

TUS2-03



THE GALDA COAST

A One-Round D&D[®] LIVING GREYHAWK[®]
Tusmit Regional Adventure

Version 1

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Something is disrupting the river trade of Tusmit's Sheikdom of Dihl. Who or what is behind the disappearance of cargo and vessels? An adventure for characters level 1-6.

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. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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" among 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 (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Tusmit. All in-region characters pay one Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp. Out-of-region characters pay double these costs.

ADVENTURE BACKGROUND

The trade of Tusmit's Sheikdom of Dihn is being disrupted. The situation is quite serious, and unusual.

To date, three river barges (barijahs) have disappeared without a trace. All three were carrying cargo of galda fruit, freshly harvested and bound for Blashikdur for sale.

After the disappearance of the second barijah, the Water Watchers (the river police of Tusmit) were put on high alert, prepared to escort future shipments. In bold nighttime raids however, three nearby Water Watcher outposts have been burned to the ground, their craft set adrift in flames. A patrol craft also disappeared in the night.

The most curious fact regarding this matter: all three missing barijahs were carrying golda fruit from Dihn. This stands out for two reasons.

First, there is a significant amount of trade on the Elani River, and the galda fruit represent only a portion of

that trade. In this gold-rich sheikdom, there are many more valuable commodities, which are shipped on the river (although they are more highly guarded).

Second, Dihn is a minor provider of Tusmit's galda crop, producing less than 20% of the national output. Neighbouring Khalid is responsible for over three-quarters of the nation's crop. Both sheikdoms use the Elani River to transport their product, but only barijahs from Dihn have gone missing.

The galda farmers of Dihn believe this is no coincidence. There are many theories on who or what might be behind these attacks. Most focus on Khalid, where Dihn's wealth and favorable taxation status is looked upon with jealousy and anger. But while Dihn is the richest of Tusmit's provinces, the farmers are among Dihn's poorest citizens. Why target them?

In reality, a group of militant elves, frustrated by years of Khalid settlement, industry, and occupation in the Udgru Forest hope to stir up hostility between Dihn and Khalid. To further their goals, the elves are targeting and capturing the vulnerable crews of galda-carrying barijahs from Dihn. The elves dispose of the cargo, and then sell the captives as slaves to fund their movement.

Meanwhile, the farmers have another problem. The galda fruit is highly perishable and must be shipped immediately after harvest. Another shipment is ready now, but the Water Watchers are unable to provide an escort. By the time the Water Watchers reinforcements have arrived, the harvest will be over ripe beyond salvaging. To lose the entire year's work would be not only heartbreaking, but also financially devastating to the entire galda farming community in Dihn.

The farmers need heroes to help protect their crop on its journey to Blashikdur.

ADVENTURE OVERVIEW

This module is designed to introduce players to various aspects of Tusmit: the Sheikdoms of Dihn and Khalid, the nature of life in northern Tusmit, the sense of competition and jealousy between rival Sheiks, and the powerful role rivers play in Tusmit.

The characters begin the module in the Sheikdom of Dihn, not far from the Khalid border. They hear the sounds of screams and shouts. A griffon is attacking farmers, and the characters are called upon to help. (Encounter 1)

These heroics lead the adventurers to the village of Deir el Mahari. Here the characters are asked to guard the next shipment of galda fruit on its way to Blashikdur and learn of other vessels' disappearances. Without the characters' help the farmers of Dihn will have a difficult time surviving the winter. (Encounter 2)

As they begin their guard duty on the Elani River the party first encounters the remains of a burned Water Watchers patrol raft (Encounter 3). Later on their barijah is attacked by a giant gar drawn by the scent of the fruit. It attempts to damage the ship to get at the fruit in the hold. (Encounter 4)

The party may be forced to stop at the next river port, the village of Amarad, for repairs. Here they may listen to rumors regarding the missing vessels. (Encounter 5)

Past Amarad, the elves are ready. A sorcerer and several brigands wait on the Khalid side of the river shortly after it turns south toward Blashikdur. The sorcerer's familiar gives the group warning of the barijah's approach, and they execute a complex plan. (Encounter 6)

Assuming the characters prevail, they are faced with one final hurdle before getting their cargo to Blashikdur. The sorcerer's familiar alerts another group of elves (including rangers and a cleric), in a small boat and move upstream to aid their compatriots. Once these elves are defeated, the characters have cleared the way to Blashikdur, and may have unearthed some clues regarding the intentions of the elves. (Encounter 7)

INTRODUCTION

You are walking on the River Road, which winds its way roughly parallel to the Elani River in the Sheikdom of Dihn. You had almost expected to see the route paved with the sheikdom's fabled gold, but instead you walk through the autumn mud, and ruts in the track by previous travelers.

Allow the characters to introduce themselves if desired. Feel free to suggest possible rationales for their being on the River Road: travelling through Dihn to sign on as guards for the gold train from the mines to Blashikdur; as bounty hunters to cleanse the sheikdom of monsters.

The River Road takes you through the most impoverished parts of Dihn. You walk through a forested area. To either side you can see farmers and their families harvesting the salty fruit of the galda trees and preparing it for shipment.

ENCOUNTER 1: WRATH OF THE GRIFFONS

Turning around a corner in the road, a shadow touches you momentarily, replacing the warmth of the sun with a fall chill. Seconds later, from around the corner in the road directly in front of you, you hear screams of panic. The shadow reveals itself to be a ferocious griffon. Now it completes its arc, diving at a group of farmers just 100 feet away in the field.

The griffon(s) misses the farmers in its initial charge. Roll initiative (including the farmers).

There are eight farmers. All are members of one family – the parents (Hosh and Ava), five children (from 6 to 15 years of age), and the grandmother (Minu). All but the parents will attempt to find cover, climbing up galda trees, hiding behind them, or running to take cover in the family's mud-brick hovel 70 feet away. The two that remain are the mother and father of the six. They drop their baskets of fruit and pick up large sticks to try and defend themselves.

Should the griffon(s) fell Hosh and Ava, it will attack Minu and the children, including crushing their fragile mud-brick home if necessary. Even if the characters have horses, the griffon chooses to ignore them in favor of human prey.

Tactics: (APL 2) The griffon is an aged beast, now suffering from arthritic changes and well past its prime. It will relentlessly attempt to destroy the farmers unless a character stands directly in front of it and attacks.

(APL 4) The two griffons attack and target the farmers until taking physical damage from the characters. At this point the griffons will change their focus to what it now views as a real threat.

(APL 6) Four griffons attack – two attack the characters, while the other two attack the farmers. The griffons attacking the farmers shift their focus to the characters if at any time one takes 10 hp of damage.

Recent events in the Yatils have driven the griffon(s) from its nest. Angered, the griffon(s) attack all bipedal creatures. The exact details of these events will be explained in another scenario.

APL 2 (EL 3)

🐉 **Karkak, venerable Griffon:** hp 30; see *Monster Manual*.

APL 4 (EL 6)

🐉 **Karkak and Kakik, Griffons 7HD:** hp 63, 59; see *Monster Manual*.

APL 6 (EL 8)

🐉 **Karkak, Kakik, Kyrix and Kaw, Griffons 7HD:** hp 70, 63, 59, 45; see *Monster Manual*.

ALL APLS

👤 **Hosh and three children, male humans (Baklunish)** Com: hp 5, 4, 3, 2; see Appendix I.

👤 **Ava, two children and grandmother, female humans (Baklunish)** Com: hp 6, 4, 3, 2; see Appendix I.

Development: If the characters manage to rescue the farmers from certain death, Hosh and Ava are filled with gratitude.

By the Four Feet of the Dragon, I thank you. May Al'Akbar smile on you. Days are cruel when griffons attack men over horses, and shipments of fruit go missing without a trace.

We have little to give you for thanks, but I know the Water Watchers in Deir el Mahari offer a bounty for griffons. Perhaps I can take you there so that you receive the reward of those whose honor deserves it.

If the family has suffered fatalities, the surviving parent, grandparent or eldest surviving child will request the party assist them in bringing the bodies of the fallen to the Mosque of Al'Akbar in Deir el Mahari so that the

Mullah can prepare them for their journey to the second life.

ENCOUNTER 2: THE PLIGHT OF THE GALDA

Deir el Mahari, built on the southern shore of the Elani River, is a dirty Baklunish river port town. Here the confluence of several minor economic interests merge: the intersection of two roads, the River Road which hugs this portion of the Elani, and the Golden Trail, in reality a rutted path that ultimately leads to the main trade road through Dihl.

As a port town, Deir el Mahari supports both the trade that comes from the river and from the roads, is a minor shipping center, and is the community center for local farmers and fishermen.

There is an acrid scent in the air as you make your way into town.

Deir el Mahari is two miles east along the River Road from where the griffon chose to strike. If the party failed to save the farmer family, or chose to not become involved, they will be recognized as adventurers upon arriving in the village and asked if they could help the Water Watchers on the shore of the Elani. Otherwise they will be accompanying the farmers to the Mullah's, or to the Water Watchers headquarters.

In fact, the acrid scent the characters detect is from the smoking ruins of the Water Watchers' headquarters, which was burned to the ground the previous evening.

The village is of moderate size, being home to about 250 people. There is very little wealth in Deir el Mahari despite its position between two trade roads. There is the general sense of disrepair and age throughout the village.

The key points of interest in Deir el Mahari are the Mosque of Al'Akbar, the ruins of the Water Watchers headquarters, and the Swimming Serpent Inn.

THE MOSQUE OF AL'AKBAR

At the corner of the Golden Trail and the River Road, this temple and its modest minaret still manage to be attractive despite the dirt, which now clings to its once white walls. Like every other building in the village, it seems like decades have passed since an attempt has been made to restore the mosque to its once pristine state.

Simbel al Mullah has served Deir el Mahari as its Mullah for more than 40 years. He once took great pride in the appearance of his temple, and while he still takes immense care with the mosque's interior, the 62 year old cleric has long since stopped trying to protect the exterior from the rain and mud which are part of life in the village.

If the characters are assisting farmers to retrieve the bodies of family members who perished in the griffon attack, Simbel thanks the characters for their aid. He promises that the spirits of the departed will soon be transported to the second life through the funeral pyre. The Mullah has two *cure light wounds* available to heal

those in the party who were wounded in the effort to save the farmers.

Simbel suggests to the characters that they must visit the Water Watchers to collect a bounty that is “fairly theirs” if the party managed to defeat the griffon assault.

Simbel knows of the missing ships, and of the attack on the Water Watchers. He suspects river bandits, infidels with no honor or respect for the ways of Tusmit.

ALL APLS

☛ Simbel al'Mullah, male human (Baklunish) Clr3: hp 27; see Appendix I.

THE WATER WATCHERS HEADQUARTERS

Smoldering remains are all that's left of the Deir el Mahari Water Watchers headquarters. The office once stood at the very end of the Golden Trail, where it meets the river. Along with the ruins of the building, you can see the Water Watcher's pier has also been a victim of the fire. You notice the burnt husks of two patrol rafts, pulled up on shore where the pier once began.

A makeshift office has been created out of two wagons, which now lie anchored on the street. Two Water Watchers are working with local craftsmen to build the hull of a new patrol raft. Behind the wagons two men can be seen searching through the rubble. One picks up the remains of documents and small items, placing them into a small basket. The other wears gloves and appears to be clearing debris.

Four Water Watchers are currently on duty, Said and Fatima who are working on the raft while Abdullah, and Meren cull through the wreckage.

Fatima is the first to greet the adventurers as they arrive. She is a solid, strong woman, her face weathered beyond her 30 years. She is pleased to pay the characters a bounty for defeating the griffon(s), a total of 50 gold pieces per griffon defeated. She will ask the adventurers a few questions about how they came to defeat the monster, and then make them an offer...

“As you can see, we are in the process of rebuilding our capabilities here in Deir el Mahari. Flaming arrows last night ago torched our offices, dock, and patrol raft.

“We can rebuild, and by next week we should have reinforcements from the Water Watchers up-river. In the meantime, we are extremely short staffed, and our resources are tight.”

This creates a big problem for the galda farmers. There is a barijah filled with galda, ready to ship the fruit to Blakshandur. Ordinarily the Water Watchers would not be too concerned about the safety of a barge filled with fruit. However, the first three shipments of galda from Dihn river ports have mysteriously disappeared without a trace.

“We would like to provide the barijah an escort, but obviously we cannot. The Water Watchers upstream and downstream have also been vandalized, and can provide us no support at this time.

The fruit cannot wait... it is perishable and will be of no value to anyone if it does not leave soon.

“Here is my offer. Ride with the crew of the barijah known as The Gold Coast when it pushes off at dawn tomorrow. Be their guards. Get the fruit safely to Blakshandur. I will provide you a letter of credit so that the Water Watchers in the great city will pay your group 50 gold pieces. And should you discover the fate of the missing barijahs, or bring those who might be behind their disappearance to justice, I can promise that a larger award will await you.

The vessel the characters are being asked to guard, a barijah, is a Baklunish river barge. It has a wide, broad hull, with most of its cargo space above deck. Fatima points toward The Gold Coast – it lies docked 100 yards downstream of the destroyed Water Watchers pier.

The fee that Fatima offers the characters is non-negotiable. She is also unable to specify what amount might be available should they solve the mystery of the missing barijahs, or capture those involved. However, she does have additional information regarding the situation if asked:

- All three missing barijahs have set out from Dihn sheikdom. Khalid sheikdom also uses the Elani River to transport its galda fruit to Blakshandur – further west, the Elani becomes the border between Dihn and Khalid, and it is from here the majority of Khalid's galda harvest is shipped. In fact, more than 70% of the galda traffic on the Elani comes from Khalid. It seems an extraordinary coincidence that all three barijah were shipping galda fruit and all three came from Dihn.
- Of the three missing barijah, one embarked from Deir el Mahari, and the other two from an upstream port known as Medina Habu.
- Flaming arrows caused the fire. The arrows were seen coming from the east, upstream.
- Three Water Watcher operations have been attacked... the one at Medina Habu farther east along the Elani, and at Gendarah, which lies farther west on the Khalid side of the river.
- The three missing shipments represent 100% of the galda shipped from Dihn this year
- None of the missing fruit has shown up.
- All three missing ships were owned and operated by their river merchant captains.

Fatima is not convinced there is a connection between the attacks on the Water Watchers and the missing galda shipments. One is clearly targeted against Dihn, while the other does not discriminate. As well, attacking the Water Watchers seems like a lot of effort to go to for the sake of some fruit, “In my opinion.”

She believes that a group of renegades from Khalid, jealous of Dihn's perceived wealth, are behind the disappearances, with the galda farmers being easy targets for their wrath.

The characters can find the Captain of *The Gold Coast* at The Swimming Serpent Inn.

ALL APLS

☞ **Fatima, female human (Baklunish) Ftr2:** hp 18; see Appendix I.

☞ **Said, Abdullah, Meren, male humans (Baklunish) Ftr2:** hp 16, 14, 12; see Appendix I.

THE SWIMMING SERPENT

The scent of fresh fish being cooked in rich spices greets you as you arrive at Deir el Mahari's only inn, The Swimming Serpent.

Like the rest of the village, dirt and mud coat the exterior of the inn, and the sign looks like it was a relic even before the Greyhawk Wars. The interior does not do much to improve your overall perception. Dingy rugs hang on the walls, and the planks on the floor are worn. But at least there is a wooden floor unlike most of the structures you've seen in Deir el Mahari. The building is one story, with a corridor opening off the common area leading to accommodations.

Inside, local fishermen are enjoying the galda flavored smoke from a sheeshah, while others enjoy a house specialty—pike in galda chutney served on saffron rice.

There are currently six patrons of The Swimming Serpent – two galda farmers enjoying a meal, the two fishermen savoring the sheeshah, a half-elf woman, and a solid looking Baklunish man. Watching over his establishment is the innkeeper, a mustached man in his early 40s.

While the décor of The Swimming Serpent leaves something to be desired, the food is good, and it is a true gathering place for the locals.

The party has the opportunity to talk to the occupants of the Serpent to gather more information about the journey ahead.

The innkeeper is Kandar, a poor housekeeper but great cook. He is concerned because half of the local galda crop has been lost with the missing vessels. His business will suffer along with the entire community if there are any more losses. He blames the 'greedy farmers of Khalid'. Kandar strictly forbids the casting of spells in his inn, and will ask any of the characters to leave should he see them doing so.

The farmers are Gala and Nira, a married Baklunish couple in the 40s. They have the look of hard living. They too are afraid. If the boats don't get through, they don't know how they will survive the winter. There is no other shipping options – using the roads takes too long – they would lose more than half of what's sent to spoilage. They believe that the Sheik of Khalid is secretly behind the plot, to help boost the price of Khalid's galda crop and thus reap more in taxes.

The fishermen are Herat and Bekar. They're in their early 20s, with moustaches and beards. They make much of their living selling the fish they catch in the Elani to the villagers and farmers of the Deir el Mahari area. "How

will we make money if there is no money to spend?" They believe that river pirates are behind the losses, and that the Sheik of Khalid lets them hid in his forests.

Loria is the half-elf. She works at a distillery that brews a very nice galda spirit, enjoyed both in town and shipped to Blashikdur and beyond. She is also the secret informant in town who (through scrying) reveals to the elves when galda shipments leave port. She tells the characters that she believes the people of Khalid are behind the disappearances, and that it won't be long before the Sheik of Dihl insists on retribution for the grief Khalid has caused. Make a Sense Motive check if the characters suggest it. A DC of 24 will suggest something is off with her story. If called on it, she will leave, simply stating "I came here to enjoy a pleasant meal, not to be insulted. Goodbye."

Should the characters pursue Loria, she lives alone, in a small apartment above the town tailor's shop. Nothing short of a Charm Person or stronger enchantment spell will motivate her to share her secrets. In the case of a charm, she will reveal that a friend of her father (an elf) contacts her on a daily basis through scrying to discover what ships have left the port at Deir el Mahari. Each month she receives gold for her efforts.

Jahah is the final patron of the Serpent. He is the captain/owner of *The Gold Coast*, the vessel the characters have been asked to protect. He is concerned about the trip ahead, especially since as a shipping law in Tusmit dictates, he must fly the colors of Dihl to illustrate the port of origin. He also believes river pirates are behind the disappearances – in his opinion, only they could move swift enough to accomplish what they've managed so far.

As well, characters can use Bardic Knowledge or Local History: Tusmit to find out the following information:

DC 15: Fish in the Elani river can grow to prodigious sizes.

DC 20: All of Dihl's galda crop is shipped out of two ports, Deir el Mahari, and Medina Habu.

DC 25: Before Tusmit was settled the Udgru was the domain of Elves.

DC 28: The Jadhim/orem has taken refuge in Ekbir and is trying to impact the security of Tusmit from within. (Rumor)

Finally, the characters can use Gather Information to discover additional leads....

DC 18 – There is tension between the Sheik of Dihl and the Sheik of Khalid over many issues, both political and personal.

DC 22 – The port master said he saw something unusual at the Water Watcher's last night.

Characters can rent rooms at the Swimming Serpent for the price listed in the *Player's Handbook*. While the lodging is very simple, the linen is clean.

ALL APLS

☞ **Loria, female half-elf** Com2: hp 6; see Appendix I.

☞ **Kandar, Gala, Herat and Bekar, male humans (Baklunish)** Com1: hp 5, 5, 4, 4; see Appendix I.

☞ **Nira, female human (Baklunish)** Com1: hp 5; see Appendix I.

UPRIVER – SOURCE OF THE ARROWS

Characters may wish to search the area the Water Watchers said flaming arrows came from. The Water Watchers found no tracks, and any that may have been there, are now covered by those of the Water Watchers.

A successful Search (DC 25) check in the water 100 feet along the shore from the Water Watchers headquarters reveals marks on the surface suggesting a boat was temporarily moored there.

THE PORT

Pashid, the leathery old portmaster, is a drunk but he knows his business. His office looks directly out onto the port, and is connected to the warehouse from which goods are loaded and unloaded. Right now, only one merchant vessel is docked—The Gold Coast—however, the port is also home to many fishing rafts.

Pashid documents the comings and goings at Deir el Mahari. Right now, he has a secret, and it's eating him up inside. Last night, after finishing at the port and then finishing a bottle of galda spirit, he walked his way home, passing right by the Water Watchers offices. He thought he heard a strange noise, and he could swear he saw some sort of bird dropping glass bottles on top of the Water Watcher's head quarters. He blamed it on the drink went home to bed. Now he wonders if what he saw had something to do with the fire the previous night. He is hesitant to reveal this, and has confided only in one friend, Bekar the fisherman. Pashid will only discuss this if asked directly by the characters.

The characters will know to ask only with a successful Gather Information check at The Swimming Serpent, or with a successful Sense Motive (DC 15) check if the characters get into a conversation with Pashid regarding the fate of the Water Watchers.

In reality, what Pashid saw was the familiar of the sorcerer involved on the strike against the Water Watchers. It dropped flasks of oil onto the pier, the raft, and the headquarters before the rangers let loose their arrows. The rangers, the sorcerer and the boat were all invisible upstream.

With information from Pashid, the characters may choose to search the ruins of the Water Watchers headquarters. They can easily find shards of glass, but

these could have come from any number of sources within the headquarters.

ALL APLS

☞ **Pashid, male human (Baklunish)** Com1: hp 4; see Appendix I.

THE GOLD COAST

The Gold Coast sits moored at Deir el Mahari's merchant pier.

The vessel is really a glorified raft. Of typical barijah design, the vessel is wide, with the shallow hull that allows it to traverse the rivers of Tusmit even when the riverbeds are low. The barijah is square in shape, tapered at the bow. The hold is a large box at the center of the barijah, the bulk of which is above deck. A sail is attached to the top of the hold which currently flies Dihn Sheikdom colors, as is required by Tusmit shipping laws.

The only quarters are the small cabin for Captain Jahah at the fore of the hold. Otherwise, the crew—yourselves included—are expected to sleep under the stars. There is tarpaulin, which can be used in the case of rain. As well, there are six oars which can be mounted, three to a side, should there be the need. Fortunately the trip ahead is entirely downstream.

The ship is about ten years old, and in good repair. Captain Jahah will introduce his new 'crew members' to The Gold Coast regulars—six Rivermen (of which only three are men). All are strong and healthy, well suited for the physical tasks of river merchants.

Under no circumstances will Captain Jahah allow the characters to fly colors other than those of Dihn. If he were to be caught by the Water Watchers flying another Sheikdom's colors, The Gold Coast would become property of the state.

Note also that it is not possible for the characters to guard The Gold Coast from the shore. The River Road does not consistently hug the Elani River. Captain Jahah intends for the barijah to sail night and day as well.

The Gold Coast moves an average of 4 miles an hour when rowed (the crew rows for about 10 hours a day), and 3 miles an hour when flowing with the current. That means the barijah can travel approximately 80 miles a day. The ordinary speed of the barijah is 5 feet, although in faster water it may move up to a speed of 20 feet.

Anyone who uses a Quall's Feather Token (Fan) or other means to dramatically speed up the barijah for an extended period of time will be able to propel the vessel from Deir el Mahari to Encounter Six in about four hours. In this case, the party will catch the elves completely by surprise while they are conducting repairs on the net trap—the information they have on the departing vessel has them expecting its arrival the next day.

ALL APLS

☞ **Jahah, male human (Baklunish)** War3: hp 27; see Appendix II.

☞ **Samir, Valeed, and Jentar, male humans (Baklunish)** Expr: hp 6, 5, 4; see Appendix II.

☞ **Taz, Sharmin, Ruma, female humans (Baklunish) Expt:** hp 6, 5, 5; see Appendix II.

ENCOUNTER 3: SMOKE ON THE WATER

Captain Jahah gives the order, and The Gold Coast pushes off. After a few minutes of paddling, the barijah is picked up and carried along by the current. To add additional speed, Jahah raises the bright yellow sail.

The river is a tributary, not one of the major rivers of Tusmit. To either side are the shores of Dihn, but before the end of the day the Elani will become the border between Dihn and Khalid, with Khalid becoming the northern shore.

The river is often as much as 600 hands wide, but can narrow to only 120 hands wide. Occasionally you must slow down to negotiate the low autumn water level, but the first several hours are uneventful—even pleasant. You observe the coming beauty of a Tusmit fall.

Have the characters make a Spot (DC 12) check. It is a couple of hours past noon and *The Gold Coast* is currently passing through one of the wider sections of the Elani. On a successful check they spot smoke coming from a small bay on the Dihn side of the river.

Should the characters decide to investigate, Jahah will drop the sails and order his crew to row the vessel into the bay. The smoke comes from the charred remains of a large raft. A Search check reveals:

DC 18: marks identifying the craft as a Water Watchers patrol raft

DC 20: the charred remains of an arrow sticking out of the former deck

DC 24: shards of glass, possibly from a vial

Anyone who examines the arrows with Bardic Knowledge or Knowledge History (Tusmit) can identify the shaft as being of elven origin on a DC of 25.

ENCOUNTER 4: THE ONE THAT GOT AWAY

You continue to travel west. To the north you now gaze upon the Sheikdom of Khalid, and the orange, red and green foliage of the Udgru Forest. To the south lies Dihn, and the Sehla Hills—foothills that lead all the way to the Yatil Mountains.

The river is tranquil. Birds can be heard overhead, making their annual exodus from the Baklunish lands to destinations in the south. Suddenly there is a distinct jolt to The Gold Coast.

The jolt has been delivered by a humongous Gar who has been attracted by the scent of the Galda in the barijah's hold. Unless the characters have made a Spot (DC 30) check, the approach of the Gar has been undetected to this point.

Characters must now make a Spot (DC 20) check to spot the Gar in the muddy depths of the Elani. Once the Gar has been sighted, the characters can start their defense of the barijah.

Meanwhile, Captain Jahah directs his crew to strike the sail, and take out the oars so they can safely navigate *The Gold Coast* to shallower waters, but this process will take 25 rounds (two and a half minutes).

APL 2 (EL 1)

☞ **Gar, Medium-Size 3 HD:** hp 16; see Appendix I.

APL 4 (EL 2)

☞ **Gar, Large-Size 7 HD:** hp 38; see Appendix I.

APL 6 (EL 6)

☞ **Gars, Large-Size 7 HD:** hp 42, 34, 27, 21; see Appendix I.

Tactics: The Gar(s) has no interest in the characters, the crew—only the fruit. It will attack the boat, damaging the hull below the waterline until it either breaks into the hold, releasing the fruit, or the Gar is driven off. Note that the Gar does no damage on its first strike.

The Gar attacks *The Gold Coast* every second round. The round after striking the vessel, it swims out to a distance of 30 feet, repositioning itself. The following round it charges, slamming its flat nose directly at the hold. The gar swims 10 feet below the river surface during this process, requiring the characters to use reach weapons or swim to attack it. After each attack, the Gar moves in a random direction to set up its next charge.

Missile weapons are ineffective against the Gar. Reach weapons can be used from the deck of *The Gold Coast*, but the Gar receives 20% concealment from the river. As well, characters using slashing or bludgeoning weapons are –4 to hit, and do one-half regular damage (round down) minus 1 HP. Piercing weapons work normally, but when used from the deck, the 20% concealment still applies. *Magic missile* works against the Gar, but ranged touch attacks are –4 to hit, and are also subject to 20% concealment from the water.

Characters who choose to swim and attack may be more effective, but will have other challenges to face. The Gar receives no concealment bonus against swimming characters. However, in order to attack, characters must make a successful Swim check (–1 on their check for each 5 pounds of gear they carry, including weapons) at DC 15. They then get to make one attack at –4, doing one-half regular damage (round down) minus 1 hp (unless they are using piercing weapons, in which case they have no negative modifiers to their attack roles or damage). Spellcasters must also make a Concentration check at DC 10 + the spell level in order to cast a spell.

All normal swimming rules apply—the river is calm, so a Swim (DC 10) check is all a character requires to swim and move effectively.

The Gar will swim off once it takes half its hit points in damage.

☛ **Barijah hull:** 3 in thick, hardness 5; hp 30; AC 5; Break DC 23.

If the Gar succeeds in opening the hull, and the characters are unable to fill the breach within 5 rounds, *The Gold Coast* becomes waterlogged. While the raft structure prevents it from sinking, the deck drifts below the river surface. The barijah must put in at the next port for major repairs and the adventure is effectively over unless the characters devise a method to accelerate the repairs.

Otherwise, if the hull took more than 10 hp of damage, Captain Jahah will want to put in at the next port for minor repairs.

ENCOUNTER 5: PORT AMARAD

Twilight approaches and a few miles past your encounter with the large Gar, wisps of smoke can be seen—in this case the smoke from one of the chimneys in the small port village of Amarad. You can hear the haunting, yet mysterious sounds of prayer call as the mullah of Port Amarad calls the faithful to worship of Al'Akbar from his minaret.

Amarad is located on the Khalid side of the Elani River. As well as a port town, it is a logging town surrounded by the fragrant conifers of the Udgru Forest.

If *The Gold Coast* is significantly damaged from its fish encounter, the captain will insist on their putting in for the night and getting repairs done. Repairs can be completed by noon the following day.

Otherwise, Jahah will insist *The Gold Coast* continue on through the night. He does not object, however, to *The Gold Coast* putting in for a few hours to gather information.

Amarad port contains many moored fishing vessels, as well as long barijahs constructed specifically for hauling lumber. The Water Watchers do not have an outpost here.

The town has one tavern, The Curried Trout. As well, there is a temple of the True Faith, shops at which supplies can be purchased at prices listed in the *Players Handbook*, and the homes of loggers and fisherment.

At the Mosque of Al'Akbar, the mullah will sell healing to worshipers of Al'Akbar for the prices listed in the *Players Handbook*, double that to worshipers of other Baklunish gods, and will not provide healing to worshipers of other gods.

The Curried Trout is true to its name. As the characters enter, the fragrant spices and scent of curried fish chowder will tantalize them. The tavern also has a few rooms for rent upstairs.

Prices for food, drink and shelter are twice those listed in the *Player's Handbook*—Varun, the innkeeper, has identified the Dihn colors flying from *The Gold Coast* and doubles his prices for all visitors from the vessel.

This is representative of the feelings here for those from Dihn. There is great jealousy and anger at their perceived wealth, and the absence of taxes. No one in The Curried Trout Tavern has any sympathy for the galda farmers of Dihn. “Serves ‘em right, money grubbers!”

The Tavern is busy, occupied by hard living fishermen and lumber workers. Captain Jahah does not want to get into a brawl here, so he will do what he can to prevent to prevent a brawl and provoking the locals and their disdain for Dihn.

Should the characters spend a couple hours at The Curried Trout, they can discover the following with successful Gather Information checks (one check per character attempting—the characters will have to distinguish what is real and what is rumor):

DC 10: “I’ll give one thing for Dihn. They make the best galda spirit...”

DC 15: (From a lumber worker) “We lost three men last year – stupid renegade elves had spiked the trees. When an axe hit the spike, the head would come flying off. Glad the elves have disappeared this year...”

DC 18: (From a fisherman) “It’s the mages in Dihn behind them giant fish. They send ‘em over hear to eat the Khalid fish crop.

DC 20: (From the tavern keeper) “I can’t say that I’d blame any locals if they took matters into their own hands to protect their galda trade.”

DC 22: (From a fisherman) “Elves have been creating trouble up and down the coast. They are upset with the settling of the Udgru—they believe it still belongs to them...”

DC 24: (From a lumber worker) “My uncle, he’s a farmer. He tells me that Dihn is gonna use its wealth to fill the foothills with galda trees. What would our farmers crops be worth then?”

ALL APLS

☛ **Varun, male human (Baklunish) War3:** hp 27; see Appendix A

☛ **18 patrons of The Curried Trout, male and female humans (Baklunish) Com1:** hp 5, 5, 5, 5, 5, 4, 4, 4, 4, 3, 3, 3, 3, 3, 2, 2, 2, 2; see Appendix A

ENCOUNTER 6: RIVERDANCE

If *The Gold Coast* put in to Port Amarad for repairs, it leaves Amarad just before prayer call at noon, then has the following encounter about an hour before sunset.

Otherwise, *The Gold Coast* will have been slowly but surely making its way down the river through the night. This encounter then takes place about an hour after daybreak.

The Elani River now turns its way south, growing more narrow and deeper. It is overcast today, and there is no fending off the humid chill in the air. Only the colors of the leaves interrupt the gray churning of the river and the imposing sky.

If the characters seriously suspect there might be a familiar involved (i.e. they have mentioned this in their discussions), have them make a Spot (DC 20) check. If successful, they have seen a raven leave one of the trees to fly south along the river. Otherwise the characters will find nothing unusual about this amid the wildlife living along the coast.

APL 2

🦉 **Raven Familiar:** hp 6, see Appendix I.

APL 4

🦉 **Raven Familiar:** hp 10, see Appendix I.

APL 6

🦉 **Raven Familiar:** hp 15, see Appendix I.

As the Elani takes you closer to where it joins the Mansoor River, you see an unexpected sight. Something is rising out of the water a hundred feet in front of you. It is a net, which now spans the breadth of the river at a height of five feet.

Only at APL 2 will the characters see the source of this raised net—three elven rogues. At APL 4 and 6 these rogues will be invisible. It will appear that the net is raising itself. The rogues turn cranks on either side of the river to raise the slack, weighted net from under the water. The intention is to trap the barijah against the net, and then use it to board the vessel.

At all APLs the characters will see on the Khalid coast the elven sorcerer Nothandar, who begins casting as soon as the barijah gets in range. Until the characters get into range she remains hidden (Spot check DC 24) along with the elves. Her tactics vary depending on the tier of the module. Her familiar has provided her warning, and Nothandar has sent his familiar further south to let comrades downstream know the trap is set.

The river is rough here, and 60 feet wide. It will be difficult for characters to stop The Gold Coast from getting caught in the net. The barijah is moving at 40 feet each round, running into the net at the start of the 3rd round. Any character with Profession (Sailor) can make a check each round. DC 10 means they are able to slow the speed of the barijah by half for that round. DC 15 means they have managed to steer the barijah to the shore of the player's choice.

Should The Gold Coast get caught in the net, the rogues will be able to move across to reach the vessel as a full-round action. As well, the rough water will begin to have an effect on the stability of the craft. On the fifth round after becoming lodged against the net, everyone on the barijah must make a Balance (DC 10) check each

round to remain standing. Those who fail must make a Reflex save or fall into the Elani.

APL 2 (EL 4)

🦉 **Nothandar, female elf (wood) Sor2:** hp 12; see Appendix I.

🦉 **Levas, Thoriador, and Karilan male elves (wood) Rog2:** hp 12, 10, 9; see Appendix I.

*Note – Encounter would ordinarily be EL 6; however, due to the seven members of The Gold Coast crew (six Exp1, one War3), the encounter receives a circumstance reduction to EL4.

APL 4 (EL 6)

🦉 **Nothandar, female elf (wood) Sor4:** hp 21; see Appendix I.

Levas, Thoriador, and Karilan male elf (wood) Rog3: hp 16, 15, 14; see Appendix I.

* Note – Encounter would ordinarily be EL 7; however, due to the seven members of The Gold Coast crew (six Exp1, one War3), the encounter receives a circumstance reduction to EL6.

APL 6 (EL 8)

Nothandar, female elf (wood) Sor6: hp 30; see Appendix I.

Levas, Thoriador, and Karilan male elf (wood) Rog3: hp 16, 15, 14; see Appendix I.

Tactics: APL 2 – Nothandar has cast Shield upon herself. She begins casting Sleep as soon as the net is up and The Gold Coast is within 100 feet. She uses brush by the riverside to achieve 90% cover. The rogues climb across the net to board The Gold Coast once it makes contact with the net. Otherwise they fire their slings at the crew.

APL 4 – Nothandar, with help from her familiar to “touch” those on the far side of the river, has cast invisibility and mage armor on all four rogues, and has cast shield and mage armor on herself. She uses her remaining sleep spell to attempt to neutralize the party, and daze spells if within range.

APL 6 – Like APL 4, invisibility and mage armor is cast on the rogues. Nothandar casts a stinking cloud immediately in front of the barijah, and keeps doing so each round until it hits the net. She then uses flaming sphere and magic missile to soften the quarry for the boarding rogues.

All APLs: Once on board, the rogues use subdual damage against the crew and characters – their goal is not to kill, but to capture the crew of The Gold Coast and then sell them or use them as slaves in the elven resistance community. Should the characters be captured, please see the “Conclusion” portion of the module that addresses this outcome.

Characters who overcome this ambush can make some discoveries on the Khalid side of the river. A trail clearly leads into the forest. About 150 feet away from the river, the charred remains reveal where three barijahs were broken up and burned in a pyre.

A Search (DC 15) check in this clearing draws attention to a mound near the trees. A sickly sweet smell comes from the mound. If the characters choose to dig they will find a pit in which the galda fruit from the barijahs has been dumped.

The net suspended across the Elani can be easily lowered, using the cranks, to allow passage of *The Gold Coast*, or by simply cutting the net.

Treasure: APL2 – Nothandar is armed with a shortspear and a light crossbow. She wears a platinum amulet with an amethyst gem (300gp). Each of the Elven rogues carries a sling (with bullets), and a sap.

APL4 – as APL2, plus each of the rogues carries 50gp.

APL 6 – as APL2, except Nothandar wears a platinum amulet with a diamond gem instead of amethyst (1400gp); each of the rogues and Nothandar carries 50gp.

ENCOUNTER 7: ENDGAME

Nothandar's familiar will have reached and alerted a group of elves (a cleric and two rangers) that wait about a mile south of the trap. Their role is to escort the new prisoners/slaves into Elven camps. For tactical reasons they travel by a large rowboat. It takes 20 minutes from the time they are notified until the time they arrive at the site of the trap.

If the characters spend little time at the site of the trap, *The Gold Coast* and the elves' craft will meet on the Elani. Otherwise, the elves will recognize there is a problem. If they see the net is abandoned, they will hide their boat behind some rocks about 100 feet downstream of *The Gold Coast*, waiting for the party to cast off (Spot check DC 20 to spot the boat). If they see characters however, they will turn around, finding a spot further down the river to hide.

APL 2 (EL 3)

➤ **Selfa, male elf (wood) Clr2:** hp 16; see Appendix I.

➤ **Taucio, male elf (wood) Rgr2:** hp 15; see Appendix I.

➤ **Volarius, male elf (wood) Rgr2:** hp 18; see Appendix I.

* Note – Encounter would ordinarily be EL 5; however, due to the seven members of *The Gold Coast* crew (six Exp1, one War3), the encounter receives a circumstance reduction to EL3.

APL 4 (EL 6)

Selfa, male elf (wood) Clr4: hp 26; see Appendix I.

Taucio, male elf (wood) Rgr4: hp 26; see Appendix I.

Volarius, male elf (wood) Rgr4: hp 29; see Appendix I.

* Note – Encounter would ordinarily be EL 7; however, due to the seven members of *The Gold Coast* crew (six Exp1, one War3), the encounter receives a circumstance reduction to EL6.

APL 6 (EL 8)

Selfa, male elf (wood) Clr6: hp 36; see Appendix A

Taucio, male elf (wood) Rgr4: hp 26; see Appendix A

Volarius, male elf (wood) Rgr4: hp 29; see Appendix A

Tactics: Selfa likes to use the Command 'swim' on characters, particularly those wearing armor. Otherwise he is likely to target a spell caster. This is very effective if *The Gold Coast* is moving—until the vessel stops, it is unlikely the character will be unable to catch up to the vessel. If high enough level, Selfa uses *hold person* and *blindness*, while the rangers use their summoning spells to make life more challenging for those on the barijah. Unlike Nothandar and the rogues (Encounter 6), Selfa and the rangers will attempt to kill the characters.

If the elves have had the opportunity to hide, the rangers will have prepared flaming arrows and will attempt to set the Barijah on fire by targeting the hold. One ranger must hold the torch from which the arrows are lit. Lighting an arrow is a move-equivalent action.

The barijah hold is AC 5. Each flaming arrow does 1d6 fire damage to the hold, and will continue to do 1d6 damage until extinguished. Extinguishing an arrow is a full-round action. Once the hold has taken 30 points of damage it begins to burn out of control and Captain Jahah orders all crew to leave the vessel.

If the vessel is lost, the characters can still travel to Blakishdur (possibly using the elves rowboat) and report their findings.

Treasure: APL2 – Selfa carries a potion of swimming, wears a chain shirt, and is armed with a morningstar and a sling. One of the Rangers has a masterwork shortbow, while the others have regular shortbows. All Rangers carry both a longsword and a short sword.

APL4 – As APL2, plus Selfa wears a *Cloak of Resistance* +1

APL6 – Everything from APL2 and APL4, plus Selfa carries 50gp.

CONCLUSION

After passing the elves, *The Gold Coast* faces no more challenges. Two days later it sails into Blashikdur. Jahah is able to sell the galda for a fair price, which should at least help the farmers in Dihh through the winter.

Upon visiting their headquarters at the dock of Blashikdur, the Water Watchers honour the promissory provided by their brethren in Deir el Mahari. In addition, if the characters defeated the elves in Encounter 6 and Encounter 7, they award the party an additional 50gp. Finally, if the party discovered what happened to the missing barijahs, the Water Watchers are prepared to award another 40gp.

If the characters assaulted or killed anyone in Deir el Mahari or Amarad, Jahah will turn them in to face Tusmit justice upon arrival in Blashikdur.

Characters captured by the elves will be rescued three weeks later by the Sheik of Khalid's forces. The characters are kept at an elven resistance camp in the Udgru forest and have no opportunity to escape. Each character must lose 3 Time Units.

The source of the galda disruption in Dihn has been uncovered, but why would elves be concerned with fruit farmers in Dihn? Something darker may be brewing in the Udgru forest...

The 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 to each character.

APL 2

Encounter One

Defeating the Griffons (EL2) 60 xp

Encounter Four

Defeating the Gar (EL1) 30 xp

Encounter Six

Defeating the sorcerer and rogues (EL4) 120 xp

Encounter Seven

Defeating or getting *The Gold Coast* safely past the cleric and Rangers (EL3) 90 xp

Total possible experience

300 xp

APL 4

Encounter One

Defeating the Griffons (EL6) 180 xp

Encounter Four

Defeating the Gar (EL2) 60 xp

Encounter Six

Defeating the sorcerer and rogues (EL6) 180 xp

Encounter Seven

Defeating or getting *The Gold Coast* safely past the cleric and Rangers (EL6) 180 xp

Total possible experience

600 xp

APL 6

Encounter One

Defeating the Griffons (EL8) 240 xp

Encounter Four

Defeating the Gar (EL6) 180 xp

Encounter Six

Defeating the sorcerer and rogues (EL8) 240 xp

Encounter Seven

Defeating or getting *The Gold Coast* safely past the cleric and Rangers (EL8) 240 xp

Total possible experience

900 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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

Encounter 2

APL 2: C—10 gp.

APL 4: C—20 gp.

APL 6: C—40 gp.

Encounter 6

APL 2: L—2 gp; C—60 gp.

APL 4: L—2 gp; C—120 gp.

APL 6: L—2 gp; C—320 gp.

Encounter 7

APL 2: L—97 gp; M—*potion of swimming* (23 gp).

APL 4: L—97 gp; M—*potion of swimming* (23 gp),
cloak of resistance +1 (150 gp).

APL 6: L—97 gp; M—*potion of swimming* (23 gp),
cloak of resistance +1 (150 gp).

Conclusion

APL 2: C—28 gp.

APL 4: C—28 gp.

APL 6: C—28 gp.

Total Possible Treasure

APL 2: 220 gp

APL 4: 440 gp

APL 6: 660 gp

]

APPENDIX I: NPCS

ENCOUNTER ONE – WRATH OF THE GRIFFONS

☞ **Hosh and three children, male humans (Baklunish)** **Com1:** CR 1; Medium-size humanoid (human); HD 1d4+1; hp 5, 4, 3, 2; Init +2; Spd 30 ft.; AC 12; Attack +2 melee (1d4+2, stick), or +2 ranged (1d2 subdual, fruit); SV Fort +1, Ref +2, Will +2; AL LN; Str 15, Dex 15, Con 13, Int 9, Wis 14, Cha 13.

Languages: Baklunish

Skills and Feats: Profession (Farmer) +5, Swim +6; Skill focus (profession).

☞ **Ava, two children and grandmother, female humans (Baklunish)** **Com1:** CR 1; Medium-size humanoids (human); HD 1d4+2; hp 6, 4, 3, 2; Init +3; Spd 30 ft.; AC 13; Attack +0 melee (1d4, stick), or +3 ranged (1d2 subdual, fruit); SV Fort +2, Ref +3, Will +2; AL LN; Str 11, Dex 16, Con 15, Int 9, Wis 14, Cha 13.

Languages: Baklunish

Skills and Feats: Profession (Farmer) +5, Swim +6; Skill focus (profession).

ENCOUNTER TWO – THE PLIGHT OF THE GALDA

Mosque of Al'Akbar

☞ **Simbel al'Mullah, male human (Baklunish)** **Clr3:** CR 3; Medium-size humanoids (human); HD 3d8+6; hp 27; Init -2; Spd 30 ft.; AC 8 (touch 8, flat-footed 8); Atk +5 melee (2d4+4/18-20 falchion) or +0 ranged; SV Fort +5, Ref -1, Will +4; AL LN; Str 16, Dex 7, Con 15, Int 9, Wis 13, Cha 10. Height 5 ft. 1 in.

Languages: Baklunish

Skills and Feats: Heal +7, Diplomacy +4, Knowledge (religion) +5; Martial Weapon Proficiency (falchion), Skill Focus (Heal), Skill Focus (Knowledge [religion])

Possessions: Falchion

Spells Prepared (4/3+1/1+1; base DC = 11 = spell level): 0—cure minor wounds (2), detect poison, mending; 1st—cure light wounds*, bless, bless water, sanctuary; 2nd—cure moderate wounds*(2)

*Domain spell; Deity: Al'Akbar; Domains: Protection, Healing.

Water Watchers Headquarters

☞ **Said, Abdullah, Meren, male humans (Baklunish)** **Ftr2:** CR 2; Medium-size humanoid (human); HD 2d10+2; hp 16, 14, 12; Init +6; Spd 30 ft.; AC 14; Attack +5 melee (1d8+2/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow); SV Fort +4, Ref +2, Will -1; AL LG; Str 15, Dex 15, Con 13, Int 14, Wis 8, Cha 14.

Languages: Common, Elven, Baklunish Skills and Feats: Swim +7 (+4 in armor) Profession (sailing) +7,

Diplomacy +7, Listen +4, Spot +4; Dodge, Improved initiative, Weapon focus (longsword).

Possessions: Leather armor, longsword, light crossbow.

☞ **Fatima, female human (Baklunish)** **Ftr2:** CR 2; Medium-size humanoid (human) HD 2d10+2; hp 18; Init +6; Spd 30 ft.; AC 14; Attack +5 melee (1d8+2/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow); SV Fort +4, Ref +2, Will -1; AL LG; Str 15, Dex 15, Con 13, Int 14, Wis 8, Cha 14.

Languages: Common, Elven, Baklunish Skills and Feats: Swim +7 (+4 in armor) Profession (sailing) +7, Diplomacy +7, Listen +4, Spot +4; Dodge, Improved initiative, Weapon focus (longsword).

Possessions: Leather armor, longsword, light crossbow.

The Swimming Serpent

☞ **Loria, female half-elf** **Com2:** CR 1; Medium-size humanoid (elf); HD 2d4-2; hp 6; Init +2; Spd 30 ft.; AC 12; Attack +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d4, sling); SV Fort -1, Ref +2, Will +2; AL CN; Str 12, Dex 14, Con 8, Int 12, Wis 14, Cha 10.

Languages: Common, Elven, Baklunish.

Skills and Feats: Appraise +2, Escape artist +4, Handle animal +1, Hide +2, Listen +8, Move silently +2, Profession +6, Search +2, Spot +4; Skill focus (profession).

Possessions: Dagger, Sling

☞ **Kandar, Gala, Herat and Bekar, male humans (Baklunish)** **Com1:** CR 1; Medium-size humanoid (human); HD 1d4+1; hp 5, 5, 4, 4; Init +4; Spd 30 ft.; AC 14; Attack +2 melee (1d4/19-20, dagger) or +4 ranged (1d3, beer mugs); SV Fort +1, Ref +4, Will +2; AL LN; Str 15, Dex 18, Con 13, Int 9, Wis 14, Cha 13.

Languages: Baklunish

Skills and Feats: Profession +5, Swim +6; Skill focus (profession).

Possessions: Dagger

☞ **Nira, female human (Baklunish)** **Com1:** CR 1; Medium-size humanoid (human); HD 1d4+1; hp 5; Init +4; Spd 30 ft.; AC 14; Attack +2 melee (1d4/19-20, dagger) or +4 ranged (1d3, beer mugs); SV Fort +1, Ref +4, Will +2; AL LN; Str 15, Dex 18, Con 13, Int 9, Wis 14, Cha 13.

Languages: Common.

Skills and Feats: Profession +5, Swim +6; Skill focus (profession).

Possessions: Dagger

The Port

☛ **Pashid, male human (Baklunish) Com1:** CR 1; Medium-size humanoid (human); HD 1d4+1; hp 4; Init +2; Spd 30 ft.; AC 12; Attack +2 melee (1d6, club), or +2 ranged (1d4, sling); SV Fort +1, Ref +2, Will +2; AL LN; Str 10, Dex 15, Con 13, Int 9, Wis 14, Cha 13.

Languages: Baklunish

Skills and Feats: Profession (portsman) +5, Swim +4; Skill Focus (Profession).

ENCOUNTER FOUR – THE ONE THAT GOT AWAY

APL 2

☛ **Gar, Medium-Size 3 HD:** CR 1; Medium-size animal (Aquatic); HD 3d8+3; hp 16; Init +2; Spd swim 60 ft; AC 15 (touch 12, flat-footed 13); Atks +4 melee (1d6+1 slam); 5 ft by 5 ft/5 ft; SV: Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Listen +7, Spot +7; Weapon Finesse (slam)

APL 4

☛ **Gar, Large-Size 7 HD:** CR 2; Large animal (Aquatic); HD 7d8+7; hp 38; Init +2; Spd swim 60 ft; AC 15 (touch 11, flat-footed 13); Atks +7 melee (1d8+4 slam); 5 ft by 10 ft/5 ft; SV: Fort +6, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Listen +7, Spot +7; Weapon Finesse (slam)

APL 6

☛ **Gars, Large-Size 7 HD:** CR 2; Large animal (Aquatic); HD 7d8+7; hp 42, 34, 27, 21; Init +2; Spd swim 60 ft; AC 15 (touch 11, flat-footed 13); Atks +7 melee (1d8+4 slam); 5 ft by 10 ft/5 ft; SV: Fort +6, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +7, Spot +7; Weapon Finesse (slam).

ENCOUNTER FIVE – PORT AMARAD

☛ **Varun, male human (Baklunish) War3:** CR 2; Medium-size humanoid (human); HD 3d8+9; hp 27; Init +3; Spd 30 ft.; AC 13; Atk +7 melee (1d8+3/19-20, longsword), or +6 ranged (1d8/19-20, light crossbow); SV Fort +6, Ref +4, Will +1; AL LN; Str 16, Dex 16, Con 16, Int 14, Wis 11, Cha 13. Height 5 ft., 9 in. tall.

Languages: Spoken: Common, Baklunish, Elven.

Skills and Feats: Listen +8, Diplomacy +7, Profession (merchant) +8, Bluff +7, Intimidate +7, Spot +2; Alertness, Weapon focus (longsword), Toughness.

Possessions: Longsword, light crossbow

☛ **18 patrons of The Curried Trout, male and female humans (Baklunish) Com1:** CR 1; Medium-size humanoid (humans); HD 1d4+1; hp 5, 5, 5, 5, 4, 4, 4, 4, 3, 3, 3, 3, 2, 2, 2, 2; Init +4; Spd 30 ft.; AC 14; Attack

+2 melee (1d4/19-20, dagger) or +4 ranged (1d3, beer mugs); SV Fort +1, Ref +4, Will +2; AL LN; Str 15, Dex 18, Con 13, Int 9, Wis 14, Cha 13.

Languages: Baklunish.

Skills and Feats: Profession +5, Swim +6; Skill Focus (Profession).

Possessions: Dagger

ENCOUNTER SIX – RIVERDANCE

APL 2

☛ **Raven Familiar:** CR –; Tiny magical beast; HD 2; hp 6; Init +2; Spd 10 ft., fly 40 ft. (average); AC 15; Atk +5 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Speaks Elven, grant Alertness, improved evasion, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Hide +2, Listen +6, Spot +6; Weapon Finesse (claws)

☛ **Nothandar, female elf (wood) Sor2:** CR 2; Medium-size humanoid (elf); HD 2d4+2; hp 12; Init +4; Spd 30 ft.; AC 14 (Touch 14, Flat-footed 10); Attack +2 melee (1d8/x3), or +5 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +1, Ref +4, Will +2; Str 12, Dex 18, Con 12, Int 14, Wis 8, Cha 14. Height 5 ft., 0 in. tall.

Languages: Common, Elven, Baklunish

Skills and Feats: Concentration +7, Gather Information +4, Hide +6, Knowledge (Arcana) +7, Spellcraft +7; Toughness.

Spells Known (6/5; base DC 12 + spell level): 0—detect magic, mage hand, daze, read magic, resistance. 1st—sleep, shield.

Possessions: Shortspear, light crossbow, 10 crossbow bolts, platinum amulet with amethyst (300 gp)

☛ **Levas, Thoriador and Karilan, male elves (wood) Rog2:** CR 2; Medium-size humanoid (elf); HD 2d6; hp 12, 10, 9; Init +8; Spd 30 ft.; AC 14; Attack +3 melee (1d6 subdual, sap) or +6 ranged (1d6, sling); SA Rog sneak attack +1d6; SQ Rog Evasion; AL CN; SV Fort +0, Ref +7, Will +1; Str 13, Dex 18, Con 10, Int 9, Wis 13, Cha 14.

Languages: Common, Elven.

Skills and Feats: Balance +9, Diplomacy +5, Hide +8, Jump +6, Listen +3, Move silently +9, Spot +6, Swim +6, Tumble +9, Use rope +7; Improved initiative

Possessions: sap

APL 4

☛ **Raven Familiar:** CR –; Tiny magical beast; HD 4; hp 10; Init +2; Spd 10 ft., fly 40 ft. (average); AC 16; Atk +6 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Speaks Elven, grant Alertness, improved evasion, share spells, empathic link, touch spells; AL CE; SV Fort +2, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Hide +3, Listen +6, Spot +6; Weapon Finesse (claws)

☛ **Nothandar, female elf (wood) Sor4:** CR 4; Medium-size humanoid (elf); HD 4d4+4; hp 21; Init +4; Spd 30 ft.; AC 14 (Touch 14, Flat-footed 10); Atk +3 melee (1d8/x3), or +6 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +2, Ref +5, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 8, Cha 15. Height 5 ft., 0 in.

Languages: Common, Elven, Baklunish

Skills and Feats: Concentration +11, Gather Information +5, Hide +7, Knowledge (arcana) +9, Spellcraft +9; Toughness, Skill Focus (Concentration).

Spells Known (6/7/4; base DC 12 + spell level): 0—*dancing lights, detect magic, mage hand, daze, read magic, resistance*. 1st—*sleep, shield, mage armor*. 2nd—*invisibility*.

Possessions: Shortsphear, light crossbow, 10 crossbow bolts, platinum amulet with amethyst (300 gp).

☛ **Levas, Thoriador and Karilan, male elves (wood) Rog3:** CR 3; Medium-size humanoid (elf); HD 3d6; hp 16, 15, 14; Init +8; Spd 30 ft.; AC 18; Attack +4 melee (1d6 subdual, sap) or +6 ranged (1d6, sling); SA Rog sneak attack +2d6; SQ Rog Evasion, Uncanny Dodge; AL CN; SV Fort +1, Ref +7, Will +2; Str 13, Dex 18, Con 10, Int 9, Wis 13, Cha 14.

Languages: Common, Elven.

Skills and Feats: Balance +9, Diplomacy +6, Hide +9, Jump +7, Listen +3, Move silently +9, Spot +7, Swim +7, Tumble +9, Use rope +9; Improved initiative, Weapon Focus (sap)

Possessions: sap, 50 gp each.

APL 6

☛ **Raven Familiar:** CR —; Tiny magical beast; HD 6; hp 15; Init +2; Spd 10 ft., fly 40 ft. (average); AC 17; Atk +7 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Speaks Elven, grant Alertness, improved evasion, share spells, empathic link, touch, speak with master; AL CE; SV Fort +2, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +6, Spot +6; Weapon Finesse (claws)

☛ **Nothandar, female elf (wood) Sor6:** CR 6; Medium-size humanoid (elf); HD 6d4+6; hp 30; Init +4; Spd 30 ft.; AC 14 (Touch 14, flat-footed 10); Attack +4 melee (1d8/x3), or +7 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +3, Ref +6, Will +4; Str 12, Dex 18, Con 12, Int 14, Wis 8, Cha 15. Height 5 ft., 0 in.

Languages: Common, Elven, Baklunish

Skills and Feats: Concentration +13, Gather Information +6, Hide +8, Knowledge (arcana) +11, Spellcraft +11; Toughness, Spell Focus (Enchantment); Skill focus (Concentration).

Spells Known (6/7/6/3; base DC 12 + spell level; base DC for enchantment spells DC 14 + spell level): 0—*dancing lights, detect magic, ghost sound, mage hand, daze, read magic, resistance*. 1st—*sleep, shield, magic missile,*

mage armor. 2nd—*invisibility, flaming sphere*. 3rd—*stinking cloud*.

Possessions: Shortsphear, Light Crossbow, 10 Crossbow bolts, platinum amulet with diamond (1400 gp), 50 gp.

☛ **Levas, Thoriador and Karilan, male elves (wood) Rog3:** CR 3; Medium-size humanoid (elf); HD 3d6; hp 16, 15, 14; Init +8; Spd 30 ft.; AC 18; Attack +4 melee (1d6 subdual, sap) or +6 ranged (1d6, sling); SA Rog sneak attack +2d6; SQ Rog Evasion, Uncanny Dodge; AL CN; SV Fort +1, Ref +7, Will +2; Str 13, Dex 18, Con 10, Int 9, Wis 13, Cha 14.

Languages: Common, Elven.

Skills and Feats: Balance +9, Diplomacy +6, Hide +9, Jump +7, Listen +3, Move silently +9, Spot +7, Swim +7, Tumble +9, Use rope +9; Improved initiative, Weapon Focus (Sap)

Possessions: sap, 50 gp each

ENCOUNTER SEVEN – ENDGAME

APL 2

☛ **Selfa, male elf (wood) Clr2:** CR 2; Medium-size humanoid (elf); HD 2d8; hp 16; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d8+3, morningstar); SA Turn Undead; SQ Spontaneous Casting (inflict); AL CN; SV Fort +3, Ref +2, Will +4; Str 16, Dex 14, Con 10, Int 8, Wis 13, Cha 10. Height 5 ft., 5 in. tall.

Languages: Common, Elven.

Skills and Feats: Concentration +4, Swim +4 (-1 w/chain shirt); Toughness

Spells Prepared (4/3+1; base DC 12 + spell level): 0—*cure minor wounds* (2), *mending, resistance*; 1st—*command* (3), *obscuring mist**.

*Domain Spell; Deity: Obad-Hai; Domains: Plant (Rebuke or command plant creatures as an evil cleric rebukes or commands undead, a total number of times per day equal to 3 + Charisma modifier) and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + Charisma modifier).

Possessions: Morningstar, chain shirt, *potion of swimming*

☛ **Taucio, male elf (wood) Rgr2:** CR 2; Medium-size humanoid (elf); HD 2d10; hp 15; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d8+3/19-20, longsword) and +3 melee (1d6+1/19-20, short sword) or +5 ranged (1d6/x3, shortbow); SA Rgr Ambidexterity, Two-Weapon Fighting, Favoured Enemy (Human); AL CN; SV Fort +3, Ref +3, Will +2; Str 16, Dex 17, Con 10, Int 10, Wis 14, Cha 9.

Languages: Common, Elven.

Skills and Feats: Balance +5, Hide +3, Intuit direction +6, Listen +5, Move silently +3, Search +6,

Spot +4, Swim +7 (+6 w/swords), Wilderness lore +5; Point Blank Shot, Track.

Possessions: Longsword, short sword, shortbow

✦**Volarius, male elf, male elf (wood) Rgr2:** CR 2; Medium-size humans (elf); HD 2d10; hp 18; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d8+3/19-20, longsword) and +3 melee (1d6+1/19-20, short sword) or +4 ranged (1d6/X3, masterwork shortbow); SA Rgr Ambidexterity, Two-Weapon Fighting, Favoured Enemy (Human); AL CN; SV Fort +3, Ref +3, Will +2; Str 16, Dex 17, Con 10, Int 10, Wis 14, Cha 9.

Languages: Common, Elven.

Skills and Feats: Balance +5, Hide +3, Intuit direction +6, Listen +5, Move silently +3, Search +6, Spot +4, Swim +7 (+6 w/swords), Wilderness lore +5; Point Blank Shot, Track.

Possessions: Longsword, short sword, masterwork shortbow

APL 4

✦**Selfa, male elf (wood) Clr4:** CR 4; Medium-size humanoid (elf); HD 4d8; hp 26; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+3, morningstar); SA Turn Undead; SQ Spontaneous Casting (inflict); AL CN; SV Fort +5, Ref +4, Will +7; Str 16, Dex 14, Con 10, Int 8, Wis 14, Cha 10. Height 5 ft., 5 in.

Languages: Common, Elven.

Skills and Feats: Balance +3, Concentration +4, Heal +3, Swim +4 (-1 w/chain shirt); Toughness, Spell Focus (enchantment)

Spells Prepared (5/4+1/3+1; base DC 12 + spell level; base DC vs enchantment spells 14 + spell level): 0—*cure minor wounds, detect magic, mending* (2), *resistance*; 1st—*command* (3), *cure light wounds, obscuring mist**; 2nd—*hold person* (2), *silence, barkskin**.

*Domain Spell; Deity: Obad-Hai; Domains: Plant (Rebuke or command plant creatures as an evil cleric rebukes or commands undead, a total number of times per day equal to 3 + Charisma modifier) and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + Charisma modifier).

Possessions: Morningstar, chain shirt, *potion of swimming, cloak of resistance* +1

✦**Taucio, male elf (wood) Rgr4:** CR 4; Medium size humanoid (elf); HD 4d10; hp 26; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +5 melee (1d8+3/19-20, longsword) and +5 melee (1d6+1/19-20, short sword) or +8 ranged (1d6/X3, shortbow); SA Rgr Ambidexterity, Two-Weapon Fighting, Favoured Enemy (Human); SV Fort +4, Ref +5, Will +3; AL CN; Str 16, Dex 18, Con 10, Int 10, Wis 14, Cha 9.

Languages: Common, Elven.

Skills and Feats: Balance +6, Hide +4, Intuit direction +8, Listen +5, Move silently +4, Search +7, Spot +4, Swim +9 (+8 w/swords), Wilderness lore +8; Point Blank Shot, Precise Shot, Track.

Spells Prepared: (2) 1st—*summon nature's ally* I

Possessions: Longsword, short sword, shortbow

✦**Volarius, male elf (wood) Rgr4:** CR 4; HD 4d10; hp 29; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +5 melee (1d8+3/19-20, longsword) and +5 melee (1d6+1/19-20, short sword) or +9 ranged (1d6/X3, masterwork shortbow); SA Rgr Ambidexterity, Two-Weapon Fighting, Favoured Enemy (Human); SV Fort +4, Ref +5, Will +3; AL CN; Str 16, Dex 18, Con 10, Int 10, Wis 14, Cha 9.

Languages: Common, Elven.

Skills and Feats: Balance +6, Hide +4, Intuit direction +8, Listen +5, Move silently +4, Search +7, Spot +4, Swim +9 (+8 w/swords), Wilderness lore +8; Point Blank Shot, Precise Shot, Track.

Spells Prepared: (2) 1st—*summon nature's ally* I

Possessions: Longsword, short sword, masterwork shortbow

APL 6

✦**Selfa, male elf (wood) Clr6:** CR 6; Medium-size humanoid (elf); HD 6d8; hp 36; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d8+3, morningstar); SA Turn Undead; SQ Spontaneous Casting; SV Fort +6, Ref +5, Will +8; AL CN; Str 16, Dex 14, Con 10, Int 8, Wis 14, Cha 10. Height 5 ft., 5 in.

Languages: Common, Elven.

Skills and Feats: Balance +4, Concentration +4, Heal +4, Swim +4 (-1 w/chain shirt); Toughness, Dodge, Spell Focus (enchantment).

Spells Prepared (5/4+1/4+1/2+1; base DC 12 + spell level; base DC vs enchantment spells 14 + spell level): 0—*cure minor wounds, detect magic, mending* (2), *resistance*; 1st—*command* (3), *cure light wounds, obscuring mist**; 2nd—*cure moderate wounds, hold person* (2), *silence, barkskin**; 3rd—*blindness, dispel magic, water breathing*.

*Domain Spell; Deity: Obad-Hai; Domains: Plant (Rebuke or command plant creatures as an evil cleric rebukes or commands undead, a total number of times per day equal to 3 + Charisma modifier) and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + Charisma modifier).

Possessions: Morningstar, chain shirt, *potion of swimming, cloak of resistance* +1, 50 gp.

✦**Taucio, male elf (wood) Rgr4:** CR 4; Medium-size humanoid (elf); HD 4d10; hp 26; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +5 melee (1d8+3/19-20, longsword) and +5 melee (1d6+1/19-20, short sword) or +8 ranged (1d6/X3, shortbow); SA Rgr Ambidexterity, Two-Weapon Fighting, Favoured

Enemy (Human); SV Fort +4, Ref +5, Will +3; AL CN; Str 16, Dex 18, Con 10, Int 10, Wis 14, Cha 9.

Languages: Common, Elven.

Skills and Feats: Balance +6, Hide +4, Intuit direction +8, Listen +5, Move silently +4, Search +7, Spot +4, Swim +9 (+8 w/swords), Wilderness lore +8; Point Blank Shot, Precise Shot, Track.

Spells Prepared: (2) 1st—*summon nature's ally* I

Possessions: Longsword, short sword, shortbow

🦋**Volarius, male elf (wood) Rgr4:** CR 4; Medium-size humanoid (elf); HD 4d10; hp 29; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +5 melee (1d8+3/19-20, longsword) and +5 melee (1d6+1/19-20, short sword) or +9 ranged (1d6/X3, masterwork shortbow); SA Rgr Ambidexterity, Two-Weapon Fighting, Favoured Enemy (Human); SV Fort +4, Ref +5, Will +3; AL CN; Str 16, Dex 18, Con 10, Int 10, Wis 14, Cha 9.

Languages: Common, Elven.

Skills and Feats: Balance +6, Hide +4, Intuit direction +8, Listen +5, Move silently +4, Search +7, Spot +4, Swim +9 (+8 w/swords), Wilderness lore +8; Point Blank Shot, Precise Shot, Track.

Spells Prepared: (2) 1st—*summon nature's ally* I

Possessions: Longsword, short sword, masterwork shortbow

APPENDIX II: THE CREW OF THE *GALDA COAST*

☞ **Jahah, male human (Baklunish) War3:** CR 2; Medium-size humanoid (human); HD 3d8+9; hp 27; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6 melee (1d8+3/19-20, longsword), or +6 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +6, Ref +4, Will +1; Str 16, Dex 16, Con 16, Int 14, Wis 11, Cha 13. Height 6 ft., 5 in. tall.

Languages: Spoken: Common, Baklunish, Oeridian.

Skills and Feats: Swim +9 (+8 with sword), Profession (sailor) +8, Profession (merchant) +8, Appraise +8 Balance +9; Point Blank Shot, Precise Shot, Toughness.

Possessions: Longsword, light crossbow

☞ **Samir, Valeed, and Jentar, male humans (Baklunish) Exp1:** CR 1; Medium-size humanoid (human); HD 1d6; hp 6, 5, 4; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d6+1/19-20, short sword), or +3 ranged (1d6, sling); AL LN; SV Fort +0, Ref +3, Will +4; Str 12, Dex 16, Con 10, Int 12, Wis 15, Cha 10.

Languages: Baklunish, Common.

Skills and Feats: Swim +7, Profession (sailor) +5, Knowledge (navigation) +5, Spot +8, Listen +8, Balance +7; Alertness, Skill Focus (Swim)

☞ **Taz, Sharmin, Ruma, female humans (Baklunish) Exp1:** CR 1; Medium-size humanoid (human); HD 1d6; hp 6, 5, 5; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d6+1/19-20, short sword), or +3 ranged (1d6, sling); SV Fort +0, Ref +3, Will +4; AL LN; Str 12, Dex 16, Con 10, Int 12, Wis 15, Cha 10.

Languages: Baklunish, Common.

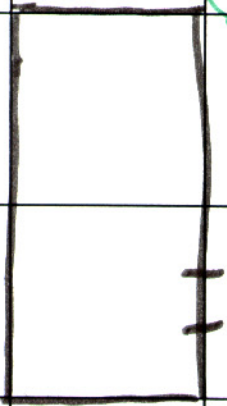
Skills and Feats: Swim +7, Profession (Sailor) +5, Knowledge (water) +5, Spot +8, Listen +8, Balance +7; Alertness, Skill Focus (Swim)

N
↑

ENCOUNTER ONE
ONE SQUARE = 10 FEET

SITE
OF GRIFTON
ATTACK

X
↖



ENCOUNTER SIX

X ← NOTHANDAR

ONE SQUARE
= 10 FEET



↑ CURRENT

Udgru Forest



Yatil
Mountains

SCALE IN MILES

0 5 10 15 20

RIVER

BORDER

ROAD

③

ENCOUNTER NUMBER

ELANI RIVER

The Gold Coast

The Port

Source of the Arrows

Warehouse

Warehouse

Water Watchers

Swimming
Serpent

Shops

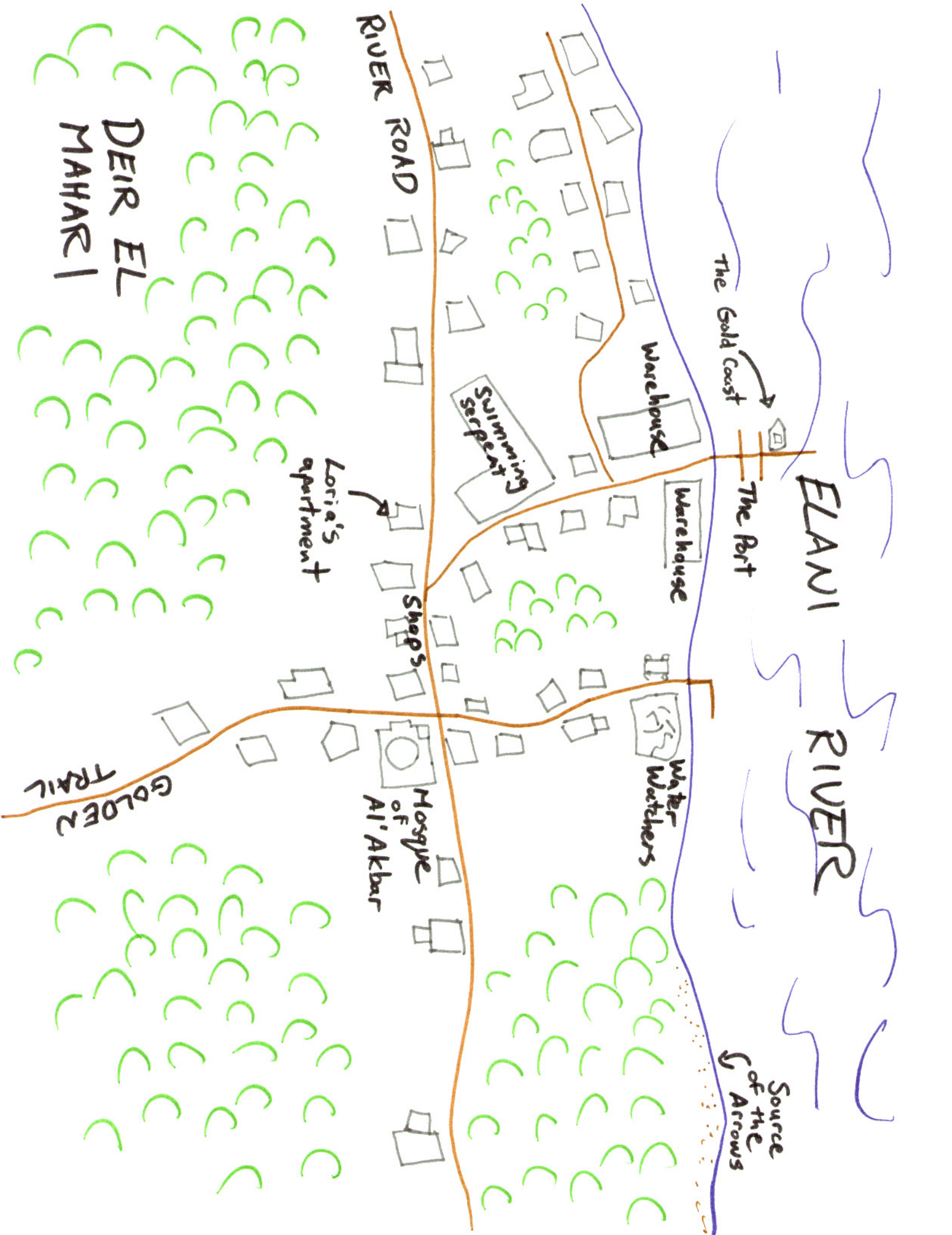
Mosque
of
Al' Akbar

Loria's
apartment

RIVER ROAD

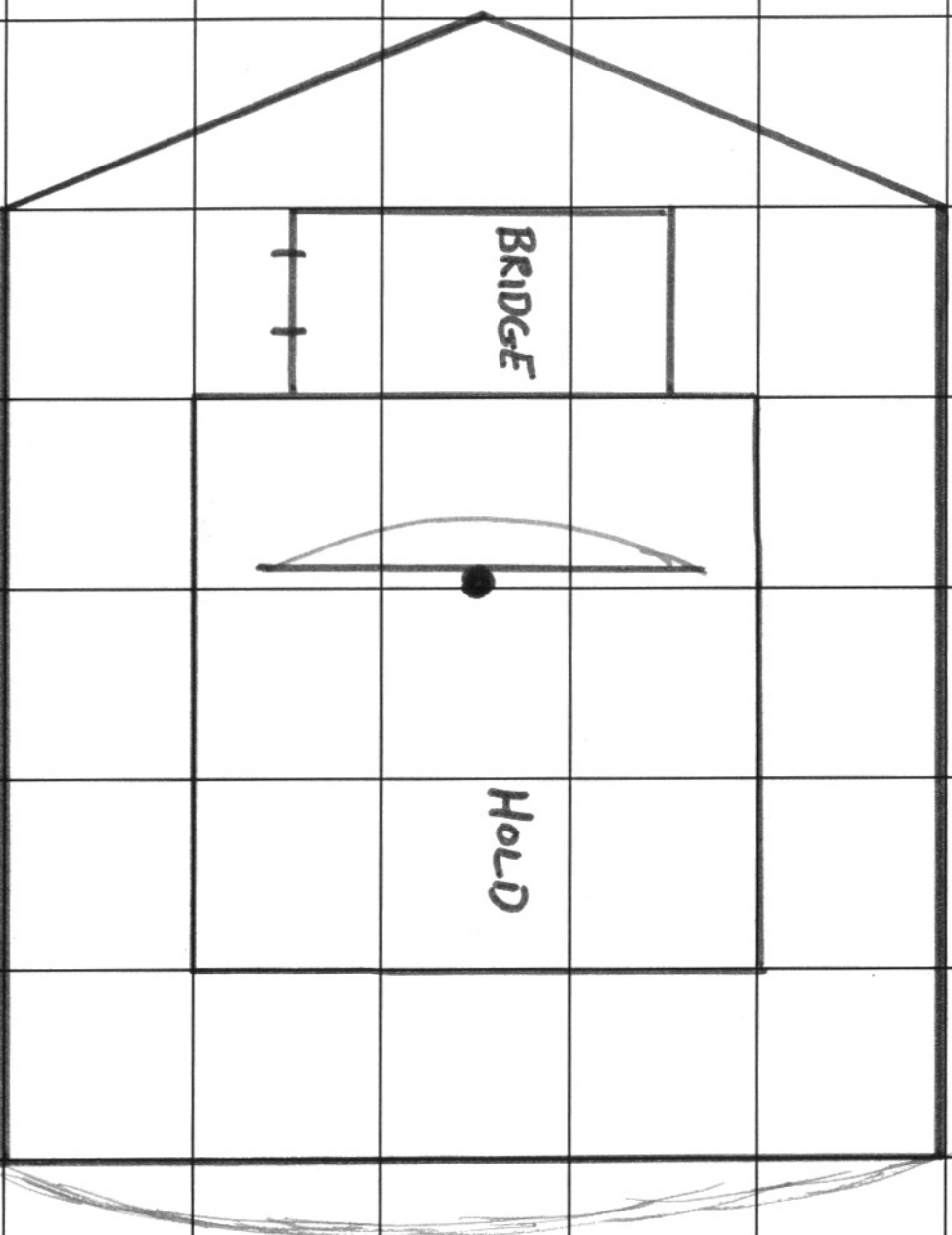
DEIR EL
MAHAR

GOLDEN
TRAIL



THE GOLD COAST

1 SQUARE = 5 FEET



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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