

SHL4—Intro4



THE CAVE

An Introductory One–Round D&D[®] LIVING GREYHAWK[®] Shield Lands Regional Adventure

Version 1.0

By Jeffery A. Dobberpuhl

Increased military activity by Iuz requires a scouting mission.
An Introductory module for 1st-level PCs, set in the Shield Lands.

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

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For questions specific to this document please e-mail the Shield Lands Point of Contact at poc@shieldlands.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the

PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

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

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

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.

Further, 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.

NOTE: This LIVING GREYHAWK adventure is designed for mid and higher-level characters. Since characters below 6th level are unlikely to have the skills and resources necessary to complete this adventure, players using lower-level characters should be advised that they are participating at great risk. This is not an adventure for beginning characters!

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure set in the Hold of the Sea Princes. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

For four long years, the Shield Lands has fought back the Iuzian menace, reclaiming comparatively vast amounts of land. During this time, the Iuzians have seemed almost... distracted. Now new activity by the Iuzians has been seen. Recent assaults on the trade routes between Southkeep and Critwall require a scouting mission to find the source of the raids and eliminate it!

ADVENTURE SUMMARY

Originally part of the Arbas estates, South Keep's lord turned traitor and gave his lands to the Iuzians. Recently, South Keep was retaken from the Iuzian hordes after a deadly scouting mission revealed a chink in the armor of the enemy forces.

Now it operates both as a base of military operation, defending the eastern flank of the Shield Lands, as well as a minor port, taking in supplies and trading as best it can, given the Iuzian fleets operating in the Nyr Dyv.

Over the last year, merchant activity between Critwall and South Keep has increased. Some brave settlers have actually started working the farmlands around the keep. However, over the past month, a number of light raids have managed to disrupt trade to and from the keep.

As the Standing Army of the Shield Lands is busy trying to defend against attacks out of the east, the party is requested to investigate the raids occurring between Critwall and South Keep.

Travelling the road to Critwall, the party is ambushed by goblins. The attack fails and the party follows the goblins back to their cave. There they find a gnoll leader running organized attacks and must fight him to the death to protect the merchants and South Keep.

INTRODUCTION

Read or paraphrase the following to the players. Keep in mind the state of rebuilding of South Keep combined with the constant fear of a major attack by Iuzians hitting the village at any time.

South Keep, the newest addition to the Reclaimed Shield Lands. After the occupation by Iuz, it took years to re-establish a foothold in Critwall, and four years after that to liberate this village and keep.

The Army stationed here, under Knight Commander Ebel Stromm, is on a state of heightened alert, both scouting for enemy troops and preparing defenses against any threat. There are perhaps 250 soldiers stationed here at this time, with little hope of new forces being sent here any time soon.

In the meantime, work continues at a rapid pace on the "Orc's Wall". It got this name because when South Keep was liberated, a vast store of construction supplies put here by the orc occupiers was found. Much of the wall, which will encircle the entire village, is being built from these supplies. There are perhaps 50 laborers working on this stone and wood structure, supported by 5 mages from the Aranist's Society.

Some families from Tent Town, the village of the homeless that formed outside of Critwall, have relocated here and begun to farm and establish shops. About 25 families have moved here, gambling on the army's protection.

All of this means good profits for the merchants. Caravans of supplies travel to South Keep and return with fresh cut lumber, and gold from the soldier's pay. A small amount of trade has sprung up with the local docks on the Nyr Dyv and a few ships from Dyvers have even braved the journey, believing that South Keep is safer to land in than Critwall.

You are here, either as a member of the Soldiers of the Standing Army, or as a Pathfinder. Your duties are simple: be vigilant against evil, and protect your homelands. Welcome to South Keep.*

**Pathfinders are adventurers sworn to no master, but serving the ruling Council of Lords. They perform missions the army cannot and are sometimes revered as heroes or scorned as "lack-jobs".*

ENCOUNTER ONE

This adventure starts in The Splintered Mace, a 25' by 35' squat building in the center of the village. The building is a decent enough tavern, brewing its own (thick) ale and serving decent enough food. The name comes from a splintered mace hung on the wall behind the bar. Nobody knows what it is, although it bears holy symbols of St. Cuthbert on it.

The current owner of The Splintered Mace is "Lucky" Birchwood, a Halfling female of very good demeanor. She tends to know EVERYONE's name and never gets tired of hearing stories. Each day she will scrawl on a black board hung in the eating area a new "Thought for the Day" – usually some bit of randomness, like "There's no business like tavern business" or "A dead orc a day keeps the Old One away".

Let the party introduce themselves and put the map of the village out so they can see where they are in relation to everything else.

Read or Paraphrase the following:

Sitting in 'The Splintered Mace' with a few new found companions, you hear the door open and turn to see a thin, elderly man step in. He slaps the dust of the road off his wide brimmed hat and says "Hey Lucky! I have your supplies from Critwall."

Lucky Birchwood, the Halfling owner, comes from behind the bar, a big smile on her face. "ARVID!" she shouts. "Good to see you! Did you have any problems on the road?"

"Yes, lots," says the man. I hit some goblin raiders a half-day out and fortunately my guard was better with his crossbow than they were with their javelins. I wish the Army would spend the day it would take to track those raiders down. You know, Shield Lands Merchants Society would be pretty grateful for any assistance they could receive in stopping this raid."

If the players do not step up to offer services at over hearing this, Lucky will advise Arvid there are some new pathfinders/soldiers in the area that might be able to look into this matter. She will then introduce him to the party.

Typical questions that might be asked:

- **Who are you?** Arvid is a dealer in spicy meats. He is also a member of the Shield Lands Merchants Society (He is actually a member of the Board of Standards with runs the society). He has been here since the reclamation and is a decent enough person.
- Lucky is the owner of The Splintered Mace.
- **Where are these goblins located?** They think they are between 1 and 2 days out of South Keep, on the road to Critwall. Critwall is typically 4 to 5 days away.
- **What is the problem?** Goblins keep raiding the merchant caravans. It's with varying success and only about 1 in 4 is hit. Still, it deters traffic to South Keep and could mean a base of enemy operations is being established behind the front lines.
- **Why isn't the Army doing anything?** The raids are significant, but the Army is stretched thin. They are currently rotating troops on and off all day to protect the town and scouting for enemy attacks. Further, there is no proof the goblins are organized under the banner of Iuz. For whatever reason, the raiders have been lucky enough to avoid capture, and the few killed had no army symbols on them. Thus, more than sending out a few patrols is simply not too feasible unless the raids increase.
- **What can we do?** Scout the road to Critwall and track down the goblins. Find them and kill them. Find out if they truly are organized under the Old One's banner,

Arvid will spit after saying the name Iuz, as if to get a bad taste out of his mouth (this is a common local custom). Lucky will whack him on top of his head if he does this and tell him (in a slightly humorous tone) "Not in my

restaurant! Call him the Old One or take your demon-naming outside!"

Preparations: The party can make all manner of preparations. If there is a member of the Standing Army in the party, they have just started 5 days of leave and are free to adventure. Any items in the PHB (except for NPC services) is available for purchase. Further, the party can buy up to 6 potions of healing (1d8+1) for 50 gp each.

The party can check around with the locals. A successful Gather Information or Diplomacy (DC 15) come up with better information on where most of the raids take place: on a stretch of road known as "Snake's Tail" because of its twisty nature.

ENCOUNTER TWO

The party can travel out of the road towards Critwall. Find out how they are generally traveling (horses, on foot, etc.) as well as any regular actions they are taking (constant scouting, marching order, animals used to track, etc.).

It is four days along the road by horse to Critwall. It is five days along the road by foot to Critwall. You subtract two days for traveling "all out" but this will exhaust the horses or persons traveling at such a speed.

If the party is traveling using some method of scouting, the time doubles. The days are pretty quiet. After getting about five miles from South Keep, there are no other persons along the road.

The terrain in this area is heavy woods and hills. The road itself is generally clear. The party will hear animals going through the woods (deer, wolves, that sort of thing) but will not be harassed by any forces. The nights are creepy as the woods creak in every wind, and the animal sounds that were friendly during the day sound malevolent at night. The campfire will reflect off animal eyes although the party will not be able to find anything in the woods. Successful use of the Track feat will reveal a set of enormous wolf tracks in the area, but nothing else.

About one-fifth of the way to Critwall, if the party is scouting, they will find some wreckage that has been dragged off the road on a successful Spot Check (DC 15). Moving at normal pace increases the Spot Check to DC 19, and moving faster than normal increases the Spot Check to DC 21. If the party notices the wreckage, read or paraphrase the following:

Through the dense forest, you spot a bit of red. Looking more closely, you determine it is some sort of large (10' or so) box of some sort.

Going into the woods will reveal the box is actually the cart section of a wagon. Its wheels have been smashed off and the wreckage just dragged off the road. Some branches have been tossed on it to hide it. Whatever its cargo was is gone. There are two bodies of a human man and a half-elf woman. They do not have any specific identifying marks on them, but the woman is laying on top of a battleaxe. It is Masterwork (+1 to hit).

Searching the area using the Tracking feat will reveal about a dozen footprints, goblin sized (Survival check DC 15). They lead back to the road. At the road they continue on to Critwall.

ENCOUNTER THREE

About two-fifths of the way to Critwall, the party will encounter three goblin scouts, hidden in the woods. If the party is scouting, the party gets a +4 circumstance bonus to Spot the goblins. If the party is moving quickly, they have a -2 circumstance penalty to Spot the goblins. The goblins are well hidden on the south side of the road (Spot DC 25).

APL 2 (EL 1)

➤ **Goblins (3):** hp 5 each; see *Monster Manual* page 133.

Tactics: The goblins will wait for the party to move past them, then attack them from behind with their javelins (each carries 4). The goblins are being quiet so they will not be able to focus their attacks on just one player character. They will attack at a range 25-30 feet. Note the shrubbery they are behind gives them a cover bonus (+2 AC) as well as concealment (20% miss chance). If charged, they will pull out their morningstars and defend themselves.

Treasure: They are carrying no gold but each has a Morningstar, leather armor, a light wooden shield, and 4 javelins. APL 2—loot (13 gp), coin-(0 gp).

Development: Searching the area reveals the goblins have established the shrubbery as kind of a 'hunter's blind'. There are some cut down tree trunks used as stools to sit on, a couple hunks of cooked deer for munching on, and two waterskins. There is also signs (discarded food bits, etc.) that suggest the place has been used more than once.

There is also a well traveled trail leading to the south.

ENCOUNTER FOUR

Traveling along the trail to the south, the party will eventually come across a clearing (after about an hour of traveling at normal speed). Taking horses on this trail will be difficult and will make a lot of noise.

The clearing is about 30 feet in diameter. On the far side is a rocky hill, clear of most vegetation. In the center of the clearing is campfire (not lit) and there is a pile of cut wood by the side of the cave. The party can see a three goblins sitting around the cave entrance, chatting about something (a Listen Check DC 20. A character gets +2 to the die roll for every 5 feet closer they are than 30. The goblins are talking about "Snaps being happy with their progress" and "Moving in some of the rocky lads if all continues").

The party can attempt to surprise the goblins by moving quietly through the woods or just launching an attack on them. The goblins have +2 to their listen checks.

APL 2 (EL 1)

👉 **Goblins (3):** hp 5 each; see *Monster Manual* page 133.

Treasure: They are carrying no gold but each has a Morningstar, leather armor, a light wooden shield, and 4 javelins. APL 2-loot (13 gp), coin-(0 gp).

Development: Successfully killing the goblins keeps them from raising the alarm. If the alarm is raised, the entire cave complex will mobilize. See Encounter Five.

ENCOUNTER FIVE

Background on the cave: The entire cave complex was discovered by the Iuzians and used as a base of operations before South Keep fell. At that time a cleric cast a few *continual flame* spells on the interior to make it easier to see. Since the fall of South Keep, most of the Iuzians left. Only a small squad of raiders still remains. The party will find the bulk of the raiders in this cave. It is easy to completely overwhelm a party in the caves. Unless the party is really acting poorly (Loud battle cries, etc), do not purposely overwhelm them with enemies. However, if they do not quickly take out the goblins, then the goblins will organize and shout for help, meaning that the party could fight most of the cave at one time!

The cave itself is dark, except where the *continual flame* spells are glowing. All of the cave appears to be mostly naturally occurring, although anyone with Knowledge Architecture or Dungeoneering (or a dwarf with stonecunning) will be able to determine that it has been reworked with crude tools a little bit (DC 15).

Room A: Guard Room

This room has 6 goblins in it. There are floor mats for 24 goblins, although 12 are rolled up in the corner. The

goblins in here are off duty and are munching on some cooked (cold) deer.

APL 2 (EL 2)

👉 **Goblins (6):** hp 5 each; see *Monster Manual* page 133.

Treasure: They are carrying no gold but each has a Morningstar, leather armor, a light wooden shield, and 4 javelins. APL 2-loot (26 gp), coin-(0 gp).

Development: Successfully killing the goblins quickly and quietly keeps them from raising the alarm. If the alarm is raised, the entire cave complex will mobilize.

Room B: Store Room

This room has a lot of cooked deer meat. There is also a beat up wood axe and a couple of rusty saws.

Room C: Captain's Room

This room contains the captain of this raiding party, a particularly vicious Gnoll. He is Snaps (referred to by the goblins outside). In the room with him are his two pet hyenas. The hyenas are trained to attack intruders, giving him (and this includes his -1 charisma modifier) a +3 circumstance modifier to his handle animal attempts. Of course, any attack on the hyenas will cause them to attack right away.

APL 2 (EL 3)

👉 **Gnoll (Captain Snaps) (1):** hp 12; see *Monster Manual* page 130.

👉 **Hyenas (2):** hps 12, 13; see *Monster Manual* page 274.

Tactics: Captain Snaps will enter battle howling. This WILL raise the attention of any guards. He will use, if possible, a move equivalent action to command his hyenas to attack (+3 circumstance modifier due to their training).

Treasure: Snaps has a battle axe, leather armor and a heavy steel shield. APL 2-loot (4 gp), coin-(0 gp).

Development: This room has a soft bed of hay covered with old cloaks. There is a crude desk made from rough-hewn lumber and wood nails with a map sitting on it. The map shows a cove on the Nyr Dyv, not more than a days march from the cave. Captain Snaps has an Iuzian holy symbol on him.

Room D Training Room

This room has 3 goblins in it. They are busy training against each other and are making quite a bit of noise. They shout at each other and the sound of their morning

stars clanging off of each others shield can be heard throughout the complex. This will, to an extent, cover the minor sounds of combat elsewhere in the complex

APL 2 (EL 1)

👉 **Goblins (3):** hp 5 each; see *Monster Manual* page 133.

Treasure: They are carrying no gold but each has a Morningstar, leather armor, a light wooden shield, and 4 javelins. APL 2-loot (26 gp), coin-(0 gp).

Development: Successfully killing the goblins quickly and quietly keeps them from raising the alarm. If the alarm is raised, the entire cave complex will mobilize. Further, there are two carts in the corner of the room. The goblins use these carts to haul any goods they capture down to the Nyr Dyv.

ENCOUNTER SIX

Using the map found on the gnoll captain, the party can easily find a trail wrapping around the hill and leading down to the Nyr Dyv. Note there is no time line required so the party should feel free to camp and heal up. Soldiers in the Standing Army may wonder about their status if they are gone too long, however...

Following the trail for about a day brings the party to the shores of the Nyr Dyv. The terrain in this area is heavy forest that thins within 100 yards of the beach, then disappears completely about 75 yards from the beach. There are a number of large boulders about, hunks of logs the waters have thrown ashore, and some smaller bushes scattered about. The shore area is basically sand and smaller rocks.

There will be nobody here during the day. However, there will be signs of a campfire. There are no footprints as the waves have washed all of that away.

The following depends on the party's actions and presumes the party will arrange some sort of ambush. About 1 hour after sunset, a few lights can be seen on the far horizon. The lights will get closer and closer. Eventually, after about 30 minutes or so, the party can see the light is from a pair of bull's-eye lanterns and the party can hear sounds of rowing. A long boat, rowed by four human slaves, will come ashore. Jumping out of the long boat will be four individuals. These are the Iuzian contacts who are there to load up the long boat with any looted items and then row back to their ship.

The party can attack them at will, and depending on their actions, gains surprise on them.

APL 2 (EL 4)

👉 **Sheelaz:** Female Human Ftr 1, Hps 12, see Appendix 1.

👉 **Gerxa:** Male Rog 1, Hps 7, see Appendix 1.

👉 **Dorna:** Female Human Sor 1, Hps 8, see Appendix 1.

👉 **Formu:** Male Clr 1, hps 9, see Appendix 1.

Tactics: Their tactics are to try to set up situations for flanking for Gerxa and for Dorna's *burning hands* spell.

Treasure: Three sets of Chain Shirts, two rapiers, a dagger and a morning star. Additionally, there is an Iuzian Holy Symbol. APL2-loot (53 gp), coin-(0 gp),

Development: The slaves are glad to be freed. They are sailors from Critwall who were captured about four years ago off the shores of Bright Sentry. Their names are Fenrik, Adena, Loran, and Zaphrim. They rowed here from a ship, *The Vile Word*, run by Captain Ironstusk, a nasty half-orc. They will not willingly row back out there because they know there is like 50 pirates on the ship. If the party charms them or uses diplomacy, they will not be able to accurately remember how to get to where the ship is anchored.

CONCLUSION

The party can make it easily back to South Keep. Arvad will be delighted with the news and will smooth over any missed days with the Army. The party will be able to sell the gear they found and in addition will be given some gold from the Merchants Guild. Read or paraphrase the following:

Your success at defeating the raiders will allow the army to concentrate on defending against the Iuzain forces to the west. Additionally, knowing the roads are safe again let the merchants bring more goods to South Keep. However, a nagging question remains: how did the goblins know when to attack? Was it all random, or were they given inside information? Who made the map in the cave? After all there were no writing instruments there.

These matters and more, are however, questions for another day...

The End

Experience Point Summary

Encounter Three

Defeating the goblin raiders.
APL2

30 XP

Encounter Four

Defeating the goblin scouts.
APL2

30 XP

Encounter Five

Defeating the enemies in each room.

Room A

APL2 30 XP

Room C

APL2 90 XP

Room D

APL2 30 XP

Encounter Six

Defeating Sheelaz, Gerxa, Dorna, and Formu (30 xp each).

APL2 120 XP

Story Award

Objective(s) met: Defeating all the goblins and raiders and bringing the slaves back to South Keep.

APL2 90 xp;

Total possible experience:

APL2 450 XP

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One: Introduction

Special Note: The party will be awarded (after selling their goods) enough gold so that each is awarded 400 gp.

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

APPENDIX 1: NPC AND MONSTER STATISTICS

☛ **Sheelaz:** Female Human Fighter, CR 1; HD 1d10+2 (Ftr); hp 12; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) (Chain Shirt +4, Dex +2); BA/G +1/+4; Atk +5 melee [Rapier 1D6+3]; Full Att +5 [Rapier 1D6+3], AL CE; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession Pirate +4, Jump +7, Swim +7. Weapon Focus Rapier, Power Attack, Cleave.

Possessions: Rapier, Chain Shirt.

Appearance: She appears as hard as nails with steely eyes. She sneers as she attacks and hates everyone.

☛ **Gerxa:** Male Human Rogue, CR 1; HD 1d6+1 (Rog); hp 7; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) (Chain Shirt +4, Dex +3); BA/G +0/+3; Atk +3 melee [Rapier 1D6+3]; Full Att +3 [Rapier 1D6+3], AL CE; SA: Sneak Attack +1D6; SV Fort +1, Ref +5, Will +1; Str 16, Dex 16, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Profession Pirate +5, Jump +7, Swim +7, Tumble +7, Knowledge Local +3, Move Silently +7, Listen +5, Climb +70. Improved Initiative, Dodge

Possessions: Rapier, Chain Shirt.

Appearance: Ugly as the sins he's probably committed, Gerxa laughs in the face of danger and like to taunt his opponents "So, Shield Lander, you think you can oppose the will of Iuz?" and that sort of thing.

☛ **Dorna:** Female Human Sorcerer, CR 1; HD 1d4+1 (Sor); hp 8; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 11) (Dex +1); BA/G +0/-1; Atk -1 melee [dagger 1D4-1]; Full Att -1 [dagger 1D4-1], AL CE; SA: Spells; SV Fort +1, Ref +1, Will +3; Str 8, Dex 12, Con 12, Int 8, Wis 12, Cha 18.

Skills and Feats: Profession Pirate +5, Concentration +5. Improved Initiative, Toughness

Spells Known (5/4; base DC = 4 + spell level): 0—[Acid Splash, Daze, Light, Touch of Fatigue]; 1st—[Burning Hands, Shocking Grasp].

Possessions: Dagger.

Appearance: Absolutely gorgeous. She wears a perfectly tailored white cloth shirt and tan leggings with an excellent black traveling cloak. Her wickedness is apparent in her all too cruel smile.

☛ **Formu:** Male Human Cleric 1, hps 9; CR 1; HD 1d8+1 (Clr); hp 9; Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 14) (Chain Shirt +4); BA/G +0/+2; Atk +2 melee [Morning Star 1D6+2]; Full Att +2 [Morning Star 1D6+2], AL CE; SA: Spells – Evil and Trickery Domains; SV Fort +3, Ref +0, Will +7; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Profession Pirate +5, Concentration +5, Knowledge Religion +7. Improved Initiative, Iron Will

Spells per day (3/2+1; base DC = 3 + spell level): 0—[Guidance, Resistance, Virtue]; 1st—[Bane, Summon Monster I, Protection from Good*] * Domain Spell.

Possessions: Chain Shirt, Morning Star.

Appearance: He is a vile man who enjoys seeing others suffer. He will be gleeful with every success his comrades have.