

BDK5-03

The Secret Ingredient

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.0

by Jeff Moore

Contributors: Casey Brown, Jason Covitz, Britt Frey, Rob Little

Playtesters: Laura Cowan, Michael Cowan, Aaron Jang, Greg Lind, Chris Sonneborn, Scott White

Reviewed by Chris Tulach

The Port of Alhaster has been locked down, causing hardship for the local Rhenee traders. A barge captain wants you to recover cargo from his impounded vessel. Do you dare risk the ire of Prince Zeech to recover the man's precious cargo? A Bandit Kingdoms adventure set in Redhand for APLs 2-8. PCs that are "Banned from Redhand" may not play this adventure. Part One of Breaking Up is Hard to Do.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at brittfrey@gmail.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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 one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

Adventure Summary and Background

Prince Zeech of Redhand has ordered the port of Alhaster to be locked down and has barred the Rhenee traders and smugglers from the docks. Many ships have been impounded and several Rhenee crews have been jailed. Also, a curfew is in effect in the Harbor District. From one hour until the turn of the night (11 p.m.) until dawn, anyone caught on the streets of the Harbor district will be arrested and questioned by Elhilbor, Prince Zeech's Captain of the Secret Police.

Several months ago, the wizard Malthos Pe'handru contracted with a Rhenee captain named Djivan to deliver two ounces of starmetal that he will use in an experiment. When Captain Djivan arrived in port, he was arrested and locked up by Prince Zeech's forces. Malthos has become desperate for the starmetal; he does not have time to wait for more to be located and delivered, so he has sought to hire a group of adventurers to recover his box from Captain Djivan's impounded vessel.

If the party agrees to break into the port, they have three options of entry: they can climb down the cliffs outside the city and then make the swim into the port, they can attempt to sneak in through the main gate of the port itself, or they can use teleportation magic to bypass the wall. Once into the port, the party should soon discover that the boat they are on does not belong to Malthos and that he has not yet paid for his cargo. When the party returns to hand over the box, they can confront Malthos with his deceitful behavior. Malthos will pay full price for the starmetal and also pay a finders' fee. Also, should the party choose to, they can go into the city to attempt to locate and rescue Captain Djivan.

Regional Warning

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I make? Whose bad side do I not want to be on?', and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others.

Introduction: Chum Chowder

It's a fine day in the southern Bandit Kingdoms as you make your way south from Pomfrey. You were almost tempted to visit Morannon Keep during your travels, but thought better of it after hearing tales from the barflies at the Other Place tavern describing the Baron as mad, ill-tempered, and generally not pleasant company.

So you continued south and found yourselves walking towards the white-washed city of Alhaster. Just outside of the city, you came across a two-story wooden building with a sign proclaiming it to be The Merry Dolphin. Not wanting to wait in line with the common folk entering the city for market day, the tavern was a good place to wait for the morning

crowds to thin out. Upon entering the tavern, you were surrounded with the smell of fish roasting over a spit. The innkeeper was busy pouring ales for the few patrons, but managed to grunt a welcome to your group as you entered. A lively young girl no more than twelve rushed about table-to-table delivering food.

As she dropped off her last platter, she motioned for you to take a seat at a table near the far corner of the room. With a hint of a grin she mentioned that the roast fish would be ready soon, but that the chum chowder was ready now. She takes your orders and then scampers off to the kitchens.

The PCs should take this opportunity to introduce themselves to each other. Ask each player if their PC belongs to any BK meta-orgs and, if so, which one(s) (have them write this information on slips of paper to maintain secrecy). Also, find out if anyone is Wanted by the Church of Iuz (Malcontent or higher).

Midway through your meal, you are interrupted by a middle aged Rhenee man dressed in simple clothes. "Excuse me for the disturbance, but might you be adventurers?" Maybe it's your armor, maybe it's your boots, but you realize that you definitely don't look like locals.

The wizard Malthos Pe'handru is using magical means to appear as a Rhenee captain when he approaches the party (*hat of disguise*). He is secretly an Inner Circle member of the Hellstone Tower meta-org. Malthos does not speak Rhopan; however, he has cast *tongues* to help with his disguise. If questioned in any reasonable language (Old Oeridian, Flan, Rhopan, etc.), he will reply in the same language. If questioned in an exotic language (Infernal, Draconic, etc.), he will pretend to not have understood (Bluff +0).

Secretly roll a Spot check for all the PCs, DC 25, to notice the disguise. Characters that are members of either the Red Planks or Hellstone Tower meta-organizations receive a +2 Circumstance bonus to their Spot check. If a member of Hellstone Tower recognizes him, pull that player aside and advise them that Malthos is an Inner Circle member and that blowing his cover would be considered "bad form". Unless the PC is also in disguise, Malthos will automatically recognize any members of the Hellstone Tower meta-org and will treat them fairly, even if they do not recognize him.

Remember, if the party wishes to use the Sense Motive skill, you, the DM, should roll for them behind a screen. For each of Malthos' bluffs, roll a new Bluff check. Malthos is a bad bluffer; don't be afraid to accidentally spill the beans.

Allow the party to respond.

"Oh! Where are my manners? My name is Malthos, pleased to meet you," he says, as he moves around the table, greeting each of you with a hearty hand-shake. (True)

"I've got a bit of a problem. I'm sure that you've heard by now that the Port has been bottled up, and many boats, my barge Midge's Kiss included, have been impounded. My crew and I are stuck until we can come up with enough money to bribe the guards to let us go on our way. The only hope I've got is to recover some cargo from my barge and then sell it as planned here in Alhaster. Do you think you can help me?"(false, Bluff +0)

If the party agrees:

Glad to hear it, I'm getting mighty tired of being land bound. As you can well guess, I'm low on coin, but perhaps we can arrange some alternate forms of payment once Midge's Kiss is free. There is a small wooden box no more than a foot on each side located in my locker on the barge. If you can bring that box back to me, I'll be able to complete my largest contract here in town and get my barge out."(partially true, Bluff +5)

How do we get to your barge if the Port is locked down?

"I know of two ways to get to my barge, but it is up to you to decide what you feel best suited for. You could either attempt to come in by land and sneak through the port, or you could come in by the Nyr Dyv and swim up to the barge. Either way, don't let the guards spot you! They will call for help and I'm sure that you will be seriously out numbered. I'll be waiting for you here at mid-day tomorrow to see if you've recovered the box yet."(true)

Where is the barge located?

"The last time I saw Midge's Kiss, when it was impounded, it was near the back of the port, near the Harbormaster's office, and tied up to the next to last pier."(true)

What kind of resistance should we expect?

"Well, who knows what is swimming in the Nyr Dyv, but I do know that there are hobgoblin guards in the city patrolling everywhere. Getting arrested would be bad."(true)

What's to prevent us from keeping the box and selling the contents?

"Should you do that, I will be very upset. Plus, you won't survive opening the box."

If the party spots the disguise, or catches Malthos bluffing and calls him out on it:

“Ah, I see the ruse is up. I’m sorry for the deception, but I am getting desperate for the delivery of that box. It contains some rare reagents and components I need to complete a time sensitive experiment. I’ve already paid for them but, since the barge has been impounded, I’m left without my cargo and my deadline is soon approaching.” (partially true, he has not yet paid Djivan for the box’s delivery; Bluff +5)

“Two years of work will be thrown away if I don’t have those reagents within the day! I loathe doing this, and paying twice, but I’ll offer each of you 100 gold skulls to recover the box and bring it back to me here, payable upon delivery.” (partially true, he will try to avoid having to pay the party if he can; Bluff +5)

If the party questions Malthos about his true ownership of the box:

“Oh, very well. I agreed to pay Captain Djivan 2000 gold skulls to retrieve the reagents but he went and got himself arrested before he could deliver my cargo. I shall pay a finder’s fee of 100 gold skulls to each of you if you can deliver my box to me, but not a copper more. Upon delivery of the box, I trust you will deliver my payment to Captain Djivan?” (true)

What experiment are you doing?

“There is an astrological event that happens in two weeks, and I’m not certain when it will happen again, if ever, within my lifetime.” (true)

Are you a wizard?

“Let’s not talk about such things in public.”

Why don’t you just teleport to the docks and recover the box yourself?

Malthos leans close, and whispers, “Prince Zeech has wizards wandering around the docks. They’re using some new spell that detects teleportation magic. If I teleport to the vessel, they will be alerted, the guards will be called, and I’ll be lucky to escape alive! On top of that, I don’t know where in his cabin he made have hid my box!” (true)

Why don’t you scry the box’s location?

“All that I have been able to determine is that the box is somewhere dark.” (true)

If the party questions Malthos about Djivan’s location:

“I have determined that he is being held in an empty warehouse in the Harbor District. That has been the fate of many Rhenee lately. If you return my box to me, I will tell you which warehouse he is being held in. That way, you can both rescue him and deliver to him my payment of 2000 gold skulls.” (true)

Why don’t you rescue him?

“I am not in the hero business. Besides, even if I were to rescue him, I would still have no way of recovering my box. He certainly could not go near the docks without being arrested again.” (true)

Development: The PCs may very well decide to go rescue Djivan immediately, to verify Malthos’ story. If so, proceed to Encounter Eight. If the Party decides to sneak through the port, go to Encounter One. If the party decides to swim the Nyr Dyv, skip to Encounter Four.

Malthos Pe’handru: hp 52, Male human
Conj5/MAO3/Way1, Bluff +0; see Appendix II.

Encounter One: One, If By Land

Only follow Encounter One if the party decides to sneak through the port, or returns with a pass.

If the party decides to explore the Harbor District after the curfew, they will quickly trip a silent *alarm* spell that the Hobgoblin Gate Patrol wizards have strewn about the district’s intersections. A Hobgoblin Gate Patrol will arrive in 10 rounds (see Appendix II). Allow the PCs to flee as they hear the patrol coming. If they do not flee, allow them 5 rounds to prepare, as they hear the guards hustling towards them. If the PCs flee and then return again the same night, they once again trigger another *alarm* spell. This time, the hobgoblin wizards *dimension door* the patrol to the middle of the nearest intersection (assume it to be 60 ft. away from the PCs) and attempt to capture/kill the PCs. See tactics below.

Note: The Hobgoblin Gate Patrol at the Port Gate is an untiered encounter. Try to give the impression that they are big butch burly hobs who can easily summon reinforcements before letting the party engage them.

Hiding yourself in the crowd of market day shoppers, you’ve managed to enter the city of Alhaster unmolested. One of the first things you noticed is the large number of patrols walking the promenades and city streets. Some are human, but many more are composed of hobgoblins.

Using stealth and some luck, your party manages to avoid the two patrols that wander near you in the crowds. As you near the port the crowd begins to thin. Peering around buildings, and trying to avoid notice, you see your goal in sight. The port has been secured with a white-washed wooden wall nearly fifteen feet high. There is a walkway on the top and heavily armed and armored guards patrol it wandering back and forth. It is tall enough to prevent being able to look into the port even if you were on a nearby warehouse roof.

A large number of fliers have been nailed to the wall's surface. Some appear to be Wanted by the Church of Iuz posters, while others appear to be copies of Prince Zeech's announcement of the port closure.

Give them Player's Handout 1. Advise the PCs that if they are a Malcontent or higher, they notice a Wanted poster with their picture on it. Refer to the BKMKG Wanted by the Church of Iuz section for how much of a reward is promised.

A single gate large enough for a wagon, currently closed, is being watched by a group of hobgoblin soldiers, some of whom are in robes. A set of stairs next to the gate leads up to the walkway. Assaulting the gate would be noisy and dangerous, but perhaps the locals know other ways into the port.

The party may make a Gather Information Check, DCs listed below, which takes 1d4+1 hours. Red Planks or Brotherhood of the Sundered Axe PCs gain a +2 Circumstance bonus to this check:

- DC 5 It's market day, lots of thieves about, hence the guards.
- DC 8 There's a curfew in effect for the Harbor District, one hour before the turn of the night. Anyone caught in the Harbor District streets after the curfew is arrested.
- DC 10 The port has been closed for over a month now. Near as I can reckon, you can count on a patrol coming by about four times an hour. You have to have a pass to get past the gate guards.
- DC 15 There is a candle maker named Nebrik who supposedly "acquires" passes for sale. He can be found in his shop on Calway Square.
- DC 20 Rumor has it that the Prince closed the port to help speed up construction of new vessels for his fleet.
- DC 25 Prince Zeech has some wizards patrolling the docks who can detect *teleportation* magic.

Also, the PCs may choose to call in a favor to get passes. Any PC who is a member of the Army of the Warfields, the Brotherhood of the Sundered Axe or a citizen of the Western Reaches may spend 1 Influence Point to obtain up to six authentic port passes. This takes 1d4+1 hours. Alternatively, any PC may spend 2 Influence Points with either the Army of the Warfields, the Brotherhood of the Sundered Axe, or the Western Reaches to obtain 6 authentic port passes. This takes 2d4+2 hours. The Red Planks are being watched much too closely to be able to help the PCs at this time.

Forging a pass: Some parties may wish to attempt to use the Forgery skill to create their own passes. If they have seen an example of the Port Pass (from another adventure), then they receive a +8 bonus to their check.

When the party approaches the gate:

The closed wooden gate is reinforced with iron. Five hobgoblins in the livery of Prince Zeech are visible; three are in armor, two in robes. Two of the armored hobgoblins are standing in front of the closed gate armed with clubs and the other three are eating at a nearby table. The sergeant is busy chewing on a thighbone of sorts and grunts in your direction from his seat at the table. One of the club wielding hobgoblins approaches your group, a grizzled veteran of many battles, and looks at your group carefully. In guttural common he warns you "Best move along now before I have to crack some skulls in!"

If any of the PCs is Wanted by the Church of Iuz, Malcontent or higher, give the guard a Spot check versus the PC's Disguise (if any). If a guard successfully recognizes a Wanted PC, he will immediately shout out to his companions, who will attempt to capture (Malcontents) or kill (Insurgents and higher) the PCs for the rewards listed in the BKMKG. See below for tactics.

We have a pass!

"Oh you have a pass do you? Hand them over and let me see them."

Give the hobgoblin corporal a Forgery check at +5 to recognize any forged passes as fakes (he gets to examine each pass). If the party acquired passes from Nebrik, he was able to Take 10 on his Forgery checks, thus making his forged passes noticeable only with a Forgery check of 32 (in other words, the guard can never detect a forged pass from Nebrik).

If the hobgoblin corporal recognizes any passes as fakes, he immediately calls out to his sergeant and the gate patrol attempts to arrest the PCs. See tactics below.

The Hobgoblin quickly peruses each pass and hands them back to you. "Seems that you do have a pass. Head on in, but make sure you don't lose those papers. I might forget that I let you in on your way out!" With that last remark the hobgoblins break into a deep rolling laughter as they unbar and open the gate.

Development: Parties that learned of Nebrik's shop may proceed to Encounter Two. Parties that present passes to the gate guards or who use teleportation magic to bypass the wall may proceed to Encounter Three. Anyone who mentions the "Hobgoblin Liberation Front" ("HLF" for short) to the hobgoblin gate guards will NOT be allowed to enter the port without succeeding at a Diplomacy check, DC 25, pass or no pass. These hobgoblins love working for Prince Zeech. If the party was not able to acquire passes, or angered the gate guards, they may instead proceed to Encounter Four. Alternatively, if the PCs decide to free Djivan, proceed to Encounter Eight.

All APLs (EL 12)

Hobgoblin Gate Patrol: see Appendix II.

Tactics: If engaged, the hobgoblins fight mercilessly. They know that the Prince has resources enough to question dead bodies, if he so chooses. The guards will also shout for help, and another squad arrives in 10 rounds, identical to the one detailed above. Identical squads arrive every 10 rounds until the party retreats or are killed. If the PCs survive and retreat, they should probably leave the city to let things cool off. Proceed to Encounter 5.

Development: If at any time the PCs are captured by the Hobgoblin Gate Patrol, they are fined 1000 gp and consigned to the docks for 8 TUs working on His Grace's fleet. The PC is also branded on their right palm as a Criminal of Redhand. If the PC can not pay the fine, they serve an additional TU per 200 gp unpaid (they may not pay to lower the TU cost). If the PC has Influence with Prince Zeech, they may reduce the TU cost of being captured by half by spending the Influence Point. If they have the Citation of Redhand, they are not fined or imprisoned, nor do they receive the brand, but the Citation is considered spent.

Encounter Two: There's Something In The Cellar!

Entering Calway Square, you quickly spot Nebrik's shop between a butcher's and a tailor's. The building

is painted in a faded green that is chipping badly. As you pass the threshold of the shop, a bizarre mixture of cinnamon, rose, lavender, and other smells that you do not recognize, assaults your nose. The odor is rather pleasant compared to that of the Harbor District.

A small wizened gnome pokes his head over the counter and greets you, "Ah, customers! I knew that this market day would bring me good fortune. I am Nebrik, proprietor of this shop and alchemist in residence. What is it that you seek? A nice taper for reading, perhaps some incense to soothe you to sleep, or an entire set of my aromatic candles? I have all of them quite ready and available."

We are here to get a pass:

As soon as you are finished speaking, Nebrik's eyes focus and he coughs to clear his throat. "I'm not sure that I heard you properly. There is quite a bit of noise outside, if you would be so kind as to shut the door so I can hear you better and then repeat that last part."

When the party closes the door:

Nebrik scratches his head and grins. "Well, folks, you've come to the right place! Today I've got a special offer. You look like the adventuring sort, and I'm in need of some muscle. I had a project go awry last week and I've been chased out of my cellar by vermin. Creepy, crawling, flying, biting vermin, and it gives me the willies just thinking about trying to clean it out! Get rid of those pests and I'll give each of you a pass."

What kind of vermin are in your cellar?

APL 2, **"Rats! Lots and lots of rats!"**

APL 4, **"Centipedes! Lots and lots of them!"**

APLs 6 and 8, **"Wasps! Lots and lots of wasps!"**

If the party agrees to help:

Nebrik leads you to a trap door near the rear of his shop and you see beads of sweat start to pour from his head. "Can you hear them down there?" Nebrik then shudders and writhes as if brushing off invisible pests from his body.

"I'm going to go hide by my kettle. Let me know when it is safe to come out! Oh, and please don't set my shop on fire!" Nebrik then takes out an old pot and puts it on his head, gathers up a broom for defense, and climbs into his kettle looking warily at the floor.

Allow the party to make any preparations that they wish to make before continuing. Nebrik has 20 flasks of acid

for sale. If the PCs use them in the fight, they must pay for them.

Opening the trap door reveals a set of stairs that lead down about ten feet before opening into a dimly lit room. You can barely make out that the cellar appears to be roughly thirty feet on a side and strewn with boxes and shelves. Quick to attract your attention is the sudden eruption of Nebrik's vermin problem!

Nebrik: Male gnome Rog6, Forgery +14 (+22 for Port Passes).

APL 2 (EL 4)

Rat Swarms (2): hp 13, 13; see *Monster Manual* page 239.

APL 4 (EL 6)

Centipede Swarms (2): hp 31, 31; see *Monster Manual* page 238.

APL 6 (EL 8)

Hellwasp Swarm: hp 93; see *Monster Manual* page 238.

APL 8 (EL 10)

Hellwasp Swarms (2): hp 93, 93; see *Monster Manual* page 238.

Tactics: The swarms start out in the middle of the cellar, and try to exit the cellar once the trapdoor is opened. They do not exit Nebrik's shop until dispersed. Nebrik has total cover in his kettle, so the party should not be too worried about him.

At APLs 2 and 4, the swarms attempt to climb the stairs (and are not squeezed due to the swarms' shapeable nature). At APLs 6 and 8, the hellwasp swarm(s) attempts to fly out of the cellar to engage the PCs (they have a "good" fly maneuverability rating per the *Monster Manual* errata).

Development: If any of the swarms makes it up into Nebrik's shop, and remain there for twenty rounds or more, OR if the PCs blast the shop or cellar with 5 or more bottles of alchemist's fire, or fire spells of 3rd level or higher, then the shop is wrecked, and Nebrik does NOT reward the PCs with a gate pass. If unable to procure passes, they may proceed instead to Encounter Four or to Encounter Eight if they wish to attempt to rescue Djivan.

If the PCs successfully prevented the vermin from destroying the shop, continue with the following:

As the sounds of battle fade, you hear Nebrik's faint voice cry out, "Is it safe to come out yet?"

Nebrik is still shuddering in his kettle and sighs with relief when he discovers that you were victorious. "I'll get right on those passes; it will just take me a moment." Nebrik carefully hops out of his kettle and moves quickly over to his desk and starts shuffling through some papers. After a moment he finds the set that he was searching for, dips his pen into ink, and begins to write. Fifteen minutes later he finishes his work and hops down from the desk. "Here you go! Passes to the port for each of you. If you ever need any candles, I've got some good ones I can sell you!"

Development: The PCs may return to the gate guards (Encounter One) with their new passes.

Encounter Three: Pier Pressure

If the PCs attempt to enter the open dock area via teleportation magic, during day or night, they have a 50% chance that they fall foul of the wandering mages' *anticipate teleportation* (see Appendix I). If this is the case, the detecting wizard immediately shouts out "Incoming!" in Goblin (which the PC's can't hear because they are in a delayed *teleport*), and prepares to delay the PCs until a Hobgoblin Gate Patrol team can arrive. Five rounds after the hobgoblin wizard shouts out, the PCs will be able to hear the hobgoblin patrol team coming for them. The Patrol arrives 10 rounds after the wizard's alert.

All APLs (EL 12)

Hobgoblin Gate Patrol: see Appendix II.

Tactics: If engaged, the hobgoblins fight mercilessly. They know that the Prince has resources enough to question dead bodies, if he so chooses. The guards will also shout for help, and another squad arrives in 10 rounds, identical to the one detailed above. Identical squads arrive every 10 rounds until the party retreats or are killed. If the PCs survive and retreat, they should probably leave the city to let things cool off. Proceed to Encounter 5.

Read the following if the PCs entered the docks via the gates or successfully teleported into the docks (were not detected or teleported directly into an impounded vessel, etc):

Crossing through the port, you can tell with a glance that many of the vessels appear to have been ransacked and have seen little maintenance in the past weeks. There also appears to be a half-dozen of the Prince's warships being overhauled, their crews

busily refurbishing the vessels in their berths. You also note several robed hobgoblins, wandering the docks.

Scanning quickly for a barge that fits the description of “Midge’s Kiss”, you end up walking across most of the port. Just before you step onto the last pier, a pair of unkempt hobgoblins step out of the Harbormaster’s office some twenty feet ahead, blocking your path. The smaller of the two exclaims, “Look here boss, we’ve got trespassers!” They are not wearing any of the insignias of Alhaster, Redhand, or Prince Zeech.

If the PCs think quickly they can avoid a fight by using Diplomacy or Intimidate to get past the guards. The PCs have one round to talk before the guards become bored and attack. They do not care if the PCs have a pass or not as they are no longer members of Prince Zeech’s forces (people just tend to assume that they are since they are hobgoblins, a fact they are very much aware of and have been using to exploit some graft from local merchants).

The guards are “hostile”, so the Diplomacy DC is 35 to get them to be friendly enough to let the PCs past (remember to modify a PC’s Diplomacy check by -10 for only having one round to present their case). Mentioning the Hobgoblin Liberation Front results in a +10 Circumstance bonus to the Diplomacy check as these hobgoblins were discharged from Prince Zeech’s forces for not following orders. Their only friend left in the city is an old hobgoblin cleric of Iuz (the one who cast *spikes* for the bruiser).

If the PCs attempt to Intimidate the hobgoblins, refer to page 76 of the *Players Handbook*. Remember to modify the PC’s Intimidate check by -10 for only having one round in which to attempt to get the guards to back down.

Note: PCs may be wary of using magic openly during the fight. Feel free to prey upon these fears, with spectators working on Zeech’s vessels cheering for large or flashy displays (*glitterdust*, *fireball*, etc). Regardless, all of the spectators have better things to do than reporting spellcasters to Zeech’s guards. For the duration of the fight, the wandering hobgoblin mages are not in visual range of the fight.

APL 2 (EL 4)

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr2, hp 33; see Appendix II.

Hobgoblin thug: Male hobgoblin Rog1, hp 6; see Appendix II.

APL 4 (EL 6)

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr4, hp 51; see Appendix II.

Hobgoblin thug: Male hobgoblin Rog3, hp 21; see appendix II.

APL 6 (EL 8)

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr6, hp 76; see Appendix II.

Hobgoblin thug: Male hobgoblin Rog5, hp 33; see Appendix II.

APL 8 (EL 10)

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr8, hp 96; see Appendix II.

Hobgoblin thug: Male hobgoblin Rog7, hp 45; see Appendix II.

Tactics: The hobgoblins fight as a team, setting up flanks and trying to take down lightly armored PCs first. They will not cry out for help as they know they will be in big trouble if caught by the Hobgoblin Gate Patrol.

Treasure:

APL 2—loot (347 gp)

APL 4—loot (209 gp), *cloak of resistance* +1 (83 gp), +1 *shortsword* (193 gp)

APL 6—loot (33 gp), spiked +1 *fullplate* (225 gp), +1 *heavy wooden shield* (96 gp), *cloak of resistance* +1 (83 gp), +1 *chainshirt* (104 gp), +1 *shortsword* (193 gp), *cloak of resistance* +1 (83 gp)

APL 8—loot (33 gp), spiked +1 *fullplate* (225 gp), +1 *heavy wooden shield* (96 gp), *cloak of resistance* +2 (333 gp), *gauntlets of ogre power* (333 gp), +1 *chainshirt* (104 gp), +1 *shortsword* (193 gp), *cloak of resistance* +1 (83 gp), *ring of protection* +1 (167 gp), *brooch of shielding* (125 gp)

Development: If the PCs defeat the duo, the Harbormaster (Delmer Hardnette, a portly, middle-aged human male) encourages them to drag the bodies into his office to loot them. The Harbormaster is very grateful, as the pair was harassing him, but he still insists on the party giving him a cut of the spoils, and he does so right before the Hobgoblin Gate Patrol arrives, to put the squeeze on (100 gp, non-negotiable).

A Hobgoblin Gate Patrol will arrive 20 rounds after the fight breaks out to question the PCs, but the Harbormaster, if paid off, will vouch for the PCs even if they don’t have passes. They may proceed to Encounter Five.

If the PCs refused to pay off the Harbormaster, he orders the patrol to arrest the PCs. See Encounter One for Hobgoblin Gate Patrol composition and tactics.

If defeated by the duo, surviving PCs may retreat and go to Encounter Four or Eight. PCs left behind are stripped of all of their gear before their bodies are dumped into the harbor. The PC is removed from play (eaten by sharks).

Encounter Four: Two, If By Sea

Melting away into the wilderness, you manage to skirt Alhaster's outskirts towards the coast without being noticed. However, that is only part of the task. A path to the Nyr Dyv needs to be found. One that will keep you safe from the prying eyes that are plentiful in these parts. The last thing you need is to be discovered while sneaking towards the port.

A Survival check, DC 15, is required to find a good path to the cliffs. If the party succeeds, the cliff is 10ft per APL in height. If the party fails, then the Cliff is 20 feet higher (Example: An APL 6 Party that fails the Survival check needs to climb down an 80-foot cliff). The PCs may not try again, as they are unaware that they missed a better path to the cliff edge.

Two hours of hard travel later, you break through some underbrush and creep up on the edge of a cliff. A brisk breeze is flowing off the Nyr Dyv rustling through your clothing. Peering over the cliff, it is higher than you had hoped, and the water looks cold indeed. White capped waves break against the base of the cliff causing a thundering roar to inundate the air.

To climb down the cliff unaided requires a DC 25 Climb check for each move action required to get down the cliff (PCs climb at $\frac{1}{4}$ their movement rate unless climbing at an accelerated pace. See page 69 of the PHB). Modify for rope use and climbing kits as normal.

Falling into the water: See *Dungeon Masters Guide* page 303. A PC knocked unconscious by the rocks or the fall drowns in two rounds (unconscious PCs may not hold their breath). A PC sinks 10 ft./round per every 100 lbs. of gear they were carrying. The water below the cliff is 100 ft. deep.

Cliff Diving: A PC may choose to dive off the top of the cliff and into the water below. A Jump check DC 15, reduces the effective height of the cliff by 10 ft. In addition, a PC may use the Tumble or Swim skills to dive

safely into the water: DC 15 for cliffs 40 ft. or less in height, DC 20 for cliffs 50 to 90 ft. in height, and DC 25 for cliffs 100 ft. or higher. Should the PC fail, refer to *Dungeon Masters Guide* page 303.

The cliff face has some natural weaknesses, and in effect acts like a falling rock trap. The EL has been increased by +2 due to the possibility of falling off the cliff and into the water below. Remember, a climbing PC may not use a shield, and they lose their Dexterity bonus to their armor class. Also, when a climbing PC takes damage, they must make a Climb check to not fall.

If the party spots the trap, they can easily avoid it by moving to a different section of cliff. If the trap is not disabled or set off then they will not get experience for avoiding it. Their reward is more resources for the rest of the adventure.

APL 2 (EL 4)

Rocks from Above Trap: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, Rocks); Search (DC 20); Disable Device (DC 20).

Tactics: The second person to touch the cliff wall 10 feet down sets off the Rocks from Above Trap. If the rocks miss the second PC, they continue falling and may hit the first PC unless that PC is not below the PC who set the trap off. The Trap can be seen and disarmed from the Cliff Top.

APL 4 (EL 6)

Collapsing Cliff Trap: CR 4 mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, Rocks); Search (DC 20); Disable Device (DC 24).

Tactics: The second person to touch the cliff wall 20 feet down sets off the Collapsing Cliff Trap. If the rocks miss the second PC, they continue falling and may hit the first PC unless that PC is not below the PC who set the trap off.

APL 6 (EL 8)

Built to Collapse Cliff Trap: CR 6 mechanical; proximity trigger; no reset; Atk +20 melee (8d6, Rocks); Search (DC 14); Disable Device (DC 16).

Tactics: The second person to pass the cliff wall 20 feet down sets off the Built to Collapse Cliff Trap. If the rocks miss the second PC, they continue falling and may hit the first PC unless that PC is not below the PC who set the trap off.

APL 8 (EL10)

Built to Collapse Cliff Trap: CR 6 mechanical; proximity trigger; no reset; Atk +20 melee (8d6, Rocks); Search (DC 14); Disable Device (DC 16).

Tactics: The first person to pass the cliff wall 40 feet down sets off the Built to Collapse Cliff Trap.

Built to Collapse Cliff Trap: CR 6 mechanical; proximity trigger; no reset; Atk +20 melee (8d6, Rocks); Search (DC 14); Disable Device (DC 16).

Tactics: The second person to pass the cliff wall 20 feet down sets off the Built to Collapse Cliff Trap. If the rocks miss the second PC, they continue falling and may hit the first PC unless that PC is not below the PC who set the trap off.

Having survived the perilous climb down to the Nyr Dyv, you now only have to swim around the cliff and into the port to reach the piers at the back. The water is cold and rough, but it is probably safer than trying to walk in through the front gate.

Development: In order to swim the distance to the port, each swimming PC must be able to Take 10 to make a DC 10 Swim check. A DC 6 Swim check allows the PC to stay afloat. If the PC thinks to use a wooden weapon, shield, or other object as a floatation device, the PC receives a +2 Circumstance bonus for their Swim check, but they are considered Prone. A swimming PC may use their Strength score to drag other floating PCs through the water (up to double the character's Heavy Load). Proceed to Encounter Five.

If the party finds it too difficult to swim, they may try to climb back up the cliff face and return to Alhaster. Proceed to Encounter One or Eight.

Encounter Five: We're Going to Need a (Bigger) Boat!

After the party has begun to cross over to the port read the following:

Braving the unforgiving water, you begin the swim into the port. Nearly a third of the way there, you spy the dorsal fin of some aquatic animal breaking the surface nearby, and then disappearing again under the Nyr Dyv.

Refer to pages 92 and 93 of the DMG for rules on underwater combat.

The shark at APLs 2 and 4 starts with an attitude of "Unfriendly" for purposes of the Wild Empathy class feature (it becomes "Hostile" right before it attacks, having picked its target). Remember to modify a PC's Wild Empathy check by -10 for only having one round to stop the shark from attacking. A PC who successfully alters the shark's attitude to "Indifferent" or higher will not be attacked by the shark, but their companions still will. A PC who manages to make the shark "Friendly" will dissuade the shark from attacking and will be given a ride to the docks. The EL has been increased to reflect the danger of fighting in deep water.

APL 2 (EL 4)

Large Shark: hp 38; see *Monster Manual* page 279.

APL 4 (EL 6)

Huge Shark: hp 65; see *Monster Manual* page 279.

Tactics: The shark visibly circles the party at a distance of 60 ft. for several rounds before charging the smallest PC. When attacking PCs on the water's surface, the shark will be half-submerged in the water. If the shark knocks a PC unconscious, the PC sinks 10 ft./round per 100 pounds of gear and will drown in two rounds. The shark will attempt to grapple the unconscious PC in its maw and swim away with its dinner (diving to a depth of 200 ft.), ending the encounter. The PC is removed from play if the shark gets away.

APL 6 (EL 8)

Melba: hp 48, female sea hag Ftr2/Wave1; see Appendix III.

Toast: hp 45, AC 18 (masterwork studded leather) shark, large; see *Monster Manual* page 279.

APL 8 (EL 10)

Melba: hp 64, female sea hag Ftr2/Wave3; see Appendix III.

Toast: hp 73, AC 18 (masterwork studded leather) shark, huge; Jump +17; see *Monster Manual* page 279.

Tactics: At a distance of 180 ft. from in front of the PCs, Toast detects the PCs in the water and relays that information to Melba. Melba orders Toast to take her to the surface so that she might see their prey. This acts as a surprise round, unless the PCs had some way of detecting the pair 180 ft. away and below the water's surface. Once Melba breaks the surface, the PCs can clearly see here and will need to make saves against her Horrific Appearance ability. Roll Initiative. Melba and Toast will then swim towards the PCs, stopping 30 ft. away from the

lead PC. Melba will use her Evil Eye ability on the lead PC. On the next round, Melba and Toast will attempt to charge the closest PC who appears to be a threat (i.e. she won't charge a dazed or sinking PC).

When attacking PCs on the water's surface, the shark will be half-submerged in the water, Melba will be completely out of the water. If a PC is knocked unconscious, the PC sinks 10 ft./round per 100 pounds of gear and will drown in two rounds. Melba will fight until reduced to ¼ of her hit points before swimming off.

Treasure:

APL 2—coin (100 gp, necklace in shark's gullet)

APL 4—coin (350 gp, necklace in shark's gullet)

APL 6—loot (288 gp), +1 *trident* (193 gp), *cloak of resistance* +1 (83 gp).

APL 8—loot (59 gp), +1 *dragonhide (bronze) fullplate* (358 gp), +1 *trident* (193 gp), *cloak of resistance* +1 (83 gp), *ring of protection* +1 (167 gp).

Development: If the PCs survive, they may swim into the Port of Alhaster undetected. Proceed to Encounter Six.

Encounter Six: Barging In

Directly ahead lies the Midge's Kiss. She is tied to the last pier just as Malthos claimed she would be. Roughly 80 feet long and about half that wide, she has two decks above water that you can tell. She is moored tightly with stout ropes and a gangplank is attached to her upper deck. She appears to be deserted, and you don't see any guards nearby.

When the party boards:

Climbing aboard you feel the deck sway slightly with the motion of the water beneath. The ship obviously was one of the many ransacked as hatches and doorways have been forced open. Hopefully the box that you are searching for can still be found onboard. The upper deck is awash in litter and bird droppings. No cleaning has taken place here for at least a month. The holds above have been emptied out with scant evidence of their previous cargo.

Going below deck, you see more evidence of looting. The silverware from the galley has been taken, along with most of the pots, pans and spices. Clothing has been thrown aside and ripped to shreds in the first cabin you search, but nothing else of use remains.

In the second cabin, a small doll lies broken in the middle of the floor, and a series of jars with a foul

odor are scattered about. The small bed has had its stuffing ripped out and sits hollow on its rope frame.

The PCs may make a DC 15 Heal Check or DC 10 Herbalism Check to recognize the odor as a medicine to treat Blinding Sickness.

Moving down the hallway, the Captain's Room is next. This too has been turned upside down. Papers are scattered all over, the chest has been upturned, the bed knocked over, and more clothing strewn about. The Captain's locker is not visible, but could be anywhere in all this mess.

Search Checks results:

DC 10 to find the portrait of Captain Djivan

DC 15 to find the journal page

DC 20 to find a red tinted plank

If the portrait is found:

The portrait is in a fine wooden frame, and was obviously made at great expense. It shows a jovial Rhenee Captain with his family on a holiday. Strangely, it looks nothing like Malthos.

Development: If the journal page is found then give the party Player Handout 2.

If the Red Tinted Plank is found:

Beneath the debris and papers in the room you have found a red tinted plank that looks oddly out of place.

Development: The plank is trapped to go off if anyone lifts it up without first disarming it.

APL 2 (EL4)

Hail of Poison Needles Trap: CR 4 mechanical; touch trigger; manual reset; Atk +20 ranged (2d4 plus poison); poison (carrion crawler brain juice, DC 13 Fortitude save resists, paralysis/o); Search DC 22; Disable Device DC 22.

APL 4 (EL6)

Hail of Poison Needles Trap: CR 6 mechanical; touch trigger; manual reset; Atk +20 ranged (2d4 plus poison); poison (shadow essence, DC 17 Fortitude save resists, 1 Str permanent drain/2d6 Str damage); Search DC 24; Disable Device DC 24.

APL 6 (EL8)

Hail of Poison Needles Trap: CR 8 mechanical; touch trigger; manual reset; Atk +19 ranged (2d4 plus poison);

poison (terinav root, DC 16 Fortitude save resists, 1d6 Dex/2d6 Dex); Search DC 24; Disable Device DC 26.

APL 8 (EL10)

Hail of Poison Needles Trap: CR 10 mechanical; touch trigger; manual reset; Atk +19 ranged (2d4 plus poison); poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/o); Search DC 28; Disable Device DC 28.

Once the red plank is opened:

Inside the compartment beneath the Red tinted plank you find an assortment of valuables: a small coin purse, an ivory comb, a bottle with some oily liquid within, and a wax sealed wooden box about a foot on each side.

The PCs may make a DC 15 Heal Check or DC 10 Herbalism Check to recognize that the oily liquid in the bottle is a medicine to help treat Blinding Sickness.

Malthos' box is locked with an amazing lock (Open Lock DC 40) and trapped. The box is internally lined with both a sheet of lead (to prevent scrying) and a sheet of adamantine (for sturdiness). The combined hardness of wood, the lead, and the adamantine will make it unlikely that the box can be sundered or blasted open by magic. However, a *knock* spell or *chime of opening* will work just fine.

Trap: The trap will go off if anyone comes within 20 ft. of the open box without saying the password. Only Malthos and Taurosh Vellis have the password. Remember, the trap will be triggered if anyone attempts to Disable the trap and fails by 5 or more. If the PCs successfully open the box, they discover that it contains a piece of glittering green starmetal packaged in fine sand, weighing 2 ounces.

All APLs (EL11)

Forcecage and *Summon Monster VIII* (Augmented Summoning) Trap: CR 11; magic device; proximity trigger (*alarm*); no reset; multiple traps (one *forcecage* trap and one *summon monster VIII* (augmented summoning) trap that summons an augmented Blue Slaad); spell effect (*forcecage*, 17th level wizard, Dispel DC 28), spell effect (*summon monster VIII* modified by the Augmented Summoning feat, 17th level wizard, Blue Slaad, Dispel DC 28); Search DC 33; Disable Device DC 33. Market price: 14,250 gp, 1020 xp.

Auras: Strong conjuration, strong evocation.

Note: This trap is really one CR 8 trap that creates a *forcecage* around the triggering PC and a second CR 10 trap that summons an augmented blue slaad inside the

forcecage. These effects are independent of each other. See Appendix II for the slaad's stat-block.

Read the following text if the trap gets triggered:

"That's odd, you could have sworn that you just heard a 'ding' noise. With a start, you notice that <insert trapped PC's name here> is now in some sort of cage made entirely out of force. The 20 foot cubic prison would be invisible but for the subtlest hints of light reflecting from its half-inch wide bars (with half-inch wide gaps between). The cage even blasted a hole in the cabin's ceiling when it came into being!

You've had just enough time to say, 'What the -' when you hear another 'ding'. Your eyes widen as you see a hulking creature, blue-skinned and as big as an ogre, appear INSIDE the cage with your friend! It has almost no neck, and a massive, flat head. Bipedal, with clawed hands and feet, it has wicked-looking bony hooks on the back of its hands. It doesn't look happy to be here!"

Tactics: If the trap is triggered, the *forcecage* forms around the offending PC(s) and, if possible, Malthos' box, summoned in the barred cage 20 ft. cube form, destroying the ceiling and walls of the cabin if opened in the captain's quarters. Be sure to leave space for the slaad inside the cage. As soon as the slaad arrives, roll Initiative.

The slaad delights in hurting the weak, and will try to rip the PC(s) to shreds. Once defeated, or after seventeen rounds, the slaad returns to Limbo. The *forcecage* lasts 34 hours if not dispelled.

Treasure:

All APLs—loot (100 gp), coin (20 gp).

Development: If the PCs either recovered the box, or wish to advise Malthos that they were unable to find it, they may proceed to Encounter Seven. If they still wish to rescue Djivan, they may do so. Proceed to Encounter Eight.

If the PCs managed to open Malthos' box, they will have discovered the 2 ounces of green starmetal it contained. If the PCs wish to keep the starmetal then they should probably leave the city as they will earn Malthos' Enmity (although they are still free to rescue Djivan, if they have not already done so). In this case the adventure will be over.

If the PCs are unable to, or do not wish to, open Malthos' box, but still wish to keep it in hopes of opening it later, they may do so. However, Malthos's master, Taurosh Vellis, will use a *discern location* to locate the box and a *wish* to summon it to him. In other words, if the PCs want what's inside the box, they must

successfully open it during the scenario. Never meddle in the affairs of wizards.

Encounter Seven: Bait and Switch

Commandeering a wagon and a downtrodden old nag, you fall in behind a merchant leaving the docks, and drive right out the open Port Gate, meeting little resistance on the way. The hobgoblins that see you grunt at your passing and curse you for not moving faster. Who would be so brash as to steal right from under the guards' noses?

Continue with the following if the PCs are going to go meet Malthos at the Merry Dolphin:

Exiting the city, you make good time traveling back to The Merry Dolphin. Inside you see Malthos dressed as last time, awaiting your return at a side booth. He waves you over and asks if you retrieved the box.

Note: If the party contains a member of the Hellstone Tower meta-org, he does not try to cheat them. If the PCs have already rescued Djivan, and brings him along, Malthos does not try to cheat the PCs, although he does look embarrassed.

Assuming the PCs show him the box:

“Wonderful! Excuse me, I need to inspect the contents.” With a pointed look, he asks you to turn your backs so that he can whisper the command word to disarm the trap.

Development: If the PCs insist on payment first, Malthos counters that he must inspect the box first (he doesn't intend to pay them or Captain Djivan, Bluff +0). Once the PCs backs are turned, he quietly whispers the password which deactivates the trap. A DC 15 Listen check will hear him whispering, a DC 25 Listen check will hear the password, “*aik'ondo*”, which is Elven for “Hellstone”. Once Malthos has opened the box (if the PCs want to see what's in the box, advise them that Malthos barely opened the lid, but that a faint green glow is emanating from something inside the box) and verified that the starmetal is located within, he will get a look of concentration on his face as he is casting a Silent *dimension door* (going to his room in the Merry Dolphin), and then *teleporting* away the next round.

If the PCs had successfully Sensed Motive versus his Bluff (and only if they stated they were Sensing Motive), roll initiative to see if Malthos escapes. Remember, none of the PCs may have sheathed weapons drawn in the

tavern at the beginning of the fight. If grappled, he can still *dimension door* away with a successful Concentration check. He does not attempt to fight, merely to flee. If he can not flee, he pays the PCs the 100 gold each he promised them, and the 2000 he promised Djivan.

If the PCs still want to kill him, he attempts to *teleport* away. If unsuccessful, he attempts to cast *stoneskin* and then *polymorphs* into a green hag. At this point, he fights for his life as he knows Prince Zeech's men will surely come to investigate a fight where magic is being tossed around. If a fight breaks out, advise the PCs that the locals are calling for the guards. They have 10 rounds before a Hobgoblin Gate Patrol arrives and begins arresting everyone in the bar except for the owner. They will be able to hear the patrol 5 rounds away.

If the PC's discovered Malthos' ruse during Encounter One, he will honor any previous deals made, but offer no more than necessary. If the party questions Malthos about his disguise:

“I'm sorry to continue the ruse, but sometimes it's better to not be seen in these parts, you know.”

If the party questions Malthos about his true ownership of the box:

“Oh, very well you've made your point. I'll pay the agreed asking price of 2000 gold and a 100 gold finders fee to each of you but not a copper more. I will consider this deal done and be on my way. I trust you will deliver my payment to Captain Djivan?”
(true)

If the party questions Malthos about where Djivan is:

“He is being kept locked up in a warehouse in the Harbor District. That has been the fate of many Rhenee lately.” He provides the specific location of the warehouse in question.

Malthos then takes the box and carefully opens it. He inspects the contents and nods twice. “Yes this is exactly what I need. Thank you again for your services.” He then stows the box in his pack, pays you your promised gold plus the money for Djivan, and disappears.”

Development: If the PCs have recovered Malthos' box, and rescued Djivan, proceed to the Conclusion. If the PCs have not yet rescued Djivan, and wish to do so, proceed to Encounter Nine.

Encounter Eight: What Is Going On?!?

If the PCs do not know which warehouse Djivan is being held in, read the following:

Traveling once more into Alhaster, you quickly get oriented and begin your search for rumors of imprisoned Rhenee. Much to your chagrin everyone has an opinion on where they are being kept. This is going to take much longer than you thought.

Give the PCs a Gather Information check, DC 20. PCs who are members of the Brotherhood of the Sundered Axe or the Red Planks receive a +2 Circumstance bonus to this check. Success indicates the PCs have located the warehouse where Djivan is being held.

If the PCs have to try twice, a snitch informs the guards that a group of adventurers are asking the wrong sorts of questions. In this case, a Hobgoblin Gate Patrol team will arrive 10 rounds after fighting breaks out in the warehouse, unless the ogre is silenced before it can yell out. Loud attacks (such as a *fireball* or *thunderstone*) will also draw a gate patrol, which will arrive in 10 rounds.

Once the PCs know the warehouse's location (either via the Gather Information check or because Malthos provided it to them), continue with the following:

You spot a pair of female orc slaves, wearing the livery of Zeech, toting a large pot of maggoty gruel between them. Certainly it is way too much for just the two of them. Carefully following the lumbering orcs, you see them knock on the door of the warehouse.

Give the PCs a DC 25 Listen check to hear the password, "Grubgrub". The orc slaves are carrying food for the Rhenee prisoners. No guards are stationed outside, but the warehouse is right across the street from the port wall, making the front door visible to the guards patrolling the wall.

Shortly there-after, the double-door opens partially and a large, knobby hand reaches out, grabs the pot easily, and pulls it inside. As the door closes, see that there are several shadowed areas nearby where you could inconspicuously keep an eye on the warehouse while you formulate a plan.

Give the PCs a DC 15 Knowledge (nature) to recognize that the hand belongs to a large-sized giant of some sort.

Continue with the following once the PCs are ready to move towards the warehouse, or decide to leave and attack it at a later time:

Just as you step out of the shadows of the building you were lurking next to, you hear a faint "pop" noise from a few feet away. Appearing out of nowhere is a well groomed man in black leather and chain armor, the crest of Redhand clearly displayed on his armor. At his side is a fine longsword sheathed in a decorative scabbard of blood-toned leather. Surrounding him are three heavily armored hobgoblin soldiers, clubs held at the ready, and two hobgoblins in robes.

Give the PCs a Spellcraft check, DC 25, to recognize two *dimension door* arrivals. Give the PCs a Knowledge (local: Iuz's Border States) check, DC 15, to recognize Elhilbor, Captain of Prince Zeech's Secret Police. If any of the PCs have played either BDK2-04 *Rising Shadow*, BDK3-02 *Alhaster Fog*, or Iuz5-02 *Playing Both Sides* then they recognize Elhilbor and he recognizes them (unless they are disguised).

"Without even acknowledging your presence, the armored human says, 'Sergeant, did you put that blind oaf of an ogre on the duty roster for tonight?'" (secret message: I'm telling you who will be guarding Djivan tonight)

Advise the PCs that it is clear that the group is aware of the presence, and that the armored human is clearly using the Bluff skill to deliver a message to them. Let the players decipher the message, but if they clearly misinterpret it, help them out. If the PCs choose to attack, so be it.

Be sure to adjust the following text if the PCs have already searched Midge's Kiss and have located the medicine. Elhilbor will certainly know if the PCs have been on that vessel already.

The hobgoblin guard to his right snaps to a position of attention and replies, "Yes, sir! His shift begins when the curfew starts, and goes until morning."

"Excellent," replies the officer. "Be sure to relay to him that the new password as of curfew shall be 'bat'. Hopefully he will be able to remember this password, seeing as how he is as blind as one! Still, I hope nothing happens to the poor guy. It would vex me dearly if he were to have a fatal accident while on guard duty. I kind of like the big fella." (secret message: Here's the password, and do NOT kill my blind ogre)

"Yes, sir!"

“Have we located any medicine yet for Rhenee the girl?”(secret message: Djivan’s daughter is sick and needs help)

“No, sir!”

“Hmm, perhaps there is some on Djivan’s ship. We certainly would not want for the girl to die due to lack of medical treatment, especially if there is some medicine on his vessel.”(secret message: Search the Captain’s cabin for the medicine)

“Shall I send a corporal to go and fetch it, sir?”

“No, unfortunately we don’t have time. We’ll have to search the vessel tomorrow afternoon. We’ll need candles in case it is dark.”(secret message: You have my permission to search the vessel today or tomorrow morning. Visit Nebrik’s for passes)

“Yes, sir!”

“Willum?”

“Yes, sir!” replies the one of the hobgoblins in robes.

“Please advise the other wizards that I don’t want alarm spells near this warehouse tonight. I need them to place some around His Grace’s palace instead.”(secret message: There will be no magical traps around the warehouse tonight, and don’t even think about coming to the palace to speak with me)

“Yes, sir!”

“Come along, chaps, we need to go check on the Harbormaster.” With that, the armored human leads them away towards the Port Gate.

Development: Ask the PCs if they wish to attempt to rescue Djivan now, or after the curfew. If they wish to rescue Djivan now, proceed to Encounter Ten-A. If they wish to rescue him after the curfew, proceed to Encounter Ten-B.

All APLs (EL 14)

Elhilbor: hp 66; see Appendix II.

Hobgoblin Gate Patrol: see Appendix II.

Tactics: If engaged, Elhilbor and the hobgoblins fight mercilessly. The guards will also shout for help, and another Hobgoblin Gate Patrol squad arrives in 5 rounds,

identical to the one detailed above. Identical squads arrive every 5 rounds until the party retreats or are killed.

Development: If at any time the PCs are captured by the Hobgoblin Gate Patrol, they are fined 1000 gp and consigned to the docks for 8 TUs working on His Grace’s fleet. The PC is also branded on their right palm as a Criminal of Redhand. If the PC can not pay the fine, they serve an additional TU per 200 gp unpaid (they may not pay to lower the TU cost). If the PC has Influence with Prince Zeech, they may reduce the TU cost of being captured by half by spending the Influence Point. If they have the Citation of Redhand, they are not fined or imprisoned, nor do they receive the brand, but the Citation is considered spent.

Encounter Nine—A: Doing It The Hard Way

Captain Djivan and his daughter are locked in separate cages (Open Lock DC 25) inside the warehouse. The windows are all shuttered and nailed shut. The front door is wooden and locked with an average lock (Open Lock DC 25). The warehouse is 100 ft. long by 60 ft. wide with a 10 ft. high ceiling, and completely empty except for the ogre guards, a large sized wooden table and chair, and some crates scattered about.

Loud attacks (such as a *fireball* or thunderstone) will draw a gate patrol, which will arrive in 10 rounds. The ogre yelling that he is under attack will also summon the gate patrol.

If the party creeps up to the warehouse they can make Listen checks, DC 10, to hear the ogre yelling at someone to keep quiet while a DC 15 will also allow them to hear the hobgoblins practicing with their weapons (metal clanging on metal, etc). If the party says the password “Grubgrub”, the ogre will open the door. Give the party a surprise round.

APL 2 (EL 5)

Ogre: hp 29; see *Monster Manual* page 199.

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr2, hp 33; see appendix II.

Hobgoblin thug: Male hobgoblin Rog1, hp 6; see appendix II.

APL 4 (EL 7)

Skullcrusher Ogre: hp 60; see Appendix II.

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr4, hp 51; see Appendix II.

Hobgoblin thug: Male hobgoblin Rog3, hp 21; see Appendix II.

APL 6 (EL 9)

Ogre, 4th Level Barbarian: hp 79; see *Monster Manual* page 199.

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr6, hp 76; see Appendix II.

Hobgoblin thug: Male hobgoblin Rog5, hp 33; see Appendix II.

APL 8 (EL 11)

Ogre Mage: hp 37; see *Monster Manual* page 200.

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr8, hp 96; see Appendix II.

Hobgoblin thug: Male hobgoblin Rog7, hp 45; see Appendix II.

Tactics: Once engaged, they shout out to summon a gate patrol. They fight mercilessly.

Treasure:

APL 2—loot (351 gp)

APL 4—loot (323 gp), *cloak of resistance* +1 (83 gp), +1 *shortsword* (193 gp)

APL 6—loot (33 gp), +1 large hide armor (98 gp), *ring of protection* +1 (167 gp), +1 large greatclub (193 gp), spiked +1 *fullplate* (225 gp), +1 *heavy wooden shield* (96 gp), *cloak of resistance* +1 (83 gp), +1 *chainshirt* (104 gp), +1 *shortsword* (193 gp), *cloak of resistance* +1 (83 gp)

APL 8—loot (71 gp), spiked +1 *fullplate* (225 gp), +1 *heavy wooden shield* (96 gp), *cloak of resistance* +2 (333 gp), *gauntlets of ogre power* (333 gp), +1 *chainshirt* (104 gp), +1 *shortsword* (193 gp), *cloak of resistance* +1 (83 gp), *ring of protection* +1 (167 gp), *brooch of shielding* (125 gp)

Development: Keys to the cages' locks hang from a peg on the wall.

Once the Guards are defeated:

Now that their tormenters and guardians have been defeated you are free to unlock the doors and set the Rhenee free.

Inside the first cage you see a gaunt man who is a pale reflection of the jovial Rhenee in the portrait you found. Djivan looks up and smiles when he sees you. "My thanks, kind folks, for opening this door. But could we check on my daughter Alia? I've been worried to tears about her."

Looking into the second cage, a grim sight is before you. Lying curled up on a mat is Djivan's daughter. Her breathing is raspy, and she does not move to acknowledge your presence. Her skin is hot to the touch and beads of sweat drip from her brow.

Djivan yowls and rushes forth to cradle her in his lap. "I beg you as only a Grieving father can, will you help cure her?"

A DC 15 Heal check will allow a PC to recognize that she is in the last stages of Blinding Sickness, and without assistance she will die within two days. A *remove disease* will cure her, and giving her either a *restoration* or the contents of the oily vial will give her several days more time in which to get treatment. A *lesser restoration* will not help.

If the party agrees:

Djivan calms down and gathers himself. The excitement and exertion of the past few minutes has drained him. "I will be ok with a few nights rest", he mutters. "Come! Let us leave this place before more guards arrive! I have family in the area that I can hide with. Could one of you carry Alia for I fear that I've not the strength?"

Cautiously, you exit the warehouse, hoping that none of the Prince's guards noticed the noise or scuffle within. Djivan takes his bearings and slowly begins to lead you to his family's home.

Encounter Nine—B: This Has Gotta Be A Trap!

Captain Djivan and his daughter are locked in separate cages inside the warehouse. The windows are all shuttered and nailed shut. The front door is wooden and locked with an average lock (Open Lock DC 25). The warehouse is 100 ft. long by 60 ft. wide with a 10 ft. high ceiling, and completely empty except for the ogre guards, a large sized wooden table and chair, and some crates scattered about.

Loud attacks (such as a *fireball* or thunderstone) will draw a gate patrol, which will arrive in 50 rounds. The ogre yelling that he is under attack will also summon the gate patrol, but they are under orders from Elhilbor to "take their time" investigating any disturbance in this warehouse tonight.

If the party creeps up to the warehouse they can make Listen checks, DC 10, to hear the ogre yelling at someone to keep quiet. If the party says the password, "bat", the ogre will open the door. Give the party a surprise round. If the PCs can see the ogre, it takes a Spot check, DC 20, to see that his eyes are milky white.

The party may decide to have someone impersonate an officer of Zeech's guards. If the party succeeds at a Bluff check, the ogre will believe them and will allow them to "inspect" the warehouse and the prisoners. However, if the ogre hears the cages being opened, he

will immediately become suspicious and demand that the “officer” return during daylight hours when they can show another guard a writ of release. If the PCs continue to release the open the cages, the ogre attacks.

Note: Remember, the Blind-fight feat allows the blind ogre to keep his Dex modifier (if any) to AC, to re-roll the 50% Concealment miss chance he suffers due to blindness, and attackers do not gain the normal +2 to hit a blinded opponent.

APL 2 (EL 3)

Ogre: hp 26; see *Monster Manual* page 199.

Note: This ogre is naturally blind; replace the Toughness feat with Blind-fight. Due to being familiar with the warehouse, he suffers no movement penalty when inside it.

APL 4 (EL 5)

Skullcrusher Ogre: hp 60; see Appendix II.

Note: This ogre is naturally blind; he has the Blind-fight feat. Due to being familiar with the warehouse, he suffers no movement penalty when inside it.

APL 6 (EL 6)

Ogre Bbn4: hp 76; see *Monster Manual* page 199. **Note:** This ogre is naturally blind; replace the Toughness feat with Blind-Fight. Due to being familiar with the warehouse, he suffers no movement penalty when inside it.

Note: The EL has been lowered by one because the ogre barbarian has already used both of his rages for the day. The first time, a Gonagin child (Willis Gonagin) thought it would be funny to trip the blind ogre on the street, so he raged and crushed the little guy like a bug. The second time, the Gonagin’s father (T. Gill Gonagin) came after the ogre for revenge. It was a short fight. Both halflings’ bodies are in the corner (no appreciable treasure). Gonagin PCs automatically recognize them.

APL 8 (EL 8)

Ogre Mage: hp 37; see *Monster Manual* page 200. **Note:** This ogre is naturally blind; replace the Combat Expertise feat with Blind-Fight. He is invisible at the start of the encounter. Due to being familiar with the warehouse, he suffers no movement penalty when inside it.

Tactics: Once engaged, the ogre shouts out to summon a gate patrol. The ogre fights mercilessly, not knowing that the party probably intends to spare its life.

Treasure:

APL 2—loot (4 gp)

APL 4—loot (114 gp),

APL 6—loot (0 gp), +1 large hide armor (98 gp), *ring of protection* +1 (167 gp), +1 large greatclub (193 gp)

APL 8—loot (38 gp), coin (200 gp)

Once the ogre is defeated:

Now that their tormenters and guardians have been defeated you are free to unbar the doors and set the Rhenee free.

Inside the first cage you see a gaunt man who is a pale reflection of the jovial Rhenee in the portrait you found. Djivan looks up and smiles when he sees you. “My thanks, kind folks, for opening this door. But could we check on my daughter Alia next door? I’ve been worried to tears about her.”

Looking into the second cage, a grim sight is before you. Lying curled up on a mat is Djivan’s daughter. Her breathing is raspy, and she does not move to acknowledge your presence. Her skin is hot to the touch and beads of sweat drip from her brow. Djivan yowls and rushes forth to cradle her in his lap. “I beg you as only a Grieving father can, will you help cure her?”

A DC 15 Heal check will allow a PC to recognize that she is in the last stages of Blinding Sickness, and without assistance she will die within two days. A *remove disease* will cure her, and giving her either a *restoration* or the contents of the oily vial will give her several days more time in which to get treatment. A *lesser restoration* will not help.

If the party agrees:

Djivan calms down and gathers himself. The excitement and exertion of the past few minutes has drained him. “I will be ok with a few nights rest”, he mutters. “Come! Let us leave this place before more guards arrive! I have family in the area that I can hide with. Could one of you carry Alia for I fear that I’ve not the strength?”

Cautiously, you exit the warehouse, hoping that none of the Prince’s guards noticed the noise or scuffle within. Djivan takes his bearings and slowly begins to lead you to his family’s home.

Development: If the PCs have not yet searched Djivan’s vessel, Djivan relays how to bypass the red plank floorboard trap and asks them to meet him at the Merry Dolphin with Malthos’ box (under no circumstances will he accompany the PCs to the docks). Proceed to Encounter Two.

If the PCs have already recovered the box, but have not yet given it to Malthos and wish to do so, proceed to Encounter Eight.

If the PCs have already delivered the box to Malthos, or wish to keep it for themselves, Proceed to the Conclusion. If the PCs do not give Djivan the 2000 gp, they do not earn the Member of Djivan's Cooperative cert.

Development: If the PCs kill the ogre, Elhilbor will learn of it early the next morning, and he will be very cross. If the PCs are still in the city (perhaps to meet Malthos) his informants in the city will tell him where he can find the PCs, and he will lead two Hobgoblin Gate Patrol teams to arrest the PCs before they have left the city (but after they have met with Malthos).

If the PC magically leave the city immediately after rescuing Djivan, they have escaped Elhilbor's wrath.

If they attempt to exit the city on foot, the city's gates are all closed until dawn and the city walls, including the Port Wall, are patrolled by hobgoblin corporals in pairs 60 ft. apart (who can summon a Hobgoblin Gate Patrol in 10 rounds if attacked or if they notice anyone trying to slip or fly over the walls).

If the PCs attempt to leave the city at dawn or later, Elhilbor's informants will advise him that the PCs are leaving the city, and he will intercept them just before they reach the city gate.

Once he has located the PCs, Elhilbor will demand their surrender. If the PCs do not comply, he orders his men to subdue the PCs (nonlethal damage only at the standard -4 to hit penalty), while he himself avoids fighting if he can help it.

If the PCs are captured, they are fined 1000 gp and consigned to the docks for 8 TUs working on His Grace's fleet. The PC is also branded on their right palm as a Criminal of Redhand. If the PC can not pay the fine, they serve an additional TU per 200 gp unpaid (they may not pay to lower the TU cost). If the PC has Influence with Prince Zeech, they may reduce the TU cost of being captured by half by spending the Influence Point. If they have the Citation of Redhand, they are not fined or imprisoned, nor do they receive the brand, but the Citation is considered spent.

All APLs (EL 15)

Elhilbor: hp 66; see Appendix II.

Hobgoblin Gate Patrol (2): see Appendix II.

Conclusion

If the party rescues Djivan and his daughter:

"Words can not express how thankful I am that you have freed us, but do you know what has become of my Midge's Kiss and her cargo? I desperately need to finish a contract to pay for Alia's medicine and treatment, and to refurbish my vessel."

If the party hands over the 2000 gold that Malthos gave to them:

"That is a very honest deed you have done, in returning what was not yours. I will repay you, though it will take time. Each of you shall receive a share of my family's trading cooperative. With every trip made, you will earn a portion of the profits!"

Players will earn Member of Djivan's Cooperative.

If the party casts *remove disease* on Alia:

"I will not soon forget that you saved my daughter Alia's life! The Red Planks will know you for a true friend and provide you passage should you need it."

Players will earn True Friend of the Red Planks.

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 Two

Defeat the vermin

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp

Encounter Three

Defeat the hobgoblins on the pier

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp

Encounter Four

Survive the trapped cliff

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp

Encounter Five

Defeat the sea creatures

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp

Encounter Six

Avoid the trap

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp

Encounter Nine

Defeat Djivan's guard(s)

APL2 90 xp; APL4 150 xp; APL6 180 xp;

APL8 240 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 Three: Pier Pressure

APL 2: L: 347 gp; C: 0 gp; M: 0 gp

APL 4: L: 209 gp; C: 0 gp; M: 276 gp

APL 6: L: 33 gp; C: 0 gp; M: 784 gp

APL 8: L: 33 gp; C: 0 gp; M: 1659 gp

Encounter Five: We're Going To Need A (Bigger) Boat!

APL 2: L: 0 gp; C: 100 gp; M: 0 gp

APL 4: L: 0 gp; C: 350 gp; M: 0 gp

APL 6: L: 288 gp; C: 0 gp; M: 276 gp

APL 8 L: 59 gp; C: 0 gp; M: 801 gp

Encounter Six: Barging In

All APLs: L: 100 gp; C: 20 gp; M: 0 gp

Encounter Seven: Bait and Switch

All APLs: L: 0 gp; C: 433 gp; M: 0 gp

Encounter Nine-A: Doing It The Hard Way

APL 2: L: 351 gp; C: 0 gp; M: 0 gp;

APL 4: L: 323 gp; C: 0 gp; M: 276 gp;

APL 6: L: 33 gp; C: 0 gp; M: 1242 gp;

APL 8: L: 71 gp; C: 0 gp; M: 1659 gp:

Encounter Ten-B: This Has Gotta Be A Trap!

APL 2: L: 4 gp; C: 0 gp; M: 0 gp;

APL 4: L: 114 gp; C: 0 gp; M: 0 gp;

APL 6: L: 0 gp; C: 0 gp; M: 458 gp;

APL 8: L: 38 gp; C: 200 gp; M: 0 gp:

Total Possible Treasure

APL 2: - Total: 450 gp

APL 4: - Total: 650 gp

APL 6: - Total: 900 gp

APL 8: - Total: 1,300 gp

Special

Branded Criminal of Redhand: For your unlawful actions in the city of Alhaster you have been branded on your right palm with a mark which denotes you as a criminal of Redhand. If you are ever caught performing unlawful activities in Redhand again, you will be summarily executed.

Dragonhide (bronze) Full Plate: See DMG, pg. 220. In addition, if the PC is spotted wearing this armor by a good-aligned dragon, that dragon's attitude towards the PC immediately worsens by one step. If the PC is spotted wearing this armor by an Evil aligned dragon, that

dragon's attitude towards the PC immediately improves by one step.

Masterwork large longbow (Adventure, PHB)
Masterwork large arrows (limit 20) (Adventure, PHB)

Enmity of Malthos: For making off with his box and/or starmetal, Malthos has marked you as an enemy. Cross off the starmetal access if PCs do not earn this enmity.

Favor of Nebrik: For freeing Nebrik of his vermin problem, Nebrik has shown you his secret stash of special candles. The PC gains Bandit Kingdoms regional access to the following items: Candelabra (4, 8, or 16-candle, gold or silver) (A&EG), candle wick (A&EG), focusing candle (A&EG), insect bane candle (A&EG), restful candle (A&EG), *candle of truth* (DMG).

Member of Djivan's Cooperative: For honestly dealing with him, the Rhenee merchant captain Djivan has given you a stake in his Cooperative. After any Bandit Kingdoms regional event, the PC receives 100 gp in profit. This does not allow the PC to exceed the maximum gold gained limit.

Passes to the Port of Alhaster: You have acquired passes which will allow you entrance past the gate guards to the Port of Alhaster.

True Friend of the Red Planks: By saving Djivan's daughter's life, you have proven yourselves worthy of friendship. True Friends have Regional access to *elixirs of love* and may pay to upgrade an existing set of magical armor with the *aquatic* special ability (A&EG).

Item Access:

APL 2:

Starmetal (Adventure, CA) (limit 2 ounces)
Masterwork large greatclub (Adventure, PHB)
Masterwork large javelin (Adventure, PHB)
Masterwork large hide armor (Adventure, PHB)

APL 4:

Masterwork large spiked half plate (Adventure, PHB)
Masterwork large spiked heavy metal shield (Adventure, PHB)
Masterwork large morningstar (Adventure, PHB)

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

Dragonhide (bronze) fullplate (Adventure, DMG)

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

Cloak of resistance +2 (Adventure, DMG)
Brooch of shielding (Adventure, DMG)
Masterwork large greatsword (Adventure, PHB)
Masterwork large chainshirt (Adventure, PHB)

Appendix I: New Rules

THE WAVERIDER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Waverider mount, mounted weapon bonus +1 (trident), trident charge
2nd	+2	+3	+0	+3	Mounted weapon bonus +1 (javelin/harpoon), Ride bonus +2
3rd	+3	+3	+1	+3	Breach, mounted weapon bonus +2 (trident)
4th	+4	+4	+1	+4	Sound, mounted weapon bonus +2 (javelin/harpoon)
5th	+5	+4	+1	+4	Improved mounted archery, mounted weapon bonus +3 (trident), Ride bonus +4
6th	+6	+5	+2	+5	Full mounted attack, mounted weapon bonus +3 (javelin/harpoon)
7th	+7	+5	+2	+5	Skim, mounted weapon bonus +4 (trident), Ride bonus +6
8th	+8	+6	+2	+6	Superior mounted archery, mounted weapon bonus +4 (javelin/harpoon)
9th	+9	+6	+3	+6	Wavedancing, mounted weapon bonus +5 (trident), Ride bonus +8
10th	+10	+7	+3	+7	Call of the deeps, mounted weapon bonus +5 (javelin/harpoon)

* From *Savage Species*, pages 93-96.

Waverider

Undersea folk have their own champions, experts at mounted combat from the backs of allied sea creatures. The waverider and her companion animal defend their city with a vigor that exceeds either individual's powers.

Waveriders are often merfolk or tritons who enter military service to defend their communities. Occasionally aquatic elves join this profession, although their independent nature does not tend to produce large settlements. Locathah and even kuo-toa waveriders are not unknown. Rarely, sahuagin take this prestige class, but their ferocious and xenophobic nature does not lend itself readily to such a partnership.

Waveriders work well in groups and are often encountered in military-style organizations. Adventuring parties of aquatic beings often include one or more waveriders.

Hit Die: d10.

REQUIREMENTS

To qualify to become a waverider, a character must fulfill all the following criteria.

Race: Fey, humanoid, monstrous humanoid, or outsider with the aquatic subtype.

Base Attack Bonus: +5.

Skills: Ride (an aquatic animal) 6 ranks.

Feats: Mounted Archery, Mounted Combat.

CLASS SKILLS

The waverider's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha),

Intimidate (Cha), Jump (Str), Profession (any) (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the waverider prestige class.

Weapon and Armor Proficiency: Waveriders are proficient with all simple and martial weapons, with all types of armor, and with shields.

Waverider Mount: A waverider can call a special aquatic mount to serve her. This may be a hippocampus, sea lion, shark, porpoise, elasmosaurus, or whale. This creature is stronger and more intelligent than others of its type. A waverider may have only one mount at a time. If the mount is slain, the waverider can call another after a year and a day.

Mounted Weapon Bonus (Ex): At each level, the waverider gains the indicated bonus on her attack roll with the designated weapon while mounted.

Trident Charge (Ex): A waverider can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): At 2nd, 5th, 7th, and 9th level, a waverider gains the indicated bonus on Ride checks.

Breach (Ex): On reaching 3rd level, a mounted waverider can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" high jump as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump, the waverider gains the normal +2

bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off-balance). A waverider cannot use this ability in two consecutive rounds.

Sound (Ex): On reaching 4th level, a waverider can dive at high speed as part of a charge when attacking opponents underwater. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of six times its length. If it contacts an opponent during the dive, the waverider gains a $+4$ bonus on his attack roll and increases the damage multiplier with his mounted weapon one more step (double to triple, triple to quadruple) but takes a -4 penalty to Armor Class for the next round. A waverider cannot use this ability in two consecutive rounds.

Improved Mounted Archery: At 5th level, a waverider is better able to use a crossbow, harpoon, javelin, trident, or shortspear while mounted. When making ranged attacks with any of these weapons while mounted, a waverider takes only a -1 penalty on ranged attacks if the mount is making a double move, and -2 if the mount is running.

Full Mounted Attack (Ex): At 6th level, a waverider may attack as a standard action when his mount moves more than 5 feet rather than a partial action.

Skim (Ex): On reaching 7th level, a mounted waverider can make more effective charges against foes out of the water, skimming over the surface like a flying fish. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of four times its length, and a "running" high jump with a maximum vertical distance of twice its length. (Use the same roll to determine height and length.) If it contacts an opponent during the jump, the waverider gains the normal $+2$ bonus on its attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance). A waverider cannot use this ability in two consecutive rounds.

Superior Mounted Archery (Ex): At 8th level, a waverider takes no penalties when making ranged attacks with a crossbow, harpoon, javelin, trident or shortspear while mounted.

The Tactical Soldier

Wavedancing (Ex): On reaching 9th level, a mounted waverider can maneuver very effectively out of the water. Rider and mount can move up to four times the mount's swim speed out of water and can make charges, including Ride-By Attacks if the waverider has this feat (normal charge rules apply). In addition, he can now use his breach, sound, and skim abilities in consecutive rounds.

Call of the Deeps (Su): At 10th level, a waverider can summon one or more water elementals once per day, as with a *planar ally* spell.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Flanker
2nd	+2	+3	+0	+0	Sidestep
3rd	+3	+3	+1	+1	Interpose
4th	+4	+4	+1	+1	Defensive shield
5th	+5	+4	+1	+1	Offensive strike
6th	+6	+5	+2	+2	-
7th	+7	+5	+2	+2	Delayed Cleave
8th	+8	+6	+2	+2	Unbalancing blow
9th	+9	+6	+3	+3	-
10th	+10	+7	+3	+3	Reciprocal strike

* From *Miniatures Handbook*, page 22.

Tactical Soldier

The tactical soldier is the master of teamwork in melee. She has trained in cooperative battle tactics and knows how to take advantage of position and timing to make herself and her teammates a deadly, unified force in battle. No other force compares to a group of melee-worthy combatants along with a tactical soldier in the wings, ready to multiply the total deadly effectiveness of the group by far more than their number alone would indicate.

It takes a special kind of person to give up the limelight in favor of teamwork. Those with the necessary ability to think about the objective first and their own glory second make ideal tactical soldiers. Fighters, paladins, and rangers are the most common tactical soldiers, knowing just how to multiply the strengths and eradicate the weakness of battle-hardened combatants.

NPC tactical soldiers make ideal cohorts or hirelings. What fighter wouldn't want a tactical soldier backing him up, ready to step in and fight when the melee begins?

Hit Die: d10.

Requirements

To qualify to become a tactical soldier, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Sense Motive 2 ranks.

Feats: Cleave, Combat Reflexes.

Class Skills

The dervish's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dervish prestige class.

Weapon and Armor Proficiency: Tactical soldiers are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Sidestep (Ex): At 2nd level, a tactical soldier gains Sidestep (described later in this chapter) as a bonus feat. If she already has the feat, she can choose another one.

Interpose (Ex): A tactical soldier gains this ability, usable three times per day, at 3rd level. When an enemy threatens her in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and other effects) of the blow as if she had been hit instead.

Defensive Shield (Ex): Starting at 4th level, whenever a tactical soldier fights defensively, she provides up to two adjacent allies with a +2 dodge bonus to Armor Class, though their attack rolls do not take the normal -4 penalty (but her attack rolls still do).

Offensive Strike (Ex): Starting at 5th level, in times of urgency a tactical soldier can lower all her defense to make a very aggressive attack. When making an offensive strike, the tactical soldier gains a +4 bonus on melee attack rolls and damage rolls for 1 round. Until her next turn, however, she is wide open to physical and magical attacks. All successful attack rolls made against the tactical soldier are automatic threats, and all saving throws the tactical soldier makes against spells automatically fail.

Delayed Cleave (Ex): Starting at 7th level, if the last creature a tactical soldier hit in melee is dropped by someone other than her, and the tactical soldier still threatens that creature's square, she may make a cleave attack as an attack of opportunity. All normal restrictions on cleave attempts and attacks of opportunity apply.

Unbalancing Blow (Ex): Starting at 8th level, a tactical soldier can use a full-round action to make a strategic melee attack against an enemy. If the attack succeeds, in addition to dealing regular damage, the blow unbalances the target so much that it provokes attacks of opportunities from creatures threatening its square. This ability works only on creatures up to one size category larger than the tactical soldier.

Reciprocal Strike (Ex): A 10th level tactical soldier can make an attack of opportunity (subject to normal restrictions) against a foe that successfully attacks an ally of the soldier and deals damage. She can use this ability three times per day.

Anticipate Teleportation

From Complete Arcane, pg 97

Abjuration

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 round

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where

the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Brambles

From Complete Divine, pg 156

Transmutation

Level: Clr2, Drd2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10). This spell only works on weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

Spikes

from Complete Divine, pg 181

Transmutation

Level: Clr3, Drd3

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

Appendix II: Encounters

All APLs

Malthos Pe'handru: Male human
Conj5/MAO3/Way1; CR 9; HD 9d4+9 (+15 *false life*);
hp 52; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed
14) [+4 armor, +3 Dex]; BA/G +3/+2; Atk +2 melee (1d4-
1, masterwork dagger) or +6 ranged (1d4-1, masterwork
dagger); Full Att +2 melee (1d4-1, masterwork dagger);
SA Spells; SQ enhanced capacity, Guild Member
(Hellstone Tower), improved range, prohibited schools
(Enchantment, Illusion), spellpool I; AL TN;
SV Fort +5, Ref +7, Will +13;
Str 8, Dex 16, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Concentration +13, Decipher
Script +5, Knowledge(arcana) +18, Knowledge
(architecture and engineering) +5,
Knowledge(geography) +13, Knowledge(history) +5,
Knowledge(local, Iuz) +5, Knowledge(the planes) +15,
Spellcraft +15; Combat Casting, Cooperative Spell,
Improved Initiative, Quicken Spell, Scribe Scroll,
Silent Spell, Skill Focus (Knowledge[arcane]), Still
Spell.

Languages: Common, Draconic, Ancient Flan, Old
Oeridian.

Spellpool I (Su): Malthos can call up to four
levels of 1st to 3rd level spells from the Hellstone Tower
Spellpool (any Core spell plus those granted by the
Hellstone Tower meta-organization). Calling a spell
from the Spellpool is a full-round action which
provokes attacks of opportunity. Malthos has nine
minutes to cast the called spell before it fades from his
memory.

Enhanced Capacity (Ex): Malthos can bring
along one additional medium sized creature when he
casts any spell with the teleportation descriptor.

Improved Range (Ex): When casting any spell
with the teleportation descriptor, the maximum
distance covered by the spell increases by 50%.

Possessions: *brooch of shielding*, *cloak of
resistance +2*, *gloves of dexterity +2*, *hat of disguise*,
Heward's Handy Haversack, masterwork dagger, 260
pp.

Spells Prepared (5/6/6/5/3/2; base DC = 13 + spell
level): 0—*acid splash*, *detect poison*, *light*, *mage hand*,
message, 1st—*OPEN SLOT*, *feather fall*, ~~*mage armor*~~,
magic missile, *ray of enfeeblement*, *shield*; 2nd—
OPEN SLOT, ~~*false life*~~, *glitterdust*, *Silent magic
missile*, *rope trick*, *scorching ray*, 3rd—*OPEN SLOT*,
dispel magic, ~~*non-detection*~~, *summon monster III*,
~~*tongues*~~, 4th—*dimension door*, *polymorph*, *stoneskin*,
5th—*Silent dimension door*, *teleport*.

Hobgoblin Gate Patrol:

Hobgoblin sergeant: Male hobgoblin
Bbn1/Ftr4/TacticalSoldier4; CR 9; Medium humanoid
(goblinoid); HD 1d12+3 plus 4d10+12 plus 4d10+12; hp
87; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22)
[+9 armor, +1 Dex, +3 shield]; BA/G +9/+13; Atk +16
melee (1d6+15/19-20, *spiked club*); Full Att +16/+11
melee (1d6+15/19-20, *spiked club*); SQ fast movement,
rage 1/day, flanker, interpose, defensive shield; AL NE;
SV Fort +15, Ref +5, Will +7;

Str 19, Dex 12, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +11, Jump +2,
Profession (Soldier) +7, Ride +5, Sense Motive +7,
Survival +5; Cleave, Combat Reflexes, Improved
Initiative, Iron Will, Power Attack, Sidestep, Weapon
Focus (club), Weapon Specialization (club).

Languages: Common, Goblin, Orc.

Rage (Ex): hp 114; AC 21 (touch 9, flat-footed 20);
BA/G +9/+15; Atk +18 melee (1d6+17/19-20, *spiked
club*); Full Att +18/+13 melee (1d6+17/19-20, *spiked
club*);

SV Fort +17, Will +9; Str 23, Con 20.

Possessions: *spiked +1 full plate*, *+1 heavy wooden
shield*, masterwork club (*spikes*, CL 9th), *cloak of
resistance +2*, *gauntlets of ogre power*,

Hobgoblin corporal: Male hobgoblin
Bbn1/Ftr4/TacticalSoldier2; CR 7; Medium humanoid
(Goblinoid); HD 1d12+3 plus 4d10+12 plus 2d10+6; hp
69; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22)
[+9 armor, +1 Dex, +3 shield]; BA/G +7/+10; Atk +13
melee (1d6+10/19-20, *spiked club*); Full Att +13/+8
melee (1d6+10/19-20, *spiked club*); SQ fast movement,
rage 1/day; AL NE;

SV Fort +13, Ref +3, Will +5;

Str 16, Dex 12, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +9, Jump +1,
Profession (Soldier) +6, Ride +5, Sense Motive +5,
Survival +5; Cleave, Combat Reflexes, Improved
Initiative, Iron Will, Power Attack, Sidestep, Weapon
Focus (club).

Languages: Common, Goblin, Orc.

Rage (Ex): hp 83; AC 21 (touch 9, flat-footed 20);
BA/G +7/+12; Atk +15 melee (1d6+12/19-20, *spiked
club*); Full Att +15/+10 melee (1d6+12/19-20, *spiked
club*);

SV Fort +15, Will +7; Str 20, Con 20.

Possessions: *spiked +1 full plate*, *+1 heavy wooden
shield*, masterwork club (*spikes*, CL 7th), *cloak of
resistance +1*.

Hobgoblin mage: Male hobgoblin Wiz7; CR 7;
Medium humanoid (Goblinoid); HD 7d4+14 (+13 *false*

life); hp 49; Init +7; Spd 30 ft.; AC 18 (touch 14, flat-footed 15) [+4 armor, +1 deflection, +3 Dex]; BA/G +3/+3; Atk +3 melee (1d6, club) or +6 ranged (spell); Full Att +3 melee (1d6, club); SA spells; SQ summon familiar (none); AL NE; SV Fort +5, Ref +6, Will +7; Str 10, Dex 16 Con 15, Int 18 Wis 12, Cha 8.

Skills and Feats: Concentration +12, Knowledge (arcane) +14, Knowledge (religion) +8, Knowledge (the planes) +14, Spellcraft +16; Heighten Spell, Improved Initiative, Point Blank Shot, Precise Shot, Scribe Scroll.

Languages: Common, Draconic, Elven, Flan, Goblin, Orc.

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level): 0—*acid splash, message, ray of frost* (2); 1st—~~mage armor~~, *magic missile, ray of enfeeblement*(2), *shield*; 2nd—*false life, glitterdust, scorching ray, web*; 3rd—*dispel magic, Heightened glitterdust, haste*; 4th—~~anticipate teleportation~~, *dimension door*;

Possessions: headband of intellect +2, cloak of resistance +1, ring of protection +1, club.

Malthos' Box:

Augmented Blue Slaad: CR 8; Large Outsider (Chaotic, Extraplanar); HD 8d8+48; hp 86; Init +2; Spd 30 ft.; AC 20 (touch 10, flat-footed 14) [-1 size, +2 Dex, +9 natural]; BA/G +8/+20; Atk +15 melee (2d6+8, claw); Full Atk +15 melee (2d6+8, 4 claws) and +13 melee (2d8+4 plus disease, bite); Face/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +12, Ref +8, Will +4; Str 27, Dex 15, Con 23, Int 6, Wis 6, Cha 10. Height 10 ft., weight 1,000 lbs.

Skills and Feats: Climb +19, Hide +9, Jump +19, Listen +9, Move Silently +13, Spot +9; Dodge, Mobility, Multiattack.

Languages: Slaad.

Spell-Like Abilities: At will—*hold person* (DC 13), *passwall, telekinesis* (DC 15); 1/day—*chaos hammer* (DC 14). Caster level 8th. The save DCs are Charisma based.

Slaad Fever: Supernatural disease-bite, Fortitude DC 20, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based. See *Monster Manual* pg. 230 for details if a PC becomes infected.

Summon Slaad: Not applicable to this encounter.

Elhilbor: Male human Rog1/Mar3/Rgr1/Spymaster3/Bloodhound2/Justiciar2/Exemplar1; CR 13; Medium Humanoid (Human); HD 1d6 plus 3d8 plus 1d8 plus 3d6 plus 2d10 plus 2d10 plus 1d6; hp 66; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+5 armor, +1 Dex]; BAB/G +9/+10; Atk +11 melee (1d8+1/19-20 plus 2d6 nonlethal, +1 *merciful*

longsword); Full Atk +11/+6 melee (1d8+1/19-20 plus 2d6 nonlethal, +1 *merciful longsword*); SA Bring 'em back alive, crippling strike, nonlethal force, nonlethal strike +1d6, sneak attack +2d6; SQ cover identity, favored enemy humans +2, *magic aura*, mark (1), quick change, ready and waiting, scrying defense, swift tracker, trapfinding, undetectable alignment, wild empathy; AL LN;

SV Fort +9, Ref +12, Will +8; Str 12, Dex 12, Con 10, Int 14 (16), Wis 12, Cha 18 (22).

Skills and Feats: Bluff +36, Diplomacy +30, Disable Device +4, Disguise +35, Forgery +19, Gather Information +38, Hide +11, Intimidate +35, Knowledge (local) +8, Move Silently +12, Open Lock +2, Search +13, Sense Motive +21, Survival +13; City Slicker, Combat Expertise, Endurance, Improved Feint, Improved Grapple, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Gather Information), Track.

Languages: Common, Goblin, Orc

Bring 'em back alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a -4 penalty on the attack roll.

Nonlethal strike (Ex): A justiciar can make nonlethal strikes. Any time the character uses the bring 'em back alive ability and his target would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) or when the justiciar flanks the target, the justiciar's attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level, and 4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A justiciar can use nonlethal strike only on a living creature with discernable anatomy – undead, constructs, oozes, plants and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): At 2nd level, a justiciar receives Improved Grapple as a bonus feat even if he does not meet the pre-requisites.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike against an opponent with such precision that his blow weakens and hampers the opponent. When a justiciar damages an opponent with a nonlethal strike, that character also takes one point of Strength damage.

Possessions: Scepter of obedience, +1 merciful longsword, headband of intellect +2, cloak of charisma +4, +1 mithral chain shirt.

APL 2

Encounter Three

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr2; CR 3; Medium humanoid (Goblinoid); HD 1d12+3 plus 2d10+6; hp 33; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 armor, +1 Dex, +2 shield]; BA/G +3/+5; Atk +7 melee (1d6+2, masterwork club); Full Att +7 melee (1d6+2, masterwork club); SQ fast movement, rage 1/day; AL NE; SV Fort +8, Ref +1, Will +3; Str 15, Dex 12, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +5, Jump -2, Listen +5, Ride +5, Swim -4; Close Quarters Fighting, Improved Initiative, Iron Will, Weapon Focus(Club).

Languages: Common, Goblin, Orc.

Rage (Ex): hp 39; AC 19 (touch 9, flat-footed 18); BA/G +3/+7; Atk +9 melee (1d6+4, masterwork club); Full Att +9 melee (1d6+4, masterwork club); SV Fort +10, Will +5; Str 19, Con 20. Jump +2, Swim -4.

Possessions: masterwork spiked full plate, masterwork heavy wooden shield, masterwork club.

Hobgoblin thug: Male hobgoblin Rog1; CR 1; Medium humanoid (Goblinoid); HD 1d6+3; hp 9; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+4 armor, +3 Dex]; BA/G +0/+2; Atk +3 melee (1d6+2/19-20, masterwork shortsword); Full Att +3 melee (1d6+2/19-20, masterwork shortsword); SA sneak attack +1d6; SQ trap finding; AL NE; SV Fort +3, Ref +5, Will -1; Str 14, Dex 16, Con 16, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +4, Escape Artist +5, Hide +5, Intimidate +4, Jump +4, Move Silently +5, Search +5, Sleight of Hand +5, Tumble +5; Combat Expertise.

Languages: Common, Goblin, Orc.

Possessions: chain shirt, masterwork shortsword, tanglefoot bag (*2).

APL 4

Encounter Three

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr4; CR 5; Medium humanoid (Goblinoid); HD 1d12+3 plus 4d10+12; hp 51; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 armor, +1 Dex, +2 shield]; BA/G +5/+8; Atk +11 melee (1d6+10/19-20, *spiked club*); Full Att +11 melee (1d6+10/19-20, *spiked club*); SQ fast movement, rage 1/day; AL NE; SV Fort +10, Ref +3, Will +5; Str 16, Dex 12, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +7, Jump +1, Listen +5, Ride +5, Swim -2; Close Quarters Fighting, Improved Initiative, Iron Will, Weapon Focus (club), Weapon Specialization (club).

Languages: Common, Goblin, Orc.

Age (Ex): hp 61; AC 19 (touch 9, flat-footed 18); BA/G +5/+10; Atk +13 melee (1d6+12/19-20, *spiked club*); Full Att +13 melee (1d6+12/19-20, *spiked club*); SV Fort +12, Will +7; Str 20, Con 20. Jump +5, Swim -1.

Possessions: masterwork spiked full plate, masterwork heavy wooden shield, masterwork club (*spikes*, CL 5th), *cloak of resistance* +1.

Hobgoblin thug: Male hobgoblin Rog3; CR 3; Medium humanoid (Goblinoid); HD 3d6+9; hp 23; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+4 armor, +3 Dex]; BA/G +2/+4; Atk +5 melee (1d6+3/19-20, +1 shortsword); Full Att +5 melee (1d6+3/19-20, +1 shortsword); SA sneak attack +2d6; SQ evasion, trap finding, trap sense +1; AL NE; SV Fort +4, Ref +6, Will +0; Str 14, Dex 16, Con 16, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +6, Escape Artist +8, Hide +8, Intimidate +8, Jump +9, Move Silently +8, Search +7, Sleight of Hand +10, Tumble +10; Combat Expertise, Improved Feint.

Languages: Common, Goblin, Orc.

Possessions: masterwork chain shirt, +1 *shortsword*, tanglefoot bag (*2).

Encounter Nine-A

Skullcrusher Ogre: CR 5; Large Giant; HD 8d8+24; hp 60; Init +0; Spd 30 ft.; AC 20 (touch 9, flat-footed 20) [-1 size, +2 natural, +7 spiked half-plate, +2 spiked heavy steel shield]; BA/G +6/+21; Atk +12 melee (2d6+7, morningstar) or +12 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Full Atk +8/+3 melee (2d6+7, morningstar) and +8 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Face/Reach 10 ft./10 ft.; SA Rock throwing; SQ darkvision 60 ft., low-light vision; AL NE;

SV Fort +9, Ref +2, Will +2;

Str 25, Dex 11, Con 17, Int 10, Wis 11, Cha 9.

Skills and Feats: Craft (weaponsmithing) +5, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +7, Search +0 (+2 secret doors); Improved Grapple, Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting.

Rock Throwing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet for a skullcrusher ogre's rocks.

Encounter Nine-B

Blind Skullcrusher Ogre: CR 5; Large Giant; HD 8d8+24; hp 60; Init +0; Spd 30 ft.; AC 20 (touch 9, flat-footed 20) [-1 size, +2 natural, +7 spiked half-plate, +2 spiked heavy steel shield]; BA/G +6/+21; Atk +12 melee (2d6+7, morningstar) or +12 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Full Atk +8/+3 melee (2d6+7, morningstar) and +8 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Face/Reach 10 ft./10 ft.; SA Rock throwing; SQ darkvision 60 ft., low-light vision; AL NE;

SV Fort +9, Ref +2, Will +2;

Str 25, Dex 11, Con 17, Int 10, Wis 11, Cha 9.

Skills and Feats: Intimidate +10, Listen +5.5; Blind-fight, Improved Grapple, Improved Shield Bash, Power Attack, Two-Weapon Fighting.

Rock Throwing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet for a skullcrusher ogre's rocks.

APL 6

Encounter Three

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr6; CR 7; Medium humanoid (Goblinoid); HD 1d12+4 plus 6d10+24; hp 76; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +1 Dex, +3 shield]; BA/G +7/+10; Atk +13 melee (1d6+12/19-20, *spiked club*); Full Att +13/+8 melee (1d6+12/19-20, *spiked club*); SQ fast movement, rage 1/day; AL NE; SV Fort +11, Ref +4, Will +6; Str 16, Dex 12, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +9, Jump +3, Listen +5, Ride +5, Swim +1; Close Quarters Fighting, Combat Expertise, Improved Initiative, Improved Toughness, Iron Will, Weapon Focus (club), Weapon Specialization (club).

Languages: Common, Goblin, Orc.

Rage (Ex): hp 90; AC 21 (touch 9, flat-footed 20); BA/G +7/+12; Atk +15 melee (1d6+14, 19-20, *spiked club*); Full Att +15/+10 melee (1d6+14/19-20, *spiked club*); SV Fort +13, Will +8; Str 20, Con 20. Jump +7, Swim +1.

Possessions: spiked +1 *full plate*, +1 *heavy wooden shield*, masterwork club (*spikes*, CL 7th), *cloak of resistance* +1.

Hobgoblin thug: Male hobgoblin Rog5; CR 5; Medium humanoid (Goblinoid); HD 5d6+15; hp 37; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 18) [+5 armor, +3 Dex]; BA/G +3/+5; Atk +6 melee (1d6+3/19-20, +1 shortsword); Full Att +6 melee (1d6+3/19-20, +1 shortsword); SA sneak attack +3d6; SQ evasion, trap finding, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +8, Will +1; Str 15, Dex 16, Con 16, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +8, Escape Artist +10, Hide +10, Intimidate +10, Jump +11, Move Silently +10, Search +9, Sleight of Hand +12, Tumble +12; Combat Expertise, Improved Feint.

Languages: Common, Goblin, Orc.

Possessions: +1 *chain shirt*, +1 *shortsword*, tanglefoot bag (*2), *cloak of resistance* +1.

Encounter Five

Melba: Female sea hag Ftr2/Wave1; CR 7; Medium monstrous humanoid (Aquatic); HD 3d8+6 plus 2d10+4 plus 1d10+2; hp 48; Init +0; Spd 20 ft., swim 30 ft.; AC 25 (touch 10, flat-footed 25) [+8 armor, +2 shield, +5 natural]; BA/G +6/+13; Atk +15 melee (1d8+8, +1 *trident*, when mounted) or +13 melee (1d4+7, claw) or +6 ranged (1d8+8, +1 *trident*, when mounted); Full Att +15/+10 melee (1d8+8, +1 *trident*, when mounted) or +13 melee (1d4+7, 2 claws); SA horrific appearance, evil

eye, mounted weapon bonus (Trident, +1); SQ amphibious, darkvision 60 ft., Waverider mount; SR 14; AL CN;

SV Fort +9, Ref +4, Will +8;

Str 24, Dex 10, Con 14, Int 10, Wis 15, Cha 18.

Skills and Feats: Handle Animal +9, Ride +9, Swim +5; Ability Focus (Horrific Appearance), Mounted Combat, Mounted Archery, Ride by Attack, Spirited Charge.

Languages: Common, Giant.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 17 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Waverider Mount: A waverider can call a special aquatic mount to serve her. This may be a hippocampus, sea lion, shark, porpoise, elasmosaurus, or whale. This creature is stronger and more intelligent than others of its type. A waverider may have only one mount at a time. If the mount is slain, the waverider can call another after a year and a day.

Mounted Weapon Bonus (Ex): At each level, the waverider gains the indicated bonus on her attack roll with the designated weapon while mounted.

Trident Charge (Ex): A waverider can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Skills: A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: masterwork heavy wooden shield, dragonhide (bronze) fullplate, +1 *trident*, *cloak of resistance* +1.

Toast, large shark waverider mount: hp 45, AC 18.
See *Monster Manual* page 279.

Possessions: exotic military saddle, masterwork studded leather.

APL 8

Encounter Three

Hobgoblin bruiser: Male hobgoblin Bbn1/Ftr8; CR 9; Medium humanoid (goblinoid); HD 1d12+4 plus 8d10+32; hp 96; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +1 Dex, +3 shield]; BA/G +9/+13; Atk +17 melee (1d6+15/17-20, *spiked club*); Full Att +17/+12 melee (1d6+15/17-20, *spiked club*); SQ fast movement, rage 1/day; AL NE; SV Fort +13, Ref +5, Will +7; Str 19, Dex 12, Con 16, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +11, Jump +6, Listen +4, Ride +4, Swim +4; Close Quarters Fighting, Combat Expertise, Greater Weapon Focus (Club), Improved Critical (club), Improved Initiative, Improved Toughness, Iron Will, Weapon Focus (club), Weapon Specialization (club).

Languages: Common, Goblin, Orc.

Rage (Ex): hp 114; AC 21 (touch 9, flat-footed 20); BA/G +9/+15; Atk +19 melee (1d6+17/17-20, *spiked club*); Full Att +19/+14 melee (1d6+17/17-20, *spiked club*); SV Fort +15, Will +9; Str 23, Con 20. Jump +10, Swim +4.

Possessions: spiked +1 full plate, +1 heavy wooden shield, masterwork club (*spikes*, CL 9th), cloak of resistance +2, gauntlets of ogre power,

Hobgoblin thug: Male hobgoblin Rog7; CR 7; Medium humanoid (goblinoid); HD 7d6+15; hp 51; Init +2; Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [+5 armor, +1 deflection, +3 Dex]; BA/G +5/+7; Atk +8 melee (1d6+3/19-20, +1 shortsword); Full Att +8 melee (1d6+3/19-20, +1 shortsword); SA sneak attack +4d6; SQ evasion, trap finding, trap sense +2, uncanny dodge; AL NE; SV Fort +6, Ref +9, Will +2; Str 15, Dex 16, Con 16, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +13, Escape Artist +12, Hide +12, Intimidate +12, Jump +13, Move Silently +12, Search +11, Sleight of Hand +14, Tumble +14; Combat Expertise, Improved Feint, Skill Focus (Bluff).

Languages: Common, Goblin, Orc.

Possessions: +1 chain shirt, +1 shortsword, tanglefoot bag (*2), cloak of resistance +1, ring of protection +1, brooch of shielding.

Encounter Five

Melba: Female sea hag Ftr2/Wave3; CR 9; Medium monstrous humanoid (Aquatic); HD 3d8+6 plus 2d10+4 plus 3d10+6; hp 64; Init +0; Spd 20 ft., swim 30 ft.; AC 26 (touch 11, flat-footed 26) [+8 armor, +1 deflection, +2 shield, +5 natural]; BA/G +8/+15; Atk +18 melee (1d8+8, +1 trident, when mounted) or +15 melee (1d4+7, claw) or +9 ranged (1d8+8, +1 trident,

when mounted); Full Att +18/+13 melee (1d8+8, +1 trident, when mounted) or +15 melee (1d4+7, 2 claws); SA horrific appearance, evil eye, mounted weapon bonus (Trident, +2), mounted weapon bonus (javelin, +1); SQ amphibious, darkvision 60 ft., Waverider mount, ride bonus +2, breach; SR 14; AL CN; SV Fort +10, Ref +5, Will +10; Str 24, Dex 10, Con 14, Int 10, Wis 16, Cha 18.

Skills and Feats: Handle Animal +9, Ride +13, Swim +5; Ability Focus (Horrific Appearance), Mounted Combat, Mounted Archery, Ride by Attack, Spirited Charge.

Languages: Common, Giant.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 17 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Waverider Mount: A waverider can call a special aquatic mount to serve her. This may be a hippocampus, sea lion, shark, porpoise, elasmosaurus, or whale. This creature is stronger and more intelligent than others of its type. A waverider may have only one mount at a time. If the mount is slain, the waverider can call another after a year and a day.

Mounted Weapon Bonus (Ex): At each level, the waverider gains the indicated bonus on her attack roll with the designated weapon while mounted.

Trident Charge (Ex): A waverider can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): At 2nd, 5th, 7th, and 9th level, a waverider gains the indicated bonus on Ride checks.

Breach (Ex): On reaching 3rd level, a mounted waverider can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running"

high jump as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off-balance). A waverider cannot use this ability in two consecutive rounds.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Skills: A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: masterwork heavy wooden shield, *dragonhide* (bronze) *fullplate*, +1 *trident*, *cloak of resistance* +1, *ring of protection* +1.

Toast, huge shark waverider mount: hp 73, AC 18, Jump +17. See *Monster Manual* page 279.

Possessions: exotic military saddle, masterwork studded leather.

Appendix III: Player's Handout 1

Coldeven 21, 595 CY

By the order of His Grace, Prince Zeech, the port, harbor, and docks of Alhaster are hereby closed to all merchant and civilian traffic until further notice! Violators shall be arrested. Those who resist arrest shall be slain, their families arrested, and their possessions confiscated!

In addition, a curfew of one hour before the turn of the night is now in effect for the Harbor District. Anyone not on official business caught on the Harbor District's streets after the curfew shall be arrested. Those who resist arrest shall be slain.

Prince Zeech

Appendix IV: Player Handout 2

The last two entries in the Captain's Journal

Coldeven 4, 595 CY

Alia's health is fading and her condition has grown worse. She is no longer eating solid foods and tosses in her sleep. I've never been so far in debt, but I've spent every coin I have on medicine for her. Hopefully this new cure all will work unlike all the other snake oils out there.

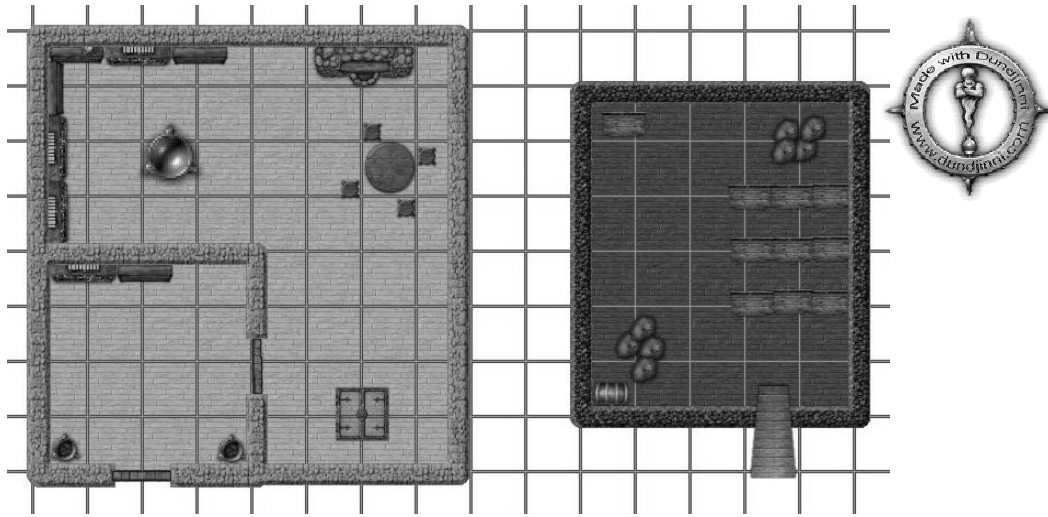
- Djivan

Coldeven 16, 595 CY

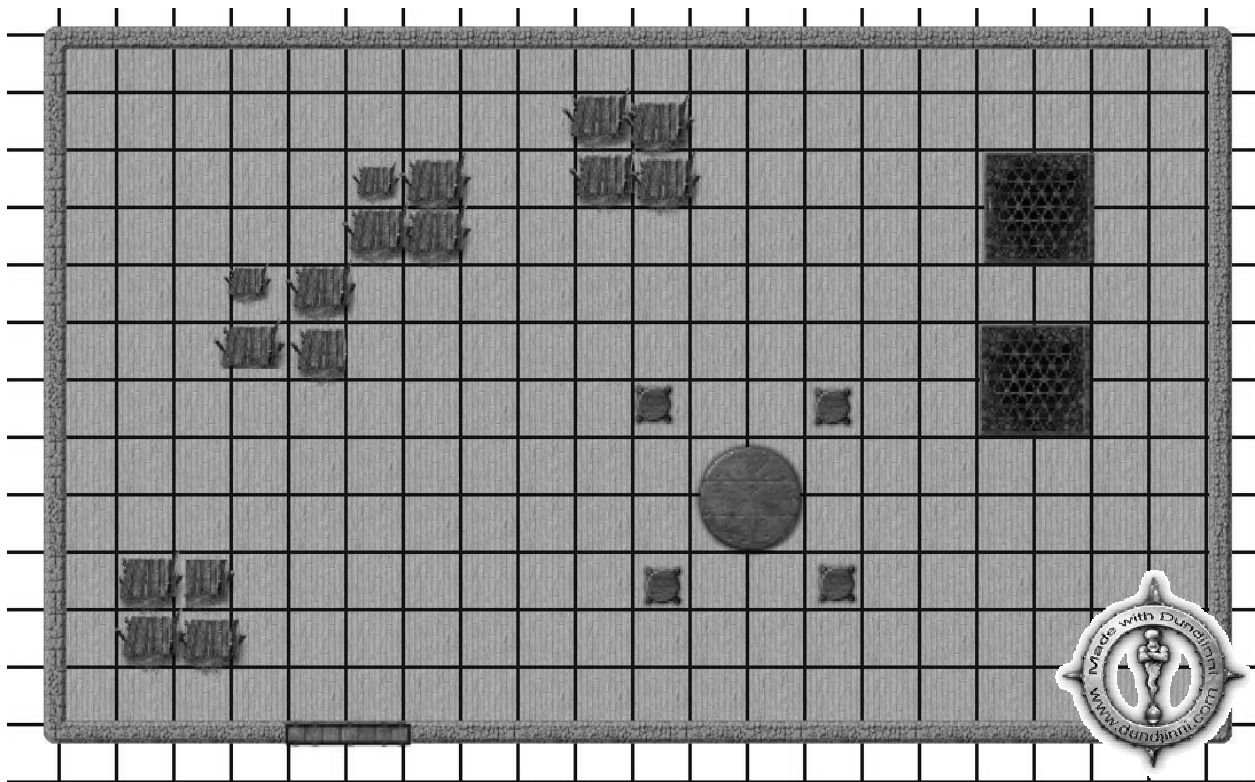
My Alia took sick nearly two weeks ago and I fear that the medicine is no longer helping her. If not for a lucrative contract with that Malthos fellow, I never would have enough money to pay for her treatments. Who could imagine that a fellow would pay 2000 gold for just a few ounces of some green metal? I do hope that he is prompt with payment when I arrive in Alhaster, or I shall be lost.

-Djivan

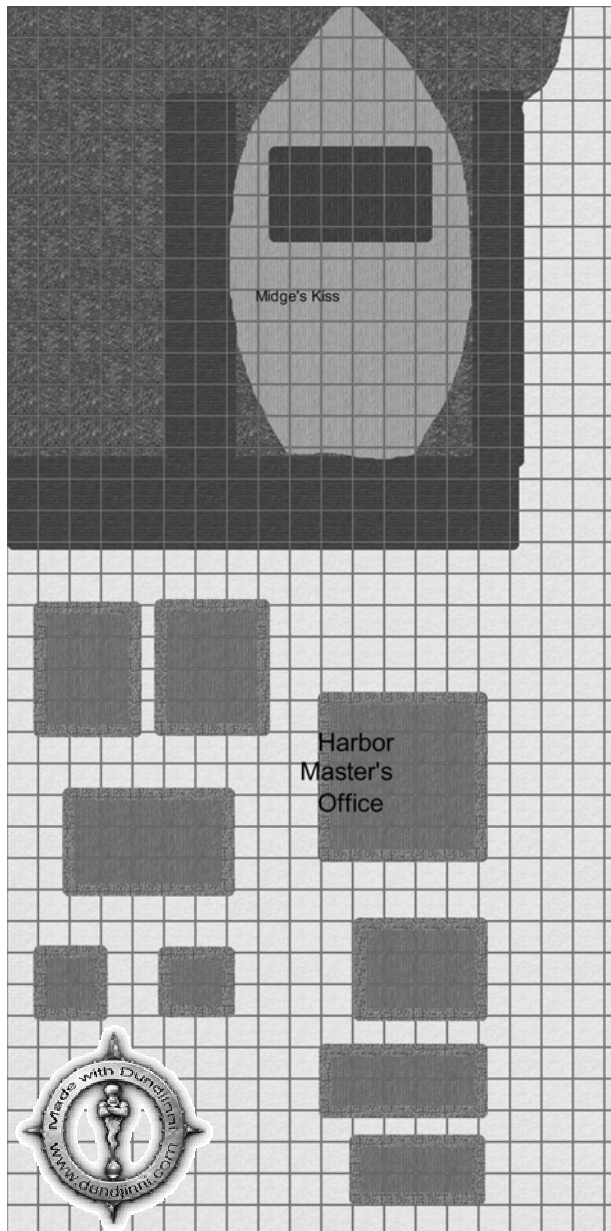
Encounter Two: Nebrik's Shop and Cellar



Encounter Nine: Prison Warehouse



Encounter Three: Pier Pressure



Encounter Six: Barging In

