

NYR4-M02

The Scarlet Shores of Fairwind Bay

A Two-Round D&D LIVING GREYHAWK[®] Nyronde Regional Mini Mission

Version 1.1

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"Hello friend, looks like you could use a vacation. Why don't you head down to the one place where anyone can get away from it all? Don't look at me like that, I'm serious! I'm talking about the serene shores of Fairwind Bay in southern Nyronde. They've got great weather, white sand, pristine water, lovely locals, anything you could ask for. Besides, if adventure is bound to find you, why not wait for it on the beach." A 2-round Nyronde adventure for characters who don't shy away from a good challenge. APLs 2-10. This module also ties in loosely with the Oldred series.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to

know who played the “best” amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this

type, and animals with different CRs are added separately.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round.

If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in Nyronnd. Characters native to Nyronnd 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.

Adventure Background

Eventide is considered the least of the regions. It's largest "city," Nessermonth, hardly secures a place among the top 20 of Nyronnd's largest cities, and most of the region is poor grazing land that supports few cattle or people. Only on the coast is there a substantial population, supported by fishing, smuggling, and the Navy, whose duties include trying to stop the smuggling. Piracy is also present in disturbing amounts, and a major concern of the Navy. Most of this regions' mercantile activity takes place at Nessermonth, though the King placed the new regional capital at Shantadern, desiring a more centralized seat of local power.

Lynwerd appointed Estward Ventrose, a minor noble, to the seat of power as Viscount, largely on the grounds that nobody wanted the job and nobody in the right circles had anything negative to say about him. It might well have been wise to consult the wrong circles as well, but the King probably would not have listened to lowlifes telling him that his choice was one of the most skilled rogues in the kingdom. Furthermore, this may just be drunken rumor anyway.

The Viscount, still vigorous at 65, is behaving in an "interesting" manner. To appease the crown, Ventrose has taken to awarding letters of marque to certain independent captains, who are instructed to harry the Scarlet Brotherhood's supply line to Scant. There are stories that some of these captains are not far from outright pirates who nab just about any ship. But so far, nothing has been proved. There are definitely several pirate captains who would like a little legal cover, and a smaller number actually willing to reform, at least a little. His critics can describe a number of his other policies as pro-Scarlet Brotherhood.

Trade runs with the enemy are often attacked, but trade with the Scarlet Brotherhood is also quite desirable. Rare woods, fruit, and spices, not to mention gold and fine gems, are very profitable trading commodities and available from few other sources than the Scarlet Brotherhood. Furthermore, Nyronnd is not officially at war with the Scarlet Brotherhood. So why not engage in activity gainful to both parties? There is much to be said for the argument, particularly when some of the gold ends up in the hands of just the right people.

The policy is delicate and contradictory. Scarlet Brotherhood ships are subject to seizure by privateers or the Navy, but they may also be welcomed into port for some very profitable trading, among other activities.

Fairwind Bay is a shallow bay of white sands, which is a haven of respite along this dangerous coast. It often has dolphins, selkies, and a few aquatic elves in its waters. The elves, who tend to avoid people not from Shining White, are said to sink smuggling vessels. They are also spies who supply Shining White with information on what they have learned from the seas and from the scrying of their priestess of Deep Sashelas, who is said to know all that happens below the waters of Relmor Bay.

Shining White Castle is a stone castle a mile from Fairwind Bay. Its central keep of white stone is lit by continual flame spells. Manning it are 80 elite militia who are aided by a half-elf bard, a ranger that knows the coast very well, and the half-elf mage Schuster.

Its liege is Farenne of Pholtus, fair skinned, with light auburn hair, blue eyes, and 5' 6". Farenne is a highly unusual paladin for one following her inflexible deity. She believes a true follower of Pholtus should lead and inspire by the life they live, and she lives humbly and in Spartan personal surroundings.

Surprisingly for a paladin of Pholtus, she calls the Pale a nest of heresy. She loathes the Valorous League of Blindness and has run at least one group of "those heretics" off of her lands. She is otherwise tolerant, wise, kindly, and often smiling. At age 36, she is very friendly, especially to paladins or bards, and yearns to be able to be even more of a benefit to the surrounding area.

While she is very friendly to Lynwerd, she was almost in rebellion against old King Archbold, flatly refusing to collect the higher taxes Archbold tried to impose. She is very active in the area, chasing

smugglers and slavers. Pirates and slavers typically avoid the bay, which is marked by a 25-mile string of lighthouses using *continual flame* beacons. This string of lighthouses, called Farenne's Folly, may not be duplicated anywhere, for reasons implied in its name. Replacing cheap wood with expensive magic only made sense in Farenne's desire for a lasting monument, but for the next generation, it will make that section of coast a little safer.

Within the last two years, a group of Scarlet Brotherhood members have established a new smuggling operation along the southern coast of Nyronnd. They're involved in smuggling all manner of illegal goods across Nyronnd and are also involved in raiding the various fishing villages along the coast. In some cases the smugglers even take prisoners from the villages to be sold into slavery.

For many years now, Lady Farenne has been fighting an ongoing battle to protect Fairwind Bay from the Scarlet Brotherhood and others of their ilk.

The Churches of Pholtus

All followers of Pholtus follow the general guidelines of "The One True Way". It is strict but guarantees rightness. It is the basic belief that Pholtus is the authority on Law and the Natural Order.

The church of Pholtus in the Pale is called The Church of the One True Path. They adhere more to the Lawful properties of "The One True Way" and can sometimes blind themselves to the greater good as others may see it. They have also spawned an organization called "The Valorous League of Blindness" which is affiliated with the Church of Blinding Light. That church is present primarily in Northern Nyronnd.

The church of Pholtus in Nyronnd has divided into two primary sects, the Valorites and the Lucidites. The Valorites are in Northern Nyronnd and they are affiliated with The Church of the Blinding Light that came from the Great Kingdom. The Lucidites were started during the Greyhawk War and have gotten their teachings from "The Book of Light" which predates the Great Kingdom. The Lucidites believe the Valorites have fallen into darkness and no longer follow the true teachings of Pholtus. Tension between the two groups has been growing for some time.

Adventure Summary

The PCs have decided to take a break from adventuring on the picturesque shores of Fairwind Bay near Shining White. Suddenly the serenity is shattered by a disturbance. Children are screaming "sea monster" and fleeing from the water. The "monster" is in fact a group of Sea Elf children playing a prank on their land bound friends. The PCs must be careful not to accidentally hurt any innocents. Farenne, the liege of Shining White Castle, takes note of their actions and decides the PCs could be useful.

Farenne invites the PCs to dinner and discusses local politics in the area including her views on Pholtus. She then offers to bring the PCs along on a mission in her folding boat to capture and question a group of smugglers. Her sea elf spies warned her that a smuggling ship would be trying to make a run past her territory tonight. During the night the PCs have a chance to see the network of magical lighthouses that Farenne has constructed around the bay. The captured smugglers reveal information pointing to a smuggling organization that has been recruiting members in Shantadern.

Farenne asks the PCs to discretely investigate this new smuggling operation for her. The PCs travel to Shantadern and follow up on the lead. There are multiple ways for the PCs to get information pointing to a newly built warehouse down by the docks that the smugglers are using as a local base of operations. After defeating the smuggler guards and investigating the warehouse the PCs discover that the real outfit is operating out of a cave complex in the Claw Point Cliffs.

The PCs can learn of two possible entrances into the caves and must decide which entrance is more appropriate for their talents. Black Shayna can reveal the first option to them, it's an underwater tunnel that leads to a secret pool inside the complex. The other entrance is an above ground cave entrance that is more heavily guarded and trapped by the smugglers.

After entering the cave complex the PCs must navigate using information they found while in Shantadern to find the secret smuggler base. Depending on the route they chose, they will encounter an assortment of smugglers, undead, monsters, and traps. The PCs then discover that the Scarlet Brotherhood is organizing the smuggling operation.

The smugglers activate a magical trap to hopefully prevent the PCs from revealing the secret location of their base. Assuming the PCs are able to escape, they can report back to Farenne with the information they learned about the smugglers. They can also report the information to any other groups they feel should know about the smugglers.

Introduction

The adventure starts in Shining White along the southern coast of Nyron. There is a small fishing village a few hundred yards off the beach that has about 1,500 people. Most of the population is human or elven though there are some half-elves as well. They are generally friendly but cautious and shy around strangers. The PCs can find basic supplies in the village once people head back to work after a morning at the beach.

Shining White (small town): Conventional; AL LG; 800 gp; Assets 60,000 gp; Population 1,500; Mixed (Humans 82% [Oeridian 40%, Suel 20%, mixed 40%], Elf 10% [sea 65%, wood 20%, high 15%], Half-Elf 6.5%, Halfling 1% [lightfoot 80%, tallfellow 20%], Dwarf .5%).

Authority Figures: Farenne, Paladin of Pholtus (LG female human Pal14); Jaquiza, Tribune of the Shining White Militia (LG female human War2/Ftr6/Exp1); Sheriff Tenern (LG male human War3/Ftr2).

Important Characters: Schuster, NG male half-elf Wiz12 (one of Farenne's closest friends, he controls her bowl of commanding water elementals); Jandreld, NG male human Rng12 (another of Farenne's closest friends, he is said to know the coastline of Fairwind Bay better than anyone); Elenden, CG male half-elf Brd12 (Farenne's other close companion); Tintelish, CG female sea elf Clr9 (high priestess of Deep Sashelas and matriarch of the sea elves); Silros, CG male sea elf Rgr3/Rog3 (Farenne's main scout among the sea elves); Vornquann, LG male human Clr5 (head priest of the temple of Pholtus); Earaethel, NG female half-sea elf Exp3 (proprietor of the Fair Wind, Shining White's only Inn).

Adventure Hooks:

There are many reasons why adventurers could be in Shining White at the start of this

adventure. Feel free to use one of the following hooks or better yet, come up with one that works for your table.

1. Vacation

This is a good general-purpose hook:

Adventuring is one of the most stressful and dangerous vocations one can participate in. Every once in a while it's good for adventurers to take a break, even if it's only for a few hours, and just relax. The shores of Fairwind Bay present an almost irresistible opportunity for just such an occasion.

2. Traveling through the area

This is an alternative if the group (or certain individuals) doesn't think their PC would go to the beach to relax.

Adventurers, by necessity, lead a rather nomadic life. They must travel where adventure takes them and at the moment it has brought you to a rather pleasant location.

If any PC has access to a ship they could be spending time sailing around. Fairwind Bay is an excellent place to stop for supplies even though it doesn't really have any docks. It's easy enough to anchor in the bay and bring small boats to shore. This is an excellent way to enter the adventure.

3. Summoned by Farenne

This hook works best for higher-level characters that may have come to the attention of Farenne or any other noble. Farenne has heard of the adventurers and sends them a letter (either individually or as a group if they are often traveling together) requesting their aid.

Dear Sirs (and Ladies if appropriate),

I am in need of investigators. I have encountered a problem that I do not have the resources to solve on my own. If you would be so kind as to meet me at Shining White Castle at your earliest convenience, I would be in your debt.

Sincerely,

Lady Farenne of Pholtus

When the PCs arrive at the castle one of her servants says that Farenne will be busy until this evening and suggests that perhaps they would like to spend an hour or two enjoying the beach. Many of the locals are down there now.

Regardless of the hook you choose, the PCs should eventually end up on the beaches of Fairwind Bay. Continue with the following.

Fairwind Bay is an amazing location. The pristine white sand stretches around the entire bay as far as the eye can see. The shallow crystal blue water glistens brightly and maintains a perfect temperature for swimming. The cool breeze coming off the bay nicely complements the brilliance of Pelor's Blessing that gleams proudly above.

Shining White Castle sits proudly up on a rocky outcropping about a mile back from the beach. The tall towers of the castle are crowned with glowing magical beacons that are even visible during the day. A handful of guards patrol the crenellated walls.

It appears everyone has taken the morning off to spend some time at the beach. There are local humans, sea elves and even a few selkies enjoying themselves. At first they are cautious around strangers but soon they grow accustomed to your presence and ignore you as they enjoy themselves. A local merchant has taken advantage of the higher than usual turnout and wheeled a cart down to the edge of the beach to sell his wares. He's offering various snacks and refreshingly cool ale. How he manages to keep it cool is a trade secret.

The past couple of hours have been relatively uneventful. Some of the locals are playing games in the sand and the children of various races are splashing and playing in the water. The warm weather has caused most of the beach goers to shed much of their clothing in order to remain comfortable.

At this point, allow the characters to introduce themselves to one another. You can also take a few minutes to see what activities, if any, they would like to enjoy while on the beach. There is a small fishing village a few hundred yards off the beach where simple supplies can be purchased though today just about everyone is down at the beach.

Encounter One: Terror at the Beach

Without warning, the calm and peaceful afternoon is shattered by the screams of children. What was once playful shouting and laughter has transformed in an instant to

screams of terror. Dozens of frantic children are emerging from the water and racing to the waiting arms of frightened parents. The source of their fright is a writhing mass of tentacles about 50 feet from shore. A clump of at least a dozen long green tentacles has emerged and is groping about searching for prey. Three small human forms can be seen in the midst of the tentacles trying desperately to free themselves.

The "sea monster" is in fact a group of sea-elven children playing a prank on their human and elven friends.

Hopefully the PCs move cautiously to rescue the children or some innocent kids could get hurt. Make it clear that it would be difficult to attack the "sea monster" without possibly injuring the children. In terms of game mechanics, the "monster" is grappling three of the children. That means any ranged attacks have a chance to hit one of the kids.

As soon as anyone gets close to the scene by wading a short distance into the water or even flying over the scene, a spot check DC 10 will allow them to determine that it is clearly not a sea monster but some sea-elven children with manufactured tentacles that they are using to frighten the silly air-breathers. Allow the PCs to break up the prank in whatever peaceful manner they feel is appropriate.

Assuming the PCs react with a cool head and manage to avoid harming anyone, they are approached by Farenne. She is impressed by their quick but careful response to the "sea monster" and asks what the strangers are doing in the area (assuming she didn't invite them). Once she learns that they are adventurers (perhaps the ones she invited), she appears pleased and introduces herself. Then she asks them to join her for dinner and conversation. It should go something like this but alter it as needed according to how the PCs reacted. You may also need to alter the text slightly if you used the hook where Farenne wrote to the adventurers requesting their aid.

If any of the PCs actually injure or kill any of the children they will not be allowed to continue on the adventure. The other members of the party can proceed without them if they wish. This should be rare since the players should receive a strong warning before doing anything that could injure one of the kids. It is possible to attack the

tentacles without hurting anyone (such as with a magic missile).

Soon after the commotion dies down a woman approaches your group. She is fair skinned, with light auburn hair, blue eyes, and stands 5'6" tall. She's wearing a medium length bright white gown that blows freely in the coastal breeze as she moves. She is quite lovely though her confident demeanor implies there is more about her than one might first realize.

"I'm impressed", she says when she arrives near you. "Many so called adventurers would have blown that 'thing' out of the water without even taking the time to figure out there were innocent children involved. I thank you for keeping a cool head... as a matter of fact you might be able to help me." She tilts her head thoughtfully for a moment before returning her gaze to you.

"Now then, where are my manners? I've neglected to introduce myself. I am Lady Farenne, liege of this fair town and the surrounding bay. I would be honored to learn your names."

Pause to allow the PCs to introduce themselves.

"Would you all be interested in joining me this evening at Shining White Castle for dinner?" With a glance over her shoulder she indicates the impressive structure standing on a rocky outcrop overlooking the entire bay. "It would please me to learn more about you and there is something I think we should discuss. What say you?"

If any PCs are hesitant she will promise that she would just like to reward them for helping diffuse the situation with the children and that they should not feel obligated, but it would please her greatly if they would attend. She also hints strongly that she has a business proposition for them that they may find very enticing. Assuming the PCs agree to at least hear her out she will respond with the following.

"Wonderful! I look forward to it. Now if you'll excuse me, I have other matters to attend to this afternoon. Enjoy the rest of the day and join me at the castle this evening at sundown. Simply inform the guards whom you are and you will be allowed to enter. Please don't be late." With that she turns and heads

back up the beach towards the trail that leads to Shining White Castle.

Encounter Two: Dinner with Farenne

A half-elven bard by the name of Elendin meets the PCs at the gate and shows them into the courtyard. He knows each of them by name and perhaps by reputation if they've been adventuring for some time. They are lead to a private dining room in one of the castle towers and asked to wait a moment for Lady Farenne to arrive.

Farenne arrives in a tasteful but very plain white gown and is looking lovelier than ever. She is wearing a silver necklace with a very small holy symbol of Pholtus (Intermediate Deity of light, resolution, law, order, inflexibility, sun and moons) but no other jewelry. A knowledge religion check (DC 10) will identify the symbol. Any PC who knows something about Pholtus already can automatically identify the symbol.

The dinner consists primarily of seafood but includes breads, cheeses, and a small assortment of cooked vegetables as well. It is quite well prepared but it is also very simple. The entire meal takes about two hours (including all the various conversations).

Farenne will inquire about the various adventures the PCs have had and will listen intently to any stories they are willing to divulge. She is particularly interested in the following topics:

- Events in Oldred
- Viscount Estward Ventrose
- Smugglers or Pirates
- The Scarlet Brotherhood
- Events in Midmeadow
- Events in The Pale
- Followers of Pholtus
- The Valorous League of Blindness

Lady Farenne is in fact a paladin of Pholtus but she is a strong believer in the "Good" aspect of Pholtus not in the path of the Blinding Light commonly followed elsewhere. In fact she will divulge the following information if the topic of Pholtus comes up during the evening.

"Yes, I am a follower of Pholtus, a Paladin in fact, but my beliefs are far different than those zealots to the north. The Pale has

become a nest of heresy and it appears Midmeadow may well be on its way down the same path, thanks in large part to those small-minded idiots of the Valorous League of Blindness. As a matter of fact I just drove off a group of them from my land a few weeks ago. They were looking for “heretics” and I’m sure they would have caused much more trouble than they would have solved. They should take a look in the mirror next time they want to find some heretics!” She pauses and takes a deep breath before continuing, “Forgive my fervor, but I get quite emotional when it comes to the Valorous League. Someone needs to reign in those damn fools before they cause some real damage.”

Eventually the conversation will turn to the business proposition that Farenne mentioned earlier down on the beach. At this point Farenne will nod, stand up and ask the PCs to follow her to a flight of stairs that leads to the top of a castle tower. They will emerge on the roof of the tower.

Celene and Luna are high in the nighttime sky surrounded by countless stars all reflecting in the calm waters of Fairwind Bay and the ocean beyond. A warm gentle breeze is blowing in from the ocean. The night seems quite peaceful. Farenne moves over to stand by the crenellations of the tower overlooking the bay itself and gestures out to several bright points of light that are visible along the coastline.

“Those are my light houses. They mark the coast of Fairwind Bay and indicate that these are protected waters. No smuggler or pirate dares enter these waters. Unfortunately there are far too few and they extend only a dozen miles or so on either side of the bay.”

“I have been called a fool for building them you know. The cost to construct the magical lights was high and I admit the money could have been spent elsewhere. Every time I see the faces of the local children however, I remember why they were built and I don’t regret one single crown that was spent. The people here feel safe and that can’t be said for very many people along the Fairwind coast. The waters here are perilous, filled with pirates, smugglers, and even slavers. I do what I can but my resources are limited.”

“Recently I have been forced to work harder than ever before but I feel I’m still losing ground. The smugglers in the area have

become much more ... organized.” She pauses and turns to look at you and make sure her last statement had the desired impact. “They still won’t dare enter the bay itself but they come very close to my waters and there are more and more every month. They also seem to have become much more violent. There are small fishing villages up and down the coast. Many of them have reported raids by pirates or worse. They take what they can and burn the rest. In some cases they even take people, almost certainly to be sold into slavery.”

“The problem is beyond me. I need someone to help me get to the bottom of who is organizing these bastards!” Her gaze shifts to take you all in. “That’s where you come in. It’s obvious you’ve got the abilities necessary to investigate a mystery like this and your timing couldn’t be better. As it turns out my spies have informed me that a smuggler ship will be making a run past the bay this very evening.”

“I am convinced that by capturing this ship, we can grab hold of the strand that will unravel the entire plot. So, do you feel like going for a moonlight cruise?” she asks with a wry smile.

Farenne is offering to let the PCs join her in ambushing a smuggler ship. She is hoping they will get enough information to start investigating the person or group responsible for organizing the smugglers. If the PCs request compensation, she will sigh and then nod and say she was hoping they would participate for other reasons but she understands the need for financial compensation. On this raid they can take suitable compensation from any crew they capture or kill.

Assuming the PCs agree to go along, Farenne will tell the adventurers that they have a couple of hours to get ready. They should meet her down on the shore by those rocks (she points out a location on the beach) and they should be ready for action. They will meet at midnight. Then she will summon the half-elf who lead them into the castle to escort them back out while she prepares for the raid.

Development: If the PCs refuse the mission the module will end. Farenne is really in a tough spot and will do what she can to convince the PCs the importance of helping her unravel this mystery, but if they refuse, hand out the ARs.

Encounter Three: Intercepting Smugglers

The night is still warm even at midnight and a fair breeze is coming in off the ocean when you meet Farenne near the rocky point at the edge of the bay. Her appearance is dramatically different than in your previous meetings. She is wearing a mithral breastplate that glows softly in the moonlight. A well worn but beautiful traveling cloak goes over that and a stout quarterstaff is in her hand. If possible, she looks even more comfortable in this garb than in the free flowing gowns she was wearing earlier. There are two half-elves and a human waiting with her. The human is wearing a very well worn suit of studded leather armor and two short swords on his belt. One of the half elves is an elderly man wearing a simple black robe and carrying a big heavy bundle in both hands. The other is the bard, Elendin, whom you met earlier in the courtyard.

“Well met friends,” says Farenne, “now that we’re all here, I suppose introductions are in order. This is Schuster, my long time friend and a skilled wizard,” she says indicating the man in black robes. And this is Jandreld, a dear friend of mine who knows this coast better than anyone else in the kingdom. You have already met Elendin. These are the ones I was telling you about,” she says as she gestures towards your group. The old half-elf smiles warmly but the human eyes you somewhat suspiciously and simply nods.

Now that the entire group has assembled Farenne picks up a small wooden box that was sitting at her feet and tosses it into the water speaking a command word as she does so. The box unfolds itself in mid air growing rapidly to form a small boat. A second command word from Farenne transforms the boat into a small ship complete with a mast, deck and small cabin. She and the others leap gracefully aboard and clearly expect you to do the same.

At this point the small crew makes preparations to set sail. Any help offered by the PCs is welcomed even if it's just to take a turn at the oars while they get clear of the rocky coast. A few minutes later the small ship is speeding along heading out of the bay and into deeper water. After traveling for about an hour, they seem to have reached whatever destination they were

searching for and they lower the sails bringing the ship to a dead stop. Farenne asks everyone to remain as quiet as possible while they wait.

Farenne and her companions are waiting silently peering out into the darkness apparently waiting for a sign of some sort. Any questions by the PCs are greeted with a harsh glare by Jandreld but Farenne will whisper to them that her sea-elfen spies will be signaling them when the ship is nearby.

A few minutes later a light can be seen bobbing up and down and waving back and forth perhaps a half-mile away on the surface of the ocean. “That’s it!” cries Farenne and the ship swarms into action. The sail is unfurled and the ship races off towards the light. Within a few minutes the ship has gained considerably on the light and the dark silhouette of a large merchant ship can be made out. The light was made by a sea-elf who swam up next to the rear of the smuggler ship and unveiled a continual light. Once the folding boat gets within a few hundred feet of the smuggler ship, the sea-elf disappears beneath the waves.

At this point Schuster unwraps the bundle he’s been clutching for most of the trip. It turns out to be a Bowl of Commanding Water Elementals, which he quickly puts into use by summoning a huge water elemental. The elemental streaks out toward the merchant vessel, which has apparently realized their danger. They have flown into a flurry of activity and are trying desperately to outrun the smaller ship. They don’t stand a chance though as the water elemental quickly brings the large vessel to a stop in a torrent of frothing waves.

Farenne turns to the PCs and calls out hasty instructions.

“Jandreld and I will hold off everyone on deck. I want all of you to get below as quickly as possible and find the captain. He’ll try to destroy any evidence he can before we capture the ship. You must move quickly to stop him but be alert, he is sure to have protection. Take him alive if at all possible, we need to question him.”

The folding boat comes along side the now motionless merchant vessel and Farenne and Jandreld leap aboard driving the defenders back in a blur of coordinated attacks. Clearly they’ve done this before.

The PCs are free to proceed as they wish. Refer to DM’s Aid #1 for a diagram of both ships.

The captain is indeed below decks in his cabin attempting to destroy records as quickly as he can. His bugbear bodyguards wait nervously at his side. The door into his cabin is locked. The PCs will have to find a way to get it open. If the bugbears have a round to prepare (such as while the PCs try to break down the door) they will hide in the room and attack anyone who enters.

Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 20; Open Lock DC 25.

APL 2 (EL 4)

Bugbears (3): hp 20, 20, 20; see *Monster Manual* page 29

APL 4 (EL 6)

Bugbears (3): Bugbear Rog1; hp 30, 30, 30; see Appendix Three

APL 6 (EL 8)

Bugbears (3): Bugbear Rog3; hp 42, 42, 42; see Appendix Four

APL 8 (EL 10)

Bugbears (3): Bugbear Rog5; hp 62, 62, 62; see Appendix Five

APL 10 (EL 12)

Bugbears (3): Bugbear Rog7; hp 86, 86, 86; see Appendix Six

The captain doesn't participate in the battle. At the first sign of danger he dives under his desk and cowers until the fighting stops. Once all the bugbear guards are defeated he will surrender. Farenne and Jandreld have done well up on deck and forced the surrender of the crew as well. Farenne will leave the prisoners in the hands of Jandreld and join the PCs in the cabin shortly after the combat ends. She won't allow any torture but it doesn't matter, the poor captain knows he's finished and sings like a canary. Unfortunately he doesn't know a whole lot.

He will inform the PCs that he got a letter from his cousin who passed through Shantadern and told him that anyone with a ship could make a fortune if they sign up with the new 'company' that formed recently. They're offering high wages to anyone who can sail and carry cargo without asking any questions. It sounded like easy money so he's headed to Shantadern to try his luck.

The evidence on the ship shows that clearly this guy is already involved in smuggling and possibly piracy in the past but unfortunately he

hasn't had a chance to hook up with the group Farenne is after yet. Farenne is disappointed but there is a glimmer of hope. Perhaps the trail can be picked up in Shantadern. Farenne arrests the captain and brings him over to her ship and gives a stern warning to the rest of the crew to get out of this line of work or Pholtus help them if she ever finds them in these waters again. There is enough evidence to arrest the captain for past behavior but not enough to confiscate this ship or arrest the crew. If the captain has more than 5 rounds to destroy evidence there isn't even enough to arrest him but he'll still reveal the info about Shantadern.

On the return trip to Shining White Castle Farenne sits down with the PCs and offers to hire them for the purposes of continuing this investigation. She will offer compensation according to the table below.

APL 2

200 gp each

APL 4

300 gp each

APL 6

400 gp each

APL 8

500 gp each

APL 10

600 gp each

She wants to send them off to Shantadern and have them track down whoever is responsible for this new smuggling organization. It's very important that they understand they are just looking for information. She doesn't expect them to stop the entire operation, just find out as much as they can and report back to her. The PCs can set out for Shantadern as soon as they're ready.

Encounter Four: Gathering info in Shantadern

The PCs have several options for traveling to Shantadern from Shining White. They can head inland and take the major road that leads down to Shantadern, a trip of about 150 miles that would take a little over 6 days for an unencumbered human (30 ft. speed) or a little over 9 days with a speed of 20 ft. It's obviously faster if the group has horses or some other means to travel faster.

Alternatively they can travel straight down the coast across country. The trip is shorter (it's about 100 miles) but the hilly terrain slows movement to 2/3 of normal speed unless the PCs have a way to travel quickly over difficult terrain. Finally, if any of the PCs have access to a ship they could simply sail down to Shantadern. Again, the trip would be about 100 miles, but would only take about 2 1/2 days.

Shantadern (small town): Conventional; AL CN; 800 gp; Assets 73,200 gp; Population 1,830; Mixed (Humans 79% [Suel 40%, Oeridian 20%, mixed 40%], Halfling 8% [lightfoot 70%, tallfellow 28%, deep 2%], Half-Elf 5%, Elf 4% [wood 50%, high 45%, sea 5%], Half-Orc 2.5%, Gnome 1%, Dwarf .5%).

Authority Figures: Count Estward Ventrose (CN male human Rog11/Ftr3); Planac, Watch-Captain of the Royal Guard (LG male human [Oeridian] War3/Ftr3/Pal3, Heironean); Sheriff Espiir (LN male human War3/Ftr4); Lieutenant Diira, 1st Fleet (LN female human Exp4/War3); Tribune Roth Tillman, 5th Legion (Exp1/War3/Ftr1).

Important Characters: Zinpyr, N male human [Suel] Clr5 (head of the church of Xerbo and Osprem); Alennden, CN male human Rog3/Clr2 (head of the church of Olidammara); Tanshomaz, CN male half-elf Rog2/Exp3 (proprietor of the Sleeping Sailor Tavern); Balhesma, LN male human [Suel] Ari3/Sor1 (a minor noble who wasn't pleased to have his power base disrupted by the arrival of the Count); Tatharos, CG sea elf Rgr4 (patrols the local waters attempting to keep them free of major predators); Osbyle, N female human [Suel] Clr3 (ranking priest of Osprem); Xiahes, NG female human Clr3 (runs a small music school dedicated to Lydia); Sonnken, LN male human Exp2/Clr1 (proprietor of the Moneychanger Inn & Tavern, cleric of Zilchus); Ilasnavo, CN male human Clr2 (runs a gaming house of Norebo); Remannan, NG male human Clr1 (runs shrine of Pelor, shared shrine with Beory); Zumyeh, NG female human [Flan] Clr1 (runs the shrine of Beory, shared shrine with Pelor).

Shantadern has a meager population of about 1,800 though it has been slowly growing since it was made the capital of Eventide during the reorganization of King Lynwerd. There are signs of construction throughout the city but the heaviest construction is around a new set of docks that are nearly complete.

Once the PCs arrive in Shantadern, they have several options for finding out about the smuggling operation. One of the best and easiest ways to gather information is to use any available contacts they may have in the area. Many Nyrond meta-orgs have a presence in Shantadern and any PCs who seek out a fellow member of any they belong to may be able to learn something useful. The following meta-orgs can be sought out and automatically provide the information listed to any PCs who are members. Gathering information in this way takes a couple of hours to track down the appropriate contact.

Since this isn't a conventional way to gather information, you should make sure to inform the players that they might be able to learn something by seeking out a fellow member of whichever meta-orgs they belong to.

Licensed Adventurer – The adventurers in the area don't have much specific information about any new smuggling group but there is a group that's been hiring thugs as fast as they can get them. Ask around in the taverns and you can find out more.

Church of Olidammara – The Church of Olidammara actually has a chapter house in Shantadern. It's rumored the Viscount may even subsidize it. The Church knows that a new group has formed and has been snatching up smugglers at an alarming rate. They're calling themselves "Red Sun Harvest" and they're using an old warehouse down by the docks to store "supplies" and recruit new members. The Church has been considering sending a "raider" in to take a look, but if a group of adventurers wants to do the work for them, then they're happy to share this information with one of the faithful, as long as he is willing to report back what he finds.

Thieves Guild (Oldred) – The guild in Oldred keeps its eyes open for opportunity in other regions and several members have noticed the high amount of smuggling going on down here in Shantadern. As a matter of fact they know a new group has formed and has been snatching up smugglers at an alarming rate. They're calling themselves "Red Sun Harvest" and they're using an old warehouse down by the docks to store "supplies" and recruit new members.

Thieves Guild (Rel Mord) – The guild in Rel Mord doesn't have as much interest in coastal smuggling but they keep their eyes open as well. They have discovered that a new group is forming and they seem to have a hideout down by the

docks. They're called "The Red Sun Harvest." They've been recruiting anyone who can sail or fight, which is just about everyone in Shantadern.

Iron Fists Guild – The word from the guild brothers is that any contracts from this new smuggling group are to be avoided. The brothers aren't sure why but the suspicion is that they are more corrupt than most and the guild wants to keep its members out of the muck. They've been recruiting down by the docks and they're called "The Red Sun Harvest."

Warriors Brotherhood – A "Warrior Brother" by the name of Douglas was killed about a week ago. His friends said he was looking into some suspicious activity down by the docks. Since then his buddies have looked into his disappearance and think that a new group of smugglers called "Red Sun Harvest" were responsible for his disappearance because he was snooping around their warehouse but they can't prove anything.

The Gray Watch – The Gray Watch has agents all over the kingdom who make it their business to know as much as possible about everything. The local agents have learned that this new smuggler organization is being very well funded and that the recruits they hire are taken every few weeks out of Shantadern. They're called "Red Sun Harvest" and they're using an old warehouse down by the docks as a base of operations. The Watch will insist that they be informed of anything that is found.

His Majesties Secret Service – There is an agent of the HMSS in Shantadern that has learned a great deal about this new group of smugglers. Unfortunately, he's not allowed to reveal any of what he knows except to another member of the HMSS and they aren't allowed to reveal that they are members. It's quite a difficult situation. Too bad the PC wasn't on an official mission or they would have been given a contact.

Royal Guard – There is a Watch Captain of the Royal Guard in Shantadern who is responsible for the safety of Viscount Estward Ventrose. The Captain has been aware of the growing smuggler organization for some time but doesn't yet have any authority to do anything about it. He knows they bring new recruits to an old warehouse down by the docks and from there they just seem to disappear. He hasn't been able to learn the name of the group yet but it shouldn't be too hard to figure out if you ask around in the taverns. His face is just too well known to find out those kinds

of details and his informants have gone quiet on him.

Nyrond Army/Navy – The Army and Navy in Shantadern have their hands full. Just about every citizen here is involved in smuggling or piracy in one form or another. They have noticed one group in particular seems to be shipping off their new recruits someplace. They call themselves "The Red Sun Harvest." Frankly they're somewhat grateful the problem is being transferred elsewhere. They're asking for recruits to head down to one of the old warehouses near the docks.

Rat on a Rope (from "Run up the Colors") – If any of the PCs poses the "rat on a rope" from "Run up the Colors" and displays it while looking for information in Shantadern they are approached by a local pirate. He asks where they got the rat and comments on how it's a particularly nice one. He'll then inform them that if they're looking for work they should ask around by pier three.

Alternatively the PCs can use more traditional methods to find out what's been going on in the area. They are free to spend an evening or two in the local taverns Gathering Information. Use the following table to let them know what they find out based on what questions they're asking. You can role-play out the encounters or simply provide them with a summary of the information.

Asking about general Shantadern info:

D C	Information
5	This is a dangerous town, keep your eyes open and have somebody you trust watching your back.
10	The new docks are almost finished though nobody knows who is supposed to use them. Not much trade goes through Shantadern.
15	The new Lord of Eventide, Viscount Ventrose used to be a smuggler you know. Ask anyone, he's still involved if you ask me.
20	Viscount Ventrose has been awarding letters of marque to a few people willing to tangle with the Scarlet Brotherhood.
25	If you're looking for work you might check with "The Red Sun Harvest." They've been hiring lots of people lately.

Asking about anything unusual in the area:

D C	Information
5	There is nothing unusual at all in this town.

	Mind your own darn business.
10	You mean other than the fact that this is the new capital of Eventide despite the fact that nobody here wants that kind of attention?
15	A bunch of locals have been disappearing over the past few weeks. Most of them have mentioned something about a new job before they go and no foul play is suspected.
20	A new "shipping" company is snatching up all the workers in town. Anyone with a ship can make a lot of extra money if they can keep their mouth shut.
25	"Red Sun Harvest" is hiring men down at an old warehouse by the docks. They're shipping them out to serve on various ships or something.

Asking about any new smuggler groups:

D C	Information
5	Smuggling was the primary industry of Shantadern until it turned "respectable." Viscount Ventrose keeps that under control these days.
10	Smuggling is still big business here in Shantadern and Viscount Ventrose is not too keen on stopping it completely. Anyone who says different is blind or dumb.
15	Several smuggling groups compete for the best profits. The most lucrative trade is in weapons.
20	A new group has been hiring up locals down by the docks. I think they're using an old warehouse down there but I don't know which one.
25	"Red Sun Harvest" is the one you're after. They're hiring too, if you're interested. Just head down to the old warehouse near pier three.

Asking about the Red Sun Harvest:

D C	Information
5	Never heard of 'em, leave me alone (said with a nervous look around).
10	Ya, I think that's that new "shipping" company, right? You might ask around down by the docks.
15	Why are you asking? Are you looking for work because they sure are hiring. I think they've got an old warehouse down by the docks.
20	Oh sure, everyone's hot on "The Red Sun Harvest." A couple of months ago it was the "Scorpions", changes all the time. Go down

	the pier three and check the big warehouse. Watch your back though, those guys are rough.
25	Sure I know about "The Red Sun Harvest." I was going to sign up for them but I got a job in construction down by the docks. It's a good thing too; those guys are up to no good. Check down by pier three, they've got an old warehouse or something.

Asking about getting work in the area:

D C	Information
5	You don't look like you could handle a real days work, maybe you should look into becoming a scribe or something.
10	Sure there's plenty of work around town if you've got the stomach for it. Ask around down by the docks and you should be able to find something.
15	The only people hiring right now are a group called "The Red Sun Harvest." I think they've got an old warehouse down by the docks, I'm not sure which one.
20	Check the old warehouse by pier three. "Red Sun Harvest" works out of there and they've been hiring. Don't tell them I told you that though.

Whenever the PCs spend time gathering information there is a chance they pick up some rumors in addition to the actual information they were asking about. You can use the following table for suggestions but feel free to make up your own rumors as well.

Additional rumors in the area:

d10	Rumor
1	Black Shayna has been asking around about "Red Sun Harvest", she had better be careful or she might end up dead.
2	There is a war going on between "Red Sun Harvest" and a local group called "The Sharks". "The Sharks" are losing.
3	Shantadern is doing really well now that it's become the capital of Eventide. Soon they will have driven out all the smugglers.
4	"Red Sun Harvest" is really a group of doppelgangers trying to take over the city.
5	"Red Sun Harvest" isn't a group of smugglers, they're a legitimate shipping company.
6	King Lynwerd will be replacing Viscount Ventrose within the month.
7	The Viscount of Eventide is involved in

	smuggling.
8	Shantadern will soon be the most heavily used port in southern Nyrond.
9	There are some men plotting to destroy the new docks.
10	"Red Sun Harvest" is a secret group of spies working for Viscount Ventrose.

Development: Eventually the PCs will gain enough information through role-playing and gather information checks that they will know to investigate an old warehouse down by the docks (near pier three). They may have to spend several evenings in the taverns gathering info. They get a +2 cumulative circumstance bonus for each night spent on gather information checks as the locals get used to seeing them around and loosen up some.

The warehouse appears to be the local headquarters for the new group of smugglers that has been giving Farenne so much trouble. They call themselves "Red Sun Harvest" and they've got quite a little setup going. They managed to purchase the warehouse by the docks and they're using it to store smuggled supplies bound for nearby locations and as a location to recruit new members. They always have a few members on guard duty here to chase off any unwanted visitors.

Once the PCs figure out this is the place to go, move on to Encounter Five.

Encounter Five: The Smuggler's Warehouse

Once the PCs have discovered that "Red Sun Harvest" is using an old warehouse down by the docks as a base, they should go there to investigate.

A group of unlucky smugglers have been stationed here to "guard" the warehouse. It is very boring duty and they have taken to playing cards to help pass the time. They are involved in the game and not paying much attention to their surroundings giving them a -5 circumstance penalty on spot and listen checks. They did set up a lantern on their card table so they can play the game. It illuminates a 30 ft. radius brightly and another 30 ft. of shadowy illumination so the room is fairly well lit. Refer to DM's Aid #2 for a map of the warehouse.

They have enough supplies to last a few more days so they don't leave the warehouse. The

leader, Celeb, is waiting another day or two before he's supposed to be relieved at the warehouse by another member of the Scarlet Brotherhood. At that time he's going to take this newest group of recruits down to the main base using the back door. He has a letter that details his instructions.

The Direct Approach

If the PCs go directly up to the warehouse door and knock or take some other direct approach instead of sneaking into the warehouse, Celeb will open a sliding panel on the door, take one look at the PCs and decide they're trouble. He will deny the existence of "Red Sun Harvest" adamantly, claim he's never heard of them, and do everything he can to get the PCs to leave.

During the day the warehouse is full of workers unloading a merchant ship that docked at pier three. Even after the ship is unloaded the docks are crowded during the day and it's impossible to enter the warehouse without being seen by someone. The place dies down considerably after sundown. Only the four guards remain.

Any PCs who don't want to discretely enter the warehouse and have a look around could have a problem following the trail of information to the Claw Point Cliffs. If they decide not to enter and just hang back and watch to see what happens, they will see a small ship dock at pier three during the middle of the night and unload some suspicious cargo. As the last of the crates is being brought into the warehouse, it is dropped and the lid comes off. Anyone watching will notice a bound humanoid dressed in peasant's clothes is inside the box. The lid is quickly closed again and the box is brought into the warehouse. The smugglers are also dealing in slaving and they've brought a handful of recently captured slaves into the warehouse for a day or two until they are shipped out for good. Assuming the PCs have no qualms about looking around discretely, they can sneak into the warehouse fairly easily after dark. The doors just have a simple latch that can be opened from the outside with a dagger (or something else appropriate). Once they get inside the warehouse read the following.

The warehouse is fairly dark but some light filters in from outside. There are hundreds of wooden crates piled to the ceiling and labeled with all manner of locations and crests from across southern Nyrond. The sound of voices can be heard softly echoing through the warehouse but they are difficult to make out.

A successful listen check (DC 10) once the PCs are inside the warehouse reveals the following conversation:

"... I swear, you must be cheat'in Celeb, nobody's that damn lucky! That's four hands in a row!"

"Easy there Reynolds, don't you know the best way to stop your luck from changing is to accuse another fellow of cheat'in when he aint."

"Ya Reynolds, keep that pie hole of yours shut, all you do is bitch."

"Ha, ha, very funny Tik. Come on Jeth deal the next hand, I've got to win some of my money back. My luck's bound to change eventually."

"I'm just waiting for everybody to ante up."

The sound of coins clinking down on a wooden table can be heard...

"I hate guard duty, I always loose all my money."

"Then you should learn how to play cards!" This statement is followed by hearty laughter as the men continue to trade insults and play the game. The voices seem to be coming from the northwest corner of the warehouse.

Once the PCs move into a position where they can see around the crates, they can see light streaming from a partially open door. It looks like a back office in the warehouse and the voices are coming from inside. If they move so they can see inside the office, read the following.

Sitting in a small office is a group of four men clearly involved in a rowdy game of cards. There is a lantern set up on the makeshift card table illuminating the room and a fair bit outside the open door. Fortunately they don't seem to be paying much attention to their surroundings.

The PCs should have the chance to surprise the "guards" unless they make a lot of noise getting into the warehouse or do something else to alert them. Have them make Move Silently checks just to be sure if they want to get closer. Don't forget the -5 circumstance penalty to the listen checks of the smugglers.

Once the PCs trigger the fight (or the smugglers notice them) roll for initiative and proceed normally.

APL 2 (EL 5)

Smuggler Guards (4): Ftr1/Rog1; hp 16, 16, 16, 16; see Appendix Two

APL 4 (EL 7)

Smuggler Guards (4): Ftr2/Rog1; hp 24, 24, 24, 24; see Appendix Three

APL 6 (EL 9)

Smuggler Guards (4): Ftr2/Rog3; hp 36, 36, 36, 36; see Appendix Four

APL 8 (EL 11)

Smuggler Guards (4): Ftr4/Rog3; hp 52, 52, 52, 52; see Appendix Five

APL 10 (EL 13)

Smuggler Guards (4): Ftr4/Rog5; hp 73, 73, 73, 73; see Appendix Six

Tactics: The smugglers fight intelligently and will attempt to hide (or use invisibility) to make good use of their sneak attacks. Once that option is gone they switch to fighting in pairs and flank the weakest looking opponents until they drop. If any of them are forced to fight one on one they use Improved Feint to get sneak attack damage every round (APL 4+). They won't take the time to finish anyone off if they go down unless the entire party goes down. Even then they will try to stabilize the PCs so they can question them and find out whom they're working for. They also won't pursue anyone who flees out of the warehouse. The risk of getting caught by the authorities is too high.

Development: Once the smugglers are defeated the PCs can search the warehouse. The crates contain various types of smuggled merchandise intended for nearby locations. In addition a handful of the crates contain bound and gagged villagers bound for slavery. They are grateful for being set free by the PCs and are confident they can make their way back home. The guards can be turned in to one of the local authority groups if the PCs desire. Many of the other crates contain weapons, alcohol, fine cloth and stolen goods. Sitting on the makeshift card table is a letter addressed to Celeb and a map of part of the cave complex. See Player's Handout #1 for the contents. Basically it gives Celeb his instructions and directions to the smuggler cave entrance.

If the PCs capture and question the smugglers they can basically get the same information that is found in the letter to Celeb. They won't reveal who is behind the smugglers and only Celeb has a guess as to who has hired him. If asked about the "magic words" he will clam up. If sufficiently convinced by role-playing or a successful Intimidate check he will reveal the password as "All hail Kyuss, Lord and Master of Undead." What he doesn't tell them is that it must be spoken in Old Oeridian. He will only reveal that if specifically asked what language it should be spoken in and it requires another Intimidate check. The same information can be learned if the PCs cast a *Speak with Dead* on Celeb's body but there is nothing that distinguishes him from the others and he won't reveal the language information unless specifically asked. The smugglers stole this password from the cult that currently works in the caves and use it to get by the undead guardians.

Encounter Six: Old Friends (Black Shayna Wavesilver)

As the PCs are heading out of town to find the smuggler cave entrance, they have a chance encounter with a potential ally.

As you pass through the small city of Shantadern someone catches your attention. "Psss! ... Over here..." someone hisses from a nearby alleyway. Standing in the shadows is a cloaked female figure glancing about trying to determine if anyone else is watching. She motions to you to follow her into the alley.

If one or more of the characters have met Black Shayna (from Run up the Colors) proceed with the following:

You recognize the cloaked figure as someone you've worked with before. It's none other than Black Shayna, captain of the Renegade. She seems a little surprised when she recognizes you but she greets you with a warm smile. "Well met friend! I didn't think I'd actually know any of you, but this is a good turn of events. Quickly now, let's get off of the street before somebody sees us. I probably owe you a drink anyway," she says with a smile. "Bring your friends too. We have something to discuss that might prove profitable for all of us."

If none of the characters have played Run up the Colors, read the following instead.

Stepping out of the shadows is a well-tanned human woman of average build. Her black hair is cut sharply at the length of her chin, and held back by a wide strip of red cloth. She wears a canvas vest and black silk pantaloons over low boots. At her hip rests a rapier worn with the air of one who is well-versed in its use.

"Easy there, I don't mean any harm. My name is Black Shayna and I'm the captain of a merchant ship called the Renegade. I've just heard that you have been asking around town about a topic I'm interested in and I was hoping I could buy you a drink and discuss a business proposition with you. What do you say?" she asks expectantly.

Assuming the PCs agree to go with Shayna, she leads them a short distance through the alleyways to the back entrance of a small dark tavern called "The Sleeping Sailor." She claims a table in the back near the door and nods to the bartender who brings them drinks. The other patrons seem to ignore their presence and concentrate on their own hushed conversations. She will introduce herself to anyone who hasn't met her and take note of the names of those she is speaking with. Then she will proceed with the following:

Shayna takes a deep drink from her ale, wipes her mouth on her sleeve and seems to relax noticeably. "That's better! Now then, it's come to my attention that you folks have been asking around about "Red Sun Harvest", is that true?" she asks raising an eyebrow questioningly.

Allow the PCs a chance to respond. If they admit they've been asking around about them she continues with the following. If they lie or refuse to answer she will press the issue a bit but eventually let it drop. She will ask the PCs what they are up to. If they mention the Claw Point Cliff Caves at any point she'll skip the talk about the smugglers and offer the deal below.

"Well, it just so happens that I have an interest in those bastards myself. You see for the past few weeks they've been snatching up every good sailor along the entire coast. I've been trying to put a new crew together and it's damn near impossible. They're gonna drive every other... um... 'merchant' out of business if they keep this up. I don't suppose you've heard anything I can use to put them out of

business, or at least slow them down a little, have you?"

Allow the PCs to give as much or as little information to Shayna as they like. She doesn't know much at all about "Red Sun Harvest" and she's fishing for information. If they are honest with her and tell her that the clues are pointing to the Claw Point Cliffs or if they mention them at any point, she'll raise her eyebrows and ask if they're heading down there to investigate.

The Claw Point Caves? Well now, ain't that interesting. I've had my eye on those caves for some time. I've often thought about trying my hand at exploring those catacombs myself but it's pretty risky. I tell you what, if you do intend to head down there, I've got a deal for you. I just happen to have learned a thing or two about how to get into those caves safely, well as safely as one could expect anyway. I might be willing to share the information in exchange for a little information in return. If you agree to provide me with a map of any part of the catacombs that you explore and with any information you find out about "Red Sun Harvest", I'll give you the location of a secret entrance into the caves. What do you think?"

If the PCs agree to the deal, Shayna will ask if they have an idea of where they want to enter the caves. They stretch for several miles along the coast. The entrance she knows about is a little east of the entrance the smuggler directions lead to. Assuming they provide her with the smuggler directions she can give them the following information

Shayna nods her head, "good, that's not too far from the secret entrance." She lowers her voice to proceed. "You want to head about 600 feet east of the smuggler entrance to a low point in the cliffs, it's about 80 feet above the surface of the water and it surrounds a small cove. The secret entrance is actually under the surface of the water. There is a tunnel about 30 feet down that leads back about 100 feet into the cliffs, maybe a little more, and opens into a dry cavern. Then there is a tunnel leading up into the caves that connects with the catacombs. Head back to the west and you should be able to work your way back to the caves the smugglers are using."

"I know an underwater entrance is not exactly what you wanted to here but maybe this will help." She passes a small package across the table. Opening it reveals several

small vials. "Water breathing potions," she says. "I was saving them for my trip, but I figure I have a better chance of surviving if you survive long enough to bring me back some information, so take them."

If the PCs pass on the deal she is disappointed but doesn't hold it against them. If they have the "Favor of Black Shayna Wavesilver," they can take advantage of this meeting to use it without spending any extra time units. She'll buy them another round of drinks and then take her leave. If the PCs agree, she will give them direction to the secret underwater and ask them to meet her back here in a week so they can tell her what they learned. She'll trust them to stick to the deal.

At APLs 2 and 4 Black Shayna will offer to find someone who will sell the PCs some potions or scrolls of cure light wounds for the trip at standard DMG prices. She suggests that they'll need all the help they can get when heading into those caves.

Treasure: Potions of Water Breathing CL 5 (750 gp). There is one potion per PC and each potion will last for 10 hours.

Encounter Seven: Journey to the Claw Point Cliff Caves

The easiest way for the PCs to get to the smuggler caves is over land. They can follow the coast south of Shantadern for about 50 miles to reach the cave entrance. Alternatively they can travel by sea if any of them have access to a ship, or they can travel by magical means.

Overland Journey:

The overland journey is almost entirely uneventful. The terrain is rugged and covered with small thorny bushes that cling to you as you pass. There are many small fishing villages along the coast in Eventide populated with poor commoners struggling to make a living. The hard ground won't support large farms but they do grow some small crops to supplement the food they get from the sea. They are cautious around strangers since the only ones they see are smugglers and pirates. Recent raids have hit a few of the villages pretty hard. The people speak of the harsh crimes they have endured with subdued anger. Many seem to have resigned themselves to their difficult existence.

Eventually the journey down the coast nears its end. The smuggler instructions are easy enough to follow. The terrain is fairly flat so landmarks can be seen from a long way off, besides the instructions say to follow the coast for much of the journey and that's pretty hard to miss. Finally the last few landmarks come into view, the entrance must be nearby.

Describe any ocean travel or magical travel as you see fit. The weather is slightly stormy but nothing that poses a danger to anyone traveling by sea. They will pass the same fishing villages if they travel within sight of the coast. They should be able to find a low point in the cliffs near some small cove or something where they can anchor their ship and come ashore. It's important that they travel the last couple of miles by land.

Two Possible Entrances

At this point the PCs likely have two options for entering the caves. The directions they found in the smuggler's warehouse guide them to the general location for both entrances. If they choose to enter the complex using the smugglers back door (the one indicated by the directions) proceed with Encounters Eight-A and Nine-A and then proceed directly to Encounter Ten. If they choose to enter the caves through the secret entrance provided by Shayna, proceed to Encounter Eight-B and Nine-B and then move directly to Encounter Ten.

Refer to DM's Aid #3 for a map of the area. It also shows the various potential entrances into the cave complex.

General Info about the Claw Point Cliff Caves:

Ancient Oerdians originally created the cave complex over 600 years ago as a burial sight for their dead. The cliffs around the catacombs have since begun to erode exposing various entrances to the caves that extend at least a mile back into the cliffs. The erosion has also created new caverns and tunnels that crisscross the existing passages. It is rumored that many of the dead were buried with their worldly possessions so the caves must surely be filled with treasure. The rumors have attracted a large number of treasure hunters in spite of the difficulty of actually getting to the caves. Violent storms can appear with little warning and the cliffs themselves are precarious and unstable.

The rumors also speak of the vengeful undead who look down upon those who wish to remove any of their prized possessions. The treasure

hunters who are lucky enough to return from an expedition also speak of rotting diseases caught from the malign air and terrible curses that affect tomb robbers.

The section of caves used in this module is just a small portion of the entire cave complex. The caves stretch along the coast for several miles and go at least a mile back into the cliffs. The caves in this region have seen fairly heavy erosion and many of the burial tunnels have been damaged. The good news is that the erosion has opened up several new passages that connect different parts of the existing caves together. The Scarlet Brotherhood has taken advantage of this to find a back door into their smuggler hideout. The main entrance that they use is a partially submerged tunnel that leads directly to the sea. At low tide it's possible to take a small rowboat through the tunnel and unload cargo on the beach inside the cave.

Unless otherwise noted, the ceilings of the caves in the smooth burial chambers are 10 feet high. The ceilings in the eroded chambers are as high as the chamber is wide at the center and then slope down to meet the walls of the chamber. The ground in the eroded sections is fairly rough but doesn't hinder movement or count as difficult terrain. There are no light sources in any of the caves unless specifically mentioned. The caves are also very damp and have drops of water continuously falling from the ceiling and small pools that have formed in almost every cavern.

Encounter Eight A: Dangerous Cliffs

The directions from the smuggler map are easy to follow. They lead to a gnarled pine tree standing alone amidst the stout low bushes and shrubs that dominate the coastline. The game trail winds its way through the brush heading south towards the cliffs. The sound of crashing waves grows louder as you near the sheer drop. The trail dead-ends in a small patch of dirt amidst the shrubs right on the edge of the cliffs. The view is quite impressive. You can see many miles out to sea and the ocean is visible two hundred feet below crashing against the rocks. There appears to be a rusty ladder that leads down the side of the cliffs. Though rusty, it appears to be solidly bolted to the cliff face and no signs of damage are visible from here.

The ledge below has a small cave opening that the smugglers have been using as a back door. They added this ladder as a convenient way to get up and down the cliff face. It has only been here a couple of months but the damp salty air has already caused it to start rusting. It is still in good condition though and can support 400 lbs. of weight on any given section at one time. Each section is 10 feet long and will pull away from the cliff face if more than 400 lbs. is applied. There should be sufficient warning signs before this happens. The rungs will bend, the ladder will creak ominously etc.

The ladder is slippery from moisture and it is angled back in places making the climb check more difficult than it would normally be (DC 10). Climbing down the actual cliff face is much more difficult. It requires a DC 30 climb check because of the angle and because the rock is slippery from the damp sea air.

Trap: The ladder is trapped. When someone steps on one of the rungs part way down the ladder a 10 ft. section actually comes loose and pivots out over the ocean and then comes to a jarring halt. The quick stop either knocks the victim off the ladder, sending them plummeting to the ledge below, or leaves them dangling precariously from the ladder. At higher APLs there is a chance of falling off the ledge and going all the way down into the ocean below. See DM's Aid #6 for a diagram of the trap.

If anyone falls into the ocean they must figure out how to get back up to the ledge to continue. The cliff is difficult to climb without a rope (DC 25). A knotted rope only reduces the DC to 10 due to the dampness of the climb. It's 125 feet back up to the ledge. The DC for the swim check once they are in the water is 15 because of the brewing storm.

Those who make the initial saving throw are left dangling from the perpendicular ladder. They can make a DC 10 climb check to walk hand over hand to reach the main part of the ladder and continue the climb downward. Those left above will have to figure out how to climb down the gap that forms in the ladder once the trap is sprung. The ladder can be pushed or pulled back into place and the triggering rung can be reset but they will have to be careful not to step on it again.

If two people are climbing close together when the trap is triggered, they will both have to make Reflex saves or suffer the effects of the trap.

APL 2 (EL 2)

Trick Ladder Trap: CR 2; 2d6 falling damage; Reflex save avoids (DC 16); Search (DC 20); Disable Device (DC 24).

APL 4 (EL 4)

Trick Ladder Trap: CR 4; 4d6 falling damage; Reflex save avoids (DC 18); Search (DC 22); Disable Device (DC 24).

APL 6 (EL 6)

Trick Ladder Trap: CR 6; 6d6 falling damage; Reflex save avoids (DC 20); Search (DC 24); Disable Device (DC 24).

APL 8 (EL 8)

Trick Ladder Trap: CR 8; 4d6 falling damage; Reflex save avoids (DC 22); Search (DC 26); Disable Device (DC 24). If the first reflex save is failed, the must make a second reflex save or fall off the ledge into the ocean below (DC 17). The fall is 125 feet down into 30 feet of water and deals 2d3 non-lethal damage plus 8d6 lethal damage. A DC 25 swim or tumble check will negate the falling damage.

APL 10 (EL 9)

Trick Ladder Trap: CR 9; 6d6 falling damage; Reflex save avoids (DC 24); Search (DC 28); Disable Device (DC 24). If the first reflex save is failed, the must make a second reflex save or fall off the ledge into the ocean below (DC 19). The fall is 125 feet down into 30 feet of water and deals 2d3 non-lethal damage plus 8d6 lethal damage. A DC 25 swim or tumble check will negate the falling damage.

Encounter Nine A: Smuggler Watchdogs

The PCs will travel through several tunnels and chambers of the burial complex before they reach the area that the smugglers are using as a base. The tunnels and rooms are a mix of old catacombs and natural caverns formed by erosion. Once the PCs arrive at the small cliff under the ladder you can read or paraphrase the following:

Arriving at the small ledge reveals a natural cave entrance leading back into the cliff face. This cave appears to have been formed by erosion, most likely from water since the cave walls glisten slightly with moisture. A short distance in, the tunnel seems to open into a large cavern that is completely dark.

Allow the PCs to make whatever preparations they wish before heading into the cave. The cavern is 20 feet high in the center and has a rough natural floor.

The tunnel goes back about 15 ft. before opening up into a vast cavern. It is about 60 feet wide and 70 feet long with a 20-foot ceiling and an uneven floor. The cave has two exits to the north. The opening on the left leads into a small side cavern while the one on the right leads deeper into the complex.

Allow the PCs a chance to explore the large cavern and the smaller side cave if they wish, but there is nothing of interest in either one. Their approximate depth at this point is 75 ft. Once they are ready to proceed down the longer tunnel, continue with:

About 80 or 90 feet down this tunnel there are two side passages that head down at a fairly steep angle into the darkness. The main tunnel continues to the north. Then it narrows to only about 5 feet for a short distance before opening into a large room beyond.

The side passages lead down to the lower levels of the catacombs and should be avoided by the PCs. If the PCs insist on exploring these side passages, proceed to Encounter Eleven.

Shortly after the natural tunnel narrows it intersects with some of the catacombs built over 600 years ago. The room is in good condition. The walls, floor, and ceiling are all smooth worked stone and the ceiling is about 20 feet. There are even two surviving reinforced wooden doors that exit to the east and west from this room.

Once the PCs are ready to proceed through the narrow opening, read the following:

The natural passage you are emerging from intersects this section of catacombs in the southeastern corner of the room. There is rubble near the opening and signs that this tunnel was widened intentionally to allow easier passage. An old pickaxe leans against the wall near the rubble.

This chamber ahead is clearly different than the ones you left behind. It is made of smooth worked stone and appears to be part of a burial complex that was built hundreds of years ago. It is about 50 feet square with a 20-foot ceiling. There are two reinforced wooden doors leading to the east and west and three tunnels that lead to the north. Two of them

appear to have been formed by erosion while the center one is part of the catacombs. The room is very damp and cold-water drips from the ceiling in several places forming small puddles around the room.

The doors to the east and west have almost completely rotted away. The only thing holding them up is the iron reinforcements but they have nearly rusted through as well. They must be opened carefully or else they break apart and clatter to the floor. It's not difficult as long as the PCs are careful but it takes a full round action instead of a move action. Alternatively they can be smashed open fairly easily. The two chambers beyond the doors are empty other than the pile of rubble in the southern corner of the western room. The smugglers cleared out this area long ago.

Rotted Wooden Doors: 1 in. thick; hardness 0; hp 2; AC 5; Break DC 8.

The passages to the northwest and northeast lead down to the lower levels of the catacombs. If the PCs wish to investigate them proceed to Encounter Eleven. Once they proceed down the center tunnel, read or paraphrase the following:

This passage leads about 40 feet north before revealing an unusual sight. The ground ahead appears to be completely covered by thousands of bones. The bone pile is several feet thick and appears to cover the floor of the entire chamber beyond. A pair of rotted old doors can be seen protruding from the bones near the entrance to the room. The western wall of the tunnel is heavily damaged by erosion creating a small alcove shortly before it reaches the room ahead.

Once the PCs move up so they can see into the bone filled chamber read the following:

The corridor opens into a large rectangular chamber 70 feet long and 40 feet wide. There are double doors on the northern wall and a rough tunnel that leads out of the room from the southeastern corner. The entire chamber is covered by several feet of loose bones. They are of all shapes and sizes. You can make out many small animal bones, larger humanoid ones and some that come from incredibly large creatures. The bones don't seem to be arranged in any meaningful way, they are just littering the floor. Some skeletons appear to be nearly intact but many of the bones don't form any recognizable creature.

This chamber has been used for many years by a Cult of Kyuss to store bodies. The cult often sacrifices creatures to their foul god and leaves the remains here to rot. They also stay on the lookout for skeletons they can animate to form undead guardians.

The room is guarded by a *greater glyph of warding* that stores an *animate dead* spell. The glyph is inscribed on the double doors that lead north. The doors are in fact impassable because the room beyond has completely caved in. Once any of the PCs pass the center of the room the glyph activates and animates several of the skeleton corpses. The glyph is very difficult to detect (Search DC 31) and anyone who gets close to the doors will trigger it, animating the skeletons.

The password to bypass the glyph is "All hail Kyuss, Lord and Master of Undead" which must be spoken in Old Oeridian to work. It is possible that the PCs have learned the proper password from the warehouse guards but it's unlikely they learned that it must be spoken in Old Oeridian. If they do manage to learn this and use the information to bypass the trap they get credit for "defeating" the encounter.

Assuming the PCs trigger the glyph read the following:

A low thrumming noise begins to echo throughout the cavern. Two pinpoints of red light illuminate one of the particularly large piles of bones near the eastern exit. The lights grow brighter and brighter and soon the entire cavern is cast in a reddish hue. Slowly the enormous skull of what was once a huge beast rises from the ground supported by a long snake like neck. Enormous tattered bat like wings rise behind the creature as it stands to its full height. The clattering of thousands of loose bones falling from its huge frame is nearly deafening. The beast lifts its head and opens its jaws in a silent roar. The bones of a long dead dragon have come to life before your eyes.

Have the PCs roll for initiative.

At APL 2 and 4 read the following

Suddenly with a sickening crunch the neck of the creature snaps and the skull pitches forward crashing to the ground shattering into a hundred pieces. The remainder of the skeleton collapses with a cacophonous roar, but as the glow from its eyes vanishes it reveals several others that have formed

around the cavern. The skeleton of the dragon must have decayed too much to support its tremendous weight but there are others in much better condition. They form from the bones littering the ground and rush forward into battle.

At APL 6 read the following

A second skeleton rises up out of the sea of bones near the southern exit. Fortunately this form is not a dragon but simply a giant humanoid. It clutches an enormous femur that will serve as a massive club in its skeletal hands. With the grinding of enormous bones they both lumber into battle.

At APL 8 and 10 read the following

Several others join the red glow as more dragon skeletons take shape from the bones littering the floor. With the grinding of enormous joints and silent roars they lumber into battle.

Make sure to have one or more of the larger skeletons form so that it's blocking the eastern exit. It should be nearly impossible for the PCs to simply run past the combat. This will also prevent anyone from using "Hide from Undead" since they would be forced to touch one of the creatures to get through the opening.

APL 2 (EL 5)

Owlbear Skeletons (2): hp 32, 32; see Monster Manual page 226.

Wolf Skeletons (2): hp 13, 13; see Monster Manual page 226.

APL 4 (EL 7)

Etin Skeleton (1): hp 65; see Monster Manual page 227.

Troll Skeletons (2): hp 39, 39; see Monster Manual page 227.

APL 6 (EL 9)

Young Adult Red Dragon Skeleton (1): hp 123; see Monster Manual page 227.

Hill Giant Skeleton (1): hp 84; see Appendix Four.

APL 8 (EL 11)

Young Adult Red Dragon Skeleton (3): hp 135; see Monster Manual page 227.

APL 10 (EL 13)

Young Adult Red Dragon Skeleton (5): hp 140; see Monster Manual page 227.

Tactics: The skeletons are given the following orders when they form: Destroy any creature in this cavern or any that move east of this location. Because of these instructions, the skeletons will not pursue anyone who retreats out of the cave but they will pursue anyone who goes deeper into the cavern complex. The skeletons are not intelligent and they don't move to flank or use any advanced tactics. They simply move up to the nearest enemy and attack. Smart PCs should be able to take advantage of this to defeat the skeletons more easily.

Development: The cult of Kyuss has a tiny secret window that they use to keep watch on this entrance to the catacombs. The opening is very small (only an inch or two square) and a human skeleton with instructions to return to the main shrine if it sees anything moving in the room constantly mans it. The opening is very hard to find from the bone filled room. A spot check DC 40 will allow someone to notice it. Actively searching in that location of the wall requires a DC 25 search check to find it. Even if the PCs do notice it, the skeleton watcher has likely already reported the intruder to the cult. There isn't an actual secret door in this wall, just the tiny window.

Encounter Eight B: Ancient Burial Trap

Following the directions given to you by Black Shayna you eventually reach the low area in the cliffs that she said would mark the location of the secret entrance. The cliffs here are 80 feet above the surface of the ocean and they surround a small cove that reduces the crashing waves to a gentle swell. The cliffs have eroded significantly enough that it looks like you'll be able to climb down without too much trouble.

Once the PCs find the small cove 600 feet east of smuggler back door, they'll have to figure out a way to get down the cliff face. Fortunately it is heavily eroded here making the climb fairly easy (climb DC 10). It's about 80 feet down to the surface of the water though so a fall could be very dangerous. A rope will help by reducing the climb check DC to 5 but it needs to be 80 feet long to

reach the water. Refer to the DMG pg. 303 for information about falling or diving into water in case the characters simply want to jump in. Basically a successful Swim or Tumble check DC 20 (15 + 5 for the fall being over 50 feet) will negate any falling damage for anyone who deliberately jumps into the water. The water in the cove is about 50 feet deep.

The underwater tunnel is easy enough to find if the PCs can see in the dark or if they have a light source that works underwater (a light spell will work just fine). The tunnel is easy to follow, there are no side passages and the current is gentle thanks to the small cove surrounding the entrance. Swimming in this calm water requires a DC 10 swim check. The opening is about 30 feet down from the surface of the water and it goes back a little over 100 feet before emerging at an underground beach. The water in the cove is about 40 feet deep.

The PCs can either use the water breathing potions they got from Shayna or figure out some other way to get through the passage. It's possible for a good swimmer to simply hold their breath and swim the 160 feet into the interior cavern. A successful swim check allows a PC to swim one half their speed as a full round action. A character with a normal movement of 30 feet can swim that far in about 11 rounds. Once the PCs pass through the underwater tunnel, continue with the following.

The underwater tunnel leads up into a pool on one side of a natural cave. The water from the pool laps gently on an underground beach covered in coarse gravel. The beach slopes steeply upward for 50 or 60 feet and then narrows into a tunnel leading north.

The PCs can emerge and dry off on the beach before proceeding north through the tunnel.

After about 30 feet the natural tunnel intersects a new tunnel with smooth walls. This must be part of the rumored catacombs that were built hundreds of years ago. It leads off into darkness both east and west.

If the characters don't remember which way to go they can make a Wisdom check (DC 10) to see if their characters remember that they should go west (left) to find the smuggler caves. This is assuming they know where the smuggler entrance is in relation to the entrance they just used. Some simple reasoning combined with the instructions and map that lead to the smuggler entrance should allow them to figure it out. The passage to

the east leads to a set of stairs that go deeper into the catacombs. Proceed to Encounter Eleven if they go that way. Assuming they eventually go west, continue with the following.

The tunnel goes straight and level nearly 100 feet to the west before stopping at a strong iron door. There is a simple iron ring and what appears to be lettering right across the center of the door but it's difficult to read because of the dirt and rust that mars the surface.

Once some of the dirt and rust have been brushed away a name can be made out: “**Lord Mathias Kelindil.**” The door is not locked, though it is rusty, and can be pulled open with a little bit of effort (Str check DC 10).

The door opens into a rectangular room, 45 feet long and 30 feet wide with a 15-foot ceiling. There is a large seal carved in the center of the floor that looks like it could be a heraldic symbol. The opposite wall contains another metal door and is completely covered in very intricate carvings that are difficult to make out from a distance.

This room was created to guard the tomb of Lord Mathias Kelindil from any would be grave robbers, but to allow any who knew him extremely well to gain access and pay their respects or maintain the tomb. The seal can be identified with a Knowledge (nobility) DC 30 or knowledge (history) DC 40 as the heraldic symbol of Lord Kelindil. He is from an old Oeridian line of nobles that once lived in southern Nyrond. Once someone enters the room and passes the seal on the floor a magical voice poses the following question.

Do you wish to enter the tomb of Lord Mathias Kelindil?

If the PCs answer “no” then the question is repeated every minute as long as someone is in the room and on the western side of the seal. Once they answer yes or attempt to interact with the rune covered wall (such as by moving to within 5 feet of the wall to read the carvings) or the closed door, it triggers the riddle. As soon as that happens the door leading into the chamber closes and pushes anyone in the way into the room unless they can win an opposed Strength check. PCs outside of the room have one move action to get inside before the door closes, locking them in the outer tunnel. The door has a Strength of 30 (+10) and it can move up to 1,600 lbs. It is possible to hold the door open but it continues to

attempt to close itself every round while the puzzle is active. Once it closes it magically locks (*Arcane Lock* 15th level caster) and the only way to open it is with magic or by breaking it down.

Reinforced Iron Door: 4 in. thick; hardness 10; hp 120; AC 5; Break DC 28 (38 once the *Arcane Lock* is active).

Once the door is closed (or one full round after the door should have closed) the voice speaks again:

Only those who know the Lord well may proceed into his tomb, you must answer this to proceed. Name three things that Lord Kelindil values above all others? Stand in the great seal and say “Lord Kelindil values these three things”, then speak your answers. You have three minutes to respond.

After one minute (enough time for one knowledge check) the voice will say the following.

You have two minutes remaining.

After a second minute has passed without any answers being provided the voice speaks again.

You have one minute remaining.

If three minutes pass and no answers have been given or if an incorrect answer is given read the following:

You have been judged unworthy. You must be punished.

At this point the trap is triggered and three spells go off in the room. The spells vary by APL and they go off one per round in the order shown below. The PCs will have one action after each spell goes off before the next one is triggered. If one or two correct answers have been given some of the spells are not triggered. See “Providing the Answers” below for details.

APL 2 (EL 3)

1. *Dispel Magic* (CL 8, Area *Dispel*)
2. *Stinking Cloud* (CL 5, Fort DC 14 negates). Note that two of these spells go off spaced so the entire room is affected.
3. *Inflict Light Wounds* effects everyone in the room (CL 1, 1d8+1 Will DC 11 for ½ damage)

APL 4 (EL 5)

1. *Dispel Magic* (CL 10, Area *Dispel*)
2. *Stinking Cloud* (CL 5, Fort DC 14 negates). Note that two of these spells go off spaced so the entire room is affected.
3. *Inflict Moderate Wounds*

effects everyone in the room (CL 3, 2d8+3, Will DC 13 for 1/2)

APL 6 (EL 7)

1. Greater Dispel Magic (CL 12, Area Dispel)
2. Stinking Cloud (CL 5, Fort DC 14 negates).

Note that two of these spells go off spaced so the entire room is affected.

3. Inflict Serious Wounds effects everyone in the room (CL 5, 3d8+5, Will DC 14 for 1/2)

APL 8 (EL 9)

1. Greater Dispel Magic (CL 14, Area Dispel)
2. Acid Fog (CL 11, 2d6 acid damage no save). Note that two of these spells go off spaced so the entire room is affected. This spell dissipates after 1 round.
3. Inflict Critical Wounds effects everyone in the room (CL 7, 4d8+7, Will DC 16 for 1/2)

APL 10 (EL 10)

1. Greater Dispel Magic (CL 16, Area Dispel)
2. Acid Fog (CL 11, 2d6 acid damage no save). Note that two of these spells go off spaced so the entire room is affected. This spell dissipates after 2 rounds.
3. Inflict Critical Wounds effects everyone in the room (CL 10, 4d8+10, Will DC 16 for 1/2)

Once the spells have gone off the trap resets. It takes one minute for the outer door to open but anyone who tampers with the western wall or door during this time triggers the spells to repeat immediately. Once the outer door is open the trap is fully reset and it begins again by asking if the PCs wish to visit the tomb of Lord Mathias Kelindil.

Solving the Puzzle:

This puzzle is not something the “Players” can solve. The “Characters” must solve the puzzle by studying the carvings on the western wall and then making skill checks to determine possible answers. It is also possible, though difficult, to disable or bypass the trap. There are multiple answers to the question posed by the mysterious voice. Each one can be determined by studying a different part of the wall for one full minute and then making an appropriate skill check to determine what value the engraving represents. For example, a PC can study the Family Tree section for one minute and then make a Knowledge Nobility and Royalty check to determine that the family tree emphasizes “ancestors” which identifies one of the answers.

These are the different sections of the wall.

Arcane Symbols (Arcana) – This section of the engraving has hundreds of arcane symbols arranged in what first appears to be a random array. Careful study for one full minute allows the Character to make a Knowledge (Arcana) check to determine one of the answers is “Order.” A failed check results in the answer of “Magic.”

Family Tree (Nobility and Royalty) – This section displays a huge family tree with accompanying heraldry though much of the color has faded. The family tree covers two dozen generations, the youngest of which must have died over 600 years ago. Studying this section of the wall for one full minute allows the Character to make a Knowledge (Nobility and Royalty) check. Success indicates the character has determined one of the answers is “Ancestors.” A failed check results in the answer of “Family.”

Holy Symbols (Religion) – This section appears to be an assortment of holy symbols carved in some sort of pattern. Both good and evil gods are represented in the array. Many of the symbols are different than ones used today but most are still recognizable. Studying the section for one full minute allows a Knowledge (Religion) check to determine one of the answers is “Faith.” A failed check makes the character think the answer is “Religion.”

List of Names (History) – This section of the wall has a list of names. Next to each name is a long string of things that were important to that person. They include other people, locations, dates, great deeds, and even the names of battles. After studying this section for one full minute the Character can make a Knowledge (History) check to determine one of the answers is “Education.” A failed check results in the answer “Courage.”

Natural Elements (Nature) – This section of the wall contains both images as well as lists of herbs, plants, animals, and even weather phenomena. Studying this section will allow a Knowledge Nature check to discover one of the answers is “Power.” A failed check results in the answer “Knowledge.”

Old Oeridian Poetry (Special) – This section contains an old Oeridian poem. The trick here is to translate the poem. Anyone who can read Old Oeridian, cast Comprehend Languages (or a similar spell), or make a Decipher Script check (DC 25) can read the poem. Once you can read it, the answer is simple, “Love.” A failed Decipher Script check followed by a failed Wisdom check

(DC 5) means the character thinks the answer is “Language.”

The DC for the knowledge check depends on the APL:

APL 2 – DC 19

APL 4 – DC 21

APL 6 – DC 23

APL 8 – DC 25

APL 10 – DC 27

These knowledge checks are too difficult to be made untrained.

Special – Because the PCs are studying a very complex image it’s possible that by studying it a little while longer they may notice something that they missed before. This allows them to retry any of the knowledge checks even though you normally can’t retry that skill.

Bardic Knowledge

A Character can use Bardic Knowledge (or any similar class ability) instead of any individual knowledge check listed above, but the DC to determine the correct answer is 5 higher. It still takes one full minute of study to guess at any individual answer and a separate check must be made for each knowledge skill.

Providing the Answers

Once a PC knows one or more answers they can stand on the great seal and speak one of the 6 potential answers (“Order”, “Ancestors”, “Faith”, “Education”, “Power”, and “Love”). If a correct answer is given one of the heavy bolts on the western door opens and the Characters have one additional minute (enough time to make another skill check) to provide another answer. The sliding of the bolt is audible to anyone in the room and evidence that a correct answer was given. If anyone stands on the seal and speaks an incorrect answer the trap is triggered as described above. Any bolts that had been opened slam shut and the process must begin again.

Once the PCs have provided one or more correct answers, the trap gets a little less dangerous. If they have given one correct answer and the trap is triggered, the first spell does not go off, only the second and third do. If they have given two correct answers and the trap is triggered only the third spell goes off.

Note that only three of the 6 possible answers must be given to solve the puzzle.

Detect Magic

If anyone casts detect magic in the room and concentrates for the appropriate amount of time they can learn the following information.

Round 1: Yes there is magic in the room.

Round 2: There are 15 auras in the room and the strongest is dependant on APL.

APL 2 and 4 – Faint

APL 6 to 10 – Moderate

Round 3: There is a wall of force inside each of the 4 walls as well as the floor and ceiling (Evocation, DC 20 spellcraft.)

There are 5 permanent magic mouth spells on the seal (Illusion, Spellcraft DC 17.)

There is an arcane lock on the western door (and one on the eastern door once it’s closed) (Abjuration, Spellcraft DC 17)

There are three additional auras on the western door, one for each spell it will cast when the trap is triggered. The first is dispel magic or greater dispel magic (Abjuration, DC 18 or 21 spellcraft). The second is stinking cloud or acid fog (Conjuration, DC 18 or 21 spellcraft). The third is an inflict wounds spell (Necromancy, DC 16, 17, 18, or 19 spellcraft).

Bypassing the Trap

The main purpose of the trap and the puzzle is to prevent people from getting into the tomb. There are several possible ways PCs could get into the tomb without actually solving the puzzle. The door protecting the entrance to the tomb is very special and could prove difficult to open. It is made of reinforced iron and it has three locked bars on the inside that hold it shut. The door is also held shut with an *Arcane Lock* spell.

Reinforced Iron Door: 5 in. thick; hardness 10; hp 150; AC 5; Break DC 28 (38 with the *Arcane Lock* active).

Brute Force – The PCs could simply bash through the western door. It could prove difficult though because every round they spend bashing on the door the trap goes off and fires off the spells at anyone in the room. They go off one per round and just keep cycling as long as someone is attempting to cause damage to the door or the

wall. The walls are two feet thick and have the following stats.

Stone Walls: 24 in. thick; hardness 8; hp 360; AC 5; Break DC 42.

There is also a *wall of force* built into each wall of the trap room to prevent anyone from bypassing it with simple digging or spells such as *passwall*. If the PCs manage to dig to the *wall of force*, *disintegrate* it and then dig the rest of the way out, they can bypass the door. Disintegrating the wall of force will trigger the trap though.

Search and Disable Device – Searching the seal in the middle of the room can reveal the permanent magic mouth spells (DC 27). Searching the western door reveals that it is held shut by three bars (DC 20) and that it is magically trapped with three separate effects (DC 25 + spell level for each spell). Searching the rest of the room reveals no additional information.

The western door is closed and barred with three separate bars. Each bar is held in place by a locking mechanism located on the other side of the door. It takes a disable device check to unlock each locking bar (three in total) plus another check to bypass the *Arcane Lock*. The DC for the disable device check is very hard since it's nearly impossible to actually reach the bars on the other side of the door but it can be done. Each check takes 2d4 rounds and if the PC fails by 5 or more it triggers the trap as above. The Disable Device DC varies by APL as shown below.

APL 2 – DC 27

APL 4 – DC 29

APL 6 – DC 31

APL 8 – DC 33

APL 10 – DC 35

Knock – A *knock* spell is an excellent way to bypass the door. Unfortunately since the door is held shut by three bars and each bar is locked, it will take three *knock* spells to open them plus an additional one to bypass the *Arcane Lock*. All three must be cast before the trap resets or they relock when the puzzle resets.

Other Ideas – A *dispel magic* can be used to suppress the *Arcane Lock* spell that has been cast on either door but the break DC is still 28. Beyond that, try to let the PCs be creative. This trap may be very difficult for certain groups. Most groups should be able to get through it eventually but it may drain a significant portion of their resources to

do so. If the Players are getting frustrated you might remind them that they know of another way into the catacombs (the one the smugglers use).

The door is open

Once the door has been opened, whether the puzzle was solved correctly or another method was used the voice speaks again:

You have answered correctly. You may now enter the tomb of Lord Kelindil. The puzzle will reset in 30 minutes, thank you.

Once the PCs have entered the actual tomb they will find that grave robbers removed anything of value long ago but that a tunnel has been worn away by erosion and leads deeper into the cave complex. The door is much easier to open from this side but each of the bars is locked and requires an open lock check DC 30 for each bar. Alternatively the PCs can just take a couple of minutes to smash the locks and then the bars will slide freely.

Encounter Nine B: Undead Cave Guardian

The passage from the tomb of Lord Kelindil eventually opens into a large cavern with exits to the southwest and to the north. The ceiling of the cavern is very high, 50 or 60 feet. It must be very close to surface level. The southwestern exit narrows fairly quickly and dead-ends just around the bend while the northern exit appears to continue on. It slopes gradually upward and opens into a second very large chamber after about 75 or 80 feet. There is also a second passage that leads off to the west. Up ahead you can see that the cavern has two exits, one leads off to the west while the other heads northeast.

The second large chamber is occupied. There are undead guardians patrolling this area. They are hiding in the main cavern and wait until it is spotted or until the group has gotten to the center of the cavern before attacking. Roll normally for spot and listen checks to determine if the PCs are surprised or not. Keep in mind they suffer a –1 penalty per 10 feet of distance and pay attention to the range of any light sources they are using. Calculate the starting encounter distance based on the visible range of the PCs. The undead guardians have darkvision so it's likely they spot the group as soon as they enter the cave. Once combat is about to begin read the following.

APL 2

A low scraping sound indicates your group is not alone. The grinding of bone upon bone is likely a familiar sound to seasoned adventurers. It's a skeleton, and a big one from the sound of it. Lurching into view is the large form of the creature.

APL 4-6

A low scraping sound indicates your group is not alone. The grinding of bone upon bone is likely a familiar sound to seasoned adventurers. It's a skeleton, two in fact, and they're big ones. Lurching into view are the large forms of the creatures.

APL 8

As you move through the large chamber a faint aroma catches your attention. At first it smells like strong cooking spices, something a tavern keeper might toss into a three day old stew to keep it edible. But that's not it. The smell grows stronger and stronger very quickly until it almost causes you to choke. Somewhere in the back of your mind you already know what's coming so you aren't taken completely by surprise when three bandaged humanoids emerge from the inky darkness. Though you were half expecting it, the sight of the creatures is still terrifying.

APL 10

The Mohrgs use their hide and move silently skills to get as close as possible before unleashing their attack. It is likely they will get within range of a surprise charge before the PCs spot them. Alter the text below as needed.

The large cavern stretches out into darkness. The damp walls shimmer slightly in the dim light and drip continuously from countless stalactites on the ceiling above. Suddenly, several humanoid creatures race from the darkness and attack. At first they look like skeletons but the horrid viscera writhing in their rib cages and the massive tongues dangling from their mouths indicate they are something quite different.

APL 2 (EL 4)

Chimera Skeleton (1): hp 58; See Monster Manual page 227.

APL 4 (EL 6)

Chimera Skeleton (2): hp 58, 58; See Monster Manual page 227.

APL 6 (EL 8)

Ettin Skeleton (1): hp 65; See Monster Manual page 227.

Cloud Giant Skeleton (1): hp 120; See Monster Manual page 227.

APL 8 (EL 10)

Advanced Mummy (16 HD) (3): hp 130, 130, 130; See Appendix five.

APL 10 (EL 12)

Advanced Mohrg (18 HD) (3): hp 150, 150, 150; See Appendix six.

Encounter Ten: Ambushed by the Cult of Kyuss

Many years ago, when the burial catacombs were first accessible due to erosion, one of the first groups to begin exploring the caves was a cult dedicated to Kyuss (hero-god of creation and mastery of undead, NE). Their purpose and the extent of their occupation are beyond the scope of this module but they do keep an eye on the upper levels of the catacombs. They are fully aware that the Scarlet Brotherhood has taken up residence in the large cavern to the south and while they are not happy about it, they are content to avoid contact as long as the Brotherhood does not intrude into their area of the catacombs. So far they have managed to stay out of each other's way.

The cult has a small shrine just off the route the smugglers use as the back entrance to their base. They also have a secret passage that leads to an observation area overlooking the skeletal guardian room. They post a non-intelligent undead guardian at the observation area to return back down the passage if it sees anything moving in the bone filled room. Because of this warning system they are aware of the PCs as soon as the battle with the skeletons begins.

The cult has one of their clerics and some undead minions guarding the small shrine. If he knows the PCs are coming, the cleric will take a few rounds to prepare for combat. He will cast Desecrate centered in the intersection of the corridors as well as any other buffing spells that

have a fairly long duration since he's not sure exactly how long it will take them to get to the ambush point. At APL 2 he will start combat by bolstering the Zombie Warriors to make it harder for the PCs to turn them. He doesn't bother doing it at higher APLs.

If the PCs enter from the secret underwater entrance the cleric doesn't have time to precast as many spells but he's still positioned at the intersection with his undead guards and ready to attack as soon as he notices the PCs approaching. He knows they are not affiliated with the Scarlet Brotherhood because they didn't use that entrance. It is also likely that he heard any combat from the cave to the east, especially if any large damage dealing spells were used.

The passage seems to open up onto a main corridor of some sort. Far to the south there is a dim artificial light illuminating the tunnel but it's impossible to make out any details from this distance. A short distance to the south the corridor appears to have suffered some damage. About 60 feet south of where the damage starts a side corridor opens to the east. It heads down a steep set of stairs into darkness.

The main passage seems to have ended here at one time but the erosion has opened a corridor that continues to the south. After narrowing slightly the corridor branches off again, this time to the west. Suddenly the darkness in the side corridor shifts and several forms move out to attack.

Here the PCs get spot checks to avoid being surprised by the cleric and his minions. The cleric is hiding just around the bend in the side passage listening for the approach of the PCs but his undead are just hiding in the shadows until he gives the order to attack. Roll hide checks normally for the undead.

The cleric will stay behind the undead minions and cast spells against the PCs. He will cast area effect spells that help the undead fight more effectively and hinder the PCs when appropriate. He will also convert spells to inflict spells to either heal the undead or attack PCs. At higher APLs he will use Mass Inflict spells to both heal the undead and injure the PCs simultaneously. If anyone manages to get past the undead and attack the cleric directly, the undead will focus all attacks on that person until he or she is taken down. The cleric will only use his death touch attack if he has used all his other options or is in fear for his life.

APL 2 (EL 4)

Cleric of Kyuss, Cleric 3 (1): hp 24; See Appendix Two.

Zombie Warrior (2): hp 16, 16; See Appendix Two.

APL 4 (EL 6)

Cleric of Kyuss, Cleric 4 (1): hp 31; See Appendix Three.

Bugbear Zombie (2): hp 45, 45; See Monster Manual page 267.

APL 6 (EL 8)

Cleric of Kyuss, Cleric 7 (1): hp 52; See Appendix Four.

Ogre Zombie (2): hp 65, 65; See Monster Manual page 267.

APL 8 (EL 10)

Cleric of Kyuss, Cleric 9 (1): hp 75; See Appendix Five.

Minotaur Zombie (3): hp 100, 100, 100; See Monster Manual page 267.

APL 10 (EL 13)

Cleric of Kyuss, Cleric 12 (1): hp 99; See Appendix Six.

Gray Render Zombie (3): hp 180, 180, 180; See Monster Manual page 267.

Once the cleric and his undead minions are defeated the PCs can explore the side passage if they'd like. They will find that the short passage opens into a small room with a raised dais against the back wall. There is an altar of Kyuss on the dais that depicts all manner of terrible images. A knowledge religion check (DC 20) will identify that the shrine is dedicated to Kyuss.

There is a secret door behind the altar that is very well concealed (Search DC 35). It leads to the secret observation post overlooking the skeleton room and also down a narrow set of stairs that leads deeper into the catacombs. It would appear that the cult controls other areas of the tunnels as well.

Development: If the PCs find the secret door and decide to investigate the stairway, proceed to Encounter Eleven, Curiosity Killed the Cat.

Encounter Eleven: Curiosity Killed the Cat

This encounter is intended to handle the possibility that the PCs will wander off the intended track and attempt to explore other areas of the catacombs. They should know by the time they reach the caves that they are very dangerous. The letter given to Celeb warns the smugglers themselves to not go wandering off or they'll be in big trouble. Black Shayna expresses her own reluctance to enter the caves without more information. Any background information they gathered about the caves indicates how dangerous they are as well.

The map of the Claw Point Cliff Caves includes several arrows and stairways that appear to just vanish. They do in fact continue and head down to deeper levels of the catacombs. Anytime the PCs head down one of these corridors or stairways they trigger this encounter. You'll need to create additional passages and maybe a room or two to represent the "lower levels" but don't let them get very far before encountering a guardian.

The encounter begins by giving subtle signs that the PCs are on the wrong track. The first encounter should be the resident ghost who doesn't want intruders wandering around in the lower levels and attempts to frighten off the PCs. If this doesn't work she gets more and more angry and begins to hinder the PCs directly. Finally if they still don't get the hint, she manifests and attacks. Like the other creatures, she won't pursue them if they flee back to the upper levels.

If the PCs attempt to head down to the lower levels again, use one of the alternate creatures in this encounter to discourage them. Eventually they will get the hint or they will be dead. All of the creatures simply want the PCs to leave and none of them will follow the PCs if they retreat back to the upper levels.

ALL APLs

Ghost Sorcerer 16: hp 117; See Appendix One.

-or-

Lich Cleric 17: hp 124; See Appendix One

-or-

Nightwalker: hp 200; See Monster Manual.

Encounter Twelve: Main Smuggler Base

The PCs can see ahead into a small dark chamber just to the south of the ambush point. They can also see the light ahead from the main smuggler base and they can hear the sounds of the complex in action. They may wish to proceed cautiously and should extinguish any light sources to avoid being spotted. Each round they spend beyond the ambush point with an illuminated light source there is a flat 20% chance that the smugglers below notice the light and send people to investigate. Modify this chance based on any precautions the PCs take. For example, the chance of being spotted goes down dramatically if they use a single candle and shield it from the southern tunnel. If they proceed without a light source they won't be able to see the writing in the summoning chamber ahead.

The tunnel to the south appears to open into a small rough chamber. Beyond it the tunnel continues a short distance before opening into what must be a vast cavern. That's where the light is coming from. There are also sounds of many people talking and moving around. Occasionally there is the sound of a heavy object being moved about.

If the PCs are using a light source they are able to see some additional details in the small cavern above the main base. There are hundreds of summoning circles drawn in dried blood on the cavern floor, walls and ceiling. These can't be seen with darkvision because it can't distinguish color. Assuming they can see it, read the following.

The small chamber would be uninteresting except for the hundreds of summoning circles drawn on the ground, walls, and ceiling in what can only be dried blood. They range in size from only a foot or so across to dozens of feet across. It's difficult to tell how long they've been here but they appear to be dormant at the moment. It's impossible to traverse the floor without stepping on the circles.

The magical circles serve several purposes. They act as a warning device and to summon defenders to guard the back door if needed. Hidden amongst the magic of the summoning circles is a mental Alarm spell. Once the PCs enter this chamber the alarm goes off and alerts Marcus of Scarlet Brotherhood. Fortunately Marcus is not in the cavern at the moment, he's

out on one of the ships that have been unloading cargo. The mental alarm sounds and alerts him but it will take several minutes for him to have a crew of men row him through the main entrance to alert the others. If the PCs spend a long time examining the circles they may miss their opportunity to observe the main base in action.

Assuming they don't spend an inordinate amount of time in the summoning room, they can move down the southern corridor to a natural rock platform that overlooks the entire base. It's about 30 feet up and there is a ladder that leads down to the main cavern floor. They can hide here and view the smugglers in action for a moment or two before Marcus can sound the alarm. This is what they see.

Stretching below you is a huge cavern, over 100 feet across. The ocean enters through a low tunnel in the south wall and the rolling water laps gently on a small interior beach. There are a handful of medium sized rowboats pulled up on the beach awaiting use. The cavern is bustling with activity. Dozens if not hundreds of humanoids move about the area carrying large crates from one location to another, cataloging inventory, inspecting the contents of some of the crates and performing various other activities.

In one corner there are two Fire Giants taking advantage of their great strength to stack enormous crates in a neat pile. In another area there are several Orcs laughing and poking sticks into a large slatted crate that shakes violently from the motion of some unseen creature. A man wearing a scarlet cloak takes notice and approaches one of the orcs from behind. He strikes the Orcs with a powerful open palmed attack right in the center of his back. The Orc appears startled but otherwise uninjured. He starts to scurry away fearfully but the man in red slowly raises his open hand and closes it into a clinched fist. The Orcs eyes go wide for an instant and then he drops to the ground unmoving. The man simply smiles while the other Orcs scurry quickly away.

In another part of the cave there is a human male directing three large constructs to stand against the wall and wait until they are needed. They appear to be clay golems. Dozens of other unusual (but slightly less impressive) creatures move about the cavern as well.

Standing in the midst of all of the activity are several older Suel men wearing the unmistakable red robes of the Scarlet Brotherhood. There are other men standing near them listening to instructions about which crate should be loaded next and where others should be going for storage. This must be the main headquarters of "Red Sun Harvest" and they're clearly under the direct control of the Scarlet Brotherhood.

There are two key pieces of information that the PCs should gain from watching this exercise. The first is that "Red Sun Harvest" is definitely a front for the Scarlet Brotherhood. The second, and a bit subtler, is that all of the crates that are being loaded bear the crest of the Torbaas family from Oldred. If the PCs specifically ask, tell them that the crates do all seem to have the same markings on them and give them a Knowledge (local) check (DC 15) to recognize it as the Torbaas family crest. This may be an important clue that pertains to the Oldred series.

Encounter Thirteen: Escape from the Base

Once the PCs have had a chance to observe the main cavern for a moment or two from hiding the following event will occur. It will also trigger just as they decide they've seen enough and start to head away.

Just then shouting can be heard from the main entrance to the cavern. A small rowboat comes into view, the rowers straining at the oars driving it forward to the beach. A man in scarlet robes is yelling at the top of his lungs and pointing up towards your location. "Someone has set off the Alarm, intruders, intruders!" Every face swivels in unison to stare up at the small alcove searching for the unwanted visitors. One of the Scarlet Brotherhood members makes a gesture and vanishes while the others begin to spread out and start casting spells. Dozens of others reach for weapons that were resting nearby. The Fire Giants pick up their large greatswords and activate the magical flames eagerly.

Ask the players what they would like to do. If they want to stay and fight, they will be killed. They are outnumbered 20 to 1 and there are many powerful spellcasters in the chamber below as well as dozens of experienced fighters and an

assortment of deadly monsters. Assuming the PCs decide to flee read the following.

Turning back down the corridor from which you came you notice something different. The room behind you has started to glow. Several summoning circles have come to life and with a sudden flash of light they briefly illuminate the room, and then it goes completely dark. You'd swear you saw something very large appear just before the light went out. Behind you the shouts of the smugglers can be heard clearly as they react to the alarm.

The smuggler defenses have activated to summon several creatures to slow down the escape of any intruders. The summoning circles will only activate if they are intact. If the PCs stayed in the room to destroy all of the summoning circles then the creatures won't appear but the alarm will be sounded before they can finish destroying them and they won't have a chance to see the base in action. They may still be able to find out the Scarlet Brotherhood are behind the attacks if any of them get a chance to peer into the main cavern, but the Brotherhood spellcasters begin peppering the entrance with powerful area of effect spells soon after the alarm is sounded.

The summoning circles summon the following creatures depending on APL:

APL 2 (EL 4)

Large Fiendish Monstrous Spider (2): hp 22, 22; See Appendix One.

APL 4 (EL 6)

Large Fiendish Monstrous Scorpion (2): hp 32, 32; See Appendix Two.

APL 6 (EL 8)

Fiendish Rhinoceros (2): hp 80, 80; See Appendix Three.

APL 8 (EL 10)

Fiendish Giant Constrictor Snake (2): hp 75, 75; See Appendix Four.

APL 10 (EL 12)

Fiendish Dire Tiger (2): hp 132, 132; See Appendix Five.

Development: The PCs only have to get past the creatures to "defeat" the encounter. They have 10 rounds before the Scarlet Brotherhood can get organized enough to start sending people down the tunnel to attack the intruders. Don't let the PCs

know how much time they have, make them think they're cutting it as close as possible. This encounter should feel like they are running for their lives and they just barely escape. If the 10 rounds expire and the PCs haven't made it past the defenders, they are captured by the assortment of Scarlet Brotherhood troops. The PC will be enslaved for 6 TUs before being tracked down and bought out of slavery by Black Shayna. Any PCs who still had the "Favor of Black Shayna Wavesilver" should consider the favor used, but will only pay 3 TUs.

Conclusion

Once the PCs have escaped the summoning chamber they should be able to flee out of the cavern complex back the way they came. The smugglers will take a few minutes to get a hunting party organized and the PCs should have enough of a head start to get away. They can travel back to Shining White by whatever means they see fit but the smugglers are out looking for them so they should probably tread carefully.

Read the following once they return to report to Farenne.

You are led into the same room where you met Farenne for supper several days ago and she is waiting once again dressed in a simple white dress with her small silver holy symbol of Pholtus hanging delicately from it's chain. She seems very pleased to see you again. "Well my friends welcome back to Shining White Castle. Please be seated." She gestures to several chairs positioned around the table. "Food is being brought now so you may refresh yourselves but I must admit I am anxious for news. Tell me, what have you learned?"

The PCs are given the opportunity to inform Farenne everything that they learned while investigating the smuggling operation. She listens attentively to everything they have to say. She then thanks them for their help and offers to compensate them for their time. If they politely refuse her offer she will thank them but insist that they take the reward (without being rude of course). At this point she will recommend that they inform anyone else they see fit about the growing danger on the southern shores of Nyron.

If they failed to discover that the Scarlet Brotherhood is behind the smuggling operation she is less grateful but still pleased that they did

their best. She will still offer the reward but it will be a slightly smaller amount.

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 Three

Capture the smuggler captain.

APL2 60 xp;

APL4 90 xp;

APL6 120 xp;

APL8 150 xp;

APL10 180;

Encounter Five

Defeat the smuggler guards.

APL2 75 xp;

APL4 105 xp;

APL6 135 xp;

APL8 165 xp;

APL10 195;

Encounter Eight A

Survive or bypass the ladder trap.

APL2 30 xp;

APL4 60 xp;

APL6 90 xp;

APL8 120 xp;

APL10 135 xp;

Encounter Nine A

Defeat or bypass the smuggler watchdogs.

APL2 75 xp;

APL4 105 xp;

APL6 135 xp;

APL8 165 xp;

APL10 195 xp;

Encounter Eight B

Solve or bypass the ancient burial trap.

APL2 45 xp;

APL4 75 xp;

APL6 105 xp;

APL8 135 xp;

APL10 150 xp;

Encounter Nine B

Defeat the undead guardian.

APL2 60 xp;

APL4 90 xp;

APL6 120 xp;

APL8 150 xp;

APL10 180 xp;

Encounter Ten

Defeat the cult of Kyuss ambush.

APL2 60 xp;

APL4 90 xp;

APL6 120 xp;

APL8 150 xp;

APL10 195 xp;

Encounter Thirteen

Escape from the smuggler base.

APL2 60 xp;

APL4 90 xp;

APL6 120 xp;

APL8 150 xp;

APL10 180 xp;

Discretionary roleplaying award:

APL2 30 xp;

APL4 60 xp;

APL6 90 xp;

APL8 120 xp;

APL10 150 xp;

Total possible experience:

APL2 480 xp;

APL4 600 xp;

APL6 810 xp;

APL8 1,020 xp;

APL10 1,230 xp;

Note that this value is over the cap for each APL. No matter how successful the group is they can only earn up to the cap shown on the AR.

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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 2: L: 6 gp; C: 0 gp; M: 0 gp

APL 4: L: 144 gp; C: 0 gp; M: 0 gp

APL 6: L: 3 gp; C: 0 gp; M: 1137 gp - +1 *chain shirt* x 3 (312 gp), +1 *morningstar* x 3 (576 gp), +1 *cloak of resistance* x 3 (249 gp)

APL 8: L: 0 gp; C: 0 gp; M: 2931 gp - +1 *chain shirt* x 3 (312 gp), +1 *heavy steel shield* x 3 (294 gp), +1 *morningstar* x 3 (576 gp), +1 *cloak of resistance* x 3 (249 gp), +1 *ring of protection* x 3 (501 gp), *gauntlets of ogre power* x 3 (999 gp)

APL 10: L: 0 gp; C: 0 gp; M: 3930 gp - +1 *chain shirt* x 3 (312 gp), +1 *heavy steel shield* x 3 (294 gp), +1 *morningstar* x 3 (576 gp), +1 *cloak of resistance* x 3 (249 gp), +1 *ring of protection* x 3 (501 gp), *gauntlets of ogre power* x 3 (999 gp), *amulet of health* +2 x 3 (999 gp)

Encounter Five:

APL 2: L: 344 gp; C: 0 gp; M: 16 gp - *potion of cure light wounds* x 4 (16 gp)

APL 4: L: 260 gp; C: 0 gp; M: 532 gp - +1 *chain shirt* x 4 (416 gp), *potion of cure light wounds* x 4 (16 gp), *potion of invisibility* x 4 (100 gp)

APL 6: L: 208 gp; C: 0 gp; M: 2168 gp - +1 *chain shirt* x 4 (416 gp), +1 *heavy wooden shield* x 4 (384 gp), +1 *cloak of resistance* x 4 (332 gp), +1 *ring of protection* x 4 (668 gp), *potion of cure light wounds* x 4 (16 gp), *potion of haste* x 4 (252 gp), *potion of invisibility* x 4 (100 gp)

APL 8: L: 104 gp; C: 0 gp; M: 3544 gp - +1 *chain shirt* x 4 (416 gp), +1 *heavy wooden shield* x 4 (384 gp), +1 *longsword* x 4 (772 gp), +1 *cloak of resistance* x 4 (332 gp), +1 *ring of protection* x 4 (668 gp), *potion of cure serious wounds* x 4 (252 gp), *potion of haste* x 4 (252 gp), *potion of greater invisibility* x 4 (468 gp)

APL 10: L: 104 gp; C: 0 gp; M: 3796 gp - +1 *chain shirt* x 4 (416 gp), +1 *heavy wooden shield* x 4 (384 gp), +1 *longsword* x 4 (772 gp), +1 *cloak of resistance* x 4 (332 gp), +1 *ring of protection* x 4 (668 gp), *potion of cure serious wounds* x 8 (504 gp), *potion of haste* x 4 (252 gp), *potion of greater invisibility* x 4 (468 gp)

Encounter Ten:

APL 2: L: 166 gp; C: 0 gp; M: 0 gp

APL 4: L: 15 gp; C: 0 gp; M: 304 gp - +1 *full plate* (221 gp), +1 *cloak of resistance* (83 gp)

APL 6: L: 12 gp; C: 0 gp; M: 902 gp - +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp), +1 *cloak of resistance* (83 gp), +1 *ring of protection* (167 gp), *periapt of wisdom* +2 (333)

APL 8: L: 12 gp; C: 0 gp; M: 902 gp - +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp), +1 *cloak of resistance* (83 gp), +1 *ring of protection* (167 gp), *periapt of wisdom* +2 (333)

APL 10: L: 12 gp; C: 0 gp; M: 1235 gp - +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp), +1 *cloak of resistance* (83 gp), +1 *ring of protection* (167 gp), *periapt of wisdom* +2 (333), *gloves of dexterity* +2 (333)

Conclusion:

APL 2: L: 0 gp; C: 200 gp; M: 0 gp

APL 4: L: 0 gp; C: 400 gp; M: 0 gp

APL 6: L: 0 gp; C: 600 gp; M: 0 gp

APL 8: L: 0 gp; C: 800 gp; M: 0 gp

APL 10: L: 0 gp; C: 1,000 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 516 gp; C: 200 gp; M: 16 gp – Total 732 gp

APL 4: L: 419 gp; C: 300 gp; M: 836 gp – Total 1555 gp

APL 6: L: 223 gp; C: 400 gp; M: 4207 gp – Total 4830 gp

APL 8: L: 116 gp; C: 500 gp; M: 7377 gp – Total 7993 gp

APL 10: L: 116 gp; C: 600 gp; M: 8961 gp – Total 9677 gp

Appendix One - All APLs

Lady Farenne, Paladin of Pholtus:, Female Human Pal14; CR 14; Medium Humanoid; HD 14d10+42; hp 130; Init +3; Spd 30 ft.; AC 24, touch 15, flat-footed 21; BAB/Grp: +14/+18; Full Atk +18/+13/+8 (1d6+5+1d6, 20/x2, +1 Flaming Quarterstaff), +18 Double-weapon (secondary) (1d6+3+1d6, 20/x2, +1 Flaming Quarterstaff), or +15/+10/+5 Ranged (1d8, 19-20/x2, Light Crossbow), or +18/+13/+8 One-handed (1d4+2, 19-20/x2, Dagger); AL LG; SV Fort +18, Ref +14, Will +15; Str 18, Dex 17, Con 16, Int 14, Wis 20, Cha 24.

Skills & Feats: Concentration +11, Diplomacy +28, Handle Animal +15, Heal +14, Knowledge (nobility) +10, Knowledge (religion) +11, Ride +14, Sense Motive +22; Combat Expertise, Power Attack, Two-Weapon Fighting, Two-Weapon Defense, Weapon Focus (Quarterstaff), Extra Smiting.

Spells Prepared (4/2/2/1; base DC = 15 + spell level): 1st—[*bless weapon, cure light wounds (2), protection from evil*]; 2nd—[*bull's strength, eagle's splendor*]; 3rd—[*cure moderate wounds, magic circle against evil*]; 4th—[*holy sword*].

Possessions: +1 Flaming quarterstaff, light crossbow, dagger, +3 mithral breastplate, +2 ring of protection, +6 cloak of charisma, +4 periapt of wisdom, boots of speed, silver holy symbol of Pholtus.

Physical Description: Farenne is unmistakably Oeridian- Suloise stock. She is fair skinned, with light auburn hair, and blue eyes. She is not tall (5' 6") or seemingly powerful, but she is Steely willed when her mind is made up. A tolerant, kindly, and often smiling woman of 30, Farenne is hospitable and delights in the visit of any other paladin or good bard. She is, however, one who seek power—She believes that Nyrondeese people in her lands are much better off than those elsewhere, and wishes to increase her ruler ship and influence. She belies the Pale is a nest of heresy (!) and argues fiercely against any tripartite alliance including that land. Farenne hears much of what happens on Relmor Bay, and is willing to tell those she trusts to act in the service of lawful good what she has heard.

Elendil: Half-elven male, Brd 12; CR 12; Medium Humanoid; HD 12d6+24; hp 74; Init +7; Spd 30 ft.; AC 21, touch 15, flat-footed 18; BAB/Grp: +9/+9; Full Atk +14/+9 One-handed (1d6+2;18-20/x2, +2

Rapier), or +13/+8 One-handed (1d3;20/x2, Masterwork whip), or +13/+8 Ranged (1d6+1;20/x3, +1 Composite Shortbow); AL CG; SV Fort +6, Ref +11, Will +9; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 23;

Skills and Feats: Bluff +14, Diplomacy +19, Gather Information +16, Knowledge (arcana) +9, Knowledge (history) +17, Knowledge (nobility) +9, Perform (Sing) +21, Perform (String Instruments) +21, Profession (Sailor) +9, Spellcraft +12, Tumble +10, Use Magic Device +21. Combat Expertise, Improved Initiative, Spell Focus (enchantment), Greater Spell Focus (enchantment), Weapon Finesse.

Spells Known (3/5/5/4/3; base DC = 16 + spell level): 0—[*daze, detect magic, mending, open/close, prestidigitation, read magic*]; 1st—[*cure light wounds, feather fall, grease, tasha's hideous laughter*]; 2nd—[*calm emotions, glitterdust, silence, tongues*]; 3rd—[*charm monster, crushing despair, haste, slow*]; 4th—[*dimension door, dominate person, greater invisibility*]. Possessions: +2 gloves of dexterity, +4 cloak of charisma, +2 mithral chain shirt, +2 rapier, masterwork whip, +1 comp. shortbow, dagger, +2 ring of protection

Schuster: Half-elven male, Wiz 13; CR 13; HD 13d4+52; hp 92; Init +6; Spd 30 ft.; AC 18, touch 14, flat-footed 16; BAB/Grp: +6/+6; Full Atk +6/+1 Two-handed (1d6;20/x2, Quarterstaff), +6/+1 One-handed (1d4;19-20/x2, Dagger); AL NG; SV Fort +12, Ref +8, Will +12; Str 10, Dex 14, Con 18, Int 25, Wis 14, Cha 12;

Skills and Feats: Concentration +23, Knowledge (arcana) +23, Knowledge (geography) +10, Knowledge (history) +15, Knowledge (religion) +10, Knowledge (the planes) +15, Knowledge (Nyronde) +15, Profession (Sailor) +10, Spellcraft +25; Great Fortitude, Improved Initiative, Skill Focus(concentration), Spell Penetration, Greater Spell Penetration, Craft Wand, Craft Wondrous Item.

Possessions: Headband of intellect +6, amulet of health +4, +2 cloak of resistance, +2 ring of protection, bowl of commanding water elementals, quarterstaff, dagger, spellbook, spell component pouch.

Spells Prepared (4/6/6/6/5/4/3/2; base DC = 17 + spell level): 0—[*Detect Magic (2), Light, Prestidigitation*]; 1st—[*Charm Person, Color*

Spray, Mage Armor, Magic Missile (2), Protection from Evil]; 2nd—[*Darkvision, Glitterdust, Invisibility, Melf's Acid Arrow, Resist Energy, Web*]; 3rd—[*Dispel Magic, Fireball, Fly, Haste, Magic Circle against Evil, Slow*]; 4th—[*Charm Monster, Dimension Door, Evard's Black Tentacles, Otiluke's Resilient Sphere, Shout*]; 5th—[*Baleful Polymorph, Cone of Cold, Teleport, Wall of Force*]; 6th—[*Antimagic Field, Chain Lightning, Disintegrate*]; 7th—[*Control Weather, Reverse Gravity*].

Spellbook: 0—[*All 0 level spells*]; 1st—[*Charm Person, Color Spray, Comprehend Languages, Endure Elements, Feather Fall, Grease, Mage Armor, Magic Missile, Protection from Evil, Silent Image, Unseen Servant*]; 2nd—[*Darkvision, Glitterdust, Invisibility, Melf's Acid Arrow, Resist Energy, Web*]; 3rd—[*Dispel Magic, Fireball, Fly, Haste, Magic Circle against Evil, Slow*]; 4th—[*Charm Monster, Dimension Door, Evard's Black Tentacles, Otiluke's Resilient Sphere, Shout*]; 5th—[*Baleful Polymorph, Cone of Cold, Teleport, Wall of Force*]; 6th—[*Antimagic Field, Chain Lightning, Control Water, Disintegrate, Otiluke's Freezing Sphere*]; 7th—[*Control Weather, Reverse Gravity*].

Jandred: Male Half-Elf Rgr 13 CR 13; Medium Humanoid; HD 13d8+52; hp 120; Init +2; Spd 30 ft.; AC 24, touch 15, flat-footed 22; BAB/Grp: +13/+18; Full Atk +18/+13/+8 Two-Weapon (primary) (1d6+6+1d6 cold; 17-20/x2, +1 Short sword of frost), +18/+13/+8 Two-Weapon (secondary) (1d6+3+1d6 Electricity; 17-20/x2, +1 Short sword of shock), +16/+11/+6, or Ranged (1d6+5;20/x3, +1 Composite Shortbow [+4]); AL LN; SV Fort +14, Ref +12, Will +9; Str 20, Dex 14, Con 18, Int 14, Wis 16, Cha 10;

Skills and Feats: Climb +13, Handle Animal +8, Hide +18, Knowledge (geography) +18, Knowledge (nature) +12, Listen +20, Move Silently +18, Spot +20, Survival +19, Swim +13. Blind-Fight, Diehard, Improved Critical(Short Sword), Power Attack, Weapon Focus(Short Sword)

Possessions: +1 Short sword of frost, +1 short sword of shock, +1 composite short bow [+4], +4 studded leather, +2 cloak of resistance, +3 ring of protection

Spells Prepared (2/2/2; base DC = 13 + spell level): 1st—[*longstrider, resist energy*]; 2nd—[*barkskin, cure light wounds*]; 3rd—[*darkvision, water walk*].

Smuggler Captain: Male Human Exp 3; CR 3; Medium Humanoid; HD 3d6+6; hp 23; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; BAB/Grp: +2/+2; Full Atk +2 One-handed (1d4;19-20/x2, Dagger), -2 One-handed (1d6;18-20/x2, Rapier); AL NE; SV Fort +3, Ref +2, Will +5; Str 11, Dex 12, Con 14, Int 12, Wis 10, Cha 14;

Skills and Feats: Appraise +7, Bluff +8, Diplomacy +12, Disguise +7, Forgery +9, Gather Information +5, Intimidate +7, Knowledge (geography) +4, Open Lock +7, Sense Motive +6. Deceitful, Iron Will, Toughness.

The following is quoted with permission from "NYR3-08 Run up the Colors" by Loren Dean. Black Shayna is originally a character from that module.

Black Shayna Wavesilver, Human Female *Ftr3/Rog5*: CR 8; Medium Humanoid; HD 3d10+3+5d6+5; hp 50; Init +5; Spd 30 ft.; AC 17 (touch 15, flat-footed 12) [[+5 Dex, +1 ring, +1 bracers]]; Atk +12/+7 melee (1d6+2, 18-20/x2, Rapier); SQ Evasion, Sneak Attack +3d6, Uncanny Dodge; AL CN; SV Fort +5, Ref +10, Will +3; Str 14, Dex 20, Con 12, Int 14, Wis 12, Cha 16; Height 5' 7".

Skills and Feats: Bluff +10, Hide +10, Listen +10, Sense Motive +8, Spot +10, Swim +10; *Combat Expertise, Dodge, Improved Feint, Mobility, Spring Attack, Weapon Finesse (Rapier)*.

Possessions: Ring of Protection +1, Bracers of Armor +1, Rapier +1.

Physical Description: Black Shayna Wavesilver is a well-tanned human woman of average build. Her black hair is cut sharply at the length of her chin, and held back by a wide strip of red cloth. She wears a canvas vest and black silk pantaloons over bare feet. At her hip rests a rapier worn with the air of one who is well-versed in its use.

Considered one of the more notorious pirates to ply the trade lanes of Relmor Bay, Black Shayna has an intriguing reputation. She targets Ahlissan, Onwallish, and Nyrondal merchant vessels equally. This has made her many powerful enemies, but she has thus far managed to evade capture. Her skills with the blade are spoken of widely, and tales of her boarding actions are fearsome.

Shayna is also known for giving quarter when asked. She and her crew have reputations for returning courtesy with courtesy. She has left victim crews with sufficient supplies to make port, and has been known to host a grand feast with spoils taken from the victim ship before departing with the remainder of the loot. Many merchants willingly surrender when they see her sleek ship, the Renegade, run up her colors.

Encounter Eleven(Curiosity Killed the Cat)

Ghost Sorcerer: Female Ghost Sor16; CR 18; Medium Undead (augmented humanoid); HD 16d12; hp 117; Init +6; Spd: 30 ft. Fly 30 ft.(perfect); AC 12, touch 12, flat-footed 10; BAB/Grp: +8/+8; SA: Manifestation, frightful moan, horrific appearance, malevolence; SQ: Rejuvenation, turn resistance +4; AL CN; SV Fort +12, Ref +7, Will +13; Str 10, Dex 14, Con —, Int 12, Wis 12, Cha 24;

Skills and Feats: Bluff +26, Concentration +26, Knowledge (arcana) +20, Spellcraft +22. Combat Casting, Improved Initiative, Iron Will, Spell Focus(Evocation), Greater Spell Focus(Evocation), Spell Penetration, Greater Spell Penetration

Rejuvenation (Su): Your “destroyed” spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+16) against DC 16.

Turn Resistance (Ex): You have turn resistace +4.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other imcorporeal creatures, magic weapons, or spells, with a 50% chance to ignore damage from a corporeal source.

Frightful Moan (Su): You can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 25) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against your moan cannot be affected by your moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 ft. that views you must succeed on a Fortitude save (DC 25) or immediately take 1d4 points of Strength, Dexterity, and Constitution

damage. A creature that successfully saves against this effect cannot be affected for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the material plane. This ability is similar to a magic jar spell (caster level 16), except that it does not require a receptacle. To use this ability, you must be manifested and you must try to move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 22). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails then you vanish into the target body.

Spells Known (6/8/8/8/7/7/6/3; base DC = 17 + spell level): 0—[*dancing lights, detect magic, ghost sound, light, mage hand, message, open/close, prestidigitation, read magic*]; 1st—[*charm person, color spray, grease, mage armor, magic misle*]; 2nd—[*detect thoughts, glitterdust, resist energy, scorching ray, web*]; 3rd—[*dispel magic, lightning bolt, slow, stinking cloud*]; 4th—[*crushing despair, evard's black tentacles, otiluke's resilient sphere, wall of ice*]; 5th—[*baleful polymorph, cloudkill, cone of cold, wall of force*]; 6th—[*chain lightning, disintigrate, globe of invulnerability*]; 7th—[*delayed blast fireball, limited wish*]; 8th—[*horrid wilting*].

Ancient Lich: Male Clr17 (Nerull); CR 19; Medium Undead (augmented humanoid); HD 17d12; hp 124; Init +1; Spd 20 ft.; AC 29, touch 12, flat-footed 28; BAB/Grp: +12/+15; Full Atk +15/+10/+5 One-handed (*:20/x2, Touch), or +16/+11/+6 One-handed (1d8+4;20/x2, +1 Heavy Mace); SA: Touch attack, paralyzing touch; SQ: Turn resistance +4, fear aura, damage reduction 15/bludgeoning and magic, lich immunities; AL LE; SV Fort +12, Ref +7, Will +20; Str 16, Dex 12, Con —, Int 16, Wis 24, Cha 12.

Skills and Feats: Concentration +21, Heal +17, Knowledge (arcana) +23, Knowledge (history) +16, Knowledge (religion) +23, Knowledge (the planes) +16, Spellcraft +15. Combat Casting, Iron Will, Power Attack, Spell Focus(necromancy), Greater Spell Focus(necromancy), Craft Magic Arms and Armor, Craft Wondrous Item.

Turn Resistance (Ex): You have +4 turn resistance.

Touch Attack: You can deliver a touch attack that deals 1d8+5 points of damage, Will save (DC 19) for half-damage.

Fear Aura (Su): You are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at you must succeed on a Will save (DC 19) or be affected as though by a fear spell from a level 17 sorcerer. A creature that successfully saves cannot be affected again for 24 hours.

Paralyzing Touch (Su): Any living creature you hit with your touch attack must succeed on a Fortitude save (DC 19) or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Immunities (Ex): You have immunity to cold, electricity, polymorph, and mind-affecting attacks.

Possessions: Gauntlets of ogre power, periapt of wisdom +2, +1 full plate, +1 large steel shield, +1 heavy mace, mw heavy mace, dagger, +1 cloak of protection, +1 ring of protection.

Spells Prepared (6/8/8/8/7/6/6/5/3/2; base DC = 17 + spell level): 0—[*detect magic* (3), *mending*, *read magic* (2)]; 1st—[*cause fear**, *bane*, *comprehend languages*, *deathwatch*, *divine favor*, *protection from good*, *sanctuary*, *shield of faith*]; 2nd—[*invisibility**, *align weapon*, *death knell*, *desecrate*, *make whole*, *resist energy*, *silence*, *spiritual weapon*]; 3rd—[*nondetection**, *blindness/deafness* (2), *dispel magic* (2), *invisibility purge*, *magic vestment*, *prayer*]; 4th—[*confusion**, *air walk*, *divine power*, *freedom of movement*, *greater magic weapon*, *spell immunity*, *energy vortex*]; 5th—[*slay living**, *greater command*, *flame strike*, *righteous might* (2), *spell resistance*]; 6th—[*mislead**, *antilife shell*, *blade barrier*, *greater dispel magic*, *harm* (2)]; 7th—[*Screen**, *blasphemy*, *ethereal jaunt*, *greater restoration*, *greater scrying*]; 8th—[*polymorph any object**, *antimagic field*, *fire storm*]; 9th—[*time stop**, *implosion*].

*Domain spell. *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 17d6. If this at least equals the victim's hit points, it dies.); Trickery (Bluff, Disguise, and Hide have been added to your list of Cleric class skills.)].

Appendix Two - APL 2

Encounter Five (Smuggler Warehouse)

Smuggler Guard: Male Human Ftr1/Rog1 CR 2; Medium Humanoid; HD 1d6+1d10+4; hp 16; Init +6; Spd 30 ft; AC 18, touch 12, flat-footed 16; BAB/Grp: +1/+3; Atk +5 One-handed (1d8+2, 19-20/x2, Masterwork longsword), or +3 Ranged (1d8, 20/x3, Composite Longbow [+2]), or +3 One-handed (1d6+2, 19-20/x2, Short Sword), or +3 One-handed (1d4+2, 19-20/x2, Dagger); SA Sneak attack +1d6; AL LE; SV Fort +4, Ref +4, Will +2; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +6, Bluff +4, Climb +1, Hide +4, Jump +7, Listen +4, Move Silently +4, Open Lock +6, Search +6, Sleight of Hand +4, Spot +4, Swim -1, Tumble +7; Improved Initiative, Iron Will, Weapon Focus (longsword)

Possessions: Masterwork chain shirt, masterwork heavy wooden shield, masterwork longsword, composite longbow [+2], arrows (20), short sword, dagger, *potion of cure light wounds*.

Languages: Common, Goblin, Suloise

Encounter Ten (Cult of Kyuss Ambush)

Cleric of Kyuss: Male, Human, Clr 3 (Kyuss); CR 3; Medium Humanoid; HD 3d8+6; hp 24; Init +4; Spd 20 ft; AC 20, touch 10, flat-footed 20; BAB/Grp: +2/+3; Full Atk +3 One-handed (1d6+1; 20/x2, Club), or +2 Ranged (1d8; 19-20/x2, Light Crossbow), or +3 One-handed (1d4+1; 19-20/x2, Dagger); AL NE; SV Fort +5, Ref +1, Will +5; Str 12, Dex 10, Con 14, Int 10, Wis 15, Cha 14.

Skills and Feats: Concentration +11, Knowledge (arcana) +1, Knowledge (history) +1, Knowledge (religion) +6, Spellcraft +4, Improved Initiative, Improved Turning, Skill Focus (concentration¹)

Possessions: MW full plate, masterwork heavy steel shield, club, light crossbow, x10 bolts, dagger, silver holy symbol, backup wooden holy symbol.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—[*Create Water* (2), *Detect Magic*, *Light*]; 1st—[*Cause Fear**, *Bane*, *Cure Light Wounds*, *Shield of Faith*]; 2nd—[*Desecrate**, *Sound Burst*, *Spiritual Weapon*].

*Domain spell. *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 3d6. If this at least equals the victim's hit points, it dies.); Evil (You cast evil spells at +1 caster level.)].

Zombie Warrior: CR 1/2; Medium undead; HD 2d12+3; hp 16; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; BAB/Grp: +1/+3; Atk +3 melee (2d6+3, Greatsword) or +3 melee (1d6+2, Slam); Full Atk +3 melee (2d6+3, Greatsword) or +3 melee (1d6+2, Slam); Space/Reach: 5ft./5 ft.; SQ Damage reduction 5/Slashing, darkvision 60ft., undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 15, Dex 11, Con -, Int -, Wis 10, Cha 1.

Undead traits: Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Str, Dex, Con) as well as to fatigue and exhaustion effects. Immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Uses its Charisma modifier for Concentration checks. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Skills and Feats: Toughness.

Possessions: leather armor, greatsword

Encounter Thirteen (Escape from the Base)

Large Fiendish Monstrous Spider: CR 3; Large Magical Beast; HD 4d8+4; hp 22; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 12, flat-footed 11; BAB/Grp: +3/+9; Atk +5 melee (1d8+3 plus poison, Bite); Full Atk +5 melee (1d8+3 plus poison, bite); Space/Reach: 10ft./5 ft.; SA Poison, smite good, web; SQ damage reduction 5/magic, resistance to cold 5 and fire 5, darkvision 60 ft., SR 9, tremorsense 60 ft., vermin traits; AL NE; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +3, Jump +2, Listen +2, Spot +6, Alertness, Weapon Focus (Bite).

Poison: Injury Fortitude DC 13, initial and secondary damage is 1d6 Str.

Smite Good: Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (+4) against a good foe. The spider will use its smite attack on it's first attack of the combat.

Appendix Three - APL 4

Encounter Three (Ambush the Smugglers)

Bugbear Rogue 1 (Goblinoid): CR 3; Medium Humanoid; HD 1d6+3d8+8; hp 30; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; BAB/Grp: +2/+7; Atk +9 One-handed (1d8+5,20/x2, masterwork morningstar); Space/Reach: 5ft./5ft.; AL LE; SV Fort +3, Ref +8, Will +1; AL LE; Str 20, Dex 16, Con 15, Int 12, Wis 10, Cha 6.

Skills and Feats: Hide +7, Listen +3, Move Silently +11, Spot +3, Tumble +7; Combat Reflexes, Weapon Focus (mornintstar).

Possessions: Masterwork chain shirt, heavy steel shield, masterwork morningstar, club, dagger.

Languages: Common, Goblin, Orc

Encounter Five (Smuggler Warehouse)

Smuggler Guard: Male Human Ftr2/Rog1 CR 3; Medium Humanoid; HD 1d6+2d10+6; hp 24; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17; BAB/Grp: +2/+4; Atk +6 One-handed (1d8+2,19-20/x2, Masterwork longsword), or +4 Ranged (1d8,20/x3, Composite Longbow [+2]), or +4 One-handed (1d6+2,19-20/x2, Short Sword), or +4 One-handed (1d4+2,19-20/x2, Dagger); SA Sneak attack +1d6; AL LE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +6, Bluff +5, Climb +2, Hide +4, Jump +8, Listen +4, Move Silently +4, Open Lock +6, Search +6, Sleight of Hand +4, Spot +4, Swim +0, Tumble +7; Improved Feint, Improved Initiative, Iron Will, Weapon Focus (longsword)

Possessions: +1 chain shirt, masterwork heavy wooden shield, masterwork longsword, composite longbow [+2], arrows (20), short sword, dagger, *potion of cure light wounds*, *potion of invisibility*.

Languages: Common, Goblin, Ancient Suloise

Encounter Ten (Cult of Kyuss Ambush)

Cleric of Kyuss: Male Human, Clr 4 (Kyuss); CR 4; Medium Humanoid; HD 4d8+8; hp 31; Init +4; Spd 20 ft.; AC 21, touch 10, flat-footed 21; BAB/Grp: +3/+4; Full Atk +4 One-handed (1d6+1;20/x2, Club), or +3 Two-handed (1d8;19-

20/x2, Light Crossbow), or +4 One-handed (1d4+1;19-20/x2, Dagger); AL NE; SV Fort +7, Ref +2, Will +8; Str 12(+1), Dex 10(+0), Con 14(+2), Int 10(+0), Wis 16(+3), Cha 14(+2);

Skills and Feats: Concentration +12, Knowledge (arcana) +1, Knowledge (history) +1, Knowledge (religion) +7, Spellcraft +5, Improved Initiative, Improved Turning, Skill Focus (Concentration¹)

Possessions: +1 Cloak of resistance, +1 full plate, masterwork heavy steel shield, club, dagger, light crossbow, x10 bolts.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0—[create water (2), detect magic, light, resistance]; 1st—[~~protection from good~~*, bane, bless, cure light wounds, shield of faith]; 2nd—[~~deseccrate~~*, silence, sound burst, spiritual weapon].

*Domain spell. *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 4d6. If this at least equals the victim's hit points, it dies.); Evil (You cast evil spells at +1 caster level.)].

Encounter Thirteen (Escape from the Base)

Large Fiendish Monstrous Scorpion: CR 4; Large Magical Beast; HD 5d8+4; hp 32; Init +0; Spd 50 ft.; AC 16, touch 9, flat-footed 16; BAB/Grp: +3/+11; Atk +7 melee (1d6+4, Claw); Full Atk +7 melee (1d6+4, 2 Claws) and +1 melee (1d6+2 and poison, Sting); Space/Reach: 10ft./5 ft.; SA Constrict 1d6+4, improved grab (claw), poison, smite good; SQ damage reduction 5/magic, resistance to cold 5 and fire 5, darkvision 60 ft., SR 10, tremorsense 60 ft., vermin traits; AL NE; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +3, Jump +2, Listen +2, Spot +6, Alertness, Weapon Focus (Claw).

Poison: Injury Fortitude DC 14, initial and secondary damage is 1d4 Con.

Smite Good: Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (+5) against a good foe. The scorpion will use its smite attack on it's first attack of the combat.

Appendix Four - APL 6

Encounter Three (Ambush the Smugglers)

Bugbear Rogue 3 (Goblinoid): Male Bugbear Rog3 CR 5; Medium Humanoid; HD 3d6+3d8+12; hp 42; Init +7; Spd 30 ft.; AC 23, touch 13, flat-footed 20; BAB/Grp: +4/+9; Atk +11 One-handed (1d8+6,20/x2, +1 Morningstar); Space/Reach: 5ft./5ft.; AL LE; SV Fort +5, Ref +10, Will +3; AL LE; Str 20, Dex 16, Con 15, Int 12, Wis 10, Cha 6.

Skills & Feats: Climb +4, Hide +9, Jump +6, Listen +5, Move Silently +13, Search +3, Spot +5, Swim +1, Tumble +9; Combat Reflexes, Improved Initiative, Weapon Focus (mornintstar).

Possessions: +1 *Chain shirt*, heavy steel shield, +1 *morningstar*, +1 *cloak of resistance*, club, dagger.

Languages: Common, Goblin, Orc

Encounter Five (Smuggler Warehouse)

Smuggler Guard: Male Human Ftr2/Rog3 CR 5; Medium Humanoid; HD 3d6+2d10+10; hp 36; Init +6; Spd 30 ft.; AC 21, touch 13, flat-footed 19; BAB/Grp: +4/6; Atk +8 One-handed (1d8+2,19-20/x2, Masterwork longsword), or +6 Ranged (1d8,20/x3, Composite Longbow [+2]), or +6 One-handed (1d6+2,19-20/x2, Short Sword), or +6 One-handed (1d4+2,19-20/x2, Dagger); SA Sneak attack +2d6; SQ Evasion, trap sense +1; AL LE; SV Fort +7, Ref +6, Will +4; Str 15, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +6, Bluff +8, Climb +2, Diplomacy +2, Hide +8, Intimidate +2, Jump +8, Listen +6, Move Silently +8, Open Lock +7, Search +8, Sleight of Hand +7, Spot +6, Swim +0, Tumble +10; Combat Expertise Improved Feint, Improved Initiative, Iron Will, Weapon Focus (longsword)

Possessions: +1 *chain shirt*, +1 *heavy wooden shield*, masterwork longsword, composite longbow [+2], arrows (20), short sword, dagger, +1 *cloak of resistance*, +1 *ring of protection*, *potion of cure light wounds*, *potion of haste*, *potion of invisibility*.

Languages: Common, Goblin, Ancient Suloise

Encounter Nine-A (Smuggler Watchdogs)

Hill Giant Skeleton: CR 6; Large undead; HD 12d12; hp 84(108); Init +4; Spd 30 ft.; AC 14,

touch 9, flat-footed 14; BAB/Grp: +6/+17; Atk +16 melee (2d8+10, Greatclub); Full Atk +16 melee (2d8+10, Greatclub) or +15 melee (1d6+7, 2 Claws); Space/Reach: 10ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60ft., undead traits; AL NE; SV Fort +4, Ref +4, Will +8; Str 25, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Undead traits: Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Str, Dex, Con) as well as to fatigue and exhaustion effects. Immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Uses its Charisma modifier for Concentration checks. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Encounter Ten (Cult of Kyuss Ambush)

Cleric of Kyuss: Male Human, Clr 7 (Kyuss); CR 7; Medium Humanoid; HD 7d8+14; hp 52; Init +4; Spd 20 ft.; AC 23, touch 11, flat-footed 23; BAB/Grp: +5/+6; Full Atk +6 One-handed (1d6+1;20/x2, Club), or +5 Ranged (1d8;19-20/x2, Light Crossbow), or +6 One-handed (1d4+1;19-20/x2, Dagger); AL NE; SV Fort +8, Ref +3, Will +10; Str 12, Dex 10, Con 14, Int 10, Wis 18, Cha 14;

Skills and Feats: Concentration¹ +15, Knowledge (arcana) +1, Knowledge (history) +1, Knowledge (religion) +10, Spellcraft +8, Improved Initiative, Improved Turning, Skill Focus(Concentration¹), Profane Boost

Possessions: +2 *Periap of wisdom*, +1 *cloak of resistance*, +1 *full plate*, +1 *heavy steel shield*, +1 *ring of protection*, club, dagger, light crossbow, x10 bolts.

Spells Prepared (6/6/5/4/3; base DC = 14 + spell level): 0—[*Create Water* (2), *Detect Magic* (2), *Light* (2)]; 1st—[*Protection from Good**, *Bane*, *Bless*, *Cure Light Wounds*, *Shield of Faith* (2)]; 2nd—[*Desecrate**, *Cure Moderate Wounds*, *Silence*, *Spiritual Weapon* (2)]; 3rd—[*Magic Circle against Good**, *Blindness/Deafness*, *Cure Serious*

Wounds, Prayer]; 4th—[*Unholy Blight**, ~~*Freedom of Movement*~~, *Castigate*].

*Domain spell. *Domains*: [Death (You may use death touch once per day. If you touch your victim, roll 7d6. If this at least equals the victim's hit points, it dies.); Evil (You cast evil spells at +1 caster level.)].

Encounter Thirteen (Escape from the Base)

Fiendish Rhinoceros: CR 6; Large Magical Beast; HD: 8d8+40 (80 hp); Initiative: +0; Speed: 30 ft.; Armor Class: 16, touch 9, flat-footed 16; BAB/Grp: +6/+18; Attack: Gore +13 melee (2d6+12); Full Attack: Gore +13 melee (2d6+12); Space/Reach: 10 ft./5 ft.; SA: Powerful charge, smite good; SQ: Low-light vision, damage reduction 5/magic, resistance to cold 10 and fire 10, darkvision 60 ft., SR 13; Saves: Fort +11, Ref +6, Will +3; Abilities: Str 26, Dex 10, Con 21, Int 3, Wis 13, Cha 2

Skills and Feats: Listen +14, Spot +3, Alertness, Endurance, Improved Natural Attack (gore).

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

Smite Good: Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (+8) against a good foe. The rhinoceros will use its smite attack on its first attack of the combat.

Appendix Five - APL 8

Encounter Three (Ambush the Smugglers)

Bugbear Rogue 5 (Goblinoid): CR 7; Medium Humanoid; HD 5d6+3d8+24; hp 62; Init +7; Spd 30 ft.; AC 25, touch 14, flat-footed 25; BAB/Grp: +5/+11; Atk +13 One-handed (1d8+7,20/x2, +1 Morningstar); Space/Reach: 5ft./5ft.; AL LE; SV Fort +6, Ref +11, Will +3; AL LE; Str 22, Dex 16, Con 16, Int 12, Wis 10, Cha 6.

Skills & Feats: Climb +8, Hide¹ +12, Jump +10, Listen¹ +7, Move Silently¹ +16, Search +5, Spot¹ +7, Swim +6, Tumble +12; Combat Reflexes, Improved Initiative, Weapon Focus (Morningstar).

Possessions: +1 Chain shirt, +1 heavy steel shield, +1 cloak of resistance, +1 ring of protection, gauntlets of ogre power, +1 morningstar, club, dagger.

Languages: Common, Goblin, Orc

Encounter Five (Smuggler Warehouse)

Smuggler Guard: Male Human Ftr4/Rog3 CR 7; Medium Humanoid; HD 3d6+4d10+14; hp 52; Init +6; Spd 30 ft.; AC 21, touch 13, flat-footed 19; BAB/Grp: +6/8; Atk +10 One-handed (1d8+5,19-20/x2, +1 longsword), or +8 Ranged (1d8,20/x3, Composite Longbow [+2]), or +8 One-handed (1d6+2,19-20/x2, Short Sword), or +8 One-handed (1d4+2,19-20/x2, Dagger); Full Atk +10/+5 One-handed (1d8+5,19-20/x2, +1 longsword), or +8/+3 Ranged (1d8,20/x3, Composite Longbow [+2]), or +8/+3 One-handed (1d6+2,19-20/x2, Short Sword), or +8/+3 One-handed (1d4+2,19-20/x2, Dagger); SA Sneak attack +2d6; SQ Evasion, trap sense +1; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +6, Bluff +13, Climb +2, Diplomacy +2, Hide +8, Intimidate +2, Jump +8, Listen +8, Move Silently +8, Open Lock +7, Search +8, Sleight of Hand +7, Spot +6, Swim +2, Tumble +12; Combat Expertise Improved Feint, Improved Initiative, Iron Will, Skill Focus (bluff), Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: +1 chain shirt, +1 heavy wooden shield, +1 longsword, composite longbow [+2], arrows (20), short sword, dagger, +1 cloak of resistance, +1 ring of protection, potion of cure

serious wounds, potion of haste, potion of greater invisibility.

Languages: Common, Goblin, Ancient Suloise

Encounter Nine-B (Undead Cave Guardian)

Advanced Mummy: CR 7; Medium undead; HD 16d12+3; hp 130; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; BAB/Grp: +8/+15; Atk +16 melee (1d8+10 plus mummy rot, slam); Full Atk +16 melee (1d8+10, slam); Space/Reach: 5 ft./5 ft.; SQ: Damage reduction 5/-, darkvision 60ft., undead traits, vulnerability to fire; AL NE; SV Fort +7, Ref +5, Will +12; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +15, Listen +8, Move Silently +15, Spot +8; Alertness, Great Fortitude, Toughness, Weapon Focus (slam), Improved Natural Attack (slam), Ability Focus (mummy rot).

Undead traits: Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Str, Dex, Con) as well as to fatigue and exhaustion effects. Immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Uses its Charisma modifier for Concentration checks. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 20 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 22, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any

conjunction (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Encounter Ten (Cult of Kyuss Ambush)

Cleric of Kyuss: Male Human, Clr 9 (Kyuss); CR 9; Medium Humanoid; HD 9d8+18; hp 75; Init +4; Spd 20 ft.; AC 23, touch 11, flat-footed 23; BAB/Grp: +6/+7; Full Atk +7/+2 One-handed (1d6+1;20/x2, Club), or +6/+1 Ranged (1d8;19-20/x2, light crossbow), or +7/+2 One-handed (1d4+1;19-20/x2, dagger); AL NE; SV Fort +9, Ref +4, Will +11; Str 12, Dex 10, Con 14, Int 10, Wis 19, Cha 14;

Skills and Feats: Concentration¹ +17, Knowledge (arcana) +1, Knowledge (history) +1, Knowledge (religion) +12, Spellcraft +10, Improved Initiative, Improved Turning, Skill Focus(concentration), Improved Toughness, Profane Boost

Possessions: +2 Periapt of wisdom, +1 cloak of resistance, +1 full plate, +1 heavy steel shield, +1 ring of protection, club, dagger, light crossbow.

Spells Prepared (6/6/6/5/4/2; base DC = 14 + spell level): 0—[*Create Water* (2), *Detect Magic* (2), *Light* (2)]; 1st—[*Protection from Good**, *Bane*, *Bless*, *Cure Light Wounds*, *Shield of Faith* (2)]; 2nd—[*Desecrate**, *Cure Moderate Wounds*, *Silence*, *Sound Burst*, *Spiritual Weapon* (2)]; 3rd—[~~*Magic Circle against Good*~~*, *Blindness/Deafness*, *Cure Serious Wounds* (2), *Prayer*]; 4th—[*Unholy Blight**, ~~*Freedom of Movement*~~, *Spell Immunity*, *Castigate*]; 5th—[*Slay Living**, *Flame Strike*].

*Domain spell. *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 9d6. If this at least equals the victim's hit points, it dies.); Evil (You cast evil spells at +1 caster level.)].

Encounter Thirteen (Escape from the Base)

Fiendish Giant Constrictor Snake: CR 7; Huge Magical Beast; HD: 11d8+14; hp 75; Init: +3; Spd: 20 ft., climb 20 ft., swim 20 ft.; AC: 15, touch 11, flat-footed 12; BAB/Grp: +8/+23; Attack: Bite +13 melee (1d8+10); Full Attack: Bite +13 melee (1d8+10); Space/Reach: 15 ft./10 ft.; SA: Constrict 1d8+10, improved grab; SQ: Scent, damage reduction 5/magic, resistance to cold 10 and fire 10, darkvision 60 ft., SR 16; Saves: Fort +8, Ref +10, Will +4 Abilities: Str 25, Dex 17, Con 13, Int 3, Wis 12, Cha 2

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16 Feats: Alertness, Endurance, Skill Focus (hide), Toughness

Smite Good: Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (+11) against a good foe. The snake will use its smite attack on it's first attack of the combat.

Appendix Six - APL 10

Encounter Three (Ambush the Smugglers)

Bugbear Rogue 7 (Goblinoid): Male Bugbear Rog7 CR 7; Medium Humanoid; HD 7d6+3d8+40; hp 86; Init +7; Spd 30 ft.; AC 25, touch 14, flat-footed 25; BAB/Grp: +7/+13; Atk +15 One-handed (1d8+7,20/x2, +1 Morningstar); Full Atk +15/+10 (1d8+7,20/x2, +1 Morningstar); Space/Reach: 5ft./5ft.; AL LE; SV Fort +8, Ref +12, Will +4; AL LE; Str 22, Dex 16, Con 18, Int 12, Wis 10, Cha 6.

Skills & Feats: Climb +10, Hide¹ +14, Jump +12, Listen¹ +9, Move Silently¹ +18, Search +7, Spot¹ +9, Swim +8, Tumble +16; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (mornintstar).

Possessions: +1 Chain shirt, +1 heavy steel shield, +1 cloak of resistance, +1 ring of protection, amulet of health +2, gauntlets of ogre power, +1 morningstar, club, dagger.

Languages: Common, Goblin, Orc

Encounter Five (Smuggler Warehouse)

Smuggler Guard: Male Human Ftr4/Rog5 CR 9; Medium Humanoid; HD 5d6+4d10+27; hp 73; Init +6; Spd 30 ft.; AC 21, touch 13, flat-footed 19; BAB/Grp: +7/10; Atk +12 One-handed (1d8+5,19-20/x2, +1 longsword), or +9 Ranged (1d8,20/x3, Composite Longbow [+2]), or +10 One-handed (1d6+2,19-20/x2, Short Sword), or +10 One-handed (1d4+2,19-20/x2, Dagger); Full Atk +12/+7 One-handed (1d8+5,19-20/x2, +1 longsword), or +9/+4 Ranged (1d8,20/x3, Composite Longbow [+2]), or +10/+5 One-handed (1d6+2,19-20/x2, Short Sword), or +10/+5 One-handed (1d4+2,19-20/x2, Dagger); SA Sneak attack +2d6; SQ Evasion, trap sense +1; AL LE; SV Fort +8, Ref +8, Will +5; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +6, Bluff +15, Climb +3, Diplomacy +2, Hide +12, Intimidate +2, Jump +9, Listen +8, Move Silently +12, Open Lock +9, Search +10, Sleight of Hand +9, Spot +8, Swim +3, Tumble +14; Combat Expertise Improved Feint, Improved Initiative, Improved Toughness, Iron Will, Skill Focus (bluff), Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: +1 chain shirt, +1 heavy wooden shield, +1 longsword, composite longbow [+2], arrows (20), short sword, dagger, +1 cloak of

resistance, +1 ring of protection, potion of cure serious wounds x 2, potion of haste, potion of greater invisibility.

Languages: Common, Goblin, Ancient Suloise

Encounter Nine-B (Undead Cave Guardian)

Advanced Mohrg: CR 9; Medium Undead; HD: 18d12 (150 hp); Initiative: +8; Speed: 30 ft.; AC: 23, touch 14, flat-footed 14; BAB/Grp: +9/+14; Attack: Slam +14 melee (1d8+7), or tongue +15 melee touch (paralysis); Full Attack: Slam +14 melee (1d8+7) and tongue +15 melee touch (paralysis); Space/Reach: 5 ft./5 ft.; SA: Improved grab, paralyzing touch, create spawn; SQ: darkvision 60 ft., undead traits; Saves: Fort +6, Ref +10, Will +11 Abilities: Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10

Skills and Feats: Climb +13, Hide +25, Listen +15, Move Silently +25, Spot +25, Swim +9 Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (tongue), Improved Natural Attack (Slam).

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 19 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Encounter Ten (Cult of Kyuss Ambush)

Cleric of Kyuss: Male, Human, Clr 12 (Kyuss); CR 12; Medium Humanoid; HD 12d8+24; hp 99; Init +5; Spd 20 ft.; AC 24, touch 12, flat-footed 23; BAB/Grp: +9/+10; Full Atk +10/+5 One-handed (1d6+1;20/x2, Club), or +10/+5 Ranged (1d8;19-20/x2, Light Crossbow), or +10/+5 One-handed (1d4+1;19-20/x2, Dagger); AL NE; SV Fort +11, Ref +6, Will +16; Str 12, Dex 12, Con 14, Int 10, Wis 20, Cha 14;

Skills and Feats: Concentration +20, Knowledge (arcana) +1, Knowledge (history) +1, Knowledge (religion) +15, Spellcraft +13, Improved Initiative, Improved Turning, Iron Will, Skill Focus (concentration¹), Improved Toughness, Profane Boost

Possessions: +2 Periapt of wisdom, +2 gloves of dexterity, +1 cloak of resistance, +1 full plate, +1 heavy steel shield, +1 ring of protection, club, dagger, light crossbow.

Spells Prepared (6/8/6/6/5/5/3; base DC = 15 + spell level): 0—[*Create Water* (2), *Detect Magic* (2), *Light* (2)]; 1st—[*Protection from Good**, *Bane*, *Bless*, *Cure Light Wounds* (2), *Shield of Faith* (3)]; 2nd—[*Desecrate**, *Cure Moderate Wounds*, *Resist Energy*, *Silence*, *Spiritual Weapon* (2)]; 3rd—[~~*Magic Circle against Good*~~*, *Blindness/Deafness*, *Cure Serious Wounds* (2), *Invisibility Purge*, *Prayer*]; 4th—[*Unholy Blight**, ~~*Freedom of Movement*~~, *Poison*, *Spell Immunity*, *Castigate*]; 5th—[*Slay Living**, *Flame Strike* (2), ~~*Spell Resistance*~~, *Dragon Breath*]; 6th—[*Create Undead**, *Antilife Shell*, *Blade Barrier*].

*Domain spell. *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 12d6. If this at least equals the victim's hit points, it dies.); Evil (You cast evil spells at +1 caster level.)].

Encounter Thirteen (Escape from the Base)

Fiendish Dire Tiger: CR 10; Large Magical Beast; HD: 16d8+48 (132 hp); Initiative: +2; Speed: 40 ft.; AC: 17, touch 11, flat-footed 15; BAB/Grp: +12/+24; Attack: Claw +20 melee (2d4+8); Full Attack: 2 claws +20 melee (2d4+8) and bite +14 melee (2d6+4); Space/Reach: 10 ft./5 ft.; SA: Improved grab, pounce, rake 2d4+4; SQ: Low-light vision, scent, damage reduction 10/magic, resistance to cold 10 and fire 10, darkvision 60 ft., SR 21; Saves: Fort +13, Ref +12, Will +11; Abilities: Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Skills and Feats: Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10, Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)

Improved Grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without

provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Smite Good: Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (+16) against a good foe. The tiger will use its smite attack on its first attack of the combat.

Appendix Seven – New Spells

Dragon Breath – From Complete Divine

Evocation [Good or Evil]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to breathe a gout of energy that mimics a dragon's breath as a standard action. Once you've used the breath attack, you must wait 1d4 rounds before doing so again.

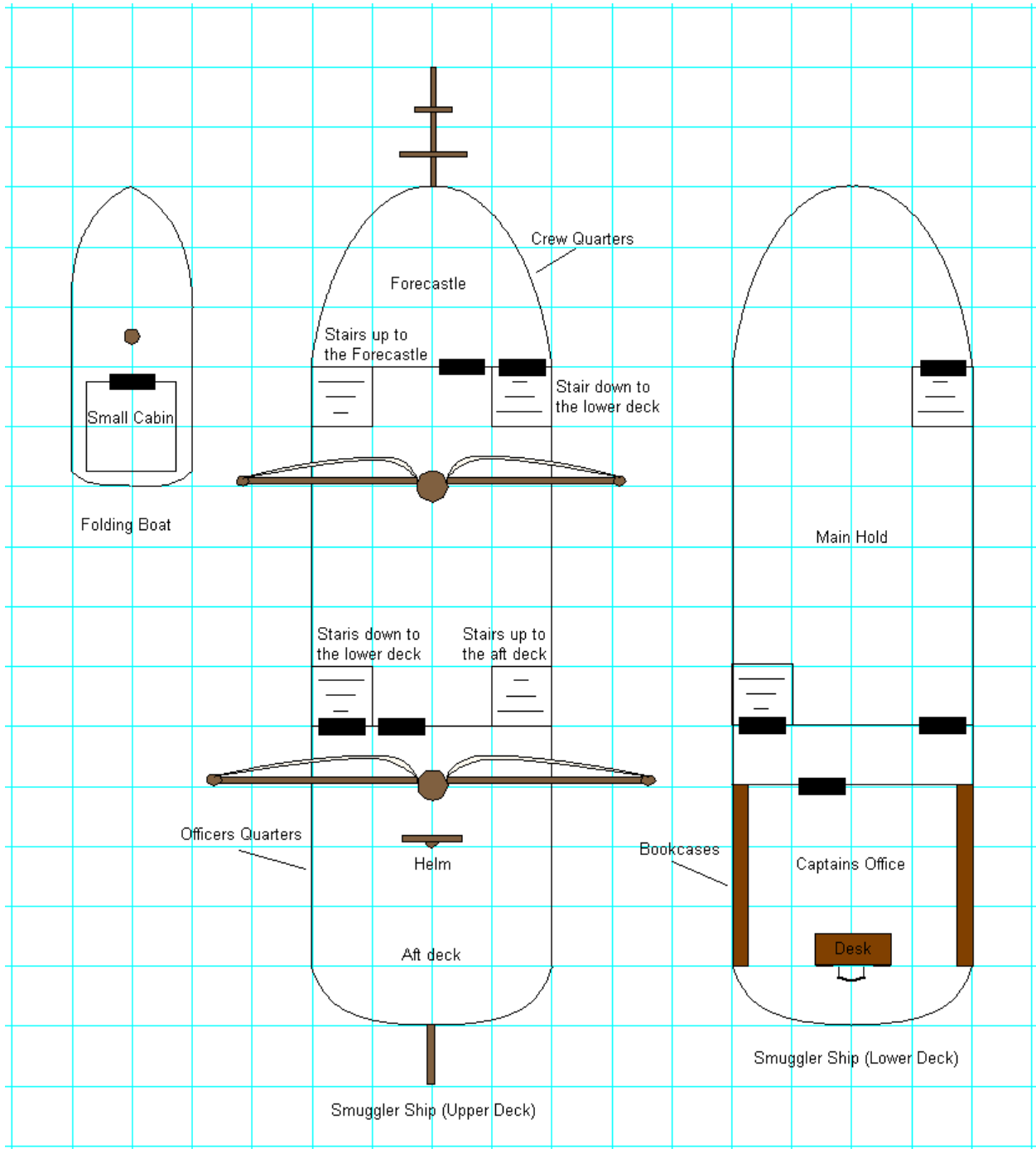
When you cast *dragon breath*, you choose one true dragon whose breath you're emulating.

If you choose a chromatic dragon, then *dragon breath* gains the evil descriptor. If you choose a metallic dragon, then *dragon breath* gains the good descriptor.

Dragon	Breath	Saving Throw
Black	30-ft. line of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Blue	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Green	15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Red	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
White	15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8)	Reflex half
Brass	15-ft. cone of sleep, lasts 1d6 rounds	Will negates
Bronze	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Copper	15-ft. cone of slow, lasts 1d6 rounds	Will negates
Gold	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
Silver	15-ft. cone of paralysis, lasts 1d6 rounds	Fort negates

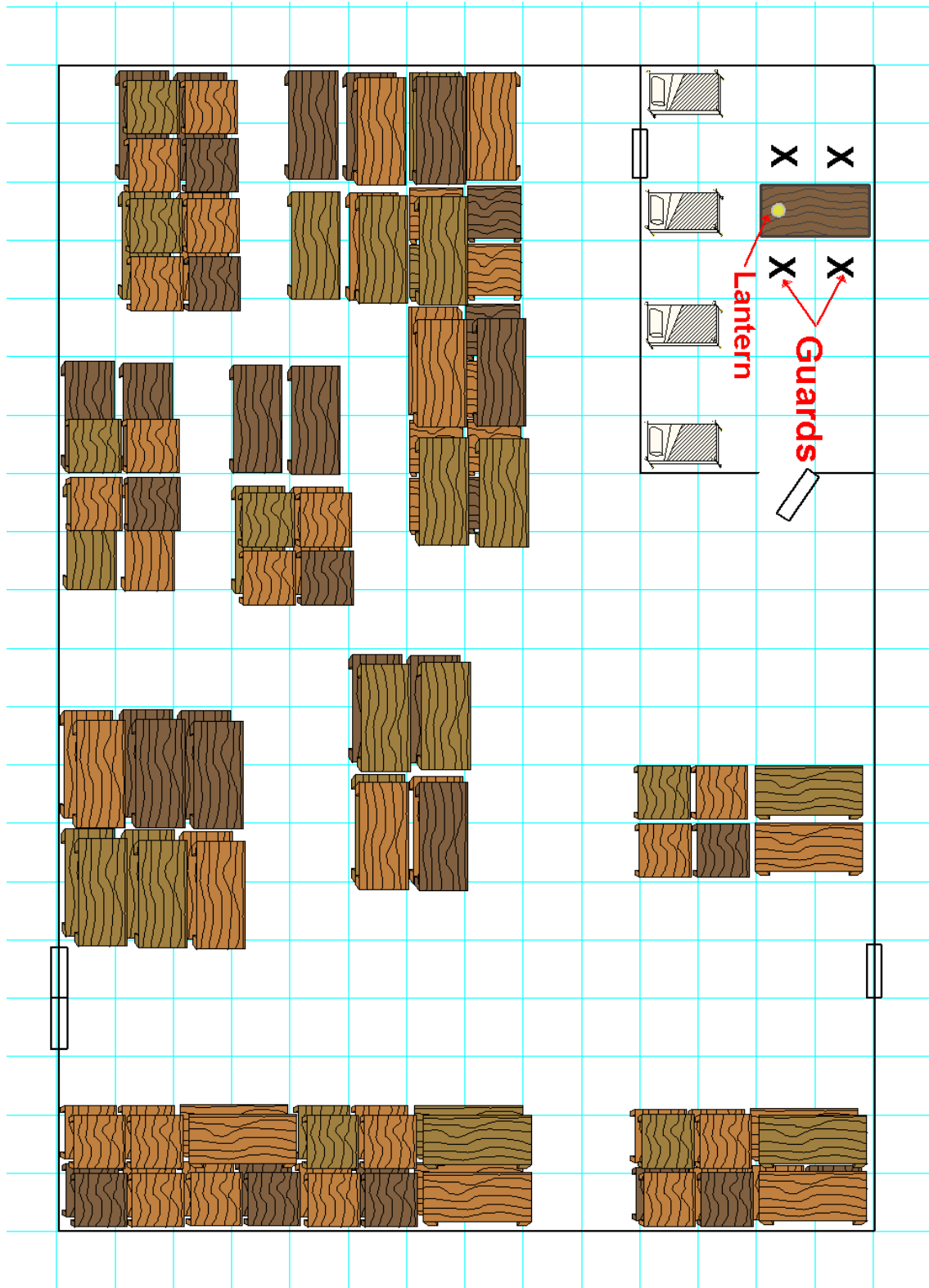
DM's Aid #1

SHIP MAP



DM's Aid #2

Smuggler Warehouse



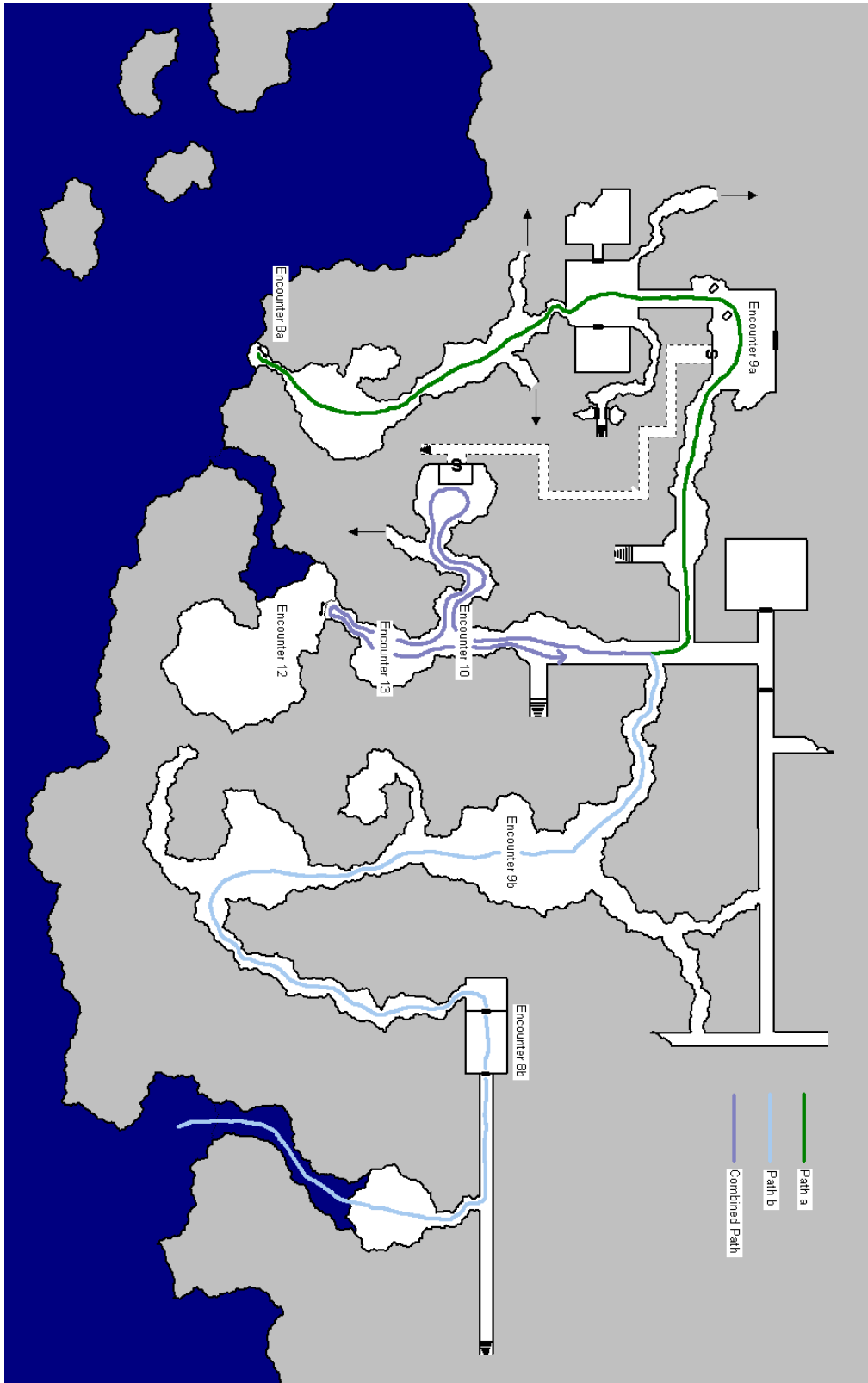
DM's Aid #3

Overview of the Claw Point Cliff



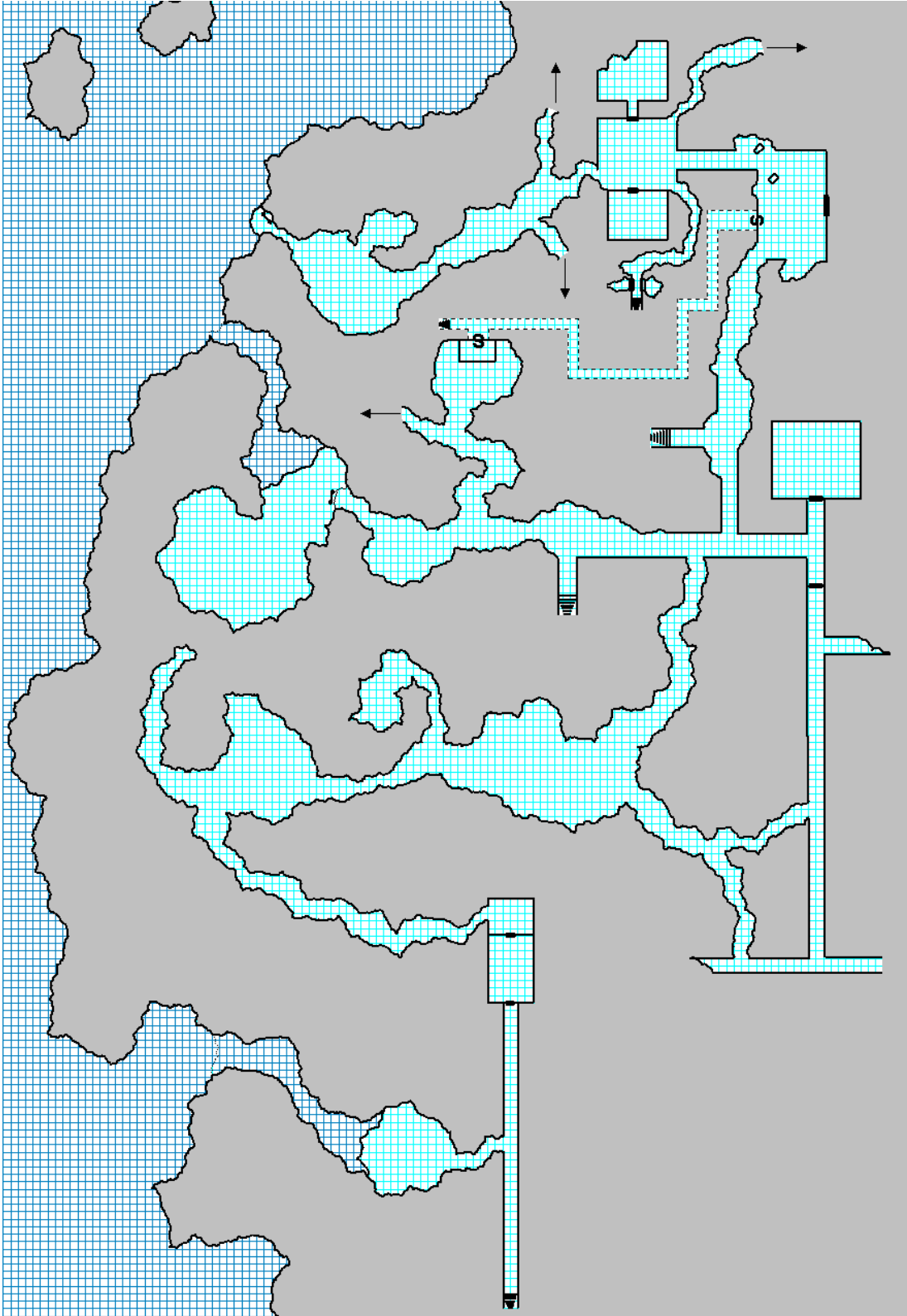
DM's Aid #4

Overview of the Claw Point Cliff Caves



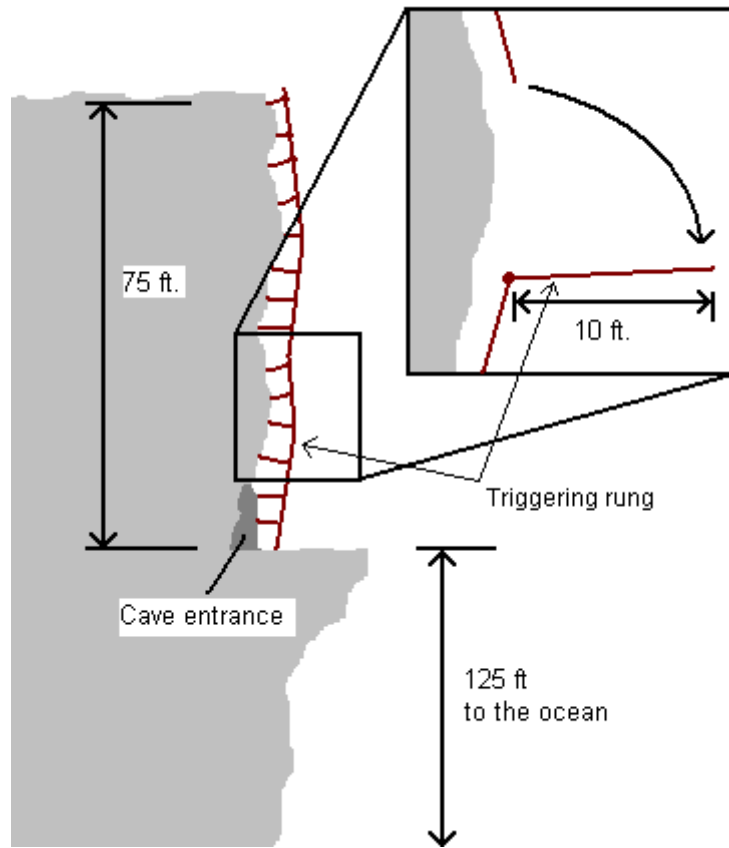
DM's Aid #5

Claw Point Cliffs Cave Complex



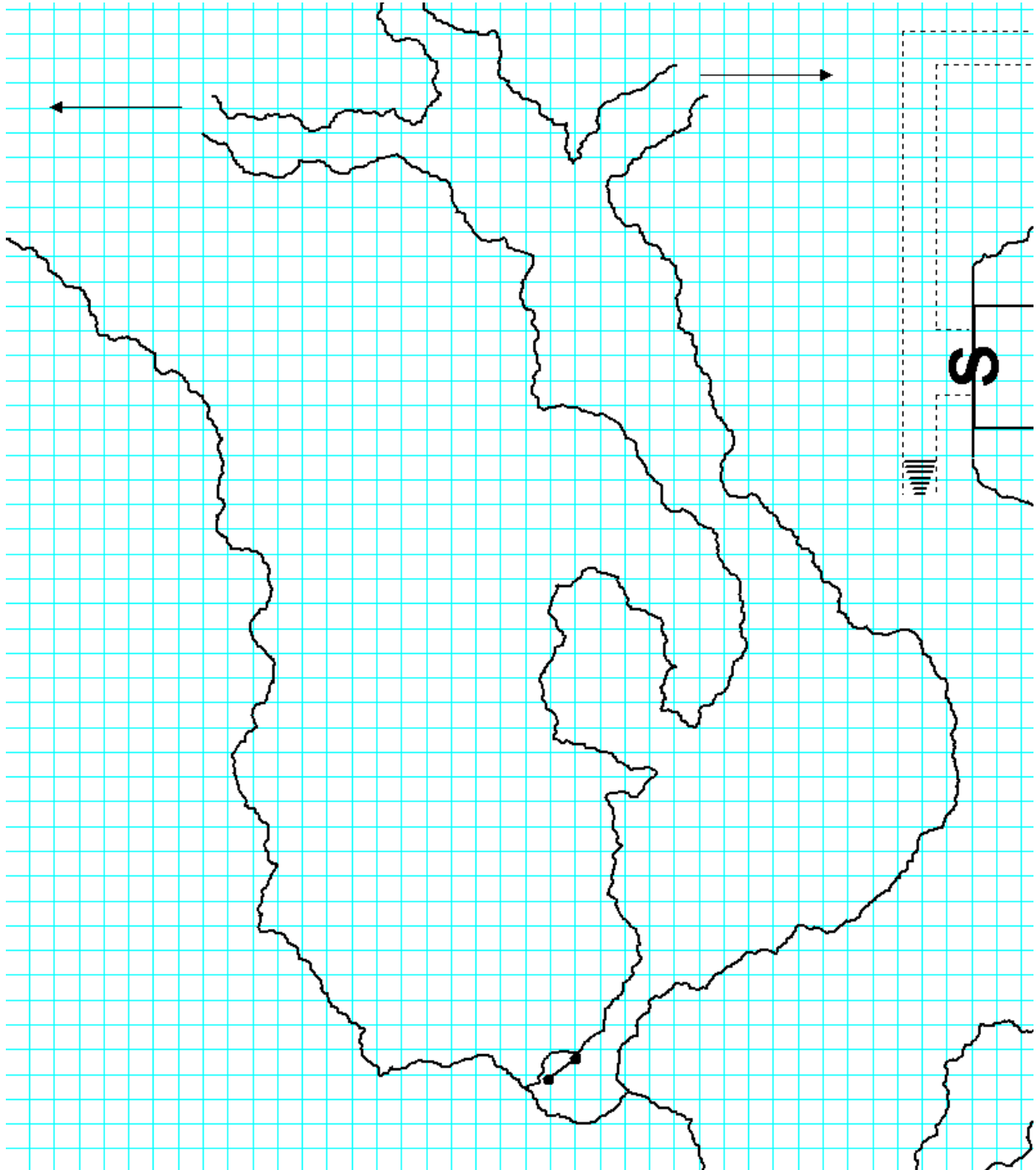
DM's Aid #6

Rusty Ladder Trap



DM's Aid #7

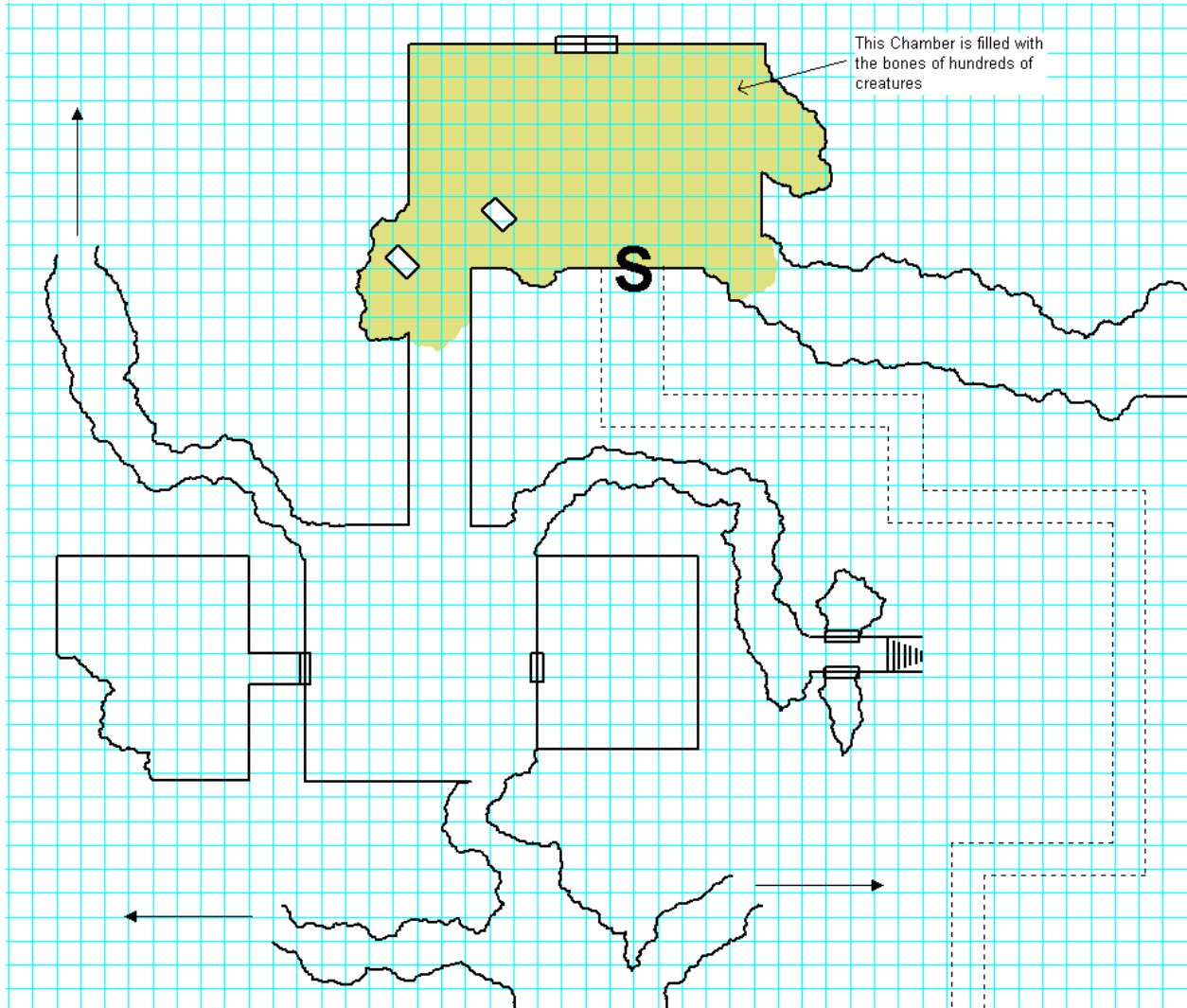
Smuggler Back Entrance Eight-A



The arrows indicate tunnels that lead down into lower levels of the cavern complex. You may expand on the caves as necessary but they will quickly lead to **Encounter Eleven: Curiosity Killed the Cat**.

DM's Aid #8

Bone Chamber Nine-A

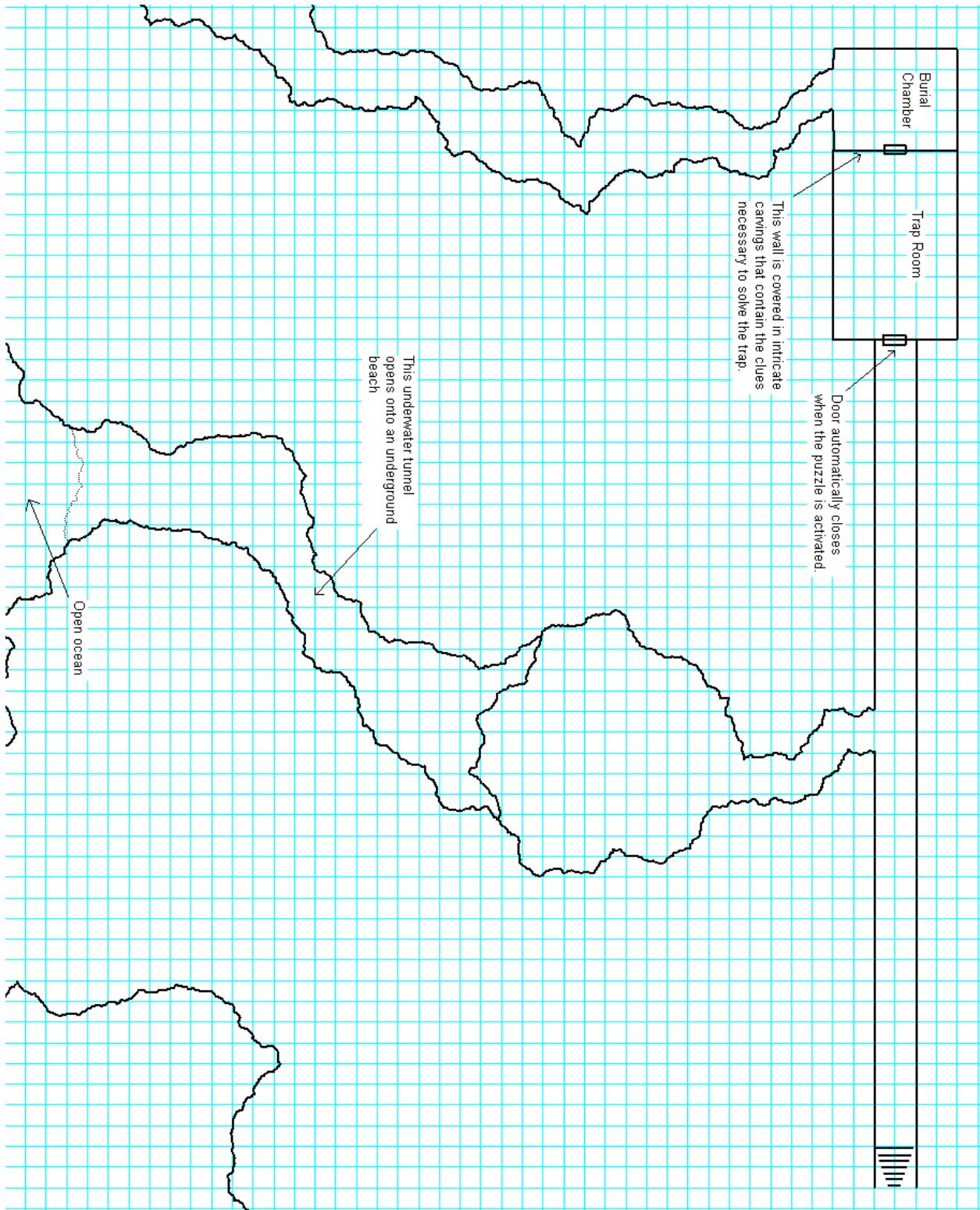


The arrows indicate tunnels that lead down into lower levels of the cavern complex. You may expand on the caves as necessary but they will quickly lead to **Encounter Eleven: Curiosity Killed the Cat**.

The colored region indicates the area of the floor that is covered in thousands of bones. They range in depth from a foot or two to piles that rise as high as five feet. The bones make moving silently very difficult (-10 circumstance penalty).

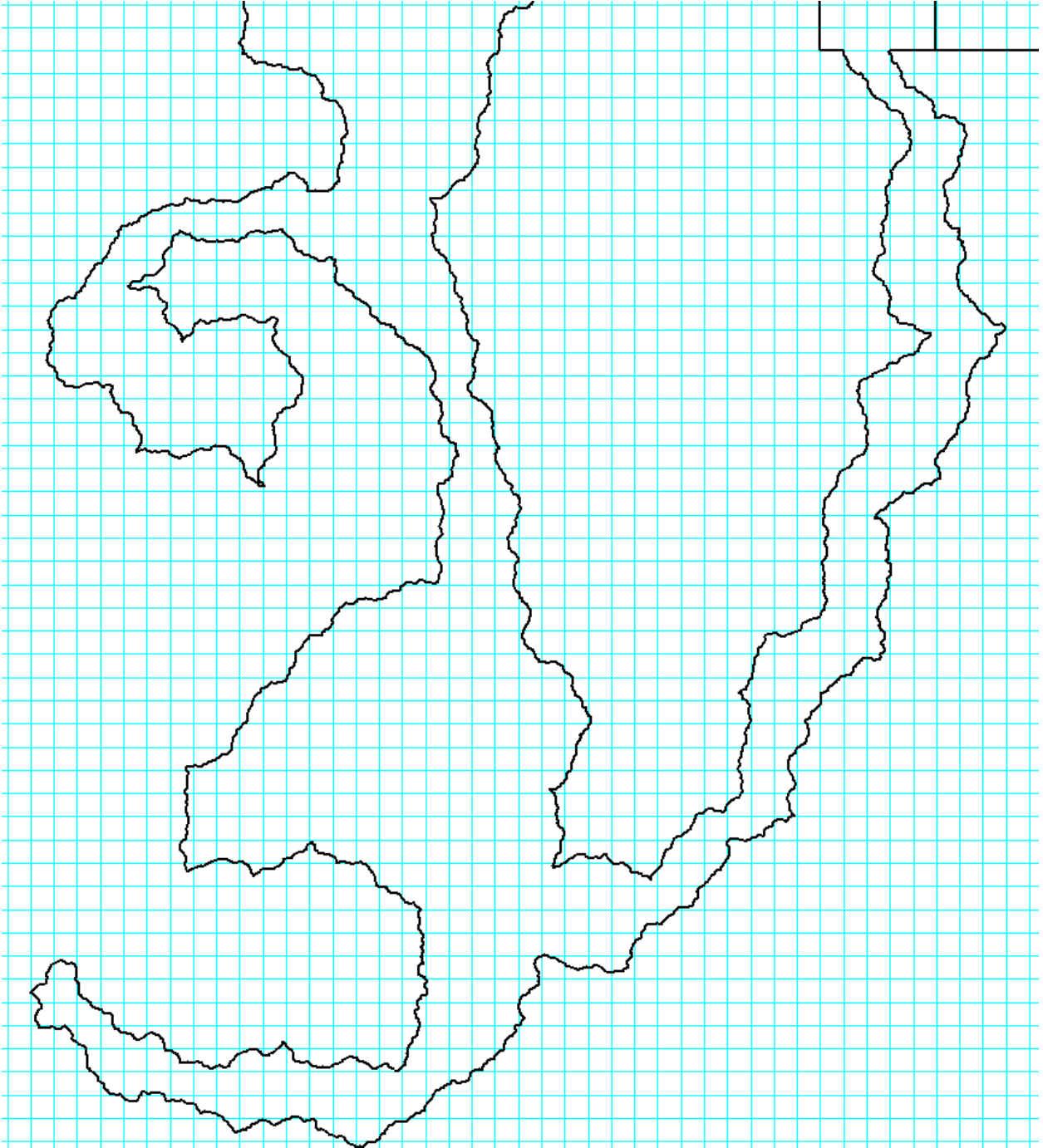
DM's Aid #9

Ancient Burial Trap Eight-B



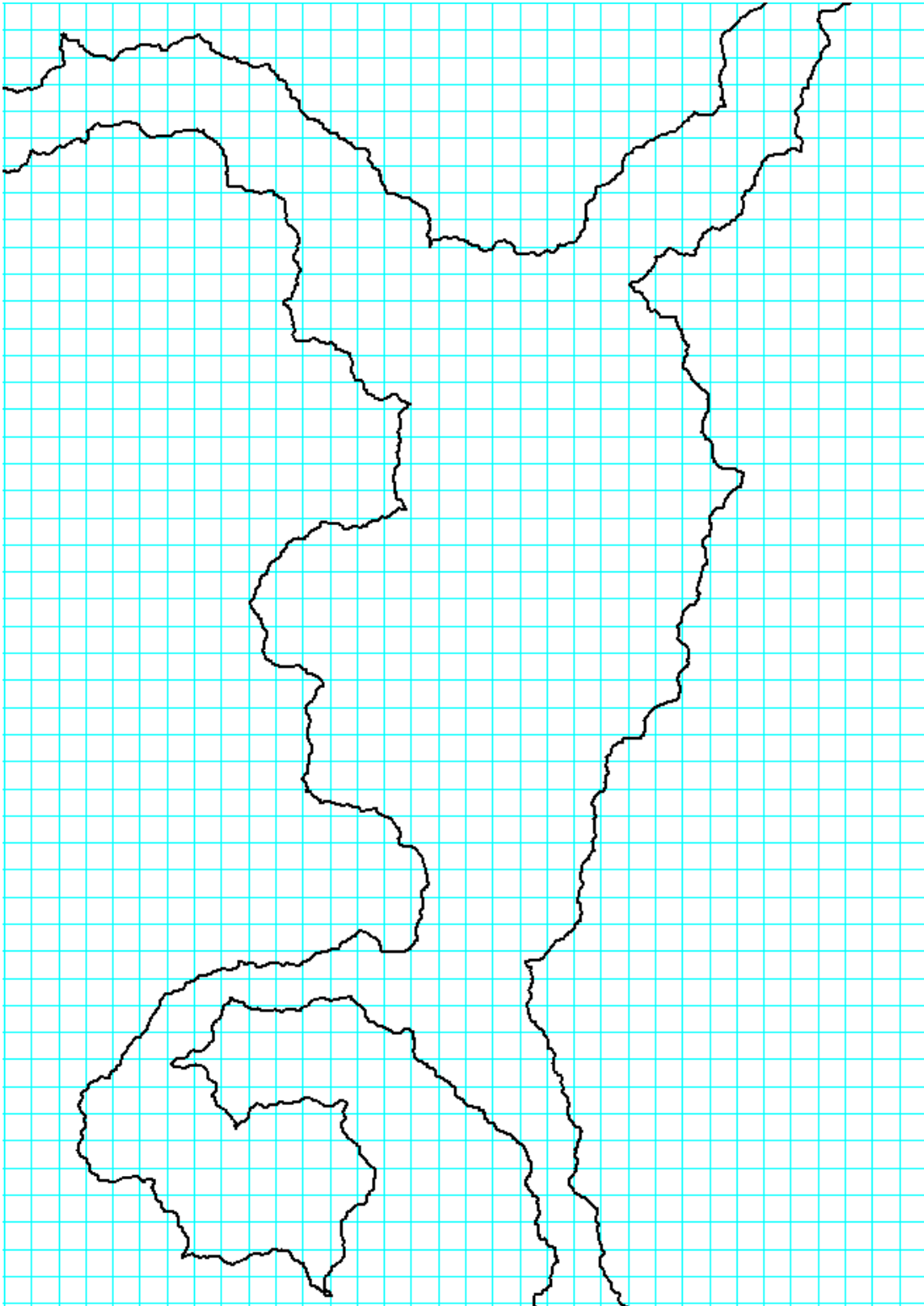
DM's Aid #10

Area just south of the burial chamber of Lord Kelindil



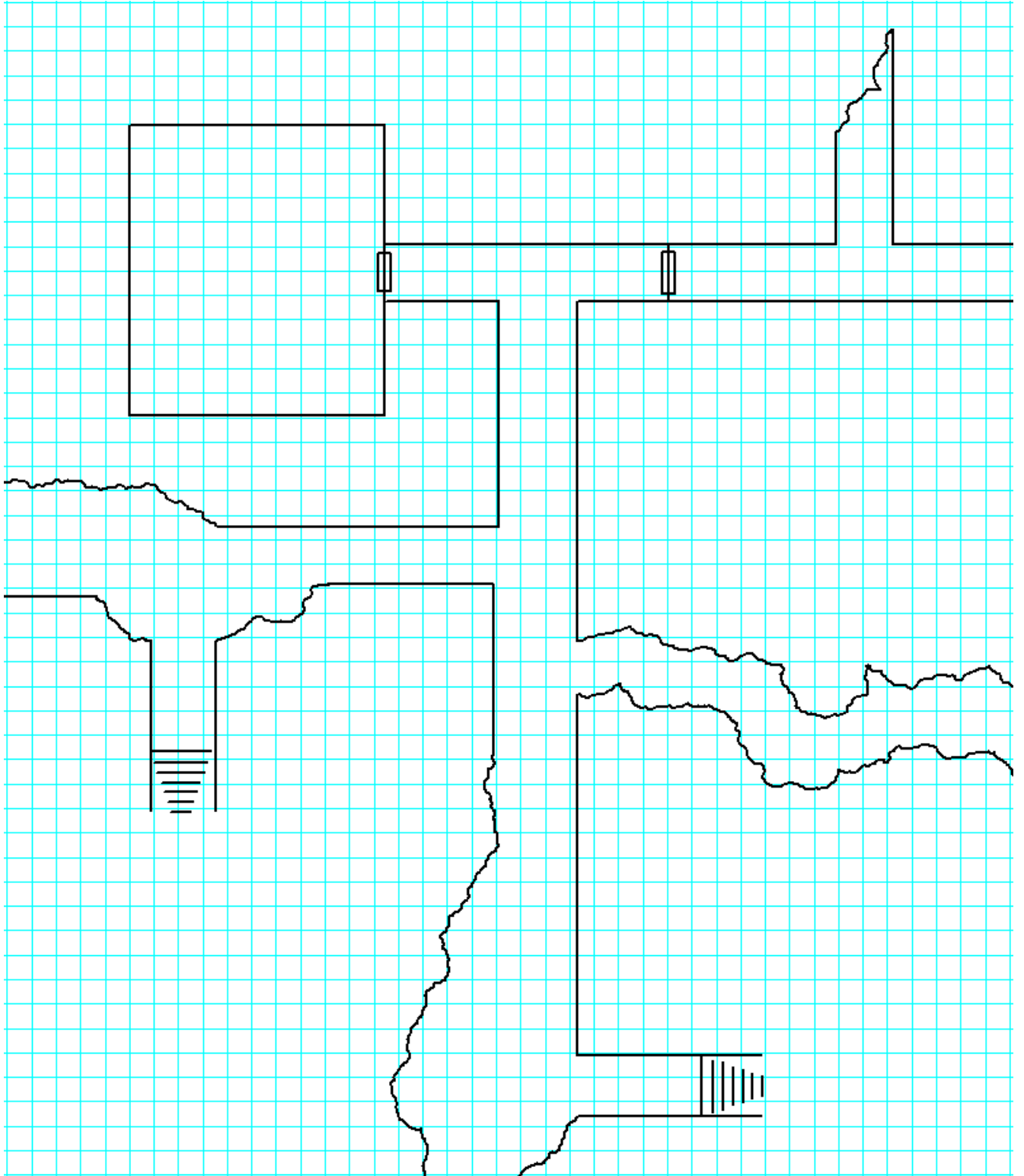
DM's Aid #11

Undead Ambush Nine-B



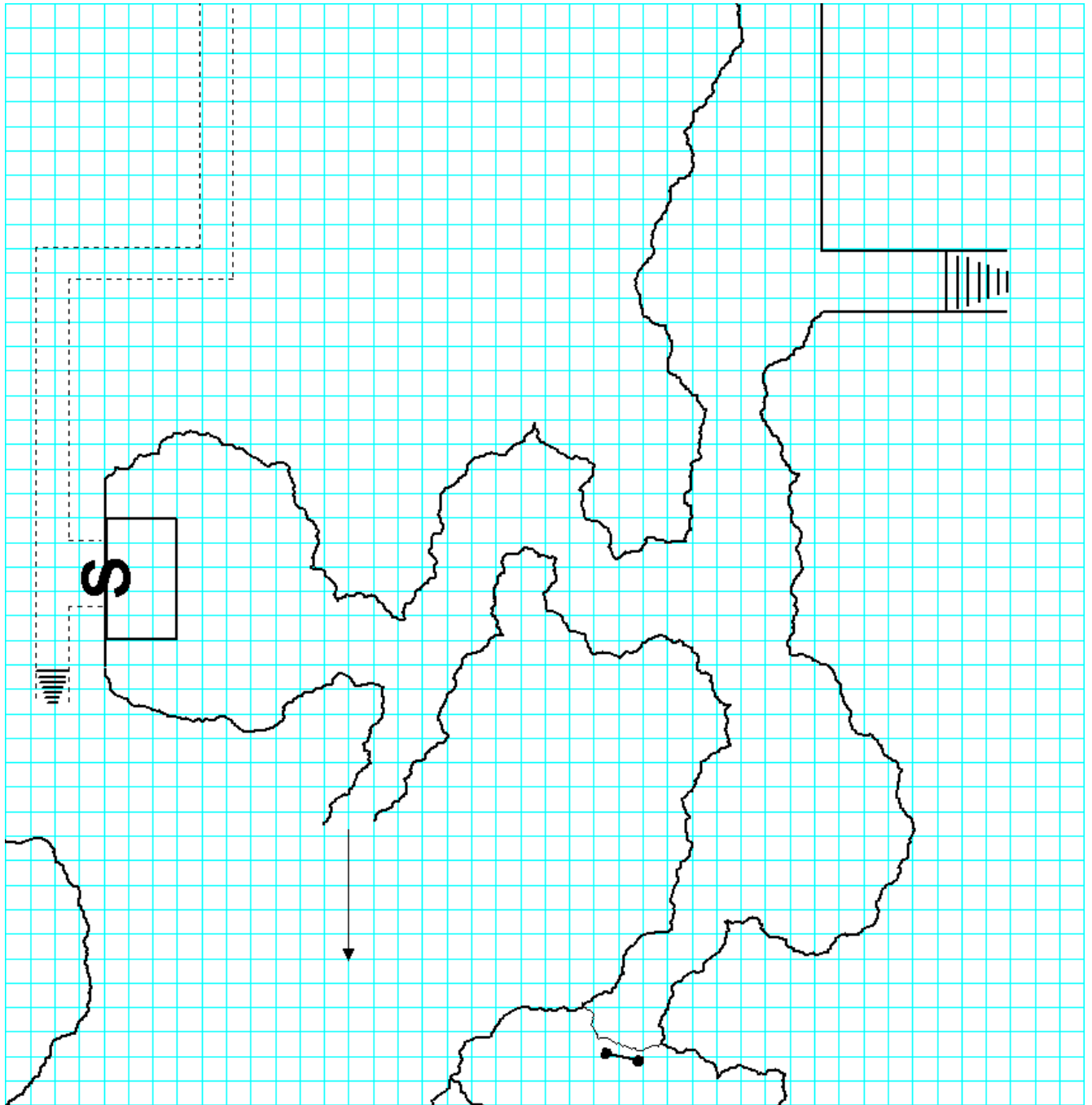
DM's Aid #12

Merging Paths



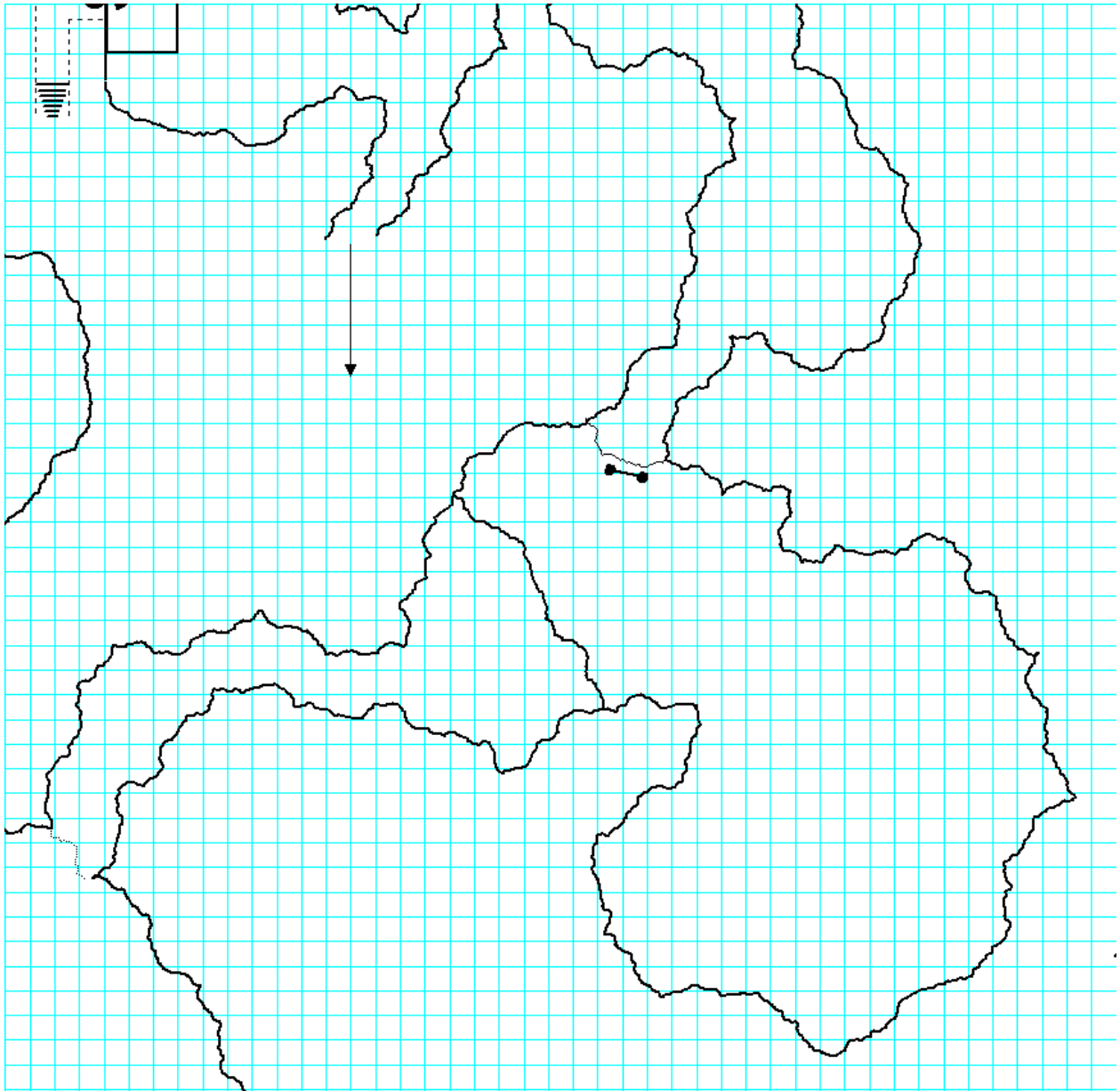
DM's Aid #13

Cult Ambush 10



DM's Aid #14

Smuggler base



Player Handout #1

Celeb,

Once you've hired some new recruits, wait for the replacement warehouse guards and then bring them down to the main outpost. Follow the coast south of Shantadern for about 50 miles then start looking for the landmark. It's a single gnarled old pine that sits up on a low hill surrounded by the brush. From there follow the game trail south until you reach the cliffs. Then use the ladder that goes down to the ledge and head on in. Follow the map we've given you to reach the main cavern complex. It is very important that you stick to the map we've given you. Don't go wandering off hoping to rob a grave or two. There are more dangerous things in these caves than you could possibly imagine and you won't survive a wrong turn. You will receive your next payment when you arrive.

One other thing, don't forget about the magic words I told you to memorize. They'll come in handy. You'll know when to use them.

