

Dyv5-05

Riposte

A One Round D&D® LIVING GREYHAWK™ Dyvers Regional Adventure By Joseph L. Selby

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As foreign troops once again enter the city, the announcement spreads like wildfire. All able and willing volunteers are to report to the docks immediately. The entirety of the Free Army, Free Marines, and Navy has been activated. The largest Dyversian military force ever assembled crosses the Nyr Dyv to the Empire of Iuz as the City of Sails goes to war. A Dyvers regional adventure for character levels 1 to 14. (APLs 2 to 12)

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at outlaw658@yahoo.com for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

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

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

Adventure Background

Larissa Hunter abandoned her post as magister of Dyvers nearly a year ago. In that time, a number of tragedies have befallen the city of sails, including city-wide riots, marshal law, an attack at Westguard, the assassination of the eastern-border gentry, the arrest of another gentryman, the massacre of a large portion of the gentry council, and two attempted coups that took place at the same time. It seems to many, Larissa Hunter, was the keystone of the city's serenity.

During that time, she was investigating a number of leads she received on various topics, as well as negotiating with the government of the Shield Lands. Now she returns, having proof that the Empire of Iuz actively attacked and attempted to subvert the city on more than one occasion. The remaining gentry council is pleased to have her back and reinstates her with little repercussions for her disappearance. In power once again, she seeks to strike a mighty blow by sacking one of Iuz's ports. Although it won't commit Dyvers to a massive land battle, it is a sign of its solidarity.

Part of the battle plan is to make everyone think Dyvers is attacking Axeport so that the Empire will prepare its defenses at the wrong city. The journey across the Nyr Dyv is long and everyone is certain there are more Iuzian spies in the city. As long as the ruse is maintained, they won't know that the attack is actually on Admundfort, the former capital of the Shield Lands and an island in the Nyr Dyv.

Military Activation

At the beginning of this adventure, members of Dyvers' military are called to action. Because of the relatively small size of the Dyvers military, all former members are being called to duty as well. What this means is that all former members of the Free Army, Free Marines, and Navy are given membership in those meta-orgs again, even if they previously chose to leave or if meta-org revisions forced them out.

If the players choose to take this opportunity, they cannot advance in the organization until they meet the

requirements, but they can maintain their current rank indefinitely.

Potions of Water Breathing/Walk

Members of meta-organizations may purchase items offered by their organization during this adventure, not just before or after. Core access applies for all PCs as per the LGCS with the following exception. **All potions of water breathing and water walk cost 1000 gp rather than 750 gp.** This new price is a regional increase due to supply and demand and does not affect the core access of these items (PCs can still buy them, but must pay the increased cost).

NOTE: Members of the Free Marines and Navy are offered these potions at a 50% discount of the increased price (thus they may buy the potions for 500 gp). This applies to this adventure only.

Adventure Summary

Introduction: Certain Meta-Orgs are called to duty. The rest of the city is alerted that something is going on when the call goes out that the Free Marines have occupied the Cathedral of Xerbo.

Encounter 1 Prodigious: Larissa Hunter returns and is restored to the post of magister. Revealing to the general populous the many crimes of the Empire of Iuz, she declares war.

Encounter 2 Preparations: There are many things PCs can do to get ready for the voyage across the Nyr Dyv. This is a preparatory encounter.

Encounter 3 Departing: The characters are assigned a ship if they do not have one themselves. Various soldiers, wizards, and priests board the ship and the PCs get a good look at the various groups involved with this invasion.

Encounter 4 Betrayed: Material components are discovered, revealing that someone sent an illicit message, most likely to the forces of Iuz. The captain asks the PCs to investigate.

Encounter 5 Detectives: This is a free-form encounter, allowing the PCs to attempt to reveal the traitor and prevent the ship from being discovered.

Encounter 6 Revealed: The Iuzian spy is discovered and attempts to fight for his life.

Encounter 7 Leadership (conditional): The Magister boards the ship and has a private meeting only with PCs that have Dyvers as a home region.

Encounter 8 Admundfort: The ship arrives and the PCs discover that the attack is not on Axeport but on Admundfort, the former island capital of the Shield Lands.

Conclusion: This module leads into the MageCon South 2005 Interactive: Old Debts of Old Wicked.

Introduction

NOTE: This adventure technically begins on the first Godsday of Goodmonth. PCs may receive one of the below handouts three days beforehand. Unless they have something specific they want to do in those three days, continue with the introduction.

Give **Player Handout #1** to all members of the Constabulary.

NOTE: All PC members of the constabulary are considered off-duty for the beginning of this adventure.

Give **Player Handout #2** but not **Player Handout #1** to all members of the Dweomercrafters Guild.

Give **Player Handout #3** to all current or former members of the Free Army, Free Marines, and Navy.

NOTE: PCs that had previously been a member of one of the three military meta-organizations but chose to leave or were forced to leave due to Meta-Org revisions may now assume the previous rank they held. If that rank no longer exists, they assume the nearest rank below what they held before. They may not advance in these organizations until they meet the requirements of the next tier.

Read the following for those characters that did not receive one of the above handouts.

The summer months have marked the longest stretch of peace Dyvers has seen since the magister left the City of Sails. Lord Grandhearth and the rest of the Gentry Council made good on their promise, setting aside their petty differences and working diligently to not only restore the city to its previous state, but to begin and complete a number of improvements across the city. Trade from all points—the Volverdyva River,

the Nyr Dyv, and the Gnarley Road—has increased and the Merchants Guild is happy. The citizens must suffer streets clogged with traders and businessmen rather than soldiers and beggars. For that, they are thankful. Dyvers is at peace.

It is of some distress to those gathered about you eating their lunches when a man bursts in and screams, “The Free Marines have occupied the Cathedral of the Sea Dragon! I have seen it with my own eyes!” Tables are quickly deserted as the citizens gathered begin to flood toward the docks.

The players may choose to be eating any place they'd like, which is why no tavern name is given. Any character from Dyvers does not need to make a Knowledge (religion) roll because of the prominence of this church. The Cathedral of the Sea Dragon is the church of Xerbo, a large ship docked in the harbor. Players from out-of-region may make a Knowledge (religion) check (DC 20) to know this information.

If the PCs go to the door, they see a number of citizens running in the direction of the Dock District.

Encounter 1: Prodigal

Allow the PCs that have a home region of Dyvers to make a Wisdom check (DC 12) while they go to the docks. If they are successful, they realize that there is a significantly larger percentage of armed foreigners on the streets than usual. Although caravan guards are a frequent sight in the city, this seems out of the ordinary.

If the PCs stop to talk to the foreigners, they may make a Knowledge (local: Iuz's Border States) check (DC 14) or a Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) check (DC 24) to recognize the accent as coming from Perrenland. If the DC is surpassed by 5 or more, the foreigners are recognized as Pax Mercuri, Perrenland mercenaries. They do not speak of why they are in town, but suggest that answers can be found at the docks.

The docks are packed with citizens. A number of merchants are shouting at the crowd in a futile attempt to disembark their cargo. Unless the PCs can fly above the crowd (which a number of other citizens present have chosen to do), there is no way to reach the cathedral (skills or actions such as Tumble or Bull Rush may get PCs closer to the ship, but there are too many people to get to the ship in any effective manner).

NOTE: Because of the overwhelming mass of people, any Sleight of Hand checks made to pick a pocket suffer a -10 circumstance penalty. The people are pressed too closely together to allow an effective theft.

Once the PCs arrive, they may make a Spot check (DC 18). Those that are successful see that there are Free Marines on the deck of the Cathedral of Xerbo, but the clerics present on deck do not seem to be held captive or even restrained. The marines are standing in formation, and the priests are gathered beside them talking to one another. If the DC is surpassed by 5 or more, the PCs also make out the remaining members of the Big 6 gentry (Lords Grandhearth, Maltrus, Grift, and Navoy) onboard. If the DC is surpassed by 10 or more, PCs also see Asyth and Jereader Zomawyn, the high priests of Xerbo and Zilchus respectively.

There is not enough time to Gather Information, but a successful Diplomacy check (DC 2) reveals that no one knows what is happening. The most popular theory is that the cathedral is being punished for setting sail during the One Day War, but no one with any authority is making such a claim.

Interrupting the dozens of conversations happening around you, the crowd's cacophonous cheer erupts like the roar of a great wyrm. Once hidden by the mainsail flapping in the wind, a woman of regal bearing steps onto the rigging of the Cathedral of Xerbo. Her words are lost at first, but a raised hand eventually quiets the mob.

“I am returned,” she says, to which the crowd erupts once again. Even from such a great distance, the pain is clear on her face as she quiets those gathered a second time.

“Brothers and sisters, I have been parted from you for too long. I have learned of the tragedies that have befallen you in my absence, and I promise you now, there will be a reckoning. Dyvers has borne a heavy cost, and there are debts to be repaid.

“In the time I was kept from my beloved city, I pursued a course of action that will irrevocably change the face of Dyvers. Many of you have learned through word of mouth or direct witness, the heinous involvement of the Empire of the Old One in the Great Dock Fire of 592. This is not vicious rumor but tragic fact. So too is it true that Old Wicked had our beloved Lord Kurault assassinated and replaced with the perpetrator of the Kesser Massacre. These sins are inexcusable.

“With the blessing of the Gentry Council, I have this morning been restored to the post of Magister,

and my first act is thus. On this day, the first Godsdays of Goodmonth, the Free Lands of Dyvers end their 11 years of neutrality. On this day, we declare war on the Empire of Iuz!"

NOTE: There are two dozen Free Marines on deck, keeping guard. If any PC attempts to fly up to the magister, crossing the threshold of the dock (30 feet away from Larissa Hunter), they fire their readied bows. They warn anyone approaching to stop where they are.

As the players leave the docks, give them **Player Handout #4**.

Encounter 2: Preparations

The citizens take to the streets again, but this time to celebrate the return of Larissa Hunter. Across the city, bards and street performers celebrate on every corner. A number of Iuzians are exposed and lynched, left to hang from street lamps. And the constabulary releases a criminal without being bribed. Everyone in the city is happy. The knowledge that someone will finally be punished for the Great Dock Fire only adds to the jubilation.

Players have 3 days to prepare to leave; although there is nothing specific they have to do in that time. There are some things they may be able to do and these are detailed below.

SEE THE MAGISTER/GENTRY

Although both the magister and the gentry owe the characters an enormous debt for all their efforts in the past year, their intent to invade the lands of Iuz is very real, and they are unavailable in the time between the announcement and the day they set sail. PCs attempting to meet with any of these people receive confirmation that they all plan on accompanying the armada to the empire to lead various elements of the army.

CATHEDRAL OF ZILCHUS

As soon as the announcements are made on the docks, the Cathedral of Zilchus sets up multiple booths and lines quickly form. They are selling "life protection." For a 1500-gp fee, they cut off the pinky finger of a person's off-hand and replace it with a golden prosthetic. If the bearer of a prosthetic should die, the golden finger will detach and teleport back to Dyvers where arrangements can be made to restore the person to life.

NOTE: See the AR reward **The Great Guildmaster's Golden Finger** for a full list of benefits and drawbacks.

If a PC does not have 1500 gp to spend on the prosthetic, he may take out a loan with the cathedral. For payments with interest later, the Zilchans cast the spell now. PCs are required to sign a contract. They are told that the interest is "marginal." If a PC is a cleric of Zilchus, succeeds at a Profession (lawyer or barrister) check (DC 20), succeeds at an Intelligence check (DC 25), or casts *comprehend languages*, he learns that the interest applied to the loan is 16.6%. Regardless of whether the PC is aware of the interest rate, it is non-negotiable. There are no other loopholes or addendums in the contract.

NOTE: A dead PC must still pay to have himself brought back from the dead and still must have the appropriate spell cast for his type of death. *True resurrection* still requires Triad approval.

GATHER INFORMATION

Players may want to use some of this time gathering information. There are a number of locations they may attempt to do so and have no difficulty in hearing a plethora of rumors. The declaration of war is the topic of conversations across the city. All Gather Information checks receive a +5 circumstance bonus. If PCs choose to gather information at or about a specific Meta-Org they're not a member of, the DC is 15 to gain the information listed below for that organization.

DC 0: Rumor has it that the entire military might of Dyvers is being formed into an armada to attack the Iuzian city of Axeport.

DC 5: Rumor has it that there is growing concern among the Navy that the Dyvers warships were built as coastal vessels and are not prepared to cross the Nyr Dyv.

DC 10: Although the military forces from the Westlands and Maraven will supposedly participate in the invasion, they will not be lead by Lords Leardyn or Pengallen. Rumor has it that the soldiers will report to lords Grandhearth and Maltrus.

DC 15: Rumor has it that a secret envoy met with the leadership of the Shield Lands and that the invasion will include a two-pronged attack as both nations attack Axeport from opposite sides.

DC 20: Rumor has it that the city paid 100,000 wheatsheafs to import the Perrenland mercenaries—called the Pax Mercuri—to guard the city while the army is away.

DC 25: Rumor has it that the entire Dweomercrafters Guild is participating in the invasion in hopes of augmenting Dyvers' relatively small military force.

DC 30: Rumor has it that the money used to pay the Pax Mercuri was not Dyversian wheatsheafs but wheatsheafs stolen from a village in Verbobonc.

DC 35: Rumor has it that this invasion was planned before Halnt Kurault was ever exposed as a half-fiend. No one knows why the magister or the gentry council would attempt to steer the region to war, though.

DC 40: Rumor has it that Axeport is just a ruse and that another target has been selected for the invasion, although no one knows what that target is.

INVESTIGATE THE PERRENLANDERS

This is a more specific version of Gather Information, dealing with the presence of a large force of mercenaries that recently arrived in the city. There is no specific Gather Information roll required, but the PCs must spend at least 5 hours investigating these strangers.

- The Pax Mercuri is Perrenland's famous mercenary organization, posted to trouble spots throughout the Flanaess. "The Pax," as it is known, is divided into five specialties with elements of each normally present at each posting. The specialties are the Medizininier (healers), Ingenieur (sappers and siege engineers), Fussvolk (infantry), Kavallerie (cavalry), and the Speziallerie (infiltrators and assassins).

NOTE: Members of the Pax Mercuri do not need to spend the time investigating the mercenaries, but may question them for information as the Gather Information listed above. Members of the Pax receive an additional +2 to their Gather Information roll.

PURCHASING MAGIC ITEMS

Members of meta-organizations may purchase items offered by their organization during Encounter 2 of this adventure, not just before or after. Core access applies for all PCs as per the LGCS with the following exception. **All potions of *water breathing* and *water walk* cost 1000 gp rather than 750 gp.** This new price is a regional increase due to supply and demand and does not affect the core access of these items (PCs can still buy them, but must pay the increased cost).

NOTE: Members of the Free Marines and Navy are offered these potions at a 50% discount of the increased price (thus they may buy the potions for 500 gp). This applies to this adventure only.

SPEAK TO VARIOUS META-ORGS

Although the entire region is affected by the declaration of war, certain Meta-Orgs are more directly affected than others. As such, opinions of some of those organizations are listed below.

Alliance: Although the guildmasters aren't giving specifics, word is being spread that there is significant profit to be earned through this endeavor. As such, all guilds are being encouraged to lend their support to this effort.

Constabulary: There is significant unrest among the constables, as the majority of the force is accompanying the armada to establish order in the city once it's taken. Most members question how order will be kept while they're gone.

Dweomercrafter's Guild: Members of the DDG are told that they are going to play a significant role at the beginning of the attack. Some of the elder guild members are preparing scrolls that they scribed years ago so as to maximize their spell potential.

Dyvers Anti-Slavery League: Although the DASL frequently operates along the Wild Coast, the Empire of Iuz represents the primary slaver force on the north side of the Nyr Dyv. All members are anxious to get into the fray.

Free Army: Members of the Army are anxious to get into battle but also worried about the safety of the region itself. Although none of Dyvers' neighbors could be seen as militarily hostile, this may be seen as an opportunity by Turrosh Mak to finally attack the city. Although elite mercenaries have been hired to defend the city, the Free Army doesn't think it is an adequate replacement.

Free Marines: The Free Marines have been told that it will be their responsibility to establish a beachhead. As such, all members are encouraged to purchase as many *potions of water walk* or *potions of water breathing* as they can afford.

Gnarleyfolk: The gnarleyfolk are actively discouraging participating in this war. Although their alliance with Dyvers has held for 5 years now, they feel Iuz may attack the forest as retribution for this invasion as well as encourage Turrosh Mak to move up the Wild Coast. The Gnarley Druids and Rangers are being called back to the forest to act as a defense against these perceived threats. (There are no repercussions, though, if a PC chooses to make the journey anyway. It is just a recommendation.)

Navy: The Navy resents the reputation the region has received. Foreigners often claim that ships sailing out of Dyvers always sink. As such, the Navy (the only non-volunteer military in Dyvers) is preparing extra-hard to ensure the safety of all ships making the journey.

Rhennee: The Rhenfolk were contacted by the gentry and asked to make the voyage with the rest of the armada. They were told that they would have the opportunity to “make up for the sins of your brothers and sisters.” No one knows exactly what this means as there are no Rhennee known to live at Axeport and no Rhennee have been accused of committing any serious crimes for some time.

Shadowind Monastery: Although the monastery is generally exclusionary, they have seen a common goal with the Dyvers Anti-Slavery League in that the Empire of Iuz represents a major slaver force in the northern Nyr Dyv. Members of the monastery have been encouraged to meditate on the situation and decide for themselves whether or not they should go, but all the senior members have already volunteered to accompany the fleet.

Sorcerer's Guild: This military opportunity has rekindled the rivalry between the DDG and the Sorcerer's Guild. Although the Dweomercrafters are being heavily involved in the planning and implementation of this invasion, the gentry have already made it clear that the attack cannot succeed without the spell power of the sorcerer's guild. Although frequently mocked by the DDG for their lack of versatility, the number of spells available to the sorcerers is now seen as an essential asset. As such, the entire guild is being encouraged to participate.

Once the PCs have completed all the preparations they'd like to make, continue to **Encounter 3: Departing**.

Encounter 3: Departing

When the PCs arrive at the docks, they are assigned to a ship for the journey across the Nyr Dyv. If the PCs accept this assignment (see the note below), continue with the box text of this encounter. If they do not, this becomes a free-form encounter led by the DM's discretion.

NOTE: If a PC owns his own ship, he may volunteer to captain the ship across the Nyr Dyv. If he does this, there are some requirements he must meet. The ship must ferry more than just the PCs. Seamen, Free Marines, Free Army, and volunteers need to be given passage as if this were any of the other ships joining the armada. Although the PC may captain the ship, there is to be an assigned Navy first mate and helmsman to assist in the journey. Given that this is a military operation, there is information that is only available to the first mate and is offered to the PC captain only when deemed necessary by

the first mate. These conditions are explained up-front and if the PCs is unwilling to accept them, then his offer of a volunteer ship is declined.

NOTE: ONLY if the PC captain is a member of the Alliance, he (and any other PC members of the Alliance) may make a Knowledge (local: Volverdyva, Tuflik, Fals Trade route) check (DC 20) to recognize that all the volunteers boarding the ship (except for one) are members of the Alliance. Three of the soldiers assigned to the ship are also Alliance, but the others are not (or at least, the PC does not recognize them as members).

Receiving your orders, you make your way to your assigned ship. You arrive at the gangplank long before you see the crew scrambling about the deck. Looking up at the Rudd's Pride, you see that the entire crew is composed of halflings.

If the PCs attempt to board the ship without first asking permission, the captain shouts “**Keep off my ship!**” If the PCs still attempt to board without asking permission again (regardless of any arguments they may make about their presence or boarding), the captain shouts at them again, and the crew begins to gather at the gangplank. If the PCs don't figure out what to do, another person assigned to the ship arrives, asks permission to board, and is allowed to walk up the gangplank.

NOTE: PCs that are members of the Free Marines, Navy, or have at least 1 rank in Profession (sailor or boater) know to ask permission before boarding the ship.

The Rudd's Pride, although manned entirely by halflings, is a ship built to accommodate the taller races as well. Along with contingent of Free Army and Free Marines, there is a motley assortment of volunteers, representing every race and a myriad of skills. As you stand looking over the crew, a small handful of 8 year olds board the ship behind you, give you a wink, and make their way below decks.

NOTE: Although the captain always maintains that the ship is sailing to Axeport, if at any time during the voyage a player makes a Knowledge (geography) check (DC 20), he determines that the present course is too easterly to arrive at Axeport. The ship seems to be sailing toward the Shield Lands instead. The captain does not explain this anomaly, but asks the PC to trust him.

NOTE: If the PCs attempt to stage a mutiny (or if the PCs are using their own ship and attempt to lock the first mate in irons) because they don't trust the captain's response, one of two things happen. If they attempt to gauge the bearing of the rest of the crew, they quickly learn that the Free Army and Free Marines onboard are all loyal to the captain (or the first mate, depending on the

situation). They do not support a mutiny under any conditions. If the PCs simply attempt to dispatch the captain or clamp him in irons, the Free Marines overbear them and take control of the ship. As this happens, the traitor has a much easier time sabotaging the ship. Skip directly to **Encounter 4: Detectives** and consider the PCs having failed to prevent the saboteur.

The ship is led by Captain Hamlin, an experienced halfling who's been sailing for decades. If anyone was named as *Honorary First Mate of Rudd's Pride* in **Dyv1-07 Corsairs!**, he may resume that post now. (Only one PC may be the first mate, so the PCs must decide who gets the honor. If the PCs can't reach a decision, the captain chooses based on ranks in Profession [sailor or boater], then any halflings, then gnomes, and then randomly from then on.)

In addition to Captain Hamlin, his officers, and the five urchins that boarded right after you, the ship is populated by a crew of 50 halflings, 40 Free Marines, 60 Free Army, and 34 other volunteers. Aside from the captain, no crewmember has private quarters. The ship has been fitted to act as a ship of war, thus maximizing the space in the hull with overlapping hammocks. There is only one size of hammock available. Halflings, gnomes, and the urchins must sleep two to a hammock to properly fit.

As the rest of the ship's passengers arrive, the remaining supplies are loaded as well. All PCs to make a Spot check (DC 15) to notice two crates marked "Dragon's Breath." If they inquire about the crates, they are told that Dragon's Breath is an alchemical weapon. It's a blowpipe filled with powdered alchemist's fire. Blowing into one end sprays the powder in a 15'-cone from the other. The powder ignites as soon as it is exposed to the air, dealing 1d6 points of fire damage to anything caught in the cone. Each pipe of Dragon's Breath costs 200 gp and each crate carries 16 pipes.

NOTE: If the PCs use any of the blowpipes frivolously, they are expected to pay for them out of their own pocket. If they use them to fight off the swarms, the expenditure is considered to have saved the ship and there is no cost.

The PCs may make this opportunity to learn as much as they'd like about the other people onboard. Not everyone is as forthcoming as others on the ship (the halfling sailors talk the most and are happy to recount the various tales they have to tell). PCs may make either Diplomacy or Gather Information checks to learn about the others on the ship. The more time PCs spend talking to the NPCs, the more circumstance bonuses they should receive (at the DM's discretion).

NOTE: DM's Aid #1 list those people onboard and their general use and inclinations to assist in this encounter and future encounters. The personalities of the various NPCs on board are mostly free-form and at the DM's discretion.

Diplomacy (DC 20) or Gather Information (DC 15)

- The *Rudd's Pride* is not an official naval vessel, but the crew unanimously agreed to volunteer when they heard about the declaration of war.
- The Free Army and Free Marines onboard are all members that had joined before war was declared.
- There are two adventuring companies onboard: the Sundered Chain (a haphazard assortment of warriors that all claim membership in the Dyvers Anti-Slavery League) and the Emerald Fist (six half-orc Kordites that work themselves into a frenzy every time they begin talking about Axeport).

Diplomacy (DC 30) or Gather Information (DC 22)

- The five urchins are all city messengers. They're making the trip to serve as runners between the Dyversian beachhead and the forward soldiers. They're not scared of battle and are hoping to pick up a little loot while they work.
- There are eight volunteers onboard that are related to each other in one fashion or another: two brothers and their wives, as well as their brothers- and sisters-in-law. The latter four are not even from Dyvers. They live in Greyhawk City but rode their horses to death to make it to the city in time to volunteer. All four of them claim to be escaped slaves from the Bandit Kingdoms wanting some payback.
- There is also a member of the Cathedral of Xerbo and a member from the Dweomercrafter's Guild. They say that a member of each organization has been assigned to each ship.

Diplomacy (DC 40) or Gather Information (DC 30)

- The remaining seven volunteers have no association with anyone else onboard so are not very forthcoming about their backgrounds. There is a cleric of Procan, three fighter-types, a sorcerer, a druid, and a paladin. None of them were born in Dyvers proper, but they were all in the city when the call to arms went out. The paladin was born the farthest away, visiting from Veluna.

See **DM's Aid #1** for specific information on all those on board.

Encounter 4: Betrayed

Given the length of the journey across the Nyr Dyv, the PCs and the other volunteers are allowed to spend time on deck as long as they keep out of the way of the sailors. Ask the PCs whether or not they want to spend time above decks or keep to their hammocks below. Then ask each of them where they want to be during a random point in the day. Read the following to all those PCs above decks.

Those PCs that are above decks may make a Spot check (DC 15). The armada, as to not arouse suspicion, spread out as soon as it set out into the Nyr Dyv. Given the massive expanse of the Bottomless Lake, there is significant room to maneuver. PCs that succeed at their Spot checks can see a couple of ships on either side of the *Rudd's Pride*. The closest ship is at least 1000 feet away.

If no PCs are above decks, they hear the call to quarters from above after the harpies are teleported to the ship. If no PCs are above decks to immediately engage the harpies, a number of sailors are drawn overboard equal to half the APL the players are at.

With no warning, the sky is filled with the enemy. Wings flap and cruel eyes look down on you. Roll initiative.

PCs may make a Knowledge (nature) check to know more about the creatures attacking them, but may have faced harpies before. If they do not know what the creatures are, the sailors shout out "***Harpies!***" but cannot offer any specific information on weaknesses or abilities as they're too busy ensuring the ship remains on course.

APL 2 (EL 4)

👉 **Harpy**: Female harpy; hp 31; see *Monster Manual* p. 151.

APL 4 (EL 6)

👉 **Harpies (2)**: Female harpy; hp 31 each; see *Monster Manual* p. 151.

APL 6 (EL 8)

👉 **Harpies (4)**: Female harpy; hp 31 each; see *Monster Manual* p. 151.

APL 8 (EL 10)

👉 **Harpies (8)**: Female harpy; hp 31 each; see *Monster Manual* p. 151.

APL 10 (EL 12)

👉 **Harpy Archer**: Female harpy Ftr7; hp 103; see *Monster Manual* p. 151.

👉 **Harpies (6)**: Female harpy; hp 31 each; see *Monster Manual* p. 151.

APL 12 (EL 14)

👉 **Harpy Archers (3)**: Female harpy Ftr7; hp 103 each; see *Monster Manual* p. 151.

Tactics: The harpies engage the PCs from the air, attempting to lure them over the edge of the ship. If this fails to work, then they'll move into close-range combat if it seems to be a better course of action.

Treasure:

APLs 2-8 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 0 gp, M: +1 *frost composite longbow* (+1 Str bonus) (708 gp per character), +3 *studded leather* (765 gp per character).

APL 12 – L: 0 gp, C: 0 gp, M: +1 *frost composite longbow* (+1 Str bonus) x3 (708 gp each per character), +3 *studded leather* x3 (765 gp each per character).

Once combat is complete, allow PCs to make another Spot check (DC 15 if they were not above decks before, but only DC 10 if they were and succeeded on their Spot check to see the ships on either side of them). Those PCs that succeed at the Spot check see winged figures above the other ships as well. The harpies (or whatever other foul beasts appeared) quickly fall into the Nyr Dyv except for one of the ships to the right of the *Rudd's Pride*. The galley—which wasn't built to cross open water for extended periods of time—begins to lag behind the others and eventually begins to sink into the water.

NOTE: The sinking of the ship was due to the Iuzian saboteur below decks and not a result of the harpies. Even if the PCs are able to *teleport* or *dimension door* successfully to the ship, it still sinks. They may be able to save some of the sailors, though.

Encounter 5: Detectives

A few hours pass after the harpies attack and the PCs are called to the captain's quarters. (If they are on a PC-owned ship, then the assigned first mate calls them to a private meeting.)

With a stern look on his face, the captain wastes no time explaining why he called you to a meeting. He slides a small metal plate across the lone table in the

room. There is broken glass, a burnt candle, and purple powder piled in a heap.

“I believe these to be the remnants of a spell that alerted the forces of the Old One to our location. Although my crew is able seamen, they are not detectives. I have already ruled you out as suspects. I believe that if Old Wicked were to successfully infiltrate this ship with an adventuring company, you would have participated during the harpy attack rather than aided us. There is a traitor aboard, though. Knowing the skill of adventurers, I am assigning the task of rooting out the traitor. You are free to conduct your investigation as you wish as long as it does not interfere with the business of sailing this ship.”

This is a free-form role playing encounter. Below, there are some tactics that PCs may utilize, but the DM should be flexible in how he allows the PCs to succeed in this encounter.

NOTE: The passage of time does not allow the PCs to automatically succeed. They have three days to expose the traitor before he sinks the ship by pouring a potion of *warp wood* in the hull of the ship. This immediately alerts the PCs to his presence and begins **Encounter 6: Revealed**. They only have 10 rounds to reverse the damage done by the spell before the ship is irrevocably lost. Unless the PCs have some means to travel at least 1500 feet—the closest ship once the *Rudd's Pride* begins to slow—(flying, spells like *dimension door*, succeeding at 100 Swim checks [DC 20], or something similar), everyone dies at sea (either by drowning or being swallowed by a kraken or a similar sea monster).

NOTE: If the PCs are taking their own ship and the owner of that ship is a member of the Alliance, then almost all of the volunteers are Alliance as well (with the exception of Bippy). Although the majority of the crew, Free Army, and Free Marines are not members, it should be relatively easy for Alliance members to determine who the traitor is. The trick is to convince the rest of the party that Bippy is guilty without revealing their membership in the Alliance (remind all Alliance members of the requirements of their organization in regard to keeping that membership a secret).

Possible Tactics

- *Detecting Evil:* If there is a paladin among the group or if a spellcaster has prepared the spell, the PCs may attempt to *detect evil*. Bippy has *nondetection* cast on him, so the person detecting evil needs to make a Caster Level check (DC 11+APL). Have him make this roll when the spell/ability is used rather than specifically when they come to Bippy to prevent

meta-gaming. Out of the total 191 people on board (including the PC), 38 of them detect as evil. Some of them (such as the Burne Family) openly worship evil gods. Bippy pretends to worship Zilchus to avoid suspicion.

- *Casting spells:* The PCs should utilize their own spell selection first, but if for some reason they need the aid of NPCs, there are volunteers onboard willing to cast up to 3rd-level spells. PCs should be reminded that spells like *zone of truth* allow a will save and that they are trusting the person casting the spell is also being honest with them.
 - *detect/dispel magic:* All the volunteers and a good number of the soldiers present all have magic items, so casting *detect magic* has little effect. A number of people also have all-day spells they cast every morning and a number of volunteers oppose having *dispel magic* cast on them because it makes them feel vulnerable. They captain may trust the PCs, but that doesn't mean everyone else onboard does.
 - *divination:* The DM may modify this to fit in with a specific god, but if the PCs cast *divination* in an attempt to learn more about the traitor, they get the following result: ***One drop among the storm, truth is found by blood.***
 - *zone of truth:* This spell allows for a Will save (although Bippy casts *nondetection*, that spell does not prevent *zone of truth*). Roll the save before the PCs specifically question the traitor to prevent meta-gaming.
- *Interrogating everyone aboard:* This is perhaps the most difficult tactic to adjudicate simply because of the sheer numbers of people aboard the ship. Sense Motive checks and Bluff skills vary among the crew so that it is essentially the DM's discretion in terms of DCs etc (NPCs with Rogue levels [such as the sailors] have the best Bluff and Sense Motive skills; the average level aboard the ship is 5). Although everyone is united in their willingness to fight Iuz, they are still generally segregated on the ship, Marines associating with other Marines, Army associating with other Army, etc. They are able to vouch for one another, but not people outside of their clique. The DM should make interrogation as easy or as difficult as he wishes based on how much time is left for the adventure. Eventually, everyone except for the 7 individual volunteers can establish a credible alibi.

NOTE: Although the captain has given the PCs permission to interrogate any of the crew they feel necessary, this does not give them a license to abuse anyone or to interfere with the business of sailing the ship. If at any time the PCs physically injure a crewman or interfere with him performing his duties, the captain ends their investigations and the PCs are assumed to have failed this encounter. Continue to **Encounter 6: Revealed** without the traitor being discovered.

- *Setting a trap:* There are various ways the PCs may bait a potential saboteur, by spreading rumors through the crew to masquerading as more important people than they really are. The captain gives them free reign to implement their plan, including making available his own cabin (the only cabin on the entire ship). Whether Bippy falls for the trap is up to the DM's discretion. Although his primary purpose is to sabotage the ship, any additional information he might be able to send to the Empire he knows will garner him increased favor and rewards. He's eager to succeed above the other saboteurs that have been hidden among the Dyversian armada.

Encounter 6: Revealed

Bippy Nimbletoes never reveals himself as an Iuzian traitor even if he's caught red-handed. He claims that the PCs took advantage of his mischievous halfling nature. Regardless of how the PCs finally determine Bippy is the traitor, as soon as they move on him, he attacks.

Fools! My death accomplishes nothing! Dyvers' inexperience doomed her from the start. The Empire knows that you are sailing for Axeport and we will be ready! Your deaths will be the first of many!

APL 2 (EL 2)

♣ **Bippy Nimbletoes:** Male halfling Sor2; hp 7; see Appendix 1.

APL 4 (EL 4)

♣ **Bippy Nimbletoes:** Male halfling Sor4; hp 13; see Appendix 1.

APL 6 (EL 6)

♣ **Bippy Nimbletoes:** Male halfling Sor6; hp 19; see Appendix 1.

APL 8 (EL 8)

♣ **Bippy Nimbletoes:** Male halfling Sor8; hp 25; see Appendix 1.

APL 10 (EL 10)

♣ **Bippy Nimbletoes:** Male halfling Sor10; hp 31; see Appendix 1.

APL 12 (EL 12)

♣ **Bippy Nimbletoes:** Male halfling Sor12; hp 37; see Appendix 1.

Tactics: Bippy is outnumbered so he attempts to use what spells he has available to neutralize as many of the players at once that he can.

Treasure:

APL 2 – L: 27 gp, C: 0 gp, M: *amulet of natural armor +1* (167 gp per character), *cloak of charisma +2* (333 gp per character).

APL 4 – L: 27 gp, C: 0 gp, M: *amulet of natural armor +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), *ring of protection +1* (167 gp per character).

APL 6 – L: 0 gp, C: 0 gp, M: *amulet of natural armor +2* (667 gp per character), *cloak of charisma +4* (1333 gp per character), *ring of protection +2* (667 gp per character), *waterproof iron-bone spellbook with slipcase* (110 gp per character).

APL 8 – L: 0 gp, C: 0 gp, M: *amulet of natural armor +2* (667 gp per character), *cloak of charisma +4* (1333 gp per character), *ring of protection +2* (667 gp per character), *waterproof iron-bone spellbook with slipcase* (110 gp per character).

APL 10 – L: 0 gp, C: 0 gp, M: *amulet of natural armor +2* (667 gp per character), *cloak of charisma +4* (1333 gp per character), *ring of protection +2* (667 gp per character), *waterproof, levitating iron-bone spellbook with slipcase* (277 gp per character).

APL 12 – L: 0 gp, C: 0 gp, M: *amulet of natural armor +2* (667 gp per character), *cloak of charisma +6* (3000 gp per character), *ring of protection +2* (667 gp per character), *waterproof, levitating, energy resistant (major) iron-bone spellbook with slipcase* (527 gp per character).

Encounter 7: Leadership (conditional)

This encounter is available only to those PCs that have a home region of Dyvers. If the table is mixed, only those PCs with Dyvers as a home region may participate.

NOTE: If an out-of-region character died protecting Larissa Hunter's bodyguard in **Dyv4-08 Linchpin** (noted on his AR), he may also participate in this encounter.

Little has happened since the traitor's defeat. It is out of the ordinary, then, when you are called to the captain's quarters. When you enter the room—a stark contrast to the hammocks the sailors use as beds—the captain is nowhere to be seen. Instead, seated in the captain's chair, Larissa Hunter sits smiling at you.

In addition to Larissa Hunter's chair, there are a number of chairs equal to the number of PCs present positioned in a semicircle in front of her. She motions for the PCs to sit.

"The battle begins soon and I wanted to take this final opportunity before the chaos ensues. I have some questions, and I hope you will humor me."

Larissa asks the following questions to the group and she would like as many people to reply as possible. She does not go person-to-person, but simply waits until everyone's had an opportunity to speak. Unless the DM feels the conversation necessitates a change in the order of questions (or time is running short), the questions should be asked as follows.

- *How long have you called Dyvers home?*
- *Have you traveled to other regions of the Flanaess?*
- *What was your opinion of those places? How did they compare to Dyvers?*
- *Tell me what good things you have done.*
- *Tell me what bad things you have done.*
- *Not everyone is going to survive. Why did you come on this mission?*

Larissa has a point to make, but the specific answers the players offer do not affect that point. As such, she does not argue, contradict, or try to dissuade the players as they answer her questions.

"I traveled a lot both before and during my tenure as magister. I visited Verbobonc, Veluna, Ket, Tusmit, Ekbir, Furyondy, the Shield Lands, Greyhawk City, the Urnsts, and even the Theocracy of the Pale for a short time. Those places all have people they call heroes."

"But so does Dyvers. I know there are many who would argue that point. They say we're mercenary and greedy. They say we're unscrupulous and conniving. But what they call mercenary, I call pragmatic, what they call conniving, I call cunning. Whether you've fought for money or fame, glory or status, the point is that you fought. Time and again you've stood in harm's way to defend Dyvers and her Free Lands. Time and again you've saved her citizens from tragedy.

"Before we go into the breach once more, I wanted you to know that, to me and all of Dyvers, you are our heroes. To the hells with what others think."

Larissa is going ship-to-ship to have this conversation with all the volunteers, so she does not have a considerable amount of time. But she is willing to stay and talk with the PCs for a bit if they have something specific they want to talk to her about. (She's also in a good humor, so if they begin to ask for greater rewards, she uses that to press her point that Dyvers has its own breed of hero.)

Larissa has something special for those people who paid the ultimate sacrifice defending her bodyguard. She singles out those PCs that died protecting Larissa Hunter's bodyguard in **Dyv4-08 Linchpin** (as noted on that adventure's AR). *"This isn't the place for it, so once the battle is over, report to me. There are matters that need to be resolved."* Inform the player that he or she should play **Dyv5-06 Matters of the Heart** with this same character.

NOTE: Players may have a number of questions to ask her regarding her motivation for leaving and what consequences resulted from that departure. Some of the PCs may not be as forgiving as the gentry. She handles their comments, questions, and criticisms with the grace of a patient mother. Below are some of her responses.

- *What the PCs have accomplished in her absence:* She has heard. In the days since her return, she has heard many renditions of the events that have happened since she left. Although none of them match precisely, they all speak of the great accomplishments of adventurers.
- *Whether she deserves to be magister:* Hunter is not expecting everyone to welcome her back. She knows many people blame her absence for the tragedies that have befallen the city since. She knows that this is more grief than anything and as such, does not argue the point. She simply states that, by decree of the Gentry Council, she has been elected to Magister for the second time and this fact is irrefutable.

- *Why she deceived them in Dyv4-08* Linchpin by using a *doppelganger*. Until that time, although she had witnessed the deeds of adventurers, she had never seen their commitment to the city or witnessed their resolve under immeasurable pressure. The deeds of adventurers since (especially during the One Day War) have since changed her mind. At the time, though, it was a necessary deception to allow her to successfully leave the city.
- *Why she left*. She does not give specifics, but says that she hopes that reason is clear now. Before the Kesser Massacre, none of the gentry were willing to confirm what they knew about House Kurault. She needed evidence before Dyvers was to end its neutrality.
- *Word of her missing husband, Rashaman*. She is unwilling to discuss this matter, and due to magic items warn, such divinations do not work.

Encounter 8: Admundfort

If the PCs brought their own ship, change the following box text accordingly.

After a few more days at sea, the morning of the attack arrives. You're awakened before dawn and inundated with a number of preparatory spells. Finishing your meal, you are drawn top-side by the beating of drums as the Rudd's Pride is called to general quarters. Sailors, marines, and volunteers alike grab their gear and flood onto the deck. Although dawn is now an hour passed, you wouldn't know as much. The sun is gone, covered by an impenetrable blanket of black clouds. Over the bow of the ship, stone walls rise from the shoreline, creating a shell-like barrier between the Nyr Dyv and the city beyond. Torches line the walls, giving the port city an eerie red glow. Figures can be seen on the ramparts running to get into position. Likewise, Rhennee barges begin to unfurl their sails in the harbor, attempting to make sea before the Dyversian armada arrives.

Beside you, a Free Marine lets out a breathy exclamation. "By the Endless Depths, I know this place, and it is not Axeport. Arm yourselves men! It is the island fortress of Admundfort! Prepare to get a glimpse of hell!" As if on cue, a number of winged figures take flight from the outer walls, sweeping like a thunderhead toward the invading ships.

The following spells have been cast on the PCs by an 18th-level caster. The duration is listed below. If combat should somehow last longer than the duration of the spells, mark them off the AR. (If combat ends before the duration of the spells, then they are not marked off the AR. For ease of use, the spells count as having just been cast at the beginning of the next adventure [meaning that the PCs have a full duration of the spell regardless of how many rounds it took to complete combat in this adventure].)

- *heroes feast* (Duration: 12 hours)
- *mass bear's endurance* (Duration: 18 minutes)
- *mass bull's strength* (Duration: 18 minutes)
- *mass cat's grace* (Duration: 18 minutes)
- *shield of faith* (Duration: 18 minutes)

NOTE: Locust swarms are immune to weapon damage, which means APL 2 tables (and some APL 4 tables) may be ineffective against some of these swarms. No one stops them from using the Dragon's Breath blowpipes they saw during the loading of the ship (and if they did not see it, other sailors recommend it if combat starts to go poorly).

APL 2 (EL 6)

☛ **Locust Swarm (2):** Diminutive Swarm; hp 21; see *Monster Manual* p. 239.

☛ **Bat Swarm (2):** Diminutive Swarm; hp 13; see *Monster Manual* p. 237-238.

APL 4 (EL 8)

☛ **Locust Swarm (4):** Diminutive Swarm; hp 21; see *Monster Manual* p. 349.

☛ **Bat Swarm (3):** Diminutive Swarm; hp 13; see *Monster Manual* p. 237-238.

APL 6 (EL 10)

☛ **Hellwasp Swarm (2):** Diminutive Swarm; hp 93; see *Monster Manual* p. 238-239.

APL 8 (EL 12)

☛ **Hellwasp Swarm (3):** Diminutive Swarm; hp 93; see *Monster Manual* p. 238-239.

☛ **Orc Vulture Rider (2):** Male orc Ftr5; hp 34; see Appendix 1.

☛ **Dire Vulture, Advanced 6 HD (2):** Large Animal; hp 150; see Appendix 1.

APL 10 (EL 14)

☛ **Hellwasp Swarm (3):** Diminutive Swarm; hp 93; see *Monster Manual* p. 238-239.

☛ **Orc Vulture Rider (4):** Male orc Ftr8; hp 76; see Appendix 1.

☛ **Dire Vulture, Advanced 9 HD (4):** Large Animal; hp 187; see Appendix 1.

APL 12 (EL 16)

☛ **Hellwasp Swarm (4):** Diminutive Swarm; hp 93; see *Monster Manual* p. 238-239.

☛ **Orc Vulture Rider (4):** Male orc Ftr11; hp 103; see Appendix 1.

☛ **Dire Vulture, Advanced 9 HD (4):** Large Animal; hp 187; see Appendix 1.

Tactics: The swarms move onto the ship and try to distract everyone there, taking the focus from the orcs mounted on their dire vultures. The orcs do flyby attacks, using their reach to keep out of range of the PCs

NOTE: The orc vulture riders are immune to the vultures' stench ability.

Treasure:

APL 2-6 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 8 – L: 18 gp, C: 0 gp, M: *belt of strength +4* x2 (1333 gp each per character) gp, *gloves of dexterity +4* x2 (1333 gp each per character) gp.

APL 10 – L: 18 gp, C: 0 gp, M: *belt of strength +4* x4 (1333 gp each per character) gp, *gloves of dexterity +4* x4 (1333 gp each per character) gp.

APL 12 – L: 18 gp, C: 0 gp, M: *belt of strength +4* x4 (1333 gp each per character) gp, *gloves of dexterity +4* x4 (1333 gp each per character) gp.

NOTE: PCs may make a Knowledge (local: Core) check (DC 15) or (local: Iuz's Border States) check (DC 20) to know that the island of Admundfort has been an Iuzian stronghold for many years. Before it was captured by the empire, it was the capital of the Shield Lands. Fears of annexation so soon after its independence caused the Shield Lands to refuse Furyondian help. When the forces of Iuz attacked, the city was no match. Survivors fled to Willip and the city has been under Iuzian control ever since.

The population is unknown, but rumored to be upward of 5,000, all orc warriors, with the exception of those that died during the invasion (and more from internal disputes and the sheer passage of time) and were later turned into undead, a council of demons, and its local ruler, the Lesser Boneheart Vayne.

Bonehearts are the lieutenants of Iuz himself. All spellcasters, the Lesser Bonehearts begin at 17th level while a Boneheart generally begins at 21st level. Vayne is known to be a sinister wizard that lacks no compulsion in sacrificing his troops to win a battle. There are various ways to put the dead to work after they've served their purposes in life.

Conclusion

If the PCs sailed their own ship, the following is announced by the appointed first mate. Revise the text as appropriate.

"Steady lads. It was merely a test of our resolve," the captain says. A large smile stretches across the halfling's face from ear to ear. "I am sure we will not disappoint."

The darkness is illuminated by 35 small beads of light. On the foredeck of each ship, a robed man—a member of the Dweomercrafters or Sorcerers Guilds without bias—points his outstretched finger toward the walls of the island fortress. A barrage of multi-colored flame erupts along the battlements, exploding in spheres of fire, ice, lightning, and acid. The screams of orc soldiers echo across the water as the warriors are charred alive.

"The blessings of all the gods be with you, heroes. The bards will sing your praises in every port of the Nyr Dyv." The captain's words linger. Your journey ends, and the Battle of Admundfort begins.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role playing) to each character.

Encounter 4: Betrayed

Defeat the harpies

APL 2 –	90 xp.
APL 4 –	150 xp.
APL 6 –	210 xp.
APL 8 –	270 xp.
APL 10 –	330 xp.
APL 12 –	390 xp.

Encounter 6: Revealed

Discover the traitor

APL 2 –	90 xp.
APL 4 –	150 xp.
APL 6 –	210 xp.
APL 8 –	270 xp.
APL 10 –	330 xp.
APL 12 –	390 xp.

Encounter 8: Admundfort

Participate in the Battle of Admundfort

APL 2 –	180 xp.
APL 4 –	240 xp.
APL 6 –	300 xp.
APL 8 –	360 xp.
APL 10 –	420 xp.
APL 12 –	480 xp.

Story Award

Investigate the traitor on the *Rudd's Pride* without interfering with the sailing of the ship or forcing the captain to end the investigation.

APL 2 –	90 xp.
APL 4 –	135 xp.
APL 6 –	180 xp.
APL 8 –	225 xp.
APL 10 –	270 xp.
APL 12 –	315 xp.

Total Possible Experience

APL 2 –	450 xp.
APL 4 –	675 xp.
APL 6 –	900 xp.
APL 8 –	1,125 xp.
APL 10 –	1,350 xp.
APL 12 –	1,575 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional

scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 4: Betrayed

APLs 2-8 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 0 gp, M: *+1 frost composite longbow* (+1 Str bonus) (708 gp per character), *+3 studded leather* (765 gp per character).

APL 12 – L: 0 gp, C: 0 gp, M: *+1 frost composite longbow* (+1 Str bonus) x3 (708 gp each per character), *+3 studded leather* x3 (765 gp each per character).

Encounter 6: Revealed

APL 2 – L: 27 gp, C: 0 gp, M: *amulet of natural armor +1* (167 gp per character), *cloak of charisma +2* (333 gp per character).

APL 4 – L: 27 gp, C: 0 gp, M: *amulet of natural armor +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), *ring of protection +1* (167 gp per character).

APL 6 – L: 0 gp, C: 0 gp, M: *amulet of natural armor +2* (667 gp per character), *cloak of charisma +4* (1333 gp per character), *ring of protection +2* (667 gp per character), *waterproof iron-bone spellbook with slipcase* (110 gp per character).

APL 8 – L: 0 gp, C: 0 gp, M: *amulet of natural armor +2* (667 gp per character), *cloak of charisma +4* (1333 gp per character), *ring of protection +2* (667 gp per character), *waterproof iron-bone spellbook with slipcase* (110 gp per character).

APL 10 – L: 0 gp, C: 0 gp, M: *amulet of natural armor +2* (667 gp per character), *cloak of charisma +4* (1333 gp per character), *ring of protection +2* (667 gp per character), *waterproof, levitating iron-bone spellbook with slipcase* (277 gp per character).

APL 12 – L: 0 gp, C: 0 gp, M: *amulet of natural armor +2* (667 gp per character), *cloak of charisma +6* (3000 gp per character), *ring of protection +2* (667 gp per character), *waterproof, levitating, energy resistant (major) iron-bone spellbook with slipcase* (527 gp per character).

Encounter 8: Admundfort

APL 2 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 8 – L: 18 gp, C: 0 gp, M: *belt of strength +4* x2 (1333 gp each per character) gp, *gloves of dexterity +4* x2 (1333 gp each per character) gp.

APL 10 – L: 18 gp, C: 0 gp, M: *belt of strength +4* x4 (1333 gp each per character) gp, *gloves of dexterity +4* x4 (1333 gp each per character) gp.

APL 12 – L: 18 gp, C: 0 gp, M: *belt of strength +4* x4 (1333 gp each per character) gp, *gloves of dexterity +4* x4 (1333 gp each per character) gp.

Total Possible Treasure

APL 2	450 gp
APL 4	650 gp
APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

Appendix 1: NPC Stats

APL 2

ENCOUNTER 5: REVEALED

Bippy Nimbletoes: Halfling Sor2; CR 2; Small humanoid (halfling); HD 2d4; hp 7; Init +3; Spd 20 ft.; AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); Base Atk +1; Grp -5; Atk/Full Atk +0 melee (1d3-2, dagger); SQ Halfling traits; AL NE; SV Fort +1, Ref +4, Will +4; Str 6, Dex 16, Con 10, Int 10, Wis 10, Cha 18.

Skills and Feats: Bluff +5, Concentration +5, Knowledge (arcana) +2, Spellcraft +2; Combat Casting.

Spells Known (6/5; save DC = 14 + spell level): 0 – *acid splash, daze, detect magic, ray of frost, touch of fatigue*; 1st – *magic missile, orb of acid (lesser)*.*

Possessions: dagger, spellbook with iron cover, bone pages, and a slipcase, *amulet of natural armor +1, cloak of charisma +2.*

*See Appendix 2: New Rules Items

APL 4

ENCOUNTER 5: REVEALED

Bippy Nimbletoes: Halfling Sor4; CR 4; Small humanoid (halfling); HD 4d4; hp 13; Init +3; Spd 20 ft.; AC 18, touch 16, flat-footed 15 (+1 size, +3 Dex, +2 natural, +2 deflection); Base Atk +2; Grp -4; Atk/Full Atk +1 melee (1d3-2, dagger); SQ Halfling traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 6, Dex 16, Con 10, Int 10, Wis 10, Cha 19.

Skills and Feats: Bluff +5, Concentration +7, Knowledge (arcana) +2, Spellcraft +4; Combat Casting, Extend Spell.

Spells Known (6/7/4; save DC = 14 + spell level): 0 – *acid splash, daze, detect magic, ray of frost, read magic, touch of fatigue*; 1st – *magic missile, orb of acid (lesser)*, true strike*; 2nd – *scorching ray*.

Possessions: dagger, spellbook with iron cover, bone pages, and a slipcase, *amulet of natural armor +2, cloak of charisma +2, ring of protection +2*.

*See Appendix 2: New Rules Items

APL 6

ENCOUNTER 5: REVEALED

Bippy Nimbletoes: Halfling Sor6; CR 6; Small humanoid (halfling); HD 6d4; hp 19; Init +3; Spd 20 ft.; AC 18, touch 16, flat-footed 15 (+1 size, +3 Dex, +2 natural, +2 deflection); Base Atk +3; Grp -3; Atk/Full Atk +2 melee (1d3-2, dagger); SQ Halfling traits; AL NE; SV Fort +3, Ref +6, Will +6; Str 6, Dex 16, Con 10, Int 10, Wis 10, Cha 21.

Skills and Feats: Bluff +6, Concentration +9, Knowledge (arcana) +4, Spellcraft +4; Combat Casting, Empower Spell, Extend Spell.

Spells Known (6/8/6/4(3); save DC = 15 + spell level): 0 – *acid splash, daze, detect magic, light, ray of frost, read magic, touch of fatigue*; 1st – *magic missile, orb of acid (lesser)*, ray of enfeeblement, true strike*; 2nd – *scorching ray, swim**; 3rd – *nondetection*.

Possessions: dagger, waterproof spellbook with iron cover, bone pages, and a slipcase, amulet of natural armor +2, cloak of charisma +4, ring of protection +2.

Precast spells: *nondetection*

*See Appendix 2: New Rules Items

APL 8

ENCOUNTER 5: REVEALED

Bippy Nimbletoes: Halfling Sor8; CR 8; Small humanoid (halfling); HD 8d4; hp 25; Init +3; Spd 20 ft.; AC 24, touch 16, flat-footed 21 (+1 size, +3 Dex, +6 *greater mage armor*, +2 natural, +2 deflection); Base Atk +4; Grp -2; Atk/Full Atk +3 melee (1d3-2, dagger); SQ Halfling traits; AL NE; SV Fort +3, Ref +6, Will +7; Str 6, Dex 16, Con 10, Int 10, Wis 10, Cha 22.

Skills and Feats: Bluff +7, Concentration +11, Knowledge (arcana) +5, Spellcraft +7; Combat Casting, Empower Spell, Extend Spell.

Spells Known (6/8/8/6/4(2); save DC = 16 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *light*, *ray of frost*, *read magic*, *touch of fatigue* 1st – *magic missile*, *orb of acid (lesser)**, *shield*, *ray of enfeeblement*, *true strike* 2nd – *Melf's acid arrow*, *scorching ray*, *swim**; 3rd – *mage armor (greater)**, *nondetection*; 4th – *orb of acid**.

Possessions: dagger, waterproof spellbook with iron cover, bone pages, and a slipcase, amulet of natural armor +2, cloak of charisma +4, ring of protection +2.

Precast spells: *extended mage armor (greater)*, *extended nondetection*

*See Appendix 2: New Rules Items

scent; AL N; SV Fort +16, Ref +10, Will +10; Str 16, Dex 14, Con 26, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +14, Spot +14, Survival +11; Alertness, Flyby Attack, Hover, Improved Natural Attack, Track.

ENCOUNTER 8: ADMUNDFORT

Orc Vulture Riders (2): Orc Ftr5; CR 5; Medium humanoid (orc); HD 5d10+10; hp 34; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 16 (+4 Dex, +4 chain shirt, +1 buckler); Base Atk +5; Grp +12; Atk/Full Atk +12 melee (1d8+10, lance) or +12 melee (2d6+10, greatsword); SQ Orc traits; AL N; SV Fort +6, Ref +5, Will +0; Str 25, Dex 18, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Handle Animal +6, Ride +12; Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge.

Possessions: buckler, chain shirt, dagger, greatsword, lance, military saddle, *belt of strength* +4, *gloves of dexterity* +4.

Dire Vulture, Advanced 6 HD (2): Large Animal; CR 5; HD 12d8+96; hp 150; Init +1; Spd 20 ft., fly 80 ft. (average); AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); Base Atk +9; Grp +16; Atk/Full Atk +11 melee (2d6+4, bite); Space/Reach 10 ft/5 ft; SA Stench; SQ Low-light vision, resistance to disease,

APL 10

ENCOUNTER 5: REVEALED

Bippy Nimbletoes: Halfling Sor10; CR 10; Small humanoid (halfling); HD 10d4; hp 31; Init +3; Spd 20 ft.; AC 26, touch 16, flat-footed 23 (+1 size, +3 Dex, +6 *greater mage armor*, +4 natural, +2 deflection); Base Atk +5; Grp -1; Atk/Full Atk +4 melee (1d3-2, dagger); SQ Halfling traits; AL NE; SV Fort +4, Ref +7, Will +8; Str 6, Dex 16, Con 10, Int 10, Wis 10, Cha 22.

Skills and Feats: Bluff +11, Concentration +11, Knowledge (arcana) +5, Spellcraft +7; Arcane Preparation*, Combat Casting, Empower Spell, Extend Spell.

Spells Known (6/8/8/7/6-(4)/4; save DC = 16 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *light*, *mending*, *message*, *ray of frost*, *read magic*, *touch of fatigue*; 1st – *magic missile*, *orb of acid (lesser)**, *shield*, *ray of enfeeblement*, *true strike*; 2nd – *glitterdust*, *Melf's acid arrow*, *scorching ray*, *swim**; 3rd – *fireball*, *mage armor (greater)**, *nondetection*; 4th – *arcane prepared empowered fireball (x1)*, *burning blood**, *orb of acid**; 5th – *arcane prepared empowered orb of acid (x2)*, *vitriolic sphere**.

Possessions: dagger, levitating *waterproof spellbook with iron cover*, *bone pages*, and a *slipcase*, *amulet of natural armor +4*, *cloak of charisma +4*, *ring of protection +2*.

Precast spells: *extended mage armor (greater)*, *extended nondetection*

*See Appendix 2: New Rules Items

ENCOUNTER 8: ADMUNDFORT

Orc Vulture Riders (4): Orc Ftr8; CR 8; Medium humanoid (orc); HD 8d10+24; hp 76; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 16 (+4 Dex, +4 chain shirt, +1 buckler); Base Atk +8; Grp +16; Atk +16 melee (1d8+12, lance/19-20x3) or +16 melee (2d6+12, greatsword); Full Atk +16/+11 melee (1d8+12, lance/19-20x3) or +16/+11 melee (2d6+12, greatsword); SQ Orc triats; AL N; SV Fort +8, Ref +6, Will +1; Str 26, Dex 18, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Handle Animal +9, Ride +15; Combat Reflexes, Improved Critical (lance), Improved Toughness*, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge.

Possessions: buckler, chain shirt, dagger, greatsword, lance, military saddle, *belt of strength +4*, *gloves of dexterity +4*.

*See Appendix 2: New Rules Items

Dire Vulture, Advanced 9 HD (4): Large Animal; CR 5; HD 15d8+120; hp 187; Init +1; Spd 20 ft., fly 80 ft. (average); AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); Base Atk +11; Grp +18; Atk/Full Atk +13 melee (2d6+4, bite); Space/Reach 10 ft/5 ft; SA Stench; SQ Low-light vision, resistance to disease, scent; AL N; SV Fort +17, Ref +11, Will +11; Str 16, Dex 14, Con 26, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +14, Spot +14, Survival +11; Alertness, Flyby Attack, Hover, Improved Natural Attack, Track, Wingover.

APL 12

ENCOUNTER 5: REVEALED

Bippy Nimbletoes: Halfling Sor12; CR 12; Small humanoid (halfling); HD 12d4; hp 37; Init +3; Spd 20 ft.; AC 26, touch 16, flat-footed 23 (+1 size, +3 Dex, +6 *greater mage armor*, +4 natural, +2 deflection); Base Atk +6; Grp +0; Atk +5 melee (1d3•2, dagger); Full Atk +5/+0 melee (1d3•2, dagger); SQ Halfling traits; AL NE; SV Fort +7, Ref +8, Will +9; Str 6, Dex 16, Con 10, Int 10, Wis 10, Cha 25.

Skills and Feats: Bluff +13, Concentration +13, Knowledge (arcana) +5, Spellcraft +8; Arcane Preparation*, Combat Casting, Empower Spell, Extend Spell, Great Fortitude.

Spells Known (6/8/8/8/7-(5)/6/4; save DC = 17 + spell level): 0 – *acid splash, daze, detect magic, light, mending, message, ray of frost, read magic, touch of fatigue*; 1st – *magic missile, orb of acid (lesser)*, shield, ray of enfeeblement, true strike*; 2nd – *glitterdust, invisibility, Melf's acid arrow, scorching ray, swim**; 3rd – *dispel magic, fireball, mage armor (greater)*, nondetection*; 4th – *arcane prepared empowered fireball (x1), burning blood*, enervation, orb of acid**; 5th – *arcane prepared empowered orb of acid (x3), blink (greater)*, vitriolic sphere**; 6th – *flesh to stone*.

Possessions: dagger, levitating *waterproof spellbook with iron cover, bone pages, and a slipcase, amulet of natural armor +4, cloak of charisma +6, ring of protection +2*.

Precast spells: *extended mage armor (greater), extended nondetection*

*See Appendix 2: New Rules Items

ENCOUNTER 8: ADMUNDFORT

Orc Vulture Riders (4): Orc Ftr11; CR 11; Medium humanoid (orc); HD 11d10+33; hp 103; Init +8; Spd 30 ft.; AC 19, touch 14, flat-footed 16 (+4 Dex, +4 chain shirt, +1 buckler); Base Atk +11; Grp +19; Atk +19 melee (1d8+12, lance/19-20x3) or +19 melee (2d6+12, greatsword); Full Atk +19/+14/+9 melee (1d8+12, lance/19-20x3) or +19/+14/+9 melee (2d6+12, greatsword); SQ Orc traits; AL N; SV Fort +9, Ref +7, Will +2; Str 26, Dex 18, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Handle Animal +12, Ride +18; Combat Reflexes, Improved Critical (lance), Improved Toughness*, Improved Initiative, Iron Will, Mounted Combat, Power Attack, Power Critical*, Ride-By Attack, Spirited Charge.

Possessions: buckler, chain shirt, dagger, greatsword, lance, military saddle, *belt of strength +4, gloves of dexterity +4*.

*See Appendix 2: New Rules Items

Dire Vulture, Advanced 9 HD (4): Large Animal; CR 5; HD 15d8+120; hp 187; Init +1; Spd 20 ft., fly 80 ft. (average); AC 18, touch 11, flat-footed 16 (• 1 size, +2 Dex, +7 natural); Base Atk +11; Grp +18; Atk/Full Atk +13 melee (2d6+4, bite); Space/Reach 10 ft/5 ft; SA Stench; SQ Low-light vision, resistance to disease, scent; AL N; SV Fort +17, Ref +11, Will +11; Str 16, Dex 14, Con 26, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +14, Spot +14, Survival +11; Alertness, Flyby Attack, Hover, Improved Natural Attack, Track, Wingover.

Appendix 2: New Rules Items

Feats, as presented in *Complete Warrior*

Improved Toughness [General]: 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.

Power Critical [General]: Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon Focus with weapon, base attack bonus +4

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feat stack.

Feats, as presented in *Complete Arcane*

Arcane Preparation [General]: You can prepare an arcane spell ahead of time, just as a wizard does.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell—but without an increase in its casting time. Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Normal: Spellcasters who cast arcane spells without preparation (such as sorcerers and bards) who apply a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

Spells, as presented in *Complete Arcane*

Blink, Greater

Transmutation

Level: Bard 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell functions like *blink*, except you have control over the timing of your “blinking” back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to *blink* away from any physical or magical attack, with the attack missing automatically unless it also affects ethereal targets (as a force effect does). While *blinking*, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Reference: Complete Arcane, page 99.

Burning Blood

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save.

Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

Reference: Complete Arcane, page 100.

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Reference: *Complete Arcane*, page 114.

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Reference: *Complete Arcane*, page 115.

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Reference: *Complete Arcane*, page 115.

Swim

Transmutation [Water]

Level: Druid 2, sorcerer/wizard 2, wu jen 2 (water)

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell gives the recipient a swim speed like any aquatic creature (though not the ability to breathe water or hold one's breath beyond normal limits). So long as the creature isn't carrying more than a light load, it can swim at its normal speed without making Swim checks. It also gains a +8 competence bonus on any Swim checks to perform special actions or avoid hazards, though it still takes the normal penalty for weight carried (•1 per 5 pounds). The recipient can choose to take 10 on swim checks even if rushed or threatened, and can use the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits and bonuses of the spell still apply.

Material Component: A goldfish scale.

Reference: *Complete Arcane*, page 125-126.

Vitriolic Sphere

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 5, wu jen 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous, see text

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: No

You conjure a sizzling emerald sphere that drenches all within the area with a potent acid. Affected creatures take 1d4 points of acid damage per caster level (maximum 15d4) and must succeed on a Reflex save or risk taking damage in the following 2 rounds (6d4 points of damage in the second round and 3d4 points of damage in the third round). Both rounds of continuing damage are subject to Reflex saves for half damage; if an affected creature succeeds on its second Reflex save, it takes no acid damage in the third round.

Material Component: A tiny glass vial filled with aqua regia.

Reference: *Complete Arcane*, page 128.

DM's Aid #1

List of personnel on the *Rudd's Pride*

Captain Hamlin: Hamlin has captained the *Rudd's Pride* for nearly a decade now. PCs might have met him in DyvI-07 *Corsairs!* He is a devout worshipper of Xerbo.

Crew: 50 halfling seamen, most of whom have sailed with Hamlin for at least a year, the newest members of the crew are all members of the Dyvers Navy. The dominant faith is Xerbo, although there are smatterings of Osprem and Procan as well

Free Army: 60 men representing all the various races. They all have their roots in fighting classes (fighters, paladins, rangers, and mixes thereof), and the dominant faith is that of St. Cuthbert, although other faiths are represented

Free Marines: 40 men representing all the various races. They all have their roots in fighting classes (fighters, paladins, rangers, and mixes thereof). Surprisingly, the faith of the Marines is much more varied, ranging from Rudd to Kelanen to St. Cuthbert and many warrior gods in between

Sundered Chain: 6 people total, there are two half-orc cleric/barbarians of Tritherion, one human rogue who worships Kurell, one halfling rogue who worships Brandoberis, one gnome illusionist who worships Garl Glittergold, and one elven bard who worships Sotillion

Emerald Fist: 6 people total, all six are half-orc cleric/barbarians of Kord

Urchins: 5 children that are part of the Alliance's Messengers Guild, the best of them are at a surprisingly high level for their age. Each child wears a half-dozen holy symbols and has his pockets stuffed with a couple dozen more

Burne Family: 8 people total, there are two brothers (both fighters) and their wives (both barbarians). All of them worship Hextor. They also brought their brothers- and sisters-in-law from Greyhawk City, four rogue/wizard/fighters. All of them worship Nerull. Those from Greyhawk are human; those from Dyvers are half-elves.

Xerboan: Oestis is a Suel assigned to the *Rudd's Pride* by the cathedral

Dweomercrafter: Zashar is a human of mixed blood assigned to the *Rudd's Pride* by the guild

Procanite: Chastus is an Oeridian acolyte of Procan. He argues frequently with Oestis

Fighter: Bahb is a human of mixed blood that wants to make a name for himself. He just started adventuring

Fighter: Mord Ironforge is a dwarven defender. He's taken a liking to Ardi Stonehelm and flirts with her frequently

Fighter: Ardi Stonehelm is a female dwarven cavalier. She polishes her lance frequently which has gained her the constant attention of Mord Ironforge

Sorcerer: Bippy Nimbletoes is a halfling worshipper of Zilchus. He heeded the call of the sorcerers guild and is here to teach the dweomercrafters and the Iuzians the power of the little people

Druid: Holly is a young wood elf who worships Beori. She went against the calls of the Gnarleyfolk and joined up, believing that protecting the city will prevent the forces of Iuz from reaching the Gnarley

Paladin: Ashaerem is an Oeridian paladin of Rao who was visiting the city from Veluna when the call went out

Player Handout #1

ORDER OF SERVICE

All off-duty members of the Constabulary are to report to the Dyvers docks at dawn of the first Godsdag of Goodmonth to act as crowd control. Lethal force is not authorized. This is meant to be as peaceful a gathering as possible with the number of citizens that will be present. Act with honor and authority. What comes next will be written in history, and you will help determine how the ages remember this day.

Gods bless the Free Lands of Dyvers and her constables.

Hereby ordered this day
by the Gentry Council of Dyvers
recognized by Colonel Tohmas Dolorrak

Player Handout #2

ORDER OF DEPUTIZATION

In accordance with its charter, all members of the Dweomercrafters Guild are hereby deputized into the Dyvers Constabulary. All guild members are to report to the Dyvers docks on the morning of the first Godsdays of Goodmonth to be assigned to duty.

Hereby ordered this day
by the Gentry Council of Dyvers
recognized by Head Guildmaster George Good
and the Guildmasters of the Dweomercrafters

Player Handout #3

ACTIVATION OF SERVICE

All soldiers who currently or previously held rank in the Dyvers Free Army, Free Marines, or Navy are now called to service. All retired personnel are hereby restored to the rank at which they retired.

Regardless of previous post, report to the docks on the morning of the first Godsdag of Goodmonth to receive your new assignment.

Gods bless the Free Lands of Dyvers and her soldiers.

Hereby ordered this day
by the Gentry Council of Dyvers

Player Handout #4

DECLARATION OF WAR

The Gentry Council of the Free Lands of Dyvers hereby informs you that war has been declared against the Empire of the Old One for its direct involvement in the Great Dock Fire of CY 592 and the Kesser Massacre of CY 595. All able-bodied volunteers are asked to report to the docks on the first Earthday of Goodmonth to be assigned free passage across the Nyr Dyv. A bounty of 1000 wheatsheafs will be paid to each person who fights and survives the primary assault against the port city of Axeport. You may keep whatever bounty you claim.

Hereby declared this day
by the Gentry Council of Dyvers

Critical Events Summary

- Did the PCs learn the rumor that Dyvers wasn't attacking Axeport? YES NO
- If so, did they spread that rumor to other people? YES NO
- Did the PCs set sail in their own ship? YES NO
- If so, was the ship populated by Alliance members? YES NO
- Did the PCs accuse the right traitor? YES NO
- If not, did they eventually find the right traitor? YES NO
- If not, was the ship sunk? YES NO
- Did the PCs discover they weren't sailing to Axeport? YES NO
- If so, did they attempt to seize control of the ship? YES NO
- Did the PCs know what Admundfort is? YES NO
- Did they fear for their lives? YES NO