

COR6-12



Calm Before The Storm

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by **Tim Sech**

Circle Reviewer: Creighton Broadhurst and Stephen Radney-MacFarland

Editor: Eric Cagle

Playtesters: Casey Brown, Charles Willis, Anthony Tajonera, Chris Wise, Stef Fiorentino, Mike Ahlf, Quad Heinicken.

Tension runs high in and around Safeton since the Narwell attacks left many brutally slain. The Pomarj is a flurry of activity and the high seas are once again rife with danger. Whisperings of the Mak making his move, numerous disappearances in the middle of the night, and most disturbing of all, sightings of ships sailing the yellow flags sets the entire region on edge. This adventure is loosely a sequel of *COR5-12 Return to the Undercity* and *COR5-05 A Marked Man*. A one-round Core adventure set in the Wild Coast and the Orcish Empire of the Pomarj for characters level 1-15 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *COR5-05 A Marked Man* [Matthew Maddy], *COR5-12 Return to the Undercity* [Christian Alipounarian], *COR6-05 The Barbarous Coast* [Joseph Selby], *Races of Stone* [Jesse Decker], and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jennifer Clarke Wilkes].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc. Visit the LIVING GREYHAWK website at www.rpga.com For rules questions specific to this document and the LIVING GREYHAWK campaign 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 Dungeon Master (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, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 rule 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. For your convenience, that appendix is split by APL

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

Living Greyhawk LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Wild Coast and Orcish Empire of the Pomarj. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep 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 adventure.

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

Recent events caused quite a stir in the Pomarj and Wooly Bay area. Turrosh Mak's forces destroyed much of Narwell and invaded the area near Blackthorn. Turrosh Mak seems to have turned his eyes to this part of Oerth, seeing it ripe for the plucking.

Turrosh Mak recently made some deals with his allies, in order to sow confusion and increase his chances of success. The outcome of one such deal with the slavelords is a dramatic increase in piracy and

kidnappings. He wants the nearby cities—Greyhawk, Dyvers, and Hardby—to worry about these slavers more than his own troops. Thus, a wave of abductions under the banner of the infamous yellow flag has begun.

Safeton appeared to be Mak's first target. However, in a surprise move he destroyed Narwell (*COR6-05 The Barbarous Coast*). Nevertheless, Safeton is rife with tension. Word has gone out to Greyhawk and other nations for assistance, but no substantive aid has yet arrived. The hordes are not yet close to Safeton, so many feel that the danger is overstated. The truth, however, is much more sinister and will be revealed later on in this core adventure series.

PCs may have met Almerayne, Handmaiden of the Queen of Celene, in *COR5-12 Return to the Undercity*. She was banished from Celene for allowing outsiders to enter the country and moved to Safeton since learning about the slavers returning and Narwell sacked. She sent Lucian (*COR5-05 A Marked Man*) to investigate recent slaver attacks, while she sought adventurers of good repute in Safeton to help discover the identity of this new slave lord.

ADVENTURE SUMMARY

Introduction: The PCs arrive on the docks of Safeton.

Encounter 1: Scuffle. The PCs find themselves in the middle of a scuffle between the militia and some incredibly drunken sailors.

Encounter 2: Gather Around. The PCs learn numerous rumors and meet the various locals and important peoples of Safeton (These initial meetings prove important in the last adventure of the series).

Encounter 3: An Old Friend. Almerayne (who some of the PCs may have met before in *Cor5-12 Return to the Undercity*) summons the PCs late in the evening. She asks the PCs to meet with an agent to investigate elven villages along the Jewel River that have supposedly been attacked.

Encounter 4: They Mostly Come Out at Night. The PCs head northwest towards the river and meet up with their contact, Lucian. They encounter a ransacked human village and are ambushed by monstrous humanoids looking for stragglers.

Encounter 5: Trouble On the Banks. The PCs follow the tracks of the slaves, or use information gained from the survivors, and get to the Jewel River to find numerous footprints and evidence of boats landing. They are attacked by creatures living in the river. Captain Toct arrives to help the PCs and offers them a ride.

Encounter 6: If It's Too Good To Be True. Captain Toct tells the PCs that he has been offered a lucrative offer to help carry supplies up the River from Safeton. They are to meet another boat, transfer cargo, and sail back to Safeton.

Encounter 7: ...Then It Probably Is. The other boat proves to be a slaver vessel, intent on capturing the PCs.

Encounter 8: A Grisly Scene. PCs that defeat the slavers take both boats and rescued slaves back to

Safeton and meet with Almerayne (Conclusion A). PCs captured in Encounter 7 go to Conclusion B

Conclusion: PCs that were not captured talk with Almerayne. She tells them of something more sinister brewing in Safeton and believes the answer lies to the south in Highport. Captured PCs languish in the slave pens.

PREPARATION FOR PLAY

It is important to take note of Appendix 3 and reference it when the PCs encounter the NPCs in this adventure. The key is to bring life to the NPCs and have the PCs remember them. On occasion, some of these NPCs' attitudes and mannerisms may change and this is key to figuring out what is going on.

INTRODUCTION

All the PCs arrive in Safeton by ship, arriving together or separately. If they do not know each other, the events at the docks provide a hurried introduction.

Powerful waves blast into the side of the ships that have already docked on this overcast day in Safeton. The dockhands try to secure the ships to the docks so that they are steady enough for the passengers to get off.

There is a feel of tension in the air as news of humanoid attacks in Narwell and the surrounding area has everyone on edge. With news of heavy attacks brings comes tales of great honor and lucrative loot that this area hasn't seen for many years.

Many of the other passengers just shove you aside as they walk towards the city proper.

It is okay if the PCs do not all start out together as once they hear the commotion it is assumed they all rush to the sound. The docks have emptied significantly when a commotion can be heard over near some wooden crates.

Cries of anguish can be heard as well as a gravely voice that blurts out, "Answer me sea scum!"

Ask the PCs what they want to do. When they move to investigate, continue to **Encounter 1: Scuffle**, below.

ENCOUNTER 1: SCUFFLE

This encounter can be resolved through Diplomacy or even Intimidate checks alone. A few militiamen have cornered four sailors against a wall. Although ostensibly roughing them up for public intoxication, the militiamen are frustrated by the recent attacks and take out their anger on the drunken sailors.

The militiamen are unaware of a more insidious purpose for their actions. They were ordered to arrest any miscreants and bring them to the town jail, unaware that the sailors are to be taken as slaves and sent away towards

the Pomarj. The militiamen are just following their orders; they have no idea of this plan.

Once the PCs round the crates read the following:

Six militiamen pin four painfully drunk sailors up against a wall. The sailors bear serious bruises and some bleeding—it's obvious the wounds were not from simply falling down. The sailors put up little in the way of resistance and it's obvious that the militiamen are enjoying harassing these men.

One of the militiamen turns and eyes you. "What do you all want?" He growls.

ALL APLs

♣ **Militiamen (4):** male human warrior 2; hp 12; Intimidate +8.

The militiamen start out as Indifferent toward the PCs, but do not want to fight them. A DC 15 Diplomacy or Intimidate check calms or cows the militiamen into backing down.

If the PCs insist on attacking, the militiamen draw their weapons and put up resistance. However, they fight defensively in an attempt to retreat, all the while yelling obscenities and vowing to find the PCs. If the PCs fail their Diplomacy or Intimidate checks, the militiamen continue harassing the sailors, with renewed vigor.

If the PCs are successful in turning the militiamen friendly (or Intimidated), they tell the PCs a few things.

- *"We are taking these men in for public drunkenness and creating a scene. Our captain has been trying to lock down the docks because of the recent attacks and does not want potential spies coming in. Truthfully, I can't see these drunks being spies."*
- *"We may have been a bit too rough, but it just makes it easier on us to transport them to the holding cells in town."*
- (If the PCs are successful in freeing the sailors): *"Fine, you can clean up their mess. We'll let them off this time, but if we catch them again we'll be forced to take them in."*
- (If the PCs do not care or let them take the sailors in): *"Enough talk! Come on you drunken rats, we have a nice jail cell waiting for you." The militiamen proceed to kick and punch the cowering sailors.*

Once this exchange is complete, the PCs should be allowed to introduce themselves to each other. If the PCs were successful in getting the sailors freed, they are very grateful and offer to take the PCs to their favorite Inn, the "Last Defense." If the PCs agree, the sailors chat along the way, chatting about how many of the guards seem to be roughing up all the sailors. Several of their fellow comrades have gone missing over the past few weeks and

no one is sure if they have been imprisoned or killed by the militia.

If the PCs refuse to take up their offer, the sailors continue to drunkenly ramble, revealing the information provided above. They assure the PCs that the “Last Defense” is the only inn that has rooms available in town.

ENCOUNTER 2: GATHER AROUND

This encounter is for those PCs that wish to find out more information about what is going on in Safeton and the surrounding area. The PCs do not have to visit each and every NPC detailed here but most of these NPCs show up in future parts of the series.

This encounter starts around mid morning. If this adventure is part of convention play, the PCs can spend 1d4+2 hours walking around seeing the sights and talking with the locals. If this is a home play game feel free to allow the PCs to encounter most of the locals.

Have the PCs make a Gather Information check. Each check takes 30 minutes and the result indicates which NPCs they encounter. Each of the higher DC results includes information gleaned from the lesser results.

- **Gather Information DC 5:** Leren Hibernt (friendly), Lofu (helpful), and Brunk the Smelly (friendly).
- **Gather Information DC 10:** Hectra the Halfling (indifferent), Biggs the Sailor (indifferent), and Swago the Bell Merchant (friendly).
- **Gather Information DC 15:** Captain Bowgard (unfriendly), Dockmaster Sian (unfriendly), Ayis Scorfu (unfriendly), Lasho Iligis (friendly, helpful towards female PCs), and Kiera Polis (indifferent, friendly towards females).
- **Gather Information DC 20:** Mayor Fowlor (friendly).

Refer to **Appendix 3** for details of these NPCs. The only inn with any rooms available is the “Last Defense.” When the PCs arrive there proceed to **Encounter 3: An Old Friend**.

ENCOUNTER 3: AN OLD FRIEND

Once the PCs finish gathering information and doing any other tasks, they should return for a late dinner at the “Last Defense.” A young lad approaches them during their meal, declaring that he has a message for the PCs. Give **Player Handout 1** to one of the PCs who have helped Almarayne in the past. If no one has previously helped Almarayne, give the handout to anyone who has helped Lucian. If none of the PCs have helped either

NPC, give the handout to the character with the highest Charisma.

The letter bears an ornate wax seal. A DC 15 Knowledge (nobility and royalty) check identifies the seal as belonging to the noble house of Celene. The letter requests their presence in the town hall within the hour. The messenger knows nothing beyond the fact that his client was a very attractive woman who paid him very well.

If the PCs meet with Almerayne in the town hall, continue with the read aloud text below. If they don't, four elven bodyguards locate them and firmly, yet politely, ask the PCs to accompany them to the town hall. If the PCs refuse, the bodyguards withdraw without fighting, but the adventure is over.

Read or paraphrase the following:

The town hall is very quiet—most of the townspeople have gone to their homes for dinner, leaving a few bored guards to keep watch. They give you polite nods as you pass by, but otherwise leave you alone.

The town hall is nothing more than a solidly built two-story wooden building. Two elven guards motion for you to follow them. The wooden floor creaks loudly as you enter a dingy hall. Once inside, a soothing voice echoes across the cold, damp room, “Ahh, welcome my friends. I'm glad you could come.”

Almerayne greets each of the PCs she has met before by name.

All APLs

☛ **Almerayne, Handmaiden of the Queen:** female grey elf; hp 16; Cha 19; Sense Motive +4, Spot +4; LG.

Physical Description: Almerayne is a beautiful grey elf with auburn hair. Allow PCs that have met her before a DC 20 Sense Motive check to notice that she looks weary and troubled. She appears to not have gone into reverie in quite some time.

Almarayne once served as an official in Celene. However, she was exiled when she disregarded their official stance on allowing outsiders into the country without a diplomatic envoy. Almarayne has a personal vendetta against the slavers, as they killed numerous friends and family members. She is willing to go to great lengths to make sure it does not happen again.

Once all of the PCs enter the meeting room, she continues to speak.

Read or paraphrase the following, modifying this text for those PCs that never met her before.

“It is so good of you to come here at my behest. I have urgent news and require your assistance. It appears that your efforts last year caused quite a stir amongst my people and may have roused a sleeping giant. My superiors reprimanded me for allowing outsiders into our

borders and for nearly violating our neutrality stance with the surrounding areas.

However, do not worry about me for I am free, although I cannot say the same for many of my brethren. As you may know, Narwell has fallen to an attack by Turrosh Mak's forces. I believe it is just a matter of time before he also overruns this area.

Over the past two weeks, numerous villages, both human and elf, have been sacked. Entire villages were burned to the ground. This is not the work of mere raiders, but of slavers, I tell you."

At mention of the slavers, she becomes visibly upset and takes a moment to calm down.

"I would like you to meet with an agent of mine, Lucian, whom some of you might have met before. I want you to then investigate these sacked villages in order to learn who this new slave lord could be. Neither Greyhawk nor my people are doing anything about it, as they focus on other threats. Will you do this for me?"

If the PCs do not accept her mission, she is visibly irritated but accepts their decision. Make it clear, however, that the adventure is over for them.

Some PCs may recognize Lucian from *COR5-05 A Marked Man*. He is once more being employed as a scout to discover the name of this new slaver.

If the PCs accept her mission, she tells them that they are to leave first thing in the morning to meet Lucian. She gives them directions to a small, unnamed hamlet near the Jewel River, where Lucian is to rendezvous with the PCs.

If the PCs ask, she tells them a few things about the happenings around Safeton and the villages that were destroyed by slavers.

- The villages are all near the Jewel River.
- A large force of monstrous humanoids is rallying in and around Highport.
- Many captains are frightened to sail lately because of the rumors that the slavelords are back.
- Celene does nothing and sits on its laurels, letting everyone else rot.
- Narwell is destroyed. The people of Safeton fear they are next and rumors and paranoia are rampant.

If any PC asks for payment, Almarayne seems taken aback by such a request, but reluctantly mentions that she intends to make it worthwhile as she still possesses a few contacts in her home country.

If the PCs ask her about any of the people they met in **Encounter 2: Gather Round**, she mentions that she is fairly new to Safeton herself and knows about as much as they do in regards to others in the city. (However, this changes as the series goes along).

As the PCs leave, she gives them a word of advice:

"Thank you so much for undertaking such a dangerous mission. Just remember to watch your back and trust no one."

Proceed to **Encounter 4: They Mostly Come Out At Night**.

ENCOUNTER 4: THEY MOSTLY COME OUT AT NIGHT

It takes a day and a half on foot to get to the village near the Jewel River where the PCs are to meet Lucian. Nothing of note occurs during the journey.

Lucian is hiding on the edge of the road, within a few hundred yards of the village. A successful DC 25 Spot check indicates that the PCs spot him before he sees the party. Of course Lucian recognizes those PCs who played *COR5-05 A Marked Man*. Homes out to greet them once he knows its safe. Lucian smiles warmly at these PCs and greets them by name. If he does not know the majority of the PCs, then he is more formal in his greeting.

"Hello there! So good to see you! Well, as good as it can be under the circumstances. I thought I was getting out of this business. However, I could not sit idly by while Almarayne was thrown out of her homeland. Time is short, so I will get to the point. The human village is just a few hundred yards away. I checked it out a few hours ago, but there doesn't seem to be anything out of the ordinary. Perhaps additional eyes and ears can spot something I missed. Shall we?"

All APLs

◆ **Lucian**: male elf; Initiative +7.

Lucian is an elf of Celene, indebted to Almarayne. He left Celene after her exile, disgusted at her treatment by her superiors for rescuing him from Highport. These events are detailed in *COR5-12 Return to the Undercity*. In that adventure, Lucian served as a spy until his capture by slavers. The PCs managed to save him from this fate—something vows never forget. He witnessed many horrors of torture and murder while imprisoned, but never knew who the actual leader of the slavers really was. If the PCs did not play that adventure, a DC 5 Diplomacy check makes Lucian reveal this information. See **DM Map 2**. Some of the enemies may not be on the map as it depends on the APL.

Lucian takes you off the main road and onto a faint deer trail that leads towards the village. As you approach, a faint smell of smoke and burnt flesh hangs in the air. Eventually, you spy the remains of what used to be a tiny hamlet. Most of the houses are nothing more

than burnt shells. Only the faint crackling of still-burning embers can be heard.

Lucian doesn't realize that more monstrous humanoids came back during his absence to ambush any potential rescuers. They hide in the middle of the burnt out buildings. The humanoids attack with ranged weapons from cover as soon as the PCs become visible, following up with a charge.

APL 2 (EL 4)

➤ **Bugbears (2):** hp 16 each; *Monster Manual* 29.

APL 4 (EL 6)

➤ **Bugbears (4):** hp 16 each; *Monster Manual* 29.

APL 6 (EL 8)

➤ **Bugbears (3):** fighter 1; hp 35 each; Appendix 1.

➤ **Ranger Bugbear:** ranger 1; hp 34; Appendix 1.

➤ **Dire Wolves (2):** hp 45 each; *Monster Manual* 65.

APL 8 (EL 10)

➤ **Bugbears (4):** fighter 2; hp 44 each; Appendix 1.

➤ **Ranger Bugbears (2):** ranger 2; hp 38 each; Appendix 1.

➤ **Dire Wolves (4):** hp 45 each; *Monster Manual* 65.

APL 10 (EL 12)

➤ **Bugbear:** fighter 4; hp 62; Appendix 1.

➤ **Ranger Bugbear:** ranger 4; hp 53; 1 Appendix 1.

➤ **Ogres (3):** Large barbarian 4; hp 79 each; *Monster Manual* 199.

➤ **Ogre Mage:** hp 37; *Monster Manual* 200.

APL 12 (EL 14)

➤ **Bugbear:** fighter 6; hp 86; Appendix 1.

➤ **Ranger Bugbear:** ranger 6; hp 75; Appendix 1.

➤ **Ogres (3):** barbarian 7; hp 125 each; Appendix 1.

➤ **Ogre Mage:** hp 37; *Monster Manual* 200.

Tactics: The raiders hide in the middle of the burnt out homes. At all APLs, the monstrous humanoids attack with ranged weapons from cover as soon as the PCs become visible, following up with a charge. At the appropriate APL, the ogre mage uses *invisibility* before maneuvering into a position to hit as many PCs as possible with his cone of cold.

Lucian flees back into the woods during the combat and does not aid the PCs in any way. He knows he's

unskilled in combat and more of a hindrance than help. He emerges only when the coast seems clear.

Treasure: Loot the ambushers.

APL 2: Loot: 4 gp; Coin: 167 gp.

APL 4: Loot: 12 gp; Coin: 300 gp.

APL 6: Loot: 39 gp; Coin: 330 gp.

APL 8: Loot: 215 gp; Coin: 330 gp.

APL 10: Loot: 86 gp; Coin: 330 gp; Magic: *+1 hide armor* (3) (93 gp each), *+1 large greatclub* (3) (193 gp each), *ring of protection +1* (3) (166 gp each).

APL 12: Loot: 20 gp; Coin: 330 gp; Magic: *+1 large chain shirt* (3) (112 gp each), *+1 large greatclub* (3) (193 gp each), *ring of protection +1* (3) (166 gp each), *belt of giant strength* (3) (1,333 gp each), *+1 chain shirt* (2) (104 gp each), *+1 morningstar* (2) (192 gp each).

Development: The PCs may find out information in one of two ways: either they can investigate the tracks left by the original slavers and the people of the village or question any surviving monstrous humanoids.

The monstrous humanoids are slave raiders from the Drachensgrab Mountains—a splinter faction from the force that destroyed Narwell. They mention that another force took the slaves down to the river, but have no idea to where they went after that. The slavers know nothing else, including the name of the new slave lord—they work as independents.

The PCs find nothing of interest in the village, including any bodies. A DC 15 Survival check by a PC with the Track feat reveals that tracks of dozens of humanoids lead towards the river. If no PC in the party is able to track, Lucian discovers the tracks and leads the PCs that way.

ENCOUNTER 5: TROUBLE ON THE BANKS

Traveling to the Jewel River takes at least a day, since the PCs must track the slaver party. Along the way they come across a half eaten body of some poor villager.

They may rest at any point though if they wish. Lucian takes one of the watches. Have the PCs make Spot and Listen checks to keep them on their toes. If they succeed on a DC 15 Listen check, they hear screeching noises in the distance as well as what appear to be screams of terror. The screams are too far away to tell what they are, but they are definitely not pleasant.

Over dinner Lucian tells a story about his time in Highport and the horrors of what the slavelords do. Read or paraphrase the following:

Lucian looks somber as he pokes the campfire. "Good of you all to take on such a nasty job. The torture...the horrible images...the killings. It doesn't make much sense why they do it. Then turn around and breed even more slaves out of those they captured! The bastards would throw them out like trash. I can still hear their screams echoing in my head when I sleep."

Lucian throws the stick into the flames. "Some of them...changed. I'm not sure how, but they seemed to be turning into something abnormal. And their eyes! They all had this blank, empty stare, like their soul was being eaten alive from the inside.

"I...well, I'm tired. I think I'll get some sleep for now...or rather what passes for sleep these days."

Nothing of importance happens during the night and the PCs may continue to the Jewel River the next day. If the PCs decide to march through the night, they become fatigued as described in the *Dungeon Master's Guide*.

Once the PCs reach the Jewel River read or paraphrase the following:

Eventually, you spot the banks of the Jewel River ahead through the underbrush. The tracks you followed disappear on the riverbank, although some slide marks are evident.

A DC 18 Search check reveals that the slide marks appear to come from boats drawn up onto the bank. The slavers apparently had boats waiting for them here and took the slaves away on them. At this point, the Jewel River is 200 feet wide, making it difficult to cross by swimming and impossible to ford.

A few of the villagers died en route and the slavers left them to rot on the shoreline. A few pieces of bloody clothing and gnawed bones lay around the riverbank.

A creature (or creatures, depending on the APL) lurks in the water, drawn by the smell of death. A DC 15 Survival check by someone with the Track feat reveals tracks on the beach of some other type of creature. A DC 10+APL Survival check reveals what type of creature lurks here. The creatures may see the PCs, however, and attack before the PCs are able to check out the tracks.

The water is murky so the PCs can only see 10 feet in it. Refer to the *Dungeon Master's Guide* page 93 when referring to murky conditions and attacks from land. Have the PCs make a Spot check against the creatures' Hide check to determine surprise.

DM Map 3 details the monster's starting positions.

APL 2 (EL 4)

➤ **Sea Cat:** hp 51; *Monster Manual* 221.

APL 4 (EL 6)

➤ **Uchuulon (slime chuul):** hp 71; Appendix 1.

APL 6 (EL 8)

➤ **Uchuulons (slime chuul) (2):** hp 71 each; Appendix 1.

APL 8 (EL 10)

➤ **Uchuulons (slime chuul) (4):** hp 71 each; Appendix 1.

APL 10 (EL 12)

➤ **Uchuulons (slime chuul) (4):** hp 71 each; Appendix 1.

➤ **Scrag:** fighter 5; hp 140; Appendix 1.

APL 12 (EL 14)

➤ **Uchuulons (slime chuul) (4):** hp 71 each; Appendix 1.

➤ **Scrags (2):** fighter 5/barbarian 1; hp 155 each; Appendix 1.

Slime chuuls resemble a large insect with large pincerlike claws. A thick covering of slime covers its carapace and drips from the dozen tentacles dangling from its mouth.

Tactics: The creatures wait until most of the PCs are on the riverbank. If spotted beforehand, they charge and attack. If unobserved they carefully get as close to charging range as possible before attacking. Most of the creatures are not afraid to go on land to attack. At APL 2 however the sea cat stays in the water.

Treasure: Loot the creatures.

APL 10: Loot 2 gp; Coin: 0 gp; Magic: +1 large chain shirt (416 gp), +1 large greataxe (386 gp), gauntlets of ogre power (333 gp).

APL 12: Loot 2 gp; Coin: 0 gp; Magic: +1 large chain shirt (416 gp each), +1 large greataxe (386 gp each), gauntlets of ogre power (333 gp each).

Development: After the battle, the PCs see a ship approaching. PCs that played *COR5-12 Return to the Undercity* recognize the ship as the *Dame Gold*, run by Captain Toct the halfling. The captain, of course, remembers PCs that aided him in the mutiny on his ship and calls to them by name when the *Dame Gold* draws closer.

Read or paraphrase the following:

In the distance, a rather large ship trimmed in gold sails towards you. Staying in the middle of the expansive river, the ship begins to slow down as it approaches. The anchor is thrown over as a rotund halfling waddles up to the side.

"What ho, chaps? Looks like you've had quite the tussle. What say you come aboard and I'll patch you up!"

Lucian smiles. "This is definitely better than walking back to Safeton, don't you agree?" he says as he makes his way to the boat.

Assuming the PCs follow Lucian, continue to **Encounter 6: If It's Too Good to Be True**. If the PCs choose to take different transportation back to Safeton, Lucian tells them it is best if they get on the ship, as it is much safer. If they decide to use magical means to get back to Safeton allow it to occur and continue to the appropriate conclusion.

ENCOUNTER 6: IF IT'S TO GOOD TO BE TRUE

If the PCs are gravely injured, Captain Toct orders the ship's cleric heal them with a *wand of cure light wounds*. Other than that, he won't cast any *healing* spells on them until they are in friendlier waters. The crew is composed of 14 crewmen, the priest, Toct, and his two bodyguards.

Once healing is completed, Captain Toct explains why he took his boat into such unusual waters:

After you are all aboard, and your wounds tended to, Captain Toct barks out a few orders to pull up anchor and move out.

"Figure you all might be wondering why I'm out here," says the captain. "Got a lucrative offer that I couldn't pass it up. One in a million chance, so I could finally settle down and relax, eating to my heart's content. I'm to meet the Darter up river from here and take an expensive shipment back to Safeton. Not sure what it is, but I don't care. The pay is more than worth the secrecy."

If any PCs tell Captain Toct that it's a set up, the captain just smiles and acknowledges the thought crossed his mind, but he's more than ready treachery.

The PCs may have a few questions for the captain. He answers the PCs' questions to the best of his ability. Some key points are below:

- *"It has been real hard for any captain around the Pomarj and Wooly Bay to get jobs recently. Although, quite a few seem to be doing well, although I'm sure their doing something illegal to make ends meet. Honestly, I don't frown upon such things, although I don't do them myself."*
- *"Captains Alred and Tiva seem to be acting differently around me lately, but I can't put his finger on it. It's probably just the stress in trying to put food on the table, what with the troubles with Turrosh Mak's legions and the slavers trying to get a hold in the area."*
- *"The good people of Safeton are trying to brace for the inevitable. There is no hope of Greyhawk actually coming to help them. Their walls won't hold for long. Good thing I have a ship to sail out on when Safeton falls."*
- *"I don't know much about Celene, but their borders are closed up tight and they don't seem to be caring much about anyone. More and more goblinoids and monsters are running up this side of the Pomarj and it won't be long before the Turrosh Mak has control."*

- *"I was offered so much money for this job that I think I could buy a new boat. It's that much! I can take care of myself if it's a raw deal, but I know Opal; she's been fair in the past."*

If the PCs wish to prepare for attack inconspicuously, they are allowed to do so. However, if they wish to openly bear arms or threaten the other ship, Captain Toct has none of it. He claims to trust Opal and doesn't wish this transaction to start on the wrong foot.

Toct finishes his conversation with the PCs with the following:

"It'd be best if you all just stay in the back. However, you may help load the shipment if you like and I'll even split some of the profits with you. That's how much I'm going to make!" the chubby little halfling says with a smile. One of the sailors announces the approach of another vessel, similar in size and shape as the Dame Gold.

When the PCs finish making any preparations they deem necessary, continue to **Encounter 7: ...Then It Probably Is**.

ENCOUNTER 7: ...THEN IT PROBABLY IS

Captain Opal and her pirates have set up Captain Toct for this meeting. Their real goal is to capture the captain and to convince him to join their fleet. Opal did not count on the PCs' presence, but she continues with her plans.

Opal hails the *Dame Gold* and moves her ship alongside. Both ships' crew engage in combat with each other, but otherwise ignore the PCs. As a general rule, how well the PCs perform reflects in Toct's crew—if the PCs fight well, then so do the sailors and vice versa.

Opal and the listed combatants, however, focus on the PCs once combat begins, seeing them as the biggest threat. Her crew already cast preparatory spells. If challenged on this they reply that it is just say a precaution.

Describe the *Darter* (See **DM Map 1**, each square is 5 feet) coming alongside Captain Toct's ship, and then read the following:

A beautiful blonde woman wearing a cutlass at her hip stands tall in the middle of the other ship.

"Hail and well met, Toct! So nice of you to take such a long journey to meet me out here. Looks like you brought along quite a few friends with you. Not trusting me?" She yells across the water.

"Me?" says Toct. "Oh no, of course I trust you."

"Then why don't you come aboard to take your cargo and be gone; time is of the essence

here." *Opal waves her hand for everyone to come aboard.*

Allow the PCs to initiate combat before they go on board the *Darter*—Opal and her men are prepared for such. If not, she orders her crew to attack when Captain Toct and the PCs move towards the door of the cargo hold. However, she does wait until the majority of Toct's crew is on board, ideally flanked by her sailors.

ALL APLs

☛ **Toct's Crew and Pirates:** male and female human warrior 1; hp 9 each; Appendix 1.

Note: Use the statistics for "pirates" at APL 2 for this.

APL 2 (EL 4)

☛ **Pirates (4):** male human warrior 1; hp 9 each; Appendix 1.

☛ **Opal Hales:** female human swashbuckler 2; hp 17; Appendix 1.

APL 4 (EL 6)

☛ **Pirates (2):** male human fighter 1/warrior 1; hp 17 each; Appendix 1.

☛ **Opal Hales:** female human swashbuckler 4; hp 33; Appendix 1

☛ **Arturo Borales:** male human wizard 2; hp 8; Appendix 1

APL 6 (EL 8)

☛ **Pirates (2):** male human fighter 2/warrior 1; hp 26 each; Appendix 1

☛ **Sneaky Pirate:** male human rogue 3; hp 16; Appendix 1

☛ **Opal Hales:** female human swashbuckler 6; hp 50; Appendix 1

☛ **Arturo Borales:** male human wizard 3; hp 14; Appendix 1

APL 8 (EL 10)

☛ **Pirates (3):** male human fighter 4/warrior 1; hp 44 each; Appendix 1

☛ **Sneaky Pirate:** male human rogue 5; hp 26; Appendix 1

☛ **Opal Hales:** female human swashbuckler 8; hp 66; Appendix 1

☛ **Arturo Borales:** male human wizard 5; hp 22; Appendix 1

APL 10 (EL 12)

☛ **Pirates (3):** male human fighter 6/warrior 1; hp 62 each; Appendix 1

☛ **Sneaky Pirate:** male human rogue 7; hp 37; Appendix 1

☛ **Opal Hales:** female human swashbuckler 10; hp 83; Appendix 1

☛ **Arturo Borales:** male human wizard 7; hp 29; Appendix 1

APL 12 (EL 14)

☛ **Pirates (3):** male human fighter 8/warrior 1; hp 80 each; Appendix 1

☛ **Sneaky Pirate:** male human rogue 9; hp 56; Appendix 1

☛ **Opal Hales:** female human swashbuckler 12; hp 99; Appendix 1

☛ **Arturo Borales:** male human wizard 9; hp 44; Appendix 1.

Tactics: Opal gladly dish out pain, but she'll leave an incapacitated target for the next, ordering a crewman to deal the final blow. Arturo, the ship's wizard, stands in the crow's nest, casting spells and using his familiarity with his boat to deal more damage and avoid hurting it. (See the Ship's Mage feat in **Appendix 2**). The crow's nest sits 20 feet above the boat. Opal begins the combat while flanked by the two warrior pirates, who stick to her side at all times.

Arturo previously cast *fox's cunning* on Opal (reflected in her stat blocks), plus *shield* and *mage armor* on himself. The pirate's tactics prove simple: they wish to capture as many people on board, although they know that some must die in the process.

Lucian and Toct fight their own fight in the background against the crew of Opal's ship.

Treasure: There are quite a few gems from previous transactions on the pirates (for APLs 2-8 only) for the PCs to loot, as well as the pirates' equipment.

* Indicates new spells or equipment described in

Appendix 2: New Rules Items.

APL 2: Loot: 83 gp; Coin: 167 gp; Magic: *potion of cure light wounds* (4 gp).

APL 4: Loot: 76 gp; Coin: 300 gp; Magic: *potion cure light wounds* (4 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt** (2 gp)

APL 6: Loot: 160 gp; Coin: 260 gp; Magic: *potion of cure light wounds* (4 gp), *gloves of dexterity +2* (333 gp), *+1 chain shirt* (104 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt** (2 gp), *scroll of Bigby's disrupting hand** (31 gp), *scroll of seeking ray** (13 gp), *gloves of dexterity +2* (333 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp).

APL 8: Loot: 133 gp; Coin: 0 gp; Magic: *potion of cure light wounds* (4 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +2* (333 gp), *+1 chain shirt* (104 gp), *+1 cutlass* (193 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt** (2 gp), *scroll of Bigby's disrupting hand** (31 gp), *scroll of seeking ray** (13 gp), *gloves of dexterity +2* (333 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp).

APL 10: Loot: 28 gp; Coin: 0 gp; Magic: *potion of cure light wounds* (4 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +4* (1,333 gp), *+1 chain shirt x4* (104 gp each), *+1 heavy steel shield* (98 gp), *+1 sap* (191 gp), *+1 keen cutlass** (693 gp), *potion of cat's grace* (25 gp), *potion of fly* (63 gp), *potion of protection from energy* (63 gp), *wand of Melf's acid arrow* (375 gp), *headband of intellect +2* (333 gp), *ring of protection +2* (666 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt* (2 gp), *scroll of*

*Bigby's disrupting hand** (31 gp), *scroll of seeking ray** (13 gp), *gloves of dexterity +4* (1,333 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp).

APL 12: Loot: 28 gp; Coin: 0 gp; Magic: *potion of cure light wounds* (4 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +4* (1,333 gp), *+1 chain shirt x4* (104 gp each), *+1 heavy steel shield* (98 gp), *+1 sap* (191 gp), *+1 keen cutlass** (693 gp), *potion of cat's grace* (25 gp), *potion of fly* (63 gp), *potion of protection from energy* (63 gp), *wand of Melf's acid arrow* (375 gp), *headband of intellect +2* (333 gp), *ring of protection +2* (666 gp), *scroll of deflect** (13 gp), *scroll of Kelgore's fire bolt** (2 gp), *scroll of Bigby's disrupting hand** (31 gp), *scroll of seeking ray** (13 gp), *gloves of dexterity +4* (1,333 gp), *cloak of resistance +3* (750 gp), *ring of protection +3* (1,500 gp).

Development: If the PCs succeed in defeating the pirates, they could interrogate them. The pirates are a relatively new crew and know little. A DC 15 Intimidation check reveals that the pirates picked up quite a few slaves a few days ago from some orcs, gnolls, ogres, trolls, and other monstrous humanoids. Their mission was to gather slaves and bring them to various drop points—only the captain knows their location.

If Opal is captured, she says nothing, but a DC 25 Diplomacy or Intimidate check makes her talk a little. She says that her orders originate from Highport and that she has never seen this new slavelord, though he pays well and numerous ships flock to him for work. At the various drop-points, a few monstrous humanoids come aboard and take several slaves off the ship for a while. Most, but not all, of the same slaves are returned, sometimes with a number of new slaves. Opal mentions that the slaves are very compliant, distant, and “not really there.” True to her callous nature, Opal doesn't seem to care about their fate.

Captain Toct is elated that the PCs thwarted another attempt at his boat. He thanks them profusely and promises a few trinkets when they arrive back at Safeton. Captain Toct orders some of his surviving crew to become a skeleton crew for the *Darter*—he insists on taking the slaver vessel back to Safeton and hints that it's possible that the PCs may be allowed to purchase it from the authorities for a pittance.

Opal's chest is hidden below decks in her cabin. It is locked, requiring a DC 25 Open Lock to pry the lid open. Inside are several maps of various trade routes taken by local captains, plus notes about where they like to visit. There are maps of the surrounding area, as well as detailed notes about villages and resistance that might be faced. It appears from these notes that Opal has been doing this for a long time and that someone bigger lurks behind the plot.

Go to **Encounter 8: A Grisly Scene**.

If the PCs are defeated and captured, go to **Conclusion B: Captured!**

ENCOUNTER 8: A GRISLY SCENE

When the PCs explore the *Darter* and look inside the storage hold, read or paraphrase the following:

Silence hangs in the darkness as Captain Toct descends into the cargo hold. Strangely, even his footsteps offer no sound as his torch flickers weakly. The stench, however, is overwhelming. As the Captain swings the torch from side to side, he turns to look at you, his mouth open in horror.

Dozens of gaunt figures, line the walls all in shackles. Most appear unconscious, or worse, although some feebly raise their heads in terror. When they realize that you are not the slavers, you can easily make out “help me” from their mouths, despite the lack of sound.

A permanent *silence* spell (CL 9) blankets the hold. Once released, the villagers all recount the same plight—they were captured by rampaging humanoids and transferred to the ship.

They point out those survivors who were taken from the ship at various points in the journey, though eventually returned. Each time, these victims seemed even more ‘distant’ and unresponsive than when they left. No one knows what happened to these people. If the PCs attempt to talk to these slaves, they remain silent, occasionally tilting their head as if listening to some distant sound that only they can hear.

These unfortunates were implanted with something sinister. A DC 15 Heal check allows the PC to realize that something is draining the villagers of their mind and health. If the PCs make a DC 25 Heal Check, they realize a *heal* spell is what is needed to save these victims. This spell must be cast within 24 hours, otherwise those afflicted are too far gone and undergo a transformation that appears to eat away their body before killing them. The crew and the villagers throw such bodies overboard after a silent vigil.

The Captain Toct orders a few of his men to sail the *Darter* back to Safeton (unless the PCs want to). Once settled, go to **Conclusion A: Success!**

CONCLUSION

For PCs that were successful in their mission, read **Conclusion A: Success!**

For captured PCs read **Conclusion B: Captured!**

CONCLUSION A: SUCCESS!

If the PCs are playing the next adventure in the series, continue with this section. Lucian receives a message from one of Almerayne's contacts via a *sending* spell, requesting that the PCs take back a compound of slaves near Highport. Read or paraphrase the following:

It takes quite a bit of time to sail back around to the Woolly Bay side of the Pomarj. The survivors seem in good spirits, although most sit in silent contemplation.

On the second day, Lucian comes below decks to speak to you all.

"My friends, I would like to speak to you. I'm afraid I may have to ask for your assistance once again. Early this morning, I was contacted by one of my fair lady's contacts about a compound near Highport that is connected to the slavelords. It appears that many other adventurers, and possibly some of our spies, have been captured in our many attempts to free slaves around the region. It is vital that we get them back as soon as possible. Would you be so kind as to help us?"

If the PCs agree, they have plenty of time to gather supplies and make plans. Captain Toct gladly drops them off near the compound once he receives the directions from Lucian.

Lucian has no idea who or what is defending the compound, but he is going to receive directions of where it is soon.

If the PCs are not playing the next adventure in the series, read or paraphrase the following :

It takes quite a bit of time to sail back around to the Woolly Bay side of the Pomarj. The survivors seem in good spirits, although most sit in silent contemplation.

On the second day, Lucian comes below decks to speak to you all.

"My fair lady and I thank you heartily for your help. We'll arrive in Safeton later today and if you need anything, please let us know. We will be taking the villagers, all of them, to my fair lady's quarters and decide what to do with them there."

Lucian hesitates for a moment. "You do realize that this isn't over? I am almost certain that you will be called upon again in the very near future to help us rid of these vile slavers."

He bows and quietly walks up the steps.

The End

CONCLUSION B: CAPTURED!

Use this conclusion for PCs captured by Opal in Encounter 7:...Then It Probably Is.

Despite your efforts, the pirates managed to overwhelm you. You are gagged and bound with solid manacles, then stripped of your clothing and equipment. The sailors toss what appear to be meager rags in your face. "Put these on," they say, cuffing your head if you move too slowly.

You lose track of time—hours or even days could be passing. Eventually, a sailor rudely tears the blindfold from your eyes.

A calm, silky voice breaks the silence. "Put them with the others. We are nearing the city."

The pirates shove you down the stairs into the hold. There is no sign of Captain Toct or his crew. Silence hangs in the darkness as you descend into the cargo hold. Strangely, even your footsteps offer no sound. The stench, however, is overwhelming—a combination of body odor, vomit, and other indescribable smells permeates the hold.

Dozens of gaunt figures, line the walls all in shackles. Most appear unconscious, or worse, although some feebly raise their heads in terror.

One of the villagers begins to speak, but no sound is audible as the latch is sealed above deck. Looking around, there are a few villagers that seem worse than the rest. Their eyes seem droopy and their bodies gaunt. All the villagers appear solemn now that their hope is gone.

These unfortunates have been implanted with something sinister. A DC 15 Heal check allows the PC to realize that something is draining the villagers of their mind and health. If the PCs make a DC 25 Heal Check, they realize a *heal* spell is what is needed to save these victims. This spell must be cast within 24 hours, otherwise those afflicted are too far gone and undergo a transformation that appears to eat away their body before killing them.

A permanent *silence* spell (CL 9) blankets the hold, making conversation impossible.

What happens next depends on whether the PCs are playing the next adventure in the series right after this one. If they are, continue on to that adventure.

If the PCs are not playing the next adventure in the series, they receive the "Captured by the Slavelords" entry on the AR.

If the PCs want to escape (using Open Locks, Escape Artist checks, or other means), they may attempt this. Use the statistics for **Encounter 7:...Then It Probably Is** and **DM Map 1** to resolve the situation. The manacles possess Average quality locks.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Scuffle

Rescue the sailors from the militiamen.

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	113 XP
APL 10	135 XP
APL 12	158 XP

Encounter 4: They Mostly Come out at Night

Defeat the monstrous humanoids.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 5: Trouble On the Banks

Defeat the river monsters.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 7: Then It Probably Is

Defeat Opal and the pirate slavers.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 8: A Grisly Scene

Rescue the slaves.

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP

Total Possible Experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

APL 10
APL 12

1,350 XP
1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter 4: They Mostly Come out at Night

APL 2: Loot: 4 gp; Coin: 167 gp.

APL 4: Loot: 12 gp; Coin: 300 gp.

APL 6: Loot: 39 gp; Coin: 330 gp.

APL 8: Loot: 215 gp; Coin: 330 gp.

APL 10: Loot: 86 gp; Coin: 330 gp; Magic: +1 *hide armor* (3) (93 gp each), +1 *large greatclub* (3) (193 gp each), *ring of protection +1* (3) (166 gp each).

APL 12: Loot: 20 gp; Coin: 330 gp; Magic: +1 *large chain shirt* (3) (112 gp each), +1 *large greatclub* (3) (193 gp each), *ring of protection +1* (3) (166 gp each), *belt of giant*

strength (3) (1,333 gp each), +1 chain shirt (2) (104 gp each), +1 morningstar (2) (192 gp each).

Encounter 5: Trouble On the Banks

APL 10: Loot 2 gp; Coin: 0 gp; Magic: +1 large chain shirt (416 gp), +1 large greataxe (386 gp), gauntlets of ogre power (333 gp).

APL 12: Loot 2 gp; Coin: 0 gp; Magic: +1 large chain shirt (416 gp each), +1 large greataxe (386 gp each), gauntlets of ogre power (333 gp each).

Encounter 7: ...Then It Probably Is

APL 2: Loot: 83 gp; Coin: 167 gp; Magic: *potion of cure light wounds* (4 gp).

APL 4: Loot: 76 gp; Coin: 300 gp; Magic: *potion cure light wounds* (4 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt* (2 gp)

APL 6: Loot: 160 gp; Coin: 260 gp; Magic: *potion of cure light wounds* (4 gp), *gloves of dexterity +2* (333 gp), +1 chain shirt (104 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt* (2 gp), *scroll of Bigby's disrupting hand* (31 gp), *scroll of seeking ray* (13 gp), *gloves of dexterity +2* (333 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp).

APL 8: Loot: 133 gp; Coin: 0 gp; Magic: *potion of cure light wounds* (4 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +2* (333 gp), +1 chain shirt (104 gp), +1 cutlass (193 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt* (2 gp), *scroll of Bigby's disrupting hand* (31 gp), *scroll of seeking ray* (13 gp), *gloves of dexterity +2* (333 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp).

APL 10: Loot: 28 gp; Coin: 0 gp; Magic: *potion of cure light wounds* (4 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +4* (1,333 gp), +1 chain shirt x4 (104 gp each), +1 heavy steel shield (98 gp), +1 sap (191 gp), +1 keen cutlass (693 gp), *potion of cat's grace* (25 gp), *potion of fly* (63 gp), *potion of protection from energy* (63 gp), *wand of Melf's acid arrow* (375 gp), *headband of intellect +2* (333 gp), *ring of protection +2* (666 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt* (2 gp), *scroll of Bigby's disrupting hand* (31 gp), *scroll of seeking ray* (13 gp), *gloves of dexterity +4* (1,333 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp).

APL 12: Loot: 28 gp; Coin: 0 gp; Magic: *potion of cure light wounds* (4 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +4* (1,333 gp), +1 chain shirt x4 (104 gp each), +1 heavy steel shield (98 gp), +1 sap (191 gp), +1 keen cutlass (693 gp), *potion of cat's grace* (25 gp), *potion of fly* (63 gp), *potion of protection from energy* (63 gp), *wand of Melf's acid arrow* (375 gp), *headband of intellect +2* (333 gp), *ring of protection +2* (666 gp), *scroll of deflect* (13 gp), *scroll of Kelgore's fire bolt* (2 gp), *scroll of Bigby's disrupting hand* (31 gp), *scroll of seeking ray* (13 gp), *gloves of dexterity +4* (1,333 gp), *cloak of resistance +3* (750 gp), *ring of protection +3* (1,500 gp).

Special

If the PCs were captured, they do not earn the favor of Almarayne, Toct, or Lucian.

If the PCs do not save Toct, they do not receive the Favor of Captain Toct.

Favor of Captain Toct: You have saved Captain Toct's life. To show his gratitude, he rewards you access to his craftsmen, which gives you adventure access to the following items and item special abilities from *Stormwrack*:

Item Special Abilities: *Aquatic*, *buoyant*, and *corrosive*.

Items: *Captain's lantern*, *magnificent captain's coat*, and *stormrider cloak*.

You may purchase as many of these items as you can afford and may access this favor multiple times. If you already have the Favor of Captain Toct from *COR5-12 Return to the Undercity*, you instead gain core access to the items and item special abilities above.

Favor of Lucian: Lucian profusely thanks you on your journey back along the Jewel River. To show his gratitude, he offers to provide training in skills he learned in the Faerie Kingdom of Celene before his exile. You may select the alternate class features for fighters and rogues presented in *Player's Handbook II*. You may not make any retrospective selections.

Favor of Almarayne: The fair lady is overjoyed at your success and offers to open her meager coffers to you. She provides you with adventure access to the following items: *bag of holding (type III)*, *boots of levitation*, *candle of truth*, *hat of disguise*, *helm of comprehend languages and read magic*, *pale blue ioun stone*, *Quaal's feather toke*, *staff of charming*, *swan boat*, and *vest of escape*.

Captured by Slavers: The slavelords have captured you and thrown you into their stock pens. You have two options:

1.) If the next adventure you play is the next part of this series—*City of Malice*—you do not suffer a TU penalty.

2.) If the next adventure you play isn't *City of Malice*, a band of adventurers rescues you. You must pay 5 TUs immediately, but are freed with all your gear.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

❖ Masterwork cutlass (Adventure; *Stormwrack*)

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

❖ Arcane scroll of Kelgore's fire bolt (Adventure; *PHB II*)

❖ Arcane scroll of deflect (Adventure; *PHB II*)

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

❖ Arcane scroll of seeking ray (Adventure; *PHB II*)

❖ *Arcane scroll of Bigby's disrupting Ray* (Adventure; PHB II)

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

- ❖ *+1 cutlass* (Adventure; *Stormwrack*)
- ❖ *Ring of protection +2* (Adventure; DMG)
- ❖ *Cloak of resistance +2* (Adventure; DMG)

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

- ❖ *+1 keen cutlass* (Adventure; *Stormwrack*)
- ❖ *Headband of intellect +4* (Adventure; DMG)
- ❖ *Wand of Melf's acid arrow* (Adventure; DMG)
- ❖ *Ring of protection +2* (Adventure; DMG)
- ❖ *+1 Large greatclub* (Adventure; DMG)
- ❖ *Gloves of dexterity +4* (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ *Belt of giant strength+4* (Adventure; DMG)
- ❖ *+1 Large chain shirt* (Adventure; DMG)
- ❖ *Ring of protection +3* (Adventure; DMG)
- ❖ *Cloak of resistance +3* (Adventure; DMG)

APPENDIX 1: APL 2

ENCOUNTER 7:...THEN IT PROBABLY IS

➤ **Pirates (4):** male human warrior 1; CR 1/2; Medium humanoid (human); HD 1d8+2; hp 9; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d6+2 nonlethal, sap) or +3 melee (1d8+2/19-20, longsword) or +2 ranged (1d4+2/19-20, dagger); Full Atk +4 melee (1d6+2 nonlethal, sap) or +3 melee (1d8+2/19-20, longsword) or +2 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +2, Jump +4, Swim +5, Tumble +2; Quick Draw, Weapon Focus (sap).

Possessions: chain shirt, heavy steel shield, sap, dagger, longsword

➤ **Opal Hales:** female human swashbuckler 2; CR 2; Medium humanoid (human); HD 2d10+2; hp 17; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +4; Atk +6 melee (1d6+2, masterwork cutlass) or +4 ranged (1d6/x3, shortbow); Full Atk +6 melee (1d6+2/19-20, masterwork cutlass) or +4 ranged (1d6/x3, shortbow); SQ grace +1; AL LE; SV Fort +4, Ref +5, Will +0; Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +7, Diplomacy +2, Escape Artist +4, Profession (sailor) +5, Sense Motive +1, Swim +5, Tumble +7, Use Rope +4; Lightning Reflexes, Weapon Finesse, Weapon Focus (cutlass).

Possessions: masterwork cutlass, chain shirt, shortbow with 20 arrows, *potion of cure light wounds*.

ENCOUNTER 5: TROUBLE ON THE BANKS

➤ **Uchuulon (Slime Chuul):** Large aberration (aquatic); CR 6; HD 11d8+22; hp 71; Init +5; Spd 20 ft., swim 20 ft.; AC 20, touch 12, flat-footed 19; Base Atk +8; Grp +16; Atk +11 melee (2d6+4, claw); Full Atk +11 melee (2d6+4, 2 claws); SA constrict 3d6+4, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft, immunity to poison, protective slime, SR 16; AL CE; SV Fort +5, Ref +4, Will +8; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3.

Skills and Feats: Hide +11, Listen +10, Spot +10, Swim +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constrict (Ex): An uchuulon deals 3d6+4 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an uchuulon must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex): An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

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

Protective Slime (Ex): The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hit made against the creature.

Skills: An uchuulon has a +8 racial bonus on any Swim checks 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.

ENCOUNTER 7

➤ **Pirates (2):** male human fighter 1/warrior 1; CR 1; Medium humanoid (human); HD 1d8+1d10+4; hp 17; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d6+2 nonlethal, sap) or +4 melee (1d8+2/19-20, longsword) or +3 ranged (1d4+2/19-20, dagger); Full Atk +5 melee (1d6+2 nonlethal, sap) or +4 melee (1d8+2/19-20, longsword) or +3 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +6,

Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +2, Jump +4, Swim +5, Tumble +3; Blind-Fight, Quick Draw, Weapon Focus (sap).

Possessions: chain shirt, heavy steel shield, sap, dagger, longsword.

➤ **Opal Hales:** female human swashbuckler 4; CR 4; Medium humanoid (human); HD 4d10+4; hp 33; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +6; Atk +9 melee (1d6+3/19-20, masterwork cutlass) or +7 ranged (1d6/x3, shortbow); Full Atk +9 melee (1d6+3/19-20, masterwork cutlass) or +7 ranged (1d6/x3, shortbow); SA insightful strike; SQ grace +1; AL LE; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +10, Diplomacy +2, Escape Artist +8, Profession (sailor) +6, Sense Motive +2, Swim +8, Tumble +10, Use Rope +5; Lightning Reflexes, Prone Attack*, Weapon Finesse, Weapon Focus (cutlass),

Possessions: masterwork cutlass, chain shirt, shortbow with 20 arrows, *potion of cure light wounds*.

* New feat described in **Appendix 2: New Rules Items**.

➤ **Arturo Borales:** male human wizard (transmuter) 2; CR 2; Medium humanoid (human); HD 2d4+2; hp 8; Init +2; Spd 30 ft.; AC 16, touch 16, flat-footed 14; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +6, Knowledge (arcana) +7, Knowledge (religion) +7, Profession (sailor) +6, Spellcraft +7; Combat Casting, Scribe Scroll, Ship's Mage*.

Spells Prepared (4/3; Base DC = 12 + spell level; 0—*acid splash*, *detect magic*, *ray of frost* x2; 1st—*burning hands*, *color spray*, *enlarge person*, ~~*mage armor*~~.

Possessions: dagger, light crossbow with 10 bolts, *scroll of deflect*, *scroll of Kelgore's fire bolt*.

* New feat described in **Appendix 2: New Rules Items**.

ENCOUNTER 4: THEY MOSTLY COME OUT AT NIGHT

➤ **Bugbears (3):** fighter 1; CR 3; Medium humanoid (goblinoid); HD 3d8+6 plus 1d10+2; hp 35; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +3; Grp +8; Atk +9 melee (1d8+5, morningstar) or +6 ranged (1d6+5, javelin); Full Atk +9 melee (1d8+5, morningstar) or +6 ranged (1d6+5, javelin); SQ darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +6, Will +2; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Toughness, Weapon Focus (morningstar).

Possessions: chain shirt, heavy wooden shield, morningstar, dagger, 2 javelins

➤ **Bugbear:** ranger 1; CR 3; Medium humanoid (goblinoid); HD 3d8+6 plus 1d8+2; hp 34; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +3; Grp +8; Atk +9 melee (1d8+5, morningstar) or +6 ranged (1d6+5, javelin); Full Atk +9 melee (1d8+5, morningstar) or +6 ranged (1d6+5, javelin); SA favored enemy human +2; SQ darkvision 60 ft., scent, track wild empathy; AL CE; SV Fort +5, Ref +8, Will +4; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Handle Animal +3, Hide +8, Move Silently +9, Search +1, Spot +2; Dodge, Iron Will, Weapon Focus (morningstar).

Possessions: chain shirt, heavy wooden shield, morningstar, dagger, 2 javelins.

ENCOUNTER 5: TROUBLE ON THE BANKS

➤ **Uchuulon (Slime Chuul) (2):** Large aberration (aquatic); CR 6; HD 11d8+22; hp 71; Init +5; Spd 20 ft., swim 20 ft.; AC 20, touch 12, flat-footed 19; Base Atk +8; Grp +16; Atk +11 melee (2d6+4, claw); Full Atk +11 melee (2d6+4, 2 claws); SA constrict 3d6+4, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft., immunity to poison, protective slime, SR 16; AL CE; SV Fort +5, Ref +4, Will +8; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3.

Skills and Feats: Hide +11, Listen +10, Spot +10, Swim +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constrict (Ex): An uchuulon deals 3d6+4 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an uchuulon must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex): An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However,

they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

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

Protective Slime (Ex): The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hit made against the creature.

Skills: An uchuulon has a +8 racial bonus on any Swim checks 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.

ENCOUNTER 7:...THEN IT PROBABLY IS

➤ **Pirates (2):** male human fighter 2/ warrior 1; CR 2; Medium humanoid (human); HD 1d8+2 plus 2d10+4; hp 26; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +7 melee (1d6+2 nonlethal, masterwork sap) or +6 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d4+2/19-20, dagger); Full Atk +7 melee (1d6+2 nonlethal, masterwork sap) or +6 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +7, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +4, Jump +4, Swim +5, Tumble +3; Blind-Fight, Improved Initiative, Quick Draw, Weapon Focus (sap).

Possessions: chain shirt, heavy steel shield, masterwork sap, dagger, masterwork longsword, longbow with 20 arrows.

➤ **Sneaky Pirate:** male human rogue 3; CR 3; Medium humanoid (human); HD 3d6+3; hp 16; Init +7; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +2; Grp +2; Atk +6 melee (1d6/18-20, masterwork rapier) or +3 melee (1d8/19-20, masterwork longsword) or +5 ranged (1d6/x3, shortbow); Full Atk +6 melee (1d6/18-20, masterwork rapier) or +3 melee (1d8/19-20, masterwork longsword) or +5 ranged (1d6x3, shortbow); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL LE; SV Fort +3, Ref +7, Will +3; Str 10, Dex 17, Con 13, Int 14, Wis 12, Cha 8.

Skills and Feats: Appraise +5, Balance +6, Bluff +2, Climb +3, Disable Device +6, Disguise +2, Escape Artist +6, Forgery +5, Gather Information +2, Hide +8, Knowledge (local) +5, Listen +4, Move Silently +8, Search +5, Sense Motive +4, Sleight of Hand +6, Spot

+4, Swim +3, Tumble +8, Use Rope +6; Improved Initiative, Quick Draw, Weapon Finesse.

Possessions: chain shirt, masterwork rapier, dagger, masterwork longsword, shortbow with 20 arrows, *gloves of dexterity +2*, *ring of protection +1*, *cloak of resistance +1*.

☛ **Opal Hales:** female human swashbuckler 6; CR 6; Medium humanoid (human); HD 6d10+6; hp 50; Init +4; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +12 melee (1d6+3/19-20, masterwork cutlass) or +10 ranged (1d6/x3, shortbow); Full Atk +10/+5 melee (1d6+3/19-20, masterwork cutlass) and +10 melee (1d6+2/19-20, masterwork cutlass) or +10 ranged (1d6/x3, shortbow); SA insightful strike; SQ dodge bonus +1, grace +1; AL LE; SV Fort +6, Ref +8, Will +2; Str 14, Dex 18, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +11, Diplomacy +2, Escape Artist +11, Profession (sailor) +10, Sense Motive +6, Swim +8, Tumble +13, Use Rope +6; Lightning Reflexes, Prone Attack*, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (cutlass).

Possessions: masterwork cutlass x2, +1 *chain shirt*, shortbow with 20 arrows, *gloves of dexterity +2*, *potion of cure light wounds*.

* New feat described in **Appendix 2: New Rules Items**.

☛ **Arturo Borales:** male human wizard (transmuter) 3; CR 3; Medium humanoid (human); HD 3d4+3; hp 14; Init +2; Spd 30 ft.; AC 16, touch 16, flat-footed 14; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Knowledge (Arcana) +7, Knowledge (Religion) +7, Profession (sailor) +6, Spellcraft +9, Tumble +3; Combat Casting, Toughness, Scribe Scroll, Ship's Mage*.

Spells Prepared (4/3/2; Base DC = 12 + spell level; 0—*acid splash*, *detect magic*, *ray of frost x2*; 1st—*burning hands*, *color spray*, ~~*mage armor*~~, *magic missile*; 2nd—~~*fox's cunning*~~, *glitterdust*, *web*.

Possessions: dagger, light crossbow with 10 bolts, *scroll of seeking ray*, *scroll of Bigby's disrupting hand*, *scroll of deflect*, *scroll of Kelgore's fire bolt**.

* New feat or spell described in **Appendix 2: New Rules Items**.

ENCOUNTER 4: THEY MOSTLY COME OUT AT NIGHT

➤ **Bugbears (4):** fighter 2; CR 4; Medium humanoid (goblinoid); HD 3d8+6 plus 2d10+4; hp 44; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +4; Grp +9; Atk +11 melee (1d8+5, masterwork morningstar) or +7 ranged (1d6+5, javelin); Full Atk +11 melee (1d8+5, masterwork morningstar) or +7 ranged (1d6+5, javelin); SQ darkvision 60 ft., scent; AL CE; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +4, Listen +4, Move Silently +6, Spot +5; Alertness, Iron Will, Toughness, Weapon Focus (morningstar).

Possessions: chain shirt, heavy steel shield, masterwork morningstar, dagger, 2 javelins.

➤ **Bugbears (2):** ranger 2; CR 4; Medium humanoid (goblinoid); HD 3d8+6 plus 2d8+4; hp 38; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +4; Grp +9; Atk +11 melee (1d8+5, masterwork morningstar) or +7 ranged (1d6+5, javelin); Full Atk +9 melee (1d8+5, masterwork morningstar) and +9 melee (1d6+2, masterwork short sword) or +7 ranged (1d6+5, javelin); SA combat style, favored enemy human +2; SQ darkvision 60 ft., scent, track, wild empathy; AL CE; SV Fort +6, Ref +9, Will +4; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Handle Animal +4, Hide +9, Move Silently +9, Search +1, Spot +4, Survival +3; Dodge, Iron Will, Two-Weapon Fighting^B, Weapon Focus (morningstar).

Possessions: chain shirt, heavy wooden shield, masterwork morningstar, dagger, 2 javelins, masterwork short sword.

ENCOUNTER 5: TROUBLE AT THE BANKS

➤ **Uchuulon (Slime Chuul) (4):** Large aberration (aquatic); CR 6; HD 11d8+22; hp 71; Init +5; Spd 20 ft., swim 20 ft.; AC 20, touch 12, flat-footed 19; Base Atk +8; Grp +16; Atk +11 melee (2d6+4, claw); Full Atk +11 melee (2d6+4, 2 claws); SA constrict 3d6+4, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft., immunity to poison, protective slime, SR 16; AL CE; SV Fort +5, Ref +4, Will +8; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3.

Skills and Feats: Hide +11, Listen +10, Spot +10, Swim +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constrict (Ex): An uchuulon deals 3d6+4 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an uchuulon must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple

check, it establishes a hold and can constrict or on its next turn transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex): An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

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

Protective Slime (Ex): The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hit made against the creature.

Skills: An uchuulon has a +8 racial bonus on any Swim checks 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.

ENCOUNTER 7:...THEN IT PROBABLY IS

➤ **Pirates (3):** male human fighter 4/warrior 1; CR 4; Medium humanoid (human); HD 1d8+2 plus 4d10+8; hp 44; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +8; Atk +10 melee (1d6+5 nonlethal, masterwork sap) or +9 melee (1d8+3/19-20, masterwork longsword) or +6 ranged (1d8/x3, longbow); Full Atk +10 melee (1d6+5 nonlethal, masterwork sap) or +9 melee (1d8+3/19-20, masterwork longsword) or +6 ranged (1d8/x3, longbow); AL LE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +5, Jump +5, Swim +6, Tumble +4; Blind-Fight, Improved Initiative, Quick Draw, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: chain shirt, heavy steel shield, masterwork sap, dagger, masterwork longsword, longbow with 20 arrows.

➤ **Sneaky Pirate:** male human rogue 5; CR 5; Medium humanoid (human); HD 5d6+5; hp 26; Init +8; Spd 30 ft.; AC 20, touch 16, flat-footed 16; Base Atk +3; Grp +3; Atk +8 melee (1d6/18-20, masterwork rapier) or +4 melee (1d8/19-20, masterwork longsword) or +7 ranged (1d6/x3, shortbow); Full Atk +8 melee (1d6/18-20, masterwork rapier) or +4 melee (1d8/19-20, masterwork longsword) or +7 ranged (1d6/x3, shortbow); SA sneak attack +3d6; SQ evasion,

trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +4, Ref +9, Will +4; Str 10, Dex 18, Con 13, Int 14, Wis 12, Cha 8.

Skills and Feats: Appraise +5, Balance +6, Bluff +2, Climb +3, Disable Device +6, Disguise +4, Escape Artist +6, Forgery +5, Gather Information +4, Hide +11, Knowledge (local) +5, Listen +6, Move Silently +11, Search +5, Sense Motive +6, Sleight of Hand +6, Spot +8, Swim +3, Tumble +11, Use Rope +7; Improved Initiative, Quick Draw, Weapon Finesse.

Possessions: chain shirt, masterwork rapier, dagger, masterwork longsword, shortbow with 20 arrows, *gloves of dexterity* +2, *ring of protection* +2, *cloak of resistance* +2.

☛ **Opal Hales:** female human swashbuckler 8; CR 8; Medium humanoid (human); HD 8d10+8; hp 66; Init +4; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +8; Grp +10; Atk +14 melee (1d6+5/19-20, +1 cutlass) or +12 ranged (1d6/x3, shortbow); Full Atk +12/+7 melee (1d6+5/19-20, +1 cutlass) and +12 melee (1d6+4/19-20, +1 cutlass) or +12 ranged (1d6/x3, shortbow); SA acrobatic charge, insightful strike, improved flanking; SQ dodge bonus +1, grace +1; AL LE; SV Fort +7, Ref +8, Will +2; Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +11, Diplomacy +2, Escape Artist +13, Profession (sailor) +12, Sense Motive +10, Swim +12, Tumble +15, Use Rope+6; Lightning Reflexes, Prone Attack*, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (cutlass).

Acrobatic Charge (Ex): Opal can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): If Opal is flanking an opponent, she gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Possessions: +1 cutlass x2, +1 chain shirt, sap, shortbow, *gloves of dexterity* +2, *potion of cure light wounds*.

* New feat described in **Appendix 2: New Rules Items**.

☛ **Arturo Borales:** male human wizard (transmuter) 5; CR 5; Medium humanoid (human); HD 5d4+5; hp 22; Init +2; Spd 30 ft.; AC 20, touch 20, flat-footed 18; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 13, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Knowledge (arcana) +9, Knowledge (religion) +9, Knowledge

(geography) +6, Profession (sailor) +6, Spellcraft +12, Tumble +5; Brew Potion, Combat Casting, Scribe Scroll, Ship's Mage*, Toughness.

Spells Prepared (4/4/3/2; Base DC = 14 + spell level); 0—*acid splash*, *detect magic*, *ray of frost* x2; 1st—*burning hands*, *color spray*, ~~*mage armor*~~, *magic missile*, ~~*shield*~~; 2nd—~~*fox's cunning*~~, *glitterdust*, *scorching ray*, *web*; 3rd—*fireball*, *haste*, *suggestion*.

Possessions: dagger, light crossbow with 10 bolts, *headband of intellect* +2, *scroll of seeking ray*, *scroll of Bigby's disrupting hand**, *scroll of deflect*, *scroll of Kelgore's fire bolt**.

* New feat or spell described in **Appendix 2: New Rules Items**.

ENCOUNTER 4: THEY MOSTLY COME OUT AT NIGHT

➤ **Bugbear:** fighter 4; CR 6; Medium humanoid (goblinoid); HD 3d8+6 plus 4d10+4; hp 62; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +6; Grp +11; Atk +13 melee (1d8+7, masterwork morningstar) or +9 ranged (1d6+5, javelin); Full Atk +13/+8 melee (1d8+7, masterwork morningstar) or +9 ranged (1d6+5, javelin); SQ darkvision 60 ft., scent; AL CE; SV Fort +7, Ref +7, Will +5; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +8, Hide +4, Listen +4, Move Silently +6, Spot +6; Alertness, Combat Reflexes, Iron Will, Toughness, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Possessions: chain shirt, heavy steel shield, masterwork morningstar, dagger, 2 javelins.

➤ **Bugbear:** ranger 4; CR 6; Medium humanoid (goblinoid); HD 3d8+6 plus 4d8+8; hp 53; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +6; Grp +11; Atk +13 melee (1d8+5, masterwork morningstar) or +9 ranged (1d6+5, javelin); Full Atk +11/+6 melee (1d8+5, masterwork morningstar) and +11 melee (1d6+2, masterwork short sword) or +9 ranged (1d6+5, javelin); SA Combat style, favored enemy human; SQ animal companion, darkvision 60 ft., scent, track, wild empathy; AL CE; SV Fort +7, Ref +10, Will +5; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Handle Animal +5, Hide +10, Move Silently +10, Search +4, Spot +8, Survival +5; Dodge, Endurance^B, Iron Will, Mobility, Two-Weapon Fighting^B, Weapon Focus (morningstar).

Possessions: chain shirt, heavy wooden shield, masterwork morningstar, dagger, 2 javelins, masterwork short sword.

ENCOUNTER 5: TROUBLE AT THE BANKS

➤ **Scrag:** fighter 5; CR 10; Large giant; HD 6d8+48 plus 5d10+40; hp 140; Init +1; Spd 20 ft., swim 40 ft.; AC 21, touch 11, flat-footed 18; Base Atk +9; Grp +23; Atk +20 melee (3d6+18/19-20, +1 large greataxe) or +18 melee (1d6+10, claw) or +10 ranged (1d8+10, javelin); Full Atk +20/+15 melee (3d6+18/19-20, +1 large greataxe) or +18 melee (1d6+10, 2 claws) or +10 ranged (1d8+10, javelin); Space/Reach 10ft./10ft; SA rend 2d6+12; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +17, Ref +5, Will +5; Str 30, Dex 14, Con 26, Int 8, Wis 12, Cha 4.

Skills and Feats: Listen +6, Spot +7, Swim +15; Alertness, Combat Reflexes, Improved Critical (greataxe), Iron Will, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 large chain shirt, +1 large greataxe, 2 javelins, gauntlets of ogre power.

➤ **Uchuulon (Slime Chuul) (4):** Large aberration (aquatic); CR 6; HD 11d8+22; hp 71; Init +5; Spd 20 ft., swim 20 ft.; AC 20, touch 12, flat-footed 19; Base Atk +8; Grp +16; Atk +11 melee (2d6+4, claw); Full Atk +11 melee (2d6+4, 2 claws); SA constrict 3d6+4, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft., immunity to poison, protective slime, SR 16; AL CE; SV Fort +5, Ref +4, Will +8; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3.

Skills and Feats: Hide +11, Listen +10, Spot +10, Swim +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constrict (Ex): An uchuulon deals 3d6+4 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an uchuulon must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex): An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

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

Protective Slime (Ex): The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hit made against the creature.

Skills: An uchuulon has a +8 racial bonus on any Swim checks 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.

ENCOUNTER 7:...THEN IT PROBABLY IS

➤ **Pirates (3):** male human fighter 6/warrior 1; CR 6; Medium humanoid (human); HD 1d8+2 plus 6d10+12; hp 62; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +10; Atk +12 melee (1d6+6 nonlethal, +1 sap) or +11 melee (1d8+3/19-20, masterwork longsword) or +8 ranged (1d8/x3, longbow); Full Atk +12/+7 melee (1d6+6 nonlethal, +1 sap) or +11/+6 melee (1d8+3/19-20, masterwork longsword) or +8 ranged (1d8/x3, longbow); AL LE; SV

Fort +9, Ref +3, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Intimidate +5, Jump +5, Swim +6, Tumble +5; Blind-Fight, Dodge Improved Initiative, Iron Will, Quick Draw, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: +1 chain shirt, +1 heavy steel shield, +1 sap, dagger, longsword, longbow with 20 arrows.

➤ **Sneaky Pirate:** male human rogue 7; CR 7; Medium humanoid (human); HD 7d6+7; hp 37; Init +9; Spd 30 ft.; AC 22, touch 17, flat-footed 17; Base Atk +5; Grp +5; Atk +11 melee (1d6+1/18-20, +1 rapier) or +6 melee (1d8/19-20, masterwork longsword) or +10 ranged (1d6x3, shortbow); Full Atk +11 melee (1d6+1/18-20, +1 rapier) or +6 melee (1d8/19-20, masterwork longsword) or +10 ranged (1d6/x3, shortbow); SA sneak attack +4d6; SQ evasion, trapfinding, trap sense +2 uncanny dodge; AL LE; SV Fort +5, Ref +12, Will +5; Str 10, Dex 20, Con 13, Int 14, Wis 12, Cha 8.

Skills and Feats: Appraise +5, Balance +9, Bluff +4, Climb +3, Disable Device +7, Disguise +4, Escape Artist +10, Forgery +5, Gather Information +4, Hide +15, Knowledge (local) +5, Listen +6, Move Silently +15, Search +7, Sense Motive +6, Sleight of Hand +7, Spot +10, Swim +5, Tumble +15, Use Rope +8; Combat Expertise, Improved Initiative, Quick Draw, Weapon Finesse.

Possessions: +1 chain shirt, +1 rapier, dagger, masterwork longsword, shortbow with 20 arrows, gloves of dexterity +4, ring of protection +2, cloak of resistance +2.

➤ **Opal Hales:** female human swashbuckler 10; CR 10; Medium humanoid (human); HD 10d10+10; hp 83; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 17; Base Atk +10; Grp +12; Atk +16 melee (1d6+6/17-20, +1 keen cutlass) or +13 ranged (1d6/x3, shortbow); Full Atk +14/+9 melee (1d6+6, +1 keen cutlass/17-20) and +14/+9 melee (1d6+5/19-20, +1 cutlass) or +13/+8 ranged (1d6/x3, shortbow); SA acrobatic charge, improved flanking, insightful strike; SQ dodge bonus +2, grace +1; AL LE; SV Fort +8, Ref +9, Will +3; Str 14, Dex 18, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Balance +11, Diplomacy +4, Escape Artist +16, Profession (sailor) +15, Sense Motive +10, Swim +15, Tumble +18, Use Rope+6; Weapon Finesse, Weapon Focus (cutlass), Lightning Reflexes, Prone Attack*, Two-Weapon Fighting, Improved Two-Weapon Fighting.

Acrobatic Charge (Ex): Opal can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): If Opal is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Possessions: +1 keen cutlass, +1 cutlass, +1 chain shirt, shortbow, gloves of dexterity +2, potion of cure light wounds, headband of intellect +2, ring of protection +2.

* New feat described in **Appendix 2: New Rules Items**.

➤ **Arturo Borales:** male human wizard (transmuter) 7; CR 7; Medium humanoid (human); HD 7d4+7; hp 29; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 13, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Knowledge (arcana) +10, Knowledge (religion) +10, Knowledge (geography) +7, Profession (sailor) +6, Spellcraft +15, Swim +4, Tumble +5; Combat Casting, Scribe Scroll, Ship's Mage*, Still Spell, Sudden Maximize*, Toughness.

Spells Prepared (4/6/4/3/2; Base DC = 15 + spell level); 0—acid splash, detect magic, ray of frost x2; 1st—burning hands, color spray, grease, ~~mage armor~~, magic missile x2, ~~shield~~; 2nd—~~fox's cunning~~, glitterdust, scorching ray, Tasha's hideous laughter, web; 3rd—fireball, haste, suggestion, water breathing; 4th—confusion, siren's call*, wall of fire

Possessions: dagger, light crossbow, headband of intellect +4, wand of Melf's acid arrow, potion of cat's grace, potion of fly, potion of protection from energy (fire), scroll of seeking ray*, scroll of Bigby's disrupting hand*, scroll of deflect*, scroll of Kelgore's fire bolt*.

* New feat or spell described in **Appendix 2: New Rules Items**.

ENCOUNTER 4: THEY MOSTLY COME OUT AT NIGHT

➤ **Bugbear:** fighter 6; CR 8; Medium humanoid (goblinoid); HD 3d8+9 plus 6d10+18; hp 86; Init +3; Spd 30 ft.; AC 23, touch 13, flat-footed 20; Base Atk +8; Grp +13; Atk +15 melee (1d8+8/19-20, +1 *morningstar*) or +11 ranged (1d6+5, javelin); Full Atk +15/+10 melee (1d8+8/19-20, +1 *morningstar*) or +11 ranged (1d6+5, javelin); SQ darkvision 60 ft., scent; AL CE; SV Fort +9, Ref +8, Will +6; Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +10, Hide +4, Listen +4, Move Silently +6, Spot +7; Alertness, Combat Reflexes, Dodge, Improved Critical (*morningstar*), Iron Will, Toughness, Weapon Focus (*morningstar*), Weapon Specialization (*morningstar*).

Possessions: +1 *chain shirt*, heavy steel shield, +1 *morningstar*, dagger, 2 javelins.

➤ **Bugbear:** ranger 6; CR 8; Medium humanoid (goblinoid); HD 3d8+9 plus 6d8+18; hp 75; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +8; Grp +13; Atk +15 melee (1d8+6, +1 *morningstar*) or +11 ranged (1d6+5, javelin); Full Atk +13/+8 melee (1d8+6, +1 *morningstar*) and +13/+8 melee (1d6+3, +1 *short sword*) or +11 ranged (1d6+5, javelin); SA combat style, favored enemy human (+4), elves (+2); SQ darkvision 60 ft., scent, Track wild empathy, animal companion; AL CE; SV Fort +9, Ref +11, Will +6; Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Handle Animal +7, Hide +10, Listen +6, Move Silently +10, Search +4, Spot +10, Survival +7; Weapon Focus (*morningstar*), Dodge, Endurance^B, Improved Two-Weapon Fighting^B, Iron Will, Mobility, Quick Draw, Two-Weapon Fighting (ranger feat).

Spells Prepared (2; Base DC = 11 + spell level); 1st—*entangle*, *resist energy*.

Possessions: chain shirt, heavy wooden shield, +1 *morningstar*, dagger, 2 javelins, +1 *short sword*

➤ **Ogres (3):** barbarian 7; CR 10; Large giant; HD 4d8+16 plus 7d12+28; hp 125; Init +0; Spd 50 ft.; AC 19, touch 9, flat-footed 19; Base Atk +10; Grp +24; Atk +21 melee (2d8+16/19-20, +1 *large greatclub*) or +9 ranged (1d8+10, javelin); Full Atk +21/+16 melee (2d8+16/19-20, +1 *large greatclub*) or +9 ranged (1d8+10, javelin); Space/Reach 10 ft./10 ft.; SA rage 2/day; SQ darkvision 60 ft., DR 1/—, improved uncanny dodge, low-light vision, trap sense +2; AL CE; SV Fort +13, Ref +3, Will +3; Str 30, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +16, Hide -6, Jump +19, Listen +12, Spot +3; Improved Critical (*greatclub*), Power Attack, Toughness, Weapon Focus (*greatclub*).

Possessions: +1 *large chain shirt*, +1 *large greatclub*, 2 javelins, *belt of giant strength*.

Power-up (Raging): hp 147; AC 17, touch 7, flat-footed 17; Grp +26; Atk +23 melee (2d8+19/19-20, +1

large greatclub) or +9 ranged (1d8+12, javelin); Full Atk +23/+18 melee (2d8+19/19-20, +1 *large greatclub*) or +9 ranged (1d8+12, javelin); Fort +15, Will +5; Str 34, Con 22.

ENCOUNTER 5: TROUBLE AT THE BANKS

➤ **Scrags (2):** fighter 6/barbarian 1; CR 11; Large giant; HD 6d8+48 plus 5d10+40 plus 1d12+8; hp 155; Init +1; Spd 30 ft., swim 50 ft.; AC 21, touch 11, flat-footed 18; Base Atk +10; Grp +24; Atk +21 melee (3d6+18/19-20, +1 *large greataxe*) or +19 melee (1d6+10, claw) or +11 ranged (1d8+10, javelin); Full Atk +21/+16 melee (3d6+18/19-20, +1 *large greataxe*) or +19 melee (1d6+10, 2 claws) or +11 ranged (1d8+10, javelin); Space/Reach 10 ft./10 ft.; SA rage 1/day, rend 2d6+12; SQ darkvision 60 ft., fast movement, low-light vision, regeneration 5, scent; AL CE; SV Fort +19, Ref +5, Will +5; Str 30, Dex 14, Con 26, Int 8, Wis 12, Cha 5.

Skills and Feats: Listen +9, Spot +7, Swim +15; Alertness, Combat Reflexes, Improved Critical (*greataxe*), Iron Will, Reckless Rage*, Track, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*).

Possessions: +1 *large chain shirt*, +1 *large greataxe*, 2 javelins, *gauntlets of ogre power*.

Power-up (Raging): hp 191; AC 17, touch 7, flat-footed 14; Grp +29; Atk +26 melee (2d8+22/19-20, +1 *large greatclub*) or +9 ranged (1d8+13, javelin); Full Atk +26/+21 melee (2d8+22/19-20, +1 *large greatclub*) or +9 ranged (1d8+13, javelin); Fort +22, Will +7; Str 36, Con 32.

* New feat described in **Appendix 2: New Rules Items**.

➤ **Uchuulon (Slime Chuul) (4):** Large aberration (aquatic); CR 6; HD 11d8+22; hp 71; Init +5; Spd 20 ft., swim 20 ft.; AC 20, touch 12, flat-footed 19; Base Atk +8; Grp +16; Atk +11 melee (2d6+4, claw); Full Atk +11 melee (2d6+4, 2 claws); SA constrict 3d6+4, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft., immunity to poison, protective slime, SR 16; AL CE; SV Fort +5, Ref +4, Will +8; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3.

Skills and Feats: Hide +11, Listen +10, Spot +10, Swim +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constrict (Ex): An uchuulon deals 3d6+4 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an uchuulon must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex): An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same

strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

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

Protective Slime (Ex): The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hit made against the creature.

Skills: An uchuulon has a +8 racial bonus on any Swim checks 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.

ENCOUNTER 7:...THEN IT PROBABLY IS

➤ **Pirates (3):** male human fighter 8/warrior 1; CR 8; Medium humanoid (human); HD 1d8+2 plus 8d10+16; hp 80; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +9; Grp +12; Atk +15 melee (1d6+6 nonlethal, +1 *sap*) or +13 melee (1d8+3/19-20, masterwork longsword) or +11 ranged (1d8/x3, longbow); Full Atk +15/+10 melee (1d6+6 nonlethal, +1 *sap*) or +13/+8 melee (1d8+3/19-20, masterwork longsword) or +11 ranged (1d8/x3, longbow); AL LE; SV Fort +10, Ref +6, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Intimidate +5, Jump +5, Swim +6, Tumble +7; Blind-Fight, Dodge, Greater Weapon Focus (*sap*), Improved Initiative, Iron Will, Lightning Reflexes, Quick Draw, Weapon Focus (*sap*), Weapon Specialization (*sap*).

Possessions: +1 *chain shirt*, +1 *heavy steel shield*, +1 *sap*, dagger, masterwork longsword, longbow with 20 arrows, *potion of haste*.

➤ **Sneaky Pirate:** male human rogue 9; CR 9; Medium humanoid (human); HD 9d6+18; hp 56; Init +9; Spd 30 ft.; AC 23, touch 18, flat-footed 18; Base Atk +6; Grp +6; Atk +12 melee (1d6+1/18-20, +1 *rapier*) or +7 melee (1d8/19-20, masterwork longsword) or +10 ranged (1d6/x3, shortbow); Full Atk +12/+7 melee (1d6+1/18-20, +1 *rapier*) or +7/+2 melee (1d8/19-20, masterwork longsword) or +10 ranged (1d6/x3, shortbow); SA sneak attack +5d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +3 uncanny dodge; AL LE; SV Fort +8, Ref +14, Will +9; Str 10, Dex 20, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Appraise +5, Balance +11, Bluff +6, Climb +3, Disable Device +7, Disguise +4, Escape Artist +10, Forgery +5, Gather Information +4, Hide +17,

Knowledge (local) +7, Listen +8, Move Silently +17, Search +9, Sense Motive +8, Sleight of Hand +9, Spot +12, Swim +5, Tumble +17, Use Rope +8; Combat Expertise, Improved Initiative, Iron Will, Quick Draw, Weapon Finesse.

Possessions: +1 *chain shirt*, +1 *rapier*, dagger, masterwork longsword, shortbow with 20 arrows, *gloves of dexterity* +4, *ring of protection* +3, *cloak of resistance* +3

➤ **Opal Hales:** female human swashbuckler 12; CR 12; Medium humanoid (human); HD 12d10+12; hp 99; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17; Base Atk +12; Grp +14; Atk +18 melee (1d6+5/17-20, +1 *keen cutlass*) or +16 ranged (1d6/x3, shortbow); Full Atk +18/+13/+8 melee (1d6+4/17-20, +1 *keen cutlass*) or +16/+11/+6 ranged (1d6/x3, shortbow); SA acrobatic charge, improved flanking, insightful strike; SQ dodge bonus +2, grace +2, lucky; AL LE; SV Fort +9, Ref +10, Will +6; Str 14, Dex 19, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Balance +11, Diplomacy +10, Escape Artist +17, Profession (sailor) +15, Sense Motive +15, Swim +15, Tumble +19, Use Rope+7; Dodge, Iron Will, Lightning Reflexes, Power Critical, Prone Attack*, Weapon Finesse, Weapon Focus (*cutlass*).

Acrobatic Charge (Ex): Opal can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): If Opal is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus).

Lucky (Ex): Once per day, Opal may reroll any failed attack roll, skill check, ability check, or saving throw. The character must take the result of the reroll, even if it's worse than the original roll.

Possessions: +1 *keen cutlass*, +1 *chain shirt*, shortbow with 20 arrows, *gloves of dexterity* +2, *potion of cure light wounds*, *headband of intellect* +2, *ring of protection* +2.

* New feat described in **Appendix 2: New Rules Items**.

➤ **Arturo Borales:** male human wizard (transmuter) 9; CR 9; Medium humanoid (human); HD 9d4+18; hp 44; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +4, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Knowledge (arcana) +10, Knowledge (religion) +10, Knowledge (geography) +7, Profession (sailor) +6, Spellcraft +15,

Swim +4, Tumble +5; Combat Casting, Scribe Scroll, Ship's Mage*, Silent Spell, Sudden Empower*, Sudden Maximize*, Toughness.

Spells Prepared (4/6/5/4/3/2; Base DC = 15 + spell level); 0—*acid splash*, *detect magic*, *ray of frost* x2; 1st—*burning hands*, *color spray*, *grease* x2, *magic missile*, ~~*mage armor*~~, ~~*shield*~~; 2nd—*glitterdust*, ~~*fox's cunning*~~, *scorching ray* x2, *Tasha's hideous laughter* web; 3rd—*fireball*, *lightning bolt*, *slow*, *suggestion*, *water breathing*; 4th—*Evard's black tentacles*, *silent haste*, *siren's call**; *wall of fire*; 5th—*silent confusion*, *baleful polymorph*, *dominate person*.

Possessions: dagger, light crossbow with 10 bolts, headband of intellect +4, wand of Melf's acid arrow, potion of cat's grace, potion of fly, potion of protection from energy (fire), scroll of seeking ray, scroll of Bigby's disrupting hand*, scroll of deflect*, scroll of Kelgore's fire bolt*.

* New feat or spell described in **Appendix 2: New Rules Items**.

APPENDIX 2: NEW RULES ITEMS

FEATS

Prone Attack [General]

Complete Warrior

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2.

Benefits: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Reckless Rage [General]

Races of Stone

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisites: Con 13, rage ability.

Benefits: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Ship's Mage [General]

Stormwrack

You form a potent supernatural bond with a ship. Your spells have a more potent effect when cast aboard this ship. Those spellcasters who possess this feat are greatly favored as ship crew.

Prerequisites: Profession (sailor) 2 ranks, Spellcraft 4 ranks.

Benefits: Add +1 to the caster level of all spells cast while you are aboard a ship that is familiar to you. In addition, spells you cast while aboard a ship that is familiar to you deal no damage to that ship.

It takes one week of living and working aboard a ship to become familiar with it. You can only be familiar with one ship at a time; the familiarity with a particular ship fades should you become familiar with another ship.

Additionally, should you remain away from the ship you are familiar with for more than a month that familiarity fades as well.

Sudden Maximize [Metamagic]

Complete Arcane

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Sudden Empower [Metamagic]

Complete Arcane

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

MUNDANE ITEMS

Cutlass

Stormwrack

A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge. It is easy to wield in close quarters and can deal vicious gashes to an opponent. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

Light Weapon; *Cost:* 15 gp; *Damage:* (S) 1d4; *Damage:* (M) 1d6; *Critical:* 19-20/x2; *Weight:* 3lb.; *Type:* Slashing.

SPELLS

Siren's Call

Stormwrack

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, Seafolk 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 action

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

Target: One creature/2 levels, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The targets of this spell hear a sudden, distant song that instills in them a longing for the sea. Those who have heard it compare it to the song of a siren.

A target who fails a saving throw against this spell moves immediately toward the nearest stretch of ocean that it can find and attempts to completely submerge itself in the water. This flight will be by the safest means possible, withdrawing from combat, fighting defensively, and not passing through threatened areas.

The target will only fight if someone actively attempts to prevent it from following through with its search for the ocean. If this fight is with an ally, the target is granted a second saving throw to throw off the effects of the spell.

In some environments, this means that those affected simply flee in the direction of the nearest coast. Along a shoreline, targets often plunge into the surf. Aboard ship, they leap overboard. If the subject has no idea where to find a substantial body of water, it simply chooses a random direction and continues until the spell expires.

Once the spell's subjects are in the water, they begin swimming toward the deepest part of it they can reach, immersing themselves completely and refusing to come up for air, though they hold their breath as long as they are able.

Deflect

Player's Handbook II

Abjuration [Force]

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

This spell functions like *lesser deflect*, except that you gain a shield bonus to AC equal to 1/2 your caster level (round down) against the next attack made against you before the end of your next turn.

Bigby's Disrupting Hand

Player's Handbook II

Evocation (Force)

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One hand of force

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: Yes

Like *Bigby's interposing hand*, this spell creates a magical construct in the form of a human hand. The hand targets a single opponent of your choice within range. You choose this opponent as you cast the spell. You can target a different opponent with this spell by taking a move action to do so.

When the subject of *Bigby's disrupting hand* attempts to cast a spell, the hand punches him. This attack causes no damage, but it forces the subject to make a Concentration check with a DC equal to this spell's save DC. If the subject fails the check, the hand's blow ruins his casting attempt. The hand is about 1 foot long. It has hit points equal to half your full normal hit

points, and its AC is 20 (+4 size, +6 natural). It makes saving throws using your total save bonuses and takes damage from spells and attacks as normal.

Focus: A soft glove.

Kelgore's Fire Bolt

Player's Handbook II

Conjuration/Evocation (Fire)

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: See text

This spell conjures a small orb of rock and sheathes it in arcane energy. This spell deals 1d6 points of fire damage per caster level (maximum 5d6). If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orb's impact.

Material Component: A handful of ashes.

Seeking Ray

Player's Handbook II

Evocation

Level: Duskblade 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: Yes

You create a ray that deals 4d6 points of electricity damage if it strikes your target. While this ray requires a ranged touch attack to strike an opponent, it ignores concealment and cover (but not total concealment or total cover), and it does not take the standard penalty for firing into melee.

In addition to the damage it deals, the ray creates a link of energy between you and the subject. If this ray struck the target and dealt damage, you gain a +4 bonus on attacks you make with ray spells (including another casting of this one, if desired) against the subject for 1 round per caster level. If you cast *seeking ray* a second time on a creature that is still linked to you from a previous casting, the duration of the new link overlaps (and does not stack with) the remaining duration of the previous one.

APPENDIX 3: THE LOCALS

☛ **Captain Bowgard:** (LE male human; Cha 12)

Appearance: A brash old man in his mid fifties. Black/gray hair with a scraggly beard, walks with a bit of a limp. Has a longsword at his hip wrapped in purely decorative armor. He has seen his better days.

Personality: Bowgard has strong opinions about everything and is not afraid to irk people. He forces people to get the job done whether they have the skill to do it or not. Bowgard is a bit paranoid but it's more of him looking out for himself than anything else. Bowgard is fearful of getting caught up in the upcoming conflict, but is resigned to fight rather than flee.

Information: He dismisses the PCs but tells them to be wary of impending doom. A *detect magic* spell reveals him to have a strong enchantment aura. He does not speak directly about any recent attacks, except to mutter that the sailors are causing too much noise. Bowgard believes he occasionally hears strange slurping noises and screams of the dying. He attributes it to his old army days, however.

He tells adventurers it's best they leave the town to its own demise; there is no reason for them to die trying to defend it.

☛ **Mayor Lillian Fowlor:** (female human; Cha 16)

Appearance: A rotund woman in her forties. Lillian is uptight and a bit on the edgy side since the attack on Narwell.

Personality: Lillian is a typical politician—she attempts to please everyone. She chuckles nervously and darts her eyes around a lot to see if she is offending anyone. Although pretentious, Lillian does care about the city and its people. She loves to talk to the locals and adventurer types to get on their good side. She frequently walks the town flaunting her status, but always seems to be wary of some sneak attack. Most of the citizens consider her a floozy, as she often welcomes arriving adventurers. She is a bit on edge and uptight since the attack on Narwell. She has been imploring Greyhawk and Hardby to send more troops, but so far, she's been rebuked.

Information: She hears that a refugee of Celene is in town and has humbly given a place for this person to stay. She just knows her as the "Fair Lady" and she is quite beautiful.

The ship captains still come into the harbor getting work. Most seem unaware, or do not care, about the doom that may come to the city. She is thankful for that.

Although, there are always rumors of thugs stealing people away, she is unaware of any slaver activity in city.

☛ **Leren Hibernt:** (male human; Cha 8)

Appearance: Leren has sandy blonde hair and a ragged appearance.

Personality: Leren always ask for another drink, no matter how full his cup is.

Information: Despite being the town drunk, Leren always seems to be on top of all the gossip. He says that spies are infiltrating the streets and coercing the rich and powerful into making stupid decisions. Leren believes that creatures are rising up from the sea and are the source of all the problems.

☛ **Lee Jenks:** (male human; Cha 8)

Appearance: Lee is an unattractive man with dark hair and a nervous twitch on his lip.

Personality: Lee always is looking to score a drink from anybody. He has slurred speech and a twitch with his upper lip that goes off when he stretches the truth.

Information: Lee believes that "the shadows are coming out of the alleys and snatching people."

He also thinks that the mayor and the captains have a pact signed by devils. They are going to lead the horde to feast upon Safeton and its entire people in just a few weeks.

Lee says that good folk have been snooping around asking questions. Some of these folk have left the town on ships, never to return. One thing seems to be common is that they always talk about Highport.

☛ **Dockmaster Sian:** (male human; Cha 15)

Appearance: Late twenties, well built, and has a commanding aura about him.

Personality: A *detect magic* spell reveals that Dockmaster Sian radiates a strong enchantment aura. Sian is gruff and remains ignorant of things that do not concern him. He just cares about one thing: getting ships into and out of port safely.

Information: Sian's job is to ensure that the captains get their wares in and out of the city. He constantly complains about the stupidity of sailors and mumbles that he'd prefer to see them locked behind doors.

Numerous sailors causing havoc lately and he's had to throw many of them into the pens. Unfortunately, the captains of these sailors bail them out in short order.

☛ **Hectra the Halfling:** (female halfling; Cha 8)

Appearance: A stout female halfling that has more bark than bite. Hectra is often mistaken as a male—something she is not fond of at all.

Personality: Hectra tries to act tougher than she really is. At the first sign of trouble, she runs and hides. She is grouchy, and yells a great deal, but does not back it up with action.

Information: Hectra is the bartender at the "Last Defense." She talks about various guardsmen acting funny and being a bit more subdued than normal, but chalks that up to Safeton's impending doom. If any PC flirts with her, she laughs and slips a key to the PC with a wink.

She claims that Hardby has their people everywhere. She is not in the least bit worried about

the hordes, because she honestly believes the gynarchy of Hardby will come to their aid.

A few of the locals have stopped coming into her inn lately, but she believes that's just because they are leaving town for Greyhawk City or the like. She decries them as cowards.

☛ **Ayisa Scorfu:** (female human; Cha 15; Spot +5)

Appearance: A mid-twenties socialite, Ayisa is as close to royalty as one gets in Safeton. Two huge bodyguards accompany her at all times. They are there for show, and if someone attempts to steal something from her, she shouts at the top of her lungs for guards.

Personality: Ayisa believes she is above everyone else and talks down to adventurers and sailors. She is physically attractive and uses her looks to her advantage. If any PC flirts with her, she comes across as disgusted and walks away, unless the PC appears to be wealthy, in which case she'll flirt mercilessly back.

Information: Snotty and imperial, Ayisa refuses to provide any pertinent information to the PCs.

☛ **Biggs the Sailor:** (male human; Cha 11)

Appearance: Biggs is in his thirties and has disheveled look about him.

Personality: Biggs wants to own a ship one day and become the best captain the Wooly Bay has ever seen. He realizes, however, that this is unlikely to occur. If the PCs buy him a few drinks, he'll mention that the town guardsmen seem to be coming down hard on sailors on shore leave lately. What's even more peculiar, is that he hasn't seen too many of those sailors sailing again. A few have shown up, however, so he doesn't think much of it. He leaves on Opal's ship tomorrow the *Darter*.

☛ **Lofu:** (male human; Cha 9)

Appearance: Lofu is an old beggar who plies his trade in almost every business within Safeton—this allows him to hear a tremendous amount of gossip. He walks with a limp and sometimes falls to the ground, wheezing as if he may pass out at any moment. There is a twinkle in his eye that suggests there is more to him than appears.

Personality: Lofu tries to be helpful—some say too helpful. He has difficulty speaking, but what he has to say is often important. When the conversation lags, Lofu often laments about his lost grandchildren.

Information: Lofu heard Captain Aegis speaking to various other captains about clandestine meetings in the Wooly Bay and how to make quick money.

Lofu finds it unusual that many captains have been trading sailors back and forth—even referring to this crew as “cargo.” He overheard some sailors talking about how their compatriots have gone missing.

☛ **Swago the Bell Merchant:** (male human; Cha 14; Bluff +5)

Appearance: Swago is a down-on-his-luck merchant in his thirties. He has dark, greased up hair

and several scars on his face—the result of protecting his wares from potential thieves.

Personality: Swago loves to listen to bells. If a bell chimes while he is talking to a person, he'll stop mid conversation and listen. He claims these bells have stories to tell and that when they ring, they are singing their own song.

Information: Swago has many unusual bells and chimes he's collected over the years—some he claims to be 'magical' (however, none truly are). He tells the PCs that he has seen shadows take people off the street in broad daylight never to be seen again. Swago comes across as paranoid and delusional, and few people in town believe what he says.

Swago claims to have been nearly abducted by one of these shadows, but the divine timing of a temple bell drove the creature away.

☛ **Lasho Iligis:** (male human; Cha 18; Bluff +11)

Appearance: A brash young man in his early twenties, walking with two beautiful girls down the street.

Personality: Lasho is loud, obnoxious, and has “a thing” for just about every lady he meets. He is outgoing and seems to hide nothing. Despite his brashness, he wants to help the PCs in whatever fashion he can. Lasho claims he is from the surrounding area and has settled in Safeton to take advantage of the sailor's shore leave—implying he's a pimp. In reality, Lasho is a spy for Greyhawk City, and came to learn what is happening in the region since the Narwell attacks. He does not divulge this information and *detect thoughts* reveals nothing about this.

Information: The guards and Captain Bowgard are trying to bring in as many supplies as possible for the upcoming siege. Despite this, no one is showing much effort in assisting. The authorities appear more preoccupied with sailors and the local thugs than the hordes that are coming.

When the conversation is over, Lasho turns very serious and warns the PCs to watch their back.

☛ **Keira Polis:** (female human; Cha 18; Bluff +10)

Appearance: A very pretty lady in her mid-twenties. She dresses like an adventurer.

Personality: Keira is shy, pleasant, and humble. She is apologetic towards the PCs, as she doesn't know anything that could help them. In reality, she is a spy for Hardby. If any PCs decide to flirt with her, she gladly plays along to get as much information out of them as possible.

Information: Keira does not hide the fact that she hails from Hardby. She is able to tell the PCs a little about each NPC that they may meet, but does not want to divulge any information until she can fully trust the PCs.

☛ **Brunk the Smelly:** (male half-orc; Cha 6)

Appearance: Brunk is a powerfully built half-orc who wears rags for clothing. Most people avoid him because of his potent stench.

Personality: Brunk is not the brightest tool in the shed, but means well. He speaks in broken Common and cannot read or write

Information: Brunk knows that many new guards have arrived lately at the jail. He spends lots of time in there.

The new guards worry about the horde coming, and some other person that Brunk has never heard of before.

PLAYER'S HANDOUT 1

Dear Friend,

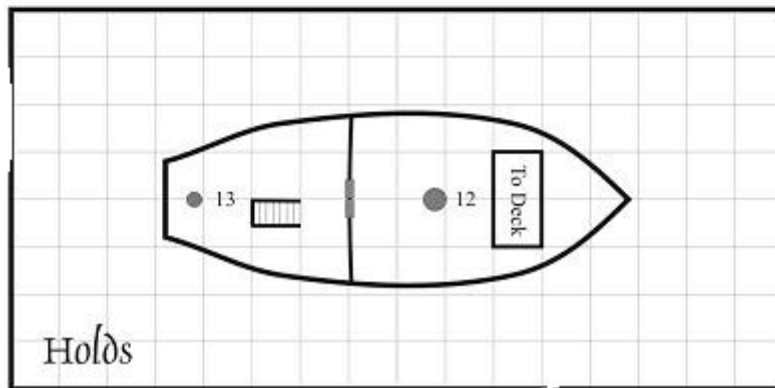
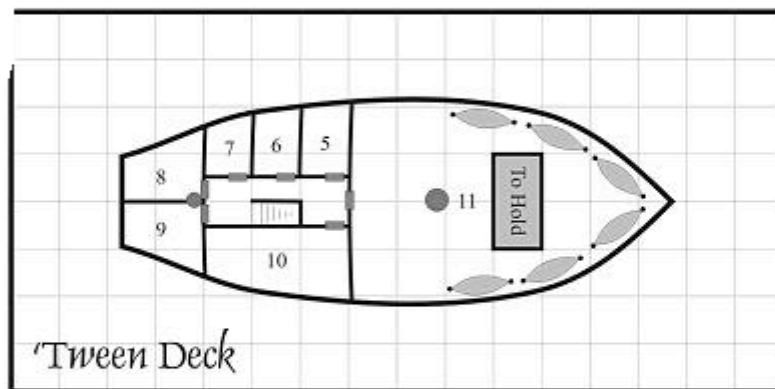
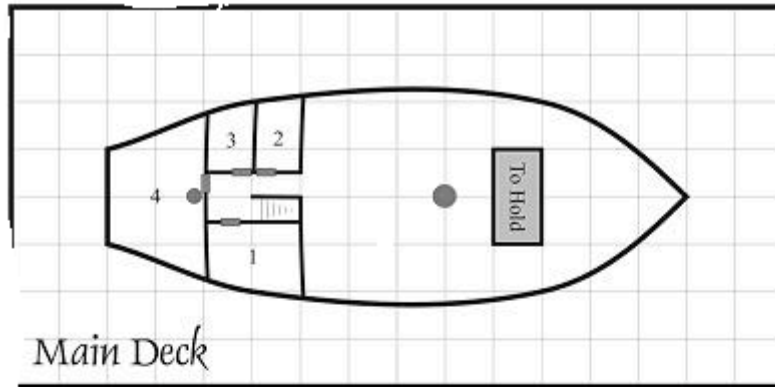
It seems fate has conspired for us to meet again—as chance would have it, I now reside in Safeton and would like for you to meet with me as soon as possible. Please come to the Town Hall. Bring any friends you may have with you, as they may be of vital importance to the mission at hand.

The Fair Lady,
Almarayne

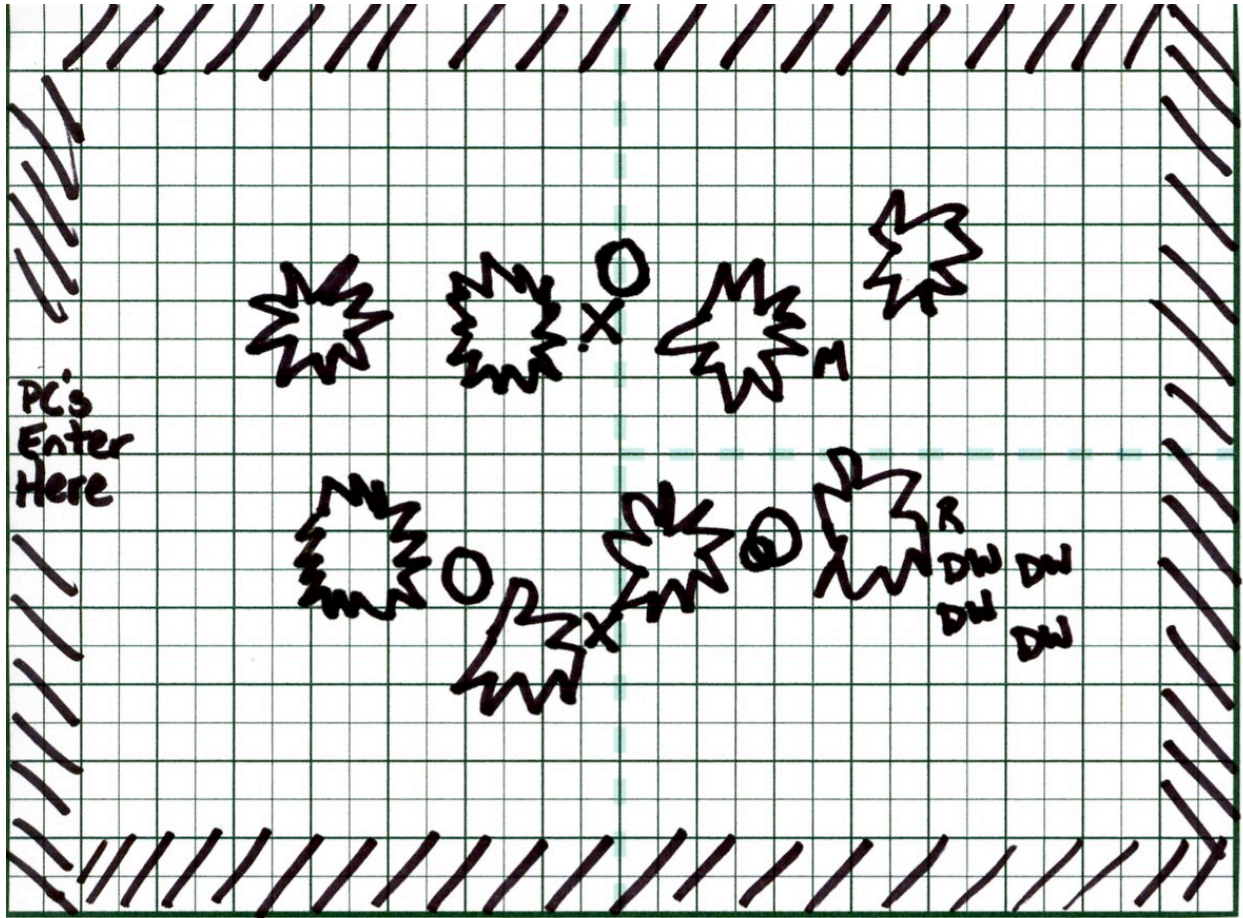
DM Map 1: The Darter

AREAS

- 1-3: Passenger Cabins
- 4: Captain Opal's Quarters
- 5-8: Storage
- 9: Galley
- 10: Mess
- 11: Crew Berths
- 12-13: Cargo Holds



DM MAP 2:



Key: (For APLs that do not have the above amount of monster pick a spot designated on the map for it)

O = Ogres

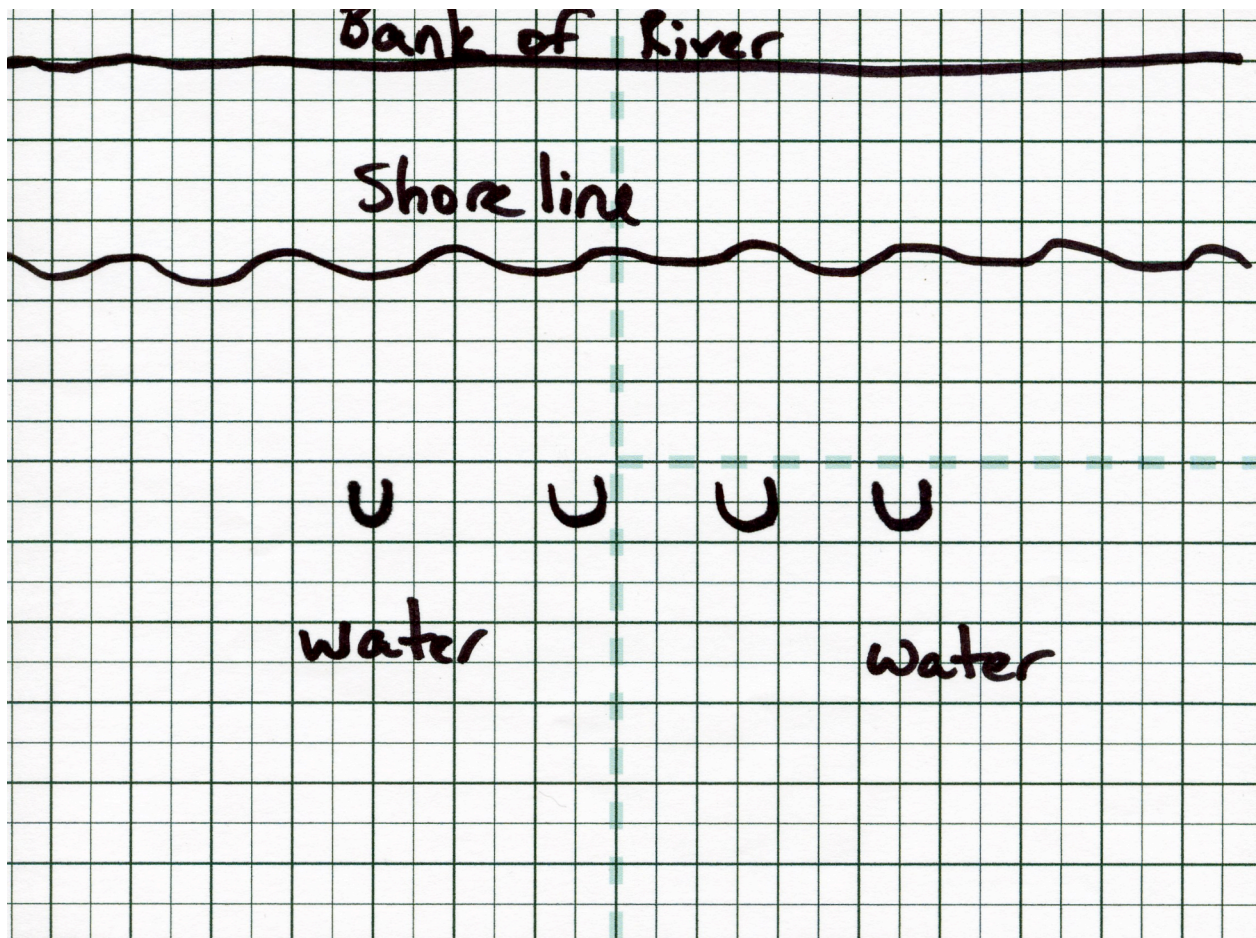
DW = Dire wolves

R = Ranger bugbear

X = Bugbears

/// = Tree line

DM MAP 3:



Key:

U = Uchuulon's or sea cat. (For APLs that do not have the above amount of monster pick a spot designated on the map for it)

APPENDIX 4: CRITICAL EVENTS SUMMARY

Thank you for judging *COR6-12 The Calm Before the Storm*. If you have judged this adventure at Gencon Indianapolis 2006, or at an extended premiere, please fill out this form and give it to the Head Judge Coordinator. Email all results to timsech@hotmail.com.

Did the PCs rescue the sailors in Encounter 1? Yes No

Did the PCs accept the mission from Almarayne? Yes No

Which locals did the PCs talk to?

Did the PCs get captured at any time during the adventure? If so, by which enemy?

Did the PCs defeat Opal? Yes No

Did they rescue the slaves? Yes No

Did any PC die during this adventure? Yes No