

DYV3-03

Tickling the Tail of the Dragon

A One-Round D&D LIVING GREYHAWK®
Dyvers Regional Adventure

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The job was simple: Deliver a cargo from Dyvers to Maraven. In the desperate days of Dyvers, banditry may not be the only crime threatening the City of Sails. An adventure for APLs 2 through 10.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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 rulebooks 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 bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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 of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being 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 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 dogs to attack 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.

Time Units and Upkeep

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

The Current Effect of the Dock Fire on the Populace of the Free and Independent City of Dyvers

At this point in time, the Free and Independent City of Dyvers is reeling from a massive fire in the dock district. Although the Magister and the Gentry have tried their best to aid the displaced and shore up the economy, prices have begun to rise (any item purchased in this scenario is 45% above normal value). The poor are present almost everywhere except in the Gentry district and will

ask the PCs for aid. PCs paying Rich and Luxury lifestyles receive reverse the normal charisma modifiers when dealing with the poor and gentry unless they have aided the poor (donated at least 3 gp per APL each) in the city's hour of need. The newly created homeless have become restless, as they've lost trust in the city government to help them but only attack PCs if provoked. Hoarding hasn't started yet but is being considered. The Temple of Xerbo has seen an increase in worshippers (20%).

Adventure Summary and Background

Since the fire, Sir Darian Kesser, the head and only member of a minor Gentry house in Dyvers, has recently discovered the profit in slavery. Not content with the revenue brought by his brewing business, Sir Darian had made allies with a few key people involved in a slavery ring. These people used Sir Darian to facilitate slave traffic through the area of Dyvers. *Tickling the Tail of the Dragon* is the first part of a series of modules that uncovers a slavery plot and culminates in a final fight with the forces of evil.

The opening of this series takes place as the PCs are asked to deliver goods from Carl Winthorp, a merchant in Dyvers, to a tanner in Maraven. A discreet agent of the Dyvers Anti-Slavery League, a gnome illusionist named Warfungle Gnebbish, discovered that a group of adventurers were traveling to a transfer point in the slavery ring. Warfungle went to the town ahead of the PCs to set up a convenient discovery.

Along the way, the PCs either kill or drive off a group of bandits (to prevent losing their cargo) before arriving at their destination. When the group reports to the tanner, they are invited to drinks behind the tanner's home. Before the group arrived, Warfungle turned invisible and used his magic to lure a young boy into the woods behind the tanner's home. This boy is the son of Yarrick Dun, a farmer whose home is one of the stops of the slave trade route. Warfungle hoped to get the PCs to visit Yarrick and uncover his operation.

Warfungle plans to make the boy cry out at an illusion of a bear. The illusion is convincing enough to attract other bears to investigate. With the boy seemingly in danger, the group may rescue him and take him home. The boy's mother, LaTisha, thanks them and offers them refreshments.

Eventually, LaTisha wants to introduce the party to the boy's father. She takes them to a secluded barn. There, she is surprised to see a meeting taking place. It

consists of Parm, a servant of Sir Darian, buying slaves from a group of slavers. When the discovery is made, some slavers will try to escape with the wagons still full of slaves, while Parm escorts two key slavers out of the barn in another direction. These three head to a rowboat on the shore of the Nyr Dyv, in order to escape on their slaver ship. The wagons concentrate on getting away and meeting up with the others when possible. The wagons are easier for the PCs to catch.

Along with Yarrick's involvement, another piece of evidence of Sir Darian's role comes in the form of a note he wrote to Parm. Unfortunately for Parm, the note was dropped in the barn during the mad escape. The PCs may be made aware of the scope of this trade route, as well as suspicions that Sir Darian is involved.

Introduction

When the players have prepared spells and are ready for the module to begin, read the following.

The request you received is a simple one. A merchant named Carl Winthorp requires some caravan guards. The atmosphere of Dyvers is far too depressing with the influx of homeless people; even noble paladins have become a touch jaded at this point. Perhaps a job outside of the city is necessary.

If any characters want to perform any tasks before the meeting, let them. Do not let them take too long. Any equipment bought within Dyvers is marked up 45% from the *Player's Handbook* due to the shortage.

Anyone who inquires about Carl Winthorp and rolls a Knowledge (Dyvers), Knowledge (Verbobonc), or Gather Information check (DC 15), learns that Carl is a Dyvers native who spends much of his time in Verbobonc. He runs a book-binding shop off of Child's Park called *A Binding Contract*. The shop is closed when Carl is away from Dyvers, and he is very careful to remove any valuables when he leaves. Carl is also one of the few merchants in Dyvers who is also an adventurer.

When the characters arrive at their meeting point in Child's Park, continue to Encounter One.

Encounter One

Following the directions of the letter, you show up at the well in Child's Park—formerly known as Spittoon Park—across the way from A Binding Contract, nestled between Fine Threads Fast and Simply

Enchanting. *In days past, Child's Park was a comfortable park in the Merchant District where performers could earn a coin delighting shoppers. The large, drab tent in the middle of the park acts as a home for the dozens of ephemeral residents who can no longer live in the Harbor District.*

Despite the glum looks of the displaced residents, one face smiles when it sees you. A tan man of mixed origins and average height strides in your direction. He stops short as a grimy 10-year-old Baklunish boy approaches him. One of the town guards greets the boy with a stern look, warning him not to harass the merchant. As the boy slinks away, the tan man deftly slips him a silver coin with a grin and a conspiring wink.

When the man approaches your group, he bows with a flourish and says, "Well met, friends. I am Carl Winthorp. I am in need of some drivers and caravan guards for a delivery to Maraven. I hope you can help me in this endeavor. I say, have you already met?"

This is an appropriate time for characters to describe each other. Carl will happily chat with other adventurers as long as they eventually get to the business at hand. Carl is interested in hiring the PCs, but he doesn't want them to feel like they're simple mercenaries. When the group is ready to continue with business, read aloud the following text.

Carl clasps his hands together. "Excellent," he says. "Here is my proposal. I need the lot of you to drive my wagon to Maraven. A tanner named Ulnar Takish contracted me to bind some family documents. I had no idea one family could be so large!

"Since this delivery requires a wagon, I fear that it will attract some vagabond attention." Carl glances sadly at some of the homeless people milling in the park. "Unfortunately, some of the people affected by the fire figure that it is fine to turn to crime outside the city. The cargo will not turn a profit to any thief, but any bandit would likely snatch the cargo just in case. My reputation as a binder is riding on this task.

"I hate to insult adventurers by offering this type of contract, but the usual suspects have been hired by the city to keep an eye out for thievery. Ever since the dock fire, the city has focused too much on security within the walls and not enough on security for those of us bringing money to Dyvers. I am an adventurer myself, so I understand how you must feel being asked to baby-sit a lot of books. Would you be willing to take on such a mundane task?"

Carl Winthorp is telling the absolute truth. Ulnar the tanner of Maraven scraped together all of his savings and promised a few favors to Carl as payment for this job. Carl bound 57 books filled with generations of letters, invoices, poetry, and journals.

Carl can offer the following information to the PCs:

- Carl would normally accompany the adventurers on this delivery, but he has to leave for Verbobonc the next morning for another job.
- He has heard the reputations of the adventurers (indeed, he may know some of them personally) and trusts them to deliver the cargo.
- Carl insists that the cargo be delivered via wagon. He doesn't care for loading books on a ship, even if the books are kept in waterproof bags. He also doesn't trust using extra-dimensional spaces for this delicate cargo.
- The trip can take anywhere from a day and a half (if everyone is mounted and the wagon moves at 40 ft.) to 3 days (if Small characters must walk on foot or only one horse can pull the wagon).
- Ulnar Takish is expecting the delivery no more than 3 days from tomorrow.
- Carl offers each party member a [20 x APL] gp payment now. Ulnar will pay another [20 x APL] gp payment upon receipt of the delivery. The higher rate for a caravan guard is due to the fact that Ulnar received a great inheritance from family in Greyhawk.
- Even though the cargo is not valuable to anyone outside of Ulnar's family, Carl stresses that the seals must not be broken. Carl prides himself on his impeccable reputation as a merchant.
- The wagon belongs to Ulnar

If any PC chooses not to accept the proposal, Carl thanks him and turns his attention to the other PCs. This PC may still follow the others if he wishes, but he will not receive Carl's payment. If such a PC is not honest, he could trick Ulnar into paying him even if he doesn't agree to work for Carl. If the entire group declines the offer, then the module is over for them as Carl seeks other adventurers to help him.

If any PC wishes to explore Child's Park, let him. Child's Park has turned into one of the many temporary homes set up for those left homeless by the dock fires of 592 CY. In order to appease the merchants in this district, the guards have been told to discourage panhandling. Anyone who approaches the homeless with largesse, however, will not be obstructed.

Some good-aligned, righteous PCs may rail against the city for denying the homeless the right to beg for

money in the Merchant District (especially if the PC is not a Dyvers resident). The guards will tersely explain that the Dyvers Gentry is doing all it can. If pressed, the guard will testily tell the PC to take the issue with Magister Hunter right away if he has the perfect plan (even the most obtuse can see this is a veiled warning that the PC better leave the park). If any PC still complains about the guards' orders to discourage panhandlers, the guards will be forced to arrest the PC for "obstruction of duty." The PC spends 1 TU in prison with all of the usual penalties for prison time (and missing the module), or the PC can pay an immediate fine of 20 gp to avoid the sentence. The guards already are the subjects of criticism, and they aren't keen on listening any more, especially from outsiders.

A *Binding Contract* sits across the street from Child's Park. On one side is *Fine Threads Fast*, a seamstress shop, and on the other side is *Simply Enchanting*, a jeweler.

Treasure:

APL 2: L: 0 gp; C: 40 gp; M: 0 gp
 APL 4: L: 0 gp; C: 80 gp; M: 0 gp
 APL 6: L: 0 gp; C: 120 gp; M: 0 gp
 APL 8: L: 0 gp; C: 160 gp; M: 0 gp
 APL 10: L: 0 gp; C: 200 gp; M: 0 gp

Encounter Two

In this encounter, a young, down-on-his-luck human leads a group of ruffians in a robbery attempt.

Feel free to improvise this encounter if the PCs take special steps to avoid ambushes. The brigands have been watching the wagon from afar. If they are spotted by a scout (which is likely since they are not adept at hiding), the brigands may attempt to force the scout to surrender or take him out of the picture. If the PCs travel most of the time by using *invisibility* or *fly*, then try to find a good place to insert this encounter. Should the PCs be utterly untouchable (by casting *mass teleport* for example), skip this encounter. Once the PCs have established their duties along the trip, read the text below.

Much of the first day's journey out of Dyvers has been uneventful. The number of travelers on the road has diminished lately since many of the displaced residents of Dyvers have taken to banditry. As the first evening starts to set in, a small group of people led by a scruffy-looking Baklunish man approaches you from up ahead.

The man on horseback calls out to you, "I only want what you're carrying. Leave the wagon and one horse, and we'll let you walk away from here."

Have each PC roll a Sense Motive check (DC 14 + APL) to realize that the leader talks tough but is actually terrified. He thought this would be an easy take but, upon closer examination, discovered how outclassed he is. Since he has gone this far, he feels he must go through with the job. If the PCs do not immediately attack the bandits, the leader, Jarl, attempts to intimidate the PCs into handing over their cargo. Anyone who succeeds at a Sense Motive check (DC 14 + APL) can see him sweating and swallowing hard between words.

Jarl Chamber has led a few successful robberies, so his men will follow him into a fight. If two of the men or Jarl drops, then the others flee as best as they can. If a PC succeeds in a (DC 15 + APL) Intimidate check before any combat begins, Jarl apologizes and flees, causing his gang to break up in disgrace. The other PCs may assist.

Alternatively, the PCs may decide that the bandits are not worth the trouble or are more formidable than expected. Jarl and his cronies will happily accept a bribe of 40xAPL gp.

All of the bandits, except Jarl, battle with two weapons (club and short sword.) Jarl uses his longbow until someone threatens him with a melee weapon. He then drops his longbow and draw his battleaxe.

APL 2 (EL 5)

♣**Jarl Chamber:** male human Ftr1; hp 12; see Appendix One

♣**Bandits (4):** male humans Ftr1; hp 10; see Appendix One

APL 4 (EL 7)

♣**Jarl Chamber:** male human Ftr4; hp 41; see Appendix One

♣**Bandits (4):** male humans Ftr1/Rog1; hp 14; see Appendix One

APL 6 (EL 9)

♣**Jarl Chamber:** male human Ftr6; hp 59; see Appendix One

♣**Bandits (4):** male humans Ftr2/Rog2; hp 30; see Appendix One

APL 8 (EL 11)

♣**Jarl Chamber:** male human Ftr8; hp 76; see Appendix One

♣**Bandits (4):** male humans Ftr4/Rog2; hp 45; see Appendix One

APL 10 (EL 12)

♣**Jarl Chamber:** male human Ftr9; hp 84; see Appendix One

♣**Bandits (4):** male humans Ftr4/Rog3; hp 51; see Appendix One

The group follows no real tactics, as they are a rag-tag bunch of desperate people trying to get coin as best they can. In fact, if they were to actually obtain the cargo, they wouldn't know how to make money off it. This encounter should demonstrate how desperate people in Dyvers have been since the dock fires. It also shows that people walking the streets of Dyvers are not the only ones affected.

Treasure:

APL 2: L: 65 gp; C: 0 gp; M: 0 gp

APL 4: L: 66 gp; C: 0 gp; M: 0 gp

APL 6: L: 62 gp; C: 0 gp; M: 0 gp

APL 8: L: 62 gp; C: 0 gp; M: 108 gp

APL 10: L: 53 gp; C: 0 gp; M: 758 gp

Encounter Three

In this encounter, the PCs either deliver the cargo to Ulnar the tanner or report that the cargo has been stolen. As the PCs rest, Warfungle Gnebbish draws them to Larren, son of Yarrick Dun. After the PCs have recovered from Encounter Two, tell them that 2 more days have passed (unless the PCs have a way to speed up their travels) and read the text below.

In the late afternoon of the third day, you find your way to the home of Ulnar Takish a mile outside of Maraven. The tanner steps out of his workshop to greet you. The smell of dead animals follows him as he steps toward your wagon. Hope wells in his dark eyes, and he asks in a gravelly voice, "Are you the folks from Dyvers with my books?"

If the PCs retained the cargo and answer in the affirmative, Ulnar grins broadly and calls for his sons Ulek and Koshnar to wash up and unload their legacy from the wagon. He retrieves money from his home to pay each PC [20 x APL] gp. If the PCs tell him that they lost the cargo to bandits, he will appear crestfallen. Regardless, Ulnar asks his wife, Mabel, to pour some mead for the PCs so they may rest.

If the PCs try to leave quickly, read the box text below. Otherwise, the next scene happens as the tanner's sons unload the cargo or the PCs recover their wits after the journey.

A child's scream from the nearby forest interrupts you. You can barely see a boy scramble up a tree 400 feet away as a bear attempts to follow him.

The bear is actually an illusion (Will save DC 19 to disbelieve) created by Warfungle. He hides 200 feet deeper in the woods maintaining the *major image*. While the PCs are engaged with the creature, Warfungle concentrates on its reaction. For the first two rounds, attacks seem to affect the creature. Likewise, the creature will miss on every attack against the party (if you do not normally conceal die rolls, this may be a good time to hide any critical hits you roll).

Warfungle did not foresee his convincing illusion attracting a potential mate(s). On the third round, he ceases concentration when he sees that curiosity has brought more foes to the scene 80 feet away from the battle. The next attack on the illusion dispels it. Once he sees that the boy, Larren, is safe, Warfungle makes his way deeper into the forest away from the PCs. Warfungle is under the effects of *invisibility* and *nondetection*. During the battle, pay close attention to see if any characters call out to each other by name. This may play a role in the conclusion.

♣**Warfungle Gnebbish:** Male gnome Rog3/Wiz9.

APL 2 (EL 2)

♣**Black bear:** hp 19; see *Monster Manual*

APL 4 (EL 4)

♣**Black bear (2):** hp 19; see *Monster Manual*

APL 6 (EL 6)

♣**Brown bear (2):** hp 51; see *Monster Manual* page 193.

APL 8 (EL 9)

♣**Dire bear (2):** hp 102; see *Monster Manual* page 56.

APL 10 (EL 11)

♣**Advanced Dire bear (2):** hp 126; see Appendix One

An Animal Empathy skill roll [DC 12] will let a character know that the bears are not overly hostile. The bears are curious about a new bear with no smell and think that the PCs mean them harm. If the PCs and Larren don't attack the bears and leave the woods by going to the tanner's house, the bear(s) leaves them alone.

Should the party be able to talk with the bears, a Diplomacy check [DC 8 + APL] will convince the bears to leave the area unless the PCs have attacked the bears.

Larren Dun is shaken up by the encounter, but he is gregarious when the PCs rescue him. He had heard of adventurers before but had never seen them in action. Larren asks the PCs about their exploits. Between Larren and Ulnar, the PCs learn the following:

- Larren decided to pick some berries by Ulnar's home because they are the juiciest (this was due to a *suggestion* spell cast by Warfungle).
- Larren is too afraid to walk the two miles back to his home alone. He would feel comfortable if the PCs brought him home, especially since it is so close to dusk.
- Ulnar is able to handle the rest of the delivery himself. The wagon is, in fact, his, so the PCs need not worry about it once they received their payment.
- Larren is 10 years old and has a wonderful wooden soldier collection if the PCs would like to see it.

In short, Warfungle Gnebbish has led the boy to the PCs and dropped him in their laps in the hopes that he will lead them back to his father's home. Warfungle wants to atone for traumatizing the boy, but he feels it is the best way to get the PCs involved. If the PCs choose not to escort Larren home, then the adventure ends for them here. Warfungle has done all he could to bring the PCs this far; he cannot feed them any more clues.

Treasure:

APL 2: L: 0 gp; C: 40 gp; M: 0 gp
APL 4: L: 0 gp; C: 80 gp; M: 0 gp
APL 6: L: 0 gp; C: 120 gp; M: 0 gp
APL 8: L: 0 gp; C: 160 gp; M: 0 gp
APL 10: L: 0 gp; C: 200 gp; M: 0 gp

Encounter Four

In this encounter, the PCs bring Larren home and meet his mother, LaTisha. As LaTisha entertains the PCs, the awful truth of Yarrick's activities comes to light.

Larren's home is a couple of miles from the tanner's house. The farm sits on a few acres of hilly land. A homely woman in her late 20s stands in the front door with a worried look. When she sees your group, a look of relief washes over her face as she calls out, "Larren, where have you been! You should have told me you were going out."

Larren immediately pipes up, "Mommy, this bear tried to eat me. It was 50 feet tall, and these adven...advent...these heroes killed it! Can they have some tea, mommy?"

The woman looks at you with brown eyes and says, "Sure, they deserve tea. You rest up inside while I thank our guests." The boy mopes but obeys her as he walks into the house. The woman turns to you after Larren leaves and says, "My name is LaTisha. I'm dreadfully sorry that my Larren has been a bother to you."

LaTisha tells the PCs to take a seat in the front yard, which contains several benches and tables. Before she goes inside to get the tea, she lights a couple of torches in the yard as the sky takes on a deep purple shade. With embarrassment, LaTisha admits that she only has enough tea for three people but quickly offers milk or some water for anyone else. If anyone checks up on Larren, he finds the boy sound asleep on his bed with sandals still on his feet.

As the PCs take in the hospitality, read the following:

As the sun dips beneath the horizon, LaTisha says, "I suppose you need to get to Maraven so you can turn in for the night." She peers around the valley and continues, "My husband, Yarrick, would want to thank you for your help. He should be home by now. Lately, he's taken to working longer hours. I guess it pays since we've recently expanded our farm. If you come with me, I'll take you to Yarrick. Then you can be on your way." LaTisha stands up, grabs a torch, and walks up a hill to the north.

LaTisha unknowingly leads the PCs to the slave transfer point on her property. If, during the evening break, a PC wishes to explore the farm, LaTisha does not stop him. Modify the below text as the PC discovers the barn by himself.

LaTisha approaches the wheat field where she expected to find her husband, but strangely, only some abandoned tools lie on the ground. With a perplexed look, LaTisha looks around for her husband. When she notices a light coming from a barn 100 yards away, she mutters something about how Yarrick never has work in there, certainly not at this late hour. Calling Yarrick's name, she starts toward the barn.

Unless the PCs are overly paranoid, there is little to stop LaTisha from calling out for her husband and alerting the slavers. If the PCs do not immediately prevent her from walking to the barn, read the following.

LaTisha opens the great door wide, and stops in shock. The sound of many men and horses can be heard from within.

Allow the party one round to react and position their miniatures on the battle map. Then read on:

Inside the barn, over a dozen horses tied to four large wagons whinny as men scramble in their haste to get them out. The wagons are designed to carry livestock long distances, but hold no mere cattle. A dozen humans, as well as the occasional olve (elves), dwur (dwarves), and other races, sit in the wagons and on the hay bales in the barn. Their manacles, as much as their filthy appearance, leave little doubt as to their position: these are slaves.

Near the back door of the barn, a tall, muscular, bald, Baklunish man wielding a whip spurs the horses on and two well-dressed men drink potions.

The slavers whip their horse teams into a mad frenzy, driving the wagons towards the doors and LaTisha.

LaTisha can only stare stupidly at one man in the barn, who swallows nervously.

Have everyone roll initiative, and resolve the rest of the encounter in combat rounds.

Unless someone scouted the area, LaTisha alerts the slavers by calling out for her Yarrick. The PCs might be suspicious and attempt to silence LaTisha, but she isn't as worldly as the PCs and doesn't see a problem with calling out for Yarrick. This allows Jeeters and Hak to drink their potions of *expeditious retreat*, and the slavers to hop up on their wagons. If the PCs are able to surprise them for whatever reason, then these will be the first-round actions.

If nobody follows LaTisha, the PCs hear her scream in shock as wagons rush out of the barn. In this case, the PCs do not see Parm, Jeeters, and Hak flee the scene.

In the first round of combat, the wagons take off through the front doors of the barn. As luck would have it, the PCs are right there and can leap onto the wagons. Parm, Jeeters, and Hak leave through the back door. Their goal is to get back to the rowboat hidden 2 miles to the north and return to their slave ship. Only Yarrick Dun stays in the barn, racked with guilt and shame.

The PCs have two choices: They can try to stop the slavers from getting away with their slave cargo (Encounter Five), or they can try to stop Parm, Jeeters, and Hak from escaping (Encounter Six). If the party splits up and tries to do both, then run both encounters simultaneously.

Encounter Five

In this encounter, the PCs chase down the slavers who try to get away with their cargo. In the end, the slavers are willing to give up their slaves and their own companions to escape arrest.

Play this encounter fast and loose. This is a chance for the characters to shine as heroes while attempting dangerous stunts. As long as you run this encounter consistently, the players should not stymie you as you run this chase scene.

The wagons are pulled by heavy horses that have a speed of 35 while encumbered (the horses are too fatigued to move faster than that). Any horse that is free of its load can move 50. The hitch is relatively easy to access (hardness 2, hp 4, AC 9, Break DC 13).

Getting aboard a moving wagon:

There are a number of ways a party member could get onto the wagon. He can...

- **Climb** (DC 15): Climbing can be used if he can run up to the wagon and make a successful melee touch attack at AC 8 (lots of things to grab a hold of and it is large) to climb up. Hands must be free.
- **Jump** (DC 20): Jumping on will work but the PC must also make a Balance check (DC 10) to avoid sliding off the back because the wagon is moving. Should the PC fail the balance check he may only try to grab the carriage on the following round (melee touch attack AC 8. The PC must drop what is in his hands to do so and falls prone) or make another balance check to not fall off the back of the wagon. Falling off will cause 1d6 points of damage.
- **Roping the Wagon or Horses:** A successful attack on a wagon or horse will rope the item (AC 8 for the wagon and AC 13 for the horse.). If a PC tries to rope the wagon and quickly climb on he suffers 1d3 points of drag damage per speed increment.

Tumbling will not help the PCs get on the wagon.

Dragging damage can be reduced in the following ways.

- A successful Reflex save [DC 10 + APL] allows him to take half damage.
- A successful Tumble check [DC 13 + APL] allows him to take half damage.

Making both the Tumble check and Reflex save allows the PC to take no damage from the dragging.

Fighting on Wagon:

Use the following rules to fight the wagon:

- **Fighting while prone on the Wagon:** Light weapons can be used with no penalty, medium at a -2 on to hit and damage, and large at a -4 on to hit and damage.
- **Balance:** Used to keep footing while standing to avoid prone penalties. -2 on to hit and damage if he fails a Balance check of [DC 10]; also make a Reflex save [DC 15] to stay standing if he attempts to attack with melee weapons.

Stopping the Wagon

Attempting to stop the wagons should be first and foremost on the minds of the party. Below are a number of different methods that the party may attempt to use to stop a wagon. Some work a whole lot better than others:

- **Hold Animal:** Bad idea, very messy depending on if all of them are held. Imagine one unmoving horse being dragged by other horses and pushed by the momentum of the wagon.
- **Calm Emotions:** Great spell to use in this case, doubtful it will be loaded, unless characters were told to load it ahead of time for this mod or had it on a scroll. There has been no chance to change around spells or else fill open slots unless the player has already done so by this point.
- **Web or entangle:** Another instant stop but still momentum in motion. The horses receive a +2 circumstance bonus to break out of the web. Horses and wagon take 1d6 damage from these tactics.
- **Sleep:** An instant stop but much more damaging, It does not stop the carriage, so the carriages momentum will overrun the horses causing 1d10 points of damage to the horses that are put to sleep.
- **Animal Empathy and/or Handle Animal:** Will probably not work until the combat is over; then the DC for Handle Animal is 10, and the DC for Animal Empathy is 15. Subtract 1 per round from the DCs after the combat is over.
- **Riding:** Riding is not the same as Profession Drover (Wagon Driver). [DC 30] if done from the driver's seat; [DC 20] if the character jumps to the lead horse and rides it like a normal horse.

- **Profession Drover** (Wagon Driver): [DC 20]. If this skill is on a player's sheet, reward him if he makes the check by letting him stop the wagon with no further damage.
- **Releasing the Hitch:** This calms the horses down, and their natural tendency not to hit people or things will kick in once the pin is pulled. The wagon's brakes must be applied for 3 rounds to avoid having the wagon move. Braking causes the wagon to continue for 15 feet, and then it stops. The hitch can be removed as a standard action during movement with a Disable Device check (DC 14), an Open Lock check (DC 16), or a Dex check (DC 20). A character cannot do this if threatened without provoking an AoO.
- **Riding a Horse While it is Still Hitched:** If a PC isn't threatened he can stop a wagon this way if he can make a Ride check [DC 22].

If a character finds himself in the unfortunate position of being in front of a wagon and the galloping horses, he suffers 2d6 + APL damage from the thundering hooves. A reflex save [DC 10 + APL] halves the damage. A prone character receives -4 to his save. An unconscious character cannot roll out of the way.

If the slavers escape, they head toward the Gnarley Forest. As they are in heavy wagons, the slavers will be easy to track (Track DC 5). The horses will overly fatigued an hour south of Yarrick's house.

Encounter #5A: Obstacles

The PCs only encounter the following obstacles if the wagons are allowed to leave the barn. Play the obstacles at appropriate moments for one or more of the wagons.

Obstacles:

- 70 feet out of the barn, the wagon strikes a large rock, causing everyone to make a Balance check [DC 15] or risk falling off.
- 140 feet out of the barn, a low branch threatens to knock combatants off the wagon. Any medium-sized or larger character not sitting or prone must make a Reflex save [DC 12] or be swept off the wagon. The PCs see this coming one round before it approaches if they make spot checks [8 + APL].

- 175 feet out of the barn, a wheel breaks, causing the wagon to sway wildly. The DC for all Balance checks is increased by +4.
- 210 feet out of the barn, one of the horses stomps on a discarded farm implement (such as a hoe), sending it careening at a random combatant. The combatant takes 1d6 damage (half damage if he makes a Reflex save [DC 14]).

The slavers' objective is to escape with their cargo. Should the slavers realize their inevitable defeat, they try to cut their losses by aiming the wagons toward an embankment, leaping onto a horse's back, and cutting the horses free. They hope that this distraction will buy them time as they flee.

If the slavers release the horses, then the wagons will careen off the embankment in eight rounds. A character can stop a wagon with four Strength checks of DC 22, 20, 18, 16, 14, 12, 10, and 8 for rounds 1 through 8. On the eighth round, a character can attempt one final Strength check (this only works if he's succeeded in three others), or he can give up. If he attempts the fourth check and fails, then he falls off the edge with the wagon. Between the rolling of the wagon and the fall, all involved suffer 5d6 points of damage, rendering the prisoners unconscious (for purposes of stabilization, assume three prisoners at -4 hp each).

Using the Square Map Grid

The wagons are 10 feet wide and 12 feet long. The battle area on top of a wagon takes up six squares. The horses are adjacent to the wagon and each other. The front two squares of the wagon are the buckboard. Attacks on the buckboard from the back of the wagon gain a higher-ground circumstance bonus of +1.

It is difficult, but a PC (or a slaver) can jump from one wagon onto another. If the wagons are next to each other, the DC is only 12. Increase the DC by 10 for every empty square between the wagons in the case of a standing jump. Increase the DC by 5 for every empty square between the wagons in the case of a running jump (running from one side of a wagon to the other).

Because of the dangerous circumstances surrounding the jump, leaping to another wagon is normally a full-round action that provokes an attack of opportunity only in the square from which the character leaped (a Tumble check [DC 15] will negate the attack of opportunity). If the character wishes to provoke an attack of opportunity in the square to which he leaps, the jump can be a move-equivalent action. It is possible to charge while leaping from one wagon to another.

Rudimentary wagon counters can be found in Appendix 3.

APL 2 (EL 5)

☠ **Slavers (6):** male human Ftr1; hp 12, see Appendix One.

APL 4 (EL 7)

☠ **Slavers (6):** male human Ftr2; hp 21, see Appendix One.

APL 6 (EL 8)

☠ **Slavers (6):** male human Ftr3; hp 31, see Appendix One.

APL 8 (EL 10)

☠ **Slavers (6):** male human Ftr5; hp 48, see Appendix One.

APL 10 (EL 12)

☠ **Slavers (6):** male human Ftr7; hp 66, see Appendix One.

Treasure:

APL 2: L: 83 gp; C: 0 gp; M: 0 gp

APL 4: L: 83 gp; C: 0 gp; M: 0 gp

APL 6: L: 83 gp; C: 0 gp; M: 0 gp

APL 8: L: 83 gp; C: 0 gp; M: 0 gp

APL 10: L: 83 gp; C: 0 gp; M: 0 gp

Encounter Six

In this encounter, the PCs attempt to capture the men in charge of this slavery operation. These three men are prepared to flee and will likely escape. Since PCs typically focus on the good of rescuing slaves and since these three men are prepared for such a task, the module assumes that these men escape.

Note: This encounter can be tricky to run. As a GM, your task is to pull all the stops to ensure that **Parm**, **Jeeters**, and **Hak** escape. If the PCs are too resourceful for them, then the slavers eventually surrender to their overwhelming talent. **Jeeters** and **Hak** will only attack when they realize that they are not putting enough distance between themselves and the PCs. It is important to note that though **Jeeters** and **Hak** have no qualms about killing a PC, **Parm** absolutely *won't* harm a PC. All damage done by **Parm** is subdual. See the Appendix for **Parm's** personality and background.

Even if the PCs are rendered unconscious, Parm won't gather them up as slaves. The slavers do not know for certain if the PCs have reinforcements. Their first priority is to escape; if that means leaving wealth and potential wealth behind, they do not hesitate. They do not wish to give the other PCs a motivation to chase them by kidnapping their companions.

Parm, Jeeters, and Hak flee north toward a rowboat 2 miles away. The woods here are too thick for any movement faster than a double move. For Jeeters and Hak, who have drank the *potions of expeditious retreat*, this is 120 feet. For Parm, this is 140 feet. Assuming the PCs' double move is only 60 feet (or 80 feet for barbarians), these three will successfully escape and be on the slave ship before they can be tracked. If Jeeters and Hak are over 80 feet away from the PCs at the end of a round, then they have successfully vanished from PC view.

All APLs (EL 13)

♣**Jeeters Chamber:** Male human Ftr3/Rog1, hp 43; see Appendix One.

♣**Hak Tuljem:** Male human Clr4, hp 31; see Appendix One.

♣**Parm:** Male human (Baklunish) Mnk13; see Appendix One.

If the PCs are able to keep up, then Parm falls back to slow them down. Feel free to use any of the below tactics or invent your own:

- Parm applies at least one of his 16 stunning fists to delay a character for another round.
- Instead of using a full-round action, Parm may use spring attack to move in and strike a character to prevent the character from making multiple attacks.
- Parm punches a PC and threatens the other PCs to back off. He tells the PCs that if they follow, he'll will the PC to die. In short, he bluffs the PCs into believing that he has used the *quivering palm* ability. Roll the Sense Motive checks in secret. Consider Parm to have a Bluff score of +4
- Parm uses *abundant step to dimension door* himself behind a spell caster and disable him. Alternately, he can *dimension door* himself and either Jeeters or Hak (not both) 640 feet farther ahead of the group.
- Parm makes a trip attack to rob the character of a move-equivalent action.
- If a flying PC follows the trio, Parm drinks his *potion of fly* to incapacitate the PC.

If Jeeters, Hak, and Parm cannot shake the PCs, then they surrender rather than lead them to the waiting ship. The ship sails farther north if the crew spots any PC (on the beach, in the water, or in the air) and abandons the trio.

If captured, Jeeters, Hak, and Parm do not reveal who their superiors are. Faced with incontrovertible proof of captured wagons, they confess to transporting slaves. Parm met Jeeters and Hak to take possession of the slaves. The gold on the wagons is a down payment.

Parm does not reveal that he works for Darian Kesser, but his eyes grow large if a PC mentions Kesser's name, betraying his employment. Hak and Jeeters have better poker faces and will be completely silent on their employers. In their eyes, the punishment of revealing their employers is much worse than anything the PCs can dish out.

The PCs are able to track Parm, Jeeters, and Hak with a Track check of DC 14. If the PCs' speeds are not at least 120 feet (or 60 if applying the -5 penalty for tracking at normal speed), they lose the trail at the Nyr Dyv.

Conclusion

This encounter wraps up the exploits of the PCs with some foreshadowing.

Wrapping up the slavers

The slavers on the wagons gladly talk and reveal that Hak Tuljem and Jeeters Chamber are their employers. They met with a man named Parm to transfer the slaves to him. The slavers turn over the gold. Parm's note can be found by the PCs on the floor of the barn, where it fell during the commotion.

After the PCs have read the note, have them make a Knowledge: (Dyvers) or a Knowledge (nobility and royalty) check [DC 15]. Success reveals that "Dar K" could be a shortened form of Sir Darian Kesser, the head of House Kesser and Kesser Ale.

Alerted by the commotion, the sheriff of Maraven was called out to Yarrik's farm. He calls for more deputies and hauls the lot in. Since the farm is in Maraven, the criminals belong to the sheriff. If any PCs insist on breaking the law by taking the criminals to Dyvers, the sheriff will not raise a hand. He merely points out that the criminals are lawfully in his jurisdiction. If the PCs take the slavers, the sheriff passes word to the Dyvers constable, who arrests the PCs upon arrival. The penalty for wrongful imprisonment and obstruction of justice is 6 TUs and a 500-gp fine. A lawyer can get the charges dropped for 1 TU and 750 gp

for in-region characters or for 2 TUs and 1000 gp for out-of-region characters.

If a PC wishes to follow the wagon tracks back to their source, he'll find that the wagon came from the vicinity of Maraven. As the tracks mingle with other wagon tracks laden with cargo, it is impossible to determine if the slaves were in Maraven proper.

They are also rewarded by the local sheriff for capturing the slavers and stopping their trade.

Treasure:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp

APL 4: L: 0 gp; C: 200 gp; M: 0 gp

APL 6: L: 0 gp; C: 300 gp; M: 0 gp

APL 8: L: 0 gp; C: 400 gp; M: 0 gp

APL 10: L: 0 gp; C: 500 gp; M: 0 gp

Wrapping up the ringleaders

Hak, Jeeters, and Parm are not as loquacious as the slavers. Hak and Jeeters warn the slavers (if they are caught as well) to keep their mouths shut, but the slavers are ignorant of the higher-ups anyway. The ringleaders do not reveal anything to the PCs, as they must answer to someone greater and more terrifying than the PCs.

In Parm's possession, the PCs find a fairly non-descript diary. Upon perusing it's pages they find it is a log apparently written by Master T'Quan. It depicts the monastery's challenge of settling Makilon Island. Returning the diary in its entirety earns the PCs an influence point with the Shadowwind monks. Should the PCs attempt to sell the diary to the monastery or to anyone else they gain the disfavor of the Shadowwind order. Master T'Quan has been trying to find his lost possession, but Parm never stayed in one place. Should the PCs realize the diary belongs to the monastery and does not return it all favors with the Monastery are revoked.

If the PCs return Master T'Quan's stolen diary to the Shadowwind Monastery, they are allowed to purchase a *monk's belt* as in the DMG.

The ringleaders are rounded up and arrested in the same way as listed for the slavers.

Note: If Parm is harmed or killed after he surrendered, note this on the character's Adventure Record. Parm is a favored servant of Sir Darian, and maltreatment results in enmity from Sir Darian. This enmity does not apply if Parm is harmed or killed while fleeing—only if the PCs beat or kill him while he is defenseless.

If Parm is killed, his master resurrects him.

Wrapping up Yarrick Dun

As soon as the battle(s) is over and the PCs return to the barn, Larren runs crying towards LaTisha. He stands before his mother and brandishes an 18-inch wooden soldier defiantly. He warns the PCs that he will not let them take his mother. Larren learned of Yarrick's illegal activities but was silenced when his father warned him that LaTisha would be sold off as a slave if Larren told anyone. Since the PCs know, Larren figures his mother would be taken. After a few minutes of talking, Larren relaxes and sobs uncontrollably in his mother's arms.

Yarrick, broken by the months of secrecy and guilt, gives himself up. He reveals that his barn had been used as a slave transfer point before. The sheriff takes Yarrick into custody along with the slavers.

Wrapping up Sir Darian Kesser

Even if the PCs figure out that Sir Darian Kesser wrote the note, there is not enough proof to tie him to the slavery ring. The constabulary is interested in hearing this, but, without any proof, cannot act against Sir Darian Kesser. If a PC is a noble, his story is given more weight, but the constabulary and gentry side with Kesser. If the PCs are not nobility, they are warned that spreading unsubstantiated rumors can cost them plenty.

Suspicious about the Sheriff

Some PCs may wonder how the sheriff got to Yarrick's farm so quickly. The sheriff explains that one of the PCs' companions alerted him to the problem. The gnome that got him even referred to a PC by name (if Warfungle was able to overhear any names used in Encounter Three). Now that the PCs mention it, the sheriff notices that the gnome isn't with him anymore. Naturally, Warfungle cannot be found in Maraven at this point.

Depending on the success of the PCs, modify the following as the module concludes:

The simple task of delivery is complete, though a more difficult task may loom before you. A successful slave-transfer point means that an entire organization dedicated to slavery exists and is using the area of Dyvers to profit. Though the higher echelons of this organization are not known, some people within Dyvers are already using this newfound information to eradicate this cancer from the City of Sails.

The End

Optional Encounter 1 Finding the Ship

Knowing there is a ship out there may inspire the PCs to explore the dock district of Maraven. Alternately, this encounter can be run as the PCs escort the sheriff and his prisoners through the dock district, if there is time in the slot. Read the following when the PCs enter the Maraven dock district.

The traffic in the dock district is unbearable. The town, which normally houses 1000 residents, is suddenly awash with a wave of hundreds of sailors waiting for their ships to be unloaded. Judging from the queue of ships anchored away from the few piers, the sailors will be staying in Maraven for a while.

In addition to the sailors, some of the Dyvers homeless beg for coin on the docks. Judging from their wounds and ragged clothing, they did not fare well by risking the trip to Maraven. A few desperate eyes turn your way as the all-too-familiar upturned palms rise up in front of you, begging for money.

The dock district of Maraven is in shambles. There are more sailors than rooms in the inns. The innkeepers are enjoying their surge in business but have given up on handing extra funds to the beggars. Since the rooms in the inns are filled, what few homeless are in Maraven make do in the alleyways. Maraven does not resemble Dyvers yet, but the homeless situation in the City of Sails has made an impact in the employment market in her neighbor to the east.

Finding a specific ship in Maraven is difficult. The fatigued dock workers (some of which were former homeless people with no real skill in lifting many objects) tend to four ships at a time. The result is that there are over 30 ships with goods destined for Dyvers anchored in the Nyr Dyv. Some ships have been waiting for 2 days.

Insisting on searching the ships for the slave ship will be met with resistance. A lot of the ship captains are angry at the inconvenience of being diverted to Maraven. They are watchful for some opportunist coming along with the intent of filching his cargo while the dock workers are too busy and unorganized to look out for thieves. Searching for the ship here is a dead end.

Experience Point Summary

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

Encounter One

Accepting Carl's job.

APL 2	10 XP
APL 4	15 XP
APL 6	20 XP
APL 8	30 XP
APL 10	35 XP

Encounter Two

Defeating the bandits.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	360 XP

Encounter Three

Successfully delivering the cargo intact to Ulnar.

APL 2	10 XP
APL 4	20 XP
APL 6	20 XP
APL 8	30 XP
APL 10	40 XP

Defeating the bears

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	270 XP
APL 10	330 XP

Ensuring no harm came to Larren Dun.

APL 2	10 XP
APL 4	20 XP
APL 6	20 XP
APL 8	25 XP
APL 10	35 XP

Encounter Five/Six

Rescuing the slaves (for each wagon, max 4).

APL 2	10 (max 40) XP
APL 4	15 (max 60) XP
APL 6	25 (max 100) XP
APL 8	30 (max 120) XP
APL 10	35 (max 140) XP

Defeating the slavers (whether or not Parm, Hak, and Jeeters escaped).

APL 2	150 XP
APL 4	210 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Conclusion

Realizing that Sir Darian Kesser likely wrote the note.

APL 2	20 XP
APL 4	20 XP
APL 6	20 XP
APL 8	20 XP
APL 10	20 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	870 XP
APL 8	1125 XP
APL 10	1320 XP

Treasure Summary

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

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

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

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

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

field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One

APL 2:	L: 0 gp; C: 40 gp; M: 0 gp
APL 4:	L: 0 gp; C: 80 gp; M: 0 gp
APL 6:	L: 0 gp; C: 120 gp; M: 0 gp
APL 8:	L: 0 gp; C: 160 gp; M: 0 gp
APL 10:	L: 0 gp; C: 200 gp; M: 0 gp

Encounter Two

APL 2:	L: 65 gp; C: 0 gp; M: 0 gp
APL 4:	L: 66 gp; C: 0 gp; M: 0 gp
APL 6:	L: 62 gp; C: 0 gp; M: 0 gp
APL 8:	L: 62 gp; C: 0 gp; M: 108 gp
APL 10:	L: 53 gp; C: 0 gp; M: 758 gp

Encounter Three

APL 2:	L: 0 gp; C: 40 gp; M: 0 gp
APL 4:	L: 0 gp; C: 80 gp; M: 0 gp
APL 6:	L: 0 gp; C: 120 gp; M: 0 gp
APL 8:	L: 0 gp; C: 160 gp; M: 0 gp
APL 10:	L: 0 gp; C: 200 gp; M: 0 gp

Encounter Five

APL 2:	L: 83 gp; C: 0 gp; M: 0 gp
APL 4:	L: 83 gp; C: 0 gp; M: 0 gp
APL 6:	L: 83 gp; C: 0 gp; M: 0 gp
APL 8:	L: 83 gp; C: 0 gp; M: 0 gp
APL 10:	L: 83 gp; C: 0 gp; M: 0 gp

Conclusion

APL 2:	L: 0 gp; C: 100 gp; M: 0 gp
APL 4:	L: 0 gp; C: 200 gp; M: 0 gp
APL 6:	L: 0 gp; C: 300 gp; M: 0 gp
APL 8:	L: 0 gp; C: 400 gp; M: 0 gp
APL 10:	L: 0 gp; C: 500 gp; M: 0 gp

Total Possible Treasure

APL 2:	328 gp
APL 4:	509 gp
APL 6:	685 gp
APL 8:	973 gp
APL 10:	1,794 gp

Appendix 1: NPCs

Encounter 2

APL 2 (EL 5)

♣**Jarl Chamber:** Male human Ftr1; CR 1; Medium-sized humanoid (human); HD 1d10+2, hp 12; Init +6; Spd 20 ft; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d8+1, battleaxe) or +3 ranged (1d8, long bow); AL CN; SV Fort +4, Ref +2, Will +0; Str 12, Dex 15, Con 14, Int 11, Wis 10, Cha 13.

Skills and Feats: Appraise +2, Jump -1, Ride +6; Combat Reflexes, Improved Initiative, Mounted Combat.

Possessions: Battleaxe, long bow, chain mail, small steel shield, light war horse.

Description/Background: Jarl worked as a shopkeeper's assistant at *Anchors A-Weigh*, a store that specialized in fishing gear. When the dock fire destroyed the shop, Jarl found that his meager talents weren't enough to compete in the suddenly desperate job market. Like many desperate people, he turned to banditry and attracted a few like-minded men. Jarl is a coward who convinced people to follow him through sheer chutzpah. If it saves his neck, he'd sell out his gang.

♣**Bandits (4):** Male human Ftr1; CR 4; Medium-sized humanoid (human); HD 1d10; hp 10; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Atk +0/+0 melee (1d6+1, club and 1d6, short sword [19-20]); or +3 ranged (1d6, short bow); AL NE; SV Fort +2, Ref +2, Will -1; Str 12, Dex 15, Con 11, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +2, Jump +4, Swim -2; Ambidexterity, Dodge, Two-Weapon Fighting.

Possessions: Club, short bow, short sword, studded leather.

APL 4 (EL 7)

♣**Jarl Chamber:** Male human Ftr4 CR 4; Medium-sized humanoid (human); HD 4d10+8, hp 41; Init +6; Spd 20 ft; AC 19 (touch 12, flat-footed 17); Atk +6 melee (1d8+3, battleaxe); or +6 ranged (1d8, long bow); AL CN; SV Fort +6, Ref +3, Will +1; Str 13, Dex 15, Con 14, Int 11, Wis 10, Cha 13.

Skills and Feats: Appraise +2, Climb -1, Jump -1, Ride +9; Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Mounted Combat, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: Battleaxe, long bow, chain mail, large steel shield, light war horse.

Description/Background: Jarl worked as a shopkeeper's assistant at *Anchors A-Weigh*, a store that specialized in fishing gear. When the dock fire destroyed the shop, Jarl found that his meager talents weren't enough to compete in the suddenly desperate job market. Like many desperate people, he turned to banditry and attracted a few like-minded men. Jarl is a coward who convinced people to follow him through sheer chutzpah. If it saves his neck, he'd sell out his gang.

♣**Bandits (4):** Male human Ftr1/Rog1; CR 6; Medium-sized humanoid (human); HD 1d10 + 1d6; hp 14; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Atk +0/+0 melee (1d6+1, club and 1d6, short sword [19-20]); or +3 ranged (1d6, short bow); SA Sneak attack; AL NE; SV Fort +2, Ref +4, Will -1; Str 12, Dex 15, Con 11, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +2, Jump +6, Pick Pocket +1, Spot +2, Swim -2, Tumble +6; Ambidexterity, Dodge, Two-Weapon Fighting.

Possessions: Club, short bow, short sword, studded leather.

APL 6 (EL 9)

♣**Jarl Chamber:** Male human Ftr6; CR 6; Medium-sized humanoid (human); HD 6d10+12, hp 59; Init +6; Spd 20 ft; AC 19 (touch 12, flat-footed 17); Atk +8/+3 melee (1d8+3, battleaxe); or +8/+3 ranged (1d8, long bow); AL CN; SV Fort +7, Ref +4, Will +2; Str 13, Dex 15, Con 14, Int 11, Wis 10, Cha 13.

Skills and Feats: Appraise +2, Climb +0, Intimidate +3, Jump +2, Ride +11; Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: Battleaxe, long bow, masterwork chain mail, large steel shield, light war horse.

Description/Background: Jarl worked as a shopkeeper's assistant at *Anchors A-Weigh*, a store that specialized in fishing gear. When the dock fire destroyed the shop, Jarl found that his meager talents weren't enough to compete in the suddenly desperate job market. Like many desperate people, he turned to banditry and attracted a few like-minded men. Jarl is a coward who convinced people to follow him through sheer chutzpah. If it saves his neck, he'd sell out his gang.

♣**Bandits (4):** Male human Ftr2/Rog2; CR 8; Medium-sized humanoid (human); HD 2d10 + 2d6 +4; hp 30; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Atk +2/+2 melee (1d6+1, club and 1d6, short sword [19-20]); or +5 ranged (1d6, short bow); SA Sneak attack; SQ Evasion; AL NE; SV Fort +4, Ref +7, Will -1; Str 12, Dex 15, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +2, Escape Artist +3, Jump +8, Pick Pocket +1, Spot +5, Swim -2, Tumble +9; Ambidexterity, Dodge, Lightning Reflexes, Mobility, Two-Weapon Fighting.

Possessions: Club, short bow, short sword, studded leather.

APL 8 (EL 11)

♣**Jarl Chamber:** Male human Ftr8; CR 8; Medium-sized humanoid (human); HD 8d10+16, hp 76; Init +6; Spd 20 ft; AC 20 (touch 12, flat-footed 18); Atk +12/+7 melee (1d8+4, battleaxe [x3]); or +10/+5 ranged (1d8, long bow); AL CN; SV Fort +8, Ref +4, Will +2; Str 14, Dex 15, Con 14, Int 11, Wis 10, Cha 13.

Skills and Feats: Appraise +2, Climb +2, Intimidate +4, Jump +2, Ride +13; Combat Reflexes, Improved Critical, Improved Initiative, Improved Unarmed Strike, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: Masterwork battleaxe, long bow, +1 chain mail, large steel shield, light war horse.

Description/Background: Jarl worked as a shopkeeper's assistant at *Anchors A-Weigh*, a store that specialized in fishing gear. When the dock fire destroyed the shop, Jarl found that his meager talents weren't enough to compete in the suddenly desperate job market. Like many desperate people, he turned to banditry and attracted a few like-minded men. Jarl is a coward who convinced people to follow him through sheer chutzpah. If it saves his neck, he'd sell out his gang.

♣**Bandits (4):** Male human Ftr4/Rog2; CR 10; Medium-sized humanoid (human); HD 4d10 + 2d6 +6; hp 45; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Atk +5/+5 melee (1d6+3, short sword [19-20] and 1d6+2, short sword [19-20]); or +7 ranged (1d6, short bow); SA Sneak attack; SQ Evasion; AL NE; SV Fort +5, Ref +8, Will +0; Str 12, Dex 15, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +4, Escape Artist +3, Jump +10, Pick Pocket +1, Spot +5, Swim -2, Tumble +9; Ambidexterity, Dodge, Lightning Reflexes, Mobility,

Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: Short bow, 2 short swords, studded leather.

APL 10 (EL 12)

♣**Jarl Chamber:** Male human Ftr9; CR 9; Medium-sized humanoid (human); HD 9d10+18, hp 84; Init +6; Spd 20 ft; AC 22 (touch 12, flat-footed 20); Atk +13/+8 melee (1d8+5, battleaxe [x3]); or +11/+6 ranged (1d8, long bow); AL CN; SV Fort +8, Ref +5, Will +3; Str 14, Dex 15, Con 14, Int 11, Wis 10, Cha 13.

Skills and Feats: Appraise +2, Climb +3, Intimidate +4, Jump +5, Ride +14; Combat Reflexes, Improved Critical, Improved Initiative, Improved Unarmed Strike, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +1 Battleaxe, long bow, +2 chain mail, +1 large steel shield, light war horse.

Description/Background: Jarl worked as a shopkeeper's assistant at *Anchors A-Weigh*, a store that specialized in fishing gear. When the dock fire destroyed the shop, Jarl found that his meager talents weren't enough to compete in the suddenly desperate job market. Like many desperate people, he turned to banditry and attracted a few like-minded men. Jarl is a coward who convinced people to follow him through sheer chutzpah. If it saves his neck, he'd sell out his gang.

♣**Bandits (4):** Male human Ftr4/Rog3; CR 11; Medium-sized humanoid (human); HD 4d10 + 3d6 +7; hp 51; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Atk +7/+2/+7 melee (1d6+3, short sword [19-20] and 1d6+2, short sword [19-20]); or +8/+3 ranged (1d6, short bow); SA Sneak attack; SQ Evasion, Uncanny Dodge; AL NE; SV Fort +6, Ref +8, Will +1; Str 12, Dex 15, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +4, Escape Artist +3, Jump +10, Listen +1, Pick Pocket +1, Sense Motive +1, Spot +7, Swim -2, Tumble +13; Ambidexterity, Dodge, Lightning Reflexes, Mobility, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: Short bow, 2 masterwork short swords, studded leather.

Encounter 3

APL 10 (EL 11)

♣**Advanced dire bear (2):** CR 9; Large animal; HD 14d8+56; hp 126; Init +1 (Init modifiers); Spd 40 ft; AC

17 (-1 size, +1 Dex, +7 natural); Atks 2 claws +19 melee (2d4+10), bite +13 melee (2d8+5); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +13, Ref +9, Will +9.

Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8, Swim +13.

SA: *Improved grab (Ex)*—To use this ability, the dire bear must hit with a claw attack.

Encounter 5A

APL 2 (EL 5)

☠ **Slavers (6):** Male human Ftr1; CR 4; Medium-sized humanoid (human); HD 1d10 + 2; hp 12; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk +4 melee (d8+3, trident) or +2 ranged (1d10, heavy crossbow [19-20]); AL LE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance -1, Climb +3, Handle Animal +3, Intimidate +0, Ride +5; Cleave, Exotic Weapon Proficiency (whip), Power Attack.

Possessions: Heavy crossbow, trident, whip, chain shirt.

APL 4 (EL 7)

☠ **Slavers (6):** Male human Ftr2; CR 6; Medium-sized humanoid (human); HD 2d10 + 4; hp 21; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk +5 melee (d8+3, trident) or +3 ranged (1d10, heavy crossbow [19-20]); AL LE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance -1, Climb +4, Handle Animal +4, Intimidate +0, Ride +8; Cleave, Dodge, Exotic Weapon Proficiency (whip), Power Attack.

Possessions: Heavy crossbow, trident, whip, chain shirt.

APL 6 (EL 8)

☠ **Slavers (6):** Male human Ftr3; CR 8; Medium-sized humanoid (human); HD 3d10 + 6; hp 31; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk +7 melee (d8+3, trident); or +4 ranged (1d10, heavy crossbow [19-20]); AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +0, Climb +6, Handle Animal +5, Intimidate +0, Ride +9; Cleave, Dodge, Exotic Weapon Proficiency (whip), Power Attack, Weapon Focus (trident).

Possessions: Heavy crossbow, trident, whip, chain shirt.

APL 8 (EL 10)

☠ **Slavers (6):** Male human Ftr5; CR 10; Medium-sized humanoid (human); HD 5d10 + 10; hp 48; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 14); Atk +10 melee (d8+5, trident) or +7 ranged (1d10, heavy crossbow [19-20]); AL LE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +3, Climb +6, Handle Animal +7, Intimidate +0, Ride +10; Cleave, Dodge, Exotic Weapon Proficiency (whip), Power Attack, Weapon Focus (trident), Weapon Specialization (trident).

Possessions: Heavy crossbow, masterwork trident, whip, chain shirt.

APL 10 (EL 12)

☠ **Slavers (6):** Male human Ftr7; CR 12; Medium-sized humanoid (human); HD 7d10 + 14; hp 66; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 14); Atk +12/+7 melee (d8+5, trident); or +9/+4 ranged (1d10, heavy crossbow [19-20]); AL LE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +3, Climb +6, Handle Animal +9, Intimidate +1, Ride +12; Cleave, Dodge, Exotic Weapon Proficiency (whip), Great Cleave, Mobility, Power Attack, Weapon Focus (trident), Weapon Specialization (trident).

Possessions: Heavy crossbow, masterwork trident, whip, chain shirt.

Encounter 6

All APLs (EL 13)

☠ **Jeeters Chamber:** Male human Ftr3/Rog1; CR 4; Medium-sized humanoid (human); HD 3d10 + 1d6 + 12; hp 43; Init +6; Spd 30 ft; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d6+2, rapier [18-20]); or +6 ranged (1d2 subdual, whip); SA Sneak attack; AL LE; SV Fort +6, Ref +5, Will +4; Str 14, Dex 14, Con 16, Int 11, Wis 12, Cha 11.

Skills and Feats: Handle Animal +6, Intuit Direction +1, Jump +3, Profession (slaver) +8, Ride +6, Swim +3, Tumble +2; Exotic Weapon Proficiency (whip), Improved Initiative, Iron Will, Power Attack, Weapon Focus (whip).

Possessions: Whip, rapier, leather armor, large wooden shield.

Jeeters never knew of a life without slavery. His father bought and sold slaves, making a lucrative profit until he was killed by a paladin of Pelor 16 years ago. The 6-year-old Jeeters watched his older brothers and

sisters hunt down the paladin and torture him to death in retribution. Jeeters is very cruel and vindictive and rarely forgets a face.

☛ **Hak Tuljem:** Male human Clr4; CR 4; Medium-sized humanoid (human); HD 4d8+4; hp 31; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (2d4+3, guisarme); or +3 ranged (1d8, light crossbow [19-20]); SA Spells; AL LE; SV Fort +5, Ref +1, Will +10; Str 15, Dex 10, Con 13, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +5, Diplomacy +4, Heal +8, Intimidate +3, Knowledge (religion) +6, Listen +5, Profession (slaver) +8, Scry +5, Sense Motive +5, Spellcraft +5, Tumble -1; Expertise, Improved Trip, Iron Will.

Possessions: Guisarme, light crossbow, dagger, chain shirt, 37 gp.

Spells Prepared (5/5/4; base DC = 14 + spell level):
0—*cure minor wounds* x2, *guidance* x3; 1st—*protection from chaos**, *cause fear* x2, *obscuring mist*, *shield of faith*; 2nd—*spiritual weapon**, *cure moderate wounds* x2, *sound burst*.

*Domain spell. *Domains:* Law (casts law spells as a 5th-level caster); War (free weapon proficiency in guisarme).

Hak Tuljem was born into a wealthy Suel family and was thought to be destined for greatness. When he was 13, pirates attacked his family's pleasure ship. They slew his parents and sold him and his sister as slaves.

Hak served one master for 14 years before his loyalty was recognized. Often viewed disdainfully as a sycophant, Hak kept his master informed of what happened amongst the slaves. Finally, he was granted freedom and offered a job handling slaves. His own painful ordeals as a slave had hardened him so that he cared very little for the slaves under his control.

☛ **Parm:** Male human (Baklunish) Mnk13.

Tactics: For all intents and purposes, Parm only serves as an obstacle for the PCs. If he takes over 80 hp of damage, he surrenders. His AC is 24, his attack bonus for unarmed attacks is +12/+9/+6 with d12 *subdual* damage, his alignment is considered LN, he has SR of 23, and his saves are all at +11.

Normally, Parm's quite laconic. If he is captured by the PCs, he speaks even less. Parm spent most of his life wandering from monastery to monastery. In fact, if a monk PC of over 30 years of age or a character with at least six levels of monk makes a Wisdom check of DC 18, he recognizes Parm from the Shadowwind

Monastery during 582 CY to 585 CY. Strangely enough, those in the monastery don't speak of Parm.

Eventually, Parm tired of wandering and came back to Dyvers. He knew Sir Hugginsworth Kesser from his time at the monastery and called upon his house. When Hugginsworth's son, Darian, offered Parm a job as a servant. Parm accepted, knowing that the duties would not detract from his studies. Since Parm decided to no longer attend monasteries, he welcomed the lodging.

Sir Darian decided to involve Parm in his recent business endeavor. Since Kesser's Ale lost some money of late, Sir Darian invested money in slave traffic. Parm did not agree because he felt very keen about slavery, but mostly because it was something interesting to do.

Parm is not afraid of Sir Darian. He is loyal to Sir Darian because of his personality, not of fear.

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Parm is not afraid of Sir Darian. He is loyal to Sir Darian because of his personality, not of fear.

Appendix 2: House Kesser Information

Note: This information is located in the *Dyvers Campaign Book*. It is not useful in the module, but it provides some background material for PCs who make the connection between Parm and Sir Darian Kesser.

House Kesser is predominantly of Oeridian descent and controlled by Sir Darian Kesser. Darian's forefathers established their great wealth as a shipping family in the city of Greyhawk. Then, in 559 CY, Darian's father, Hugginsworth Kesser, moved the family and its impressive capital to Dyvers for undisclosed reasons. Having to compete with the Lartolns and Pengallans without their lucrative shipping lanes proved to be a disaster, but Hugginsworth found a niche in brewing a very high-quality mead and ale that he could then deliver to the various taverns about the Dock District. Hugginsworth continued brewing until his death in 587 CY. Two years later, his wife, Lady Dolchet, passed away as well, leaving Darian, an only child, in charge of the family finances. Lately, Darian has not devoted as much time to the brewing business as he used to. Already, some taverns have switched to a new seller. House Kesser consists mostly of "old" money, although it did not originate in Dyvers. It maintains a small contingent of highly trained, professional guards and can often count on the support from tavern owners and independent bards. Despite some malicious rumors that have been surfacing in recent days, Kesser ale remains highly respected and appreciated by many tavern patrons. Although Darian can be very persuasive, he lacks the refinement of other statesmen. Still, since Kesser does not pose much of a threat to any of the other houses, the house can maintain fairly stable ties with most of the other houses and considers some of them allies.

Kesser Gentry Data

Prominent family members-Darian Kesser (head of the family), Hugginsworth (deceased, Darian's father), Dolchet (deceased, Darian's mother)

House Type-Minor

House Allies-House Lartoln, Performing Artist's Guild

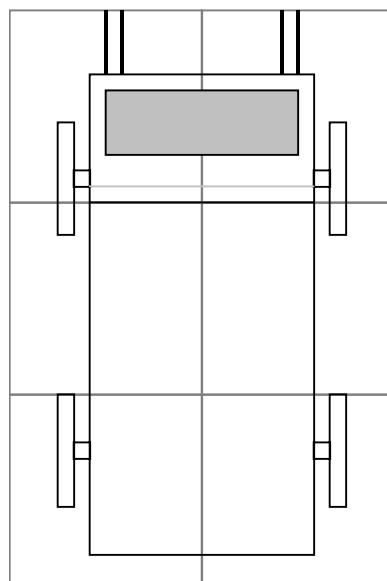
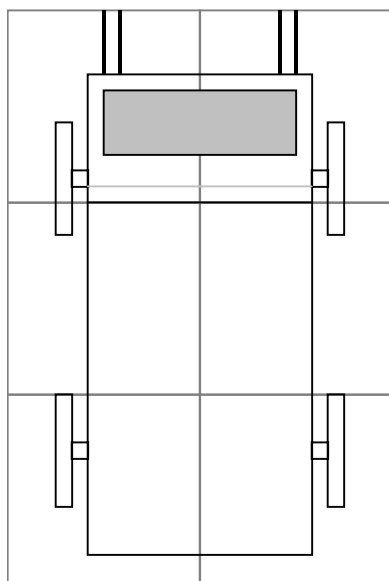
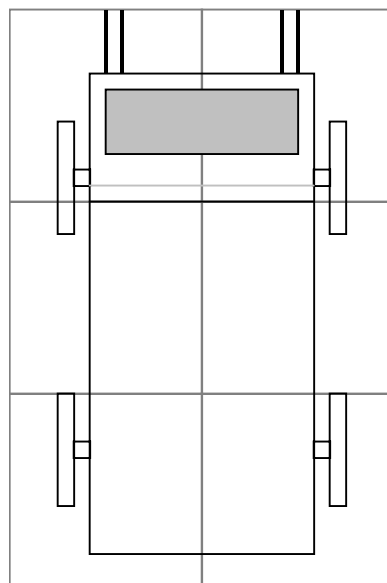
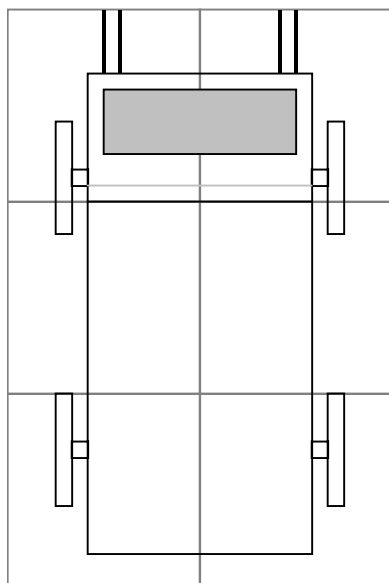
House Enemies-None

Influence Ratings: Power (Wealth: 3, Strength of Arms 2, Backing 2) and Finesse (Popularity 4, Diplomacy 3, and Alliances 3)

Spheres of Influence: 2 (The Merchant's Consortium, Performing Artists Guild)

Appendix 3: Slaver Wagon Templates

Feel free to use these makeshift counters for the slaver wagons or make your own.



Player Handout

This note is written in a delicate, controlled script on a fine piece of parchment.

Parm,

I need you to obtain the package at the usual spot. Use this bag of gold to compensate our fine friends. Make sure the quality is good. I look forward to enjoying the merchandise next week.

Dar K.

Map 1: Area between Dyvers and Maraven



One hex = 30 miles.

Map 2: Important Locations Around Maraven

