

BDKA3-01

The Artonsamay Falcon

An Introductory D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

by Keith Symcox

A gem long thought lost has suddenly reappeared in Trallant. Can the heroes keep it out of the hands of the forces of luz? An adventure for first level characters only.

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

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

Preparation

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

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

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

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

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

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

for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

Introductory events are non-sanctioned events, and as such are not reported to the RPGA.

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

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

Time Units and Upkeep

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

Background

In the time immediately preceding the invasion of the Duchy of Artonsamay by the forces of Iuz in the Greyhawk Wars, Duke Geller made an agreement with a Rhenee smuggler organization calling itself the Red Planks. The Red Planks were to help maintain Duke Geller's supply lines during the expected Iuzite invasion. What was unknown at the time was the horrific nature of the assault on Duke Geller's castle. His lands were laid waste and most of the Red Planks were slain in the ensuing slaughter. Because the Red Planks had gone against the traditional Rhenee neutrality in the wars of Oerth, they were ostracized by the more traditionalist Rhenee.

In the aftermath of the taking of the Duke's castle, one of the orcish commanders, Huz Broketooth, came across the ducal staff, which was crowned with an opal falcon. Seeing it as loot, he broke off the falcon and hid it on his person. By the time the chaos of the assault had died down and the priests of Iuz had noticed that this symbol of the Duke's authority was missing, Huz had been reassigned to the assault upon Johrase. The priests of Iuz managed to determine who had taken the gem, but by the time that they caught up with him, he had been slain in an ambush somewhere in the Midlands. Although the priests were able to determine that the orcs had been slain by elves, no trace of the gem could be determined.

Now suddenly, the gem has resurfaced in the town of Trallant. Some unknown person is rumored to have pawned it at one of the less reputable pawn shops in the city. The Red Planks know that this gem is a powerful symbol to the scattered loyalists of the old duchy and want it back. By the same token, the forces of Iuz also know this and are equally determined to keep the gem away from any who might use it as a rallying cry.

Just before the adventure begins, a Red Planks Runner (the branch of the organization that deals with information gathering), joined with a group of adventurers to provide cover for getting into town. By just bad luck, a member of the party he was traveling with was a foolish Paladin of Heironeous from the County of Urnst who, appalled at the treatment of the people of tent town, drew attention to herself and got her

party arrested. Nosh, the Red Plank runner, will escape early in the adventure, but cannot now enter town, and so is looking for some brave adventurers who can go into the city for him.

Adventure Summary

Encounter 1: The players get a feel for the oppression in the Bandit Kingdoms and the perils of defying the government. See a paladin executed after fighting with city guards. They might help the paladin's companion escape.

Encounter 2: Nosh asks you to accompany Cassandra, the pawnbroker's daughter, back to the shop to obtain the gem. The party must negotiate their way into the city, since martial law has been declared.

Encounter 3: Upon arriving inside the city, the party finds out that the pawnbroker's shop has been raided by the watch, and burned. Curfew has been declared and rumor has it that the watch is angry because no falcon was found.

Encounter 4: Sneaking around to the shop, they see the watch rummage through the remains of the shop, then leave. Cassandra suggests that father might have escaped through secret passage. In passage, find signs of a struggle, but no body. Humanoid footprints lead to a hastily dug tunnel that goes into the sewers. Tracking the footprints, the party ends up in the lair of a party of kobolds who have moved into town recently. After defeating them, they recover the falcon.

Encounter 5: The party must get to the river. Near the river, they meet with a rogue posing as Nosh. If the heroes see through the disguise, they will have to fight the imposter and his henchmen.

Encounter 6: The heroes can meet Tasha Kanski. They find out that Nosh is a member of an organization known as the Red Planks.

Regional Warning for New Characters

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of

worship and the rule of law, are not valued by the rulers in the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly. Be warned, life is short for those who openly defy Old Wicked.

Introduction

You have spent the last three days trudging through intermittent downpours as you traveled southwards towards the town of Trallant, on the Artonsamay River. Everything is a quagmire of mud. Last night you arrived at the town, only to find the gates locked for the night. There was only one tavern with rooms available outside the walls, in a vast sea of ramshackle buildings and tents in an area called "The Skivvs". The tavern, "The Drunken Zombie", was what you would expect from this area of town in a region under the thumb of the Old One: squalid and flea ridden. Still, it was better than the pouring rain outside, and in the morning you found yourself in a crowded common room eating a surprisingly good breakfast. The front wall of the common room was canvas and the tavern keeper has rolled it up, so that it almost seems like you are eating in a sidewalk café in some posh part of Greyhawk. Except, that is, for the ragged nature of those in the street. Looking out the side of the room, you have a quite nice view of the Artonsamay River below the town. If it wasn't for the smell of excrement in the air from the sewage pit a few alleys over, it might be a nice day. On the other side of the river, you can see the misty shape of a large castle and a walled town. There looks to be the remains of a bridge across the river. You find yourself at a large table with several other people who look to be adventurers like yourself.

Allow the characters to describe their characters and make any character introductions that they may wish at this point. Characters with Knowledge: local (BK or County of Urnst), Knowledge: Geography or Bardic Knowledge may make a check (DC 10) to recognize the town on the other side as that of Dominion in the County of Urnst. The castle is one of the main prisons in the County of Urnst, Dominion Castle.

Encounter One:

The Perils of Paladinhood

The waitress is passing a plate of ham to your table, when you hear the sounds of a crowd down the street.

Allow the characters to react to the crowd. If they look down the street, they can see that people are migrating down the street towards the city. When the characters follow the crowd around the corner, read the following. If they ask the waitress, she will get a stricken look on her face and say "Oh, it's the hangin'."

At the front of the crowd is a freestanding wooden wall. A group of guardsmen have a woman in torn livery and a pudgy Halfling held between them next to the wall. A priest of Iuz walks from behind the wall and addresses the crowd. "Slaves of Iuz, witness how our master deals with those infidels who follow the lesser gods. Our great lord in his mercy has decreed that those who transgress upon him must suffer death. This person" he spits on the captive woman, "publicly acknowledges an inferior deity and interferes in the duties of our great Lord's servants. She must suffer for her crimes. All hail Lord Iuz!" the cleric shouts.

Allow the characters a second to respond "All hail Lord Iuz". If they do not, have a peasant next to one of them jab them with an elbow and call it out loudly. If they still don't get the hint, give them a Spot check (DC 10) that a guardsman is watching them suspiciously. If they don't at least make a half hearted response, the guardsmen will advance on them. Should they continue to defy the crowd and the priest, they will be taken into custody. The module is over for any character captured. If that character is "Wanted!", then the character is executed. Otherwise, the character is condemned to spend 12 TU as a galley slave rowing corpses from Alhaster to Stoink. Give the character(s) whip scars and pass out the adventure records.

The cleric froths with rage at the tepid response to his call, and points to a gnome in the front of the crowd who was slow to respond. "A traitor, another traitor! Seize him!" A guard grabs at

him, but in the confusion, the captive halfling manages to slip free of his bonds and escapes into the crowd. The guards grab at him, then several chase after him while the cleric jumps up and down in a rage. The crowd murmurs and backs up slightly as the remaining guards unsheathe their weapons and stand in a circle around the wall. After order is restored, the cleric continues, "Death is the fate of all the enemies of our great lord". With that, several of the guards nail the limbs of the woman to the wall. You can see that she is wearing the tattered livery of Heironeous. Quickly the gnome is also nailed to the wall. As they writhe in agony, the cleric cackles gleefully and then casts a spell that makes his hand crackle with black streaks of energy. He touches the woman, who screams a scream of inconceivable suffering and then collapses, dead. The gnome is left to die slowly, nailed to the wall.

A character may use Spellcraft (DC 19) to know that the spell used was the 4th level spell enervation. The third level paladin of Heironeous took four negative levels and died. If the PCs try to interfere with the ceremony, remind them that there are about 15 guards in the area. Any character who insists on attacking will be attacked by the guards. They will not immediately use deadly force unless the PCs draw weapons. If they only use their hands, then they will be sold as galley slaves. See the above for the consequences of capture. If they are captured after drawing weapons, the cleric will nail them to the wall also. Take up the character sheets of any who are executed as they will then die in agony, their bodies sold to the necromancers in Stoink. It might cheer them up to know that they might run into their old character later on as a zombie.

Encounter Two: Nosh's Request

As you are heading back from the execution, you hear a voice whisper to you from an alleyway. "Psst, hey friend! Can I talk to you for a second?"

If the characters look in the alley, they see the halfling who escaped execution earlier beckoning to them. If they follow, he will take

them around the corner of the shack and slip into a cow shed. Should they refuse, have him attempt to convince them that he is harmless. If they refuse to deal with him, then the adventure is over. When they are inside he will say (in a broad cockney accent).

Nosh, male Lightfoot Halfling Rog5: CR 5; Small Humanoid (halfling); HD 5d6+5; hp 27; Init +8; Spd 20 ft.; AC 14 (+4 Dex); Atk +2 melee or +7 ranged; SA Sneak Attack +3d6; SQ Uncanny Dodge (Dex), Evasion; AL CG; SV Fort +2, Ref +9, Will +2; Str 8, Dex 18, Con 11, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Balance +12, Bluff +9, Climb +6, Diplomacy +7, Disable Device +10, Escape Artist +12, Gather Information +8, Hide +14, Innuendo +8, Listen +7, Move Silently +12, Open Locks +12, Read Lips +7, Tumble +12, Use Rope +11; Dodge, Mobility.

Possessions: none carried

"I couldn't help but notice you lads seem a mite overdressed for this section of town. Am I right thinking that you gents might be heading into town later on today? Name's Nosh. Would you mind helping a poor 'elpless 'alfling on the run from the watch?"

If the PCs agree, he continues. If they demand money, he will point out that he just escaped from the watch, who are not known for leaving possessions on their prisoners. He will mention that he has powerful friends who might look favorably upon the characters if they help him.

"It's like this," he says, "I done made a deal with a girl who's over at the Broken Sword. I needs you guys to escort her over here to this shed so that I can make arrangements for some important business? I'd do it, but thanks to my indiscreet companion, that is right out, as the watch is after my head for sure and they know that I was there." He pauses and looks you over. "Can you do that for me? Bring her back here and I'll take it from there."

If the heroes ask about the paladin or the execution, he will tell them.

"Her name was Angelina, and she said she was from the County across the river. We crossed the river yesterday after they had closed the gates and were sitting in the tavern last night when a watch patrol came in and started roughing up the patrons. She stood up and told them that they should not do that, and that they were sworn to uphold the law." He shakes his head in disbelief at the thought. "Needless to say, they tried to arrest her, she resisted and in the brawl, one of the watch drew his knife to cut her. She drew out her big sword, shouted out 'Heironeous, smite thy foe' and killed the guard. We was all dog-piled and dragged in front of the cleric. My buddy got sentenced to the galleys, but Rugash recognized me and ratted me out. If it wasn't that I always keep a straight piece of wire in my collar, I'd be nailed on that wall right now. Bloody stupid paladins."

Rugash is a competitor in town.
Assuming they agree, Nosh continues:

"She'll be wearing a red cloak. You goes up to her and say 'I understand the ale is better here than at the Drunken Zombie.' If you got the right girl, she's gonna say 'I don't know, I like the stuff at the Dry Hole best of all.' I'll be waiting here for you to get back. Thanks!"

As they leave the alley, allow the characters to make a Spot check to notice a person shadowing them. This check should be against Faskel's Hide skill of +6. If they notice him, he will attempt to lose them in the alleys of the Skivv. Allow him another Hide check with a +4 circumstance modifier after 2 rounds of pursuit (to take into account his intimate knowledge of the area). If he is successful, then he gets away.

Faskel, male Half-Elven Rog1: CR 1; Medium Humanoid (Human, Elf); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 Leather) touch 12, flat-footed 12; Atk +0 Melee (1d4 [19-20/x2], dagger) or +2 Ranged (1d4 [19-20/x2], dagger); SA Sneak Attack + 1d6; AL CN; SV Fort +1, Ref +4, Will -1; Str 10, Dex 15, Con 12, Int 9, Wis 8, Cha 10.

Skills and Feats: Bluff +3, Diplomacy +1, Disguise +2, Gather Information +3, Hide +5, Listen +1, Move Silent +5, Pickpockets +6, Spot -1, Tumble +3, Use Rope +4; Dodge.

Possessions: leather armor, dagger, wooden holy symbol of Fharlanghn (hidden under armor), 6 sp.

Development: If the heroes manage to capture Faskel (he will not fight), he will beg for his life and claim that he is just admiring their lordly selves (Sense Motive DC 8 to feel that he is lying). A successful Intimidate check (DC 13) will get him to spill his guts that the watch sergeant paid him 5 sp to keep an eye on the party and report back to him what the heroes did. He claims not to have seen anything in the alley (Sense Motive against his +4 Bluff check). He is very bribable and will promise to tell the sergeant lies of their choosing for 2 gp. If he is let go, he will disappear down an alley.

Should the characters not notice Faskel, then he will report to the watch that the characters were talking to Cassandra. Should the characters not take Cassandra with them, she will be arrested, interrogated, and sold to the slave pits.

When they arrive at the Broken Sword tavern, read the following:

The Broken Sword tavern is a rickety wooded structure that looks like it was built in less than a week by someone using old crates and boxes. The inside smells of spilled beer, vomit and sweat. As your eyes adjust to the gloom of the inn, you see a woman in a red cloak sitting at a corner table. She is being accosted by two half-orcs wearing a skull badge on their tunics. She looks scared by the attention.

The two guards who are vying for her attentions are Gruth and Truvak, two tipsy half orcs. They are belligerent, but ultimately cowardly. Allow the players to role-play the rescue of the maiden fair, but it probably shouldn't escalate into a fight unless the players do it. You might remind them of the paladin from this morning if they seem too eager to fight their way out of the encounter. The guards will back down with a Diplomacy (DC 15) give the heroes a +2 circumstance modifier because of the cowardly nature of the guards. The players can also try an Intimidate check (DC 11) to get them to back down. If the players come up with some creative role-play, allow them a circumstance modifier of +/- 2 on the DC. Should it come to a

fight, the PCs will probably have to flee town unless they can get past the gate guards within the hour before the watch is roused.

Gruth and Truvak, male Half-orc War1: CR 1/2; Medium Humanoid (Human, Orc); HD 1d8+2; hp 9; Init -1; Spd 30 ft.; AC 13 (-1 Dex, +4 Chain shirt), touch 9, flat-footed 13; Atk +4 Melee (1d8+3 [19-20/x2], longsword) or +0 Ranged (1d4+3 [19-20/x2], dagger); SQ Darkvision; AL CE; SV Fort +4, Ref -1, Will -1; Str 17, Dex 9, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +4, Jump +4, Swim +7, Wilderness Lore +5; Power Attack.

Possessions: Chain shirt, longsword, dagger, 3 gp, 5 sp.

Cassandra, female Human Exp1: CR 1/2; Medium Humanoid (Human); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Atk +0 Melee (1d4 [19-20/x2], dagger) or +1 Ranged (1d4 [19-20/x2], dagger); AL NG; SV Fort +0, Ref +1, Will +3; Str 11, Dex 12, Con 10, Int 14, Wis 13, Cha 15.

Skills and Feats: Appraise +8, Bluff +6, Craft: Jewelry +6, Decipher Script +6, Forgery +5, Gather Information +5, Innuendo +5, Profession: Pawnbroker +3, Swim +3; Alertness, Skill Focus (Appraise).

Possessions: Dagger, magnifying glass, 2 gp, 5 sp, 8 cp

Physical Description: Cassandra is a brunette of about age 17 wearing artisan's clothing and a red cloak. She is quite attractive, quite out of place in this tavern.

When the PCs have rescued her, they should try to convince her that they come from Nosh. The DC on the Diplomacy check is 25 unless they remember to use the password phrase. If they convince her, then she agrees to accompany them back to the alley. When they arrive, Nosh will come out and thank them profusely for helping him. The two NPCs negotiate with one another for a while and then Nosh comes back to the PCs and says.

Gents (and ladies), I got one more thing to ask of you. The girl and I have come to an arrangement to get something from her Daddy's shop in town. Now you know that I can't go in the town because of that little problem we had

today. Could I get you to escort Cassandra here back to her Dad's and pick up the package for me?

If the PCs agree, he will continue.

When you get it, keep it hidden, cause there are lots of folks who might want to take it from you. Take it down to the docks and go to a boat called the Pretskya Livya, which means laughing wave in normal talk. There is a lady there named Tasha who will take delivery of the gem and arrange for you to get some pay for what your doin' for me.

Encounter Three: Power Corrupts

When the heroes decide to head into town with Cassandra, read the following.

You approach the city you can see that there is a line of people waiting at the gate. As you approach the front of the line, you can see that each person attempting to get into the city is being questioned. By the time that you get to the front of the line, you have seen several peasants beaten and one summarily executed, his body tossed over in a heap of refuse by the side of the gate. You also notice several others who seem to pass through the gate with only the exchange of something.

Allow the characters a Gather Information check (DC 10) to get an idea from the other people in the line what is the amount of the acceptable bribe. If they opt to bribe the guards to let them through, any amount between five silver and two gold will "facilitate" their entrance. Any amount over 5 gold per person will excite the suspicion of the guards. If the guard's suspicion is aroused, they will search the belongings of the offending person and arrest anyone with any non-luz holy symbols or obvious spell component pouches. Should a person get arrested in this way, his paperwork can be "lost" for a bribe of 50 gp. If weapons were used, then all bets are off and the character will be executed.

When you are about five people from the front, you see a rather thin elf being body searched by

the hobgoblin guards. Suddenly, you hear one of the guards exclaim, "What is this, you scum! Are you some kind of pointy wizard?" You see one of the guards holding up a glass vial containing some kind of small bug. Just then, one of the other guards holds up a book. The leader laughs evilly and motions to the guards to manacle the elf and they drag him off into town. He turns to your group and says, with an evil grin, "Next".

Gate Guards, male hobgoblin (4): hp 5, see Monster Manual

If necessary, have another group of guards show up every fifth round until either the characters are killed or else manage to run away.

The guards are actually in a good mood because they were given free reign to harass the travelers coming in. The guards are ostensibly looking for Nosh, but using the opportunity to engage in a little extortion and bullying. Since the adventurers will look significantly richer than the average peasant coming through the gates, the guards are unsure of exactly how much they can get away with. They will verbally abuse any elves in the party, accusing them of being spies for "the tree huggers", but will let the characters through with a Bluff check (DC 12) or Diplomacy check (DC 15).

The town is currently under military curfew, and the watch is using that opportunity to harass shop owners. If any of the characters have taken a lifestyle higher than adventurer standard, have them stopped by a patrol and questioned about what they are doing. These guards are stupid humanoids who are using their authority to intimidate the population, but they are easily bluffed or intimidated. Have fun with it. Cassandra can tell them that this is a new development and that this curfew wasn't on when she left town yesterday afternoon.

If the characters wish to, they can make a gather information check. By spending some time and about 2 gp in "lubrication", they can determine:

- DC 3: The town is in lockdown because there is an army from the County of Urnst that is preparing to invade the town and free it. (false)

- DC 5: There have been vampires sighted in the Skivvs. (false)
- DC 10: The lockdown started suddenly at dawn this morning (true)
- DC 15: The guards have been asking around about a jewel that was stolen (partially true, they are looking for a jewel, but it was not stolen)

Encounter Four: At the Sign of the Forgotten Coin

Using a roundabout way through the alleys of Trallant, Cassandra leads the party towards her father's pawnshop. Read the following:

As you traveled through town, you notice that much of the town seems neglected and run down. There are houses on each block that seem to have defied the depressed nature of its neighbors. Every block or so there is another hobgoblin patrol, many more than normal, according to your guide. As you round a corner, Cassandra suddenly holds out her hand to stop you and backs around the corner. "Something is wrong." She says.

When the characters peer around the corner, read the following.

Looking around the corner, you see that there is a hobgoblin patrol with axes tearing down a shop. They are led by the same black robed cleric from yesterday. You hear him say in an angry voice "I don't care if the building comes down, I want it found! "

The cleric's Spot check is +4. If they want to move closer to the building without being seen (it would not be good to be seen by him after he noticed them yesterday at the execution), then role the player's Hide versus his Spot. If he sees them, he will call for a trio of guards to go catch them. Cassandra will lead them in their flight and lose the guards quickly enough (she knows the area much better than the guards). Make sure to allow them to flee, as the cleric is an overpowering encounter.

Cleric of Iuz, male human Clr7: CR 7; Medium Humanoid (Human); HD 7d8+14; hp 52; Init +0; Spd 20 ft.; AC 15 (+5 Breastplate), touch 10, flat-

footed 15; Atk +8 Melee [morningstar 1d8+2, bludgeoning] or +5 ranged; SQ Spells, spontaneous casting (inflict), rebuke / command undead; AL CE; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 15, Int 10, Wis 16, Cha 11.

Skills and Feats: Concentration +12, Heal +5, Intimidate +7, Knowledge: Religion +10; Combat Casting, Extra Turning, Power Attack, Spell Focus (Necromancy).

Spells Prepared (6/6/5/4/2); base DC 13 + spell level; necromancy DC 15 + spell level; 0 – [cure minor wounds x2, detect magic x 2, detect poison, purify food and drink;] 1st – [bless, cure light wounds, detect good, disguise self*, divine favor, shield of faith;] 2nd – [cure moderate wounds, hold person, invisibility*, remove paralysis, spiritual weapon (greatsword);] 3rd – [bestow curse, dispel magic, magic circle against good*, magic vestment;] 4th – [divine power, unholy blight*.] * indicates domain spell.

Domains: Evil (Evil spells cast at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills).

Possessions: Breastplate, holy symbol of Iuz, MW morningstar, dagger, 104 gp, 18 sp.

Note: Keep in mind that the DC of any spontaneously inflict spells is 15 + spell level.

Watch patrol, male hobgoblin (8): hp 5, see Monster Manual.

After about 20 minutes, the patrol will leave what is left of the shop. The heroes can then advance into the shop. Cassandra will go upstairs to search frantically for her father, of whom there is no sign. Allow the players a Search check (DC 20). If they make it, they will find a hidden panel in the remains of the counter of the shop. It is trapped.

Poison needle trap: CR 3; +8 ranged (1, plus giant wasp poison, Fort DC 18 (1d6 Dex/1d6 Dex); Search 21, Disable Device (DC 20).

If they can't find it, or can't disable it, then eventually Cassandra will return and tell them of it. Cassandra can tell them it is a hidey hole that they dug to make a quick escape when needed or else to place goods that her father was afraid might be stolen. When they open the door, read the following:

Looking through the panel, you see a three foot wide hole that drops about 10 feet into a small chamber. The air wafting up has an unusual odor that is hard to place.

Allow anyone with Knowledge: Nature (DC 13) to recognize the smell as reptilian. A successful Knowledge: Nature (DC 22) will recognize it as Kobold. Remember to apply ranger favored enemy bonuses to this role if applicable. When the players get down to the bottom of the cave, they find a rough hewn chamber about 10 feet across and 5 feet tall. A Search check (DC 15) will notice a bloodstain soaked into the floor in the corner of the room. There is a rough four foot tall passage dug in the north east corner of the chamber. Cassandra seems surprised at the passage, which she doesn't recognize. A Spot check of DC 11 will find the tracks of several creatures heading down the passageway.

Development: When Cassandra's father saw that the patrol was heading for the shop, he opened the panel and dropped into the chamber. While he was down there, he noticed the passageway, but could not go back up into the shop because of the watch. He was instead captured by the Kobolds who dug this passageway from their temporary lair in the sewers.

Read the following when they proceed down the passage.

The odor gets more pungent as you advance down the passage. Additionally, you start to detect the distinct odor of sewage. The passageway is only 4 feet tall and very uncomfortable for anyone over four feet tall. The tunnel turns suddenly to the right, and from around the corner you hear the sounds of arguing.

A Listen check of DC 10 will hear the argument, which is taking place in Draconic. If the characters understand Draconic, they will hear them arguing about how they are going to prepare the human that they have captured. One, apparently named, Grush'tar wants to eat him raw, while another, named Victasja, wishes to make a stew. The tunnel ends at the sewer, which is five feet wide and three feet deep at this point. On the other side of the sewer flow is

a chamber that is an approximately 20 by 30 ft rectangle. There are no entrances except for the sewer flow itself from this room.

APL 2 (EL 1)

Grush'tar, Victasja, Hunvar, Raphlaz, Bludmuz, and Q'kikkit, male kobold (6): hp 2. See Monster Manual.

Loot: 240 gp in coin and gems of various nationalities dredged from the sewers and taken off of corpses.

Tactics: The kobolds will have a -2 circumstance modifier on their Spot checks to check for surprise since they are absorbed in their argument. The kobolds will try to gang up on one person and beat that person into submission. When that character goes down, then they will turn on the next. They have a very pack mentality. At the beginning of the combat, the pawnbroker is at negative two hit points. He will fail his stabilization roll each round and will die after 8 rounds if the PCs cannot get to him. Remember that either magical healing or a Heal check (DC 15) will allow them to stabilize him. When he is conscious, he will thank the characters and say:

"I am in your debts, kind gentle beings. I had thought to end my days in the stomach of those foul beasts and you have saved me from that. He notices Cassandra at that point and then looks at you and says "If you are here with my daughter, then I think that I know what you are here for. The beasts took the gem from me; perhaps you can find it on their persons? If so, you and the barge folk are welcome to it. It has brought me nothing but trouble. I hope never to see the Artonsamay Falcon again!"

Characters examining the gem may make a Bardic Knowledge (DC 17), or Knowledge: Local (BK) (DC 20) to know that the Artonsamay Falcon was the headpiece of the staff of the Duke of Artonsamay.

Victor, male human Exp 2: hp 13 (currently -2)

What Victor can tell the heroes:

- He purchased the gem about a week ago from a mysterious figure who kept robed

the entire time. Victor guesses that the person was a male elf, but cannot be certain.

- He figures he is wanted and would like an escort to the barges, where he figures his buyer will give him a ride to the other side of the river and the County of Urnst.
- He has no other family besides Cassandra, and believes that all of his valuables have been either destroyed or taken by the watch in the destruction of his shop. He doesn't know how he will make a living on the County side of the river.
- The buyer is a woman of the Rhenee barge folk. He knows only that he was told that they would arrange for a price negotiation and delivery method. He assumes that the heroes are the delivery method.

Notes: The sewer is impassable for anyone who is larger than small. It requires several 50 yard under sewage swims past grates and portcullis to get to the river via the sewers. If they attempt to get up via a grate, remind them of all the patrols that they ran into. Should they go up a grate anyway, remember that they are filthy with sewage and coming up out of the street. Have them chased by several patrols. Make them feel like they are really in deep trouble now, but allow Cassandra to lead them out towards safety.

Encounter Five: Handoff or Fumble?

The heroes should have no trouble finding the harbor district in this town of 3600. The streets are winding and confusing, but the river is always in sight. They will notice lots of patrols on the road, and you should have them chased into an alley once or twice by half hearted patrols, but allow them to make it to the docks eventually. When they arrive, read the following.

As you turn the corner of Market Street at Bloodknife Alley, the street suddenly opens up into a wide space that ends in the river. In front of you are several piers and you can see more piers jammed up against buildings extending to the left and right. As you walk down the pier looking for the Pretskya Livya, you hear a

familiar voice call out of an alley. "Psst, hey friend, over here!"

It looks like Nosh to anyone who doesn't make a Spot versus Vilby's Disguise roll. Allow halfling heroes a +2 circumstance modifier. If they beat the disguise roll, then Vilby will attempt to brazen it out with a Bluff check to try to convince them that he is Nosh, just disguised to avoid the watch. If no one makes it then Vilby leads them down the alley, then says:

"Aye friends, well met. It's me, Nosh. You got the item? Hurry and hand it over, I can't stay here all day!"

The heroes might remember that Nosh couldn't get into town and that he seems a little jumpy. Vilby only knows that there was a gem, but doesn't know who had it and won't recognize Cassandra. Vilby knows Nosh pretty well, but he hasn't seen him for several days. He won't know about the paladin or the arrest. He does know the pawnbroker. He will try to persuade the party to give him the treasure.

IF THE PARTY GIVES HIM THE GEM: If the party does not see through the disguise and believes him and gives him the gem, he thanks them. As he is turning to go, the two half orcs come out of the doorway behind the party members. One of them says, "Hey, Vilby, we gonna get to knock these guys around?"

Vilby will then say "You idiot, what I told you that I am Nosh, not Vilby!"

The half orc will reply "Sorry, Vilby."

Nosh will take off running down the alley, and the two half orcs will attack. Roll initiative.

IF THEY SEE THROUGH THE DISGUISE:

He will then whistle, and two ruffians will step out of a partially open doorway behind the heroes. At that point, Nosh (Vilby) will smile evilly at the party and say,

"OK, you want to play rough, we can do that. One last chance to give it up before we paint this alley with your insides."

APL 2 (EL 3)

Vilby, male Lightfoot Halfling Rog1/Sor1: CR 2; Small Humanoid (Halfling); HD 1d6+1d4+2; hp 11; Init +7; Spd 20 ft.; AC 16 (+3 Dex, +3 Leather), touch 13, flat-footed 13; Atk +0 Melee (1d4-1 [19-20/x2], dagger) or +6 Ranged (1d4-1 [19-20/x2], dagger); SA: Sneak Attack +1d6; AL NE; SV Fort +2, Ref +6, Will +2; Str 9, Dex 17, Con 12, Int 11, Wis 8, Cha 16.

Skills and Feats: Balance +6, Climb +3, Disguise +8, Jump +3, Swim +1, Tumble +8; Dodge.

Spells Known (5/3 (change self pre-cast); base DC = 13 + spell level): 0—Read magic, light, daze, flare; 1st—change self, magic missile.

Possessions: Leather armor (+1), matched set of four masterwork daggers, spell component pouch, 34 gp.

Thugs (2), male Half-orc War1: CR 1/2; Medium Humanoid (Human, Orc); HD 1d8+2; hp 9; Init -1; Spd 30 ft.; AC 13 (-1 Dex, +4 Chain shirt), touch 9, flat-footed 13; Atk +4 Melee (1d8+3 [19-20/x2], longsword) or +0 Ranged (1d4+3 [19-20/x2], dagger); SQ: Darkvision; AL CE; SV Fort +4, Ref -1, Will -1; Str 17, Dex 9, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +4, Jump +4, Swim +7, Wilderness Lore +5; Power Attack.

Possessions: Chain shirt, longsword, dagger, 3 gp, 5 sp.

When the party defeats Vilby, they find a note that says "Nosh has got a score going on that has the watch buzzing. He has some out-of-towners doing his delivery work. They are traveling with Cassandra the pawnbroker's daughter. Get whatever it is and return it to me." It is signed Rugash. The party has no way to know who Rugash is at this point.

Conclusion

Assuming that the characters continue, it is pretty easy to find the Pretskya Livya (The laughing wave in Rhopan, the language of the Rhenee: also known as the Rhenee cant). When they arrive at the boat, read the following:

The Pretskya Livya is a well maintained and gaudily painted barge with its name painted in blue in wavy letters in the bow. The keelboard

is a bright red, while the rest of the hull is painted yellow. The sails are a striped yellow and red. You can see a crew of four Rhenee men, stripped to the waist replacing some caulking on the barge while singing in two part harmony. Each of them has an enormous mustachio. From inside the barge comes the melody line of the song in the most beautiful singing voice you have ever heard. The voice seems to pluck some forgotten string in your soul.

(Think Bali Hai in an old Rogers and Hammerstein Technicolor musical.)

When you get close enough to the boat that it is obvious that you are coming their way, one of the men stands up and looks at you suspiciously, while another puts his hands close to a harpoon looking weapon (a dharka). The standing man says "What can I do for you."

Tasha Kanski, female Rhenee Human Brd11/MndBndr5: hp 93. Important stats for this adventure: Cha 22. Skills: Bluff +22, Sense motive +19, Diplomacy +23, Perform +26.

Rhenee Red Plank Bargemen (4): male Rhenee human Ftr4. See Dungeon Master's Guide for stats if appropriate.

They will be friendly, but obstinately ignorant until the party mentions that they have been sent by Nosh to Tasha. At this point, a woman comes out of the cabin and identifies herself as Tasha. She takes them into her cabin and asks them what they want with her. She can cast *cure moderate wounds* and *cure light* for any characters that are badly wounded. When they enter the cabin, they can see that it is filled with music and musical instruments. She goes over to a desk and looks at the gem, then tells them:

She reaches into her desk and pulls out several intricately carved river stones. She gives one to each hero, and then says: "You have done a great favor both to me and to my clan. You have saved from the forces of Old Wicked a power symbol of resistance. That gem that you have given me is the Artonsamay Falcon, the head piece of the staff of the old Duke Geller of Artonsamay. It is a powerful symbol for those who still resist the old one. We will leave now for the County of Urnst, where some of his trusted sympathizers now live. Most of my people do not involve themselves in the wars of

Oerth, but my organization has sworn Vendetta against the Old One and I thank you for helping us. For helping us when you did not need to, you have my thanks. If you need help from my people, mention the name of Tasha Kanski and show them this token, and they will do what they can for you."

With that, the barge sets sail and takes everyone across the river to safety.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Catch Fiskel	30 xp
Force the watch to back down	60 xp
OR	
Killing the watch	30 xp

Encounter Four

Defeat the trap	90 xp
Defeat the kobolds	60 xp

Encounter Five

Defeat Vilby and/or the Thugs	120 xp
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Conclusion

Get the gem to the Pretskya Livya	50 xp
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Discretionary Roleplaying Award	40 xp
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Total experience for objectives	450 xp
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Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is an introductory scenario, characters may not spend additional Time Units to practice professions or create items immediately after the adventure.

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

Encounter Four

APL 2: L: 30 gp; C: 40 gp; M: 0 gp

Encounter Five

APL 2: L: 160 gp; C: 5 gp; M: 175 gp (+1 leather armor)

Total Possible Treasure

APL 2: 400 gp

Special

The Talisman of the River: This intricately carved river stone on a leather thong is instantly recognized by members of the Red Planks smugglers organization. It marks the wearer as a friend of the organization and acts as an influence point with the group (following the guidelines in the Bandit Kingdoms Campaign Sourcebook).

Whip Scars: Due to your foolish actions in Trallant, you were captured by the forces of Iuz and put to work on the corpse barges that run along the Artonsamay River for three months (12 TU) before you were able to escape.