

TSS5-04

The Sun & the Nightingale

A One-Round D&D LIVING GREYHAWK[®] The Splintered Sun Meta-Regional Adventure

Version 1.0

Round 1

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The strength of Ahlissa rests in the hands of the Great Guildmaster and his formidable merchant vessels. Sometimes these ships have more than bounty of Ahlissa in them and trouble ensues. Now a merchant is dead, his secrets with him but some loose ends remain.... One round investigative scenario for APL 4-10

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
 - If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
 - Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
 - If you are running a table of six PCs, add one to that average.

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

	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	

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more

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

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

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

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

Time Units and Upkeep

This is a standard one-round Meta-regional adventure, set in the United Kingdom of Ahlissa and Medegia. Characters native to the Splintered Sun pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

"For many, war is a time of terror. For some, it is a time of opportunity."

The 'Boar', 572 CY

Slavers from Pomarj have been preying on the folk of the Almorian Protectorate in Nyrond for many years. Opportunities were especially good for the slavers during the recent coup in Nyrond. Amongst the latest captives were some prominent Nyrondeuse land-owners. Times were so good, in fact that the 'merchandise' began to die in their overcrowded pens.

The slavers were often forced unwitting merchants to deliver supplies to waypoints along the so-called 'slave trail'. Most of these traders then became part of the slaver's merchandise once the journey was done. One such merchant was Nurriev Patrichco, a member of the Royal Guild of Merchants of Aerdy, who was employed to deliver supplies to a Slaver camp on Nyrond's south coast. When slavers arrived and seized Nurriev's ship, he could think of only one option - to persuade the slavers to spare him by suggesting that a ship of the Royal Guild would provide excellent cover for slaving. He agreed to carry slaves to the Pomarj. His cooperation saved him, but some members of his crew were taken to an unknown fate, and he himself was not safe, for it was clear to him that failure would be rewarded with death. Nurriev started his journey, picking up slaves from several secret camps along the Nyrondeuse coast.

En route, Nurriev's conscience was aroused by the horror that the 'merchandise' had to endure. The last straw was when a young captive named Emlia was brutally beaten, violated and finally thrown overboard at the whim of the slaver leader. The next night, Nurriev gathered those of his crew he deemed more loyal to him than to slaver gold and killed the slavers in their sleep. Nurriev then put the surviving slaves ashore near Nessermonth and sailed at full speed back to Trennenport. Nurriev knew that the slavers would make good on their promise to kill him, and was aware that he could expect little sympathy from his associates in Trennenport. After all, he had potentially ruined the Royal Guild's reputation by being a slave trader in foreign land (unlicensed slavery itself is not that serious offense in Ahlissa, but where many in Ahlissa see slaves as valuable luxury products for nobles, whereas the Pomarjis see them as pack animals) and so was in serious trouble.

Meanwhile, King Lynwerd's officials (now back in power after the brief reign of "Emperor" Sewarndt) in Nyrond had got word of a (supposedly) rogue member of the Royal Guild of Merchants of Aerdy who was reported to be involved in slave trade and communicated this to the Ahlissans with the help of a few *sending* spells. Of course, this information came from slaves that managed to escape from slaver camps on their own, not those

freed by Nurriev, who are quite unaware on the trouble their savior has gotten himself into.

Nurriev devised a plan to escape his fate. Knowing that using his own ship he could easily be tracked down, he needed something else. Some time ago Nurriev had sent a message to his friend Sirdis, a merchant operating from Hardby, to come over for a visit on the second week of Fireseek. It has been their tradition for the last ten years to visit each other at least once per year. Seeing this as his best chance, Nurriev decided that he would need to lay low until Sirdis arrived, making a back-up plan to fake his death if needed. Through his contacts, Nurriev became aware that the Royal Guild of Merchants was working on locating their supposed rogue Writer (the title of the lowest rank member of the Guild). At dusk, two evenings ago, Nurriev put his plan into operation to fake his death. Together with two sahuagin assistants, he killed a zombie double in front of witnesses. Nurriev then fled to his associate, the 'Ambassador of the Sea', Jorannara Tannax, who is a 'malenti' (a mutant sahuagin who looks like a sea elf). The Royal Guild now only had a 'dead' Writer on their hands, but it was still something that could be used.

Nurriev's association with the sahuagin goes back several years. Through his contacts in Greyhawk City (which was Nurriev's base of operations during the Greyhawk Wars), Nurriev obtained rare building materials and certain magical items for the sahuagin. In return, the sahuagin have paid Nurriev well and helped him to smuggle items into Trennenport. Jorannara has hidden Nurriev until Sirdis reached Trenneport yesterday evening and the sahuagin have told Nurriev that Sirdis is here. Nurriev is now waiting for an opportunity to smuggle himself aboard Sirdis's ship at night, seeing it as best time to slip out.

As Nurriev has valuable information about the slavers that the recently re-installed King Lynwerd of Nyronde could use to gather support in his nation, a ship was dispatched to Trennenport carrying diplomats to interview Nurriev and possibly take him back to Nyronde. They are not too happy to learn of his death but will be content to interrogate the dead body or have Ahlissans try *raise dead* if needed.

The Nyronde ship was shadowed by a slaver ship, disguised as merchantman from Keoland, with a group of four elite agents (and two specially bred creatures on APL10) who began making their own inquiries shortly after the diplomats arrived. The agents need to find and destroy any information that Nurriev might have about the slaver operation (if they get him alive, so much better), and they will kill anyone who Nurriev may have told anything to. Nurriev has already cost them a lot and they don't want any further problems.

The sahuagin will smuggle Nurriev aboard Sirdis's ship tonight. He will climb aboard and then his friend is supposed to take him to Hardby. From there Nurriev intends to travel into Dyvers and up the Tuflik-Velverdyva trade route until he reaches Ekbir to make sure he is out of reach of both the slavers and the Royal Guild. Characters have one day

to find out what really happened to Nurriev and are racing against the slaver agents.

Summary time line

- 2 nights ago: 'Nurriev' is murdered.
- Yesterday afternoon: Nyronde envoy arrives in Trennenport.
- Yesterday evening: Sirdis Turrindal arrives in Trennenport.
- Today (10 am): The party arrives in Trennenport.
- Tonight (12pm): Nurriev will be smuggled aboard Sirdis's ship.

Note on time: As characters have a strict timetable to locate Nurriev, great care should be taken to keep track of time, such as hours spent on Gather Information checks or minutes used on taking 20 on Search checks. To keep things simple, assume it takes 10 minutes to travel between all locations, no matter if they are one street or half the town away. Because of the module's investigative nature and possibility of it running over the designated time, the following is suggested for convention play:

- Eliminate Encounter 7 (Nurriev's warehouse) by placing Ahlissan soldiers around it as guards (see appendix 5).
- Let the PCs find sahuagin tracks from the backyard of Nurriev's house, while dried seaweed can be found on Nurriev's study, perhaps with an appropriate book about sea plants placed nearby.

It is possible players may come up with ingenious solutions to problems presented in the module. As the DM, you should use module as guideline on what happens but let creative players use their wits and don't penalise them for that. Don't let module put too many shackles on you and alter the box text if needed. In case somebody asks, the name of the module refers to Nyronde (Sun) and Ahlissa (Nightingale).

Note on Scarlet Brotherhood members

This module can be played by members of The Scarlet Brotherhood (COR4-04), who have a separate introduction. Be aware of rules concerning fighting between player characters. As this particular task is not of importance, failure to complete it successfully will not result in said player getting the penalties for Mark of Justice, even if he kills slaver agents (they are not members of Scarlet Brotherhood). The main way for Scarlet Brotherhood players to succeed is by figuring out Nurriev's hideout and then getting agents to assist him in digging Nurriev out or just killing Nurriev in other ways.

Note on Law enforcement

Bortwimm, the ruler of Trennenport, keeps order with an iron fist. Any and all disturbances can quickly alert the city watch. In such cases you should

refer to Appendix 5 for statistics for a standard watch patrol. Of course, knowing the players, it is quite likely that situation will just escalate since very few will surrender quietly. In that case, you are free to bring out a high level Hextorite priests or even Bortwimm (and retinue) to put a stop to player's activities if they think that they can mess around with United Kingdom of Ahlissa. Naturally, any bodies captured by Ahlissans are not returned. In addition, even if characters are briefly detained they will be subjected to a *zone of truth* (DC 15 Will save). Failure indicates that character will answer truthfully whether or not he is a servant of Trithereon or member of Scarlet Brotherhood. If he/she is, the Ahlissans execute him immediately. If another character turns in Scarlet Brotherhood member, that character is freed by friendly agents but because of manhunt that is launched, said character loses 8 Time Units laying low and staying ahead of authorities. Large animals (except horses) are not allowed into Trennenport and it is assumed as adventurers the characters have necessary permits to carry weaponry in town. See appendix 6 for more information on Trennenport.

Time of the year and Bright Sands

The module takes place in the month of Fireseek, Oerth's equivalent of January, so any cleric with Winter domain gains his special bonuses. Naturally, any cleric with Spring domain loses his bonuses. Because of the Flaness' latitudes, the water is not cold enough to cause other than mild annoyance and thus characters don't suffer any damage when swimming.

While this module can, in theory, be solved without ever resorting to a swimming trip in the caves, as DM you should drop a hint to your players before start of the play that Asherati or Centaur characters might not be most suitable characters for this module.

High level spellcasting

Nurriev is hiding in the chamber of the ancients. This chamber has special qualities, such that he has some protection against divination spells that may reveal his location. In practical terms, he is continuously affected by a *nondetection* spell cast at caster level 10. Note on *Commune* spell: if someone starts asking *'Is Nurriev hiding in location X'* and asks about Ambassadors house, you should say no because Nurriev is on the cave and not literally in the house. Read spell descriptions carefully so you know how to prepare for likely option of these spells being used. *Divination* spell results in following answer:

*Into the earth he must descend
To takes his rest, to leave his foes, to abandon his
friends.
He has no sorrow, among the kin of old, in the palace
of the ancients.*

As characters will probably ask why the priests of Zilchus have not used similar spells, the answer is simple. High Priest Remmannen is not in town, having been recently called to Kalstrand to meet with the Overking himself, leaving his acolyte

Haragern to fill his post and he cannot cast high-level spells.

Adventure Summary

Introduction: The characters arrive in Trennenport and by chance they all end up in tavern named The Scales.

Encounter 1: The Scales Tavern

Some minor clues about the murder can be found in Nurriev's local inn. A man named Walennor is here as well and can possibly join characters on their quest.

Encounter 2: Meeting Sirdis

The party meets and are hired by Sirdis to discover the truth behind Nurriev's murder.

Encounter 3: Exploring Trennenport

The characters have the opportunity to explore the town.

Encounter 4: The Rumour Mill

The party may come across interesting rumours.

Encounter 5: Grape Lane

Nurriev's neighbours may provide the party with additional information.

Encounter 6: Nurriev's House

There are clues about the murder to be found inside and surrounding Nurriev's house, as well as a note intended to lure the characters into an ambush.

Encounter 7: Nurriev's Warehouse

The warehouse contains some minor clues about the murder. There is another note that is intended to lure the characters into an ambush.

Encounter 8: The Mermaid's Legs

The party may be attacked by agents in the employ of the slavers or might even join them.

Encounter 9: The Great Guildmaster's Chapel

A series of important clues can be found here, by an examination of the body of the murder victim, a reading of Nurriev's will and through conversations with Haragern.

Encounter 10: The Coin District

Confirmation of suspicions and theories can be found here during a visit to three shops.

Encounter 11: Hall of Battle

Characters visit Hextor's temple and discover that Nurriev may have been involved in the theft of a body.

Encounter 12: Ambassador of the Sea

The characters visit the home of a key associate of Nurriev.

Encounter 13: Beneath the Cliffs

The characters come across Nurriev's hiding place.

Encounter 14: Attack on the Grey Gander

When Nurriev attempts to slip aboard the Grey Gander he is attacked by a group of assassins.

Conclusion: Nurriev's ultimate fate will determine the rewards available to the characters at the end of this adventure.

Introduction

Royal Guild of Merchants of Aerdy Introduction: For characters who have 'Contacts within the Royal Guild' from *COR4-16 The Frozen Spire*. Alter this accordingly if several players have the reward and have adventured together before.

Read aloud or paraphrase the following:

You were near Zeldardton when a short and blunt magical sending reached you:

"The Royal Guild needs your services again.

If you can make it, come to the Great Guildmaster's Chapel in Trennenport. 12th day of Fireseek, midday. Ask for Haragern. Renmannen."

You arrived in Trennenport on the evening of the 11th and have found accomodation in a well-off tavern called The Scales, run by a friendly dwur named Gravlör. The locals have mainly kept to themselves, talking about a recent murder that happened nearby and a merchant from Greyhawk who came around asking a few questions. It is now the fourth bell after dawn on the 12th day of Fireseek and considering it's the early morning, the tavern is quite busy.

Favor of Zilchus Introduction: For characters who have any kind of favor with the Church of Zilchus, such as from *TSS4-03 Woodland Trail* or *COR3-17 When Orcs Attack*, *COR4-08 A Tiger? In Ahlissa?* And so on. Alter this accordingly if several players have the reward and have adventured together before.

While travelling to Shargallen on the north Coast of Ahlissa, you were caught in a thundery rainsquall blowing in from Relmor Bay. You sought shelter in a small roadside shrine dedicated to the Dweller of the Horizon (Fharlanghan). Just as the rain was easing, a mud spattered messenger bearing the arms of the Royal Guild of Merchants of Aerdy arrived and handed you a message:

"Greetings.

I'm sure you would like to know how I knew where you were. That does not matter; we can talk about it later. I've received information that the Royal Guild might need some help in Trennenport and because of your previous services to Great Guildmaster, I'm offering you this chance. If you accept, you will most likely be well compensated.

Seek out Haragern in the Chapel of the Great Guildmaster in Trennenport.

There was no signature

You entered Trennenport on the evening of 11 Fireseek. You have found accomodation in a well-off tavern called The Scales, run by a friendly dwur named Gravlör. The locals have mainly kept to themselves, talking about a recent murder that happened nearby and a merchant from Greyhawk who came around asking few questions. It is now the fourth bell after dawn on the 12th day of Fireseek and considering it's the early morning, the tavern is quite busy.

No contacts or outside metaregion introduction: For characters who are not native to Splintered Suns meta-region or who don't have any favors of Zilchus.

Ahlissa's ports have always been the gateways through which the trade that is the new empire's lifesblood, has flowed. Recently arriving from Greyhawk City, you have landed in the harbor of Trennenport having taken ship in The Grey Gander, a merchantman out of the port of Hardby owned by Sirdis Turrindal, a merchant and native of the Free City of Greyhawk. As it was evening, you looked for accomodation and found a well-off tavern called The Scales, run by a friendly dwur named Gravlör. You were surprised to see Sirdis in the tavern as well, as he was talking to Gravlör late into the night before going, most likely, back to his ship, looking very distraughted. It is now the fourth bell after dawn on the 12th day of Fireseek and considering it's the early morning, the tavern is quite busy.

Scarlet Brotherhood Introduction: For characters who have magical tattoo from *COR4-04 Red Tide*. This takes preference to any other introductions, even if they have played *COR4-16 The Frozen Spire*.

You were near Zeldardton in the United Kingdom of Ahlissa when a bird landed in front of you and turned into a worthless looking feather token. However, there was a message attached:

"Our allies have trouble in Trennenport concerning a merchant named Nurriev. Go there and see if you can assist them but avoid risks. Shar's interests are now elsewhere and this is but a minor disturbance. More information will follow."

Walking into Trennenport was easy enough; the ineffective guards did not even use magical defenses to screen those who arrived. As it was evening, you looked for accomodation and found a well-off tavern called The Scales, run by a dwarf who presented himself as Gravlör. You retired for the night and for some reason you slept longer than usual only being awakened by a magical sending:

"Contact woman Ansis. Look for flaming red hair and say word 'Derro'. Mermaid's Legs tavern. She is not of Shar - her survival is not necessary.

As you hurry down to the main hall, you see that the tavern is quite busy for such an early morning.

Encounter 1: The Scales Tavern

Whichever introduction the PCs may have received, read aloud or paraphrase the following:

The Scales is clean and decent establishment. Men and women of various ages and races sit at the tables. Some appear to be laborers enjoying a late breakfast while a small group of well-off people is having their own discussion on the other side of the tavern. Another man, dressed in worn traveling gear sits in the corner, scooping porridge into his mouth and washing it down with a pint of milk. Several other adventurer types sit in the bar as well. Gravlor, your dwur host, sweeps by carrying a tray laden with empty bowls and mugs and heads towards kitchen.

This encounter is mainly here to give players a feel of The Scales and hopefully to form a proper group. It is also possible that players take the hint from their introductions and ask questions from Gravlor Pental, the servant Harnly, or Walennor. Most likely characters will return here later, going first to meet either Haragern or Sirdis.

🧝 **Gravlor:** N Male dwarf Exp2/Ftr1
Appearance: Gravlor is a slightly overweight dwarf with a short beard.
Personality: Polite and 'businesslike'

🧝 **Harnly:** N Male human Com1
Appearance: A thin Oeridian.
Personality: A bit simple, but friendly.

🧝 **Walennor:** Ran3/Rog3; hp 36, See appendix 5
Appearance: Rugged looking Oeridian, possibly a ranger, wears studded leather.
Personality: Neutral, sort of friendly, inserts rude jokes or comments into conversation if he can.

So far, authorities have not thought about talking to Gravlor, but he is prepared to answer any respectful questions about Nurriev. Attempts to threaten or insult Gravlor will result in the dwur asking the party to leave and calling for city guard if that fails.

Note: Three customers here detect as evil should anybody cast it. Use commoner statistics from Appendix 5.

Q: Who was the merchant asking about murders?
A: *"He introduced himself as Sirdis, a friend of Nurriev. Said he had come all the way from Greyhawk to see him. I had to break the news that Nurriev was killed two days ago. One of my best customers, was young Nurriev."*

Q: Where can we find Sirdis?
A: *"His ship is docked at the quays. You can probably find him there or somewhere near by. The ship is called The Grey Gander."*

Q: Was Nurriev drinking here on the night of his murder? What was Nurriev doing on the night of the murder?

A: *"He actually started drinking here in the afternoon, which was unusual for him. I should have known something was wrong. When he left, he handed me a note to pass to a friend called Sirdis. The parchment was blank, however. Nurriev was very drunk, mind you, so he probably forgot to write his message."*

If the characters ask to see the note, Gravlor simply gives it to them. The application of an alchemical substance (see Encounter 10) reveals the following message:

Do not grieve too hard, friend, we shall enjoy a pint of ale together soon.

A successful DC 15 Forgery or DC 10 Craft (Alchemy) check will disclose that the note is written with special ink that requires various alchemical substances to read. These can be purchased in Encounter 10. *Detect magic* shows an extremely faint transmutation (for 1 round) in the paper while *detect poison* shows it to be poisonous. If someone wants to eat it, ask for DC 10 Fortitude check. Failure indicates character is *sickened* for next 4 hours. The paper itself is worthless.

Q: Was Nurriev alone on the night he died?
A: *"Nurriev was in here by himself and he didn't talk to anyone. No, actually there was a robed individual who exchanged few brief words with him and left. I think it was about an hour before Nurriev left. I think Walennor talked to Nurriev briefly as well. He is right there on the corner."*

This robed fellow was the necromancer who animated Nurriev's zombie double. He is no longer in town. The resident mentioned is a man named Walennor (see below) who is in the main room.

Q: How did Nurriev behave on the night of the murder? Was there anything strange about Nurriev that night?

A: *"Nurriev was always very measured. That night, he was like a different person. He called by in the middle of the afternoon, looking anxious, and sat himself there."*

Gravlor points at a table in the corner. "Over the next few hours, young Harnly served him many pints of ale and then he staggered out once it was dark. Quarter of an hour later we heard people shouting in the square that he had been murdered."

If the table is inspected, the party will find that behind it there is a small grille at the bottom of the wall that drains onto the square. A DC 10 Spot check made from farther away also reveals this. If anyone has the Scent ability or has animal companion with it, he can easily detect a strong smell of beer from the grille.

The importance of fifteen minutes: If the party walk the distance between The Scales and Nurriev's house (about 600 ft), they can deduce that even a staggering drunkard should need no more than 2 or 3 minutes for this distance (though vomiting up the contents of your stomach might put few minutes more to it) After questioning residents on Grape Lane (Encounter 4), who say that they immediately ran to Star Place after the murder, the party should deduce that there is 12 minutes unaccounted for. It was in this time that Nurriev met with the Sahuagin and set up the ambush.

Q: Who was serving Nurriev? Can we speak to Harnly?

A: *The dwur calls over a man in his early twenties.*

"Harnly, did you notice anything odd about Nurriev on the evening he died?"

The young man scratches his chin then his face lightens.

"A few times I saw him tipping his drink out one of them grilles. He still ordered some more which was odd. I didn't like to ask him what he was doing...he pays well."

Q: What was Nurriev wearing on the night?

A: *"He had that mink coat of his that he said he picked up in Greyhawk."*

Q: Did anything strange happen on the evening of the murder?

A: *"Only thing that comes to mind was that a Sea Devil (Sahuagin) came in but left a moment later, just a few minutes before Nurriev's murder."*

This was one of the Sahuagin who participated in the 'murder'

Q: Why was Sahuagin here? Why are they in town at all?

A: *Don't know. They have been here for years but they live in the bay and don't give us any trouble.*

Walennor

The man in the corner table is rugged looking Oeridian with dark brown hair and brown eyes. He wears studded leather and well-worn traveling clothes. On his belt are two short swords and his bow leans against the corner.

Walennor is a ranger who recently arrived to Trennenport. If asked about his name he says:

"Walennor. Mercenary and a scrounder, at your service, if the price is right, that is."

Those who have played *BNMI4-02 Bad Lands* recognise him immediately and vice versa. Walennor has nothing to do with Nurriev's case, he only saw him pouring drinks into the grille and Walennor was just asking why Nurriev was throwing away perfectly decent beer. Nurriev was quite rude and told him to

get lost. Other than that, he did not really pay attention to the man.

Players may think Walennor has something to hide. He hasn't and will stay in the bar for the whole day, except around the 5th bell afternoon (5 pm), when he makes a quick trip to a local general store and buys a new bedroll, some oil and lantern and trail rations. If asked where he is going, he says on he is on his way to Naerie to meet up with an old friend (Damar) who he has not seen in years. Walennor will not reveal the name but detect thoughts or similar ability might help. Casting any mind affecting spell on Walennor such as *Domination* will immediately cause Walennor to attack (provided he makes the save) and Gravlör calling the city guard for help. Successful DC 15 Diplomacy check on APL 4 & 6 allows characters to ask for Walennor's services for the module. Those who played *BNMI4-02* get +2 to this check. However, if there is a servant of Pholtus present, Walennor refuses because, according to him: *"Pholtans are convinced they are the only people who are right and they are willing to let YOU die to prove this point."*

He wants 25 gp x APL but won't fight against the city guard or with the slaver agents. If characters don't go over the gold cap, this will be reduced as part of other coin spent. Should he be captured by the authorities, he will just escape like he has done many times before. On higher APLs he says:

"Nah, you don't need me. You can take care of yourself."

Summary: The party should deduce that Nurriev was probably trying to appear drunk and may work out that something must have happened in the long gap between Nurriev leaving the inn and being murdered.

Development: There are several clues as to where to go next. The party will need to follow up leads from other encounters. Most likely they will go to meet Sirdis (Encounter 2) or to the Great Guildmaster's Chapel (Encounter 9)

Encounter 2: Meeting Sirdis

All APLs

♣ **Sirdis:** male human (Suloise) Exp8; hp 42. See Appendix 5

The quays are busy with merchant vessels, while the narrow streets are filled with hard working longshoremen and dockers, who are loading ships with Ahlissan bounty and unloading foreign goods destined for the markets of Zelradton, Kalstrand and Jalpa. The varied insignias show that some vessels have arrived from as far as Keoland. Even the dreaded flags of the Scarlet Sign and slavers of Pomarj are present. Fortunately, they hang as

trophies from the yardarms of Ahlissan warships, docked some distance away from the merchant ships.

Sirdis: Most likely characters are here for Sirdis, in which case read the following. Some may wonder the thing about being a merchant from Greyhawk and symbol of Hardby. This is because Sirdis runs most of his business from Hardby these days but is still a 'hawker at heart'.

The Grey Gander is berthed at the very end of the long merchants docks. It is a humble ship, bearing the coat of arms of Hardby. The gangplank is down, and two sailors keep careful watch over it.

If the party comes here on their own, read the following:

A voice cries out: "Excuse me, could you help an old merchant?"

The origin of the sound is soon clear. Docked to the end of the pier is a small ship with the coat of arms of Hardby. Its captain, a middle-aged Suel man, is apparently the individual who asked the question. The gangplank is down and two sailors keep careful watch over it.



The arms of the City of Hardby

If the party state that they might be interested Sirdis continues:

"I will tell you all I can. My name is Sirdis Turrindal and I am a merchant from Greyhawk. I arrived here yesterday, expecting to meet my good friend and associate, Nurriev Patrichco, only to discover that he was murdered two nights ago outside his house.

"The only thing left was a will given to me by priests of the Great Guildmaster. He wrote in it that he got himself tangled up with slavers but was expecting to be killed because he released the slaves he was transporting. For some reason he seemed to accept this fate with surprising composure."

Sirdis's chest rises as he takes a long, slow breath.

"Nurriev left me his house and his warehouse. I have not yet visited them and am not sure that I ever will. I fear that if I do, whoever or whatever killed Nurriev may come after me.

"If you could help me find out what happened to Nurriev, I would be willing to compensate you for it handily. Unfortunately the Priests of the Moneycounter have stated that Nurriev's will is not to be honoured until the events surrounding his death are cleared up. If you can solve this and grant me access to Nurriev's property, I will give each of you a total sum of (APL x 50) Ahlissan Nightingales (gold pieces).

If the characters accept the mission, Sirdis asks if they have any questions. Probable questions and their answers are given below. He knows most of what people in The Scales know. Sirdis has not seen

the 'body' yet and if he is asked to at some point, he can tell that zombie might not be Nurriev.

Q: Where is Nurriev's house? Where did Nurriev live?

A: *"Nurriev's lived at 16 Grape Lane on the west side of the town"*

Q: Where is Nurriev's warehouse?

A: *"It is a short distance from here on Breakwater Back." Sirdis points the way to go "You will recognise it by the picture of a Sea Drake over the doors."*

Q: Did Nurriev have any friends/associates/enemies in town?

A: *"Nurriev was a member of the Royal Guild of Merchants and I believe he had frequent meetings with them in the Chapel of the Moneycounter. Nurriev also came to Greyhawk a few times to buy special items for the 'Ambassador of the Seas' in Trennenport. I do not know who he or she is, though."*

Q: Where did Nurriev spend time in town?

A: *"Apart from the Chapel of Zilchus, where the Royal Guild of Merchants meets, he of course spent some time at his warehouse. Nurriev also took me to The Scales tavern on Star Place when I visited; it seemed to be his favorite drinking hole."*

Q: Where is the Chapel of Zilchus? Where can I find the priests of Zilchus?

A: *"The Great Guildmaster's Chapel is a large, round building in a plaza in the centre of the town. You cannot miss it. The high priest is called Remmannen."*

Q: Is there anything else you can tell us about Nurriev? Did Nurriev have any quirks?

A: *"Well...Nurriev was a member of the Royal Guild of Merchants of Aerdy. As such he worshipped the Great Guildmaster. He was one of the most astute traders I have ever met. He also kept going on about the time he was a child aboard his father's ship, when he saw a Sea Drake swimming alongside. Since then he has been a little obsessed with them."*

After the party have finished asking questions, Sirdis says:

"If you have further need for me, return here and you'll find me."

Treasure:

APL4:	Coin: 200 gp
APL6:	Coin: 300 gp
APL8:	Coin: 400 gp
APL10:	Coin: 500 gp

Sirdis will not give this money in advance as it is dependent on him receiving control of Nurriev's property.

Troubleshooting: It is possible that the characters will not be interested in helping Sirdis (or may demand more money from him) or decide to see Zilchans first. Sirdis tries to persuade them again before telling them that he will return to The Grey Gander in case PCs change their mind. This is OK, as the Zilchans will have an offer for characters as well.

Development: Based on the quality of the information the characters obtain from Sirdis, or if they want to investigate familiar locations such as the Great Guildmaster's Chapel (if they played *COR4-16 Frozen Spire*), they are most likely to pursue six possible courses;

- Visit Nurriev's House (proceed to Encounter 4 and then Encounter 5);
- Visit Nurriev's warehouse (Encounter 7);
- Visit the The Great Guildmaster's Chapel (Encounter 9);
- Explore Trennenport (Encounter 3);
- Visit The Scales Tavern (Encounter 1);
- Guard The Grey Gander (Encounter 14).

Encounter 2: Exploring Trennenport

Locations in Trennenport

DMs should refer to the DM's map of Trennenport. This map shows the key locations and principle routes in Trennenport. Many of them are of no importance to the scenario but are provided to give local colour to the module and provide DM some locations to work with. If characters ask about places in map, tell them these locations.

1. Bortwimm's Tower

"A tall, slender tower stands upon this small promontory."

The mage, Bortwimm (LE Oeridian human Wiz13), administers his fief from a tower upon this small promontory. A thick hedge of sea holly is the only physical defence. PCs should not have anything to do here, as Bortwimm is guarded by several high-level bodyguards and constructs, including an iron golem. However, any non-chaotic character with the *Celestial Scion* feat or who is a noble (such as Lord of Tenh) may try to gain an audience with successful DC 30 Diplomacy check (from indifferent to helpful). However, only that character is granted entry.

Bortwimm himself is a tall and imposing Oeridian man, despite his 64 years of age. He dresses in extremely well made wizard robes and is constantly accompanied by at least two decent (level 8 minimum) bodyguards. Bortwimm can reveal any information that is available in rumor mill section (Encounter 3) as long as the character actually asks a relevant question. Remember that others may not help with questions as they are not admitted within Bortwimm's presence. He can also tell the PCs that the Royal Guild sees this as a good opportunity to improve relations with Nyronnd.

Anyone who is actually stupid enough to think of attacking Bortwimm or the tower should be warned of the consequences. If they persist, the DM is well within his power to declare said character dead, when Bortwimm, his bodyguards and golem rip said character to pieces. If asked about sahuagin, Bortwimm informs that they allies of the town and make sure nothing threatens the harbor. He is not willing to give out any further information, dismissing any rumors of 'magical artifacts'.

2. Breakwater

"This massive, fortified, granite breakwater protects the harbour from both the elements and invaders. Two circular towers bristling with siege engines rise high above the sea. Huge lanterns shine out across the harbour, no doubt helping to guide vessels into the port during the hours of darkness."

There is nothing here that PCs will find useful, unless they want to use this place to enter the water and look for sahuagin caves. Do remember that cave entrance is west from here, between the two Sea Keeps. Seeing the cave entrance here requires a DC 180 Spot check (you should make this in secret) to notice it by accident, 1800 ft away. If characters are specifically looking for cave, reduce DC to 90.

3. The Sea Keeps

"Several sturdy keeps, which are crowned by siege engines, ward the approaches to the harbour. Flags bearing the Sun and Nightingale device of the United Kingdom of Ahlissa snap and dance in the stiff breeze."

These small keeps are military areas and strictly off limits to player characters.

4. Pier

"This pier separates the harbour into two. On one side, the vessels are stout merchant craft and smaller fishing boats. On the other side, the ships are large, hulking galleots, unmistakably military craft. A watch tower stands at the end of the pier."

Trennenport's military ships moored here. Nurriev's ship *Sea Dragon* is here as well. Should anyone consider doing a bit of sabotaging to Ahlissan ships, there are 20 sahuagin on guard underwater at all times and if need be, they can get several medium and large sharks to help them, along with missile support from the Ahlissan military.

5. The Quays

"Pennants flutter upon the forest of bobbing masts that fill this half of the harbour. The emblems indicate that many of these ships, a mixture of merchant vessels and fishing craft, are Ahlissan. The waterfront bristles with wooden wharfs and stone jetties and these are bustling with activity as cargo is taken on and off the ships."

”

The civilian port is known as the Quays. Sirdis and his ship can be found here.

6. Naval Docks

Military vessels are moored, refitted and repaired here.

7. Sanctuary of the Storm Lord

“Dominating the waterfront, this complex of temple sanctuaries, sacred pools and private docks forms the heart of the Quays.”

Procan is worshipped here. Should the characters want to purchase *potions* or *scrolls of water breathing, water walking* or *control water* (probably to assist them in Encounter 13), they can obtain them or divine spellcasting here for the prices listed in the DMG. The head priest of Procan in this town is a bearded Oeridian man named Olrusen (CN Clr9 - Procan). Note that a *scroll of control water* will be available for purchase after the module.

If any character has played the Onnwal regional module ONW3-04 *Shadow on the Storm* and has an influence point with the Church of Procan from that module, Olrusen will offer spellcasting services to those characters at half-price (including material cost) during this module only.

8. Warehouses and workshops

“The waterfront is dominated by the warehouses and workshops that serve the needs of the merchant fleet.”

Because of the buzz of activity in this location, any Gather Information checks made in this location gain +2 circumstance modifier and take 1 hour less, though it still takes a minimum of 1 hour for the Gather Information check. Anyone with 5 or more ranks in Gather Information will automatically realise this when doing checks.

9. The ‘Coin’ District (Encounter 10)

The shops of merchants, craftsfolk and artisans are concentrated in the centre of Trennenport, overlooked by the ‘Great Guildmaster’s Chapel’.

Because of the buzz of activity in this location, any Gather Information checks made in this location take 2 hours less though it still takes a minimum of 1 hour for the Gather Information check. Anyone with 5 or more ranks in Gather Information will automatically realise this.

10. The Great Guildmaster’s Chapel (Encounter 9)

“This ‘chapel’ is anything but a humble place of worship. Wealth abounds in this large, domed structure, from the golden doors to the jewel-encrusted idol of Zilchus that adorns the sanctuary.”

The high priest is called Remmannen, though he is not present now and his acolyte Haragern looks after the temple.

11. Hall of Battle (Encounter 11)

This fortress-like temple is dedicated to the worship of Hextor. The High Priestess, Ivshendra, serves as the Commander of the Port Garrison.

12. Port Garrison

Contained within an inner wall, this district of Trennenport houses the garrisons, workshops and stores of the Ahlissan Navy. Signs written in a variety of tongues warn that trespassing here is a capital offence (i.e. punishable by death).

13. Star Place

“This busy square has six roads leading from it. Shops are clustered around the square which is bustling with shoppers.”

Because so many people visit this place every day, Gather Information checks take 3 hour less than normal, though still minimum of 1 hour. However, because this place also serves as the town’s most notorious gossip corner, all Gather Information checks suffer –2 penalty because of rampant misinformation. Anyone with 5 or more ranks in Gather Information will automatically realise this. The Tavern called ‘Scales’ is here as well. (Encounter 1)

14. Town Walls

The landward approaches to Trennenport are protected by stout stone walls. A series of gatehouses guard the entrances into the town.

15. Zelradton Gate

Travellers from Zelradton enter through this large, busy gatehouse.

Other locations relevant to this adventure

These locations are marked by red stars upon the DM’s map. All these sites are given further attention during the module.

A. The Grey Gander (Encounter 14)

B. Grape Lane (Encounter 4)

C. Nurriev’s House (Encounter 5)

D. Home of the Ambassador of the Sea (Encounter 12)

E. Nurriev’s Warehouse (Encounter 6)

F. The Scales, a tavern (Encounter 7)

G. The Mermaid’s Legs, an inn (Encounter 8)

H. Shop of Giffard Wentwick, the scribe (Encounter 10)

Temples and their priests:

Boccob (Ternan, Clr7),
Celestian (Jouhkan, Clr6),
Hextor (Ivshendra, Clr10),
Kurell (Erhin, Clr5).

Development: Characters may wish to investigate particular sites around Trennenport. The plot progresses to the relevant encounter number. If a

location above has no encounter number then it is not relevant to the adventure.

Encounter 3: The Rumour Mill

The party may make general enquiries around town or in inns or taverns (taking the normal 1d4+1 hours, unless characters have means to reduce this such as *Celestial Scion* feat) or ask for specific information (such as who is Ambassador of the Sea), which will only take 30 minutes with a successful Gather Information check to uncover a variety of information. Refer to the table below and pass on one of the relevant knowledge to the PC (including one bit of information that would be uncovered with an easier check). Two characters will never get the same information from their check unless everything has already been found out. You should always also give out one rumor from Appendix 6: the intrigues and whispers section, no matter how low said character rolls on his Gather information check.

Check Result	Information
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- | | |
|----|--|
| 5 | <ul style="list-style-type: none"> • Nurriev, a merchant, was murdered two nights ago. • Sahuagin live in the bay, among ancient ruins, or so the legends tell. • A ship from Nyronnd docked in the harbour yesterday. |
| 10 | <ul style="list-style-type: none"> • Remmannen is the high priest of Zilchus and can be found in the Great Guildmaster's Chapel in the centre of town. • Nurriev, a member of the Royal Guild of Merchants, was murdered by slavers who he had dealings with. • Merchants sometime hire sahuagin guards for long sea voyages. The 'Ambassador of the Sea' acts as liaison in such cases. |
| 15 | <ul style="list-style-type: none"> • The 'Ambassador of the Sea' is an aquatic Olve who lives on the corner of Coral Way. Her name is Jorannara Tannax. • The Slavelords of the Pomarj murdered Nurriev because he helped some slaves to escape. • A ship from Nyronnd docked in the town yesterday. It is the first official visit by a Nyronndese delegation since the end of the Black Prince's coup in Nyronnd. The envoy and his entourage have spent most of their time in the Great Guildmaster's Chapel since arriving. |

- | | |
|----|---|
| 20 | <ul style="list-style-type: none"> • The 'Ambassador of the Sea' is a Sahuagin disguised as aquatic Olve. She only receives visitors in the evening. • Nurriev was murdered by the Slavelords of the Pomarj because he released all the slaves he was transporting for them. The slaves had been taken from Nyronnd. • The envoy from Nyronnd has come to Trennenport specifically to obtain information from Nurriev about the slavers. |
| 25 | <ul style="list-style-type: none"> • The 'Ambassador of the Sea' is actually a Sahuagin mutant, called a malenti, who looks like aquatic Olve. She spends most of the daylight hours in the sea. • Bortwimm, the ruler of Trennenport, invited the sahuagin to Trennenport to explore ancient ruins on the sea floor. Two decades ago they discovered some strange, runic stones and took them to Bortwimm's tower. |

If the party scored between 15 and 20 on this skill check **and** contains an olve or a bard (who makes a successful DC 15 Bardic Knowledge Check, uncovers a further important fact. Sahuagin hate sea elves. A further DC 15 Bardic Knowledge or Knowledge (Nature/History) check reveals that occasionally a creature called Malenti is born to Sahuagin community and they sometime act as diplomats for their race.

Chamber of the Ancients: If characters find note in Nurriev's safe during Encounter 5, they may go to Trennenport library (in the Temple of Boccob) and make a DC 30 Knowledge-History or Bardic Lore check. This knowledge is quite obscure as not much attention was given to it during reign of Ivids, especially after the sahuagin made it their own, with Bortwimm's blessing.

Success indicates following piece of information is found: Chamber of the ancients refers to an old Flan structure under Trennenport, somewhere between two westernmost Sea Keeps. Carvings are detailed (you may describe them) but nothing else is mentioned.

Taking 20 is possible but unfortunately, this will take 6 hours in total (-1 hour for each other player that stays and helps out). A regular roll takes 1 hour. The following bonuses apply to this roll:

Servant of Boccob (the staff are friendly): +2

Cleric with Knowledge domain: +2

5 ranks in Profession (scribe): +2

5 ranks in Gather Information: +2

Investigator feat: +2

Every *scholar's touch* spell used: +2

Those with 'Favor of Breddol the Learned' from *NAEL3-01 Stone Strider* will actually run into him as he is leaving the library and he will automatically tell characters proper information, meaning this investigation takes no time at all.

If this information is found, characters can easily enough find way to seaside entrance to the chamber.

Development: Characters may wish to investigate particular sites around Trennenport. The plot progresses to the relevant encounter number. If a location above has no encounter number then it is not relevant to the adventure.

Encounter 4: Grape Lane

Characters are most likely to pass Grape Lane en route to Nurriev's House following their meeting with Sirdis in Encounter 1.

Grape Lane is 15 feet wide and lined on either side by large, stone-built houses. Judging by the size and design of these properties, and the clothing of the folk you see, this is a 'comfortable' part of town. Many people are here, some enjoying a meal outside the local tavern, while others are busy repairing roofs, sweeping the streets or tending their small garden patches.

Enquiries in Grape Lane: Characters conducting door to door enquiries or who stop passers-by can obtain answers to the following questions. These encounters should be roleplayed. During the day, characters are most likely to meet retired merchants and the wives of artisans who work in the Quays or the Coin District.

Note: DM's should mark which pieces of information the characters obtain as there are XP awards for effective questioning.

Q: How did Nurriev die?

A: *"We've already told them others about this. It was two nights ago. It was dark and we saw Nurriev staggering down the lane. I think he'd been drinking at The Scales – that's his local drinking hole on Star Place. Three people, all of them wearing cloaks, very tall individuals if you need to know, step out of the alley which runs down the side of Nurriev's house. Each throws something at poor Nurriev's head, there's a smashing sound and Nurriev starts burning. Moments later, he falls over."*

Q: Who witnessed the murder? Was anyone else in the area when Nurriev died? Did anything else strange happen?

A: *"Apart from a few of us who live here, there was one other person who probably saw the murder. He, or she, probably he, stood at the crossroads at the end of the street. We didn't recognise the person though, as he had a hooded robe. I'd say he was big enough*

to be a human or a tall olve Maybe a half-orc but I doubt it, didn't seem too muscular to me.

Q: What did the killers do after the murder? What happened after the murder?

A: *"That's a funny thing...One of the murderers knelt over Nurriev and seemed to be checking his mouth. Maybe seeing if he was still breathing. After that they ran back down the alley but they ran funny with a sort of flapping sound. We ran down the street into Star Place to call for the guard"*

Q: Are you sure it was Nurriev who died?

A: *"As sure as I can be...Nurriev was wearing that mink cloak of his. The guards who came round asked us what happened to Nurriev so they thought it was him."*

Q: What did you do after the murder?

A: *"Ran to Star Place to call the guards."*

Q: How long did he burn?

A: *"Actually not for long. I hardly had a time to pick up a blanket and start running, I wanted to put out the flames you see, when they were already dying down. It was still too long in Nurriev's case."*

Q: He was probably screaming like a pig when he burned?

A: *"Well, actually he did not make a sound when he fell and didn't even try to roll on the ground. Quite strange now that I think of it."*

Q: Has anyone else been asking about Nurriev?

A: *"Yesterday morning a priest from the Great Guildmasters Chapel and a pair of guards came around asking us all whether we had seen what happened to Nurriev. Then, late in the afternoon, a man and a woman came by and asked us the same thing. They said they had wanted to talk to Nurriev. Didn't ask them for their names but the man was big and bald and the woman was pretty if that helps."*

These two were Ansis and Draban.

Q: Did Nurriev have any friends in town? Did anyone visit Nurriev before his murder?

A: *"Well, there is a green-haired olve who sometimes visits when Nurriev is back from his travels. My neighbour says she is 'The Ambassador of the Sea'. I think she called by a night or two before the murder."*

Q: Has anyone been to the house since Nurriev died?

A: *"Yesterday morning a priest of Zilchus and a couple of guards let themselves into the house and when the priest came out he put a notice on the door. Then last night, Mrs Paldry heard some noises in Nurriev's back yard. She said she thought it was the fellow's spirit come back to haunt the house. I'm not checking, that's for sure."*

Q: What happened to Nurriev's body? Where is Nurriev's body now?

A: *"The guards took away Nurriev's body and I believe it now lies in rest in the Great Guildmaster's Chapel."*

Q: Where did Nurriev spend time in town?

A: *"His favourite tavern is The Scales on Star Place. He has a warehouse on Breakwater Back on the waterfront and he worshipped at the Great Guildmasters Chapel."*

Development: The party is likely to progress onto Nurriev's House (Encounter 5) or else may follow up the leads given here by visiting:

- The Scales (Encounter 1)
- The Guildmaster's Chapel (Encounter 9)
- The town to find information about the green haired olve (Encounter 3).

Encounter 5: Nurriev's House

This encounter uses DM's Aid 2. Characters may arrive at this encounter at any time following their meeting with Sirdis or after gaining information about the house from local residents/scales. Note that agents have not left any footprints to the house because they cleaned their boots with *Prestidigitation* spell, cast from wand owned by Wyrca, which exhausted itself after this and it's remains can be found in outhouse.

16 Grape Lane. The property is a modest, two storey stone-built house. Only a narrow gutter separates the building from the street. A series of three broad steps takes the visitor from the road, over the gutter, to the fine oak door. Nailed to this entrance is a parchment with writing upon it. A small alley runs down the side of the building, possibly giving access to a rear yard or garden.

The following locations can be found upon the DM's map of Nurriev's House

1. Grape Lane

The party can conduct enquiries along this street in Encounter 4.

2. The Gutter

The gutter drains rainwater and waste down Grape Lane in a southeasterly direction. A DC 15 Search check or DC 20 Spot check reveals pottery shards lying in the gutter. One of these can be seen to have a mark upon it: A semi-circle within a larger semi-circle (actually a dwur rune for 'c', which is automatically known by anyone who speaks the language). Of course someone who is really paranoid might think it as variation of Tharizdun's (evil god of decay, entropy and eternal darkness) symbol. You should neither deny or confirm this and keep players thinking something very nasty is involved here. Picking it up allows a character to notice a tacky substance on the other side of the shard. If this is further examined, characters will notice an acrid smell. A DC 15 Craft (alchemy) check will identify

this as having the aroma and texture of the residue of alchemist's fire. Those with Brew Potion feat may attempt a DC 10 Intelligence or Wisdom check, whichever is higher to know the same thing.

3. The Front Door

If the parchment upon the door is inspected, the writing can be seen to be in Common and says:

All enquiries and information regarding the death of Nurriev Patrichco and the division of his estate should be directed to the Great Guildmaster's Chapel, where Nurriev presently lies at rest."

It is signed by a 'Haragern'. A DC 10 Knowledge (Local – the Splintered Sun) check or enquiries around town (see Encounter 3) will identify him as priest of Zilchus who is acolyte of Remmannen, the high priest of Zilchus in Trennenport.

If the players should attempt to smash in through the front door, the town guard will arrive in 1d6+8 rounds and attempt to arrest the player characters, unless they manage to escape. Picking the lock is better route to go but if PC takes 20 on this check, he will be noticed (unless he is invisible) and city guard alerted like above. The door has hardness 5, 20 hp and a Break DC of 23. Picking the lock requires a DC 30 Open Lock check. Window glass can be smashed and has hardness of 1 and 5 hit points, but this will likely result in unwanted attention.

4. The Hallway

In this 10 ft. by 20 ft. hallway, a broad stairwell leads up to the upper floor of the building and the large, oak front door gives access to Grape Lane. Three doors also lead off this hallway into other rooms, all stand slightly ajar. The artfully decorated wooden panelling upon the walls is clearly designed to impress. Lying upon the floor, in the middle of the hallway is a piece of parchment.

Give out Players Handout 2.

Anyone who succeeds in DC 15 Knowledge (Nyrond and its Environs Metaregion), Knowledge (geography), Knowledge (nobility & royalty) check identifies the wax seal as having two devices from the Nyrondese coat of arms. Alternatively any character that is from Nyrond immediately recognises it. Alternatively, the scribe working in the Coin District can provide this information (during Encounter 10). If the PCs don't figure this out on their own, the knowledge that scribe can provide this answer should be clear to everyone with Intelligence/Wisdom 10 or higher.

5. Dining Room

This room is dominated by a polished, wooden table around which stand six, high-backed chairs. The quality of the joinery is matched only by the skill evident in a woollen tapestry upon the wall in front

of you. The image is of a Sea Drake, its head rising out of the ocean.

If the tapestry (which weighs 10 lb) is moved aside, it reveals a small locked safe behind it. You should make DC 15 Search check in secret for any olven character that passes by the tapestry. The safe door is locked and made of 1 inch thick adamantine. It can be opened with warehouse key (available from Haragern or Sirdis), picked open (with a DC 25 Open Lock check - taking 10 minutes if character takes 20) or bashed open (Hardness 20, hp 40). Inside, there is but a single parchment.

The parchment is in common and reads:

You know me well, my good friend. Check my will carefully and do not depart Trennenport too hastily. The ancients shall keep me safe in their chamber for now.

Nurriev left this note for Sirdis. Finding this note allows characters to make the Knowledge (history) check as detailed in Encounter 3.

6. Study

A large desk with three drawers dominates this room. On the far wall is a small shelf with several books. A chair, furnished with soft, velvet padding, stands on the corner. Several pieces of parchment and two ledgers are on the table. An ornate, golden stationary holder has several quills in it and two bottles of ink stand next to it, one of which appears to be empty. A large carpet covers almost the entire floor.

There are several clues to be found here. Alert players may note that some books have been misplaced by the agents who looked for information here but were unable to make a connection between Jorannara and Nurriev. A DC 15 Spot or DC 10 Search check uncovers a large stain in the carpet near the desk. This is ink spilled over by one of the agents. A DC 19 (+15 firm ground, -1 for 3 persons, +5 for covering tracks) Survival check by a PC with the Track feat shows that at least two persons were in this place less than 12 hours ago.

The ledgers: In one of the desk drawers, there are two ledgers, one entitled 'Accounts' the other one 'Inventory at Breakwater Back, Trennenport'. Breakwater Back is the street where Nurriev's warehouse can be found (Encounter 7).

Accounts 591-595 CY: This thick book has been put into shelf, while two older account books for years 582-585 and 586-590 CY are in desk drawers. The last entry in the book was a payment made two weeks ago; 8,000 gp was paid by a Jorannara Tannax for 'goods supplied'. It will take an hour to go through the whole book. This reveals that over the past five years there have been two other large payments by this individual. If characters say they are only looking for entries about Ambassador of the Sea, Jorannara or transactions greater than 1000 gp, this time is halved.

Inventory of Breakwater Back: The last entry concerning items in Nurriev's warehouse was made two weeks ago when 'miscellaneous building supplies' were removed. The previous payments to Jorannara Tannax correspond to dates when '40 tonnes of fine, cut granite from Wyverntor' and '100 adamantine-headed tools' were taken from the warehouse. Information from other times only concerns relatively mundane items such as weapons to Onnwal, magically preserved Ahlissan grain to Keoland that suffered from drought, silver from the Calling Mines and so on.

The parchment: The parchments are correspondence from business associates. A DC 10 Search check finds one that stands out in the shelf. A list has been embossed onto some sort of thick hide. A DC 12 Knowledge (nature) check identifies this as shark skin. The language is sahuagin and if the party is able to read this (e.g. through magical aid such as *comprehend languages*) they will see that it is actually addressed to Jorannara and provides a list of building materials that are needed for the ongoing 'project' (more granite, cold iron bars, etc). Only Jorannara knows further details, nobody else has heard anything of it and Nurriev knows no details. In other words, characters cannot learn anything about it,

Bookshelf: This bookshelf has a collection of teachings of Zilchus, a history of the Aerd1, a few books made by priests of Lydia, a map of the lands surrounding Relmor Bay, the Sea of Gearnat and the Azure Sea, the adventure novel Gnomeborn the Strong and books on minor details of various Ahlissan principalities and so on. Reading them all will take too long for characters but anyone using *scholar's touch* spell not only uncovers the accounts for 591-595 CY but grants +1 circumstance bonus to all Knowledge checks for the duration of this module.

7. The Kitchen

A finely made silver cutlery set can be found in a drawer with a successful DC 10 Search Check.

8. The Pantry

The shelves that line the walls of this room are filled with jars, small wooden boxes and bottles.

An investigation reveals that these items contain foodstuffs, ranging from fruit preserves to dried meats and biscuits. A DC 10 Search check uncovers six bottles of wine. DC 12 Appraise checks identify them as wines from Greyhawk (2), the County of Urnst (3) and from the Dullstrand (1). Each bottle weighs 1½ lb. Nurriev imported these for his personal cellar.

9. The Side Alley

Nurriev fled down this side alley after killing his zombie double. En route, he dropped the burnt out onyx that he took from the zombie's mouth. An investigation of the side alley may allow characters to find this item (requiring a successful DC 15 Search check):

Upon the ground you find a black object about the size of a flattened pebble but it is shaped into an orb. Unlike a gem, however, it has a dull appearance and handling it leaves a sooty residue and small, dusty flakes upon your fingers.

An examination of the object requires skill checks to reveal the following:

Skill	Information
DC 10 Appraise or Craft (gemcutting or similiar)	If this is or was a gem, it is worthless. It appears to have been burnt but no fire would damage a gem in this way.
DC 20 Appraise or Craft (gemcutting or similiar)	As above and: The size and shape of the stone would be typical for onyx.

The party may obtain all this information by taking the stone to a jeweller in the Coin District (see Encounter 10). Once the party have this information, the following skill checks can be made:

Skill	Information
DC 20 Knowledge (arcana)	Certain spells use gems as material components and burn them out in the process.
DC 18 Spellcraft or Knowledge (religion)	Some spells used to animate the dead use onyx as a material component and burns the gem out in the process.

10. Rear Yard

The rear yard of the building is enclosed by an 8 foot high wall. The gate into this courtyard is not locked.

The rear yard of the building is covered in flagstones. A small outhouse is located in the corner of the yard, next to the house. A quick glance over the building immediately reveals that a panel of a rear, ground floor window has been smashed and the door, which is next to it, stands open.

Successful DC 39 Survival check (+20 for very hard ground, +15 for *dust of tracelessness*, +5 for covering tracks, -1 for numbers) indicates the footprints of four individuals, most likely humans, arrived from side alley and went inside. A DC 10 Search check of the window and door reveals that opening the door probably required someone to merely reach through the broken window to draw back the bolt that was securing the rear door shut. Tracks cannot be followed beyond the main street as they have been completely erased by the few hundred individuals who have walked over them once they were made, no matter what players might try.

11. Outhouse

This small outhouse has nothing of interest in it other than a brick-lined pit for collecting bodily waste and two buckets containing chalk and dried leaves to cover the smell. There is an actual roll of rough paper here as well, clearly a sign of wealthy individual. There is also a washing bowl filled with water and a thin bar of soap. If investigated, it can be discerned that somebody has used this during last 24 hours. There is also a stick dumped down the hole with few arcane symbols. It was Wyrca's *wand of prestidigitation*. Characters with the *scent* ability can tell that a large humanoid, possibly an orc was here.

The upper floor

There are no clues to find on the upper floor so the barest of detail is given.

12. Landing

Three doors open out from this landing, all of them stand ajar.

13. Servants Room

This rather basic room has a single bed and rudimentary furniture. It was probably intended for use by a housemaid when Nurriev was in town.

Nurriev did not hire a maid on his latest visit to town.

14. Guest Room

A large bed, a well-made wardrobe and cabinet are the only objects in this room. All of them have been opened or pulled out and are empty.

15. Master Bedroom

An ornate four-poster bed dominates this room. The fine fur blankets and pillows have been pulled onto the floor and a bedside table lies upon its side.

The fur blankets weight 20 lb if PCs want to take them, but see note about loot below.

16. Closet

Wardrobes and chests of drawers line the walls of this room, their contents lie heaped across the floor.

An examination of this mess reveals that there are four suits of good-as-new clothing worthy of a courtier. Each suit weighs 6 lb.

The following loot can be found in Nurriev's house, all values are already divided by 12 (to calculate the resale value earned per PC).

Treasure:

All APLs

Tapestry in room 5, worth 30 gp
Golden stationary in room 6, worth 8 gp
Silver Cutlery from room 7, worth 8 gp
Bottles from room 8, worth 5 gp in total
Fur blanket from room 15, worth 16 gp

Suits from room 16, worth 20 gp in total

Total: All APLs - Loot: 87 gp.

Of course, this option is mainly available to parties that want to cash in and don't mind the consequences. If the theft of these goods is seen, then this gives said character a mark to 'Wanted in Ahlissa' AR. The crime is burglary and the punishment is 1-4 year's imprisonment (Nobles suffer a standard fine). Should Nurriev or Sirdis see players with said equipment, any agreement they had before is void and they will not get their favors either, but instead automatically get their disfavor. As a general rule of thumb, characters can easily hide most of the small stuff (cutlery, stationary holder, bottles), but the tapestry, blankets and suits will require suitably large space (extradimensional spaces, big luggage, etc.) to hide, otherwise somebody is bound to see them walking around with them and recognise items to be Nurriev's. Use common sense here.

Looting the possessions of a dead man in this way is an unlawful act. Paladins, monks and clerics of lawful deities should not be willingly taking part in such activities. If this is the only act of looting they do in the module, take no further action, other than reminding them of the fact that their faith or moral code prohibits such acts.

If however, these characters also participate willingly in looting Nurriev's house, then paladins and will lose their abilities (and require an *atonement* to recover them).

Development: The party may follow up a range of clues that they now have. This could include:

- Discovering the significance of the 'c' within a 'c' on the pottery shard (Encounter 10);
- Having the burnt out gem examined (Encounter 10);
- Accepting the invitation to meet whoever left the note in the hallway (Encounter 8);
- Conducting enquiries in Grape Lane (Encounter 4);
- Finding out who 'Jorannara Tannax' is (Encounter 2);
- Proceeding to Nurriev's warehouse (Encounter 6).

Encounter 6: Nurriev's Warehouse

The party may arrive at this encounter anytime in the adventure, following up leads given by either Sirdis, Haragern, the folk of Grape Lane or the ledger in Encounter 5.

The length of Breakwater Back is lined with large warehouses. Horses draw wagons and carts up and down the street, transporting merchandise to and from these storage facilities. The street is filled with shouts and the clip-clop of hooves upon the paved

streets. Near the waterfront is a warehouse with a picture of a sea drake painted on a wooden board over the wide doors, nailed to which is a note. A chain and padlock secures those doors shut.

The note

If the parchment upon the door is inspected, the writing (which is in Common) reads:

All enquiries and information regarding the death of Nurriev Patrichco and the division of his estate should be directed to the Great Guildmaster's Chapel, where Nurriev presently lies in rest."

It is signed by a 'Remmannan'. A DC 10 Knowledge (local – the Splintered Sun) check or enquiries around town (see Encounter 2) will identify him as the High Priest of Zilchus.

The padlock

Any attempt to remove or inspect the padlock or a DC 20 Spot check reveals that it is actually unlocked. A search of the area (a DC 15 Search check) reveals, upon the ground beneath the padlock, a small, stiff piece of wire with a bent end. There is no sign of rust or dirt on it. A character with ranks in the Open Lock skill will identify it as a broken lock pick. Traban discarded the lockpick when he opened the lock. It's impossible to determine when it might have been dropped as several tracks cross the area.

It only takes few seconds to remove the chain and move inside. People in this area are too busy to pay attention to the characters if they should quickly slip inside.

Entering the warehouse

This building is 30 ft. wide and 50 ft. in depth. The space is filled with crates and barrels of varying shapes and sizes. A piece of parchment is lying conspicuously upon the floor, weighted down by a small rock.

The parchment

If the players read the parchment, give them Player's Handout 2.

Anyone who succeeds in DC 15 Knowledge (Nyrond and its Environs Metaregion), Knowledge (geography), Knowledge (nobility & royalty) check identifies the wax seal as having two devices from the Nyrondese coat of arms. Alternatively any character that is from Nyrond immediately recognises it. Alternatively, the scribe working in the Coin District can provide this information (during Encounter 10). If the PCs don't figure it out themselves, the knowledge that scribe can provide this answer should be clear to everyone with Intelligence/Wisdom 10 or higher.

The merchandise

An inspection of the contents of the warehouse reveals, firstly, that none of it appears to have been broken into. If the party open some of the crates or barrels, they find common trade goods ranging from

linens and salted fish to beer and ingots of non-precious metal. After this, a DC 15 Appraise check gives a very rough estimate of the value of the contents at around 1000 gp.

The rear of the warehouse

If the party makes a meticulous search of the warehouse (= Take 20, which will take an hour) or does a regular DC 15 Search check, they will find three crates that seem a bit odd. On the other hand, if the party simply walks through the building, ask for DC 25 Spot checks. Success indicates they find the following:

Three crates stand together at the rear of the warehouse. A length of dried seaweed is upon one of these, caught on a nail. The floor beneath the crates appears to be slightly damp.

A DC 10 Knowledge (nature) check identifies the seaweed as a type of kelp that grows close to the shore along the Ahlissan coastline.

A DC 16 Search check or a DC 16 Survival check reveals a webbed footprint, leading away from the crates. It has been pressed into the packed earth floor of the warehouse, which was recently somewhat muddy in this vicinity, but has now dried.

Opening the crates reveals that the wood is damp. Inside, the contents appear to be sodden wood shavings and shreds of cloth that have started to smell stagnant. Rummaging around in this packing material uncovers bottles of spirits and wines from Nyronnd. A DC 15 Survival check suggests that the crates must have been standing here for just less than a week. Each crate holds 20 bottles of alcohol, and each bottle is worth 10 gp, information revealed by a DC 10 Appraise check.

Treasure:

The following loot can be found in Nurriev's warehouse; all values are already divided by 12.

Miscellaneous items, worth 166 gp
Crates of wine, 33 gp each.

Total: All APLs: Loot: 199 gp

Of course, this option is mainly available to parties that want to cash in and don't mind the consequences. If seen, this gives said player a mark into a 'Wanted in Ahlissa' AR. The crime is robbery and the punishment is 1-4 years of imprisonment and Nurriev/Sirdis are not going to like PCs much after that. Like in the case of Nurriev's house, use your common sense to determine if players are seen with items or not.

Looting the possessions of a dead man in this way is an unlawful act. Paladins, monks and clerics of lawful deities should not be willingly taking part in such activities. If this is the only act of looting they do in the module, take no further action, other than reminding them of the fact that their faith or moral code prohibits such acts.

If however, these characters also participate willingly in looting Nurriev's warehouse, then

paladins and will lose their abilities (and require an *atonement* to recover them).

Development: The characters may visit the Great Guildmaster's Chapel (Encounter 9) or wait until the evening to visit the Mermaid's Legs (Encounter 8). Alternatively, they are likely to have a number of other clues to follow up.

Encounter 7: The Mermaid's Legs

The party will only arrive at this encounter if they find one or both of the identical notes left in Nurriev's house and warehouse.

All APLs:

☛ **Commoners (13):** hp 8, see Appendix 5.

APL4 (EL7)

☛ **Ansis:** hp 33, See Appendix 1
☛ **Draban:** hp 24, See Appendix 1
☛ **Shargut:** hp 24, See Appendix 1
☛ **Wyrca:** hp 13, See Appendix 1

APL6 (EL9)

☛ **Ansis:** hp 40, See Appendix 2
☛ **Draban:** hp 40, See Appendix 2
☛ **Shargut:** hp 53, See Appendix 2
☛ **Wyrca:** hp 25, See Appendix 2

APL8 (EL11)

☛ **Ansis:** hp 58, See Appendix 3
☛ **Draban:** hp 55, See Appendix 3
☛ **Shargut:** hp 78, See Appendix 3
☛ **Wyrca:** hp 35, See Appendix 3

APL10 (EL14)

☛ **Ansis:** Hp 66, See Appendix 4
☛ **Draban:** Hp 62, See Appendix 4
☛ **Shargut:** Hp 100, See Appendix 4
☛ **Wyrca:** Hp 40, See Appendix 4
☛ **Advanced Half-Fiend Boggles (2):** hp 76, 70, see Appendix 4

This inn is sandwiched between two larger warehouses. Two windows permit light and the sound of laughter and conversation to drift into the street.

After making any preparations they deem necessary, the party can enter. Give them the encounter map and, referring to the DMs map of The Mermaid's Legs, describe the following:

1. *Two olve, a male and a female, are immersed in conversation, their neglected glasses of wine still full. The male is dressed in fine clothing while the female is clad in leather armor and has her bow leaning against table*

2. *A human and a half-orc, who appear to be labourers judging by their dress, throw dice and as one laughs, the other curses his ill luck and passes a few pieces of copper over the table before taking a swig of beer.*
3. *A man and a woman sit at this table. The man, a large, bald fellow, is facing the door and he looks you over as you enter. The woman is fair skinned, with red hair.*
4. *A halfling deals cards for himself and two other players: a half-orc and a human. Several empty tankards stand on the table.*
5. *Two tanned men and a half-orc are almost slumped across this table. They are dressed as sailors, and all appear to be in need of a shave, a wash and a good night's sleep.*
6. *Sitting quietly in front of the bar are a number of older men. They quietly chat and watch you as you enter.*
7. *Two men, common laborers it seems, are having a meal that consists of grilled fish and bread.*

Behind the bar is a trapdoor to a beer/wine cellar. The woman and man in location 3 are Ansis & Draban. The half-orc in location 2 is Shargut. Anyone who has 'Captured by Slavers' from *COR5-09 Gateway to Bright Sands* has a flashback about Shargut being present in Highport and watching said player getting whipped.

The man in location 4 is Wyrca. Draban and Wyrca are of evil alignment (which will be revealed by a *detect evil* spell), as are the halfling gambler in location 4, the drunken half-orc in location 5 and one of the older men at the location 6. The map is color coded for alignment and role in this encounter, as follows: evil agents are red, non-evil agents are dark green, evil commoners are blue, and non-evil commoners are black. These people are not actual Slavers themselves but adventurers of questionable alignment and as such their attitude can be summed up in words 'it's nothing personal, just business' in their dealings. That does not mean they are not willing to cut a deal with characters, if it means they get their target and transport him to Highport.

Detect thoughts reveals that the woman is very keen on finding out what the party knows about the Slavers. The other members in her party have strong thoughts about protecting her. Players should make DC 22 Spot checks; success reveals that they see the human at location 4 (Wyrca) glancing at the party. Anyone specifying that they are looking at location 4 can make a DC 10 Spot check, with success indicating they see something that appears to be a shovel wrapped in a tarpaulin. This is, of course, Shargut's weapons and he can retrieve it as part of a move action (note that his laborer's clothing covers his armour). All other slavers appear as well-off individuals and carry their weapons openly. If characters examine the other tables, you should improvise descriptions based on the descriptions to give characters misinformation.

If the party approaches the bar and asks for lamb stew, the inn-keeper tells them that this is not on the menu. A moment later, however, the big bald

man asks them to sit with him. Read the following text (or adjust it to match the party's actions):

As you come closer the woman turns towards you.

"I believe you have a note that I dropped", she holds out her hand, palm down, clearly showing a signet ring. The ring has the same pattern as the wax seal on the note that was in Nurriev's house/warehouse.

The party should decide how they want to respond. If the conversation progresses, the woman will reveal the following (in a whispered voice):

"I must apologise for taking the law into my own hands. Be assured I did not break into his house readily, but I believe Nurriev has information of absolute importance.

"My husband was one of those people set free by Nurriev and recovering Nurriev's information will help Nyronid disrupt the slaver operations. Their fleet is ready pounce the moment we know where the slavers' gathering points are.

"But we won't have long. It will only be a few days before the word reaches the slavers and they will start to relocate. Please tell me, do you have any information as to where Nurriev is?"

Opposed Bluff vs. Sense Motive reveals that the woman is very keen to have this information, but any grief she feels is shallow. Ansis will stick to three things in his story:

She is Nansis, a noblewoman from Mithat. Her husband (Hesen) was captured during the brief reign of "Emperor" Sewardnt, the Black Prince of Nyronid; She does not trust authorities to be efficient enough in sorting this thing out: Bald man (Ilroen) was his husband's trusted gamekeeper in their estate. They came with Nyronidese delegation.

Naturally all of this is a flat-out lie.

If the characters do claim to have this knowledge, then Bluff checks should be called for (Ansis gets +10 bonus to her Sense Motive checks because Bluff would put her at significant risk). Do note that the slavers are sure that Nurriev is not in his house, warehouse or the Great Guildmaster's chapel, so attempts to bluff these places will automatically fail. Success brings about the following response:

"Thank all the gods. Do you know if anyone else has this information? We must ask them to keep quiet for just a few days until we wipe out the slavers. You can never know if they have agents nearby who could be alerted."

If the characters say that they think Nurriev is hiding in the house of the Ambassador of the Sea, then read the following.

"Hiding with sahuagin? What arrogance! What could he possibly have given them for this kind of favor? Nonetheless, I believe I must contact the Nyronidese officials and ask them to talk to this Ambassador."

If characters let the agents go about their business, they will go to the Ambassador's house and get themselves killed for their troubles. Full experience for the agents should be awarded in this case, but naturally all treasure is lost. In this event, many sahuagin (and Salzar the butler) are killed, before reinforcements can bring victory over the slaver agents. Bluffing them into other questionable location, such as Hall of Battle or one of the Sea Keeps will cause them to be killed after an unsuccessful infiltration attempt and will also award full experience.

Derro: If any Scarlet Brotherhood member utters this word, then Ansis becomes very friendly with the SB member, and reveal all that she knows. If character wishes to join the gang for the mission, it is possible, though this can lead to all sorts of interesting situations.

The agents own inquiries have revealed everything possible that can be known in The Scales or Grape Lane inquiries and they can share this information with characters. If the PCs can get evidence that the woman is obviously lying (*detect thoughts*, Sense Motive, etc.) and can Intimidate her with an opposed check (she has +2 circumstance modifier due to confidence from his associates), she will reveal that they do have business with Nurriev and if the PCs are willing to help, they might get a piece of the pie, so to speak, if Nurriev is delivered dead or alive to their associates. This reward being 50 gp x APL. Diplomacy can be used here, switching the agent's attitude from unfriendly to helpful (on a DC 40 Diplomacy check). However, this only grants the same offer as above. Note that if any bard tries to *fascinate* slavers, it will fail as slavers see characters as very likely threat to themselves. If characters take their time to roleplay this conversation, you can grant this offer without any dice rolls.

When the agents feel they have uncovered enough information, they will leave and make their way to a warehouse near The Grey Gander. If the agents have had their agenda revealed, Ansis will say:

"I will now leave and it would be wise for the sake of these other people that you don't try anything foolish. One of my associates in this room will unleash powerful magic should you try anything"

A successful DC 5 Spot check from the PC who did most of the talking indicates that Ansis briefly glances toward the old man in location 6. This is just a bluff to confuse players. On APL4, she is just bluffing as they don't have the gem. The agents will move away from the inn, starting with Ansis and Draban, followed by Shargut. They then run down the street and seek to get away from the place unless they have been attacked. The agent with the artifact is, of course, Wyrca, who will break the *elemental gem* if needed. Once all the agents are out of the bar and have started running, Wyrca will drink a *potion of gaseous form* as a standard action and then as move action go through the small 1 ft x 1 ft grill into the sewers, before coming out elsewhere and joining the agents.

Development: The agents are going to a warehouse on the waterfront, near Sirdis's ship. Tracking will be possible but the DC on the Survival check is 49 (+ 25 for very hard ground, +10 circumstance modifiers for other disturbances such as other people, agents splitting up temporarily, etc), +15 for *dust of tracelessness* and -1 for three creatures. The DC is increased by 10 if characters wish to track at full speed because otherwise the tracks are completely lost. Taking 20 is possible but takes so long that tracks disappear and eventually nothing is found.

Running after the agents can work if the PCs are faster, but in this case the agents will drink their *potions of expeditious retreat* and if that does not work, seek to ambush the players. Familiars might be able to keep after the agents though most likely they will spot it and attack. Nonetheless, some parties may be able to find their location. In that case DM should run the battle, using description of of Nurriev's warehouse for map. Alternatively, the PCs may rat them out to the city guard, who will arrest them and sort out the problem for the PCs. This still grants maximum experience for the players but they get none of the treasure. Even with all this, if the fight breaks out in the bar, this is what will most likely happen in first round.

1: Wyrca breaks the *elemental gem* that summons a large fire elemental which is positioned so it can attack one player character and one innocent commoner if possible. Panic ensues as every commoner tries to get out.

2: Because the agents forgot to include something in their calculations, the massive fire elemental reacts badly with alcohol soaked environment and bar catches fire. In 6 rounds the bar will be burning seriously unless something is done and everyone still in the bar may catch fire (see *Dungeon Masters Guide* for rules). Fire can be put by applying 10 gallons of water per round the fire has burned or one *quench* spell per/3 rounds of burning. As long as fire elemental stays, there is risk of fire and even if fire is put out, the countdown to burning just resets, so the fire won't go out as long as elemental is there.

3: 10 rounds after the fire has started (or 16 rounds after fight has started), a full patrol of city guard with full officer quota arrives to scene with town's fire brigade, along with two druids of Procan with *wand of quench* and seek to arrest everyone still present. If caught, agents will be sentenced to death for Arson. The fire brigade gets fire under control quickly (1-3 rounds, depending how badly fire is out of control) with *quench* spells in case somebody still happens to be inside.

Tactics: These agents see party as a serious threat and will do their utmost to kill the party. Shargut and Draban try to get into flanking positions while Ansis and Wyrca use their spells, favoring spells that incapacitate, such as *hold person*, or weaken characters like *ray of enfeeblement*. However, the first spell by Wyrca will always be *enlarge person* on Shargut. Note that all agents have small signet rings that act as a focus for *insignia of*

healing that Ansis will use once any agent has lost 50% of his hit points.

Spells with Will save requirements will be cast at obvious fighters. Agents will *coup de grace* fallen opponents, should the situation present itself. Shargut might sunder any ranged weaponry that is used. If the bar is burning, the slavers don't do *coup de graces* but try to get out of the place as soon as possible, preferring exits in this order: Front door, back door, and window. If any agent loses 75% of their hit points, he/she will try to escape if it will not provoke AoOs.

At APL 10 the agents have acquired two foul creatures from a mysterious master breeder 'Pepin'. They will be on the tavern roof and move to attack if they hear any fighting noise, possibly making attacks through windows with their 15ft reach. They will also use their *unholy blights*, not really caring that Shargut and Ansis will take damage from it as well. That siad the Boggles will not endanger Ansis while she is still up and fighting.

Important: Remember that actions cannot be readied out of initiative and in any case, the agents are expecting trouble, so if anyone makes an aggressive move, go straight to initiative, representing everyone going for their weapons, spell pouches, etc.

Treasure:

APL 4: Coin: 22 gp; Loot: 144 gp; Magic: *wand of magic missiles* (CL1, 25 charges) (31 gp); *potion of gaseous form* (faint transmutation, 20 gp); *4 x potion of cure light wounds* (faint conjuration) (16 gp); *4 x potion of expeditious retreat* (faint transmutation) (16 gp); *dust of tracelessness* (faint transmutation) (20 gp); *bracers of quick-strike* (Faint transmutation), (100 gp); *arcane scroll of mage armor* (faint conjuration) (2 gp); *divine scroll of cat's grace* (faint transmutation) (12gp)

APL 6: Coin: 32 gp; Loot: 144 gp; Magic: *wand of magic missiles* (CL1, 25 charges) (faint evocation) (31 gp); *elemental gem (red)* (moderate conjuration) (166 gp); *potion of gaseous form* (faint transmutation) (20gp); *4 x potion of cure light wounds* (faint conjuration) (16 gp); *4 x potion of expeditious retreat* (faint transmutation) (16 gp); *dust of tracelessness* (faint transmutation) (20gp); *bracers of quick-strike* (faint transmutation) (100gp); *4 x feather token (whip)* (moderate conjuration) (164 gp); *cloak of resistance +1* (faint abjuration) (83 gp); *arcane scroll of mage armor* (faint conjuration) (2 gp); *divine scroll of cat's grace* (faint transmutation) (12 gp); *arcane scroll of flame arrow* (Faint transmutation) (31 gp)

APL 8:

Coin: 32gp; Loot: 144 gp; Magic: *wand of magic missiles* (faint evocation) (CL1, 25 charges) (31 gp); *elemental gem (red)* (moderate conjuration) (166 gp); *potion of gaseous form* (faint transmutation) (20 gp); *4 x potion of cure light wounds* (faint conjuration) (16 gp); *4 x potion of expeditious retreat* (faint transmutation) (16 gp); *dust of tracelessness* (faint transmutation) (20 gp); *bracers of quick-strike* (faint transmutation) (100 gp); *cloak of resistance +1* (faint

abjuration) (83 gp); *cloak of elemental protection* (faint abjuration) (83 gp); *+1 bane (human) scimitar*. (692 gp); *4 x feather token (whip)* (moderate conjuration) (164 gp); *brooch of shielding* (faint abjuration) (125 gp); *breastplate +1* (104 gp); *arcane scroll of mage armor* (faint conjuration) (2 gp); *arcane scroll of flame arrow* (faint transmutation) (31 gp); *divine scroll of cat's grace* (faint transmutation) (12 gp)

APL10:

Coin: 32gp; Loot: 119 gp; Magic: *wand of magic missiles* (faint evocation) (CL1, 25 charges) (31 gp); *elemental gem (Red)* (moderate conjuration) (166 gp); *potion of gaseous form* (faint transmutation) (20gp); *4 x potion of cure light wounds* (faint conjuration) (16 gp); *4 x potion of expeditious retreat* (faint transmutation) (16 gp); *dust of tracelessness* (faint transmutation) (20 gp); *bracers of quick-strike* (faint transmutation) (100 gp); *cloak of resistance +1* (faint abjuration) (83 gp); *cloak of elemental protection* (faint abjuration) (83 gp); *+1 bane (human) scimitar*. (692 gp); *4 x feather token (whip)* (moderate conjuration) (164 gp); *brooch of shielding* (faint abjuration) (125 gp); *+1 breastplate* (104 gp); *+1 maiming greatsword* (faint transmutation) (695 gp); *belt of one mighty blow* (faint transmutation, 125 gp); *arcane scroll of mage armor* (faint conjuration, 2 gp); *arcane scroll of flame arrow* (faint transmutation) (31gp); *divine scroll of cat's grace* (faint transmutation) (12gp)

Note that Wyrca does not have his spellbook with him and it cannot be found during this module.

Those who investigate bodies of the boggles, can find an *arcane mark* spell clearly visible. It's only has a rune P. Those who have played a module *NAE3-01 Daughter of Idee* may have a flashback about similiar monsters which were found near the body of a Heironean priest named Remismund.

Development: There are no new leads here. The party must follow any existing clues they have, though by eliminating the agents they have removed the greatest obstacle in the module.

Encounter 8: The Great Guildmaster's Chapel

A number of encounters indicate that Nurriev had close associations with this chapel of Zilchus. Everyone in town knows where it is and can direct players there quickly.

♣ **Haragern:** LN Male Human Clr6 of Zilchus: (Diplomacy +12, Knowledge (local - the Splintered Sun) +6, Profession (merchant) +7, Sense Motive +12) *Appearance:* A stout man of obvious Oeridian heritage. His oval shaped face radiates honesty and trust. He prefers to dress in fine clothing and is never without his walking cane. *Personality:* An affable fellow, Haragern is often found at center of great debates. As a wise trader, he has built a reputation for integrity and honesty. He

enjoys fine food and drink and a provision (of either) will win him over as a friend.

Remmannen is the high priest of Zilchus in Trennenport. Unfortunately he is in Kalstrand at the moment, so his acolyte Haragern is in charge. If somebody asks why he does not *teleport* back with help of court wizards, Haragern can inform that many years ago a mysterious item was brought from Ull and it summoned out some kind of spirit that grabbed Remmannen and shifted him hundreds of feet into the air. Fortunately a friend was nearby to catch him with *feather fall*. After that Remmannen has had a mild phobia towards any kind of magical travelling.

Remmannen is aware that upsetting recently re-installed King Lynwerd of Nyronde could be disastrous for trade across Relmor Bay. Having heard the rumours regarding Nurriev, and learning of the imminent arrival of a Nyronde delegation, Remmannen had told (via *sending* spell) Haragern to have the corpse brought to the chapel and kept under guard. Fearing that the whole Guild could be falsely implicated in the slavery operation, Haragern decided to leave examining or questioning the body until the Nyronde envoy arrived so as to avoid any accusations that he has destroyed evidence to protect Nurriev or the Guild. The Nyronde delegation, however, did not come prepared to examine or question a corpse. Instead, they have demanded that any such examinations be undertaken or witnessed by a neutral party (and worst of all, paid by Zilchans themselves!)

The party will no doubt have a number of questions to pose to Haragern. However, his initial reaction towards the characters is determined by the following table. The highest possible reaction applies, so if a follower of Trithereon has favor from *COR4-16*, then Haragern is helpful nonetheless.

Factors applying to character	Reaction
<ul style="list-style-type: none"> Cleric of Zilchus, or Member of Royal Guild of Merchants, or A character with a luxury lifestyle upkeep. Character with Contacts within the Royal Guild (From <i>COR4-16</i>) 	Helpful
<ul style="list-style-type: none"> Follower of Zilchus (must own holy symbol to apply), or Any character with rich lifestyle upkeep, or A character with 2+ ranks in Profession (merchant). Any character with AR favor of the temple of Zilchus or Royal Guild of Merchants (examples: Favor of Kerralak from <i>TSS4-02</i> or Money Counter Note from <i>COR3-17</i>) 	Friendly

Cleric or follower of Trithereon (must own holy symbol to apply)	Unhelpful
Any other character	Indifferent

During the subsequent introductions, Haragern will give little away but will ask the party why they are interested in Nurriev, what they know, etc. However, all this is irrelevant if any characters have the favor from *COR4-16* as Remmannen has instructed Haragern that character(s) will be arriving to help and that he should give them briefing on the situation. If asked, Haragern can also point out characters to scribe who witnessed Nurriev's will. He nonetheless interviews the player characters to feign ignorance so that the Nyronde won't doubt the Zilchans' neutrality. During this exchange, Haragern's initial reaction can be improved by one rank using any of the following means:

- Making a generous donation to the Chapel (at least 10 gp x APL). If the PCs don't go over the gold cap, this will be reduced as part of other coin spent.
- Providing Haragern with any significant evidence collected so far.
- Trying to convince Haragern why the party should and can help. This should be followed by a DC 15 Diplomacy check or, if more appropriate, a DC 17 Bluff check, with appropriate circumstance modifiers for the information communicated.

The benefits of these reactions are as follows:

Reaction	Benefit
Helpful	<ul style="list-style-type: none"> All rumours from Encounter 2 up to DC 20 (<i>"As you are new to Trennenport, let me tell you a few things about this fine town..."</i>) Given keys and permission to enter Nurriev's house and warehouse (as well as directions, if needed) Invited to be present during questioning of the corpse Given access to the corpse Given access to Nurriev's will
Friendly	<ul style="list-style-type: none"> All rumours from Encounter 2 up to DC 15 Invited to be present during questioning of the corpse Given access to the corpse Given access to Nurriev's will
Indifferent	<ul style="list-style-type: none"> All rumours from encounter 2 up to DC 10 Invited to be present

	during questioning of the corpse <ul style="list-style-type: none"> Given access to Nurriev's will
Unhelpful	Told that the priests are unable to help.

Questioning Haragern

As long as he is at least indifferent, Haragern is willing to answer some questions about Nurriev. The most obvious questions and their answers are given below.

Q: Did Nurriev have any friends/enemies in town?
A: *"Nurriev did rouse some jealousy amongst some other Guild members when he secured the contract to supply building materials and the like to the Ambassador of the Sea. Any jealousy was kept quite civilised, however. We leave violent backstabbing to the servants of the Scorned Heart."*

A DC 10 Knowledge (religion) or a follow-up question identifies Scorned Heart as Kurell, CN Oeridian god of Jealousy, Theft and Revenge. See LG Deities document or Living Greyhawk Gazetteer for details. Knowing about Kurell is not important for the module.

Q: Has anyone else come looking for information about Nurriev/the murder?
A: *"Apart from the town guard, there was a large bald man and an attractive woman who asked one of the clergy about the murder. When they were asked to speak directly to me, they apparently made some excuses and left."*

Q: Who do you think murdered Nurriev?
A: *"He was an astute man, so I suspect that it really was the slavers that he had upset, as he communicated in his will."*

Q: Are you sure that you have Nurriev's body?
A: *"Well, he is wearing Nurriev's signet ring, his mink cloak, he had his keys in his hand and is the right size and shape. We have not examined the corpse, though. We are waiting for some neutral agents to do this so that we cannot be accused of spoiling any evidence to protect Nurriev or the Guild. I only saw him briefly while he was alive and the body does appear to be his."*

Q: How exactly did Nurriev die?
A: *"The poor fellow died of the burns he suffered to his face when he was ambushed. We have not examined the corpse, though. We are waiting for some neutral agents to do this so that we cannot be accused of spoiling any evidence to protect Nurriev or the Guild."*

Q: What do you plan to do with the body?
A: *"We will magically question the corpse. We will not try to raise him as Nurriev clearly indicates in his will that he will not return. Also, it still has to be examined. We are waiting for some neutral agents to*

do this so that we cannot be accused of spoiling any evidence to protect Nurriev or the Guild."

Q: So what has happened in the Ice Spire?
A: *"The curse was lifted, thanks to you/brave adventurers and a military presence is already being established in Tusk to protect Sailor's Light. Naturally we have also offered a few incentives for people to move into Kalinarn and help rebuild it."*

Q: We want to see Nurriev's ship
A: *"It is currently in military docks and it was investigated throughoutly for hidden compartments after we learned Nurriev was killed. Nothing suspicious was found."*

If characters insist on going there, it will take 1 hour of time and no clues are discovered.

Examining the corpse

If they are allowed access to the corpse, Haragern says:

"I am looking for a neutral party such as you to examine the corpse for clues. Would you be willing to do this? Don't be alarmed of its condition, it will be sorted out before any magic is used on the body."

If the characters agree, they are taken to a room where they see the following:

Lying face up on a table in this side room is the corpse of a human male. The body is clothed, with a fur cloak upon his back. The body has not yet begun rotting, perhaps because of herbs and incense that fill the room with their odour. The most disturbing aspect about the body is one half of the face that has burned into an unrecognisable mess.

Haragern speaks: "Please, examine the body how you wish, but do not cast magic upon it. I will watch from here, with this member of the Nyronnese delegation."

Indeed, Haragern is accompanied by a finely attired, middle-aged man who scowls at the corpse.

A search of the body where it lies automatically reveals the following:

Ring: Upon his right hand, the corpse has a signet ring. Show the players Player's Handout 3. A DC 15 Search check reveals that the ring is very tight fitting and would not be comfortable to wear. Asking Haragern or making a successful DC 10 Gather Information check, which takes an hour, reveals that it has the the markings of jeweler Entwis Hannah who can be found in the Coin District.

Fur Coat: A DC 15 Knowledge (nature) or DC 15 Appraise check identifies the fur coat as mink. A few references are made to Nurriev wearing a mink cloak in this adventure.

Sticky residue: There is a sticky residue on the upper body of the corpse. If this is further examined,

characters will notice an acrid smell. A DC 15 Alchemy check will identify this as having the aroma and texture of the residue of alchemist fire.

A full search of the body, which will involve removing clothing, reveals the following:

Wound: A deep, unhealed stab wound has penetrated the corpse's spine. A DC 15 Heal check identifies this as a fatal wound that would have killed this individual. However, it is located beneath the clothing which is neither blood-stained nor torn.

Tattoo: Upon his shoulder, the corpse has a tattoo of a spiked gauntlet. A DC 10 Knowledge (religion) check identifies this as a symbol of Hextor.

If Haragern is asked about the tattoo and the wound, he says that it is very confusing and that he will need to consult with his clerics on their significance. The body is quite muscular. Many individuals such as Graylor can tell that Nurriev was thin and tall, but not very strong looking fellow.

Questioning of the body

If the characters are invited to be present during the questioning of the corpse they see the following:

Gathered around the body are a half dozen well-dressed humans, as well as yourselves and Haragern. He introduces these people as five members of the Nyrondese diplomatic party, as well as his assistant Urtien. You are described and accepted as independent witnesses, who hail from outside Trennenport.

"We are gathered here," says Haragern, "in demonstration of our good will to our neighbours in Nyrond. This corpse will tell us where the slavers are based. We will also ask whether or not he wishes to be raised from the dead."

Haragern steps forward and after intoning in a deep, resonant voice and gesturing over the body, speaks

"Who killed you?"

There is a pause. There is no answer.

"Where do the slavers have their base?"

Yet again there is no answer. The Nyrondese envoys shift about and whisper restlessly among themselves.

"Where is the slaver's hideout?"

Once more, there is no response.

Ask the players to make DC 18 Spellcraft checks to identify the spell as *Speak with Dead* and learn that it might fail if:

- The spell has already been cast
- The body had a different moral persuasion to the caster
- The body was animated as undead

The Nyrondese envoy will be very angry after this incompetent showing and accuse Haragern and the Ahlissans of being corrupt Hextorites. The players may wish to help calm the tense situation. A DC 15

Diplomacy check is sufficient to placate the Nyrondese envoy. If they succeed, Haragern's attitude towards them shifts upwards one step which may give them access to more favours (as outlined above). Afterwards (even if the characters calmed them) they storm out, demanding Haragern to get someone try a *raise dead* spell.

The Will

Characters who are allowed to see the will should be given Players Handout 4. It contains a secret message: the first letter of each sentence in the main paragraph spell out 'I am in hiding wait'. Also, the poem (a Dwur dirge) is an odd choice for someone so closely attached to the sea and suggests they must look underground for Nurriev. If characters reveal they deciphered the message, Haragern can call up a squad of city watch and assign them to protect The Grey Gander if needed, both to protect Sirdis and to prevent Nurriev from boarding. He won't order the ship to be stormed because he already has problems with Nyrond, last thing he needs now is an angry letter from the Despotrix of Hardby. However, the presence of the city guard will prevent the slavers from attacking The Grey Gander later and you should award full experience to the characters, though they will miss out the treasure of course.

Development: Haragern will want the characters to see if they can really find out what happened and if possible, recover Nurriev's body. The characters may well want to follow up the following new leads;

- The tattoo at the Temple of Hextor (encounter 11);
- The signet ring and will (encounter 10).

Encounter 9: The Coin District

The party may visit the Coin District in order to conduct enquiries into items they find during the earlier investigations. When they first arrive in this district, read the following:

Ahead, the crowd parts and a group of three strange creatures walk down the centre of the street. Each is six feet tall and has green, scaled skin and fins on their arms, back and head. Each finger is webbed to the next and ends in a claw. As they are not in their natural element, their walking looks slightly unnatural as their webbed feet flap against the hard ground.

Although the characters have an opportunity to act, it is clear that these creatures are not threatening them or anyone else. However, if there is an olve or half-olve in the party read the following:

The three creatures suddenly look in towards you and their dark eyes immediately settle on [name of character(s)]. Their lips draw back into a snarl to release a hiss, before the creatures pass by, continuing on their journey.

All APLs (EL 5)

☛ **Sahuagin (3):** hp 10, 11, 12, see *Monster Manual*, page 217

If allowed to pass unmolested, the three sahuagin walk towards the Quays and jump into the water. If the party attack or kill the sahuagin, a large patrol of guards led by the Commander of the Port Garrison will be sent to arrest the characters and eject them from town. This ends the adventure. Restraint and tolerance are important lessons to learn, especially restraint in a nation that is mostly LE/LN.

Important shops in town

As far as the adventure is concerned, there are three important shops in the district, the shopkeepers of which can shed light on clues already found. In addition, characters might want to go for a swim and a likely destination will be the Sanctuary of the Storm Lord.

Giffard Wentwick, Scribe

The half-olven scribe can comment upon Nurriev's will (from Encounter 9) and the note left by the slavers in Encounters 5 and 6. In addition, he has a number of divination scrolls for sale (arcane & divine) up to value of 750 gp. These scrolls must appear on tables 7-23 and 7-24 of the *Dungeon Master's Guide*.

Will: Giffard confirms that he witnessed Nurriev signing his will and will inform the party that Nurriev did this the day before he was murdered. If asked about Nurriev's demeanour on the day, the scribe says that he took meticulous care writing the will. Giffard will allow the characters to have sight of his copy of Nurriev's will if they ask to see it.

The Assassin's Note (see Players Handout 2): Giffard says that the impression on the wax seal is Nyrondese.

Scrolls: In addition to the divination scrolls mentioned above, Giffard has each of the following scrolls for sale: *detect thoughts*, *locate object*, and *comprehend languages*.

Entwis Hannah, Jeweller

Entwis can comment upon Nurriev's signet ring and the burnt out orb that may be found in Encounter 5.

Nurriev's signet ring: Entwis confirms that he made Nurriev's signet ring (see Players' Handout 3) but, strangely, Nurriev had a duplicate made two days ago even though he was wearing his old one.

Black orb: Entwis can identify the burnt out orb as a burned out onyx, in a shape traditionally used as a material component of *animate dead*. If asked about whether he sells onyx gems, he does but discloses that the only one he sold in the past month was to Nurriev when he visited to have the duplicate ring made.

Coralla Corkbottle, Alchemist

The alchemist is a female gnome. She can confirm that the substance on the pottery shards (Encounter 5) and on the body in the Ggreat Guildmaster's Chapel (Encounter 9) is residue from alchemist's fire. She can also confirm that the mark on the pottery shard is her maker's mark – a dwur rune of 'C' within

'C'. Finally, Coralla can uncover the hidden message in the parchment from Encounter 7 by causing it to appear. She is willing to do this for free as she is friendly and her stock of the necessary alchemical materials is going old so does not really matter if she uses it or dumps it to gutter.

When asked who she has sold alchemist's fire to, she appears shaken and says *"passing on such information is not right and proper"* An DC 12 Intimidate check or a DC 15 Diplomacy check is enough to elicit this response:

"Very well, I shall speak, but you must not tell anyone that I have. A few days ago I sold four vials to the Ambassador of the Sea, or so they call the green-haired olve. Now please go."

Development: This encounter does not provide new leads but should confirm some suspicions or theories that the characters have already developed. The party may need to make Gather Information checks around town to find out more about the Ambassador of the Sea (Encounter 3).

Encounter 10: Hall of Battle

The party will only experience this encounter if they find the tattoo of Hextor on the body of the corpse in Encounter 8, and follow up the clue to this location. The Hall of Battle is easy to find as almost in Trennenport anyone can direct the party to it.

Read the following description when the party arrive at the Hall.

Dominating the plaza before you is a Hall of Battle, the center of worship for Hextor. The windows are little more than arrow slits and the doors, which stand open, are thick and bound with iron. From inside, the clash of metal on metal and the shouts of martial instructions echo across the plaza, exhorting those within to press their attacks or mind their guards. Above the door is a flag, The image on the flag depicts a mailed hand clutching six arrows."

If the characters proceed inside they enter a large foyer.

In front of you, in the centre of the entrance hall, is a huge stone statue of an armoured warrior with six arms, each with a different weapon. The sound of combat echoes from a huge chamber beyond. Standing in front of the statue is a woman wearing a steel breastplate and a black cloak onto which is embroidered the image of the mailed hand.

"I am Taymanna, a herald of the Scourge of Battle. What brings you to our hall?"

If any members of the party can be readily identified as a worshipper of Heironeous or Trithereon (e.g. holy symbol on display) then Taymanna will say:

"Your presence here is an insult. You defile the ground you walk upon. Leave now or the wrath of the Herald of Hell will be turned upon you."

However, if a servant of Heironeous is actually a member of the Knight Protectors of the Great Kingdom meta-organisation, read the following:

"Servant of the Archpaladin! Though your presence grieves me, I recognise we both strive for the same goal and for that I salute you. Be assured that no-one here shall raise his weapon against you, I swear it upon my honor."

If anyone asks joining their order, read the following:

"Though you are not worthy of Herald of Hell, we have a fellow order for all those who seek to preserve the glorious legacy of the Aerdi."

Taymanna will explain that church of Stern Alia (LN goddess of Oeridian culture, law, motherhood) is close ally of Hextor and has small chapel next to Hall of Battle. Her domains are Inquisition, Knowledge, Law & Protection and her favored weapon is the heavy mace. While the main temple is in Prymp, smaller churches have spread to nearby towns and have active, if small, numbers of converts. In all respects, Taymanna will offer anyone a change to receive *atonement* spell if they forsake whatever deities they worship now and accept Stern Alia.

If the party are unwise enough to engage Taymanna in battle or not follow instructions to leave (she alone is a level 9 cleric), a host of battle-hardened clerics and fighters pour out from inside the temple and easily overwhelm characters and put them to prison. They will be ejected from the town next morning, unharmed but the adventure will be over. During this imprisonment characters will be subjected to *zone of truth* spell (DC 15 Will save to resist) and forced to answer whether they are members of Scarlet Brotherhood or servants of Trithereon (unless plainly obvious, such as flaunting holy symbol to Taymanna). Failure indicates character is immediately taken away and executed. His/her remains are burned and dumped to the sea.

If the party questions Taymanna about the body in the Great Guildmaster's Chapel, she can give the following information:

Q: Did Nurriev ever worship here? Was Nurriev a follower of Hextor?

A: ***"I do not think that I ever met Nurriev. I assume that he did not worship the Herald of Hell."***

Q: What can you tell us about the tattoo?

A: ***"Many of our faithful have tattoos to show their devotion."***

Q: Have any of your congregation/dead gone missing recently?

A: ***"Indeed! Three nights ago one of our graves was dug up and the corpse was stolen. It is a sacrilege upon our honor and should the culprit be caught, the punishment will be fitting."***

Q: What can you tell us about the body that went missing?

A: ***"Larrac Dordune. He died about a week ago, stabbed in the back during a fight in the docks. It disgusts me that Larrac was killed by someone fighting with so little honour."***

Q: Who stole the body? Did Larrac have any friends or enemies?

A: ***"Five days ago a well-dressed man visited this Hall to pay his respects to several of our fallen faithful who were laying in rest. He made a generous donation and asked that he be allowed to cast a spell to preserve the dead flesh of Larrac. I do not know if he is a friend or the thief."***

Q: What can you tell us about this man?

A: ***"Middle-aged, soft. The only details I can recall are that he wore an expensive fur coat and had a golden, or maybe bonze, ring on his right hand."***

Summary: This encounter should help confirm that the corpse in the Guildmaster's Chapel is an undead creature, which had been created from a body stolen from the graveyard. They may also deduce that Nurriev himself was involved in the selection of the corpse.

Development: The party will be required to pursue other leads from earlier encounters.

Encounter 12: Ambassador of the Sea

During the course of their investigation the party should have established that Nurriev had a number of dealings with the 'Ambassador of the Sea' and may have heard some rumours regarding the Ambassador. This may influence if, when and how they seek an audience with the Ambassador. The Ambassador lives in an imposing stone building near the waterfront. However, due to the situation with Nurriev, she has instructed her followers to say she is in Shargallen. In reality, she is in the caves under Trennenport but wants to keep the appearance that her hands are clean in the Nurriev matter.

If the PCs try to break in, the door is reinforced wooden door with *arcane lock* cast on it, so gaining entrance is quite difficult. Attempt to pick the lock, either by rolling or taking 10 for an Open Lock check is possible but results in a 1 in 6 chance that someone notices the attempt. Taking 20 means that the PCs are immediately spotted. In the event that the attempt is noticed, the city guard is alerted and will seek to arrest the character. If characters have sent the slaver agents here, the door is slightly ajar (lock picked by Traban) and there are signs of battle inside. A sahuagin will appear one round after characters come in. See below how situation might develop.

Even though encounters below require dice rolls, you should allow characters who roleplay well to bypass them if you think they deserve it. Such

situations are if they flat-out reveal that they want to help Nurriev and so on. Friendly sahuagin can escort them to Nurriev if asked but armor must be left behind and of course if aggression starts in Nurriev's hideout, you need to improvise on the spot.

Doors: The exterior doors are reinforced wood with locks and *arcane lock* spell. Interior doors are simple wood and do not have locks. Note that the house is dimly illuminated by sahuagin coral because sahuagin don't like the sun; there are no windows either.

◆ **Front door:** 2 in thick; Hardness 5; hp 20; Break DC 35; Open Locks DC 25

◆ **Stone Walls:** 3 ft thick, hardness 8, hp 540; AC 3; Break DC 50.

Visits between 9am and 5pm

Due to her daylight sensitivity and a need to confer with the sahuagin, the Ambassador spends the daylight hours in the sea, when she is present that is. If the characters call between these hours, the door is answered promptly by a butler. *Detect evil* reveals this man to be evil. Note that the purpose of this encounter is to enable the party to discover that Nurriev is located beneath the house and to give them access to the cellar steps.

A rather scrawny, elderly male human stands in the doorway. He is attired in decent, yet rather plain clothing and speaks in a nasal voice.

"Good day. I am the butler of the house and am afraid that my mistress is not available at present. I am expecting her back this evening. Perhaps I could help or take a message?"

The characters can see past this man into the front room of the house.

The front door opens directly into a large, opulent, reception room. The walls are decorated with huge, brightly coloured shells. The chairs are cunningly crafted from driftwood and somehow manage to look both rustic and elegant. Light is provided by colourful pieces of coral that glow dimly with their own light. Large skins of unknown aquatic beast serve as rugs. There are three doors on the opposite wall, all of them closed.

The man does not intend to allow the characters to enter. The butler has the following facts:

- The Ambassador is a sahuagin
- A cellar connects the house to a series of caves under the cliffs
- The door to the cellar stairs is the central door in the back of this room
- His master is currently resting in these caves
- Nurriev called to the house two nights ago after his 'murder' with two sahuagin. They spoke with the Ambassador.
- He understands that Nurriev was not murdered but does not know who was responsible.

- Nurriev is now in hiding in the sea cliffs.

The butler, however, will answer questions dishonestly in order to indicate that:

- His master is in a special meeting at Shargallen, next major Ahlissan town along the coast.
- He did not see Nurriev on the night of the murder
- He believes Nurriev is dead and resting in the Great Guildmaster's Chapel
- The Ambassador has some dealings with Nurriev and was troubled by news of his death.

The encounter should be roleplayed. The party will be greatly assisted by spells such as *detect thoughts* and *discern lies*. Opposed Sense Motive checks against the Butler's Bluff (+9) check will also uncover when the butler is lying. *Detect thoughts* should provide the spellcaster with appropriate images such as the central door standing open when the butler is asked if he knows where Nurriev is.

Extended, repetitive or aggressive questioning will lead to the butler becoming flustered:

"Really, I believe it is the Ambassador you should be talking to. I shall tell her that you called around."

With that, the man steps inside and starts to close the door.

Getting inside the house

Casting *charm person*, *hypnotism*, *suggestion* etc. or having a bard *fascinate* Salzar may swiftly bypass all this deception. Under the influence of these spells, questions about the location of Nurriev or the Ambassador or an instruction to take the party to them results in the butler stepping aside and indicating the middle door at the rear of the front room. A successful DC 30 Diplomacy check or successful Bluff vs. Sense Motive (the butler has +6) check also has this effect. Re-tries in either check are not possible, the butler has seen enough in his life not to be fooled.

Characters can also attempt to force or Intimidate (the butler has +5 to resist, 2 for level, +1 for Wisdom and +2 circumstance modifier for being in Ambassador's house, certainly these ruffians would not dare to break in) their way inside. The butler will easily be pushed aside. However, he tells the characters to leave or else he will call the guards. The characters have one full round in which to silence the man. If the butler is allowed to call for help, this brings up the sahuagin guards from room 2 in Encounter 13. They arrive in 2 rounds. After alerting sahuagin, the butler will move to get the town guard. When they arrive, they will try to arrest players. Note that breaking into the Ambassador's house counts as burglary of a government building and is punishable by 7-12 years in prison. Using *charm person* or other such spell on the butler counts as magical interference of a integrity of a person and is punished by mutilation of the tongue of the offender, but since it was used (if proof can be shown) to find out information about crimes against

the state, it will be overlooked. Killing city guard counts as murder and is punishable by death.

All APLs (EL o)

☛ **Salzar, the Butler:** hp 8, see appendix 5

Layout of the house

The front room contains three doorways. The doorway to the left has steps leading up to the living quarters. There are four rooms but only one of these is being lived in (by the butler). The doorway to the right leads to the kitchen, pantry etc. These contain a set of fine plates and glassware. The central doorway leads to a set of cellar stairs that take the party onto encounter 13.

Visits between 5pm and 9am

If the characters call between these hours, the door is answered within a few rounds by one of the sahuagin in Encounter 13.

The door is opened by a huge muscled humanoid. The creature's skin is a tint of blue and green and it's vaguely shark like. Its face turns into a snarl when it addresses you in its guttural tongue.

The sahuagin will first say in Sahuagin "Ambassador is not here, come back later". He will then repeat this in Common if nobody appeared to understand.

The characters can see past this creature into the front room of the house.

The front door opens directly into a large, opulent, reception room. The walls are decorated with huge, brightly coloured shells. The chairs are cunningly crafted from driftwood and somehow manage to look both rustic and elegant. Light is provided by colourful pieces of coral that glow with their own light. Fine sea otter skins serve as rugs. There are three doors on the opposite wall, all of them closed.

The sahuagin will not allow the characters to enter his house. He has the following facts:

- The Ambassador is a sahuagin
- A cellar connects the house to a series of caves under the cliffs
- The door to the cellar stairs is the central door in the back of this room
- The 'murdered' man was actually a zombie stolen from the Temple of Hextor and raised by a necromancer who has now fled Trennenport
- Nurriev and two sahuagin (the one talking to players was one of them) killed the zombie using alchemist's fire
- Nurriev called to the house with the two sahuagin after the 'murder'
- Nurriev is now in hiding in the sea cliffs
- Nurriev intends to slip aboard Sirdis's ship, The Grey Gander, tonight

The sahuagin, however, will answer questions dishonestly in order to indicate that:

- He does not know who this Nurriev is and does not care either.
- The Ambassador might be able to help but she is in Shargallen.
- You humans really have no business being here without invitation.

The encounter should be roleplayed. However, to even get the sahuagin talking requires somehow mentioning Nurriev and shifting his attitude from unfriendly to friendly (requiring a DC 25 Diplomacy check). Talking in Sahuagin or Aquatic gives +5 circumstance modifier to this check. Anyone with a 'favor of Krusxha' from *NAE5-02 Return to Gefjon* also gets +10 circumstance modifier. If characters have already killed agents and mention they want to help, this grants a further +5 bonus. The party will be greatly assisted by spells such as *detect thoughts* and *discern lies*. Sense Motive checks will also uncover when the sahuagin is lying. *Detect thoughts* should provide the spellcaster with appropriate images such as a man sitting in a stone chamber if the Sahuagin is asked if he knows where Nurriev is.

After five questions, however, even if PCs shifted attitude to friendly, the sahuagin will grow bored and tries to end the discussion:

The sahuagin snarls in Common.

"You land dwellers have wasted enough of my time. Leave now."

With that the sahuagin steps back and starts to close the door.

Getting inside the house

Casting *charm person*, *hypnotism*, *suggestion* etc. or having a bard *fascinate* the sahuagin may swiftly bypass all this deception. Under the influence of these spells, questions about the location of Nurriev or an instruction to take the party to him results in the sahuagin stepping aside and indicating the middle door. If somebody managed to shift the sahuagin's attitude to friendly with a DC 25 Diplomacy check, this also has the same effect. However, any fighting below will turn the sahuagin hostile immediately and he will come down to join the fight. If the PCs completely fail their Diplomacy checks and turn the sahuagin hostile, he will immediately slam the door shut and go back to the other sahuagin.

Characters can also attempt to force or Intimidate (the sahuagin receives +4 circumstance bonus to his check) their way inside. An opposed Strength check should be used to determine if the sahuagin manages to close the door. If the party force their way inside, the sahuagin will attack them and call for help. This brings up the sahuagin guards from room 2 in Encounter 13. They arrive one round after call for help as they have taken up positions beforehand, preparing for such possibility. If the sahuagin are reduced to less than 1/3 of his/their full hitpoints, they will flee and attempt to make their way to the shareks detaild in Encounter 13.

If the sahuagin are made helpful, they will ask what the characters want to do with Nurriev. If

the PCs indicate (remember Bluff checks if they lie) they want to help him escape, the sahuagin are willing to reveal that they should guard Sirdis and The Grey Gander for now, for reasons which will become clear later. This earns full experience points as if the PCs had fought the sahuagin. They also earn experience for avoiding the sharks.

If the characters have sent the slaver agents here, the sahuagin are, quite naturally, very angry about recent events (even though they have no idea characters sent the agents) and will tell the characters to get out. Failure to do so results in a fight. However, characters can still go back to The Grey Gander and intercept Nurriev or they can even swim from the other side of the cliffs into the cavern.

Development: If the party gets inside the house and overcomes the butler or the sahuagin, they will proceed to Encounter 13. Otherwise, they will need to pursue other lines of enquiry. They may also be ready to go to The Grey Gander and face the slaver agents in Encounter 14 or they might even go to agents and urge them to attack The Grey Gander, maybe even allying with them.

Encounter 13: Beneath the cliffs

The party will arrive at this encounter if they discover the stairwell from the home of the Ambassador of the Sea in Encounter 12 or they might have entered the caverns by swimming.

It is possible that the party will not find or follow up the clues that will bring them to this encounter. However, if they do complete this encounter, they can solve the riddle of Nurriev's murder and bring the adventure to an end before Encounter 14.

The DM should familiarise herself with the rules for swimming, drowning, and underwater combat in the *Dungeon Master's Guide* (pages 92 and 93) if the party enter the cellars.

At the top of the stairs

Once they open the central door, the party see the following:

A flight of steps descends down from the door for about ten feet, before turning to the right, out of view. For some reason, the salty tang of the sea fills the corridor and a faint slapping noise echoes from further away.

If the party continue, the action moves onto locations marked on Encounter Map 2.

Special rules that apply in the flooded complex

All locations from location 2 onwards are 10 feet high (apart from location 6) and flooded to a depth of around 8 feet deep, leaving just a couple of feet of air at the top of each room. That means that small or medium characters must swim or somehow breathe water to continue. All fights are conducted using the rules for underwater combat. Finally, sediment in the water limits visibility underwater to only 20 feet.

There is no light in location 1-4, as sahuagin see in the dark, but anyone can take a piece of sahuagin coral from upstairs (bright illumination 10ft, shadowy 20ft), use *everburning torch* or *light* spell to let them get around the place. Locations 5-14 has enough sunlight or coral to let characters get by without trouble. In addition, the old Flan magic still lingering here causes the entire complex to be under effects of *nondetection* spell (Caster level 10). *Detect magic* spell will see faint abjuration aura everywhere if spell is cast.

1. Stairs

After turning the corner of the stairwell, the stairs descend a further 10 feet, before they disappear into murky waters that slap against the stone work.

2. Guardroom

This rough-hewn chamber measures 15 feet by 15 feet. It is bare of any furniture."

Sahuagin guards are stationed here, waiting to be summoned by the Ambassador or butler and ready to ambush any trespassers.

APL 4 (EL 6)

🔥 **Sahuagin (4):** hp 9, 11, 11, 13, see *Monster Manual*, page 217

APL 6 (EL 8)

🔥 **Sahuagin ranger (4):** hp: 38, see Appendix 2.

APL 8 (EL 10)

🔥 **Sahuagin ranger (4):** hp: 56 see Appendix 3.

🔥 **Shark animal companion (4):** hp, 31 see Appendix 3

APL 10 (EL 12)

🔥 **Sahuagin ranger (4):** hp: 74, see Appendix 4.

🔥 **Shark animal companion (4):** hp, 52 see Appendix 4

Tactics: These sahuagin will lurk in the corner of the room and the corridor ready to attack anyone who enters. Due to their blindsense ability, they become immediately aware of anyone who steps into the flooded stairwell in location 1. Being intelligent creatures, they will flank whenever possible, using their animal companions to surround characters. If things go against them, they try to flee to area 5 and continue fight with the aid of the sharks. One sahuagin will try to hide in area 3 in this case, hoping to attack the last character that comes across. As their first action in battle, the sahuagin warn the sharks in area 5 about enemy presence with their telepathic ability. These sharks will not come into the corridor and reinforce sahuagin while fight is going one because they are slightly too big to move there efficiently.

Treasure:

The sahuagin have some weaponry and armor that can be looted.

APL4: L: 27 gp

APL6: L: 156 gp; M: 4 x *ring of protection +1* (Faint conjuration) (83 gp each)

APL8: L: 156 gp; M: 4 x *ring of protection +1* (Faint conjuration) (83 gp each)

APL10: L: 156 gp; M: 4 x *ring of protection +1* (Faint conjuration) (83 gp each); *chainshirt +2* (345 gp each)

3. Guard station

Ten feet ahead, the corridor reaches a T-junction.

These three guard stations were built to allow the sahuagin to defend this complex from a concerted attack from the surface.

4. Barracks

Little niches have been carved into the rough walls of this 15 foot by 15 foot room."

The sahuagin guards take it in turns to sleep in this room and use the niches to store personal belongings. There are all manner of trinkets and treasures that have been looted from wrecked ships or crafted from sea-shells and corals.

Treasure:

All APLs: Loot: 50 gp;

5. Entrance to the hall

Ahead, the corridor opens out into a large area.

This area has been created to enable sharks to attack intruders entering the hall from the tunnels. These sharks will not attack sahuagin and can be ordered by them not to attack a designated individual.

Characters choosing to survey the hall before entering or those who make a DC 18 Spot check will see the following:

Rising out of the water at the rear of the hall you can just make out the tip of a fin, circling.

Anyone trying to attack the fin suffers penalties for full concealment as the fin disappears out of sight as quickly as it appeared. Once a character enters the hall (location 6), read the following:

Something terribly huge and dark comes streaking out of the darkness.

Characters that saw the fin will be able to act in the surprise round. The sharks will start 60ft away and do a partial charge on nearest opponent. Unless character has something to cancel both sharks' scent and blindsense, entering the place undetected should be close to impossible. Characters in *gaseous form* will be attacked as well when they skim above

the water, though only Huge/Dire Sharks can hope to cause significant damage.

APL 4: (EL 5)

 **Large Sharks (3):** hp 36, 38, 40, see *Monster Manual*, page 279.

APL 6: (EL 7)

 **Large sharks (5):** hp 36, 37, 38, 39, 41, see *Monster Manual*, page 279.

APL 8: (EL 9)

 **Huge Sharks (5):** hp 60, 64, 65, 66, 70 see *Monster Manual*, page 279.

APL 10: (EL 11)

 **Dire Shark (2):** hp, 143, 151, see *Monster Manual*, page 64

Tactics: The sharks are vicious and unsubtle opponents, attacking the closest available character. Large sharks will squeeze into the corridors to pursue fleeing characters. Due to their size, huge or dire sharks will not pursue characters back into the corridors. In this instance, if the party retreats back into the corridor **and** manages to reduce a shark to less than half its hit points the shark becomes frustrated and swims out of the complex. At APL 10, the Dire Sharks will try to swallow a single target and then retreat into the sea if possible to do so without provoking attacks of opportunity. If unable, it will try to swallow more creatures. If target cuts himself out of stomach, shark will try to swallow it again, preferring first target if several targets are available.

Treasure: Sharks have no treasure.

6. Hall of the Ancients

This vast cavern measures 40 feet across by 50 feet long. The walls are smooth and finely crafted, unlike the other passages and rooms in this complex. Above the water line you can just make out the top of friezes running around the room.

If the characters are inclined to check, the height of this hallway is 20 foot. Once the sharks have been dealt with, there is nothing more of interest here apart from the walls themselves. The friezes depict images of sea life and humans of unknown origin arriving across a large body of water in crude looking boats and settling, building a great city and worshipping sun and earth. Later there are also some images of tentacled creatures being worshipped by humans, including ritual sacrifice. Some of the images also show some kind of transformation in humans, caused by tentacled creatures that then do battle with normal humans, causing great destruction. After this, images show a large bird doing battle with tentacled creature and driving it

and a number of transformed creatures into the sea. After this there is an image of a woman sitting on a throne, with humans bowing before her. A successful DC 25 Knowledge (arcana) check identifies tentacled creature as an aboleth. DC 20 Knowledge (history) check identifies the style of the carvings to be in common with Flan culture.

A successful DC 15 Knowledge (architecture and engineering) check or a dwur succeeding on a DC 15 Search check identifies the walls and frieze as being at least a thousand years old. Why they have survived the ravages of time so well can only be guessed at. *Detect magic* spell shows faint transmutation aura. If somebody wants to take a piece of the glyphs with him by hacking it out, it will crumble to dust after half an hour and nothing can restore it back.

7. Statue niche

This niche is 10 feet long and 5 foot deep. The back wall is an impressive mosaic featuring images of life in the sea. It seems as ancient as it is beautiful.

Statues once stood in these decorated niches. The sahuagin have long since plundered them. Use carvings in location 6 as example if characters wish to investigate more.

8. Secret door

When the characters reach this point, they first notice the following:

From the other side of the chamber comes the noise of waves breaking against rocks.

The characters can then investigate area 8

This niche is 10 feet long and 5 foot deep. The back wall is an impressive mosaic featuring images of life in the sea. It seems as ancient as it is beautiful.

A secret door is concealed in the niche, requiring a DC 20 Search check to find. It leads to the Ambassador's quarters (location 9).

9. Ambassador's quarters

Filled with all manner of strange and wonderful creations of the sea, this is the only furnished, if that word is appropriate, chamber that you have encountered so far.

It is here that the Ambassador sleeps during the daylight hours; naturally it is now abandoned because Ambassador is away. The solid wooden door into this room has been barred.

🗝️ **Door:** Hardness: 5, hit points: 20, break DC: 25.

10. Reception room

It appears that one of the niches that line this corridor has been tunnelled out. The smooth sidewalls of the niche give way to a rough-hewn

cavern measuring 20 foot deep and 15 foot wide. There is a doorway at the end of the right hand wall.

The Ambassador meets with her sahuagin colleagues in this chamber.

11. Entrance to the stairway

Although this niche may have once been like the others, it is soon evident that part of the mosaic has been destroyed by a stairway that has been roughly hewn from the rock. It leads upwards.

12. The stairway

After few feet the stairs emerge from the water. Stairs continue up to a landing, and then the stairway turns to your left, leading upwards another 20 feet before opening into a room. From the landing it is impossible to see into the room.

13: Viewing station

This square room is 15 feet across and has been roughly hewn from the rock. On the opposite wall there is a small, narrow window that gives a view over the sea. Of more interest, however, is a man who sits in the middle of the floor. He watches you with calm expression.

This is Nurriev and he assumes the characters are assassins sent by the slavers, and that is what he will ask from them. If the characters choose to attack Nurriev, they should have no difficulty in either killing him or knocking him unconscious.

NOTE: Killing Nurriev in cold blood is an evil act and instantly removes any player character responsible from the *Living Greyhawk* campaign.

If a paladin or a cleric of a good-aligned deity stands by and allows the murder to take place without making any attempt to stop it, they immediately lose access to their abilities and spells until they have an *atonement* spell cast on them, and have repented their sin.

All APLs:

🗝️ Nurriev: hp 38, see Appendix 5

On the other hand, they could enter into negotiations. Nurriev will confirm his name, if asked, and will ask the characters who they are and what they intend to do with him. If the characters inform Nurriev that they are not assassins, Nurriev will attempt to convince them to let him go:

"If you hand me over to the Nyronnese envoy or my own church, I will of course, give them the information they need about the slavers. The Royal Guild will most likely make sure I never trade so much as a crate of chicken eggs in Ahlissa anymore. Sure, they'll keep me around as a handy political tool and throw me a few coins so I can eat something but what kind of life would that be?"

Obviously characters will have few questions. Here are answers to some of the most likely questions?

Q: What's in it for us?

A: *"If you will let me go, I will give you my journal, detailing everything I know about slaver operations. I kept it around in case I needed it and planned to send it back to Ahlissa when I was safely away. It is not as good as the real thing but should be enough." Nurriev nods towards the tightly sealed, waterproof scroll case. "I have some assets in Greyhawk and can later pay each of you (25 gp x APL) if you allow me to escape with Sirdis."*

Q: What should we tell Haragern?

A: *"Wait until tomorrow. Then go and tell him I escaped aboard Sirdis's ship. The Grey Gander is fast enough so we will be out of their reach by then. I doubt he will bother to use magic to detect whether or not you speak the truth. That has always been Haragern's main fault, he trusts people too easily, but I trust it will rub off eventually. You can say what you will of the journal, perhaps you found it in my warehouse?"*

Q: You are evil, you made contract with slavers!

A: *"A forced contract is not the worth the paper it's written on. Don't say you would not try to save yourselves with any means necessary if you were in similar situation!"*

Q: We want more!

A: *"Do you realise how much it will cost to start again in foreign lands? If you take away all my money, I cannot be any use to you later. Surely you must see this."*

A cleric of Zilchus should obviously realise this but other characters may try to Sense Motive. Nurriev is speaking the truth. The scroll contains maps, names and other information that appears to be a genuine account of the slavers' operation. Characters must decide what they will do with Nurriev. If they decide to hand Nurriev over to Haragern or the Nyronese envoy, he will not put up a fight. If they are working for the slavers, he will try to resist but probably won't achieve much.

14. Sea gate

You emerge from the caves at the base of the cliffs to the west of the harbour. The sea surges powerfully against the rocks. If you were to swim out, you would be lucky not to be crushed against them.

This cave entrance between two western sea keeps. Do note that because the water level is so high and cave entrance so far away, it is nearly impossible to see the entrance unless one is very close to it. Therefore, it cannot be spotted from the shore, except from the breakwater (see Encounter 3). Characters may well try to swim out into the sea. To make progress along the base of the cliffs, characters must succeed on DC 20 Swim checks every round. Failure brings 1d6 points of crushing damage as well

as the usual dangers of drowning. Swimming underwater makes things a bit easier and the DC is only 10. The distance from the cave entrance to the nearest place that is accessible by foot is 150 ft. To climb the rocks and drop to the cave entrance requires DC 30 Climb check every round to move horizontally across the cliffs, unless characters have better means to travel it.

Treasure: If Nurriev is killed, the following can be confiscated.

All APLs: C: 20 gp : L: 12 gp; M: *potion of water breathing* (faint transmutation) (62 gp)

Development: If characters want to hand Nurriev to Haragern or the slavers, proceed to the conclusion. If they want to help Nurriev to escape and the slaver agents are already dead, proceed to the conclusion. If characters want to help Nurriev escape but slaver agents are alive, move to Encounter 14.

Encounter 14: Attack on the Grey Gander

It is possible that this fight might include agents, sahuagin and Sirdis's crew. That is acceptable; just see relevant statistics in the appendix. In addition to Sirdis, there will be six sailors present. Others are unfurling sails, loosing the ropes, etc. and are not considered placed on the map.

The players should have discovered that Nurriev is alive, even if they have not discovered his hiding place, and might have realised that he wants Sirdis to help him escape. The players may therefore simply guard the Grey Gander, waiting for Nurriev to show up. Alternatively, the players may simply watch the ship from the outset, figuring that whoever hunts Nurriev may eventually try to harm Sirdis. If characters opt for 'wait it out' option at the start, it is possible that this turns into a massive free for all fight, depending where characters loyalties lie.

It may transpire that the party does not find Nurriev in Encounter 13 and do not have the foresight to guard The Grey Gander. In this instance, go to the Conclusion. If character suspect foul play, they may order Sirdis to sail some distance away so Nurriev is not in danger on the shore. This prevents a fight with slaver agents and grants full experience.

If Haragern has placed city guard to the harbor, then the slaver agents will not attack and Nurriev can be smuggled in easily enough.

Background: Slaver agents lie in wait in a nearby warehouse, 100 ft away, watching the Grey Gander from an upper window. As DM, you may keep the battlemap featureless except for Grey Gander, as other places should not play important part in this battle. At midnight, thanks to a *potion of water breathing* Nurriev will swim to the Grey Gander with his sahuagin bodyguards. He then climbs up the anchor rope with the sahuagin. The assassins wait for Nurriev to enter the port side cabin at the stern of the ship before coming aboard.

The characters' actions will determine what happens. The following options are most plausible:

The characters openly guard the ship: If characters have not made any deal with sahuagin, then one of them climbs aboard and informs Sirdis to set sail and Nurriev will climb aboard a good 100 ft away from the harbor, after which Sirdis sets course towards Hardby at full speed.

The characters keep watch from hiding: They can intervene at any point during the proceedings.

Timeline of combat:

This is what will most likely to happen

1: The slaver agents see Nurriev climb aboard the ship. A successful Spot check against Draban's (or someone else if he is dead) Hide check (he gets +15 circumstance modifier for this) enables characters to see him before Nurriev is present

2: The slavers buff themselves with any required spells and form-up near the warehouse entrance. DC for listen checks is 30 (10 for range, 5 for door, 10 circumstance modifier for city sounds). You should make Listen checks for each round they are casting, as they can potentially buff themselves for 6 rounds. Appendix 5 has a handy list of all buff spells they cast and their effects.

3: One of the agents (Shargut) opens the door as a move action and Ansis, Draban and Wyrca make a double move towards the Grey Gander. On APL10, boggles *dimension door* close to the ship. Players automatically see them coming out and this counts as surprise round for the slaver agents if characters were unaware of them so far.

4: Roll initiative. Sirdis starts to cast off, if he has not already started to.

Tactics:

The slaver agents: The slavers will attack Nurriev in preference to all other opponents, but will kill anyone who gets in their way. They are capable opponents and will flank characters wherever possible. Each one will fight until he has lost 80% of hitpoints, at which stage they try to conduct a fighting retreat but returns if he is healed. As they prefer Nurriev alive, they avoid hitting him with area effect spells, but others are fair game. Only if any of them are forced to retreat will they resort to area effect spells such as *Evard's black tentacles* or *unholy blight* against Nurriev. Those on the shore are fair game. They activate their feather tokens while in warehouse to give themselves some extra power in melee, except Ansis who is invisible and saves it for later. Draban and Shargut will be main melee fighters with Wyrca and Ansis supporting them with appropriate spells concentrating on wizards initially. On APL10 the *greater command* spell will be 'fall' and those who go down will be targeted in melee. Those with 'Attracted Attention' marking from *COR5-09 Gateway to Bright Sands* will be initial targets if possible, as agents concentrate their attacks to them. Rest of the tactics are left up to individual DMs.

Nurriev: If he is injured, Nurriev will try to escape by leaping back into the sea. Otherwise he will avoid combat.

The Sahuagin: These 'sea devils' feel little loyalty towards Nurriev when not in the Ambassador's house and flee when they are reduced to 50% of their original hitpoints. They attack anyone who is threatening Nurriev, preferring olves or half-olves as their primary targets.

Sirdis & Sailors: Sirdis will defend himself as best as he can, but will not attack anyone directly unless he can avoid it. If anyone falls to unconscious, Sirdis tries to stabilise him. Sailors will guard Sirdis but won't actively look for a fight. Four of them are on the shore, trying to cast off the ropes. If characters have acted friendly towards Sirdis, then sailors will use 'aid another' to help player characters to get +2 to their hit rolls. If characters are on the slavers' side, then Sirdis & the sailors will attack them with any means available.

Cover: Ships railing provides +2 cover bonus to AC to anyone standing directly behind it.

Development: Fighting in the harbor will bring the city guard to the location in 20 rounds and they will attack the slaver agents immediately and afterwards try to arrest the player characters. It will take 15 rounds to cast off if characters want to flee with Sirdis or slavers. Each round a slaver agent is not within 15 ft of the Grey Gander counts towards the 15 rounds. Once the Grey Gander is loose, it will move away from the harbor at a speed of 10 ft per round for three rounds. After that, it has turned around and will move off at the speed of 30 ft a round. If any sahuagin are onboard, they will jump to sea at this point.

Once the fighting is done, go to Conclusion and choose the most appropriate ending. Getting loot will not be problem as they can stash bodies to the Grey Gander and receive the items from Sirdis later. If characters get arrested, they can still end up with Zilchan favor provided they did not kill any cityguard. If they were with the slavers, they will be executed.

Only 4 players present: This fight can be difficult if there are only 4 players present. If characters have so far avoided any fights, having talked their way past sahuagin, have a few Ahlissan soldiers (as reward for good playing) in nearby Sea Keep give missile support to player characters (they automatically think that anyone attacking a merchant ship is up to no good). This manifests as 1d2+1 arrows shot each turn, in initiative 1, against slaver agents with +2 hit, doing 1d8+1/x3 damage. Soldiers have *precise shot* feat so they don't get -4 to their hit rolls. As arrows come from various directions, ignore any cover modifiers from melee opponents.

Nurriev dies: If Nurriev dies, then you need to adjust Conclusion depending on who gets the body. The Zilchans have resources to try *raise dead* and Nurriev very much prefers to be alive. The same applies to Sirdis, as he can get Nurriev to Hardby quickly enough for a *raise dead*. If favor is to be gained by PCs, it is still gained.

Conclusion

This adventure presents a number of different possible conclusions.

A: Characters did not find Nurriev and did not guard the Grey Gander:

Morning comes with news of an attack upon the Grey Gander, the ship of Sirdis Turrindal, during the night. It appears that someone was assaulted aboard the ship and then the assailants fled across the waves, bearing a bundle taken from the Grey Gander. Local guards soon confirm that they fired upon a vessel that escaped the harbour at night. When, later, you meet with Sirdis he is pale and visibly shaking. He tells you in a whispered tone that with his own eyes he saw Nurriev back from the dead, and it was this shade that was attacked and dragged from the ship.

Fear and confusion are set in equal measure in Sirdis's demeanour when he informs you that he is setting sail for Hardby. He believes he has no hope of ever uncovering the truth of Nurriev's murder.

This ends the adventure. The characters receive no special benefits or consequences from this adventure.

B: Nurriev is handed over to the authorities, dead or alive:

Thanks to your intervention, Nurriev has been found. Your meeting with Haragern and the Nyronnese envoy lasts almost an hour. They have been impressed by your skills and the courage you displayed in the face of danger. As a reward for your efforts, they pay you (50 x APL) pieces of gold each.

No doubt, Nurriev faces long days of questioning which will undoubtedly be followed by years of imprisonment. But some would consider this a fair price to pay to for hindering slaver operations and maintaining peaceful – and profitable – relations between Nyronnd and Ahlissa.

You return to the dock to witness the Grey Gander sailing away from the Quays under half-mast. Sirdis stands upon the aft castle and catches your eyes. His features convey his disappointment and perhaps even resentment.

The characters gain the favour of Zilchus and the Emnity of Sirdis Turrindal. If characters never visited Sirdis, then they don't get his disfavor. In that case just alter the box text slightly.

☛ **Favor of Zilchus:** You handed Nurriev over to face questioning and servants of the Moneycounter are pleased. Through their contacts you find that you can sell your goods much more easily. You can use this favor once in any future AR. When you redeem it, one of your items is sold at its full market value, not 50% as normal. Used in AR: ____

Members of the Royal Guild of Merchants meta-organisation gain access to *Heroic Destiny (RD)* feat.

☛ **Emnity of Sirdis Turrindal:** You handed Nurriev over to the authorities/or the slavers, depriving

Sirdis his friend. He will make sure you don't feel welcome in Greyhawk by spreading rumors through his business associates. This manifests as increased attention from authorities and other minor hinderances. Next two modules starting in Greyhawk city will cost extra TU for this character:

C: Nurriev provides the characters with information about the slavers' operation but escapes:

In the morning, your meeting with Haragern and the Nyronnese envoy is brief. Any gaps in the story that you provide are overlooked due to the pleasure of the Nyronnese envoy. It appears that many of the names and locations mentioned in Nurriev's journal have long been held in suspicion by Nyronnd. The delegation makes arrangements to depart immediately in order to take action against the slavers.

Once the envoy leaves, Haragern fixes you with a wry smile.

"Well done," he says "I will now honour Nurriev's will and I understand that makes you entitled to a reward from Sirdis Turrindal. I suspect there are pieces of the story that I shall only discover in time. For now I am content that there is a promise of continuing stability and profit across Relmor Bay."

Haragern hands you purses with (25gp x APL) gold coins as reward from the Royal Guild.

Later, a courier comes to you, bringing you a package from Sirdis.

"Here is the money I promised you, and you have my thanks. A mutual friend, who is now on his way to Ekbir, sends his greetings and says that he will repay your kindness."

Characters receive the favour of Nurriev Patrighco

☛ **Favor of Nurriev Patrighco:** You have helped Nurriev escape and he is grateful. He can use his special connections to grant you access a single magical weapon, armor or shield of value up to 10,000gp, build for your specifications, such as *+1 keen greatsword* for 8350 gp. You may only use enchantments and materials from the *Player's Handbook/Dungeon Master's Guide* for this weapon, following all restrictions laid out in LGCS. Alternatively, you may use this favour to upgrade a one standard ability enchantment item such as *amulet of health* with further +2 bonus, up to maximum of +6, only paying the difference between old and new price.

D: Nurriev is handed over to the slavers, dead or alive.

This box text assumes the player characters kidnap Nurriev in the small hours of the morning. If not, adjust it accordingly.

With Nurriev in your control, you board the small ship that the agents own and head out into the night. An Ahlissan warship tries to intercept you, but the captain skillfully avoids it and heads away from the

lights of the harbor and into the night. Arrows hit your ship and the sea around it but only cause minimal damage before you leave the pursuing ship behind. It is clear that because of the darkness the siege engines could not fire you, which probably saves your life as well.

Several hours pass in silence as everyone waits for a sign of additional pursuers, either Ahlissan or Sahuagin but nothing happens. It seems you and your new 'allies' managed to slip away after all.

Characters receive the favor of the slavers. They also receive Emnity of Sirdis Turrindal if they captured Nurriev from his ship. If they kill Sirdis but leave his body behind, assume he was raised from dead. If they make sure body is unrecoverable, they don't get disfavour.

☛ **Favor of the Slavers:** You handed Nurriev to the slavers. You have free adventurer's upkeep in modules taking place in the Pomarj. In addition, the slavers are willing to help you on some of the loot they capture or make their slaves build it for you. You may call their aid up to three times. Each favor allows you to reduce the price of a single magic item you have access to by 10%:

Those who have magical tattoo from *COR4-04 Red Tide* gain access to *Heroic Destiny (RD)* feat.

☛ **Emnity of Sirdis Turrindal:** You handed Nurriev over to the authorities/or the slavers, depriving Sirdis his friend. He will make sure you don't feel welcome in Greyhawk by spreading rumors through his business associates. This manifests as increased attention from authorities and other minor hinderances. Next two modules starting in Greyhawk city will cost extra TU for this character.

NOTE: Any paladin willingly aiding the slavers or a member of the Scarlet Brotherhood immediately loses his paladinhood and requires an *atonement* spell to recover his paladin abilities.

Similarly, priests of any good aligned god lose access to their spells until they have an *atonement* cast on them.

Further, PCs with levels of any prestige class requiring the PC to be of good alignment to qualify for that prestige class cannot gain any further levels in the prestige class until they have an *atonement* cast on them.

In all cases where a PC has aided the slavers or the Scarlet Brotherhood, note this down on the Play Notes section of the AR for future reference.

Campaign Consequences:

- 1: What was Nurriev's fate?
- 2: Did the slaver agents survive?
- 3: Did the PCs earn the enmity of Sirdis?

Please send the answers to these questions and any other comments about the adventure to sampo@haarlaa.fi

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.

[To award XP for an encounter the DM should award 30xp per EL defeated in the encounter. So at APL2 the party defeats a monster at EL4 and gets 120xp, while at APL 4 the monster is EL6 awarding the party 180xp. Each APL will be written for no more than 5 times the APL in EL's, so at APL4, the highest possible XP awarded would be 600 (4*5*30 xp.) Up to 20% of the total xp may be used for story and/or role-playing awards. So in the APL 4 example, there could be 480xp for specific encounters, 60xp for a story award and 60xp for role-playing.]

Encounter 8 or 14: Agents

Killing the agents, handing Nurriev over to them or causing their death by other means.

APL4	210XP
APL6	270XP
APL8	330XP
APL10	390XP

Encounter 9: The Great Guildmaster's Chapel

Finding the secret message in the will

APL4	20XP
APL6	25XP
APL8	30XP
APL10	30XP

Encounter 13: Beneath the Cliffs

1) Defeating the Sahuagin or allying with them. Half of this if agents are sent to deal with them.

APL4	180XP
APL6	240XP
APL8	300XP
APL10	360XP

2) Defeating or avoiding the sharks entirely.

APL4	150XP
APL6	210XP
APL8	270XP
APL10	330XP

Roleplaying experience

Completing module with 1 or no fights

APL4	40XP
APL6	60XP
APL8	80XP
APL10	100XP

Roleplaying experience

Awarded as seen fit by DM

APL4	75XP
APL6	95XP
APL8	115XP
APL10	140XP

Total Possible Experience:

APL4	675XP
APL6	900XP
APL8	1125XP
APL10	1350XP

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.

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

Encounter 2: Meeting Sirdis

Completing mission on behalf of Sirdis

APL4: Coin: 200 gp

APL6: Coin: 300 gp

APL8: Coin: 400 gp

APL10: Coin: 500 gp

Encounter 5: Nurriev's House

All APLs: Loot: 87 gp.

See main adventure text for details.

Encounter 6: Nurriev's Warehouse

All APLs: Loot: 199 gp

See main adventure text for details.

Encounter 7 or 14: The Mermaid's Legs or Attack on the Grey Gander

APL 4: Coin: 22 gp; Loot: 144 gp; Magic: *wand of magic missiles* (CL1, 25 charges) (31 gp); *potion of gaseous form* (faint transmutation, 20 gp); *4 x potion of cure light wounds* (faint conjuration) (16 gp); *4 x potion of expeditious retreat* (faint transmutation) (16 gp); *dust of tracelessness* (faint transmutation) (20 gp); *bracers of quick-strike* (Faint transmutation), (100 gp); *arcane scroll of mage armor* (faint conjuration) (2 gp); *divine scroll of cat's grace* (faint transmutation) (12gp)

APL 6: Coin: 32 gp; Loot: 144 gp; Magic: *wand of magic missiles* (CL1, 25 charges) (faint evocation) (31 gp); *elemental gem (red)* (moderate conjuration) (166 gp); *potion of gaseous form* (faint transmutation) (20gp); *4 x potion of cure light wounds* (faint conjuration) (16 gp); *4 x potion of expeditious retreat* (faint transmutation) (16 gp); *dust of tracelessness* (faint transmutation) (20gp); *bracers of quick-strike* (faint transmutation) (100gp); *4 x feather token (whip)* (moderate conjuration) (164 gp); *cloak of resistance +1* (faint abjuration) (83 gp); *arcane scroll of mage armor* (faint conjuration) (2 gp); *divine scroll of cat's grace* (faint transmutation) (12 gp); *arcane scroll of flame arrow* (Faint transmutation) (31 gp)

APL 8:

Coin: 32gp; Loot: 144 gp; Magic: *wand of magic missiles* (faint evocation) (CL1, 25 charges) (31 gp); *elemental gem (red)* (moderate conjuration) (166 gp); *potion of gaseous form* (faint transmutation) (20 gp); *4 x potion of cure light wounds* (faint conjuration) (16 gp); *4 x potion of expeditious retreat* (faint transmutation) (16 gp); *dust of tracelessness* (faint transmutation) (20 gp); *bracers of quick-strike* (faint transmutation) (100 gp); *cloak of resistance +1* (faint abjuration) (83 gp); *cloak of elemental protection* (faint abjuration) (83 gp); *+1 bane (human) scimitar*. (692 gp); *4 x feather token (whip)* (moderate conjuration) (164 gp); *brooch of shielding* (faint abjuration) (125 gp); *breastplate +1* (104 gp); *arcane scroll of mage armor* (faint conjuration) (2 gp); *arcane scroll of flame arrow* (faint transmutation) (31 gp); *divine scroll of cat's grace* (faint transmutation) (12 gp)

APL10:

Coin: 32gp; Loot: 119 gp; Magic: *wand of magic missiles* (faint evocation) (CL1, 25 charges) (31 gp); *elemental gem (Red)* (moderate conjuration) (166 gp); *potion of gaseous form* (faint transmutation) (20gp); *4 x potion of cure light wounds* (faint conjuration) (16 gp); *4 x potion of expeditious retreat* (faint transmutation) (16 gp); *dust of tracelessness* (faint transmutation) (20 gp); *bracers of quick-strike* (faint transmutation) (100 gp); *cloak of resistance +1* (faint abjuration) (83 gp); *cloak of elemental protection* (faint abjuration) (83 gp); *+1 bane (human) scimitar*. (692 gp); *4 x feather token (whip)* (moderate conjuration) (164 gp); *brooch of shielding* (faint

abjuration) (125 gp); *+1 breastplate* (104 gp); *+1 maiming greatsword* (faint transmutation) (695 gp); *belt of one mighty blow* (faint transmutation, 125 gp); *arcane scroll of mage armor* (faint conjuration, 2 gp); *arcane scroll of flame arrow* (faint transmutation) (31gp); *divine scroll of cat's grace* (faint transmutation) (12gp)

Encounter 13 a): Under the Cliffs

Equipment from the sahuagin

APL4: L: 27 gp

APL6: L: 156 gp; M: 4 x *ring of protection +1* (Faint conjuration) (83 gp each)

APL8: L: 156 gp; M: 4 x *ring of protection +1* (Faint conjuration) (83 gp each)

APL10: L: 156 M: 4 x *ring of protection +1* (Faint conjuration) (83 gp each); *chainshirt +2* (345 gp each)

Encounter 13 b): Under the Cliffs

Treasure found in chambers

All APLs: Loot: 50 gp;

Encounter 13 c): Under the Cliffs

Accepting Nurriev's bribe

APL 4: Coin: 100 gp;

APL 6: Coin: 150 gp;

APL 8: Coin: 200 gp;

APL 10: Coin: 250 gp;

Killing or capturing Nurriev

All APLs: C: 20 gp; L: 12 gp; M: *potion of water breathing* (faint transmutation) (62 gp)

Conclusion:

Compensation by church of Zilchus or Slavers when Nurriev is handed over.

APL4: Coin: 200 gp

APL6: Coin: 300 gp

APL8: Coin: 400 gp

APL10: Coin: 500 gp

Compensation by church of Zilchus when Nurriev's journal is recovered.

APL4: Coin: 100 gp

APL6: Coin: 150 gp

APL8: Coin: 200 gp

APL10: Coin: 250 gp

Total Possible Treasure

APL 4: Loot: 183 gp; Coin: 702 gp; Magic: 295 gp -

Total: 1155 gp (**Maximum available: 650 gp**)

APL 6: Loot: 312 gp; Coin: 1002 gp; Magic: 1028 gp -

Total: 2354 gp (**Maximum available: 900 gp**)

APL 8: Loot: 183 gp; Coin: 1302 gp; Magic: 2128 gp -

Total: 3612 gp (**Maximum available: 1300 gp**)

APL 10: Loot: 183 gp; Coin: 1570 gp; Magic: 4378 gp -)

Total: 4116 gp (**Maximum available: 2300 gp**)

Items for the Adventure Record

Item Access

APL 4

- ❖ *bracers of quickstrike* (Adventure, *Miniatures Handbook (MH)*, 1200 gp)
- ❖ *dust of tracelessness* (Adventure, *Dungeonmaster's Guide (DMG)*, 250 gp)
- ❖ *wand of magic missiles* (CLI, 25 charges) (Adventure, *DMG*, 375 gp)
- ❖ *divine scroll of control water* (Adventure, *DMG*, 700 gp)

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

- ❖ *elemental gem (red)* (Adventure, *DMG*, 2,250 gp)
- ❖ *Quall's feather token (whip)* (Adventure, *DMG*, 500 gp)

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

- ❖ *cloak of elemental protection* (Adventure, *MH*, 1000 gp)
- ❖ *+1 bane (human) scimitar* (Adventure, *DMG*, 8,315 gp)
- ❖ *brooch of shielding* (Metaregional, *DMG*, 1,500 gp)

APL 10 (All of APLs 2-8 plus the following)

- ❖ *+1 maiming greatsword* (Adventure, *MH*, 8,350 gp)
- ❖ *belt of one mighty blow* (Adventure, *MH*, 1500gp)
- ❖ *chainshirt +2* (Metaregional, *DMG*, 4,250 gp)

☛ **Favor of Nurriev Patrichco:** You have helped Nurriev escape and he is grateful. He can use his special connections to grant you access a single magical weapon, armor or shield of value up to 1000gp, build for your specifications, such as *+1 keen greatsword* for 8350 gp. You may only use enchantments and materials from Player's Handbook/Dungeon Master's Guide for this weapon, following all restrictions laid out in LGCS. Alternatively you may use this favour to upgrade a one standard ability enchantment item such as amulet of health with further +2 bonus, up to maximum of +6, only paying the difference between old and new price.

☛ **Enmity of Sirdis Turrindal:** You handed Nurriev over to the authorities/the slavers, depriving Sirdis his friend. He will make sure you don't feel welcome in Greyhawk by spreading rumors through his business associates. This manifests as increased attention from authorities and other minor hinderances. Next two modules starting in Greyhawk City will cost extra TU for this character:

☛ **Atonement:** Stern Alia accepts you as her new servant.

☛ **Favor of Zilchus:** You handed Nurriev over to face questioning and servants of the Moneycounter are pleased. Through their contacts you find that you can sell your goods much more easily. You can use this favor once in any future AR. When you redeem it, one of your items is sold at its full market value, not 50% as normal. Used in AR: ____
Members of the Royal Guild of Merchants of Aerdy meta-organisation gain access to *Heroic Destiny (RD)* feat.

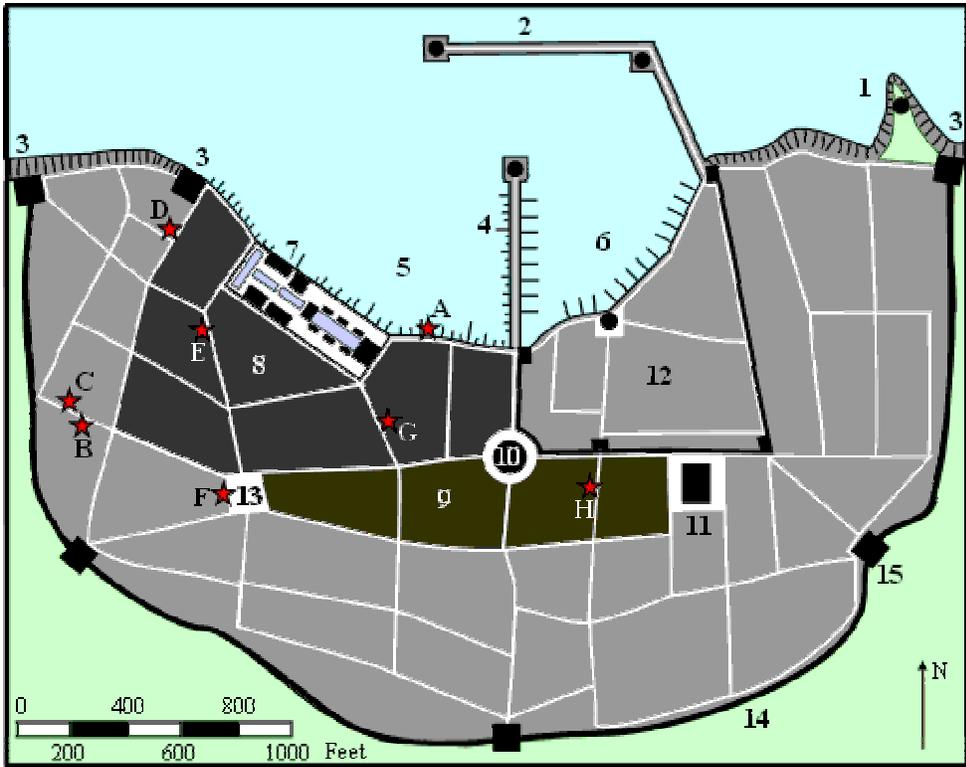
This favour also cancels out any Wanted in Ahlissa charges that the PC might have.

☛ **Favor of the Slavers:** You handed Nurriev to the slavers. You have free Adventurer's upkeep in modules set in the Pomarj. In addition, the slavers are willing to help you on some of the loot

they capture or make their slaves build it for you. You may call their aid up to three times. Each favor allows you to reduce the price of a single magic item you have access to, by 10%. Mark each instance that this favour is used and on the third instance, cross off the favour.

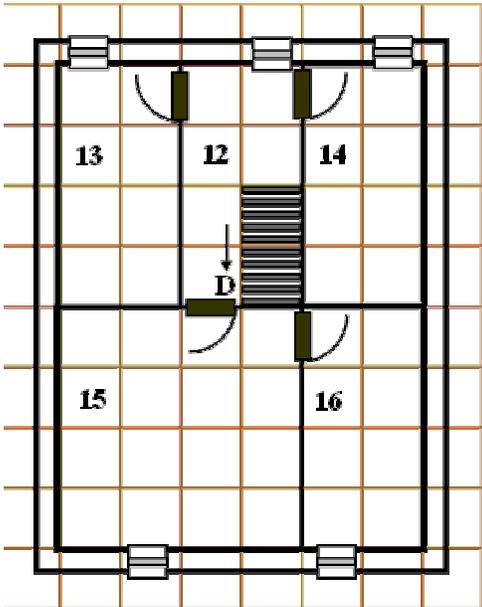
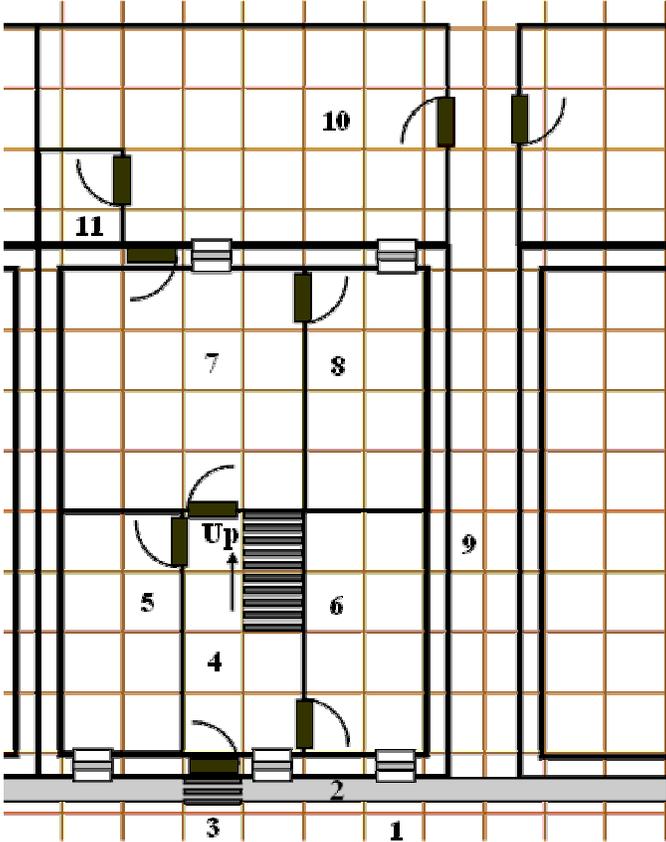
Those who have magical tattoo from *COR4-04 Red Tide* gain access to *Heroic Destiny (RD)* feat.

DMs Aid 1:
Map of Trennenport



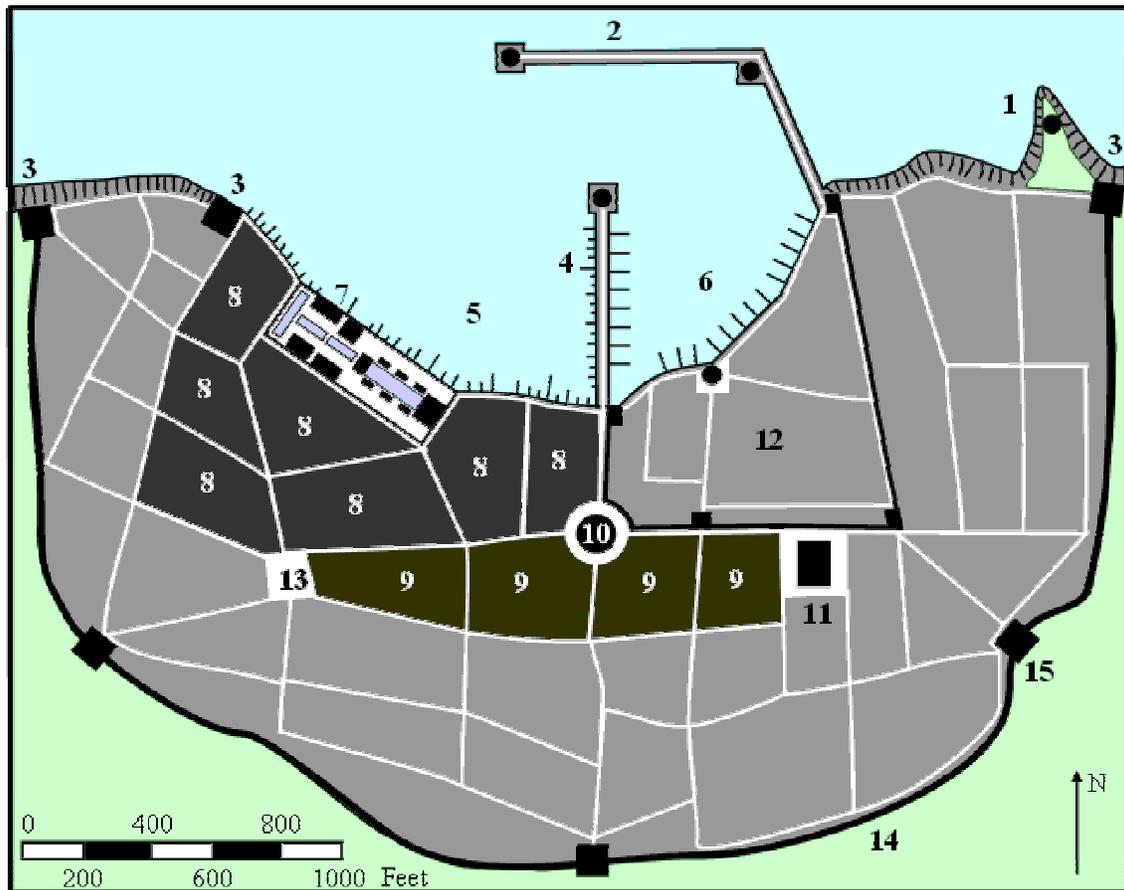
DMs Aid 2:
Nurriev's House

Ground floor



First floor
One square = 5 feet

Players Handout 1: Map of Trennenport



Trennenport (Large Town): Conventional; AL LE; 5,000 gp limit; Assets 145 000 gp; Population 2,900; Mixed (human [OSf] 2291, half-orc 427, sahuagin 83 (official count, most likely it is much higher in reality), halfling 65, half-elf 34.

Authority Figures: Bortwimm (LE male human Wiz13)

Important Figures: Remmannen (LN male human Clr11 - Zilchus), High Priest of Zilchus, Ivshendra (LE, female human Clr9 – Hextor), Captain of the Port Garrison, Turlarenn (LE male human Frt8), Commander of the Trennenport Squadron.

Overview: Standing on the southern shores of Relmor Bay, Trennenport's proximity to Nyronnd and the Iron League states of Irongate and Onnwal has meant it has long been a well-garrisoned naval port. To landward, it is enclosed behind stout stone walls. To seaward, several sturdy keeps replete with siege engines ward the approaches to the harbor, while a squadron of the Imperial Ahlissan Navy rides at anchor in the harbor. Trennenport has prospered greatly under the rule of the United Kingdom of Ahlissa. Overking Xavener's investments in naval power and overseas trade have brought increased security and commerce to the port. As the last safe haven between Ahlissa and Hardby, Trennenport is an important stop on the sea route to Greyhawk City and the markets of the central Flanaess. From its sheltered harbor, convoys of merchantmen set sail for the west under the watchful eye of Imperial Ahlissan Navy escorts. The most unusual feature of the city is the peaceful presence of sahuagin, who appear to have some arrangement with the town's rulers.

Rulership and Law: The mage Bortwimm (LE male human Wiz13) rules Trennenport with an iron grip and has done so for over three decades, showing remarkable talent for surviving despite the chaos of the Great Kingdom's final years and Greyhawk Wars. Disorder in his town is not tolerated.

Religion: Trennenport has major temples of Boccob (Clr7), Celestian (Clr6), Hextor (Clr11), Kurell (Clr5), Procan (Clr9) & Zilchus (Clr11), as well as a small temple for Stern Alia.

Players Handout 2:
The note

It seems that you seek answers, too. If you possess the knowledge that will bring about the demise of the slavers then meet me tonight at the Mermaids Legs. Ask the innkeeper if he serves lamb stew. We will then introduce ourselves. Bring this note.

Do not notify the local authorities. They are clumsy and will no doubt alert the slavers of their impending doom.



Players Handout 3:
Nurriev's Signet Ring



Players Handout 4: Nurriev's Will

I am Nurriev Parichco and, at this time, my mind is sound and free of enchantment or malign influence. This is my final will and testament.

Into the earth I must descend
To take my final rest
I leave my foes, I leave my friends
My axe upon my breast
Have no sorrow, your heart be strong
I visit kin of old
To sup ale and share our songs
In halls bedecked with gold

I plead with my friends to carefully note these instructions if I must indeed start my sentence of death:

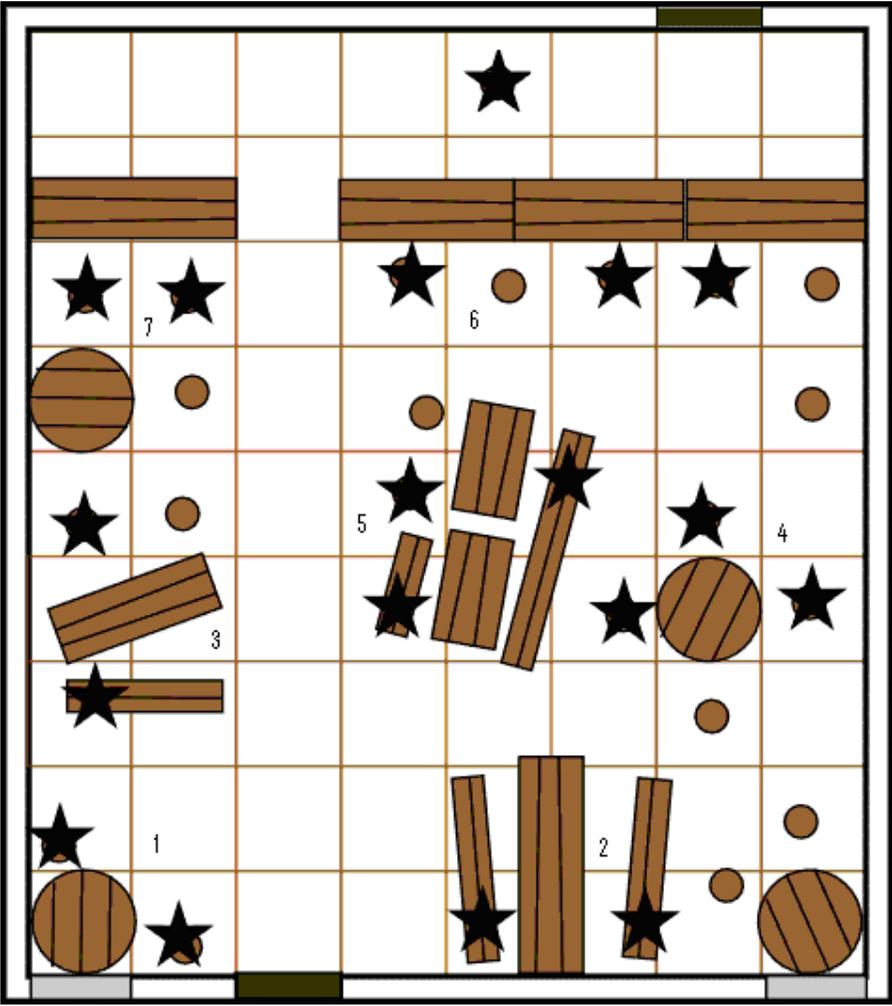
I wish my earthly remains to be burnt and the ashes scattered at sea to release my soul to the Money Counter. Apart from my ship, the Sea Dragon, which I bequeath to the Guildmaster's Chapel, I leave all my earthly possessions to Sirdis Turrindal, merchant of Greyhawk. My finances would permit me to be restored to life, but my conscience will not. I must assume that I have either been killed for the knowledge I possess or as punishment for my involvement with slavers. No doubt, even if I was restored to life I would soon be hunted down and killed again or be forced to serve some punishment. Hopefully, my decision to release the slaves will restore some favour when Zilchus measures my worth. I suspect that you would wish to find in this document some information about the location and identities of the slavers. Due to my oaths before the Great Guildmaster, I may not reveal this knowledge. I have broken laws, but to break the sanctity of a contract is the greatest sacrilege in the eyes of Zilchus. Nyronid shall, I am sure, soon bring about the end of these slavers. Good luck to all who embark on this endeavour. With a sense of foreboding, I must return to my affairs. All my life I have hoped to see another Sea Drake, and discover what secrets it hides. I would like to see Sirdis before the end. Thoughts of the sea will comfort me in these final hours.

Nurriev Parichco

The scribing and signing of this will was witnessed by Giffard Wentwick, Scribe of Trennenport. He hereby gives notice that he retains a copy of this will.

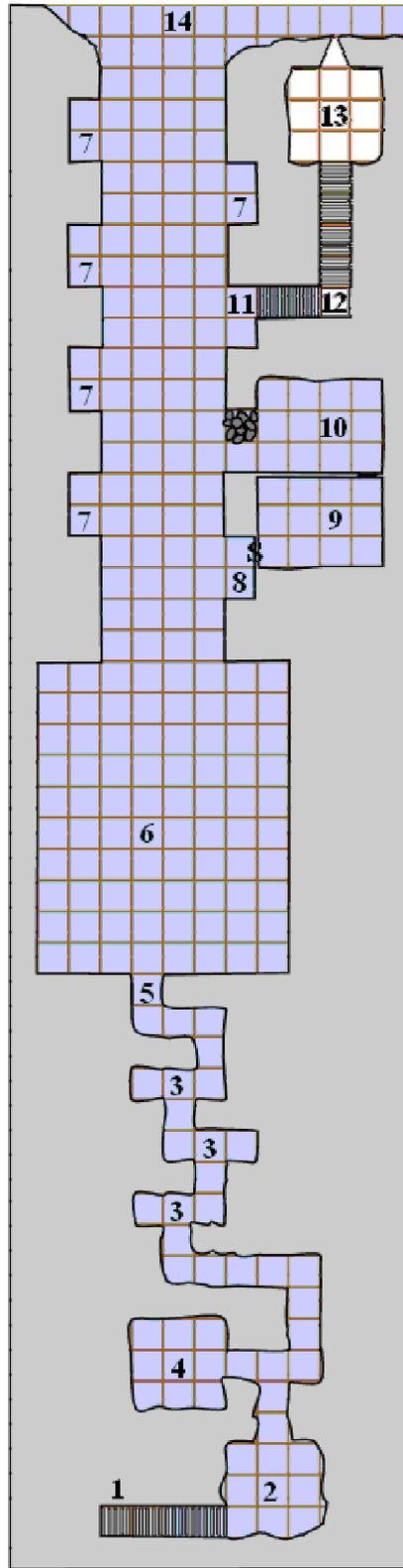


Encounter Map 1:
The Mermaids Legs



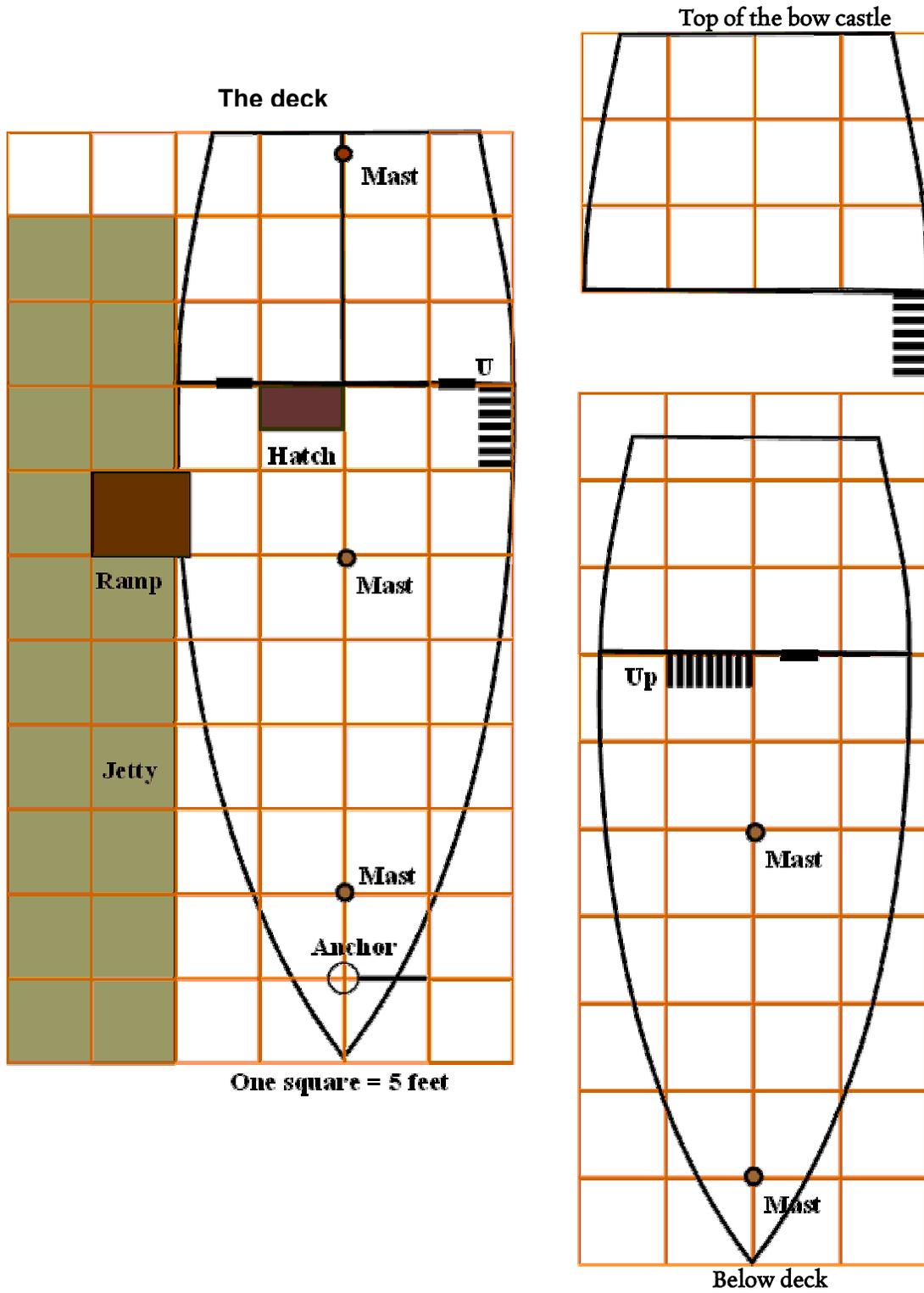
One square = 5 feet

Encounter Map 2: Beneath the Cliffs



One square = 5 feet

Encounter Map 3: The Grey Gander



Appendix 1

APL4

Encounter 8: Mermaid's Legs

Ansis: human female (Sueloise) Clr5 of Kurell; CR5; Medium humanoid (human); HD 5d8+5; hp 33; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +3; Atk +4 melee (1d6, light mace) or +7 ranged (1d8/19-20, mwk light crossbow); Full Atk +3 melee (1d6, light mace) or +7 or +5/+5 ranged (1d8/19-20, mwk light crossbow); SA; spells, turn undead SQ aura of evil; AL CN; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +7, Heal +11, Sense Motive +7; Point Blank Shot, Rapid Shot, Rapid Reload.

Languages: Ancient Suloise, Common

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*cure minor wounds, create water, detect magic, guidance, read magic*]; 1st— *bles, cure light wounds, entropic shield**; 2nd— [*cure moderate wounds, hold person, invisibility, see invisibility*]; 3rd— [*insignia of healing, protection from energy*, ring of blades*]

*Domain spell. Deity: Kurell *Domains:* Luck: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made; *Trickery:* Add Bluff, Disguise, and Hide to your list of cleric class skills.

Possessions: chainshirt, masterwork light crossbow, 15 bolts, light mace, dagger, wooden holy symbol of Kurell, backpack, traveler's outfit, smokestick, *potion of cure light wounds, dust of tracelessness, cloak of resistance +1, scroll of cat's grace, potion of expeditious retreat*, spell component pouch: Appearance: Beautiful Suloise woman with red hair, 29 years old. She knows few nice words can get you things just as well as a blade so she chooses her fights carefully.

Draban: male human (Oeridian/Flan) Rng2/Rog1; CR3; Medium Humanoid (Human); HD 2d8+1d6+6; hp 24; Init +6; Spd 30 ft; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk +5 melee (1d6+2 plus poison/18-20, scimitar) or +3 ranged (1d8+2/x3, longbow); Full Atk +5 melee (1d6+2 plus poison/18-20, scimitar) or +3 melee (1d6+2 plus poison/18-20, scimitar) and +3 melee (1d4+1 plus poison/18-20, kukri) or +3 ranged (1d8+2/x3, composite longbow); SA Sneak attack 1d6, favored enemy (humans) +2; SQ trapfinding, wild empathy +1; AL NE; SV Fort +5, Ref +6, Will +1; Str 14, Dex 12, Con 15, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +5, Hide +6, Jump +6, Knowledge (nature) +3, Listen +6, Move Silently +6, Open Lock +7, Search +5, Spot +4, Survival +4, Tumble +7; Improved initiative, skill focus (tumble), two-weapon fighting (style), track.

Languages: Common.

Poison: Draban's scimitar and kukri are coated in Black Adder venom (DC11 fortitude, injury 1d6con/1d6 con)

Possessions: chainshirt, masterwork scimitar, masterwork kukri, dagger, composite longbow (+2 str), thieves tools, 20 arrows, backpack, flint and steel, lantern, smokestick, *potion of cure light wounds, potion of expeditious retreat*,

Appearance/personality: Tall and bald man who is is of mixed Oeridian-Flan heritage. Blunt and coarse when it comes to talking. 28 years old. Ruthless mercenary.

Shargut: Half-orc Bari/Ftr1; CR2; Medium Humanoid (Orc); HD 1d12+1d10+6; hp 24; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +6; Atk +8 melee (2d6+6/19-20, masterw. greatsword) or +4 ranged (1d4+4, sling); Full Atk +8 melee (2d6+6/19-20, masterw. greatsword) or +4 ranged (1d4+4, sling); SA -; SQ darkvision 60ft, orc blood, rage; AL CN; SV Fort +5, Ref +3, Will +2; Str 18, Dex 15, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intimidate -1, Jump+8, Listen +3, Swim +5; Iron Will, Power Attack, Weapon Focus (greatsword)

Rage (Ex): When raging, Sharguts statistics change as follows. Str 22, Dex 15, Con 20, Int 10, Wis 8, Cha 8. His armor class is reduced by 2 and he gains 6 temporary hitpoints. His attack with greatsword becomes Atk +10 melee (2d6+9/19-20, masterw. greatsword) and with sling it becomes +4 ranged (1d4+6, sling);

Languages: common, orc.

Possessions: Breastplate, masterwork greatsword, sling, 10 bullets, longsword, dagger, backpack, traveler's outfit, smokestick, *potion of cure light wounds, bracers of quick-strike*.

Appearance/personality: Tall and muscled half-orc with dark hair and skin with slight grey/green coloring, dressed in chainshirt. Not the brightest candle in the chandelier but he knows it and takes pride in his abilities as a fighter. Age unknown, even he does not know but somewhere in his twenties.

Wyrca: male human (Oeridian) Wiz3 (necromancer); CR3; Medium humanoid (human); HD 3d4+6; Hp 16; Init +7; Spd 30ft; AC 13, flat-footed 10, Touch 13; Base Atk; +1; Grp +1; Atk +1 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); ; AL: NE; SA: spells; SQ Summon familiar; SV Fort+2 Ref+4 Will+3; Str 10, Dex 16, Con 14, Int 15, Wis 10, Cha 9.

Skills and feats: Concentration +7, Jump +2, Knowledge (arcana) +8, Knowledge (religion) +5, Knowledge (Planes) +6, Listen +5, Spellcraft +10, Spot +4; Improved Initiative, Point Blank Shot, Scribe Scroll, Spell Focus (Necromancy).

Languages: Common, Draconic, Orcish.

Spells Prepared; (4+1/3+1/2+1; base DC = 12 + spell level): 0—[*acid splash, detect magic, open/close, read magic, touch of fatigue* (DC13)];

1st—[enlarge person, magic missile, ray of enfeeblement, shield]; 2nd—[blindness/deafness (DC15), glitterdust, see invisibility]

Possessions: dagger, quarterstaff, light crossbow, 15 bolts, spell component pouch, traveler's outfit, smokestick, *potion of cure light wounds* wand of magic missiles (CL1, 25 charges), *potion of gaseous form*, *scroll of mage armor*, *potion of expeditious retreat*, spell component pouch.

Appearance/personality: Tall Oeridian man with dark hair and bright blue eyes, hinting a bit of Suloise blood. 30 years old. Silent man who is constantly observing his surroundings and dangerously intelligent.

Appendix 2

APL6:

Encounter 8: Mermaid's Legs

Ansis: human female (Sueloise) Clr6 of Kurell; CR6; Medium humanoid (human); HD 6d8+6; hp 40; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +4; Atk +5 melee (1d6, light mace) or +8 ranged (1d8/19-20, mwk light crossbow); Full Atk +4 melee (1d6, light mace) or +8 or +6/+6 ranged (1d8/19-20, mwk light crossbow); SA; spells, rebuke undead SQ aura of evil; AL CN; SV Fort +7, Ref +5, Will +9; Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +10, Heal +11, Sense Motive +7; Point Blank Shot, Rapid Shot, Rapid Reload, Sacred Healing.

Languages: Ancient Suloise, Common

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*cure minor wounds, create water, detect magic, guidance, read magic*]; 1st— *bless, cure light wounds, entropic shield**, *protection from good, shield of faith*; 2nd— [*cure moderate wounds, eagle's splendor, hold person, invisibility, see invisibility*]; 3rd —[*dispel magic, insignia of healing, protection from energy**, *ring of blades*]

*Domain spell. Deity: Kurell *Domains:* Luck: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made; Trickery: Add Bluff, Disguise, and Hide to your list of cleric class skills.

Possessions: chainshirt, masterwork light crossbow, 15 bolts, light mace, dagger, wooden holy symbol of Kurell, backpack, traveler's outfit, smokestick, *potion of cure light wounds, dust of tracelessness, cloak of resistance +1, scroll of Cat's Grace, potion of expeditious retreat*, spell component pouch, Quaal's Feather Token (Whip): Appearance: Beautiful Suloise woman with red hair, 29 years old. She knows few nice words can get you things just as well as a blade so she chooses her fights carefully.

Draban: human male (Oeridian/Flan) Rng2/Rog3; CR5; Medium Humanoid (Human); HD 2d8+3d6+15; hp 40; Init +5; Spd 30ft; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +6; Atk +7 melee (1d6+2 plus poison/18-20, mwk scimitar) or +5 ranged (1d8+1/x3, composite longbow); Full Atk +5 melee (1d6+2 plus poison/18-20, mwk scimitar) and +5 melee (1d4+1 plus poison/18-20, mwk kukri) or +5 ranged (1d8+1/x3, composite longbow); SA Sneak attack+2d6, favored enemy (human+2); SQ: evasion, trapfinding, wild empathy +1; AL NE; SV Fort +8, Ref +8, Will +3; Str 14, Dex 12, Con 16, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +8, Hide +9, Jump +8, Knowledge (nature) +3, Listen +7, Move Silently +7, Open Lock +9, Search +5, Spot +7, Survival +6, Tumble +9 ; Improved Initiative, Skill Focus (Tumble), Two-Weapon Fighting (style), Track.

Languages: Common.

Poison: Draban's scimitar is coated in Deathblade poison (DC20 fortitude, injury 1d6 con/2d6 con)

Possessions: chainshirt, masterwork scimitar, masterwork kukri, dagger, composite longbow (+1 str), thieves tools, 20 arrows, backpack, flint and steel, lantern. Blue Whinnis poison, smokestick, *potion of cure light wounds, cloak of resistance +1, feather token (whip), potion of expeditious retreat*,

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.

Appearance/personality: Tall and bald man who is is of mixed Oeridian-Flan heritage. Blunt and coarse when it comes to talking. 28 years old. Ruthless mercenary.

Shargut : half-Orc male Bar3/Ftr2; CR5; Medium Humanoid (Orc); HD 3d12+2d10+15; hp 53; Init +2; Spd 40ft; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +9; Atk +11 melee (2d6+6/19-20, mwk greatsword) or +8 ranged (1d4+4, sling); Full Atk +11 melee (2d6+6/19-20 mwk greatsword) or +8 ranged (1d4+4, sling); SA -; SQ darkvision 60ft, orc blood, rage, trap sense, uncanny dodge; AL CN; SV Fort +9, Ref +4, Will +3; Str 18, Dex 16, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Intimidate +3, Jump+11, Listen +3, Spot +2, Swim +5; Iron Will, Power Attack, Improved Sunder, Weapon Focus (greatsword)

Rage (Ex): When raging, Sharguts statistics change as follows. Str 22, Dex 16, Con 20, Int 10, Wis 8, Cha 8. His armor class is reduced by 2 and he gains 10 temporary hitpoints. His attack with greatsword becomes Atk +13 melee (2d6+9/19-20, mwk greatsword) and with sling it becomes +8 ranged (1d4+6, sling);

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Languages: Common, Orcish

Possessions: breastplate, masterwork greatsword, sling, 10 bullets, longsword, dagger, backpack, traveler's outfit, smokestick, *potion of cure light wounds, Quaal's feather token (whip), potion of expeditious retreat*.

Appearance/personality: Tall and muscled half-orc with dark hair and skin with slight grey/green coloring, dressed in chainshirt. Not the brightest candle in the chandelier but he knows it and takes pride in his abilities as a fighter. Age unknown, even he does not know but somewhere in his twenties.

Wyrca: human male (Oeridian) Wiz5 (Necromancer); CR5; Medium Humanoid (Human); HD 5d4+5; Hp 25; Init +7; Spd 30ft; AC 13, flat-footed 10, Touch 13; Base Atk; +2; Grp +2; Atk +2 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); AL: NE; SA: spells; SQ Summon familiar; SV Fort+2 Ref+4 Will+4; Str 10, Dex 16, Con 14, Int 16, Wis 10, Cha 9.

Skills and feats: Concentration +10, Jump +2, Knowledge (arcana) +9, Knowledge (religion) +6, Knowledge (Planes) +7, Listen +5, Spellcraft +10, Spot +5. Improved Initiative, Point Blank Shot, Maximise Spell, Scribe Scroll, Spell Focus (Necromancy).

Languages: Common, Draconic, Orcish.

Spells Prepared; banned schools enchantment and abjuration (4+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—[acid splash, detect magic, open/close, read magic, touch of fatigue (DC14)]; 1st—[enlarge person, magic missile (2), ray of enfeeblement shield]; 2nd—[blindness/deafness (2) (DC16), glitterdust, see invisibility]; 3rd—[fireball, haste, ray of exhaustion].

Possessions: dagger, quarterstaff, light crossbow, 15 bolts, spell component pouch, traveler's outfit, smokestick, *potion of cure light wounds*, *elemental gem (red)*, *potion of gaseous form*, *wand of magic missiles* (CL1, 25 charges), spell component pouch, *Quaal's feather token (whip)*, *scroll of mage armor*, *potion of expeditious retreat*, *scroll of flame arrow*.

Appearance/personality: Tall Oeridian man with dark hair and bright blue eyes, hinting a bit of Suloise blood. 30 years old. Silent man who is constantly observing his surroundings and dangerously intelligent.

Encounter 13: Under the Cliffs

Sahuagin rangers (4): male sahuagin Rng2; CR 4; Medium Humanoid (Aquatic); HD 4d8+16; Hp 38; Init +2; Spd 30 ft, swim 60ft; AC 22(Dex+2, natural armor +5, armor +4,deflection+1), touch 13, flat-footed 20; Base Atk +4; Grp +8; Atk: +10 melee (1d8+6, mwk trident used two-handed) or +6 ranged (1d10/19-20, heavy crossbow); Full Atk +10 melee (1d8+6, mwk trident used two-handed) and +6 melee (1d4+2, bite) or +6 ranged (1d10/19-20, heavy crossbow); Space/Reach 5ft./5ft.; SA blood frenzy, favorite enemy (Elf+2), rake; SQ Blindsense 30ft, Darkvision 60ft, freshwater sensitivity, light blindness, speak with sharks, water dependent, Wild Empathy; AL LE; SV Fort +9, Ref +8, Will +5; Str 18, Dex 15, Con 18; Int 14, Wis 14, Cha 6.

Skills and Feats: Handle animal +5*, Hide +9*, Listen +9*, Profession (Hunter) +2*, Ride +9,

Spot +9, Survival +5, Swim +15 (+11 in armor); Great Fortitude, Multiattack, Track, Two-Weapon Fighting (style), Weapon Focus (Trident)

Possessions: chainshirt, heavy crossbow, 10 bolts, masterwork trident, *ring of protection+1*

Languages: Aquatic, Common, Sahuagin.

Blindsense (Ex): A Sahuagin can locate creatures underwater on a 30ft radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC15 fortitude save or become fatigued. Even if save is successful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or *daylight* spell) blinds Kuo-Toas for 1 round. On subsequent round they are dazzled while operating in bright light.

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Skills (Ex): Sahuagins receive +8 racial bonus (already included above) on any swim check to perform some special action or avoid hazard. Sahuagin can always take 10 on swim checks, even when distracted or endangered. Sahuagin can use run action while swimming, provided it swims in straight line. *Underwater Sahuagin has +4 racial bonus to Hide, Listen & Spot checks.

Appendix 3 APL8:

Encounter 8: Mermaid's Legs

Ansis: human female (Sueloise) Clr8 of Kurell; CR8; Medium humanoid (human); HD 8d8+8; hp 52; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +6; Grp +6; Atk +6 melee (1d6, light mace) or +10 ranged (1d8/19-20, mwk light crossbow); Full Atk +6/+1 melee (1d6, light mace) or +10/+5 or +8/+8/+3 ranged (1d8/19-20, mwk light crossbow); SA; spells, rebuke undead SQ aura of evil; AL CN; SV Fort +8, Ref +5, Will +10; Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 15.

Skills and Feats: Bluff +12, Concentration +10, Heal +11, Sense Motive +8; Point Blank Shot, Rapid Shot, Rapid Reload, Sacred Healing.

Languages: Ancient Suloise, Common

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—[*cure minor wounds, create water, detect magic, guidance, read magic, virtue*]; 1st—*bless, cure light wounds (2), entropic shield**, *protection from good, shield of faith*; 2nd— [*cure moderate wounds, eagle's splendor, hold person, invisibility, see invisibility*]; 3rd— [*dispel magic, insignia of healing, prayer, protection from energy**, *ring of blades*] 4th— [*confusion**, *spell immunity, summon monster IV*]

*Domain spell. Deity: Kurell *Domains:* Luck: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made; Tricky: Add Bluff, Disguise, and Hide to your list of cleric class skills.

Possessions: chainshirt, masterwork light crossbow, 15 bolts, light mace, dagger, wooden holy symbol of Kurell, backpack, traveler's outfit, smokestick, *potion of cure light wounds, dust of tracelessness, cloak of resistance +1, scroll of cat's grace, potion of expeditious retreat, Quaal's feather token (whip)* spell component pouch:

Appearance: Beautiful Suloise woman with red hair, 29 years old. She knows few nice words can get you things just as well as a blade so she chooses her fights carefully.

Draban: male human (Oeridian) Rng3/Rog4; CR7; Medium humanoid (human); HD 3d8+4d6+21; hp 55; Init +5; Spd 30ft; AC 15, touch 14, flat-footed 11; Base Atk +6; Grp +8; Atk +9 (+11 vs. human) melee (1d6+3+2d6+2 vs. human plus poison/18-20, +1 *bane (human) scimitar*) or +7 ranged (1d8+1/x3, composite longbow); Full Atk +9/+4 (+11/+6 vs. human) melee (1d6+3+2d6 vs. human) plus poison/18-20, +1 *bane (human) scimitar*) or +7/+2 (+9/+4 vs. human) melee (1d6+3+2d6 vs. human plus poison/18-20, +1 *bane (human) scimitar*) and +7 melee (1d4+1/18-20, kukri) or +7/+2 ranged (1d8+1/x3, composite longbow); SA Sneak attack 2d6, favored enemy (human+2); SQ: evasion, trapfinding, trap sense, wild empathy +1; AL NE; SV Fort +8, Ref +9, Will +4; Str 14, Dex 12, Con 16, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +9, Hide +10, Jump +7, Knowledge (nature) +3, Listen +8, Move Silently +8, Open Lock +11, Search +6, Spot +9, Survival +7, Tumble +11; Diehard, Endurance, Improved Initiative, Skill Focus (Tumble), Two-Weapon Fighting (style), Track.

Languages: Common.

Poison: Draban's scimitar and Kukri are coated in Wyvern Poison 2d6 con/2d6 con)

Possessions: chainshirt, +1 *bane (human) scimitar*, masterwork kukri, dagger, composite longbow (+1 str), thieves tools, 20 arrows, backpack, flint and steel, lantern. Blue Whinnis poison, smokestick, *potion of cure light wounds, Quaal's feather token (whip), potion of expeditious retreat*,

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Appearance/personality: Tall and bald man who is is of mixed Oeridian-Flan heritage. Quite blunt and coarse when it comes to talking. 28 years old. Ruthless mercenary.

Shargut : male half-orc Bar3/Ftr4; CR 7; Medium humanoid (Orc); HD 3d12+4d10+21 plus 7; hp 78; Init +3; Spd 30 ft; AC 19, touch 13, flat-footed 16; Base Atk +7; Grp +11; Atk +13 melee (2d6+8/19-20, mwk greatsword) or +10 ranged (1d4+4, sling); Full Atk +13/+8 melee (2d6+8/19-20 mwk greatsword) or +10/+5 ranged (1d4+4, sling); SA -; SQ darkvision 60ft, orc blood, rage; AL CN; SV Fort +10, Ref +5, Will +4; Str 18, Dex 16, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Intimidate +7, Jump+11, Listen +3, Spot +2, Swim +6; Iron Will, Power Attack, Improved Sunder, Improved Toughness, Weapon Focus (greatsword), Weapon Specialisation (greatsword).

Rage (Ex): When raging, Shargut's statistics change as follows. Str 22, Dex 16, Con 20, Int 10, Wis 8, Cha 8. His armor class is reduced by 2 and he gains 14 temporary hitpoints. His attack with greatsword becomes Atk +15 melee (2d6+11/19-20, greatsword) and with sling it becomes +10 ranged (1d4+6, sling). Full Atk is +15/+10 melee (2d6+11/19-20, greatsword).

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Languages: common, orc

Possessions: +1 breastplate, masterwork greatsword, sling, 10 bullets, longsword, dagger, backpack, traveler's outfit, smokestick, *potion of cure light wounds*, *Quaal's feather token (whip)*, *potion of expeditious retreat*,

Appearance/personality: Tall and muscled half-orc with dark hair and skin with slight grey/green coloring, dressed in chainshirt. Not the brightest candle in the chandelier but he knows it and takes pride in his abilities as a fighter. Age unknown, even he does not know but somewhere in his twenties.

Wyrca: male human (Oeridian) Wiz7 (Necromancer); CR7; Medium humanoid (human) HD 7d4+14; Hp 35; Init +7; Spd 30ft; AC 13 flat-footed 10, Touch 13; Base Atk; +3; Grp +3; Atk +3 melee (1d6, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); AL: NE; SA: spells; SQ Summon Familiar; SV Fort+3, Ref+5 Will+5; Str 10, Dex 16, Con 14, Int 16, Wis 10, Cha 9.

Skills and feats: Concentration +11, Jump +2, Knowledge (arcana) +10, Knowledge (religion) +6, Knowledge (Planes) +7, Listen +6, Spellcraft +12, Spot +6. Improved Initiative, Point Blank Shot, Maximise Spell, Scribe Scroll, Spell Focus (Necromancy).

Languages: Common, Draconic, Orcish.

Spells Prepared; banned schools enchantment and abjuration (4+1/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[acid splash, detect magic, open/close, read magic, touch of fatigue (DC14)]; 1st—[enlarge person (2), magic missile (2), ray of enfeeblement]; 2nd—[blindness/deafness (DC16), bull's strength, glitterdust, mirror image, see invisibility]; 3rd—[fireball, haste, ray of exhaustion, water breathing]; 4th—[ervation, Evard's black tentacles]

Possessions: Dagger, quarterstaff, light crossbow, 15 bolts, spell component pouch, traveler's outfit, smokestick, *potion of cure light wounds*, *elemental gem (fire)*, *potion of gaseous form*, *cloak of elemental protection*, *Quaal's feather token (whip)*, *potion of expeditious retreat*

Appearance/personality: Tall Oeridian man with dark hair and bright blue eyes, hinting a bit of Suloise blood. 30 years old. Silent man who is constantly observing his surroundings and dangerously intelligent.

Encounter 13: Under the Cliffs

Sahuagin ranger (4): male sahuagin Rng4; CR 6; Medium Humanoid (Aquatic); HD 6d8+24; HP 72; Init +2; Spd 30 ft, swim 60ft; AC 22, touch 13, flat-footed 20; Base Atk +6; Grp +10; Atk: +12 melee

(1d8+6, mwk trident used two handed) or +8 ranged (1d10/19-20, heavy crossbow); Full Atk +12/+7 melee (1d8+6, mwk trident used two-handed) and +8 melee (1d4+2, bite) or +8 ranged (1d10/19-20, heavy crossbow); Space/Reach 5ft./5ft.; SA blood frenzy, favorite enemy (Elf+2), rake; SQ animal companion, Blindsight 30ft, Darkvision 60ft, Freshwater sensitivity, light blindness, speak with sharks, water dependent, Wild Empathy; AL LE; SV Fort +10, Ref +9, Will +6; Str 18, Dex 15, Con 18; Int 14, Wis 14, Cha 6.

Spells prepared (1/, base DC 12+ spell level): 1st—[resist energy]

Skills and Feats: Handle animal +5*, Hide +9*, Listen +9*, Profession (Hunter) +2*, Ride +9, Spot +9, Survival +5, Swim +15 (+11 in armor); Endurance, Great Fortitude, Natural Bond, Multi-attack, Track, Two-Weapon Fighting (style), Weapon Focus (Trident)

Possessions: ~~armor, chain shirt, full crossbow, 10 bolts, masterwork trident, ring of protection+1.~~ half-orc with dark

Languages spoken: Aquatic, Common, Sahuagin.

Blindsight (Ex): A Sahuagin can locate creatures underwater on a 30ft radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC15 fortitude save or become fatigued. Even if save is successful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or *daylight* spell) blinds Kuo-Toas for 1 round. On subsequent round they are dazzled while operating in bright light.

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Skills (Ex): Sahuagins receive +8 racial bonus (already included above) on any swim check to perform some special action or avoid hazard. Sahuagin can always take 10 on swim checks, even when distracted or endangered. Sahuagin can use run action while swimming, provided it swims in straight line. *Underwater Sahuagin has +4 racial bonus to Hide, Listen & Spot checks.

Shark animal companion: CR -; Medium animal (aquatic); HD 5d8+10; hp 31; Init +2; Spd 60ft swim; AC 18 (+3 dex, +5 natural), touch 13, flat-footed 15; Base Atk +3; Grp +5; Atk/Full Atk: +6 melee (1d6+2, bite); Space/Reach 5ft./5ft.; SA ; SQ Blindsense, Evasion, Keen Scent, Link, Share Spells; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 13; Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +7, Spot +7, Swim +9; Alertness, Weapon Finesse.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

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

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Appendix 4 APL10:

Encounter 8: Mermaid's Legs

Ansis: human female (Sueloise) Clr8 of Kurell; CR8; Medium humanoid (human); HD 8d8+8; hp 52; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +6; Grp +6; Atk +6 melee (1d6, light mace) or +10 ranged (1d8/19-20, mwk light crossbow); Full Atk +6/+1 melee (1d6, light mace) or +10/+5 or +8/+8/+3 ranged (1d8/19-20, mwk light crossbow); SA; spells, rebuke undead SQ aura of evil; AL CN; SV Fort +8, Ref +6, Will +10; Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 15.

Skills and Feats: Bluff +12, Concentration +16, Heal +11, Sense Motive +9; Combat Casting, Point Blank Shot, Rapid Shot, Rapid Reload, Sacred Healing.

Languages: Ancient Suloise, Common

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—[*cure minor wounds, create water, detect magic, guidance, read magic, virtue*]; 1st—*bless, cure light wounds (2), entropic shield**, *protection from good, shield of faith*; 2nd—[*cure moderate wounds, eagle's splendor, hold person, invisibility, see invisibility, spiritual weapon*]; 3rd—[*dispel magic, insignia of healing, prayer, protection from energy*, ring of blades*] 4th—[*xonfusion*, spell immunity, summon monster IV*] 5th—[*break enchantment*, greater command*]

*Domain spell. Deity: Kurell **Domains:** Luck: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made; **Trickery:** Add Bluff, Disguise, and Hide to your list of cleric class skills.

Possessions: chainshirt, masterwork light crossbow, 15 bolts, light mace, dagger, wooden holy symbol of Kurell, backpack, traveler's outfit, smokestick, *potion of cure light wounds, dust of tracelessness, cloak of resistance +1, scroll of cat's grace, potion of expeditious retreat, Quaal's feather token (whip)* spell component pouch:

Appearance: Beautiful Suloise woman with red hair, 29 years old. She knows few nice words can get you things just as well as a blade so she chooses her fights carefully.

Draban: male human (Oeridian) Rng3/Rog5; CR8; Medium humanoid (human); HD 3d8+5d6+24; hp 62; Init +5; Spd 30ft; AC 15, touch 14, flat-footed 11; Base Atk +6; Grp +8; Atk +9 (+11 vs. human) melee (1d6+3+2d6+2 vs. human plus poison/18-20, +1 *bane (human) scimitar*) or +7 ranged (1d8+1/x3, composite longbow); Full Atk +9/+4 (+11/+6 vs. human) melee (1d6+3+2d6 vs. human) plus poison/18-20, +1 *bane (human) scimitar*) or +7/+2 (+9/+4 vs. human) melee (1d6+3+2d6 vs. human plus poison/18-20, +1 *bane (human) scimitar*) and +7 melee (1d4+1/18-20, kukri) or +7/+2 ranged (1d8+1/x3, composite longbow); SA Sneak attack 3d6, favored enemy (human+2); SQ: evasion, trapfinding, trap sense, wild empathy +1; AL

NE; SV Fort +8, Ref +9, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +9, Hide +12, Jump +8, Knowledge (nature) +4, Listen +9, Move Silently +9, Open Lock +12, Search +7, Spot +10, Survival +8, Tumble +13; Diehard, Endurance, Improved Initiative, Skill Focus (Tumble), Two-Weapon Fighting (style), Track.

Languages: Common.

Poison: Draban's scimitar and Kukri are coated in Wyvern Poison 2d6 con/2d6 con)

Possessions: chainshirt, +1 *bane (human) scimitar*, masterwork kukri, dagger, composite longbow (+1 str), thieves tools, 20 arrows, backpack, flint and steel, lantern. Blue Whinnis poison, smokestick, *potion of cure light wounds, Quaal's feather token (whip), potion of expeditious retreat.*

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Appearance/personality: Tall and bald man who is of mixed Oeridian-Flan heritage. Quite blunt and coarse when it comes to talking. 28 years old. Ruthless mercenary.

Shargut : male half-orc Bbn5/Ftr4; CR8: Medium humanoid (orc); HD 5d12+4d10+27 plus 9; hp 100; Init +3; Spd 40 ft; AC 19, touch 13, flat-footed 16; Base Atk +9; Grp +13; Atk +15 melee (2d6+9/17-20 x1d4 +1 *maiming greatsword*) or +12 ranged (1d4+4, sling); Full Atk +15/+10 melee (2d6+9/17-20 x 1d4 +1 *maiming greatsword*) or +12 ranged (1d4+4, sling); SA -; SQ darkvision 60ft, orc blood, rage; AL CN; SV Fort +11, Ref +5, Will +4; Str 19, Dex 16, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Intimidate +7, Jump+12, Listen +3, Spot +2, Swim +7; Iron Will, Power Attack, Improved Sunder, Improved Critical, Improved Toughness, Weapon Focus (greatsword), Weapon Specialisation (greatsword)

Rage (Ex): When raging, Sharguts statistics change as follows. Str 23, Dex 16, Con 20, Int 10, Wis 8, Cha 8. His armor class is reduced by 2 and he gains 16 temporary hitpoints. His attack with greatsword becomes Atk +17 melee (2d6+11/17-20 x 1d4 +1 *maiming greatsword*) and with sling it becomes +12 ranged (1d4+6, sling). Full Atk is +17/+12 melee (2d6+10/17-20 x 1d4 +1 *maiming greatsword*).

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian

already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Languages: Common, Orcish

Possessions: +1 breastplate, +1 maiming greatsword, sling, 10 bullets, longsword, dagger, backpack, traveler's outfit, smokestick, *potion of cure light wounds*, *belt of one mighty blow*, *potion of expeditious retreat*,

Appearance: Tall and muscled half-orc with dark hair and skin with slight grey/green coloring, dressed in chainshirt. Not the brightest candle in the chandelier but he knows it and takes pride in his abilities as a fighter. Age unknown, even he does not know but somewhere in his twenties.

Wyrca: male human (Oeridian) Wiz8 (Necromancer); CR8; Medium humanoid (human) HD 8d4+16; Hp 40; Init +7; Spd 30ft; AC 13 flat-footed 10, Touch 13; Base Atk; +4; Grp +4; Atk +4 melee (1d6, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); AL: NE; SA: spells; SQ Summon Familiar; SV Fort+3, Ref+5 Will+6; Str 10, Dex 16, Con 14, Int 17, Wis 10, Cha 9.

Skills and feats: Concentration +12, Jump +2, Knowledge (arcana) +10, Knowledge (religion) +7, Knowledge (Planes) +7, Listen +6, Spellcraft +13, Spot +7. Improved Initiative, Point Blank Shot, Maximise Spell, Scribe Scroll, Spell Focus (Necromancy).

Languages: Common, Draconic, Orcish.

Spells Prepared: banned schools enchantment and abjuration (4+1/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—[acid splash, detect magic, open/close, read magic, touch of fatigue (DC14)]; 1st—[enlarge person, magic missile (3), ray of enfeeblement, shield]; 2nd—[blindness/deafness (DC16), bull's strength, glitterdust, mirror image, see invisibility]; 3rd—[displacement, fireball, haste, ray of exhaustion, water breathing]; 4th—[enervation, Evard's black tentacles, phantasmal killer]

Possessions: Dagger, quarterstaff, light crossbow, 15 bolts, spell component pouch, traveler's outfit, smokestick, *potion of cure light wounds*, *elemental gem (fire)*, *potion of gaseous form*, *cloak of*

elemental protection, *Quaal's feather token (whip)*, *potion of expeditious retreat*.

Appearance/personality: Tall Oeridian man with dark hair and bright blue eyes, hinting a bit of Suloise blood. 30 years old. Silent man who is constantly observing his surroundings and dangerously intelligent.

Half-Fiend Boggle, advanced (2): CR 7; Medium Outsider (evil); HD 10d8+20; Hp 76, 70; Init +11; Spd 40 ft, climb 30ft, fly 40 ft (average); AC 20 (+7 Dex, +3 natural armor), touch 17, flat-footed 13; Base Atk +10; Grp +14; Atk: +14 melee (1d8+4, claw); Full Atk +14/+14 melee (1d8+4, claw) and +12 melee (1d8+2, bite); Space/Reach 5ft./15ft.; SA Improved Grab, Rend 3d6+6, Smite Good; SQ: *dimension door*, Grease, Scent, Darkvision 60ft, DR5/magic, Poison Immunity, Acid, Cold, Electricity and Fire resistance 10, *darkness 3/day*, *desecrate 1/day*, *unholy blight 1/day*, *poison 3/day*, *contagion 1/day*, SR20; AL CE; SV Fort +5, Ref +14, Will +6; Str 18, Dex 24, Con 15; Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +17, Concentration +10, Escape Artist +29, Hide +20, Listen +8, Move Silently +19, Sleight of Hand +19, Spot +7 Improved Initiative, Improved Natural Attack, Multi-Attack.

Improved Grab (Ex): If Boggle hits a creature up to one size category larger than itself with a claw attack, it deals normal damage and can attempt to start grapple as a free action without provoking attacks of opportunity. If it hits with both claws, it can also rend in the same round. The Boggle has the option to conduct grapple normally or simply use it's claw to hold on to it's opponent (-20 grapple but Boggle is not considered grappled). In either case, a successful grapple check in during successive rounds deals claw damage.

dimension door (Sp): A Boggle can use a *dimension door* up to 6 times a day as 7th level caster.

Spell like abilities (Sp): Caster level 10. DC saves are charisma based, so saves are DC10+spell level.

Grease (Su): At will Boggle can secrete an oily, viscous nonflammable substance from it's skin. This ability functions like the spell *grease* expect the range is touch, duration is 10 rounds and there is a DC12 Reflex save against it. Typically a Boggle uses this ability to grease a section of a floor or wall, though it can use the ability in any way the spell can be used.

Smite Good (Su): Once per day a Boggle can make a normal attack that deals +10 damage against a good foe.

Skills: Because of it's continuously oily skin, Boggle receives a +10 racial bonus to Escape Artist checks.

Encounter 13: Under the Cliffs

Sahuagin ranger (4): male sahuagin Rng6; CR 8; Medium Humanoid (Aquatic); HD 8d8+32; Hp 74; Init +3; Spd 30 ft, swim 60ft; AC 25, touch 14, flat-footed 22; Base Atk +8; Grp +12; Atk: +14 melee (1d8+6, mwk trident used two-handed) or +11 ranged (1d10/19-20, heavy crossbow); Full Atk +14/+9 melee (1d8+6, mwk trident used two handed) and +10 melee (1d4+2, bite) or +11 ranged (1d10/19-20, heavy crossbow); Space/Reach 5ft./5ft.; SA blood frenzy, favorite enemy (Elf+4) (Human+2), rake; SQ Blindsight 30ft, Darkvision 60ft, Freshwater sensitivity, light blindness, speak with sharks, water dependent, Wild Empathy; AL LE; SV Fort +11, Ref +11, Will +7; Str 18, Dex 16, Con 18; Int 14, Wis 14, Cha 6.

Skills and Feats: Handle animal +7*, Hide +11*, Listen +11*, Profession (Hunter) +4*, Ride +10, Spot +11, Survival +7, Swim +17 (+13 in armor); Endurance, Great Fortitude, Improved Two-Weapon Fighting, Natural Bond, Multiattack, Track, Two-Weapon Fighting (style), Weapon Focus (Trident)

Possessions: heavy crossbow, 10 bolts, masterwork trident, *ring of protection +1*, *chainshirt +2*.

Spells prepared (2//, base DC 12+ spell level): 1st – [*resist energy*, *magic fang*]

Languages spoken: Aquatic, Common, Sahuagin.

Blindsight (Ex): A Sahuagin can locate creatures underwater on a 30ft radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes –2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC15 fortitude save or become fatigued. Even if save is successful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or *daylight* spell) blinds Kuo-Toas for 1 round. On subsequent round they are dazzled while operating in bright light.

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as “food”, “enemy” or “friend”. Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Skills (Ex): Sahuagins receive +8 racial bonus (already included above) on any swim check to perform some special action or avoid hazard. Sahuagin can always take 10 on swim checks, even

when distracted or endangered. Sahuagin can use run action while swimming, provided it swims in straight line. *Underwater Sahuagin has +4 racial bonus to Hide, Listen & Spot checks.

Shark animal companion: CR –; Medium animal (aquatic); HD 7d8+14 plus 7; hp 52; Init +2; Spd 60ft swim; AC 20 (+3 dex, +7 natural), touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk/Full Atk: +8 melee (1d6+2, bite); Space/Reach 5ft./5ft.; SA ; SQ Blindsight, Devotion, Evasion, Keen Scent, Link, Share Spells; AL N; SV Fort +6, Ref +7, Will +2; Str 15, Dex 17, Con 13; Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +9, Spot +8, Swim +9; Alertness, Improved Toughness, Weapon Finesse.

Blindsight (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

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

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of “You” on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Appendix 5: Slaver agent buff spells

APL4:

Ansis: Bless, Shield of Faith (Draban), see invisibility (Ansis), Protection from Energy (Shargut), Protection from good (Ansis), Cat's Grace from scroll (Wyrca), invisibility (Ansis)

Wyrca: Mage armor from scroll (Shargut), Enlarge person (Shargut), Shield (Wyrca), see invisibility (Wyrca).

All: +1 to hit bonus with weapon attacks. +1 bonus to saves against fear.

Ansis: +2 AC and saving throws against good aligned enemies, invisible.

Draban: +2 Deflection bonus to AC.

Shargut: +4 AC against touch attacks, +2 Str, -2 AC, Weapon damage increases to 3d6+7 or 3d6+10 when raging, energy resistance 12 (fire), grapple bonus +5.

Wyrca: +2 dex bonus to AC, +4 Deflection bonus to AC, Immune to *Magic Missiles*, able to see invisible opponents, +2 to hit with ranged weapons or touch attacks.

APL6:

Ansis: Bless, Shield of Faith (Draban), see invisibility (Ansis), Protection from Energy (Shargut), Protection from good (Ansis), invisibility (Ansis), Cat's Grace from Scroll (Wyrca), Eagle's Splendor (Ansis), Sacred Healing.

Wyrca: Mage armor from scroll (Shargut), Enlarge person (Shargut), Shield (Wyrca), see invisibility (Wyrca), Haste, flame arrow from scroll (Ansis).

All: +1 to hit bonus with weapon attacks. +1 bonus to saves against fear, +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves, land speed +30ft, additional attack when doing a full attack (5 rounds), Fast Healing 3.

Ansis: +2 AC and saving throws against good aligned enemies, ability to see invisible opponents, invisible herself, +4 Bonus to Charisma, +1d6 fire damage to ranged attacks.

Draban: +2 Deflection bonus to AC.

Shargut: +4 AC against touch attacks, +2 Str, -2 AC, Weapon damage increases to 3d6+7 or 3d6+10 when raging, energy resistance 12 (fire), grapple bonus +5

Wyrca: +2 dex bonus to AC and Reflex saves, +4 Deflection bonus to AC, Immune to *Magic Missiles*, able to see invisible opponents, +2 to hit with ranged weapons and touch attacks.

APL8:

Ansis: Bless, Shield of Faith (Draban), see invisibility (Ansis), Protection from Energy (Shargut), Protection from good (Ansis), Spell immunity (Draban), Summon Monster IV (Fiendish Giant Praying Mantis), Prayer, Cat's Grace from scroll (Wyrca), invisibility (Ansis)

Wyrca: Mage armor (Shargut), Enlarge person (Shargut & Draban), Shield (Wyrca), see invisibility (Wyrca), Haste, Mirror Image, Bull's Strength (Shargut), Flame Arrow from scroll (Ansis)

All: +1 to hit bonus with weapon attacks. +1 bonus to saves against fear. +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves, land speed +30ft, additional attack when doing a full attack (7 rounds). +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks (8 rounds)

Ansis: +2 AC and saving throws against good aligned enemies, ability to see invisible opponents, invisible, +1d6 fire damage with ranged attacks.

Draban: +3 Deflection bonus to AC, immune to 4th or lower level spells..

Shargut: +4 AC against touch attacks, +6 Str, -2 AC, Weapon damage increases to 3d6+10 or 3d6+13 when raging, energy resistance 12 (fire), grapple bonus +7.

Wyrca: +2 Dex bonus to AC and reflex saves, +4 Deflection bonus to AC. Immune to *Magic Missiles*, able to see invisible opponents, 1d4+2 mirror images, +2 to hit with ranged weapons and touch spells.

APL10:

Ansis: Bless, Shield of Faith (Draban), see invisibility (Ansis), Protection from Energy (Shargut), Protection from good (Ansis), Spell immunity (Draban), Summon Monster IV (Fiendish Giant Praying Mantis), Prayer, Cat's Grace from scroll (Wyrca), Cat's Grace (Ansis)

Wyrca: Mage armor (Shargut), Enlarge person (Shargut & Draban), Shield (Wyrca), see invisibility (Wyrca), Haste, Mirror Image, Bull's Strength (Shargut), Flame Arrow from scroll (Ansis)

All: +1 to hit bonus with weapon attacks. +1 bonus to saves against fear. +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves, land speed +30ft, additional attack when doing a full attack (8 rounds). +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks (9 rounds)

Ansis: +2 AC and saving throws against good aligned enemies, ability to see invisible opponents, invisible, +2 Dex bonus to Reflex saves, ranged attacks and AC, +1d6 fire damage with ranged attacks.

Draban: +3 Deflection bonus to AC, immune to 4th or lower level spells, +2 to fortitude saves, 18 temporary hit points.

Shargut: +4 AC against touch attacks, +6 Str, -2 AC, Weapon damage increases to 3d6+10 or 3d6+13 when raging, energy resistance 12 (fire), grapple bonus +7.

Wyrca: +2 Dex bonus to AC and reflex save, +4 Deflection bonus to AC. Immune to *Magic Missiles*, able to see invisible opponents, 1d4+2 mirror images, +2 to hit with ranged weapons and touch attacks.

Fiendish Giant Praying Mantis: Large Magical Beast; HD 4d8+8; hp 26; Init -1; Spd 20 ft., fly 40 ft. (poor); Space/Reach 10 ft./5 ft.; AC 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14; Base Atk +3; Grp +11; Atk Claws +6 melee (1d8+4); Full Atk Claws +6 melee (1d8+4) and bite +1 melee (1d6+2); SA Improved grab, smite good; SQ Darkvision 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5, Dr 5/magic, SR 9; AL NE; SV Fort +6, Ref +0, Will +3; Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11
Skills: Hide -1*, Spot +6
Skills(): A giant praying mantis has a +4 racial bonus

on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

Improved Grab(Ex): To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus).

Smite Good(Su): Once per day a fiendish creature can make a normal melee attack to deal +4 extra damage against a good foe

Appendix 6: Important NPCs

Encounter 1: Meeting Sirdis

Sirdis: male human (Sueloise) Exp8; CR 7; Medium humanoid (Human); HD 8d6+8; HP 42; Init +0; Spd 30 ft; AC 14 (touch 11, flat-footed 14); Base Atk +6/+1, Grp +5; Atk +6 melee (1d8-1, mwk heavy mace); Full Atk +6/+0 melee (1d8-1, heavy mace); SA; SQ; AL N; SV Fort +3, Ref +2, Will +10; Str 8, Dex 11, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Appraise +8, Bluff +6, Diplomacy +11, Heal +5, Knowledge (Splintered Suns) +5, Knowledge (Core) +6, Listen +4, Profession (Merchant) +15, Profession (Sailor) +10, Sense Motive +9, Spot +4, Swim +9; Alertness, Iron Will, Negotiator, Skill Focus – Profession (merchant),

Possessions: +1 leather armor, masterwork heavy mace, masterwork dagger, *potion of cure light wounds*, *ring of protection +1*.

Appearance: A Suloise man in his late 40s, with light brown hair and green eyes. Tall but not very strong looking individual who dresses in practical merchant clothing, with leather armor underneath.

Personality: Sirdis is a honest trader but not above breaking the law if he thinks he can get away with it. Even though Nurriev owes him some money, Sirdis is sincerely concerned about his friends well being. He does not believe Nurriev helped slavers voluntarily and if he did, Sirdis would not help him out.

Sailors: CR 1; Medium human Com2; HD 2d4+2; HP 8; Init +0; Spd 30 ft; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +2; Atk: +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1); Space/Reach 5ft./5ft.; SA ; SQ; AL LG/LN/LE/N/CN/NE; SV Fort +1, Ref +0, Will -1; Str 13, Dex 11, Con 12; Int 10, Wis 8, Cha 9.

Skills and Feats: Climb +4, Jump +2, Listen +1, Profession – Sailor (+7), Spot +1, Swim +5, Use Rope +2; Alertness, Skill Focus (Profession).

Possessions: leather armor, club.

Encounter 7: Scales Tavern

Walennor: male human (Oeridian) Rgr3/Rog3; CR 6; Medium humanoid (Human); HD 3d8+3 plus 3d6+3; hp 36; Init +3; Spd 30 ft; AC 17, flat-footed 14, Touch 13; Base Atk; +5; Grp +7; Atk +8 melee (1d6+2/19-20, mwk shortsword) or +9 ranged (1d8+3/x3, +1 composite longbow (+2 Str)); Full Atk +8 melee (1d6+2/19-20, mwk shortsword) or +6/+6 melee (1d6+2/19-20, mwk shortsword and 1d6+1/19-20, mwk shortsword) or +9 ranged (1d8+3/x3, +1 composite longbow (+2 Str)) or +7/+7 ranged (1d8+3/x3, +1 composite longbow (+2 Str)); AL: N; SA; Favorite enemy (human) +2, Sneak attack+ 2d6; SQ: Evasion; SV Fort+5 Ref+9 Will+4; Str 14, Dex 16, Con 12, Wis 14, Int 12, Cha 8.

Skills and Feats: Climb +5, Escape Artist +10, Gather Information +6, Heal +5, Hide +5, Jump +5, Knowledge (Splintered Suns) +6, Listen +7, Move

Silently +6, Open Locks +8, Ride +6, Search +7, Survival +11, Swim +8, Tumble +10, Use Magic Device +8; Endurance, Point Blank Shot, Precise shot, Rapid Shot (weapon style), Self-Sufficient, Two Weapon Fighting.

Languages known: Common, Old Oeridian, Ancient Suloise.

Possessions: +1 studded leather armor, masterwork cold iron shortsword (2), +1 composite longbow (+2 str), dagger (2), 20 arrows, backpack, bedroll, lantern, oil, alchemist fire (2), masterwork thieves tools and assorted mundane gear which is not useful in fight.

Appearance: Walennor is rugged looking Oeridian man in his late 30s, with dark brown hair and brown eyes. He is 6ft tall and dresses in studded leather and well-worn traveling clothes. He is quite blunt individual and will not resist a rude joke if possibility presents itself.

Encounter 8: Mermaid's Legs

Commoners: CR 1; Medium human Com2; HD 2d4+2; hp 8; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk: +2 melee (1d4+1/19-20, dagger); Full Atk +2 melee (1d4+1/19-20, dagger); Space/Reach 5ft./5ft.; SA ; SQ; AL LG/LN/LE/N/CN/NE; SV Fort +1, Ref +0, Will -1; Str 13, Dex 11, Con 12; Int 10, Wis 8, Cha 9.

Skills and Feats: Craft +4, Listen +3, Profession +7, Spot +3, Swim +2; Alertness, Skill Focus (Profession)

Possessions: plain clothing, dagger.

Encounter 12: Ambassador's house

Salzar, the Butler: male human Exp2; CR 1; Medium humanoid (human); HD 2d6; hp 8; Init -1; Spd 30 ft; AC 9, touch 9, flat-footed 9; Base Atk +1; Grp +0; Atk: +0 melee (1d4-1/19-20, dagger); Full Atk +0 melee (1d4-1/19-20, dagger); Space/Reach 5ft./5ft.; SA ; SQ; AL LE; SV Fort +0, Ref -1, Will +4; Str 9, Dex 8, Con 10; Int 11, Wis 12, Cha 13.

Skills and Feats: Bluff +9, Diplomacy +6, Forgery +5, Listen +6, Profession (Butler) +9, Sense Motive +6, Spot +6; Skill Focus (Profession-Butler), Skill Focus (Bluff)

Possessions: Servants clothing, dagger.

Appearance: A rather scrawny, elderly male human. Dresses in decent, yet rather plain clothing and speaks in a nasal voice, though he is quite pleasant.

Nurriev: male human (Oeridian) Rog6; CR 6; medium humanoid (male); HD 6d6+12; hp 38; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; [chainshirt +4, Dex+2] Base Atk +4; Grp +4; Atk +5 melee (1d8, heavy mace) or +6 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8, heavy mace) or +6 ranged (1d8/19-20, light crossbow); SA; Sneak Attack 3d6 SQ Evasion, trap sense +2, Trapfinding, uncanny dodge; AL N; SV Fort +4, Ref +7, Will +3; Str 11, Dex 15, Con 14, Int 10, Wis 13, Cha 12.

Skills and Feats: Appraise +9, Diplomacy +14, Bluff +10, Knowledge (Core) +9, Knowledge

(Splintered Suns) +9. Profession (Merchant) +13, Profession (sailor) +5, Sense Motive +14, Swim +4; Dodge, Negotiator, Skill Focus (Merchant), Weapon Focus (heavy mace)

Languages: Common, Old Oeridian, Sahuagin.

Possessions: chainshirt, light crossbow, 8 bolts, heavy mace, spiked gauntlet, dagger, wooden holy symbol of Zilchus, heavy wooden shield, *potion of darkvision*, *potion of water breathing*.

Appearance: A middle-aged Oeridian man with dark, slightly curly hair. Tall and thin.

Cityguard patrol:

Typical patrol has 2d4+4 soldiers with 50% of having a sergeant along and 20% having a lieutenant.

Ahlissan Lieutenant: male human (Oeridian or mixed Oerid-Suel) Rgr4; CR 4; Medium humanoid (Human); HD 4d8+8; hp 31; Init +3; Spd 30 ft; AC 18 (touch 13, flat-footed 15); Base Atk +4, Grp +5; Atk +6 melee (1d8+1/19-20, mwk longsword) or +8 ranged (1d8+1/x3, mwk composite longbow (+1 Str)); Full Atk +6 melee (1d8+1/19-20, mwk longsword) or +8 or +6/+6 ranged (1d8+1/x3, mwk composite longbow (+1 Str)); SA Favored Enemy (Human) +2; SQ; AL LE; SV Fort +6, Ref +7, Will +2; Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +4, Hide +4, Knowledge (Nature) +4, Listen +8, Move Silently +4, Search +4, Spot +8, Survival +8 (+10 when tracking); Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Longbow)

Spells Prepared (1/; base DC = 11 + spell level): 1st- [*resist energy*].

Languages: Common, Old Oeridian.

Possessions: masterwork longsword, dagger, masterwork composite longbow (+1 str), 20 arrows, +1 *chainshirt*, buckler, *potion of cure light wounds*, *elixir of fire breath*.

Ahlissan sergeant: male human (Oeridian) Clr3; CR 3; Medium humanoid (Human); HD 3d8+3; hp 20; Init +4; Spd 20 ft; AC 20 (touch 10, flat-footed 20); Base Atk +2; Grp +4; Atk +5 melee (1d8+2, flail) or +2 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2/19-20, flail) or +2 ranged (1d8/19-20, light crossbow); SA smite good, spells; SQ aura of evil; AL LE; SV Fort +4, Ref +0, Will +5; Str 14, Dex 10, Con 12, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration +10, Diplomacy +2, Knowledge (Arcane) +5, Knowledge (Religion) +6, Listen +4, Profession (soldier) +6, Spellcraft +4, Spot +4; Alertness, Combat Casting, Improved Initiative, Martial Weapon Proficiency – flail, Weapon Focus (flail)

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—[*cure minor wounds* (2), *detect magic*, *guidance*]; 1st— [*bless*, *cure light wounds*, *magic weapon**, *shield of faith*]; 2nd- [*bull strength*, *cure moderate wounds*, *spiritual weapon** (*flail*)]

*Domain spell. Deity: Destruction (Smite), War (free weapon proficiency and focus)

Languages: Common, Old Oeridian, Aquatic.

Possessions: flail, dagger, light crossbow, 20 bolts, full plate, heavy wooden shield, wooden holy symbol, spell component pouch, *scroll of remove fear*, *wand of cure light wounds*, *wand of remove fear*.

Ahlissan Soldier: male human (Oeridian or mixed Oerid-Suel) Ftr2; CR 2; Medium humanoid (Human); HD 2d10+4 plus 3; hp 23; Init +1; Spd 20 ft; AC 23* (touch 11, flat-footed 22); Base Atk +2, Grp +4; Atk +6 melee (1d6+2/19-20, mwk shortsword) or +3 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d6+2/19-20, mwk shortsword) or +3 ranged (1d8/19-20, light crossbow); SA; SQ; AL LN/LE; SV Fort +5, Ref +2*, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Listen +3, Spot +3; Phalanx Fighting, Point Blank Shot, Toughness, Weapon Focus (shortsword)

Languages: Common, Old Oeridian.

Possessions: full plate, masterwork shortsword, dagger x 2, light crossbow, 10 bolts, heavy wooden shield, *potion of cure light wounds*.

* If another soldier is within 5ft, then AC is increased by 2 and Reflex Save by 1 because of Phalanx Fighting feat.

Appendix 7: New rules

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior*, page 101

Natural Bond

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion

Benefit: Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

Source: *Complete Adventurer*, page 100

Sacred Healing

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisite: Heal 8 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as full-round action to grant Fast Healing 3 to all living creatures within 60ft burst. The Fast Healing last for a number of rounds equal to 1+cha modifier (min. 1 round)

Source: *Complete Divine*, page 84

Phalanx Fighting (General)

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with heavy shield, Base Attack Bonus +1

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your armour class. In addition, if you are within 5ft of an ally who is using heavy shield and light weapon and also has this feat, you may form a shield wall. Shield wall provides an extra +2 bonus to AC and extra +1 on reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains +1 bonus to his armour class. If two or more characters who also have this feat are adjacent, they each gain +2 to AC (for a total +3) and a +1 bonus to reflex saves

Source: *Complete Warrior*, page 103

Belt of One Might Blow: Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on his next melee attack. A light weapon deals extra 1d8 damage, one handed weapon deals 2d6 extra damage and two-handed weapon deals 3d6 extra damage. The belt can only be used after being worn continuously for 24 hours. If it is

taken off, it becomes inactive until it is again donned and worn for full 24 hours.

Source: *Miniatures Handbook*, page 42.

Bracers of Quickstrike: These bracers provide the benefit of incredible speed. Once per day, when taking full attack action, as a swift action the wearer may make one additional attack with any weapon he is holding. The attack is made at wearer's full base attack bonus, plus any modifiers appropriate to the situation (this effect is not cumulative with similiar effects, such as provided by speed weapon or by *haste* spell, nor does it actually grant an extra action). The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for full 24 hours.

Source: *Miniatures Handbook*, page 42.

Cloak of Elemental Protection: This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer may activate the cloak and gain resistance 10 against a type of energy of the wearers choice (acid, cold, electricity, fire or sonic). The wearer can activate the cloak even when it's not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing energy type. The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for full 24 hours.

Source: *Miniatures Handbook*, page 43.

Maiming weapon: A weapon with this special ability twists and digs into the flesh of the creature it strikes true. This weapon has a random multiplier for critical hits. If the weapon normally has x2 critical multiplier, roll 1d4 each time you successfully score a critical hit to determine your multiplier. For weapons with a X3 multiplier, roll 1d6 and for X4 multiplier, roll 1d8.

Source: *Miniatures Handbook*, page 40.

Insignia of Healing

Conjuration(Healing)

Level: Bard 3, cleric 3

Components: V, S, F

Casting Time: 1 standard action

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell works just like insignia of alarm except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Insignia of Alarm

Abjuration

Level: Bard 2, cleric 2, paladin 2

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 400 ft. + 40 ft./level spread, centered on you

Target: All wearers of the special insignia within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell alerts all wearers of a specific insignia (see below) within range. Such creatures hear a single mental "ping" (as the alarm spell, page 197 of the Player's Handbook) when this spell is cast. This spell requires significant preparation. Before using this spell, you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings, or any similar object, but each one must bear the same logo, crest, or symbol. Each insignia costs 10 gp. Militias, guilds, or churches within a city use this spell to call all its members together.

Focus: A specially prepared insignia (see above).

Insignia of Healing

Conjuration(Healing)

Level: Bard 3, cleric 3

Components: V, S, F

Casting Time: 1 standard action

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell works just like insignia of alarm except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Ring of Blades

Conjuration (creation)

Level: cleric 3, warlock 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

This spell conjures a horizontal ring of swirling metal blades. The ring extends 5ft from you, into all squares adjacent to your space. Each round on your turn, starting when you cast the spell, blades deal 1d6+1 per level (max. +10) to all creatures in affected area. Blades conjured by a lawful aligned cleric are cold iron, those conjured by chaotic aligned are silver

while neutral aligned are steel.

Material: small dagger.

Source: Complete Arcane, page 121.

Boggle: CR 3; small monstrous humanoid; HD 4d8; Hp 19, 70; Init +9; Spd 40 ft, climb 30ft.; AC 18 (+1 size, +5 Dex, +2 natural armor), touch 16, flat-footed 13; Base Atk +0; Grp +0; Atk: +5 melee (1d4, claw); Full Atk +5/+5 melee (1d4, 2 claws) and +0 melee (1d4, bite); Space/Reach 5ft./15ft.; SA Improved Grab, Rend 2d4 SQ: *Dimension Door*, Grease, Scent, Darkvision 60ft, DR5/magic, Fire resistance 5, AL CN; SV Fort +1, Ref +9, Will +3; Str 10, Dex 21, Con 11; Int 5, Wis 8, Cha 6.

Skills and Feats: Climb +8, Escape Artist +17, Hide +11, Move Silently +10, Sleight of Hand +12; Improved Initiative

Languages spoken: -

Improved Grab (Ex): If Boggle hits a creature up to one size category larger than itself with a claw attack, it deals normal damage and can attempt to start grapple as a free action without provoking attacks of opportunity. If it hits with both claws, it can also rend in the same round. The Boggle has the option to conduct grapple normally or simply use it's claw to hold on to it's opponent (-20 grapple but Boggle is not considered grappled). In either case, a successful grapple check in during successive rounds deals claw damage.

Dimension Door (Sp): A Boggle can use a dimension door up to 6 times a day as 7th level caster.

Grease (Su): At will Boggle can secrete an oily, viscous nonflammable substance from it's skin. This ability functions like the spell *grease* except the range is touch, duration is 10 rounds and there is a DC12 Reflex save against it. Typically a Boggle uses this ability to grease a section of a floor or wall, though it can use the ability in any way the spell can be used.

Rend (Ex): If Boggle hits with both claw attacks against same target, it latches on and rends the flesh. This attack deals 2d4 points of damage

Skills: Because of it's continuously oily skin, Boggle receives a +10 racial bonus to Escape Artist checks.

Source: *Monster Manual II*, page 33.

Kurell

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Jealousy, Revenge, Theft.

Titles: The Bitter Hand, The Scorned Heart, The Vengeful Knave.

Holy Symbol: A grasping hand holding a broken a coin.

Alignment: CN

Origin of Worship: Oeridian

Core worshippers: Oedirians

Favored weapon(s): Short sword (m)

Weapon of Deity spell: +1 *shock short sword*.

Domains: Chaos, Greed (Dr), Luck, Madness (CD), Trickery.

Appendix 8:

Trennenport at a Glance

(Original article by Creighton Broadhurst)

Trennenport (Large Town): Conventional; AL LE; 5,000 gp limit; Assets 145 000 gp; Population 2,900; Mixed (human [OSf] 2291, half-orc 427, sahuagin 83, halfling 65, half-elf 34.

Authority Figures: Bortwimm (LE male human Wiz13)

Important Figures: Remmannen (LN male human Clr11 - Zilchus), High Priest of Zilchus, Ivshenndra (LE, female human Clr9 – Hextor), Captain of the Port Garrison, Turlarenn (LE male human Ftr8), Commander of the Trennenport Squadron.

Overview: Standing on the southern shores of Relmor Bay, Trennenport's proximity to Nyronnd and the Iron League states of Irongate and Onnwal have meant it has long been a well-garrisoned naval port. To landward, it is enclosed behind stout stone walls. To seaward, several sturdy keeps replete with siege engines ward the approaches to the harbor, while a squadron of the Imperial Ahlissan Navy rides at anchor in the harbor. Trennenport has prospered greatly under the rule of the United Kingdom of Ahlissa. Overking Xavener's investments in naval power and overseas trade have brought increased security and commerce to the port. As the last safe haven between Ahlissa and Hardby, Trennenport is an important stop on the sea route to Greyhawk City and the markets of the central Flanaess. From its sheltered harbor, convoys of merchantmen set sail for the west under the watchful eye of Imperial Ahlissan Navy escorts.

Rulership and Law: The mage Bortwimm (LE male human Wiz13) rules Trennenport with an iron grip and has done so for over three decades. A former vassal of the Chelors, the ill-fated hertzogs of the old South Province, he now serves Prince Reydrich of Ahlissa. Many have commented on Bortwimm's remarkable talent for survival, despite the volatility of the times. The truth may be far more mundane. Bortwimm is an efficient administrator who devotes his time and energy to running his fief, rather than engaging in court intrigues in Zelradton or further afield, a rare and valuable quality in the vassal of an Ahlissan prince. Another factor in Bortwimm's favor is his rapport with the local sahuagin clans, which ensures not only that the coast and Ahlissan shipping have been secure from sea devil attacks, but also that Trennenport is defended from seaward attack as few other ports are. Nearly a decade ago, Bortwimm and the sahuagin spent the better part of a year constructing a mysterious structure under the waters of the harbor. Many suspect it is some unique magical defense, but as it has never been tested by a foe, none can say for sure. The Trennenport Militia, backed up by the soldiers of the Port Garrison and the Marines of the naval squadron, enforce the rule of law with harshness and vigor. Disorder is not tolerated and is crushed with overwhelming force.

Bortwimm acts as Trennenport's Judge of the Sessions and is not renowned for his disposition.

Religion: Several faiths are revered in Trennenport. In addition to the larger temples, shrines can be found with the town walls dedicated to Boccob (N, greater god of Magic, Arcane Knowledge, Foresight and Balance), Celestian (N (NG), Oeridian intermediate god of Intermediate Deity of Stars, the Heavens and Wanderers) and Kurell (CN, Oeridian lesser god of Revenge, Theft & Jealousy)

Hall of Battle: Dedicated to Hextor, the halls of this forbidding fortress-like temple echo almost constantly with the clash of weapons as the faithful practice their martial skills within. With its martial past, Trennenport has long been home to priests of Hextor, Unsurprisingly, the Champion of Hell enjoys the reverence of many warriors of the Garrison. At Reydrich's direction, Bortwimm had the former ranking Hextorite priest here executed for treason in 587 CY, replacing him with his deputy Ivshenndra. As Hextor is less marginalized here than in the Darman Lands, Ivshenndra is trusted enough to serve as commander of the Port Garrison.

Sanctuary of the Storm Lord: Dominating the waterfront, this complex of temple sanctuaries, sacred pools and private docks forms the heart of Trennenport's Quays. Given the storms that regularly whip up the waters of Relmor Bay, Procan is widely worshiped here by the sizable majority of the populace who make their living upon the waves, but is more feared than loved. Sacrifices of gold, salt and other items are made to appease the Storm Lord (and enrich the temple priests). Along with the Storm Coast of Onnwal, this part of Ahlissa shares the odd belief that Osprem is the wife of Procan, who soothes her husbands wrath with her songs. A small shrine to her is found within the Sanctuary precincts

The Great Guildmaster's Chapel: This "chapel" is anything but a humble place of worship. Wealth abounds here, from the golden doors to the jewel encrusted idol of Zilchus that adorns the sanctuary. From these opulent surroundings, the priests and acolytes of the Great Guildmaster and the attendant Factors of the Royal Guild of Merchants of Aerdy control virtually all trade passing through Trennenport. The marble-floored nave is used as a brokerage, where shipping agents, ships' masters and merchants meet to haggle over deals, bid for contracts or tout for business, usually at the top of their voices.

Trade and Commerce: The port's strategic location on the Relmor Bay sea route has meant the Royal Guild Of Merchants of Aerdy has greatly expanded its interest and brokerage house here, its various Writers, Agents and Factors trying to skim some profit from the out bound trade. Trennenport's recent increase in importance has enhanced the prestige of Remmannen, the local high priest of Zilchus. It has also increased his worries and responsibilities, as he works to ensure that nothing

interferes with the trade that is Trennenport's life's blood. Most of the town's crafts and industries are devoted to the servicing of the naval squadron and the convoys of merchantmen. Any threat to the sea trade is therefore a threat to the port's livelihood (and Remmannen's personal fortune).

Districts and Locales: Trennenport is clustered around a sheltered bay that forms a breach in the otherwise forbidding cliffs of Ahlissa's Relmor Coast. The harbor is further protected from heavy seas by a massive granite breakwater. A smaller, but formidably fortified pier separates the naval docks from the commercial and fishing port, known locally as the Quays. Much of the life and commercial activity of Trennenport is concentrated around these granite piers and wooden wharfs. By order of Bortwimm, itinerant traders are banned from cluttering up the streets, which, while unpopular with wandering tinkers, is a boon to the local shopkeepers. Bortwimm administers his fief from a tall slender tower that stands at the end of a small promontory, just within the eastern wall of the town. The tower has no fortifications other than a hardy hedge of sea-holly and the fear of the consequences if anyone raised their hand against the mage.

Intrigues and Whispers

Bortwimm has a pact with an ice fiend. The mage sacrificed Icespire to the fiend in return for immortality!

Bortwimm knows some terrible secret of Prince Reydrich's past. He uses it to blackmail the archmageprince. That's why he's held onto power, when the Chelors have come and gone.

Bortwimm IS Reydrich in disguise! Have you ever seen the two together at the same time?

Sahuagin live in the bay, dwelling in some submerged lair. The Sea Devils have built a huge fortress under the harbor at Bortwimm's direction.

Bortwimm is in fact a sahuagin disguised as a human pretending to be Reydrich pretending to be Bortwimm.

Lands of the Ice Spire have cleared of all snow and garrison of Ahlissan soldiers is already located in the tusk, constructing an outpost. Many people have been offered money by the government if they move into the area.

Ivshendra and Turlarenn, the Commander of the Naval Squadron, had a falling out that almost came to blows. Afterwards, Turalenn returned to his flagship angrily denouncing Ivshendra a traitor.

Some weeks ago, Ahlissan warship *Pride of Gearnat* arrived from a long range reconnaissance mission with a captured Scarlet Brotherhood ship in tow. Ship was full of strange and exotic spices which were completely unknown to even most learned of sages.

They were deemed harmless and were auctioned off to nobility for a high price, with crew members receiving 20% of the money as bounty.

Onnwallian forces, with naval support from Ahlissa stormed Scant and drove of the Scarlet Brotherhood from Onnwal. Some sort of magical retribution followed and Scant was mostly burned to the ground. It is unknown how quickly rebuilding can start.

Appendix 9: Player introductions

Before the game starts, you should give following to every players and ask them to fill it.

1: Players name: _____

2: Do you have 'Contacts with Royal Guild' from *COR4-16 Frozen Spire*? Yes No

3: Do you have any favors with Church of Zilchus? Yes No

4: Do you have magical tattoo from *COR4-04 Redtide*? (Brotherhood member) Yes No

1: Players name: _____

2: Do you have 'Contacts with Royal Guild' from *COR4-16 Frozen Spire*? Yes No

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3: Do you have any favors with Church of Zilchus? Yes No

4: Do you have magical tattoo from *COR4-04 Redtide*? (Brotherhood member) Yes No

1: Players name: _____

2: Do you have 'Contacts with Royal Guild' from *COR4-16 Frozen Spire*? Yes No

3: Do you have any favors with Church of Zilchus? Yes No

4: Do you have magical tattoo from *COR4-04 Redtide*? (Brotherhood member) Yes No

1: Players name: _____

2: Do you have 'Contacts with Royal Guild' from *COR4-16 Frozen Spire*? Yes No

3: Do you have any favors with Church of Zilchus? Yes No

4: Do you have magical tattoo from *COR4-04 Redtide*? (Brotherhood member) Yes No