

DYVINTRO4-01

The Trade

A One Round D&D LIVING GREYHAWK[®] Dyvers Introductory Adventure

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Gnarley spider silk is all the rage amongst the fashionable and well to do in the city of sails and commands a high price. Will the players brave the fabled elven city of Locdrathnaii to obtain it?

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before the game and scoring after the game. The following guidelines are here to help you with both the preparation and scoring 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 revised version of 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 to prepare their characters now. 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 six players (not counting the DM) 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 bold italic font. 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.

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 master item 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*.

Living Greyhawk Levels of Play

This is an introductory adventure and can only be played by 1st-level characters.

Note: Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. There are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters.
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 make a successful 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 1-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 12gp per round. Rich Upkeep costs 50gp 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 continues to recover from the massive fire in the dock district. Although the Magister and 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 130% of normal value.)

Using Divination Spells in This Module

Due to the priesthood receiving numerous requests for aid from the victims of the Dock District fire, they are unable and unwilling to waste spell slots for divination spells, since more readily useful ones can be cast. This is because they feel the homeless are more worthy of their efforts, and are to some extent afraid of the negative publicity coming from helping the Gentry over the common soul.

Adventure Summary and Background

The **Introduction** to **The Trade** begins when the PCs overhear two conversations at the Three Bells Tavern. The first involves a half-orc Beasthunter named Kassedan who is attempting to hire two inexperienced looking youths to accompany him on an expedition for Gnarley spider silk, used to make a fine cloth in high demand amongst the fashionable and well-to-do of Dyvers society.

The second story overheard at the Three Bells is a bard's tale of a run down hunting lodge chanced upon in the Gnarley. The teller of the tale, Hermanthe, is a female human bard. She relates how a group of adventurers sheltered at the lodge overnight and reported attacks by sentient plants and giant insects that forced them to flee before

they could investigate further. Hermanthe suspects that this is one of the dwellings of the mad mage Pheol of Thom (untrue).

In truth, the adventurers impinged upon the inhospitable Ozymandias of Lar, a Gnarley druid. Ozymandias' companion, fearfully referred to by Kassedan as "The Teeth," gave Kassedan more than he bargained for when he tried to trap the great bear for its pelt. Kassedan lost his arm in the encounter and has developed a deep fear of the creature.

Kassedan knows the way: As long as the players stay with Kassedan, they will be able to negotiate the Gnarley without fear of getting lost, up to the point where he betrays them and springs the ambush. If they head out on their own, they must make a successful **Survival check (DC 10)** to find the way to Locdrathnaii or the way back to Dyvers. If they fail the survival check, they will spend 1 extra time unit during the adventure finding their way around.

Encounter One: It takes **8 hours of foot travel** to reach Encounter One from the Three Bells Tavern. Encounter One is south of Westguard, along the road to Sobanwych, and just inside the forested Gnarley.

In Encounter One, Kassedan is attacked by "The Teeth," Ozymandias' druidic companion bear. "The Teeth" has been patrolling on Ozymandias' orders in an effort to thwart Kassedan's return and consequent further harm to the forest.

Encounter Two takes the players to the edge of Locdrathnaii, where they attempt to collect the Gnarley spider silk. **Elapsed time: 12 hours.**

Encounter Three: The players return with the silks to the edge of the deforested area to meet up with Kassedan and are ambushed. **Elapsed time: 13 hours. Hereafter Hermanthe's spells dissipate.**

Encounter Four: Ozymandias' lodge in which the players either gain or are refused aid by Ozymandias.

Encounter Five involves the rescue of any captured players from the Blackthorn orcs and resolves any attempts to track down Kassedan, who makes his way back to the Blackthorn encampment. **Elapsed time from Ozymandias' lodge to the Blackthorn Encampment: 2 hours.**

The Denouement involves the return to Dyvers and dealings with any authority groups.

Introduction

The Trade begins when the PCs overhear two conversations at the Three Bells Tavern outside Westguard.

The first story involves a half-orc Beasthunter named Kassedan who is attempting to hire two inexperienced looking youths to accompany him on an expedition for Gnarley spider silk, used to make a fine cloth in high demand amongst the fashionable and well-to-do of Dyvers society.

Read or paraphrase the following monologue between Kassedan and the two lads:

You are in the Three Bells Tavern just outside of Westguard. You cannot help overhearing a conversation between a one armed hunter and two inexperienced looking youths. "So, as I said we would leave at daybreak tomorrow. I will pay you each an equal share in the profit from the expedition. Gnarley spider silk is always in high demand amongst the clothiers of Dyvers. Perhaps I can even convince Cassandra to buy some this time around... She'd make us rich, boys. (Glancing down at his arm) Don't let this dead limb fool you. With the one good arm, I can get us to the edge of the Spider Wood, near the fabled elven city of Locdrathnail. In and out without a hitch and then we're all to Dyvers and the richer for it. I just need you boys to climb into the hatchling kennels and collect the hatchling spider silk... that's spun gold it is... and just waiting for the taking..." The two youths look at each other with a mixture of fear and false courage as they weigh the hunter's offer.

Kassedan hires the party **instead of the 2 lads** if they show an interest. If the party does not catch the hint, Kassedan continues with the following:

Well, what's it going to be boys? Are you going, or do I have to find a braver lot?

If the party does show an interest, Kassedan offers to give them an equal share of the profits in return for their help. If they try to bargain for more, have the character that does the talking make a **Diplomacy check (DC 15)**. If the character is successful, Kassedan agrees to pay the party a retainer of 30 gp (for the entire party, not per character) with the proviso that the money will be deducted from each character's share of the spider silk profits.

Kassedan claims to be a trapper who lost an arm to a bear he calls "The Teeth." He tells the group that he isn't as good in a fight as he used to be, but that he can still track and knows the ways of the wood well.

In truth, Kassedan is a rogue in league with the Blackthorn orc encampment. He is telling the truth when he says that he plans to hunt the Gnarley spider silk and about his nemesis "The Teeth." Kassedan omits the part of the trip after he has acquired the silk. The newly hired and usually inexperienced guards are walked into a Blackthorn ambush where they are subdued and sold into slavery. Their gear is likewise purchased by the Blackthorn orcs. Kassedan has been running this scheme out of several settlements south of the Gnarley. He plans to retire the scheme soon with the profits he has made and move on to another venture before anyone grows suspicious of his spider silk expeditions.

The second story overheard at the Three Bells is a bard's tale of a run down hunting lodge chanced upon in the Gnarley. The teller of the tale, Hermanthe, is a female human bard.

A beautiful raven-haired female human spins a tale about a group of adventurers who sheltered at a hunting lodge, deep in the Gnarley. "In the dark of night the very trees started to close in on them. Branches scraped against the walls and roots burrowed through the floorboards of the lodge. The adventurers fled for their lives. Once they were a good ways off, they looked back and saw a lone man in a dark robe flanked by two giant insect creatures." The woman leans forward and looks at (insert character name) "Have you heard of Pheol of Thom? The mad mage Pheol was expelled from the Collegia Arcane for experimenting with strange insects and plants. He hasn't been heard from for over twenty years. The adventurers of our tale never returned to the lodge and only spoke about it to their closest friends. Did they find Pheol of Thom? Does his lodge still lay hidden in the Gnarley?"

Questioning Hermanthe on the subject of Pheol of Thom further reveals that he used to dwell in the tower on Merroc's rock, now used as a lighthouse to guide shipping traffic along the Velderdyva River.

Hermanthe is very charismatic and makes it known to any of the players that show an interest in looking for the lodge that she would like more

information for her ballads. "I would be very thankful for any information that you can bring me about the legend of the sentient plants and the giant insects," she tells interested characters. "If you agree to quest for the information I seek, I will cast spells that will offer you some protection from the poison spiders of the Locdrathnail. Mind you, these spells will protect you just long enough to flee an ambush; the spiders of the Locdrathnail have more evil than just their poison and should not be trifled with." She offers to cast **Delay Poison @ 14 hour duration** on each party member who agrees to help investigate the rumors. She casts these spells and only these spells immediately before the players set out upon their journey to the Gnarley.

Players may agree to look into the rumors for Hermanthe while on the hunt for Gnarley spider silk with Kassedan.

Encounter One: The Teeth

In **Encounter One**, Kassedan is attacked by "The Teeth," Ozymandias' druidic companion bear. "The Teeth" has been patrolling this section of the Gnarley on Ozymandias' orders in an effort to thwart Kassedan's return and consequent further harm to the forest.

"The Teeth" attacks Kassedan to the exclusion of all others, pushing past other attackers in an attempt to reach him.

Kassedan is overcome by fear at the onslaught of "The Teeth." He attempts to climb a tree, shouting "Not the other arm!" **The Bear attempts to subdue Kassedan and drag him back to Ozymandias' grove.**

"The Teeth" flees when it reaches half its total hit points. If the players follow "The Teeth," it returns to Ozymandias. If they pursue it into the Druid's grove, they will have some explaining to do. Kassedan does not follow the bear and urges the players to let it go so that they can reach the hatchling kennels as soon as possible. (He doesn't want to screw up his ambush rendezvous.)

This encounter sets the tone for the rest of the module. Should the players refrain from slaying "The Teeth," Ozymandias may be convinced to help the players later. If the players slay the bear, Ozymandias only acts aggressively when encountered later.

"The Teeth," black bear: hp 24; *Monster Manual* 269.

Encounter Two: Locdrathnail

Encounter Two takes the players to the edge of Locdrathnail. Kassedan tells them that he will await their return at the edge of the deforested area. He claims that he is unable to effectively negotiate some of the barriers erected by the "spider folk" with only one arm. The players are instructed to negotiate the webs and find the hatchling kennels, where the young hatchlings produce the finer silk that is used to make Gnarley spider silk cloth.

Toxic Spider Webs: The players are instructed by Kassedan not to touch the hatchling silk with their bare hands as it is mildly toxic and worthless until treated by him in preparation for use in the thread-making process (this is a lie and is intended to discourage the more enterprising players from simply taking the silk and failing to return to Kassedan).

It is true that the larger webs have a mild toxicity to them. It is actually this property that has been leaching out of the web-covered sections of the Gnarley and into the forest floor, poisoning the vegetation with its high concentrations of lead and other toxins. Each player must make a successful **Balance check (DC 10)** as they pass through the spider webs ringing Locdrathnail. A failed Balance check results in a brush with the **toxic webbing** (contact poison, DC 10 Fortitude save resists, 1 Con/1 Con and sickened [-2 attack, -2 damage, -2 saves, -2 ability and skill checks] for 24 hours) (*delay poison* spell delays the onset of these effects).

The Hatchling Kennels: The players encounter the hatchlings. They are in a corral made of fallen logs and debris webbed together into a large enclosed "playpen" with an easily opened gate. If the players leave the hatchlings alone, they scuttle to the back of the kennel. Some of the hatchlings are in humanoid form and look like babies crawling around. Others are in half-spider or spider form. **If the hatchlings are cornered, or the players attempt to capture, contain or harm them, they shift to humanoid baby form and begin to cry. This summons an Aranea adult who arrives after 3 rounds and attacks.**

Aranea: hp 22; *Monster Manual* 15.

The creature attempts to **subdue** party members for ransom and questioning by webbing them and casting enchantment spells.

If the party is foolish enough to try to capture the hatchlings and then decides to stay and fight the Aranea, emphasize the continued crying of the hatchlings and far off scuttling noises that get closer and louder each round. If the party members have not fled by round 8, they are captured as dozens of Aranea converge on the hatchling kennels to assist.

Captured Players: The idea is that the Aranea should **NEVER** have to show up. Cautious players will not upset the hatchlings, going about the business of collecting the silk and leaving. Should the players cause the hatchlings to cry, the Aranea are summoned. Care should be taken to give the players every opportunity to flee. The Aranea are powerful foes for first level adventurers to overcome. In the event that the players are insistent on fighting the Aranea and are captured, allow them to be ransomed after 1d2 time units have passed for 25 gp. If any of the players cannot pay the ransom fee, allow a "concerned relative or benefactor" to pay the fee for them and allow an additional 1d2 time units to pass. The Aranea of Locdrathnaii have no use for the player's gear and return it with the player when he is ransomed. Players do not have to pay upkeep for any time units during which they are held by the Aranea.

No Pursuit: The Aranea do not pursue fleeing players.

The Gnarley spider silk: Littering the floor of the hatchling kennel are **14 patches** of the fine spider silk that Kassedan seeks. Collecting the silk takes one round per patch per player actively searching and requires a successful **Search check (DC 5)** for each patch. The players cannot take 10 or 20 on the Search check as this is a stressful situation.

Treasure: 14 patches of spider silk worth 5 gp per character each.

Encounter Three: Blackthorn Ambush!

The players return with or without the silks to the edge of the deforested area. Kassedan has taken the time to prepare an ambush with the help of the Blackthorn orcs. When the orcs spring the ambush upon the players, they attempt to **capture and subdue** them without killing them.

Smeared with Mud: Kassedan is sitting in the middle of the clearing, waiting to spring the ambush. He is covered with the black pungent mud

that is used by the Blackthorn orcs to repel the swarms of bees unleashed by their clay pots. The players notice the mud easily and may become suspicious. If they voice their concerns to Kassedan, he dismisses it as being caused by falling in the mud earlier. He tells them he is tired of his "bad luck" and comments that he may well retire after this trip. He asks about the silks and attempts to put the players at ease until they approach him. The Blackthorn orcs attack as soon as the players approach Kassedan. If any of the players become suspicious and decide to look around, allow them to make a **Spot check (DC 18)** to notice the ambush. If the players are unaware of the orcs, give the orcs a surprise round when they attack.

Kassedan doesn't stick around: Kassedan does not take part in the fight, preferring to allow the Blackthorn orcs to do the dirty work. Move him out of sight as soon as possible. As soon as he is out of sight, he makes his way to the Blackthorn encampment with the intention of being paid by the chief for the captives that are sure to follow...

Questioning captive orcs: Should the party win the fight and then attempt to question any orc survivors, the orcs report that they have been trading silk to Kassedan for arms, armor, and slaves for some time now under the direction of their divine pendragon, Gulthias.

Tracking Kassedan: If the players win the fight or escape and attempt to track Kassedan and/or follow the orc tracks back to their origin, allow them to make a **Survival check (DC 10)** to succeed (a character does not have to have the Track feat to follow tracks with a DC of 10; *Player's Handbook* 101). If they are following Kassedan as he attempts to flee the battle, then they don't need to track him, though this would be an odd turn of events as there are all those orcs and bees to deal with...

Tactics: The orcs throw their two clay pots into the camp center as soon as they are in range (range increment 10 ft., maximum of five increments, see *Player's Handbook* 158 for rules on thrown splash weapons). Each pot contains a bee hive as detailed below. The orcs then charge with melee weapons, attempting to **subdue the party**.

Bee pots: These nasty bee laden clay pots shatter upon impact, releasing a cloud of bees.

The orcs have smeared themselves with a foul smelling mud that repels the bees; hence they ignore the affects of occupying the same square as a swarm. Each swarm of bees remains in the

location where its pot hit for **5 rounds** then disperses (disappearing for the purpose of combat).

Creatures:

Blackthorn orcs (6): hp 4 each; *Monster Manual* 203 with following changes: they have 4 hp and 10 Con; they are armed with short swords and wear leather armor.

Bee Swarms (2): hp 9 each; as Spider Swarm from *Monster Manual* 239 with following changes: the swarm does 1d4 damage, it flies instead of climbs, it does not have tremorsense, and its poison damage is 1d2 Con/1d2 Con.

Kassedan, Male Half-Orc Rog3: hp22; Appendix A

Treasure: The orc gear is of poor quality and fetches virtually nothing if sold. They have no treasure. Kassedan's gear is worth 30 gp per player.

Development: If any of the players are captured, they are taken to the Blackthorn orc encampment and put into shackles. See the description of the first outbuilding in Encounter Five.

Encounter Four: Ozymandias' Lodge

Players who escape from Kassedan's ambush find Ozymandias' cottage soon thereafter. If they are following the tracks of Kassedan and/or the orcs, they spot the lodge far off through a break in the trees.

If the players subdued or merely drove off "The Teeth" in Encounter One, Ozymandias may help them. If the players harmed "The Teeth" in Encounter One, they will be hard pressed to receive any aid from Ozymandias. If "The Teeth" was killed, Ozymandias refuses to aid the party and may even attack belligerent or threatening party members.

Having left the aftermath of Locdrathnaii behind, you stumble upon a well kempt hedge made of high thorn and brambles entwined tightly enough so as to prevent entrance and egress by all but the smallest of rodents. The edge of the web-covered canopy extends to this wall. A portion of the thorn and bramble hedge has been webbed over and is dead or dying. This section of the hedge wall looks like it could be cleared away to allow entry through the wall.

There is also a gate in the wall that is made of oak.

(The gate is magically held fast though players shouldn't need to use it as the dead section of brambles is easily cleared)

Looking through the dead section of the hedge:

Inside the hedge wall you can see a well-manicured lawn with dozens of different types of small flower plots and various other odd plants. A small cottage with shuttered windows and a door similar to that of the gate stands in the middle of the lawn. A human in brown robes is busily tending to the various plants and singing to himself.

A successful **Knowledge (nature) check (DC 10)** reveals that most of these plants are not native to this section of the Gnarley, or the Dyvers area for that matter.

This is Ozymandias, the Druid who is described in the introduction. Some players may know Ozymandias from the mini-module "**A Simple Task**" by James Poppe. Ozymandias brooks few intrusions and feels that anyone who travels this deep into the Gnarley has either come to pillage the forest or to spy upon him. He is aware of Kassedan's handiwork within the hatchling kennels. The thefts of the spider silk have caused the Aranea of Locdrathnaii to launch several patrols. Failing to capture Kassedan, the Aranea took precautions to prevent his return by webbing large sections of the Gnarley around Locdrathnaii. The accumulation of leaves and debris within the webs has caused a canopy shadow that has deforested large local sections, including a portion of Ozymandias' grove. The leaching of toxins and heavy metals from the webbing into the soil is further cause for the deforestation effect. The druid is none too happy about this turn of events. He calls any druids or rangers in the party "traitors from that muck-hole of a city to the north" (Dyvers) until they convince him of their good intentions (if any).

If the players did not kill "The Teeth" and attempt to convince Ozymandias of their good intentions: let them verbalize their position and then have the character that does most of the talking roll a Diplomacy check. If they subdued or merely drove off "The Teeth" in Encounter One, use the first DC listed. If they harmed "The Teeth" in Encounter One, use the second DC listed. Remember that Diplomacy is no substitute for role-play. Let them butt heads with this obstinate and

somewhat rotten S.O.B. of a druid through role-play first, and then ask them to roll dice with the results listed below:

Diplomacy check (DC 10 or 15): Ozymandias gives the players directions to the Blackthorn encampment.

Diplomacy check (DC 15 or 20): As above plus Ozymandias casts any spells in his retinue to aid the party. The most likely spell for him to cast is *cure light wounds* on an injured party member.

Diplomacy check (DC 20 or 25): As above plus Ozymandias commands Fredrick and Cristoph to accompany the party with the command to defend the party member that impresses him the most. Note that **they defend only the character they were commanded to against opponents who physically attack him/her.** They do not follow any other commands given to them by the party (including charging the camp, if the party tries to get them to do that).

Ozymandias does not leave his grove. If asked to accompany them, he states that he is busy repairing the damage to his hedge wall.

Creatures:

Ozymandias, Male Human Drd4: hp 19; Appendix A.

"The Teeth," Black Bear: hp 24; *Monster Manual* 269.

Fredrick and Cristoph, Wolves (2): hp 13, 13; *Monster Manual* 283.

Deidre, Hawk: hp 4; *Monster Manual* 273.

Encounter Five: Blackthorn Encampment

The Blackthorn encampment consists of a 10-foot-high wooden palisade that surrounds two wooden outbuildings and a cave. The palisade has a single gate with two 10-foot-wide doors that are barred from the inside with two large logs.

The first outbuilding is for supplies and also houses Gnarley spider silk and stolen arms and armor. It also has several wall shackles for slaves (though no slaves are currently present unless one or more players were captured, in which case they are here along with their equipment). If most or all of the party were captured, they are put here in shackles. After a day in confinement, one of the

players is able to break free and can free the rest of the party.

The second outbuilding is a den for the black wolf that the orcs use to patrol the forest around the compound at night and his orc trainer.

Daytime: If the players approach the camp in the day, the wolf and his trainer are sleeping in the second outbuilding and can be surprised. They attack any non-orc who enters the building.

At night: the wolf and his trainer are patrolling around the outside of the compound and may spot the players approach (Spot check versus the players' Hide check, or a Spot check (DC 5) if the players are making no effort to be stealthy).

Creatures:

Wolf: hp 14; *Monster Manual* 283.

Orc Trainer: hp 5; *Monster Manual* 203 with following exceptions: he is armed with a short sword and a dagger and wears leather armor.

The Cave: contains the remainder of the Blackthorn orcs and their acting chief. There are straw pallets for about 50 orcs here. Most of these orcs are campaigning against the Dyvers Ring of Steel. Only 6 orcs and their acting chief remain in the camp:

Creatures:

Orcs (6): hp 4 each; *Monster Manual* 203 with following exceptions: they have 4 hp and 10 Con; they are armed with short swords and wear leather armor.

Orc Acting Chief: hp 8; *Monster Manual* 203 with following exceptions: he has 8 hp and he is armed with a battleaxe and a dagger.

Kassedan, Male Half-Orc Rog3: hp22; Appendix A. Kassedan is here if he escaped the ambush. He is a coward. If he is threatened he tries to bluster and threaten his way out. If that doesn't work he cowers and whines. If the players force him into a corner and are intent on taking his life he fights to escape.

Treasure: Arms, armor, and supplies worn by orcs or in storage at their encampment worth a total of 250 gp per player. The players can also get Kassedan's gear here if they did not get it in Encounter Three.

Denouement

When the party returns to Dyvers, they may wish to sell the proceeds of their adventure (spider silk, captured armor, etc). They may also want to inform the constabulary of Kassedan, or even turn him in if they managed to capture him. As the maximum treasure each character can earn for this adventure is 400 gp, any amount above that is confiscated by Dyvers authorities upon the player's return. Role-play this as it occurs with the understanding that the constabulary takes Kassedan into custody, other authority groups act according to their nature and any special interest groups that are reported to (the Ring of Steel, the Alliance, whomever the players feel warrants a report) also act according to their respective natures.

Treasure: A reward of up to 50 gp to each character for Kassedan's capture and/or information received (including information given to Hermanthe) may be doled out.

Experience Point Summary

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

Award the total value (objectives plus role-playing) to each character.

Introduction

Inquiring about Hermanthe's story and agreeing to look into the rumor of Pheol of Thom's lodge:

30 xp

Encounter One

For NOT slaying "The Teeth":

30 xp

Encounter Two

Acquiring the Hatchling silk without alerting the Aranea adults:

60 XP

Encounter Three

Defeating or avoiding the Blackthorn orc ambush:

60 XP

Encounter Four

Gaining the assistance of Ozymandias (made a successful Diplomacy check):

60 XP

Encounter Five

Defeating the Blackthorn orc encampment:

120 XP

Bringing Kassedan to justice in Dyvers and or informing at least one organization important to the players concerning Kassedan's slave trade and weapon smuggling conspiracy with the Blackthorn orcs.

30 XP

Role-Playing Experience

60 XP

Total Possible Experience

450 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, sum all encounters and write the total in the "GP Gained" field of the adventure record. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure.

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

Encounter Two

Loot: 70 gp - 14 patches of spider silk.

Encounter Three

Loot: 30 gp - Kassedan's gear

Encounter Five

Loot: 250 gp - Arms, armor, and supplies worn by orcs or in storage at their encampment.

Denouement

Coin: 50 gp - Various and sundry rewards from Dyvers groups.

Total Possible Treasure

400 gp

APPENDIX A

Monster/NPC Listing:

Introduction

Kassedan, Male Half-Orc Rog3: CR 3; Medium Humanoid (Orc); HD 3d6+6; hp 22; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 [+2 Dex, chain shirt]; Base Atk +2; Grap +5; Atk +5 melee (1d6+3/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6+3/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ darkvision 60 ft., evasion, trap sense +1; AL LN; SV Fort +3, Ref +5, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Skills: Bluff +7, Disguise +7, Gather Information +7, Hide +6, Move Silently +6, Open Locks +8, Sleight of Hand +6, Sense Motive +6, Tumble +6.

Feats: Improved Initiative, Quickdraw.

Languages: Common, Giant, and Orc

Physical Description: A six foot tall man obviously not of pure human descent. He has course black hair and a pronounced jaw. His left arm is missing below the elbow and the scar looks fresh.

Possessions: chain shirt, short sword, light crossbow, 10 masterwork bolts, *potion of mage armor* (cl1, fnt, abj), 2 *potions of cure light wounds* (cl1, fnt, con), 5 gp.

Encounter 1

“The Teeth,” Animal, Bear, Black: CR 2; Medium Animal; HD 3d8+6; hp 24; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12 [+1 Dex, +2 natural]; Base Atk +2; Grap +6; Atk +6 melee (1d4+4, claw); Full Attack +6 melee (1d4+4, 2 claws) and +1 melee (1d6+2, bite); SQ low-light vision, scent 30 ft.; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +4, Listen +4, Spot +4, Swim +8.

Feats: Endurance, Run.

Encounter 2

Aranea: CR 4; Medium Magical Beast (Shapechanger); HD 3d10+6; hp 22; Init +6; Spd 50 ft., climb 25 ft.; AC 13, touch 12, flat-footed 11 [+2 Dex, +1 natural]; Base Atk +3; Grap +3; Atk +5 melee (1d6+poison, bite) or +5 ranged, (special, web); Full Atk +5 melee (1d6+poison, bite) or +5 ranged, (special, web); SA poison, spells, web; SQ change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills: Climb +14 (can always take 10), Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6.

Feats: Improved Initiative, Iron Will, Weapon Finesse.

Languages: Common and Sylvan.

Change Shape (Su): change to small or medium humanoid (cannot use bite, webs, or poison) or medium spider-humanoid hybrid (appears as humanoid, DC 18 Spot check to reveal fangs and spinnerets, can bite, webs, poison, move 30 ft.). Dispel magic or death does not cause form change. *True seeing* spell reveals true form.

Poison (Ex): Bite, DC 13 Fort, 1d6 Str/2d6 Str

Web (Ex): In spider or hybrid form, 6/day, 10 ft. range (up to 5 range increments), up to large size target, entangles target, DC 13 Escape Artist to escape or DC 17 Strength to burst free, web has 6 hp's, hardness 0, takes double damage from fire.

Physical Description: It appears to be a monstrous spider, but it has two small humanlike arms below its mandibles.

Sorcerer Spells Known (6/6; save DC 12 + spell level): 0—*daze, ghost sound, light, mage hand, open/close*; 1st—*charm person, color spray, sleep*.

Encounter 3

Orc, War1: CR 1/3; Medium Humanoid (Orc); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [leather]; Base Atk +1; Grap +4; Atk +4 melee (1d6+3/19-20, short sword) or +4 melee (1d4+3/19-20, dagger) or +1 ranged (1d4+4, dagger); Full Atk +4 melee (1d6+3/19-20, short sword) or +4 melee (1d4+3/19-20, dagger) or +1 ranged (1d4+4, dagger); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -2; Str 17, Dex 11, Con 10, Int 8, Wis 7, Cha 6.

Skills: Listen +1, Spot +1.

Feats: Alertness.

Languages: Common and Orc

Physical Description: Primitive human-like creature with gray skin, coarse hair, stooped posture, low forehead, and porcine face with prominent lower canines that resemble a boar's tusks.

Possessions: leather armor, short sword.

Swarm, Bee (Adapted from Spider Swarm): CR 1; Diminutive Vermin (Swarm); HD 2d8; hp 9; Init +3; Spd 20 ft., fly 20 ft.; AC 17, touch 17, flat-footed 14 [+4 size, +3 Dex]; Base Atk +1; Grap -; Atk swarm (1d4+poison); Full Atk swarm (1d4+poison); Face/Reach 10 ft./0 ft.; SA distraction, poison; SQ darkvision 60 ft., swarm, vermin; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills: Listen +4, Spot +4.

Feats: None

Swarm (Ex): not subject to criticals, flanking, tripping, grappling, bull rushing, immune to weapon damage. Immune to spells/effects that target specific number of creatures. +50% damage from area spells/effects. Susceptible to high winds (see DMG 95, MM 317). Susceptible to fire (see MM 237).

Distraction (Ex): living creature that begins turn w/ spider swarm in its space must succeed at a DC 11 Fort save or be nauseated (only make single move action) for 1 round. Concentration check to cast spells or use skills requiring patience and concentration (DC 20 + SL).

Poison (Ex): swarm, DC 11 Fort, 1d2 Con/1d2 Con.
Physical Description: A horrible, swarming army of large bees.

Kassedan, Male Half-Orc Rog3: See Introduction.

Encounter 4

Ozymandias, Male Human Drd4: CR 4; Medium Humanoid (Human); HD 4d8+8; hp 19; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16 [+2 Dex, +1 *hide armor*, heavy wooden shield]; Base Atk +3; Grap +4; Atk +5 melee (1d6+1/18-20, mw scimitar) or +4 melee (1d4+1/19-20, dagger) or +6 ranged (1d4+1, mw sling) or +5 ranged (1d4+1/19-20, dagger); Full Atk +5 melee (1d6+1/18-20, mw scimitar) or +4 melee (1d4+1/19-20, dagger) or +6 ranged (1d4+1, mw sling) or +5 ranged (1d4+1/19-20, dagger); SA nature sense, animal companion, wild empathy, woodland stride; SQ trackless step, resist nature's lure; AL N; SV Fort +6, Ref +5, Will +6; Str 12, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills: Concentration +9, Handle Animal +3, Knowledge (nature) +7, Spellcraft +4, Survival +9.

Feats: Track, Spell Focus (evocation), Lightning Reflexes.

Languages: Common and Druidic.

Trackless Step (Ex): Leaves no trail, cannot be tracked.

Resist Nature's Lure (Ex): +4 to saves vs. spell-like abilities of feys.

Nature Sense (Ex): +2 to knowledge (nature) and survival checks.

Wild Empathy (Ex): Improve attitude of animal (same as diplomacy). 1d20+druid level+Cha. 30 ft., 1 minute to perform. Can also use on magical beast with Int of 2 or less at -4 penalty.

Woodland Stride (Ex): Move through natural thorns, briars, etc. at normal speed w/o suffering damage or other impairment. However magic still affects him.

Physical Description: A tall blonde man with brown weathered skin dressed in brown robes. His face is clean shaven and gaunt.

Possessions: +1 *hide armor* (cl3, fnt, abj), heavy wooden shield, mw scimitar, mw sling, 10 mw bullets, dagger, *brooch of shielding* (20 ch) (cl1, fnt, abj), walking stick.

Druid Spells Prepared (5/4/3; save DC 12 + spell level [14 + spell level for evocation]): 0—*cure minor wounds, flare, mending, read magic, resistance*; 1st—*cure light wounds, entangle, magic fang, obscuring mist*; 2nd—*barkskin, bull's strength, flaming sphere*.

Deidre, Animal, Hawk: CR 1/3; Tiny Animal; HD 1d8; hp 4; Init +3; Spd 10 ft., fly 60 ft. (average); AC 17, touch 15, flat-footed 14 [+2 size, +3 Dex, +2 natural]; Base Atk +0; Grap -10; Atk +5 melee (1d4-2, talons); Full Atk +5 melee (1d4-2, talons); S/R 2.5x0; SQ low-light vision; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +2, Spot +14.

Feats: Weapon Finesse.

Frederick and Cristoph, Wolves: CR 1; Medium Animal; HD 2d8+4; hp 13 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 [+2 Dex, +2 natural]; Base Atk +1; Grap +2; Atk +3 melee (1d6+1, bite); SA trip; SQ low-light vision, scent 30 ft.; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 tracking by scent).

Feats: Track, Weapon Focus (bite).

Trip (Ex): Bite attack, attempt trip (at +1) as free action w/o touch attack or provoking Attack of Opportunity. Cannot be tripped back.

"The Teeth," Animal, Bear, Black: See Encounter One.

Encounter 5

Orc Trainer, War1: CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [leather]; Base Atk +1; Grap +4; Atk +4 melee (1d6+3/19-20, short sword) or +4 melee (1d4+3/19-20, dagger) or +1 ranged (1d4+4, dagger); Full Atk +4 melee (1d6+3/19-20, short sword) or +4 melee (1d4+3/19-20, dagger) or +1 ranged (1d4+4, dagger); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills: Listen +1, Spot +1.

Feats: Alertness.

Languages: Common and Orc

Physical Description: Primitive human-like creature with gray skin, coarse hair, stooped posture, low forehead, and porcine face with prominent lower canines that resemble a boar's tusks.

Possessions: leather armor, short sword, dagger.

Wolf: CR 1; Medium Animal; HD 2d8+4; hp 14; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 [+2 Dex, +2 natural]; Base Atk +1; Grap +2; Atk +3 melee (1d6+1, bite); SA trip; SQ low-light vision, scent 30 ft.; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 tracking by scent).

Feats: Track, Weapon Focus (bite).

Trip (Ex): Bite attack, attempt trip (at +1) as free action w/o touch attack or provoking Attack of Opportunity. Cannot be tripped back.

Orc Acting Chief, War1: CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 8; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 [studded leather]; Base Atk +1; Grap +4; Atk +4 melee (1d8+4/x3, battle axe) or +4 melee (1d4+3/19-20, dagger) or +1 ranged (1d4+3, dagger); Full Atk +4 melee (1d8+4/x3, battle axe) or +4 melee (1d4+3/19-20, dagger) or +1 ranged (1d4+3, dagger); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills: Listen +1, Spot +1.

Feats: Alertness.

Languages: Common and Orc

Physical Description: Primitive human-like creature with gray skin, coarse hair, stooped posture, low forehead, and porcine face with prominent lower canines that resemble a boar's tusks.

Possessions: studded leather armor, battle axe, dagger.

Orc, War1: CR 1/3; Medium Humanoid (Orc); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [leather]; Base Atk +1; Grap +4; Atk +4 melee (1d6+3/19-20, short sword) or +4 melee (1d4+3/19-20, dagger) or +1 ranged (1d4+4, dagger); Full Atk +4 melee (1d6+3/19-20, short sword) or +4 melee (1d4+3/19-20, dagger) or +1 ranged (1d4+4, dagger); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -2; Str 17, Dex 11, Con 10, Int 8, Wis 7, Cha 6.

Skills: Listen +1, Spot +1.

Feats: Alertness.

Languages: Common and Orc

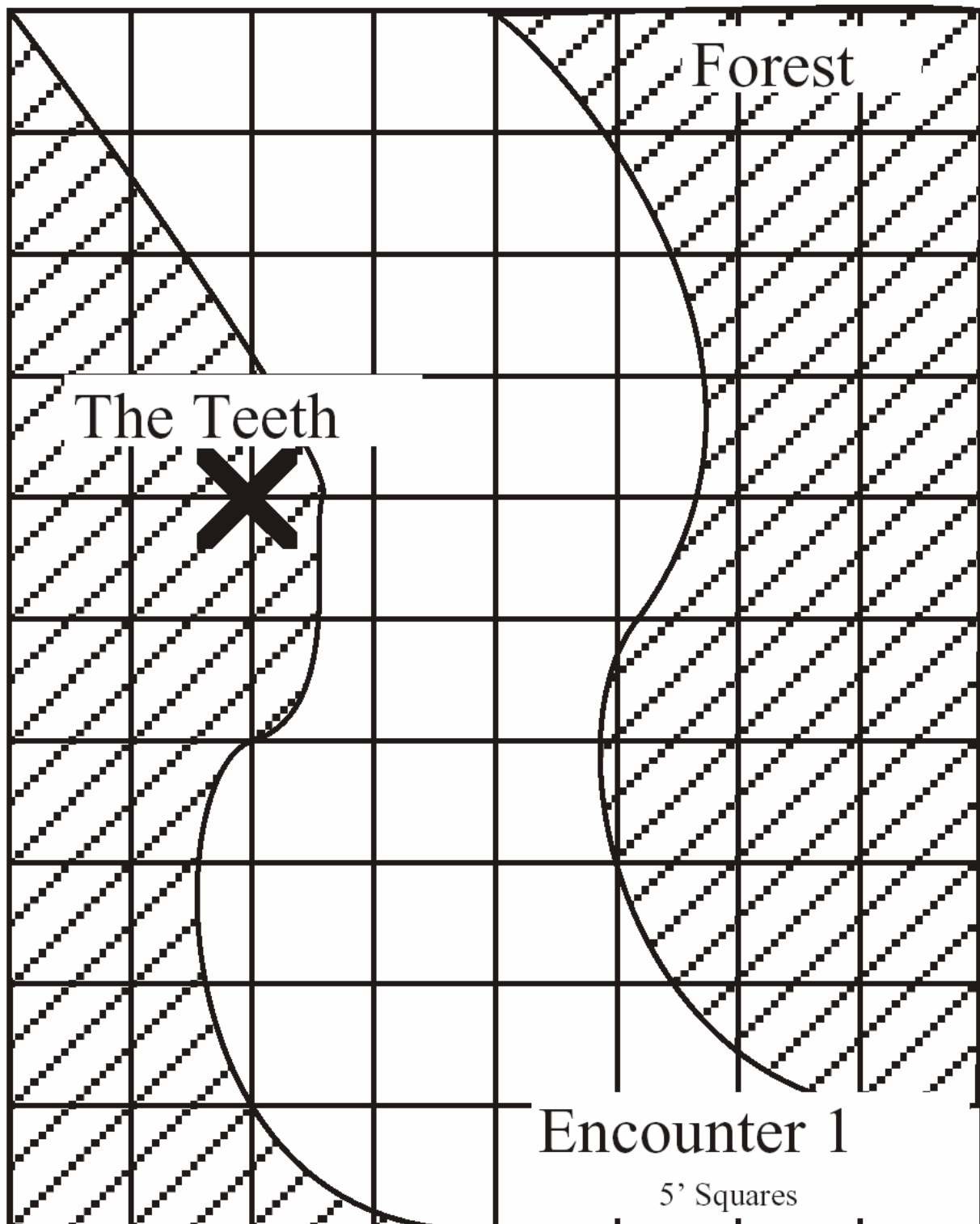
Physical Description: Primitive human-like creature with gray skin, coarse hair, stooped posture, low forehead, and porcine face with prominent lower canines that resemble a boar's tusks.

Possessions: leather armor, short sword.

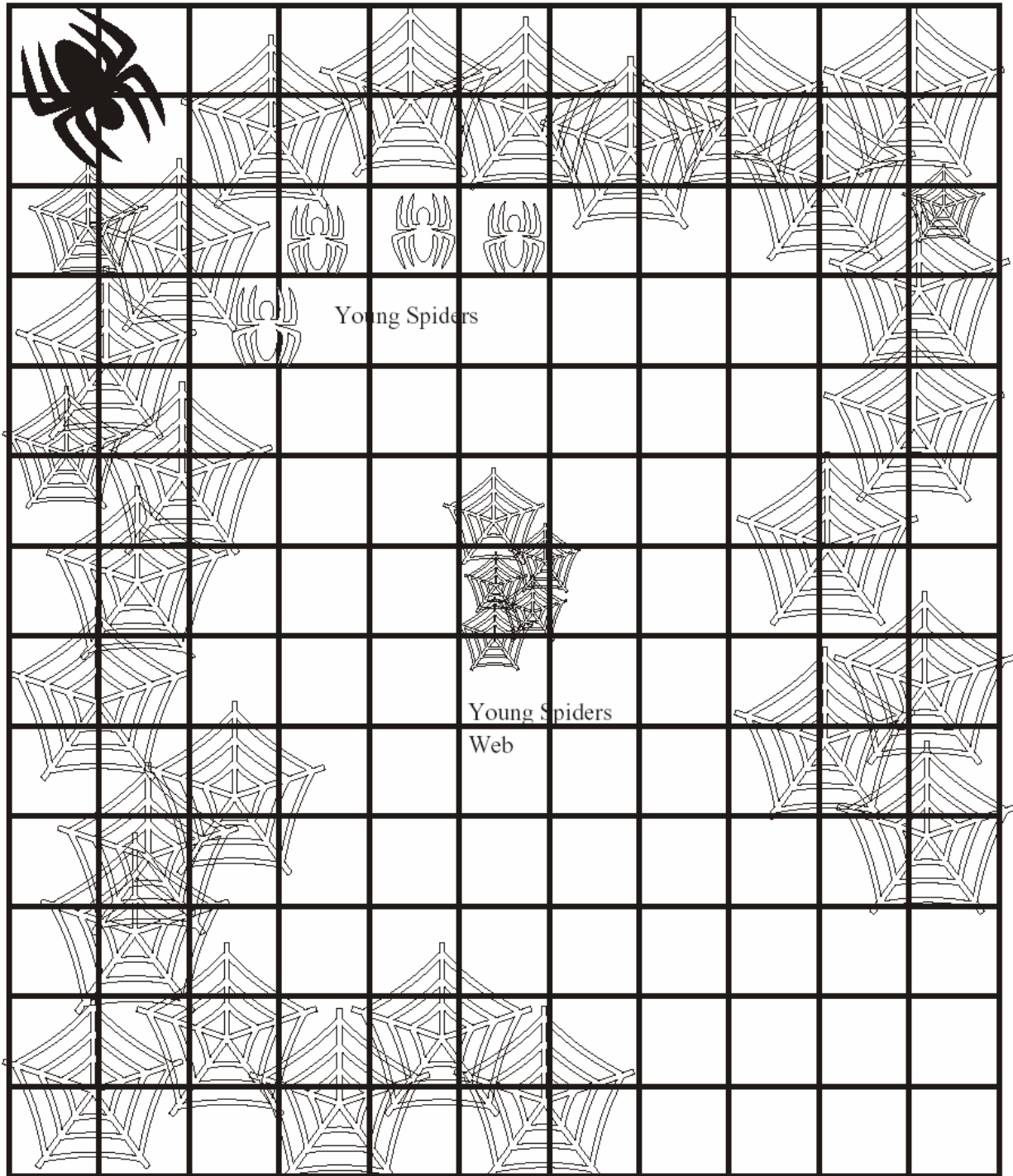
Kassedan, Male Half-Orc Rog3: See Introduction.

Appendix B

Maps:



Aranea



Encounter 2

5' Squares

