

VELINT4-02



Prejudice and Pride

**A One-Round D&D Living Greyhawk® Veluna
Introductory Adventure**

Version 1.0

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A chance encounter – isn't that how it always begins? This time, a request for help leads to another, and eventually leads you down the Volverdyva river and to the city of Devarnish in the company of a beautiful young Rhennee girl. An Veluna introductory module for 1st level PCs.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packing, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for a game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

As an introductory scenario, this module can be played by first level characters only. It supports only APL2, assuming a party of 6 1st level characters.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before

play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Summary

The scenario begins in Grayington with the PCs stumbling upon an attack on a Rhennee couple in an alley by some prejudiced street toughs. After assisting the victims, the PCs are invited to their home for some good food and thanks.

At the barge, the PCs learn of some of the ways of the Rhennee and are given crystal ball readings by the family's wise woman. After hearing the tale of the victims and the heroic fortunes of the PCs, another Rhennee girl asks them to escort her to Devarnish so that she may pursue her dream to join the Veluna Organization for the Performing Arts.

The party's barge ride on the Volverdyva is interrupted by an attack by some hungry crocodiles, which damage the boat. The next day, while waiting for the bargemen to make repairs, the girl's headstrong ex-fiance arrives to "rescue" her from the PCs, whom he thinks have kidnapped her.

When the PCs finally reach Devarnish, they must convince the rather small minded clerk at VOPA that the girl they are escorting is not a criminal or vagabond, but an honest applicant and a potentially fine student.

[Note that many encounters can play out very differently if there is a Rhennee in the party. It will be up to the DM to make the adjustments as they see fit.]

Veluna note: This event happens before the events of VEL4-05. Make sure the players understand the time setting of this scenario.

Introduction

It is a fine evening in the city of Grayington, as you stroll along after dinner but before the night patrols begin to suggest that you retire for the night (after all, anyone out too long past dark is up to no good, they say). The air is brisk but not too cold, and there is a light wind from the south.

The buildings are neat and orderly, the town peaceful and serene – a definite reflection of the tenets of Rao that are held so dear in the hearts of this city's populace. You can recall it being said that Rao holds Grayington dearest among his flock – of course, it is usually said by the people of Grayington, but no one would dispute that this city is most likely the most fervent in its dedication to the Wizeden One.

While their dedication to Rao is to be complemented, the citizens of Grayington are not known for their night life. The taverns are friendly but calm, there are no street artists, no parties spilling from Inns. The city is a lawful one, and the people seem to like it that way. You are able to wander in peace and take in the sights by the light of Luna, but you soon decide to return to your rooms at the Inn, having admired all you can of the moonstruck Volverdyva River.

Encounter One: Damsel in Distress

Before you get very far, the peace of the night is pierced by a cry for help, and a dark haired, olive skinned young woman with a torn dress runs from an alleyway, pursued by a rough cut young man.

"Help! Please! They're hurting Lesaro!!"

The young lady is Sasha Dragliona, a young Rhennee who, along with her brother Lesaro, was accosted by some overly intoxicated young ruffians. The toughs had made some suggestions that the protective Lesaro took great umbrage to, and he defended his sister with his fists. Sasha broke free of the one holding her, and luckily found the party. Lesaro, not so lucky, is getting all he can take in the alley.

APL 2 (EL 4)

Sasha Dragliona: Human Rhennee female, Com1 (noncombatant).

Lesaro Dragliona: Human Rhennee male, War1 (nearly unconscious noncombatant).

Overly Intoxicated Toughs (5): Male Human War1: hp 6 (each). See Appendix One.

Overly Intoxicated Tough Leader: Male Human Ftr1: hp 9. See Appendix One.

Tactics: In round one of the combat (which should be non-lethal), the five toughs in the alley will concentrate on finishing beating Lesaro into unconsciousness (it will only take one hit or kick). Their "leader" (the one out in the street) will talk tough and advise the party to leave well enough alone, saying they were just "taking out the trash". He seems very pleased with himself for that turn of phrase.

The toughs will stick with non-lethal combat, using their fists. If any party member uses lethal attacks, then the toughs will draw knives and fight to kill. If at any time, a party member uses a flashy spell (DM's discretion) that incapacitates more than half the toughs, or if two or more are apparently killed by lethal attacks, the remainder will flee.

Development: After the fight, Sasha will rush to her brother's side (earlier if he is left alone) and worriedly take his head in her lap. He is beaten badly, but it is all subdual damage, and he is easily patched up. Sasha will thank the PCs profusely, and tell the PCs that those particular toughs constantly persecute her family. She will tearfully ask that they help bring her brother back to her home, where he can be tended to and her family can reward them as best they are able. If the PCs are able to heal Lesaro, he also thanks them profusely and insists that they join him and his sister at their home for a celebration.

Either way, the two Rhennee will want to leave the scene of the fight, not wanting to draw the attention of the local authorities. (If there was a fatality among the toughs, Sasha will spit on the body and mutter a curse in Rhopan, then hurry the PCs away, telling them that the law will come down hard on anyone found here.) Along the way to their home, Sasha (and possibly Lesaro) can tell the PCs what happened and give them some more information about the Rhennee (see Appendix 2).

If the PCs insist on remaining with the toughs, or going to find the authorities, then the two Rhennee will invite them to join them at the Rhennee district when they are done, but will not wait with the PCs.

Encounter Two: Revelry

The Rhennee district is not a luxurious one. In fact, if you were traveling alone, you might think twice before entering. With Sasha and Lesario's presence, however, the welcome is warm and friendly. It seems that the Rhennee were preparing for a party of some sort this evening, and your deed is more good news to be celebrated.

Torches send lights dancing around a square that is soon brimming with people and food. The smells are enticing, and matched only by the wonderful tastes they accompany. Music from a dozen instruments fills the air, along with raucous singing. Dancers begin to slowly and gradually pick up the pace. Soon you are swept into the festivities as if you were one of their own.

Among the revelry, one girl stands out among the rest. Striking enough in her beauty, her voice and dance sets her head and shoulders above the crowd. Her song is mesmerizing, her dance contagious. Her colorful skirts and long black curls swirl through the dancers, and everyone is soon watching her intricate moves and listening to her angelic voice.

When she stops with a dramatic flourish, the entire crowd cheers loudly. She blushes a bit, and shyly curtsies. She bashfully retreats to a nearby table, and

sits next to an old woman dressed in black, with colorful kerchiefs in her hair and golden bangles on her wrists. The old woman smiles and places a comforting arm around the young girl.

Soon music fills the air, and the Rhennee are all dancing and singing again, and the revelry continues into the night.

There are many things that can happen here, and they are almost all up to the PCs. They can thoroughly enjoy themselves. If they wish to gather information, ask questions, eat, dance, tell stories, perform legerdemain, they can have a good time doing so. The Rhennee can tell the PCs about the general news of Veluna and about their way of life, though they will not go into personal details. The Rhennee are a proud people, and some of the younger men will elaborate on their tales of daring do.

There are two set "encounters" here, and one optional one. When the first two happen is up to the GM (though PCs can certainly trigger 2B on their own as well), whether the third one happens is up to the PCs. None require the entire party to participate, modify the text if there is only one PC present.

Encounter 2A

As you are enjoying a spicy dish made with fish and vegetables, Sasha and an older man approach.

"Here, father," she says, "these are the good folk that helped Lesario and me."

"I am Emilio Dragliona," he says, bowing deeply, "and I am indebted to you for saving my daughter and my son. Who knows what would have happened if you had not stopped those pigs. Please, take this as a small sign of my family's gratitude, and know that you are to be considered part of my family."

He hands the PCs a small sack of coins. If the PCs refuse the reward, he will insist that they take it. If they continue to refuse, he will become visibly agitated at the situation, and consider it a point of honor that they take it. If they refuse a third time, he will stomp off in a huff. Later that evening, or possibly the next morning, the PCs will find the sack stuffed into a pocket, one of their pouches or somehow on their person.

Encounter 2B

If the PCs approach the young dancer, skip the first paragraph, and adjust the text accordingly. If they do not approach her, she approaches them later in the evening.

Late in the evening, you feel a tap on your shoulder and a quiet voice say "Excuse me, please." Turning,

you see the lovely young dancer from earlier in the evening.

The girl is about 16 summers old, and has long black curly hair that frames a pretty olive skinned face. Her striking blue eyes jump out at you in the torchlight. You can tell that she is shy, but has worked up her courage to approach you for some important reason.

“My name is Ivana Roganev, and Sasha has told me that you are brave heroes who would help a girl to fulfill her dream. Might you be able to help me with a small favor?”

Assuming the PCs will listen,

“I wish to go to the city of Devarnish, there to study to become a bard, perhaps even to perform for the nobles and bishops in the Veluna National Theater. I am almost of age, and this is my desire.”

“My father is not pleased with the idea, but he has said he will allow me to go if he has assurances that I will be safe on my journey and while I am there. My granmama has told him that all will be fine, but he stubbornly wishes me to have an escort. Could you be my escort to Devarnish?”

Ivana can tell the PCs more if they ask –

- Her mother died last year and her father does not wish to lose his daughter as well, but he knows that there is little he can do to stop it.
- Her father hoped that she would stay here and marry Basilio Poposh, a fiery young Rhennee bargeman with promise. Ivana tried to love him, but she has decided it was not to be. Her father was disappointed, but did not press her into it.
- Basilio was very nice, but was ultimately too caught up in himself and his “adventures”, and didn’t want her pursuing her dreams. If they ask, he is currently off on an “adventure”.
- Her granmama is a Vetha (wise woman) and does indeed have “the gift”. She dotes on the young girl, and has seen that Ivana’s journey will be an eventful one (Ivana hasn’t told her father that), but will be good for her and should end well (she did tell her father that part).
- She has no relatives or contacts in Devarnish, but a bard that had passed through earlier in the year told her about the Veluna Organization for the Performing Arts, and in particular the guildhouse in Devarnish. She has his name as a reference, and he told her that nobles and merchants will often sponsor students in the school.

- She does not want to go to the VOPA guildhouse / theater in Grayington because of the attitude towards Rhennee from some in the city. She would like to go to Veluna City or Mitrik, but has promised her father she would not go to those cities because of the proximity to the fighting.
- She can convince one of the bargemen to carry them down the river, which would be quick and safe.
- She cannot pay them, but granmama might give them a reading for their help.

Ivana Roganev: Female Human (Rhennee) Brd1: hp 4. See Appendix One.

Encounter 2C

This encounter happens if the PCs try to make contact with the old woman (Ivana’s granmama). Adjust the first paragraph text depending on how the PCs come to meet her.

You approach the old Rhennee woman as she sits in front of her small house. She sits and watches the revelry, enjoying the music and dance. Others have brought her food and drink, and she is obviously well respected within the community. She has a noble air about her despite the worn clothes and stooped posture. She holds herself well and has a matronly and authoritative way of speaking.

“So dears, you wish to know what your future holds? What fate has in store for you? Come in, come in – sit down and have some tea, and we’ll see what the spirits can tell us...”

She motions to a small table inside the small room. As you sit, she prepares some tea for you.

She will chit chat with the PCs while preparing the snacks. She can tell them much of what Ivana said in Encounter 2B, and about the history and situations of the Rhennee (see Appendix 2). If the PCs have not yet been approached by Ivana, she will subtly feel them out to see if they might be willing to escort her granddaughter to Devarnish. Eventually she will sit and see who wishes their fortune told.

With a dramatic flourish, she produces a small crystal ball from the folds of her skirts. Lowering her voice, she asks “Who among you would look for a sign from the spirit world as to your fate?”

She will give a reading to whichever PCs wish one. (If asked, the reading will cost 25 gold, or a favor to an old lady, obviously referring to Ivana’s trip. If they don’t ask, she will request the favor in payment afterwards.) Use the following “readings”, choosing as you feel

might fit a particular PC. Make sure you use the first one:

- *“A lady is in need of a hero. You can be that hero, or another can replace you. Your sword is a great strength, but there must be more for you to succeed.”*
- *“Your future is very cloudy. Your lord calls you to service, but answering the call may put you in conflict with a church. You will have to decide.”*
- (Wizard type) *“A tower lies in your future. It is not yours, but belongs to a powerful mage. Whether he is for you or against you depends on what it is you seek.”*
- (rogue type): *“New friends can help you find a lost family. Beware a short wizard.”*
- *“The king is gone. The prince is not well. The queen walks to the throne. The scepter is missing.”*
- *“A child holds the key, and the beast is restrained. But it is the child that is inside the beast. Each traps the other.”*
- *“Many pieces move about the board, an unseen hand directing them. Black is winning. As one pawn takes a rook, it is revealed to be a queen, but a white knight defeats her.”*

Encounter Three: Dinner on the River

The morning dawns clear and bright – it looks like a fine day for travel. After gathering your supplies, you meet Ivana and set out on the river on a Rhennee barge. The bargeman and his assistant are good men, and seem very capable of handling their vessel without any help, though they do not object if you offer.

It is a pleasant way to travel, by barge. The river is calm and peaceful, the scenery pretty. You are able to relax as the craft floats lazily down the river, and are treated to a nice lunch of fish and bread. Ivana sings pleasant songs of travel and romance.

The reverie is so pleasant and calming, that you barely notice the first bump on the boat. The shouts of the bargemen quickly get your attention, however, and you rise and look around, but see nothing. Perhaps the barge hit a floating log or a rock - but no, the bargemen seem more concerned than that would entail, and are rapidly poling the barge towards the near bank.

Suddenly the water next to you erupts as two scaly beasts surge out of the water and attack the boat!

Allow the PCs to make spot rolls vs the crocodiles hide rolls (+11) to get an action in the surprise round. The only action of the crocs in the surprise round is to move to the surface (no attacks in the surprise round!).

Creatures:

APL 2 (EL 4)

Crocodiles (2): Medium Animal; hp 25 each; See *Monster Manual*.

Bargemen (2): Male Human (Renee); Exp1; hp 8 each; see NPCs.

Tactics: The barge is 15 feet wide and 25 feet long. There are some crates in the center (taking up 10 by 10 foot of space, towards the front). There are lips on the edge, but the PCs should not have any problem remaining on the boat unless the crocodiles successfully bull rush them or the boat, or grapple them into the water. Luckily for the PCs, the boat is already in fairly shallow water (four and a half feet), and even if they fall in, humans will have no real danger of drowning. (Not that they need to know this...)

Note: Anybody on the edge of the boat can attack and be attacked by the crocs in the water. Those on the boat effectively have cover against the crocs (+4 AC), and have higher ground (+1 melee attacks). Anybody can climb onto the crates in the middle of the barge with a DC5 climb check to get out of the reach of the crocs. Ivana will do just this while singing to *inspire courage* in the PCs.

The crocodiles will attack the nearest target and attempt to bite it and drag it into deep water to pin it. See the monster manual description of crocodile tactics. The crocs will flee if they are reduced to 10 hp or less.

The bargemen will easily be able to ground the boat on the bank after the combat if the PCs can drive the crocodiles off.

After the fight, the Rhennee inspect the beached barge, and discover that it is damaged. They will begin fixing it, but it will take a day or two to complete the repairs. This part of the river seems pleasant enough to camp at anyway.

Encounter Four: Bravados on the Banks

Have the PCs roll Spot checks (DC 12). Read the following to those that succeed. Those that fail their check will have to wait until those that succeeded fill them in, or until Ivana reacts.

As you relax in the soft grass near the river bank watching the bargemen make repairs to the boat, you

see five men approaching. They are largely unremarkable except for their colorful cloaks and scarves, and the one in front, who is whip thin and wears a rakish hat with a bright blue plume.

At about this time, Ivana comes out from around a tree on the bank, where she has been washing some clothes for the bargemen. She gasps and drops the wet bundle. "Basilio!"

"Yes! It is I, Ivana!" cries the leader of the small group. "I have come to rescue you from these villains! Have at them, boys!" He draws a rapier and points it right at you. The others advance.

At this point, the PCs must quickly decide how to react. Basilio has been chasing the group. Upon his return to the Rhennee district the day after the PCs left, he went looking for Ivana and was told by a hung-over friend of his that some outsiders had taken Ivana down the river. Basilio, being a hot headed man of action with little time for thought, immediately gathered some cronies for a rescue mission, not stopping to ask if the girl left willingly. (After all, she wouldn't want to leave Basilio...)

Ivana will try to tell him the truth, but he will think that the PCs have enchanted his love somehow (and will not be shy in announcing this theory). She tries to intercede, but one of his associates will grab her and "pull her to safety". If the PCs are forced into fighting, she will *inspire courage* (the crony holding her will not stop it, assuming she is helping his side), though she still urges mercy.

It will be very difficult for the PCs to get Basilio to listen to them and their explanations. He is a proud man and will assume they are trying to trick him, which he takes as an insult. The PCs can attempt to improve his attitude from hostile using Diplomacy (DC 20 to make him unfriendly, DC 25 to make him indifferent.) This will take one minute of talking to avoid the -10 penalty for rushing diplomacy, and only one person can do the talking (no aid another). Basilio will give them that one minute. If they fail to change his attitude he attacks. If the PCs successfully talk him down to unfriendly, he will hesitate long enough to allow one additional diplomacy check to improve his attitude even more. (See *Player's Handbook* page 72 for details.) If they can make him indifferent, he will pause long enough to hear them out and realize his mistake. Intimidate can likewise be used to change Basilio's attitude, but give him a +4 to his roll to resist intimidate because he is strutting his stuff for his woman.

Basilio is a flamboyant, arrogant swashbuckling hero at heart, and acts as such in combat.

APL 2 (EL 4)

Basilio Poposh: Male Human (Rhennee) Ftr2/Rog2: hp 24. See Appendix One.

Basilio's Cronies (4): Male Human (Rhennee) War1: hp 6 (each). See Appendix One.

EL is lowered because of presence of Ivana and because Basilio and such won't kill PCs that are down or surrendered.

Treasure/Development: Ivana has a cameo that Basilio gave her. Should the PCs kill Basilio in combat and loot his body, Ivana will keep the cameo as a memento of better times. Should the PCs convince Basilio of his error (with or without subduing him first), she will give the cameo to the PCs as a "thank you" for protecting her.

Should Basilio and the boys defeat the party, they will return to Grayington with Ivana, who will eventually explain to misguided rescuer what really happened. The adventure should be over for the party.

Encounter Five: VOPA

The remainder of your journey passes uneventfully, and soon you disembark and begin to travel inland. The travel is easy on the road, and farmers wave as you pass. Early the next day, you can see the spires and towers of Devarnish in the distance.

The city of Devarnish is a large, bustling city that straddles the Great Western Road, anchoring the eastern end of that busy thoroughfare. Many different types of people fill her streets and shops, giving the city a cosmopolitan air.

You find the guildhall of the Veluna Organization of Performing Arts easily enough, with a little help from friendly citizens. The building, not surprisingly, is more theater than office, more concert hall than school.

The small man behind the desk looks up from his papers with a wide smile. "Greetings, and welcome to the Veluna Organization of Performing Arts – home to the greatest artists and troubadors in all the Flanaess. Are you by chance here to inquire about the coming season of the Veluna National Theater? The schedule has not been made public yet, but I can assure you that Master Silverleaf's newest is indeed one of the scheduled events!"

The clerk is eager to sell subscriptions to the VNT, and will gladly discuss the things that will be happening, but none of it is pertinent to the game at hand. The DM is free to create names of performers, playwrights, plays, etc for the PCs. (Master Silverleaf is a renowned elven playwright whose latest work has been long

awaited. The rumored title is “The Ghosts of Whitehale”). Note that the clerk will not address Ivana.

The clerk will also mention that PCs can become “Patrons of the Arts” by donating to VOPA. [There are no benefits for this at this time, other than the clerk will be a bit more friendly to the PCs if he has made a sale (ticket subscriptions cost 10 gp and include 2 tickets to five shows) or garnered a donation (minimum 10 gp).]

PCs that bring up Ivana’s desire to apply for membership will be told that there are no spots available. The clerk glares at Ivana ever so briefly, “Maybe she could try next year, or maybe go try the branch in Veluna City.” A Sense Motive check (DC 12) will tell the successful PC that the clerk is not telling the truth about openings, and if the roll is over 17, they will be able to tell the clerk does not like something about her. (The PCs should be able to guess what that is.)

If Ivana is the one to address the application issue, the clerk will dismiss the girl with a sneer, saying that they aren’t accepting new applications right now and “why don’t you go back to your boat”. It should be obvious that the clerk is a petty little man that just doesn’t like Rhennee.

The PCs will need to convince the clerk that Ivana should be allowed to apply for admission. Feel free to role play this exchange, remembering that the clerk does not like Rhennee (he was brought up in an intolerant household, and considers all Rhennee classless thieves and charlatans). Also remember that Ivana is very proud and will most likely spout off at the clerk, which will not help the situation. If Ivana does start getting into an argument with the clerk, allow the PCs a chance to stop her and calm her down. If they do not, it will be more difficult to convince the clerk.

A Diplomacy check (DC 15) can be made to convince the clerk to comply. In this situation, multiple speakers will tend to confuse the situation, so do not allow the PCs to “assist” one another (ie one roll). Give the PCs a +2 bonus if any of them purchase a subscription or donate at least 10 gp to the arts. (Give +4 if they do both.) If Ivana has not been prevented from verbally assaulting the clerk, then apply a –5 penalty to the check.

The clerk is the only person on duty right now, and in fact will be the only person on duty for quite some time, as the other employees are rehearsing and doing other VOPA related duties.

Conclusion

A couple days later, a messenger arrives at your room with a package addressed to you. Inside, you find a note and a simple gold ring. The note reads, “Thank you so much for bringing this wonderful girl to our attention. We are sure she will be the best bard Veluna has seen in ages, and we are bursting with pride at being able to provide for her training as her sponsors. Please accept this small token of our gratitude. Watch for her name in Mitrik soon! Master and Mistress Barymont.”

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 (objectives plus roleplaying) to each character.

Encounter One

Defeating the toughs and rescuing the Rhennee
APL 2 - 120 xp

Encounter Three

Defeating the crocodiles
APL 2 - 120 xp

Encounter Four

Defeating Basilio (through combat or role playing)
APL 2 - 120 xp

Encounter Five

Convincing the clerk that Ivana should be allowed to apply for membership
APL 2 - 50 xp

Discretionary roleplaying award

APL 2 - 40 xp

Total possible experience:

APL 2 - 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 add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

Loot from toughs

APL 2: L: 0 gp; C: 5 gp; M: 0 gp

Encounter 2A:

Reward from Rhennee

APL 2: L: 0 gp; C: 20 gp; M: 0 gp

Encounter Four:

Loot from Basilio

APL 2: L: 300 gp; C: 0 gp; M: 0 gp

- OR -

Gift from Ivana to party

APL 2: L: 0 gp; C: 300 gp; M: 0 gp

Conclusion:

Reward from Ivana’s sponsor

APL 2: L: 0 gp; C: 75 gp; M: 0 gp

Total Possible Treasure:

APL 2: 400 gp

Appendix One: NPCs

Overly Intoxicated Toughs (5): Male Human
War1: CR 1/2; HD 1d8 + 3; hp 9 each; Init +1;
Spd 30 ft; AC 11 (touch 11, flat-footed 10);
BAB: +1; Grapple: +3; Attack +3 melee (1d3+2
subdual, unarmed strike) or +3 melee (1d4+2,
dagger); Full Attack +3 melee (1d3+2 subdual,
unarmed strike) or +3 melee (1d4+2, dagger);
AL N; SV Fort +3; Ref +1; Will +2; Str 14, Dex
12, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3; Iron
Will, Toughness

Equipment: Dagger, 5 gp each

Overly Intoxicated Tough Leader: Male
Human Ftr1: CR 1; HD 1d10+2; hp 12; Init +2;
Spd 30 ft; AC 14 (touch 12, flat-footed 12) [+2
Dex, +2 leather armor]; BAB: +1; Grapple: +3;
Attack +3 melee (1d3+2 subdual, unarmed
strike) or +3 melee (1d4+2/19-20, dagger); Full
Attack +3 melee (1d3+2 subdual, unarmed
strike) or +3 melee (1d4+2/19-20, dagger); AL
CN; SV Fort +4; Ref +1; Will +2; Str 14, Dex
14, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +5;
Improved Unarmed Strike, Iron Will

Equipment: Dagger, leather armor, 5 gp

Ivana Roganov: Female Human (Rhennee)
Brd1: CR 1; HD 1d6; hp 4; Init +2; Spd 30 ft;
AC 13 (touch 12, flat-footed 10) [+2 Dex]; BAB:
+0; Grapple: +0; Attack +0 melee (1d4, dagger)
or +2 ranged (1d4, thrown dagger); Full Attack
+0 melee (1d4, dagger) or +2 ranged (1d4,
thrown dagger); AL NG; SV Fort +0; Ref +4;
Will +2; Str 10, Dex 15, Con 10, Int 12, Wis 10,
Cha 16.

Skills and Feats: Balance +6, Gather
Information +7, Perform +7, Profession (Boater)
+5, Sleight of Hand +4, Spellcraft +3, Swim +4,
Tumble +6; Skill Focus (Swim)

Equipment: Dagger, pack with clothes.

Bargemen (2): Male Human Exp1: CR 1/2; HD
1d6 + 4; hp 8 each; Init +1; Spd 30 ft; AC 11
(touch 11, flat-footed 10); BAB: +0; Grapple:
+1; Attack +1 melee (1d3+1 subdual, unarmed
strike) or +1 melee (1d6+1, barge pole); Full
Attack +1 melee (1d3+1 subdual, unarmed
strike) or +1 melee (1d6+2, barge pole); AL CG;
SV Fort +1; Ref +1; Will +3; Str 12, Dex 12,
Con 12, Int 9, Wis 12, Cha 10.

Skills and Feats: Profession
(Bargeman) +8; Skill Focus
(Profession(Bargeman)), Toughness
Equipment: Barge Pole.

Basilio Poposh: Male Human (Rhennee)
Ftr2/Rog2: CR 4; HD 2d10+2d6+4; hp 27; Init
+7; Spd 30 ft; AC 18 (touch 13, flat-footed 15)
[+3 Dex, +3 studded leather, +2 buckler]; BAB:
+3; Grapple: +5; Attack +7 melee (1d6+2/18-20,
masterwork rapier); Full Attack +7 melee
(1d6+2/18-20, masterwork rapier); SA Sneak
attack (1d6); SQ Evasion; AL CN; SV Fort +4;
Ref +6; Will +0; Str 14, Dex 16, Con 12, Int 8,
Wis 10, Cha 14.

Skills and Feats: Balance +5, Craft
(Boatwright) +1, Hide +5, Intimidate +9, Jump
+11, Listen +1, Move Silently +5, Profession
(Boater) +4, Spot +4, Swim +9, Tumble +15;
Acrobatic, Dodge, Weapon Focus (Rapier),
Improved Initiative, Skill Focus (Tumble)

Equipment: +1 Buckler, masterwork
rapier, masterwork studded leather armor, *Potion
of Cure Light Wounds*, pearl and ebony cameo
worth 1800 gp

Basilio's Cronies: Male Human (Rhennee)
War1: CR 1/2; HD 1d8; hp 6 each; Init +2; Spd
30 ft; AC 15(touch 12, flat-footed 13) [+2 Dex,
+2 leather armor, +1 buckler]; BAB: +1;
Grapple: +2; Attack +2 melee (1d3+1 subdual,
unarmed strike) or +3 melee (1d6+1, rapier); Full
Attack +2 melee (1d3+1 subdual, unarmed
strike) or +3 melee (1d6+1, rapier); AL N; SV
Fort +2; Ref +2; Will -1; Str 12, Dex 14, Con 11,
Int 9, Wis 8, Cha 10.

Skills and Feats: Intimidate +3; Dodge,
Weapon Focus (Rapier)

Equipment: Rapier, leather armor,
buckler

Appendix Two

Information About the Rhennee

In Veluna, the Rhennee can be found along the length of the Velderdyva, and as far up the Fals River as Mitrik (although barges have been known to navigate the river at least as far as Thornward). "A long-cultivated tolerance for the Rhennee bargefolk, who are generally unwelcome on the northern [Furyondy] shores [of the Velderdyva River], provides a willing flotilla of barges, and occasional protection for larger vessels when strange creatures crawl from the river depths." [*Living Greyhawk Gazetteer* page 129].

This tolerance is certainly not universal, however. Many citizens of Veluna still consider the Rhennee to be "outsiders" at the best, "criminals" or "the cause of our problems" at worst. On the average, most people would not persecute a Rhennee, but would not invite them in for tea, either. They are able to sell their wares in the market, but a few small minded people do not deal with them at all. (Unless of course, they feel the need to consult one of the mysterious Vetha, or wise women of the river folk, known for their cures and advice.) For the most part, the Rhennee think they are considered to be second class citizens, but it does not bother them too much, as they know they can always cut ties and move down the river.

The Rhennee are renowned as excellent boatmen, plying their barges on the rivers and lakes of the Flanaess. They take on work when it suits them, but always seem to have time (and cause) for celebrations involving music, wine, food and laughter. These events are usually reserved for the "family", but that term can include close friends, a trade partner, or whoever is buying the wine.

The Rhennee are a proud race keeping alive their ancient traditions (like their language – Rhopan). This pride has earned them another reputation, that of fighters. The combination of the mysterious, close-held traditions of the bargemen being unknown to outsiders, and the pride and passion the Rhennee have, many a duel or barfight has begun over an seemingly innocent remark. What is not well known, is that more likely than not, the bargeman and his erstwhile adversary are to be found drinking and laughing later that night, the offense having been knocked out of their memory.