2 penalty until the Weapon Master's next turn.

New Spells

Deific Vengeance (as featured in *Complete Divine*)

Conjuration [Summoning]

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 point of damage per two caster levels (maximum 5d6) or 1d6 points of

APPENDIX 2: NEW RULES

damage per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Resurgence (as featured in *Complete Divine*)

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)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate conditions such as shaken, fatigued, or nauseated that were caused by the 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*), then *resurgence* won't help the subject recover.

Wave of Grief (as featured in *Complete Divine*)

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Touch

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a –3 morale penalty on all attack rolls, saving throws, ability checks and skill checks.

Material Component: Three tears.

Wrack (as featured in *Complete Divine*)

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

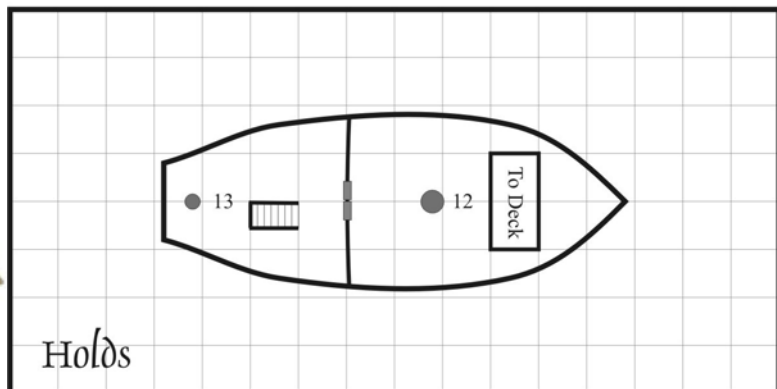
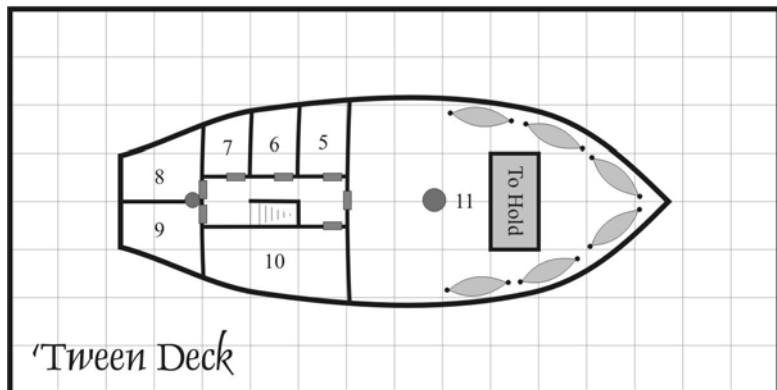
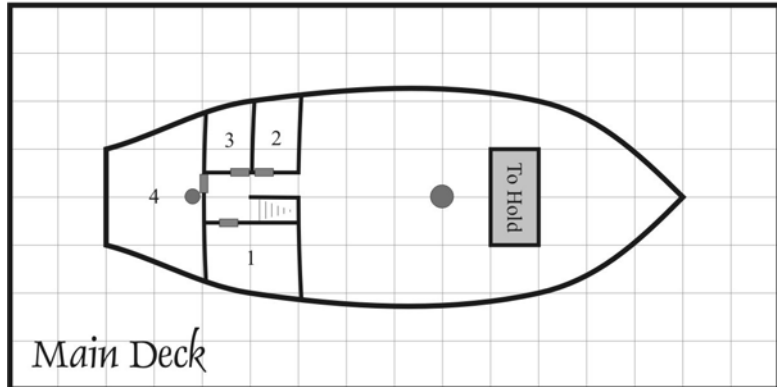
Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and his eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

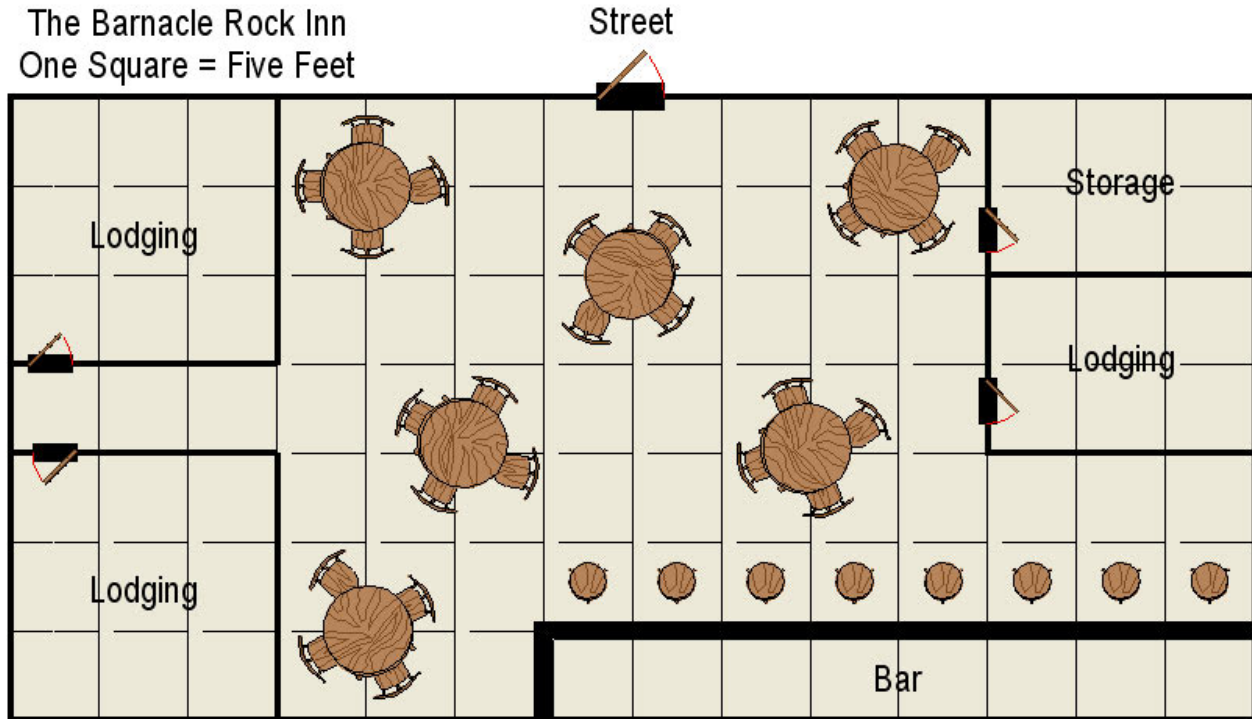
DM AID 1: MAP OF THE *DAME GOLD*

The Caravelao
Dame Gold

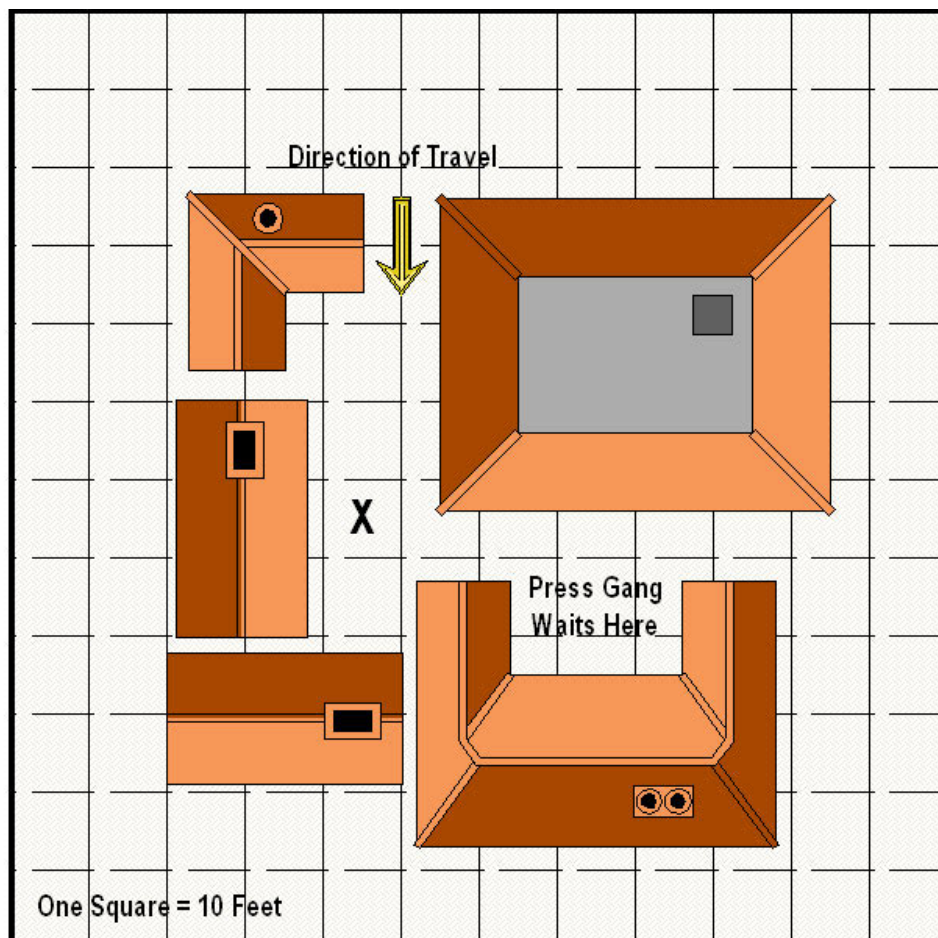


DM AID 2: MAPS OF THE BARNACLE ROCK INN

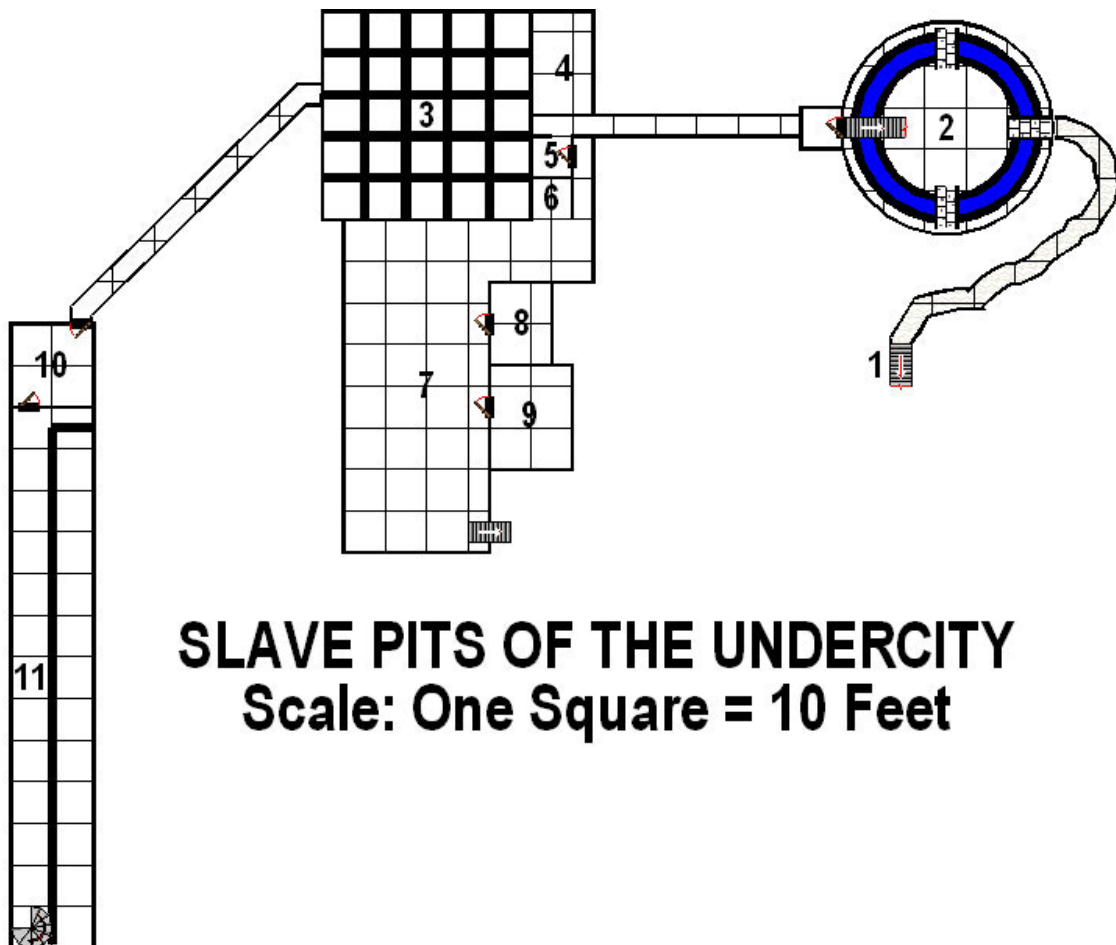
The Barnacle Rock Inn
One Square = Five Feet



DM AID 3: AMBUSH SITE MAP

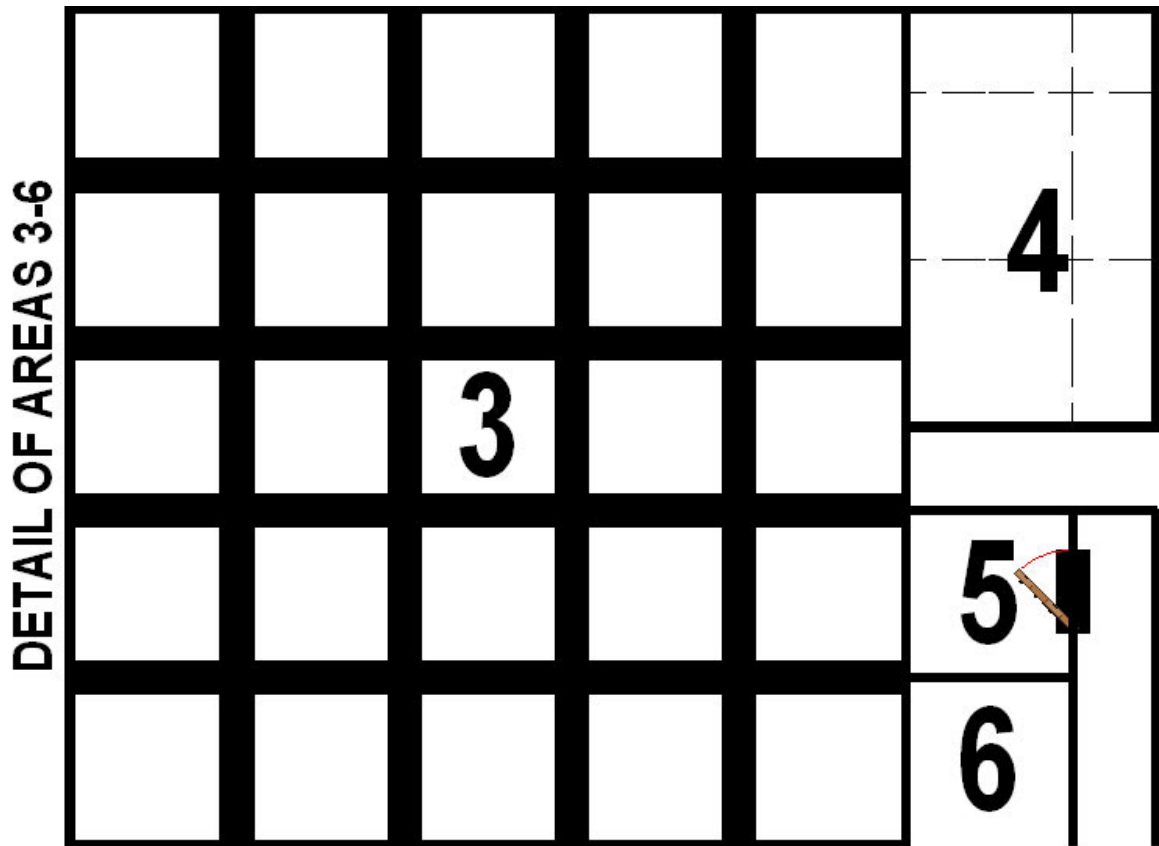


DM AID 4A: MAP OF THE SLAVE PITS OF THE UNDERCITY



SLAVE PITS OF THE UNDERCITY
Scale: One Square = 10 Feet

DM AID 4B: DETAIL MAP OF THE SLAVE PITS AREAS 3-6



Areas 4 and 6 are connected by a passage that
run beneath Area 5

DM AID 5: ENCOUNTER FLOW

Introduction: PCs are in Enstad, in the nation of Celene, and accept mission to find out about attack on elven settlement and the missing Celene agent.

NEXT ENCOUNTERS: PCs can find Kayen Telva in Enstad and speak to him (Encounter 1) or head for the site of the settlement attack (Encounter 2).

Encounter 1: PCs find Kayen Telva in Enstad and get information about the Slavelords.

NEXT ENCOUNTERS: PCs can head for the site of the settlement attack (Encounter 2), travel to Safeton to secure sea passage to Highport (Encounter 3), or head overland directly to Highport (Encounter 4).

Encounter 2: PCs investigate site of attack, and find Highport-minted coins on an orc's body.

NEXT ENCOUNTERS: PCs can travel to Safeton to secure sea passage to Highport (Encounter 3), or head overland directly to Highport (Encounter 4).

Encounter 3: PCs arrive in Safeton and find only one ship available. Symon, agent of the Slavelords, and his men *charm* the captain of the ship, convincing him to replace his usual crew with them. If the PCs set sail with Symon and his men among the crew, he attempts to capture them and bring them to Highport. It is possible that the PCs can order them off the ship before it sets sail.

NEXT ENCOUNTERS: PCs arrive safely in Highport (Encounter 4), or are captured at sea by Symon and his men (Encounter 5; beginning as captives in the Slave Pits).

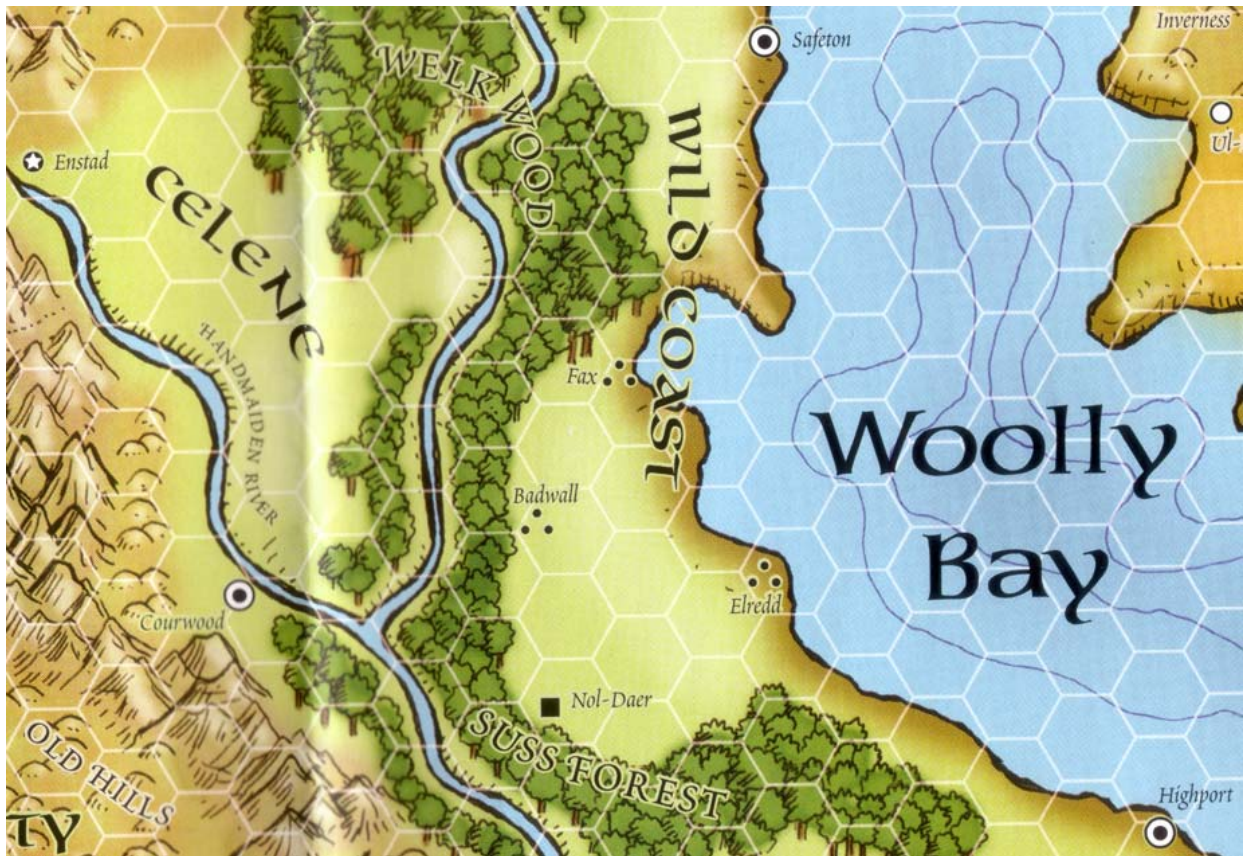
Encounter 4: PCs arrive in Highport. If the PCs arrived by sea and already defeated the slavers, they do not encounter any more slavers. If the PCs arrived by land, OR they ordered the slavers off the ship before it set sail, Symon (or, if the PCs already encountered him, another group of slavers with identical statistics) attempt to meet with them in their inn (if they have secured lodgings). If they decline the slavers' offer, the slavers ambush them in the inn. If the PCs do not secure lodgings, the slavers ambush take place in the streets of Highport.

NEXT ENCOUNTERS: PCs are captured by Symon and his men (Encounter 5; beginning as captives in the Slave Pits) or PCs follow clues to the ruined temple (Encounter 5).

Encounter 5: The PCs discover the Slave Pits (or escape them, if they were captured) and rescue the missing agent.

NEXT ENCOUNTERS: PCs report back to Almerayne for the Conclusion.

DM AID 6: MAP OF THE ADVENTURE AREA



PLAYER HANDOUT: KYSSITH'S JOURNAL

I have found Icar to be a trustworthy ally, since each of us prospers only when working with the other. From him, my tribe gained ready access to slaves (and therefore food), gold from the coffers of the Slavelords and those we capture, and a secure place to live. The presence of the Slavelords here ensures that I need not worry that others will attempt to contest our control of this place; they fear the Lords too much.

Icar speaks little of himself, but I have managed to glean some information from him here and there. Likewise I have heard rumors from the visiting emissaries of the Slavelords. Icar seems to have been blind since birth, and was trained to be able to perceive as well as any sighted man by a militant order of monks who have a monastery somewhere along the Wild Coast. He was once the second-in-command to a Slaver garrison in the Pomarj, but he was slain and the place routed by the same adventurers that drove Blucholtz and his orc slavers from this place. He was revived by the efforts of a priest sent by the Slavelords to ascertain the disposition of Icar's operation.

Supposedly, he returned to the monastery but was drawn out of self-imposed retirement when the monks there told him of yellow-sailed slavers' ships once more straddling the Wild Coast. The Slavelords must have respected his work, since they have sent no other agent but Icar to establish and run the slavery ring here.

I have found Icar to be quiet and sometimes pensive, but he is a fine leader and has earned the respect of my tribe. He has even trained some of our younger hobs in the fighting style of his monastery, with my permission of course.

Kyssith