

DYV1-09

BRAGGING RIGHTS

A One-Round D&D LIVING GREYHAWK[®]

Dyvers Regional Adventure

Version 1

by Eric Price

You find yourself being rustled from your bed early after some Freeday revelry. Words are exchanged and it quickly begins to look like the honor of a member of the gentry, or perhaps the Free City of Dyvers itself, is at stake. Can the PCs rise above the opposition for the challenge, or will their bone-picked carcasses litter the surrounding countryside? An adventure for characters level 1-6.

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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 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, an RPGA scoring packet, 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

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to 100 gp outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM'S INTRODUCTION

Since the Free Lands of Dyvers first made it in to print it was widely believed that the city controlled a scant 2000 square miles of the nearby land. With the advent of the LG campaign and a closer look at the maps, a much higher number was arrived at. Rather than just write it off as an error (which, as things go, really is not *that* significant), we decided to write it in as a regional scenario, and thus give a storyline basis for the change.

Adventure Synopsis

Introduction: The PCs are ushered into the office of the guild master of the cartographers, Areolas Lasimer. He

asks the players to escort cartographers from the local guild across the lands of Dyvers while a survey is made.

Encounter 1: The PCs, left with a couple of hours to kill, find they may be able to locate a few of those hard-to-find items in this large metropolis.

Encounter 2: On their way to the dock district to board the ship hired to take them to Maraven however, they are attacked by the OTE (Obligatory Thug Encounter). In this case, the thugs are a roving press gang looking for potential new crewmembers.

Encounter 3: Once the PCs reach Maraven, they disembark from the longship (which is continuing on to Greyhawk). Before taking off to the countryside however, they are accosted by a group of swaggering, loud-mouthed men-at-arms from a Greyhawk merchant caravan.

Encounter 4: The PCs, having dealt with the loud-mouthed braggarts from Greyhawk, leave for the open plains. After a day (and night) of tedious map making however, the PCs are forced to defend their mapping cartographers from the same band of thugs they encountered earlier in Maraven.

Encounter 5: Here the PCs meet up with a small contingent of Gnarley Rangers who remind them of their responsibilities while in the forest. Unless someone in the party is a Gnarley druid or ranger, they also insist that a small contingent of rangers travel with the PCs, to ensure their safe passage. If the rangers are not traveling with them, they give them all the pertinent information about the "lone" rock and the "one man, one day" law of territory.

Encounter 6: While surveying the border around lone rock, the cartographer and the wizard traverse up the side of the hill for a better view of the stars. Accompanied or not, they fall into a pit, landing a considerable distance below. The NPCs are immediately attacked once they fall into the pit. The PCs are forced to decide how they will react to the situation.

Encounter 7: Having spent the last day in an uneventful trip through the forest, the PCs reach the Gnarley Road. Their Gnarley contingent, if present, leaves and the party meets a small caravan of innocent merchants heading north to Dyvers. Roleplaying ensues as the merchants innocently ask about their nature. Whatever the outcome of the merchant encounter, the PCs turn north again to map the road and whatever landmarks they see on their way back to Dyvers.

Encounter 8: The PCs are approached by someone who is not what they first appear to be. He attempts to bribe the PCs into telling him about their job and possibly falsifying some of their results from the expedition.

Conclusion: Regardless of the outcome of the bribe attempt, the PCs return to the city and detail their find. So ends the scenario, “Bragging Rights”.

PLAYERS’ INTRODUCTION

Early this morning each of you were summoned to an appointment with the guildmaster of the cartographers for what promised to be a meeting of profound importance. From all over the city you have made your way to the old town district and to a street just off of “the Parade”. One by one [in small groups] you found yourself ushered through a door in the lobby of the building and quickly up several flights of stairs before being deposited in a modest office.

There is one other door besides the one you entered visible in the room. The room itself has an elaborate desk apparently made out of the remains of a ship. Numerous strange objects of sculpture and art rest on pedestals and along the walls of the room. Besides the chair behind the desk, there are only two other seats. No one has taken them yet. There are now [# of players] of you in the room.

Give the players a few minutes to introduce their characters to each other as they wait for the guildmaster to arrive. Once they are finished, continue with the player text below. If the PCs do not interact here of their own volition, Areolas inquires about each specifically when he enters.

PCs wish to look around while they wait: Individuals who make an appraise check (DC 15) on any item in the room realize the items are a mixture of old Oeridian and Suelish objects of art. The judge should roll the appraise check (DC 15), so the player does not know how successful he was. There are six items in the room that are portable yet apparently valuable. Each is worth 50 gp or more. (One is 50 gp, A second is 100 gp, and so on) If the PC fails his appraise check, he has automatically picked up the least valuable item. Otherwise roll 1d6 and tell the PC how much the item he is currently looking at is worth.

PCs may attempt to steal one or more of these items if they wish. Success is automatic unless they want to hide the theft from their fellow PCs, in which case a normal opposed check of pick pockets versus spot must be made. Be sure to modify the PC’s spot rolls by their actions at the time.

The desk is locked. The other door exiting out of the room is locked.

Note: The statistics, appearance, and personality for Areolas Lasimer appear in Appendix 1. The judge should use them to role-play the character effectively.

If more than one item is stolen, Areolas automatically spots the theft and, after excusing himself for another moment on the premise that he has “forgotten something”, exits the room and calls the guard. Assume the items will be found, and the perpetrators caught

(unless they get nervous and return the items while Areolas is calling the guards).

If the PC(s) return the items while Areolas is gone to call the guards, he pretends he was mistaken and sends for a messenger, whispering in their ear to say to tell the guards he was mistaken about the missing items.

If the PCs do not return the items before Areolas returns, the guards arrive and ask what the matter is. He has the guards search the PCs. It should be assumed the objects are found automatically. That PC (or PCs) have gold (or equipment if the PC doesn’t have enough gold) worth 25% of the value of the items stolen taken from them as a “thieves tax”. Of course the original item is returned to Areolas who chuckles at the PC and remarks at how he could hardly blame them, given the beauty of the object(s) in question. It quickly becomes a non-issue for Areolas however and he soon returns to the business at hand.

Some of you are startled by the opening of the door in the left wall. A man, dressed in soft wine colored trousers and a vest enters and moves to sit at his desk.

Well met, honorable Dyvers citizens [foreigners]. My name is Areolas Lasimer [pronounced R E O Less Lass i mer]. I am the guildmaster of the cartographers and the one who sent word to you earlier. An interested party has asked a favor of me...one I could hardly refuse. As such, I have called upon you to assist in a matter of civic pride [or, if there are foreigner amongst the group, in keeping the process above reproach]. I trust I have not been mistaken in assuming you are the sort of characters who thrive on intrigue, on danger, and on the possibility of fame and fortune?

The judge should wait for some verbal commitment before continuing on.

Before we can continue, however, I must swear each of you to a vow of silence regarding this matter. Do you all so swear?

At this time, the judge should listen for each member to swear an oath of secrecy, going around the table one by one if necessary. When they have finished, present them with player handout #1 and have each sign. Then continue with the read-aloud text below.

Note: If any PCs express a reluctance to swear a vow, Areolas does his best to explain the legitimacy and legality of the endeavor, and exactly why silence is necessary.

- It is not a permanent vow. PCs are free to speak of the matter after the successful completion of the ENTIRE project. It is expected to be completed no later than Brewfest 572.
- The secrecy, he explains, is to help ensure the most accurate results while minimizing the risks of tampering by outside forces.
- He displays a writ from the magister herself indicating he has free reign in conducting

whatever cartography-related machinations he should desire within the Free Lands of Dyvers.

- He indicates the upper echelons within the Gnarley Rangers are already aware of his plan and will in fact be meeting the PCs at the edge of the forest.

In the end, if they are still unwilling to swear a vow of silence, Areolas will dismiss them from the room. That ends the round for them.

Well then, now that we've covered that, I can tell you more about what I have brought you here for today. A certain interested party has asked me to resurvey all the lands under Dyvers control. I have chosen your group to assist in a broad survey of the eastern perimeter. Once those distances are known, a more accurate estimate for the amount of land we control can be ascertained. That of course, is one of our goals in this endeavor.

I need your party to travel with a cartographer and a wizard associate of mine and insure their safety while they produce a map and plant markers.

Several individuals within the city's gentry have already pledged coin and service to erect a monument celebrating the accomplishment when this matter is completed. Unfortunately there are many who would move against us in this matter. The same types who have always tried to suppress our growth and prosperity. People like the merchants of Greyhawk, the rural dwellers of the Gnarley Forest, and the countries of Verbobon and Furyundy.

Even though the leg I want you to take should not last beyond a week, it will take several months, perhaps a year or more, before all the detailed surveying is done. When it is finished however, your names, and the names of others who assist in this matter, will be known throughout the land. Is that agreeable?

Of course the characters (and their players) may want to know more before committing themselves to the task.

Why is the survey being done? There are numerous reasons for the survey, including a restructuring of taxes within the gentry and as a matter of national pride. There are certain bragging rights to be flaunted should the amount of land controlled by Dyvers prove to be more than was previously reported by the cartographers from Greyhawk and Furyundy.

What is in it for "us"? As detailed in the contract, the successful completion of the journey should eventually bring substantial fame and fortune. Areolas Lasimer is purposefully vague on the specifics, but if pressed relents that he personally will provide a "comfortable lifestyle to which they may not be accustomed" for a few months – possibly even until the festivities commence. In game terms he provides "normal" lodging and food for the PCs for three months (times APL level). Other, similar shows of appreciation on his part would also be entertained, but "really should be discussed individually."

What are the cartographer and wizard specifically tasked to do? The cartographer will map the section of land he has been designated. The wizard will assist in divinations regarding time and in the placement of special magical markers for future reference.

How long will this take? Best estimates are inside a week's time. Your particular team will be ferried to Maraven on a galley, the "Midnight Tear". It leaves from the dock district at the sixth bell of the forenoon watch, today. The PCs are free to turn down this transportation, if they want to make other arrangements.

Other things that may/ should come up:

- Has split up his cartographers to expedite the venture.
- Feels an adventuring party is the best way to ensure the safety of his cartographers from undue influence or harm.
- Explains the distances to Caltaran and Maraven are well documented and are not being questioned.
- Refuses to indicate the exact composition and direction of the teams. He feels this minimizes the chance of tampering and foul play.
- Reminds the party not to relay information about their expedition to anyone, even after they have completed their section of the map.
- Introduces the party to their cartographer, Asar Malbrakis and their sorcerer, Magribar. See appendix 2 for personality information and stat blocks on these two NPCs.

Areolas pulls a small bell from the desk where he sits and rings it. Within moments, two men enter from the door behind you. He instructs one of them to draft a letter to the ship captain who will ferry you to Maraven then turns to you again. "As I mentioned before, secrecy and quickness are the keys to a quiet success in this endeavor. To that end I propose a race on your leg of the survey. Since your task is only to guard the two while they take readings and plant markers you should be able to complete the task within seven days. If you arrive back here before the sun sets on the seventh day and Asar indicates the task is complete, I will pay you each a bonus of 50 gp (APL level). After the seventh day you will not receive a bonus."*

If there are no further questions Areolas hands one of the members of the party (preferably a Suel) the writ to give the ship captain who will ferry them to Maraven (player handout #2).

Proceed to Encounter 1.

Treasure: one certed stolen item, worth between 50 and 300 gold wheatsheafs.

Development: As mentioned earlier a PC caught stealing forfeits the item in question and 25% of its value in coin or equipment to stay out of jail. If a PC is unable to pay, the judge should mark the round complete on the log sheet, implement a 1 TU penalty (per 100 gp value of

item stolen) to represent the “jail sentence” and sign the logsheet.

ENCOUNTER 1: TIME TO KILL

The second bell of the forenoon watch sounds as the party leaves the cartographer’s guildhall. That means it is 9 AM. The party is free to do anything it wishes for the next two hours, but they must be at the galley “Midnight Tear” *before* six bells (11 AM).

A well placed comment by a passing adventurer regarding the availability of masterwork armor and weapons being available will probably send PCs scurrying off in that direction.

Finding a particular masterwork item requires 1d8 * 10 minutes. This number can be modified by a successful knowledge – local skill check (DC 10) or a successful gather information skill check (DC 12). A successful knowledge check reduces the time by ½, while a gather information check reduces the time by ¼. In no event does it take less than 10 minutes to find a particular item. Of course, the local knowledge must pertain to Dyvers (so out of region PCs can’t use this).

Note: There are no masterwork items to be found in the Dock District, so if PCs look *there* they won’t find one no matter how long they spend.

After determining how long it will take the PCs to locate an item, ask them how long they wish to look for the particular item. If they indicate they will search longer than you have calculated it will take to find the item, then they have stumbled on to the store and can begin negotiations. Of course, they can abandon searching at any time.

PCs may purchase any of the following items

- Any item in the players handbook – this is non-certed
- masterwork weapons (except exotic) - certed
- masterwork armor - certed
- masterwork equipment. – this is non-certed

NOTE: No more than two certed masterwork items can be found by a particular group, even if they split up. There are only two masterwork certs included with this scenario.

The judge should keep an accurate estimate of time to determine if the PCs are going to miss the boat later.

Once the party has finished shopping and is headed to the dock area to find their ship, proceed to encounter 2 - the press gang.

Allot 20 minutes of travel time for the PCs to make it from wherever they were shopping to the dock and to the location of the “Midnight Tear”. This travel time can be cut in half if the PCs “hustle”, but they will be out of

breath (unless they have the endurance feat) when the arrive. Be sure to role-play the captain’s response appropriately.

Treasure: 2 certed masterwork armor or weapons. These are purchased, not found, so make sure log sheets reflect the purchase before awarding the certs or signing the logsheet.

ENCOUNTER 2: THE PRESSGANG

The PCs are attacked by the obligatory thug attack on their way to the docks to meet the galley captain who is to ferry them to Maraven. In this case, the OTA is a press gang looking for able-bodied “seamen”.

PCs get an opposed spot check to the thugs hide attempt (the pressgang members take 10 and hides behind some crates, granting them +4 bonus (DC 15 + APL level) to detect some suspicious thugs lingering near some crates 30 feet ahead. The judge should make this roll for the players so not to alert them of the danger. Only those persons who succeed in the spot roll can do anything the first round. Every one else is surprised. Roll initiative to determine when the PCs are no longer flat-footed.

APL 2 (EL 5)

➤ **Pressgang member, male human Exp1/Rog1** (4): Medium-size humanoid (human); HD 2d6+2; hp 9; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atks +1 melee (1d6+1/18–20, rapier), or +1 melee (1d6+1 subdual, sap); SA sneak attack +1d6; AL N; SV Fort +1, Ref +3, Will +1; Str 12, Dex 12, Con 12, Int 10, Wis 9, Cha 10.

Skills and Feats: Appraise +5, Balance +5, Bluff +4, Climb +5, Intimidate +6, Profession (sailor) +7, Use Rope +6, Swim +7; Improved Initiative, Skill Focus (Profession [sailor])

Possessions: leather armor, rapier, sap, 4 gold wheatsheafs

APL 4 (EL 6)

➤ **Pressgang member, male human Exp1/War1/Rog1** (4): Medium-size humanoid (human); HD 2d6+1d8+3; hp 16; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 2); Atks +1 melee (1d6+1/18–20, rapier), or +1 melee (1d6+1 subdual, sap); SA sneak attack +1d6; AL N; SV Fort +1, Ref +3, Will +3; Str 12, Dex 12, Con 12, Int 10, Wis 9, Cha 10.

Skills and Feats: Appraise +4, Balance +5, Bluff +4, Climb +6, Intimidate +7, Profession (sailor) +7, Use Rope +6, Swim +8; Improved Initiative, Weapon Focus (rapier), Skill Focus (profession [sailor])

Possession: leather armor, rapier, sap, 8 gold wheatsheafs

APL 6 (EL 7)

➤ **Pressgang member, male human Exp2/War1/Rog2 (4):** Medium-size humanoid (human); HD 4d6+1d8+5; hp 24; Init +5; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +3 melee (1d6+1/18–20, rapier), or +3 melee (1d6+1 subdual, sap); SA sneak attack +1d6; SQ evasion; AL N; SV Fort +1, Ref +4, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Balance +7, Bluff +4, Climb +8, Intimidate +7, Move Silent +5, Profession (sailor) +9, Use Rope +8, Swim +10; Improved Initiative, Weapon Focus (rapier), Skill Focus (profession [sailor]).

Possessions leather armor, rapier, sap, gold, 12 gold wheatsheafs

Tactics: In all APLs the tactics are the same. The pressgang moves from the sides and back and attempts to catch the PCs flatfooted. Flanking and using their saps, they attempt to deal subdual damage (1d6+1 + sneak attack damage). They target spellcasters and rogues first, and then turn their attention on any warrior types. For more information about subdual damage, see page 134 of the *Players Handbook*.

If more than half the pressgang is wounded or any of them go down in the fight, the press gang attempts to flee, drawing rapiers if necessary to guard their retreat.

Treasure: the leather armor, rapiers, and saps of each of the gang members. Each member also has 4 gold wheatsheafs

Development: This IS the obligatory thug attack. If by some sick twist of the dice the party should go down the judge has permission to have a Dyversian Guard Patrol intervene.

Parties that draw blades on these thugs may be cited for drawing a blade and other crimes, particularly if any of the thugs are wounded or killed. A Dyversian guard compliment arrives in 1d3 minutes. Unless the party remains at the scene to answer questions for the guards, assume no significant amount of time is wasted. If the PCs stay, the guards assess fines for the PC's crimes. Fines are a factor of apparent wealth, so PCs who are clean and well equipped find their fines higher.

- Drawing a blade is 10 sp (+ lifestyle charisma modifier) (* APL level).
- Endangering innocents is 2 gp + (lifestyle modifier * 1 sp) (* APL level)
- Bypassing a trial for assault is 5 gp (* APL level).

Should one of the thugs be killed the guards detain the PC or PCs responsible and begin taking them off to be processed for the crime. Along the way, the PCs overhear (no listen check required) the guards complaining about “all the paperwork” and “having to work past the shift”. The PCs can bribe the guards for 25 gp (* APL level) for each of the PCs involved in the incident.

PCs that do not bribe the guard or fashion some type of escape are effectively out of the round.

PCs who escape without bribing the guard find they are wanted men. The judge should take PC names, player names, and RPGA names and forward them to the event coordinator, who will see that the information makes it to the triad.

INTERMISSION: THE TRIP OVER THE LAKE

Note: The judge is encouraged to role-play the ship captain's reaction to the PCs request to board his ship. Pay particular notice to the lifestyle modifiers the PCs chose at the beginning, whether they are out of breath from running (because they were too busy shopping?), or are beat up from a bad encounter with the press gang. Under no circumstances does the captain refuse to let the PCs board. The PCs condition just gives the ship captain to belittle them their “nonstandard” trade.

If the PCs are successful in getting aboard the galley, then proceed with the read aloud text below.

Once you made your way to the Dock district you had no problem finding the “Midnight Tear”. Boarding her was equally easy, after you presented the writ Areolas Lasimer gave you, and the ride down the shore of the Nyr Dyv was uneventful. It has taken the rest of the day, but you now find yourself more than 30 miles east of Dyvers at the much smaller port town of Maraven. The sun is just beginning to disappear over the horizon as the gangplank is dropped into place.

From the docks you can see that the town is small, with not more than three score buildings grouped together. At least one you can see from here is obviously an inn.

Proceed to Encounter Three (Threats at the Border)

If you decide the group does not make it to the “Midnight Tear” they have at least two options.

- A successful gather information check (DC 10) reveals a longship leaving at four bells in the afternoon watch. (see below for more information)
- They can rent horses and ride to Maraven (see below for more information)
- Anything else that seems reasonable. There should, however, be a time penalty of some sort.

If the party finds the longboat and seems urgent or, Pelor forbid, explains the situation, the captain seizes the moment and offers to take the party, IF they row the ship (and give him the writ they were to give the galley captain). Normally, taking this longboat means that the party does not arrive in Maraven until the following morning, and that they are fatigued unless they spend at least eight hours recovering. A successful diplomacy check (DC 12) might allow one or two of the spellcasters to sleep instead of row for the last part of the trip, so that

they will be able to memorize spells. That is the only concession the ship captain is willing to make.

Proceed to Encounter 3, altering the read-aloud text of that encounter to be the noon meal.

If the party decides to ride horses, the writ itself serves as a partial down payment. The PCs must come up with 10 gold wheatsheafs per horse and agree to return the horses within the week. Riding dogs are available but cost 20 gold instead of 10. Incidentally, while costing a bit on the front side, riding is a good way to ensure the party is able to make the deadline (and earn the bonus) AND explore the cavern fort.

ENCOUNTER 3: THREATS AT THE BORDER

The PCs most likely look for a place to stay if they caught the galley "Midnight Tear" to Maraven. There are two inns to pick from. Fharlanghn's (far-LAHNG-un) Respite is one. Et Alasian Vine is the other. Regardless of which is picked, a good stay in the inn (with meal) is 3 gp per person. A more common meal and sleeping arrangements in the common room costs 9 sp.

Assuming at least *some* of the PCs spend the night in the inn and not along the road somewhere, they are engaged by some obnoxious Greyhawk merchant guards (or so they claim).

Should ALL the PCs decide to forego the comforts of an inn for the great outdoors, the night passes uneventfully. Otherwise, continue with the read-aloud text below. As always if the group splits up or does anything weird, you may have to modify the text.

Together with Asar Malbrakis and Magribar, you have settled down at a couple of tables in the inn. Those of you who chose to eat dinner here found that, despite the somewhat higher prices, the meal was quite tasty. The room is fairly busy tonight and as such, louder than some of you may normally enjoy. Across the room, a table of particularly rowdy and obnoxious humans complain loudly about everything "Dyvers." The group trades insults about the food, the residents, the road, the city of Dyvers itself, and their inability to project power and claim land – nothing is too taboo for the apparently drunk caravan guards.

This encounter is rigged. If the PCs do not go and interact with the "guards", the "guards" point to them, call the PCs out, and swaggar drunkenly over.

In actuality, while the group has had a few to drink, none of them is drunk (something that can be learned before or after the encounter with a gather information check. See the table below for specifics.

The group's statistics are detailed in Appendix 3. Be sure to pick the stats from the correct APL. No matter whether the group comes to the PCs or vice versa, the NPCs try to antagonize them and learn what they are here for.

The rest of the encounter is an excellent chance to have the PCs make opposed checks for Bluff and Sense

Motive with Chamriana and the other NPCs as they try to lie to each other about their real reason for being here.

If the PCs break their promise of silence, Asar Malbrakis kicks the offending player under the table. Shortly afterward, Chamriana and the others remark the PCs are not worth their time, and return to their table.

- A successful sense motive check by one or more of the PCs (opposed by the bluff roll of the NPC they are sizing up) reveals the other party is probably not as drunk as they appear, if at all.
- If the check succeeds by 10 or more, the PCs believe that the NPC (or NPCs) are sizing them up.

Chamriana has already spotted the box with Asar Malbrakis astrolabe inside. Together with some information she heard about yesterday in the marketplace and a few other pieces of information, she believes (correctly) the PCs are escorting the mappers throughout the lands of Dyvers.

The NPCs push the characters but are not really interested in open combat in the bar. If confronted with weapons, they pretend to stumble, fall down, lose interest, or (if all else fails) sheepishly back out of the confrontation.

After the incident, the rest of the evening passes uneventfully. If the table wants to, feel free to roleplay *ad nauseam*.

Those who attempt to learn more about the retreating braggarts can learn the following

Gather information (DC 5) or just following them

- The NPCs bought private rooms for the night.
- One of them was probably a spell caster (he has that spooky look about him).

Gather information (DC 10)

- If the bartender / waitress is asked specifically, the group had only a few drinks between them, and shouldn't have been as "drunk" as they appeared.

Gather Information (DC 15)

- Despite looking like caravan guards, they didn't come in with any caravan.
- In fact, they came from the direction of Dyvers.
- (If there are more than 3 players at the table) – There was (number of players above 3) more earlier, but they went up to their room.

Gather Information (DC 24)

- One of the commoners saw a strange symbol on the female's chest, tucked down underneath her armor. It looked like a hand with an eye in it. (Knowledge-religion check DC 15 to know this is the holy symbol for Vecna)

In the morning, role-play their preparations for the trip out of town. If the PCs were successful in getting the loud-mouthed braggarts to back down without a physical

altercation the owner offers (but only once!) to refund their monies as a show of appreciation.

ENCOUNTER 4: ATTACK ON THE OPEN PLAINS

You have travelled for the last full day south from Maraven toward the great Gnarley forest. Your presence, to protect the cartographer, has been wholly unused. A few wild animals have been your only excitement.

Roleplay out the parties preparations for making camp on their first night out of Maraven. Determine who takes what watch, etc. When all the preparations are complete, continue with the player text below.

The night has passed uneventfully, and after breaking camp you now wait patiently as Asar finishes making some notations in a small book.

Call a Spot check (DC 8) for any PCs on guard. Make Spot check (DC 13) for everyone else. If any notice, proceed with the read-aloud text below. If no one notices, the group is only 50 feet away when the PCs first notice them.

While you wait for Asar and the wizard, you notice a group of individuals slowly making their way toward you. Two of them stop at the top of a nearby hill, perhaps 100 feet away, while the rest continue toward you.

This is the group the PCs may have already encountered during encounter 3 (at the bar). The cleric and sorcerer, having already cast all the beneficial spells on their comrades, now stand at the far back to cast any remaining spells. See appendix 3 for the stats and tactics of these individuals.

Tactics: are detailed in the appendix.

Treasure: as detailed in the appendix.

Following the combat the party can continue south to the Gnarley Forest. The rest of the journey to the forest is uneventful.

SECOND INTERMISSION: A BORDER MEETING

At last you have reached the edge of the great Gnarley forest. True to the rumors you have heard, a half dozen woodsmen standing just inside the treeline, apparently waiting for you. They step out of the tree line to greet you, although it is clear to you that they still have some reservations about your presence. One of the rangers steps forward to talk to you; She looks familiar to several of you. She smiles and bows politely before saying "As some of you may know, I am Annika Silverwood."

None of the ranger's statistics are given. It is possible they will become involved later in combat with the owlbears, but their existence is totally scripted. Their role in that combat is spelled out in more detail later. The rangers politely insist that a small contingent of four rangers must accompany the party while they are in the woods to prevent any "misunderstandings".

If one or more of the PCs is a member of the Gnarley Druids or the Gnarley Rangers, or if more than half the party has friendship bracelets from the Gnarley Rangers, this requirement is dropped.

Roleplay the encounter, and be sure to tell the party the following information.

- The southeast corner of Dyvers land is also coincidentally a solitary outcropping of rock.
- From the outcropping the PCs should be able to follow a series of ravines west. The ravines also mark the southern border of Dyvers land in the forest.
- By a recent treaty between the Gnarley Rangers and the Gentry of Dyvers, the southern-most border shall be one days walk for an average man from the current tree line. In game terms, this is about 12 miles. Asar and Magribar nod in acknowledgement to these facts.

ENCOUNTER 5: THE LONE ROCK

You spent last night camping in the forest and by all reckoning you will spend tonight there as well. In the distance, the last rays of sunlight strike the side of a massive outcropping of rock. It seems you have reached the giant stone marker the Rangers mentioned. If you hurry, you can reach it before it gets dark.

After the PCs arrive at the lone rock outcropping, Asar Malbrakis and his sorcerer companion announce their intention to scale a short distance up the side of the outcropping in order to get a better reading of the stars. The heavy canopy in this part of the forest makes using his astrolab otherwise impossible.

Hopefully at least a couple of the party members will escort him up the rock. If they do, grant any dwarves an automatic search check (DC 15) with a +2 bonus to detect the unsafe stone before they reach it.

APL 2 (EL 2)

🪤 **Pit trap (40 ft deep, with water):** CR 2; No attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (N/A).

There is no chance of drowning in the water. The pool tapers up so that PCs could simply walk out of the pool. It's really just a plot mechanism to reduce the damage of the fall.

APL 4 (EL 2)

🦋**Pit trap (40 ft deep):** CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (N/A).

TIER 3 (EL 3)

🦋**Pit trap (50 ft deep):** CR 3; no attack roll necessary (5d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (N/A).

ENCOUNTER 6: LOST REFUGE

Area 1 – Cavern

If Asar fell into the hole, he takes 15 points of damage from the fall. Magribar takes 6 points of damage.

While they wail in surprise when they fall, they emit a different cry just moments later – one of sheer terror!

If the PCs descend in to the cavern (by whatever means), read the read-aloud text below, altering the description depending on the light source being used.

The cavern you have descended into has a high ceiling and is roughly a 30 feet by 50 feet oval chamber. A huge slimy monster with tentacles is moving toward your fallen associates.

If the PCs take a moment to look around (of after the combat)

The floor has been smoothed and all stalagmites removed. A heavy layer of dust covers the floor. The air is thick with a heavy stench. In the far northern end of the room there appears to be a good-sized pool of water. In the southwest corner there stands a stout-looking ironbound door.

APL 2 (EL 4)

🦋**Otyugh:** hp 24; see *Monster Manual* page 147.

APL 4(EL 6)

🦋**Otyugh** (2): hp 38 each; see *Monster Manual* page 147.

APL 6 (EL 8)

🦋**Otyugh** (4): hp 38 each; see *Monster Manual* page 147.

Tactics: The otyugh is hungry and will not wait for its lunch to come to it. His appearance signals a bloodcurdling scream from Magribar and Asar if they have fallen into the room.

Development: Magribar and Asar take up full defensive positions the second round and call for their protectors to get down here! They also move for the southwest door as fast they safely can. Under no circumstances do they die as a result of the trap or the fight with the Otyugh (although the judge can be dramatic)

Since we can not very well enforce the Otyugh's poison beyond the round, assume incubation is 1d2 (1d6 divided by 3) days later for anyone who fails their Fortitude save. Those afflicted effectively have a movement of 5 foot per round slower than normal and may slow their party members down unless alternate arrangements (such as carrying) are made.

Incidentally (because its BOUND to come up), the otyugh is the last in a LONG line of otyugh that have inhabited this cavern since the first pregnant one became lodged in the stream. Each generation has fed off the dead remains of the last and off debris from the stream. This one would surely have died within weeks had the PCs not come along.

Traps: the door has no locking mechanism, but is trapped. Opening the door (which opens in to the cavern), triggers the trap beyond. Unless prepared for (by description given to DM) assume the PCs opening the door are flat-footed when the crossbow(s) go off. The trap cannot be detected from the PCs side of the door, but can be spotted before it fires by cracking the door (less than a fourth of the way open) and peeking through to the other side. It is easily disabled by ANYONE with a slashing weapon if located before it activates.

APL 2

🦋**Bolt Trap:** +5 ranged (1d8/x3 crit); Search (DC 21); Disable Device (DC 20).

APL 4

🦋**Bolt Trap:** +7/+7 ranged (1d8/x3 crit); Search (DC 21); Disable Device (DC 20).

APL 6

Bolt Trap: +7/+7 /+7 ranged (1d8/x3 crit); Search (DC 21); Disable Device (DC 22).

Area 2 – The Hallway

Pushing past the remains of the crude crossbow trap braced in the center of the hallway, it is obvious that the tunnel continues south at least beyond the range of your light. The halls look pretty rough, as if naturally occurring, but the floors and ceiling have obviously been worked at some time. A thick layer of dust covers the floor. Immediately in front of you, a large pit, some 10 feet across, interrupts the cavern floor.

The pit does not classify as a trap, as it is easily avoidable. Still, should someone fall in to it, they take 1d6 points of damage, regardless of APL.

Area 3 – Garderobe

The small passageway you took away from the main hall running south now opens to a lightly larger chamber. A heavily calcified skeleton sits curled up in the far corner near a small pool of water.

The skeleton is that of one of the fort's prior occupants who succumbed to the Otyugh disease. There is nothing of interest on his body. The pool is about 4 feet deep and has nothing of interest in it either. A heal check can not reveal the method of the skeleton's death.

Area 4 – Living Area

The hallway has opened up into another largish room. Several cots lie in rows along the south wall and in to the center of the room. Besides the hallway to the north, two other hallways lead away from this room –one to the southwest, and one to the southeast. A door, left open, is visible on the eastern wall. Another door on the west wall is shut. Like the hallway before, a thick layer of dust covers the contents of the room.

Hidden in one of the sacks is the wealth of the groups gambling winner. A Search check (DC 15) discovers them. Otherwise, there is nothing of significant monetary value in this room. The personal effects of the ghosts in Area 7 are all the PCs find here. There are a dozen cots, now coated in dust. Dry-rotted backpacks, a few sets of clothes, and other relatively worthless trinkets are all searching PCs find.

Treasure: sack of old coins (certed)

Area 5 – Leader's Room

Pushing the door in on its hinges, you cautiously peer in to the room. The thick heavy dust that had settled in the room beyond begins to swirl up in to a form.

The manifesting dust cloud is the ghost of Akraniakas, the sorcerer of the expedition that died here.

☛ **Ghost of Akraniakas:** CR 5; Medium-size undead (Incorporeal); HD 4d12; hp 30.

At no time does the ghost attack the PCs. If they become belligerent or do not wish to help the lost souls, he simply dematerializes and does not return.

At last reinforcements have come! You have come to relieve us have you not?

The ghost is disappointed to hear the PCs are not here to relieve them, but asks that they bury him and his comrades in proper graves in the forest above. The ghost seems to be completely unaware of time in its sense and can not be made to understand that more than 1,000 years have passed. He can relate only that he was part of a scouting mission for his Oeridian Lord, Lum and that they became trapped in the fort after their leader was killed by a foul beast.

Development: Provided the PCs do bury all the bodies (including the one in area 3) the ghost will indicate the location of his diary, which contains a map. Give Player Handout #3 to a PC (preferably an Oeridian one if present) The diary and the map are ruined by water stains

and the passage of time, but some information can still be gleaned.

Treasure: the ruined map, as detailed in the development section of this encounter.

Area 6 – Armory

Pushing the banded iron door further open, you peer anxiously into the room to find it also is vacant and slightly muddy. Water drips from the ceiling onto a strange rock sculpture that appears to be a recreation of a weapon rack. The water trickles along the floor before disappearing in a crack near the door. There does not appear to be anything else in the room.

The rock sculpture is in fact the remains of the weapons locker. The fact it has calcified should clue the PCs in to the age of the fortification (dwarves would guess about 1,000 years) The weapons could be broken from the calcification, but are generally worthless because of their exposure.

Area 7 – Blocked Entrance

Continuing on around the corner and away from the old living quarters you happen upon the first of several barricades. The corridor has been narrowed to prevent more than one person from passing at a time. Beyond that the passage opens into a circular room and a very odd sight indeed. Men, or rather the incorporeal remnants of them, seem to be engaged in trying to get a heavy stone moved out of the way. They do not seem to be having any success and they do not seem to notice you. Around the edge of the room itself are several skeletal remains of humans- probably soldiers by the now-tattered clothes and damaged weapons.

If the PCs wait around long enough, the ghosts actually stop and retire to the edge of the room, each taking up residence in its material remains. After a few minutes of apparent rest, they return to their task. They cannot be interacted with or turned.

PCs attempt to move the stone: The stone block can be moved, but requires a strength check of DC28. Because of its size, up to 4 additional people can assist. Each PC making an assist roll (DC 10) adds +2 to the main attempt. The stone pushes up and over out of the way and is prevented from falling by a fortified lip. Busting the lip off (hardness 8 hit points 180) allows the stone to fall and requires a Reflex save (DC 20) to avoid. Those who fail take 3d6 points of damage as they are crushed by the falling stone. In any event, once the stone is moved a rotten rope ladder is plainly visible. The climb is 15 feet.

Area 8 Owlbear Den

This collapsed section is now the den of a group of owlbears. They attack as soon as they notice the PCs.

APL 2 (EL 4)

☛ **Owlbear:** hp 47; see *Monster Manual* page 148.

Tier 2 (EL 6)

🦉Owlbear (2): hp 47; see *Monster Manual* page 148.

Tier 3 (EL 7)

🦉Owlbear (4): hp 47; see *Monster Manual* page 148.

Tactics: No matter what APL the owlbear attacks on sight. The narrow “guard openings” makes it impossible for the owlbear to enter further into the fort, but also grants it a +4 cover bonus to Armor Class. The PCs also benefit from this bonus unless they enter the collapsed savern section the owlbear(s) are lairing in.

Development: If the owlbears are not dealt with here (because the PCs did not enter the complex or exited without dealing with them) the owlbears stalk the party as its next meal. Run the encounter the following night after the party makes camp, using the stats from the appropriate APL. The rangers, if present, act to “aid another” to help the PCs attack the beasts. If a PC falls the rangers cast *cure light wounds* (1d8+1). In either event the rangers should NOT take a front seat in the combat unless things really do poorly. The rangers involvement is justified because of the lethality of this encounter in an uncontrolled environment such as the woods proportional to the encounter in the fort.

ENCOUNTER 7: CAN I GET A LIFT?

After leaving the strange lone outcropping of rock yesterday, you travelled [with the rangers] southeast along a series of ravines. Several times your party stopped to allow the sorcerer Magribar to plant an arcane marker of some sort while Asar took calculations with his instruments and wrote in his books. All in all, the day was completely uneventful. Now you stand just to the side of the great Gnarley road. The Gnarley Rangers are preparing to leave. While you chat with the rangers, Magribar once again begins planting an arcane marker. Asar is scribbling furiously in his manual.

The rangers can tell the PCs the trip is about 45 miles back to the city. That represents 15 hours of walking, assuming that the party all has a speed of 30 and 22.5 hours of walking if the party has any of the shorter races among it or is encumbered.

As you wait, a small caravan of three wagons appears from around the bend to the south, probably coming from Beltander or the Halfling village of Bainbridge.

🦉Corigan, male human Exp2

🦉Gredus, male human Com2

🦉Kurmion, male human Com 2

The caravan masters, curious about the parties presence have weapons drawn as they approach. Their concern is replaced with consternation though as they see the wizard and the cartographer busy at such odd tasks while the party stands around. They stop and exchange pleasantries, and even inquire what the party is doing.

There is nothing sinister going on here. The merchants are just naturally curious. The PCs have of course, been instructed not to speak of their task with anyone.

In fact the merchants can be of assistance to the PCs. While they do not offer, and they are initially apprehensive about taking the party onboard, a successful Charisma check (DC 15) changes the merchant's attitude from indifferent to friendly. Remember to take into account the lifestyle choices made by the PCs at the beginning of the round. If more than half of the PCs manage to win the trust of the merchants, they offer the PCs a ride to Dyvers. The ride knocks precious time off of the trip. Since the merchants don't stop at night, the PCs should arrive in plenty of time.

ENCOUNTER 8: CORRUPTION?

On the road ahead a lone man stands near what appears to be a broken wagon. As you approach he kicks at the wagon wheel, and lets forth a stream of unintelligible hate and discontent. Turning to see you for the first time, his eyes suddenly sparkle with hope.

The farmer is certainly no farmer at all. He is Gamniar, and he is wondering what all the cartographers are doing flooding in to the countryside. He attempts to get the PCs to help him repair his wagon. If the PCs do not help him repair his wagon, he asks if he can return to the city with them (for his protection).

🦉Gamniar human male Rog5: Medium Humanoid (5 ft. 7 in. tall); HD 5d6-5; hp 22; Init +3 (Dex); Spd 30'; AC 15 (+2 leather armor, +3 Dex); Atks +6 melee (1d6+1, short sword), SA sneak attack +3d6 SD evasion; AL LE; SV Fort +0, Ref +7, Will +1; Str 13, Dex 16, Con 8, Int 15, Wis 13, Cha 11

Skills and Feats: Appraise +4, Balance +5, Climb +9, Diplomacy +4, Disable Device +8, Disguise +3, Escape Artist +5, Forgery +4, Gather Info +2, Hide +11, Innuendo +3, Intimidate +6, Jump +3, Listen +7, Move Silent +11, Open Lock +11, Pick Pocket +7, Search +5, Spot +6, Sense Motive +4, Use Rope +5; Weapon Finesse (short sword), Blind Fight, Alertness.

Possession: leather armor, short sword, poison, dust of disappearance (1 application)

PCs ask about weapons/armor: If asked about the short sword or leather armor, he says they belonged to his father and that he wears them in the event he is

ambushed while going to market. He appears quite awkward in the handling of them.

PCs investigate wagon: The wagon has produce in it. A successful engineering skill check (DC 15) reveals the wagon was broken in a rather strange way. The exact method is unknown. Gamniar plays dumb if questioned. Thinking on his feet, he gasps in shock and asks/exclaims “sabeutage?!” if anyone suggests it was not an accident.

Tactics: Gamniar is constantly trying to sense the motives of the PCs. Use opposed checks to determine if they are able to pull something on him if they should try to encircle him or position themselves tactically. Should Gamniar be attacked at any time he uses his *dust of disappearance* and runs away. Determining which tracks are Gamniar's make tracking all but impossible (DC 35).

As long as he is not attacked and regardless of whether its while the PCs are repairing his wagon or during the ride back to Dyvers, Gamniar uses the time to speak with a few of the PCs who look corruptable (he doesn't target members of the faith or paladins). Take the players away from the table during this phase of the roleplaying.

Note: The best way to handle this would be to schedule a “break” (even if you've already had one) and then try to pull players aside as necessary.

He starts with idle chitchat, seeing if he can extract any information for free and without raising suspicions. Make spot rolls for PCs to determine if they notice the conversation (with DCs based on what they are doing when the conversation takes place). If they spot the conversation, listen checks may be in order.

If the PC in question seems incorrigible or he thinks its worth the risk, Gamniar offers to reward the PCs with whatever he thinks seems reasonable for the information without seeming implausible. Keep promises under 100 gold (* APL level) to discourage players from metathinking whether the reward is possible or not (based on the writer's guidelines). *Whatever* he offers is an empty promise. He disappears at the south gate or at the first opportunity that presents itself (after obtaining information from a PC), even turning invisible if he has to. If anyone gives him any information, give them the “Influence of Gamniar” cert AT THE END OF THE ROUND. Be discreet about it.

CONCLUSION

At last you have found your way through the south gate. A short walk up the Parade leads you to the cartographer's guildhall. Walking as nonchalantly as a group like yours can into the cartographer's guildhall, Asar wastes no time in hustling you through the main lobby door and up the stairs to the guildmaster's office. Arriving there, you find Areolas already waiting on you.

“Well, I hate to cut this short, but I am expecting another party of adventurers with their cartographer any moment now. I suggest you take some of my well-earned generosity and head down to your new quarters. You'll find food, a bath, and some new clothes waiting on all of you.”

If time remains in the round and the party wants to search for masterwork items in the trade district the judge is free to role-play it out. Despite the lack of a time constraint, there are still only three masterwork items to be found in the bazaar.

Note: The judge must make sure these certs are filled out before the player leaves the table!

If the sack of old coins is to be divvied up at the table and no one rolls the necessary appraisal skill check, assume the coins are only sold for 80 gold wheatsheafs.

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.

Thwarting the pressgang	35 xp
Catching the galley in time	25 xp
OR	
Arranging alternate transportation from the beginning	25 xp
Figuring out the Greyhawk thugs are not what they appear	25 xp
Defeating the Greyhawk thugs	80 xp
Discovering the ruins at one rock (without falling into them first)	15 xp
defeating the crossbow trap	25 xp
burying the dead / getting the map	50 xp
Defeating the owlbeats	95 xp
Persuading the merchants to take you to Dyvers	25 xp
Not revealing your purpose to anyone	75 xp
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 1

PCs have the opportunity to buy:

- Masterwork Item (Cost: per PHB, Item Size: as item type, Uses: N/A, Tradeable: Yes, Rarity: Common, Weight: as item type): Dyvers is a large and prosperous city. Expert craftsmen, weaponsmiths and armorers abound. Your PC has been fortunate enough to find a masterwork _____ and has acquired it, paying the full amount of ____ gp as specified the *Players Handbook*.

Encounter 6

- Ruined Map (Cost: N/A, Item Size: small, Uses: N/A, Tradeable: Yes, Rarity: Rare, Weight: N/A) : You have what appears to be a ruined map in your possession. While ruined by water stains

and the ichor of the foul beast, is still partially legible, but written in a strange tongue. It seems to reference a building near a river emptying into a large body of water. It has some numbers and letters on it. Send your cert to the current Dyvers POC (currently Phil Thompson) along with whether you wish to sell the map to the cartographer's guild (in which case you will receive a cert for gold in return) or keep the map (in which case you will receive an actual map to look at and study).

- Sack of old coins (Cost: see cert, Item Size: small, Uses: N/A, Tradeable: Yes, Rarity: Rare, Weight: 2 lb): In a ruined subterranean fort deep in the Gnarley Forest you and your cohorts discovered these strange coins.

Because of administrative difficulties, these coins may not be split up.

The original bearer of this cert may or may not know the true value of these coins. Take them to any Dyvers interactive to sell them in the marketplace. This cert may be traded to another character, but this trade should also transpire at an interactive where the interactive coordinator can tell a would-be buyer the actual value of the coins (well, assuming the would-be buyer makes his appraisal skill check (DC 15))

Conclusion

- Influence point of Areolas Lasimer

PLAYER HANDOUT #1

Contract # 125671

A contract for services between those individuals signed at the bottom (and hereafter known as “they” or “their”) and the guild of the cartographers (hereafter known as “we” or “our”).

By signing at the bottom, they recognize they have now legally agreed to enter in to a partnership with the guild of the cartographers. They have agreed to escort our cartographer, Areolas Lasimer, and our wizard associate, Magribar to the east and south for a detailed survey of the lands of Dyvers. They are charged only with the safe transport of our associates. Our associates, while deferring to the experience of the escorts, maintain the right to veto any contemplated action if they deem it unnecessary or unnecessarily risky.

Because we and those we represent wish to maintain secrecy regarding this exercise until the findings are complete, all parties involved agree to a strict vow of silence for that duration. Anyone known to have discussed any aspect of this trip with anyone other than those directly referred to in this document shall risk waiving any right to present or future considerations by the guild or its benefactors.

All parties agree that proper payment shall be in a method that shall be unobvious to those not involved. To that end, each member has tentatively agreed to waive any further consideration in exchange for reasonable room and boarding for a period of ____ weeks.

We acknowledge that we have agreed that all those individuals who helped in this matter and abided by the constraints of this legal document shall be immortalized with a monument to their achievement. The monument will be erected in the Free City of Dyvers at a position to be determined later.

Due to the secrecy of this agreement and in case of future dispute, we shall retain this document and provide it to the duly sanctioned legal entity of Dyvers at its request.

Signature of Cartographers Guild Representative (sign below)

Areolas Lasimer, Guildmaster of Cartographers

Signature of Contracted Employees (sign below)

PLAYER HANDOUT #2

Writ # 11256

To: The bearer of this writ

From: Guildmaster of the Cartographers, Areolas Lasimer

Regarding: A matter of payment for services rendered

The original bearer of this writ has need of some service that you are in a position to provide. He and his companions need to arrive at Maraven as quickly as possible. In consideration for your assistance in this matter, this writ, once countersigned by those to whom it was given, shall be worth whatever sum you and the original bearer agreed upon. The sum shall not exceed 120 wheatsheafs.

This money may be claimed for its full face value at the guildhall of the cartographers, located in the Old Town. It may also be redeemed at any moneylender's booth or at a temple of Zilchus, but any fees for such redemption are the sole responsibility of the bearer, not the moneylender or any agent within the guild of the cartographers. Third parties receiving this writ should be aware that ultimate payment by the guild of the cartographers is based on apparent authenticity of the signature of the original bearer. Should any part of this writ be determined to be forged, the guild retains the write to argue the writ null and void. This writ may not be redeemed by the original bearer.

Areolas Lasimer, Guildmaster of the Cartographers

Signature of Original Bearer (sign below)

Signature of Original Receiver (sign below)

Amount Agreed Upon

PLAYER HANDOUT #3

We have returned to our small cavern fort deep within the forest. Our search for foreigner settlements has not gone well and I hope that the commander will soon declare it a loss and let us return to our city to the north.

Some foul beast appeared in our water hole today and killed the commander. No one else dares approach it yet. Had the commander been wearing his armor he might have had a chance. Rufunar has taken on the leadership, but beyond his bullying nature, I think he has not what it takes to lead. I have not the heart to tell the men the commander's secret to opening our fortress lay in his ring.

Several of the men, led by Rufunar are attempting to get the slab off the entrance so we can escape. The commander was always the one to move the slab. Without his massive strength I suspect we are sealed in this tomb.

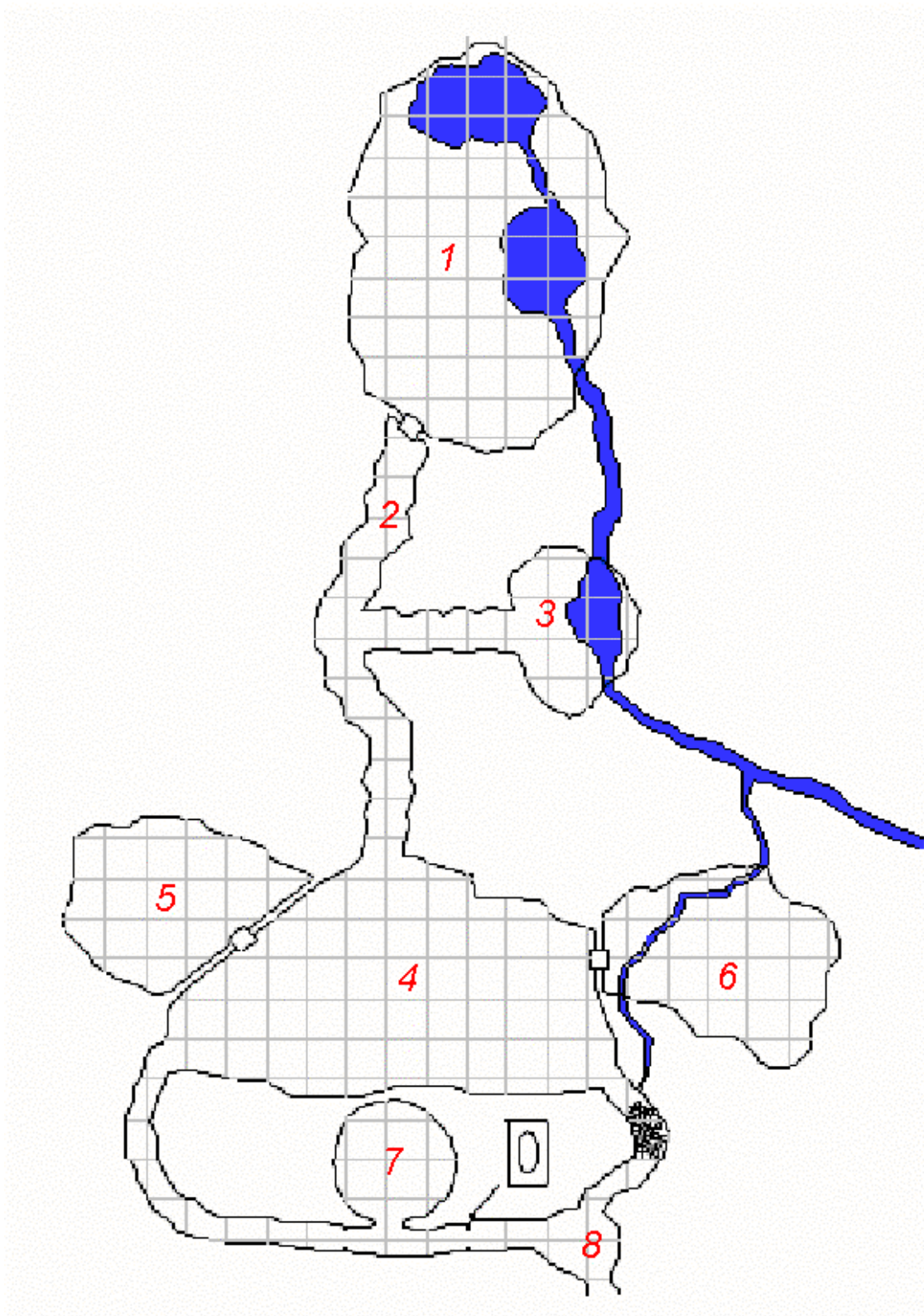
I have come clean about the secret of our commander's strength. As a result, Rufunar led several men against the stinking demon. Alas, two of our warriors fell and were left to rot by the remains of our once leader. The beast nearly managed to get past the door as our group bid a hasty retreat! Rufunar has ordered several obstacles be placed between us and the beast while we figure out what to do. One of the men said he saw what appeared to be eggs where the stinking beast was laired. Could it be that this thing is only trying to protect its unborn offspring?

Rufunar led his men again to try and recover the key to the gate. Kanisas was lost in the effort, and we have nothing to show for it. There was apparently no sign of any of those who had fallen to the beast.

Four weeks have passed. We have dug at the stone but our weapons are poorly suited for the job. We are all so famished. I can no longer sleep or concentrate enough to relearn my magics. It seems we are doomed to die a miserable death of starvation.

It is finished.

DM HANDOUT #1



APPENDIX #1 – BIOGRAPHY, PERSONALITY AND STATS OF AREOLAS LASIMER

social isolation. He's fond of puzzles and never passes up the chance to buy one if he hasn't seen it before.

☛ **Areolas Lasimer, human male Sor6/Exp3/Lore4:** CR 11; Medium-size humanoid (human); HD 10d4+3d6+14; hp 45; Init +1; Spd 30; AC 11 (touch 11, flat-footed 13); Atks +7/+2 melee (1d8/x3, shortspear), +8/+3 ranged (1d8/x3, shortspear); AL LN; SV Fort +5, Ref +5, Will +12; Str 10 Dex 12 Con 12 Int 16 Wis 10 Cha 18

Skills and Feats: Alchemy +7, Bluff +6, Concentration +5, Decipher Script +13, Diplomacy +9, Gather Information +9, Knowledge (arcane) +15, Knowledge (architecture) +12, Knowledge (geography) +17, Listen +2, Scry +11, Spellcraft +13, Use Magic Device +10; Skill Focus (Knowledge [geography]), Improved Unarmed Strike, Brew Potion, Enlarge Spell, Craft Wondrous Item, Silent Spell, Leadership, Dodge.

Equipment: bracers of armor +3, crystal ball, +2 short spear, helm of comprehending languages

Spells Known (6/6+1/6+1/6+1//5+1/3): 0—ray of frost, daze, detect poison, ghost sound, dancing lights, read magic, detect magic, mending, mage hand; 1st—comprehend languages, identify, magic missile, change self, spider climb; 2nd—detect thoughts, see invisibility, misdirection, darkvision; 3rd—clairvoyance, fly, fireball; 4th—scrying, stoneskin; 5th—cloudkill.

Areolas Lasimer drew critical acclaim for his accurate maps of several regions to the south of Dyvers. He's an accomplished guild master, seemingly knowing a great deal about geography and architecture, especially as they relate to making accurate maps. This, coupled with his charismatic nature has endeared him to many influential people and was widely responsible for his rise to the guild master position after the unfortunate demise of Gurgan Lanure, the previous guild master. As usual, rumors of foul play abound, certainly unquenched by the fact that Areolas is obviously a proud member of the Suel race. Areolas denies any knowledge of the incident and insists that the rumors are the product of the jealous liars who were not promoted. He is currently trying to influence the city's administrators to require maps of the city and every building in it, as a precautionary measure and as a way to organize continued growth. Most people seem to think he will be successful in this endeavor.

Personality / Mannerisms - Areolas tends to smirk a great deal, particularly if conversing with those who think they are pulling a fast one over on him. Areolas is a stickler for detail and will not engage in any enterprise, including the hiring of new cartographers, without a contract. He is prone to falling into an absent stare while listening to someone else speak, and unfortunately often does this while looking directly at the speaker.

He has a tendency to alternate between standing and sitting but seems equally adept at social interaction and

APPENDIX 2 – MAGRIBAR AND ASAR MALBRAKIS

(pronounced Ah'-SAR)

➤ **Asar Malbrakis, male human Rgr3:** Medium-size humanoid (human); HD 3d10+3; hp 24; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +6 melee (1d8+2/19–20, masterwork longsword), or +5 melee (1d4+2, light hammer), or +6 ranged (1d8/x3, longbow); AL NG; SV Fort +4, Ref +3, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Animal Empathy +3, Concentration +2, Heal +2, Hide +5, Knowledge (cartography) +5, knowledge (nature) +4, Listen +4, Move Silent +6, Ride +5, Spot +5, Swim +4, Wilderness Lore +7; Ambidexterity (virtual), Two-weapon Fighting (virtual), Track, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: Masterwork longsword, light hammer, longbow, 20 arrows, masterwork dagger, leather armor, astrolabe.

Tactics: Despite his combat ability Asar will not willingly enter in to combat for the PCs. He simply feels that it is *their* responsibility to deal with the problem. The DM may use him as a target for “dramatic effect” but should refrain from using him to substantially reduce the threat to the PCs. He swings with his sword and dagger or his sword and hammer if pressed into combat, but immediately tries to beat a guarded retreat to a safer position. His first concern will always be Magribar.

Personality: Asar is quiet and thoughtful but tends to stare to much. He is acts rather disinterested in everything but becomes visibly agitated whenever someone butchers his name.

➤ **Magribar, male human Sor3:** Medium-size humanoid (human); HD 3d4-3; hp 7; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks -1 melee (1d6/1d6, quarterstaff); AL LN; SV Fort +0, Ref +3, Will +2; Str 10, Dex 15, Con 9, Int 11, Wis 9, Cha 15.

Skills and Feats: Alchemy +3, Concentration +3, Knowledge (arcane) +6, Spellcraft +6; Improved Initiative, Two-weapon Fighting, Ambidexterity

Spells Known (6/6): 0—*detect magic, flare, light, arcane mark, read magic*; 1st—*mage armor, Rjerrick's arcane marker*,

Possessions: quarterstaff

Tactics: Like Asar, Magribar generally tries to avoid combat. If he is unable to avoid being in the throws of combat Magribar casts *mage armor* on himself and attacks with his quarterstaff (note he gets two attacks with it). Magribar will not normally cast *mage armor* on any of the PCs, preferring to save his spells to aid in the completion of the task. If however things begin to look grim and Magribar knows of one of the PCs who could benefit from *mage armor* he will cast it on them.

Personality: Magribar is a stickler for rules and is not afraid to speak up if he feels the PCs are breaking the rules set forth by their employer. He is firmly opinionated about a great many things and will try and pretend to have a great deal of knowledge. If caught in an exaggeration or contradicted he belittles those who speak against him but takes the first opportunity to excuse himself from the conversation.

APPENDIX 3 – GREYHAWK NPCS

APL 2 (EL 4)

➤ **Giernan the Quick, male human Rogr:** Medium-size humanoid (human); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +1 melee (1d6+1/19–20, short sword), or +3 ranged (1d6/x3, shortbow); SA Rog sneak attack +1d6; AL CN; SV Fort +0, Ref +5, Will +0; Str 12, Dex 16, Con 10, Int 12, Wis 11, Cha 10.

Skills: Appraise +7, Balance +8, Disable Device +6, Hide +8, Innuendo +6, Jump +7, Move Silent +8, Pick Pocket +8, Spot +6, Tumble +8; Ambidexterity, Two-weapon fighting

Possessions: leather armor, shortsword, dagger, shortbow, 20 arrows

➤ **Sierno the Faithless, male human Ftrr:** Medium-size humanoid (human); HD 1d10+1; hp 11; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +4 melee (1d8+2/19–20, longsword); AL NE; SV Fort +3, Ref +1, Will +0.

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills: handle animal +4, ride +5, swim +5; **Feats:** improved initiative, dodge, weapon focus – longsword

Equipment: scalemail, longsword

➤ **Malkuto, male human Sorrr:** Medium-size humanoid (human); HD 1d4+5; hp 9; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +1 melee (1d6+1, quarterstaff), or +1 ranged (1d4, dart); AL LE; SV Fort +1, Ref +1, Will +1; Str 12, Dex 13, Con 12, Int 12, Wis 9, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcane) +5, Alchemy +5, Spellcraft +5; Toughness, Combat Casting

Spells known (5/4; base DC = 12 + spell level): o—daze, flare, ray of frost, read magic; 1st—magic missile, summon monster I

Possessions: quarterstaff, 6 darts

➤ **Chamriana, female human Clr3:** Medium-size humanoid (human); HD 3d8+3; hp 19; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +3 melee (1d8+1, heavy mace), or +2 ranged (1d8/19–20, light crossbow); AL NE; SV Fort +4, Ref +1, Will +5; Str 12, Dex 11, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Bluff +5, Concentration +3, Gather Information +8, Knowledge (religion) +4, Sense Motive +6, Spellcraft +7; Combat Casting, Skill Focus (Sense Motive), Improved Initiative.

Spells Known (4/3+1/2+1): o lvl – ~~resistance~~, detect magic, ~~virtue~~ (x2); 1st lvl –bane, summon monster I, ~~Protection from good~~ (x2); 2nd lvl – cure moderate wounds, hold person, desecrate

Domain Powers: magic – use scrolls, wands, and other items as a wizard half your level. If actually a wizard, levels stack; evil – you can cast evil spells at +1 caster level

Possessions: scale mail, large wooded shield, heavy mace, light crossbow, 6 bolts

Tactics: If the group confronts the party on the plains south of Maraven, Chamriana and Malkuto cast their beneficial spells on the party, and then hold back and fire with missile weapons once combat ensues. Chamriana casts *virtue* (twice) and resistance on Giernan. She also casts *protection from good* on both Giernan and Sierno. Then the two combatants (along with whatever filler is necessary for the # of players) close on the party.

Malkuto casts magic missile from his vantage point unless threatened, in which case he casts *summon monster* I.

Chamriana casts bane in the first round, followed by hold person in round 2. If anyone closes with her and Malkuto, she casts *summon monster* I.

All other melee participants target PC spellcasters first, followed by fighter types and lastly by rogues and bards. When possible they attempt to flank PCs so that Giernan can use his sneak attack.

Chamriana and Malkuto flee on horseback if things go badly.

APL 4 (EL 7)

➤ **Giernan the Quick, male human Rog3:** Medium-size humanoid (human); HD 3d6; hp 12; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 15); Atks +3 melee (1d6+1/19–20, short sword), or +5 ranged (1d6/x3, shortbow); SA Rog sneak attack +2d6; SQ Rogue evasion; AL CN; SV Fort +1, Ref +6, Will +1; Str 12, Dex 16, Con 10, Int 12, Wis 11, Cha 10.

Skills and Feats: Appraise +7, Balance +11, Disable Device +7, Hide +9, Innuendo +6, Jump +7, Move Silent +9, Pick Pocket +9, Spot +6, Tumble +11; Ambidexterity, Two-weapon Fighting, Improved initiative

Possessions: leather armor, short sword, dagger, shortbow, 20 arrows

➤ **Sierno the Faithless, male human Ftr3:** Medium-size humanoid (human); HD 3d10+3; hp 21; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +6 melee (1d8+2/19–20, longsword); AL NE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +6, Ride +6, Swim +8; Improved Initiative, Dodge, Weapon Focus (longsword), Mobility, Blind-fight

Possessions: Scalemail, longsword

➤ **Malkuto, male human Sor3:** Medium-size Humanoid (human); HD 3d4+6; hp 14; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +2 melee (1d6+1, quarterstaff), or +2 ranged (1d4, dart); AL LE; SV Fort +2, Ref +2, Will +2; Str 12, Dex 13, Con 12, Int 12, Wis 9, Cha 15.

Skills and Feats: Concentration +7, Knowledge (arcane) +7, Alchemy +7, Spellcraft +7; Toughness, Combat Casting, Spell Focus (evocation).

Spells Known (6/6): 0—*daze, detect magic, flare, ray of frost, read magic*; 1st—~~mage armor~~, *magic missile, summon monster I*

Possessions: quarterstaff, 6 darts

➤ **Chamriana, female human Clr3:** Medium-size humanoid (human); HD 3d8+3; hp 19; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +3 melee (1d8+1, heavy mace), or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +4, Ref +1, Will +5; Str 12, Dex 11, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Bluff +5, Concentration +3, Gather Information +8, Knowledge (religion) +4, Sense Motive +6, Spellcraft +7; Combat Casting, Skill Focus (Sense Motive), Improved Initiative.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—~~resistance~~, *detect magic, virtue (x2)*; 1st—*bane, summon monster I, protection from good (x2)*; 2nd—*cure moderate wounds, hold person, desecrate*

Domain Powers: *magic* – use scrolls, wands, and other items as a wizard half your level. If actually a wizard, levels stack; *evil* – you can cast evil spells at +1 caster level

Possessions: scalemail, large wooded shield, heavy mace, light crossbow, 6 bolts

Tactics: If the group confronts the party on the plains south of Maraven, Chamriana and Malkuto will cast their beneficial spells on the party, then hold back and fire with missile weapons once combat ensues. Chamriana casts *virtue* (twice) and *resistance* on Giernan. She also casts *protection from good* on each of Giernan and Sierno. Then the two combatants (along with whatever filler is necessary for the # of players) close on the party.

Malkuto has precast *mage armor*, and casts *magic missile* from his vantage point unless threatened, in which case he casts *summon monster I*. If he runs out of spells he attacks with his short spear or with *ray of frost*.

Chamriana casts *bane* in the first round then follows up with *hold person*. She then takes to firing her light crossbow. If threatened, she casts *summon monster I*

All other melee participants target PC spellcasters first, followed by fighter types and lastly by rogues and bards. When possible they attempt to flank PCs so that Giernan can use his sneak attack.

APL 6 (EL 9)

➤ **Giernan the Quick, male human Rog5:** Medium-size humanoid (human); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +4 melee (1d6+1/19-20, short sword), or +6 ranged (1d6 [crit x3], shortbow); SA Rog sneak attack +3d6; AL CN; SV Fort +1, Ref +7, Will +1.

Str 12, Dex 16, Con 10, Int 12, Wis 12, Cha 10.

Skills: Appraise +7, Balance +13, Disable Device +9, Disguise +4, Hide +11, Innuendo +7, Jump +7, Move Silent +11, Pick Pocket +9, Search +4, Spot +9, Tumble +13; Ambidexterity, Two-weapon Fighting, Improved Initiative.

Possessions: Leather armor, short sword, dagger, shortbow, 20 arrows.

➤ **Sierno the Faithless, male human Ftr6:** Medium-size Humanoid (human); HD 6d10+12; hp 47; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atks +9/+4 melee (1d8+4/19-20, longsword); AL NE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +6, Handle Animal +6, Ride +8, Swim +8; Improved Initiative, Dodge, Weapon Focus, Mobility, Blindfight, Weapon Specialization, Spring Attack.

Possessions: Breastplate, large wood shield, longsword

➤ **Malkuto, male human Sor5:** Medium-size humanoid (human); HD 5d4+8; hp 20; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d6+1, quarterstaff), or +3 ranged (1d4, dart); AL LE; SV Fort +2, Ref +2, Will +3; Str 12, Dex 14, Con 12, Int 12, Wis 9, Cha 15.

Skills and Feats: Concentration +9, Knowledge (arcane) +9, Alchemy +9, Spellcraft +9; Toughness, Combat Casting, Spell Focus (evocation).

Spells Known (6/7/5; base DC = 12 + spell level): 0 lvl – *daze, detect magic, flare, ray of frost, read magic, resistance*; 1st—*mage armor, magic missile, protection from good, summon monster I*; 2nd—*flaming sphere, protection from arrows*

Possessions: quarterstaff, 6 darts

➤ **Chamriana, female human Clr5:** Medium-size humanoid (human); HD 5d8+5; hp 29; Init +5; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atks +4 melee (1d8+1, heavy mace), or +3 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +5, Ref +2, Will +6; Str 12, Dex 12, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Bluff +7, Concentration +3, Gather Information +10, Knowledge (religion) +6, Spellcraft +7; Combat Casting, Skill Focus (Sense Motive) +7, Improved Initiative.

Spells (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 lvl – ~~resistance (x2)~~, *detect magic, virtue (x2)*; 1st lvl – ~~bane, summon monster I, shield of faith, protection from good~~; 2nd lvl – *bull's strength, endurance, hold person, desecrate*; 3rd lvl – *animate dead, summon monster III, dispel magic*

Domain Powers: *magic* – use scrolls, wands, and other items as a wizard half your level. If actually a wizard, levels stack; *evil* – you can cast evil spells at +1 caster level

Equipment: scale mail, large wooded shield, heavy mace, light crossbow, 6 bolts

Tactics: If the group confronts the party on the plains south of Maraven, Chamriana and Malkuto will cast their beneficial spells on the party, and then hold back and fire with missile weapons once combat ensues. Chamriana casts *virtue* (twice) and *resistance* on Giernan. She also casts *protection from good* on each of Giernan and Sierno. Then the two combatants (along with whatever filler is necessary for the # of players) close on the party.

Malkuto has precast *mage armor*, and casts magic missile from his vantage point unless threatened, in which case he casts *summon monster I*. If he runs out of spells he attacks with his short spear or with *ray of frost*.

Chamriana casts *summon monster I* in the first round to flank whatever PC Giernan is engaged with. She then casts *bane*, then follows up with *hold person*. All other melee participants target PC spellcasters first, followed by fighter types and lastly by rogues and bards. When possible they attempt to flank PCs so that Giernan can use his sneak attack.

APPENDIX 4 - NEW SPELLS

Rjerrick's Arcane Marker

Universal

Level: Sor/Wiz1

Components: V,S,M

Casting Time: 1 action

Range: Touch

Effect: 1 sq ft / level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows you to inscribe any paragraph of text onto an object. While not limited in height or number of characters, it must all fit within the area of effect. The writing can be visible or invisible. You can etch the marker upon any substance (even stone and metal) without harm to the material upon which the marker is placed. If an invisible marker is made, a *detect magic* spell causes it to glow and become visible to all (though not necessarily understandable). The mark can be dispelled, but it cannot be removed. Attempts to move the marker or tamper with it (such as by casting erase or a failed *dispel magic*) result in the text changing to an alternate color, must often red.

If cast on a living creature, normal wear causes it to fade within a month.

APPENDIX 5 – TIMELINE

NORMAL CIRCUMSTANCES

Day 1 – The PCs are hired. They travel via the Midnight Tear to Maraven, arriving just after sunset. If they stay at an inn, they are accosted by the NPC party.

Day 2- The PCs head south out of Maraven. They travel the whole day uneventfully

Day 3 – The PCs are attacked at dawn by the NPC party. They travel on to the edge of the Gnarley Forest. PCs camp in the woods at the end of the night.

Day 4 – PCs continue in the woods, arriving at the lone rock outcropping near nightfall.

Day 5 – Day in the woods that is uneventful. Keep an estimate of time that the party spends in the caverns or because of resting before taking off again.

Day 6 – Reach the Gnarley Road. Gnarley Rangers depart, trade caravan arrives. From here it is 15 hours walk back to town (or 22 if they have demi-humans). A ride from the caravan can get the players there faster because the horses meander through the nigh

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.