

ULP6INTRO-01

Prose and Cons

A One-Round D&D[®] LIVING GREYHAWK[™]
Principality of Ulek Regional Adventure

Version 1.8

by Michael Jones

Stat Block Ninja: Daniel "TP" Gray
Reviewers: Principality of Ulek Triad

A simple enough proposition for transporting prisoners from Gyrax to Greutam? Not when one of those prisoners is the infamous Billie the Bard. A Principality of Ulek Introductory Scenario for 1st level PCs.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior game master. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL game master. The person who sanctions the event is called the senior game master, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior game master is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning,

and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at HYPERLINK "http://www.rpga.com" www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player

character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

SHAPE * MERGEFORMAT

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

Enlist a sixth player.

Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid

the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Born CY 503, Sir Osmyn Wellker was a Knight of the Watch from the Principality of Ulek. Growing up in the mean streets of Greutam he saw injustice every day and dedicated his life to the pursuit of justice. Upon his deathbed in CY570, he signed over his considerable fortune to a group of lawyers, magistrates and officials to create a reformatory and prison wherein some of his personal tenets would be taught in order to set ne'er-do-well's on the path of righteousness. What's the saying about good intentions?

25 years later Ser Osmyn Wellker's Reformatory and Prison is known throughout the Principality as "The Well" --- someplace you fall into, and never climb out of. The strict adherence to the old knight's rambling version of the Watch's doctrine has allowed a less-than-reputable warden to set up shop in the prison, using it as a base for something far beyond what was first envisioned. It is, in fact, a front for the

Slavers and the Scarlet Brotherhood.

ADVENTURE SUMMARY

Finding themselves in the city of Gryrax, the PCs are wandering in the Trade Quarter, restocking on supplies and taking in the city's sights when a troop of guardsmen come through with a prisoner in tow. The crowd will react negatively to this, pelting the prisoner with rotten food, etc. Exasperated, the guards will see what he takes to be 'adventurers' and ask them for their help in escorting the prisoner to safety. The prisoner is the infamous 'Billie the Bard' and is once again being taken in for sedition, and for questioning over his part in the disappearance of adventurers during an altercation over a fake real estate scam involving a tribe of doppelgangers two years ago.

In reality, "Billie" is and always has been the copper dragon Kaihonreidwur and is going along with the charade because of his suspicions about conditions at The Well. Two days ago, he blithely walked into The Roaring Griffon Inn in Gryrax and set up on the stage. A near-riot broke out due to his 'ballads' about the Prince and he was taken to the prison to await sentencing. The prison has been besieged by minor problems ever since (Kaihonreidwur, being bored, has been playing pranks — and escaping only to be caught again — incessantly).

Once at the prison and safely put back into jail, the warden will ask the PCs for help in transporting Billie out of town and over to Greutam for safe-keeping and sentencing. Assuming they accept, he is willing to pay them to deliver a number of other prisoners as cover and pose as regular prison troops. He will provide two large carts, a number of

horses and half the gold up front, the rest to be paid by the Warden in charge of 'The Well' in Greutam.

During the three day trip to Greutam, one of the prisoners will claim that Billie is in reality a 'horrible monster' and that he is the 'real Prince'. Another will try to bribe his way free, and another will sit and sulk but not try to escape unless an opportunity presents itself because he admits to murdering a barmaid in Havenhill. One prisoner, Poril, is in fact innocent and will proclaim this fact to anyone who seems sympathetic. If PCs gain his trust he will confess to being an agent of an organization that works 'behind the scenes' to ensure the safety of the Principality. He will be very vague about everything and if pressed at all, will refuse to speak any more about it. The final prisoner is an acolyte of Nerull and is hoping to be rescued on the road, as he was able to get a message to one of his compatriots.

Once everyone is safely in Greutam at The Well, the warden will ask the PCs to spend the night guarding him prior to Billie's trial and execution, errr... sentencing. News of the infamous bard's arrival has spread and many people both inside and out of The Well are calling for his head. In reality, the Warden's goal is to drug the PCs and smuggle them out along with this week's 'catch' of slaves, figuring that fit and hardy 'adventuring types' will fetch a good price and won't be missed. Later that night two guards come and fetch Poril for questioning and leave behind a drugged dinner. 'Billie' will alert the PCs that the food is poisoned and voice his suspicions of the Warden before winking and teleporting out, saying that he's overdue for his performance in Thunderstrike and once again urging the PCs to investigate The Warden.

Assuming the PCs either take Billie's advice or go to see the Warden because of his disappearance, they will enter in time to hear the Warden demand to know about 'his Master' and strike him unconscious (in a decidedly monk-like fashion). The Warden will ask why the PCs didn't eat, what they want and will offer them drugged wine. Upon being told of Billie's escape, the Warden will shrug and say that at least he has replacements and order his guards to attack.

After the battle, Poril will rouse himself and say that he overheard the guards saying something about 'tonight's shipment being delivered' when taking another prisoner through a secret door in the Warden's office. The secret door leads to tunnels that run straight down to a warehouse on the docks. At the end of the pier, three prisoners are being loaded onto a ship with 'suspiciously colored sails'. Upon being spotted, a number of sailors and the guards will turn and attack, delaying the PCs just long enough for the ship to set sail.

Over The Well a large burst of orange (copper) fireworks and noise, signal something of significance is occurring. Returning to the prison, the PCs will find a wild party underway as Poril and 'Billie' were able to free the innocent prisoners and hold proof of the Wardens ties to the Scarlet Brotherhood. Billie leaves a note for the PCs thanking them for their help, and the grateful wives of the prisoners offer them free room and board whenever they come back to visit. EPILOGUE: News in Greutam will spread of a huge draconic figure flying over the city late at night and blasting a ship out of the water.

INTRODUCTION

The crisp Spring air brings a fresh breeze with a hint of rain through the streets of Gryrax, a major port on the Azure Sea and the capitol of the Principality of Ulek. Gryrax is renowned throughout the Sheldomar for it's fine dwarvencrafted goods, and business is booming as you find yourselves wandering about in the Trade Quarter, purchasing supplies and provisioning yourselves for whatever the days or weeks ahead can bring. Such is the life of an adventurer!

Allow the PCs time to purchase any supplies, riding dogs, potions, etc. This is a large and well-run city, rich with trade, so almost anything is available somewhere nearby.

The tranquility of the day is disturbed as a troop of guardsmen walk by with a prisoner in chains. The prisoner, a smiling half-elf nods and winks as those nearby begin to cluster together, whispering amongst themselves.

Give the PCs a DC10 Listen check to overhear some of the crowd's comments:

- ***"That's the bard I heard tricked all those people!"***

- ***"Ooooo! He's a handsome one... isn't he?"***

- ***"Isn't that the bard what played at The Boarhound a couple nights ago and almost started a riot?"***

Those who make a DC15 Listen check hear the following:

- ***"That's him! Billie the Bard... almost got me killed a while back..."***

- ***"He's the one that sold all those people to doppelgangers!"***

Billie will continue to smile and wave,

although he is shackled. Two human guardsmen walk behind him, there is an additional one on either side and a dwarf holds a 'lead' to the shackles. They seem very perturbed and angry. Go ahead and set up an 'encounter' on the map board, although there's not really a chance for actual combat here. Draw out a typical city-street, 20' wide and 100' long with some random 'carts' and 'stalls' on the sides of the throughfare.

As the procession moves toward you, a large tomato comes flying out of the crowd. Deftly side-stepping, Billie chuckles as it smashes into the face of the guardsman behind him.

"Tsk, tsk. Missed me! Missed me! Now you have to kiss me!" Billie winks at a young girl, who's father grabs her by the her arm and pulls her closer to him. The guardsman wipes his face clean and the mood of the crowd gets noticeably darker.

"DAT'S THE ONE WHAT CAUSED A RIOT DOWN THE BOARHOUND T'OTHER NIGHT?" A large human man, obviously drunk, steps into the path of the guards who growl at him to get out of the way. "He runned off with my daughter! Hangin's too good fer him!"

Place a large number of 'bystanders' around the procession and have the players place themselves nearby. They should all be within 20 or 30 feet of the constables and Billie.

The crowd continues to grumble and around you, people begin to pick up rocks, brandish clubs and a stall erupts into chaos as people begin to push forward and snatch up fruit and vegetables.

Now that they are closer, you can see the 'guards' are, in fact, members of the City Watch. The dwarf in front

squints and looks your way.

Choose the 'burliest' PC: a fighter, paladin or someone in armor.

"You there! Help keep this crowd back! Follow along with us to the City Jail, if you can. I'll see you rewarded. Any of you others," he asks, looking around "are welcome to come along and help as well." The crowd, seeing that the Watch may have some back up, continue to grumble but seem to mellow, at least a little bit.

Besides an emblem of the City Watch, the dwarf is wearing a large holy symbol of Moradin on his tabard. He definitely looks 'paladin-y' if anyone asks (his 'squinting' was doing a quick detect evil). Assuming the party agrees, read the following aloud.

The officers of the City Watch quickly march their prisoner back towards the Gryrax city jail. Along the way, the crowd thinned out until it was just your group and Billie striding along. Billie sighs theatrically as the gates close behind him.

"Alas! The day has dawned that Billie sings no more! Oh woe! Oh misery! Oh cruel fate! A caged bard, er... a caged bird soon withers! For shame! For shame!" he cries piteously and a single tear tracks down his cheek. Unfazed by the outburst, the dwarf watchman lifts up the manacles around his prisoner's wrists and shakes them.

"Watch yerself, Billie-bird. None of your foolishness or I'll gag ye." the dwarf growls and leads you all through the gate and into a waiting area, where other city watchmen are bustling back and forth.

"Foul foe! Fie! You faithless flea, forfend! Ha ha!" Billie grins and claps at what he considers a witty rhyme.

Startled, the dwarf holds up the now empty manacles. A brief tug of war erupts as the two guardsman on either side of Billie attempt to restrain him once more. After a few moments, they are successful and Billie winks slyly at your group as he is led away.

ENCOUNTER 1: FAVOR FOR A FRIEND

The PCs are taken to a small antechamber and asked to await the dwarf's return.

With much grumbling, the dwarven guard captain comes back and bids you all to follow him to his office and sit as he begins to fill out some paperwork. A small bag of coin is on the table before him, and he carefully counts out three forges for each of you and asks your name, asking you to sign a receipt for "Dangerous Prisoner Transport Within City" and wait while a copy is made. He leaves and returns after a few minutes.

With a sigh, he looks at a mound of paperwork on his desk.

"I'll cut to the heart of the matter, folks. What I have here is a problem. All o' these papers here are fines and arrest warrants and complaints on ol' Billie the Bard. More than one farmer wants his head fer fillin' his daughter's head with tales of love and romance, and more than one shopkeeper is claimin' that he's stole something or caused financial ruin. We could keep him here, but the longer we do, the more and more trouble it would cause. He'd normally be shipped off ter Greutam by week's end, but ye'd save me a world o' headaches if ye took him and the other prisoners yerselves."

He pulls out a large bag of coin and looks about. "This here will make an even ten forges, and I'll see you get five more when ye come back. What say ye?" He leans forward hopefully and waits for your answer.

He'll wait a short time and answer general questions about the proposed trip. It's a three day trip to Greutam and he'd prefer if you leave immediately. If there are any Principality of Ulek military members, he will inform that he will be contacting their superior officers and asking that you be assigned this duty. The other prisoners are described in Appendix One. Billie is presumed innocent, but due to his 'rabble rousing' in Gryrax over the last month, it's felt that he would be more secure in "The Well" in Greutam. A successful Knowledge: Local (Sheldomar Valley) DC 10 will tell the PCs that the Well is infamous throughout the Principality as the last place anyone wants to go to and a DC 20 check will tell them that it has a history of unfairness and corruption. Assuming the PCs are amenable, proceed to Encounter Two. If not, or if they try to press for more money, the adventure is effectively over as the dwarf will feel that they may be swayed to release some prisoners in exchange for more money.

Mounts (light riding horses) and a large cart with two draft horses will be provided by the prison officials for ease of transport. If no PCs have an appropriate skill to "drive" the wagon, a drover will be provided (Gordo, human male, Exp1) It will be explained that it will take approximately three full days of travel to reach Greutam from Gryrax.

When the PCs agree, read or paraphrase the descriptions from Appendix One after the following:

That night, you are led to a

medium-sized cart containing a number of slumped over figures in chains. One, the same handsome half-elf from earlier, sits up straight eagerly watching the proceedings as you stow your gear and head out. The others are all human and either stare at you blankly, or with open disdain. The guard leading them explains their crimes and punishments to you before wishing you luck and opening the gates to let you make your way.

ENCOUNTER 2: ON THE ROAD

The following encounters happen at any point during the first two days out of Greutam. Use your discretion to keep the action fun and entertaining. These encounters should be strictly role-play.

The trip from the law complex to the gates of Gryrax are uneventful as you head out in the early evening. Traveling for several hours, you make camp and rest until the morning.

ENCOUNTER 2a: AN OFFER YOU CAN REFUSE

Hoffrim the tax evader (see Appendix 2) will try to catch the ear of a "roguish" PC (if there's no rogue in the party, he will approach a Halfling) and be as charming as he can be. His main concern is to be released on the outskirts of Greutam. He will promise to gift the PC with 200gp and will tell the "rogue" where he can pick it up the next morning.

Note: If any PC is naive enough to actually let him go, they should not be surprised that no reward is coming. Instead, a guard patrol is waiting for the

PC and will laugh at their naiveté in believing a prisoner of his sort. The guards, being typical Greutam bravos, will not arrest the PC, but will tell the amusing story of the PCs gullibility. It will eventually reach many ears and as a result the PC receives **none** of the positive notices or favors included in the "Special" section of the Adventure Record.

ENCOUNTER 2b: THE TRUE PRINCE, REVEALED!

Cered will attempt to speak alone to a dwarven or human PC. He shuns elven PCs and will try to turn the parties dwarven or human PCs against them. During the trip he will try to get the PC to believe he is, in fact, the real Prince Olinstaad Corond. However, he does tend to have his facts a little confused:

- He believes that his son Saroenn is in fact a devil and may be trying to take control of the Principality by "consorting" with a foul elven witch.
- His wife, Darniemew, had a sorcerer use 'foul elven magic' to change him to the form he is currently in.
- He fears that Celene will soon be attacking in force and believes Thunderstrike to have already fallen.
- As time goes on, his craziness will intensify. Eventually he will devolve into raging against the PCs as traitors and scoundrels, and continue to demand to be released.

ENCOUNTER 2c: SPYDER'S AGENT

Poril will try to talk with divine caster or an arcane caster. His goal is to have them "cast some kind of spell which can tell whether or not" he is lying. He will be

circumspect, but will eventually discuss the fact that he knows of a plot by his boss for whom he clerks. He will also discuss that yes, he is a kind of spy, but that his employer is in league with the Prince and not an enemy. He will 'hint' that it is Spyder, but never come right out and say it.

ENCOUNTER 3: WHAT'S THAT SMELL?

On the last evening before arriving in Greutam during the midnight watch, the PCs on watch can make a DC 10 listen check to hear spell casting. They have two rounds of actions before the camp is attacked by the Cult of Nerull agents looking to free Morillo.

In the darkest hour of the night, a strange chanting can be heard coming from the north. The bushes rustle and two emaciated gray-skinned humanoid figures lope out into the clearing. Their dead eyes gleam with predatory intelligence and their sharp claws scrape upon the ground. Behind them, two human men guard a third wearing the holy symbol of Nerull. With a sneer, he orders the creatures to attack.

Behind you, Billie screams and runs off, panic fueling his strength and fairly dragging the prisoners along. One prisoner, the morose human accused of attempting to kidnap a dwarf in Gryrax, turns and looks at the Nerullite in awe, the cry of "Master!" escaping his mouth before he, too, is pulled along.

At the end of the first round of combat, Morillo will tackle Billie who will begin to sing a battle anthem. Billie will incapacitate Morillo first and if any of the prisoners are in danger, he will run away

pulling them with him. After Morillo is subdued, they will gladly go along.

APL 2 (EL 5)

Bacchew, Male Human Cleric2 (Nerull): hp 17; see *Appendix 1*.

Gorede, Male Human Fighter 1: hp 15; see *Appendix 1*.

Pabond, Male Human Fighter 1: hp 12; see *Appendix 1*.

Ghouls (2): hp 13; see *Monster Manual*, page 119.

Tactics: The summoned ghouls will race forward and attack while the warriors protect their master, Bacchew.

Developments: During the battle, Billie will use his inspirational song to give everyone +1 to hit and damage. He will also scream and run away, dragging the other prisoners stumbling along behind him. It is expected that many, if not all, parties will fall during this encounter. While frustrating, that does sometimes happen. Try to "lighten the mood" with Billie's antics. Kaihonreidwur is mindful of the fact that it is dangerous, but is trying to keep his "cover" at all costs. If someone is dangerously close to dying, Billie will "slip out" of his bonds and race over to heal the fallen character. When the last party member falls, proceed to **Encounter 3a**. If the party is successful, proceed to **Encounter 4**.

ENCOUNTER 3a: RISE & SHINE

Following the encounter with the Cult of Nerull, "Billie" will heal the party to full and tuck them into their bedrolls, collect the horses and dispose of the corpses of the undead. He buries the Cultists

and "disposes" of both Morillo and Zarim. The only witness to all of this will be poor Cered, who became near catatonic at the sight of the gigantic copper wyrm.

A scream rips through the early morning. Cered sits and rocks back and forth as you awaken in your bedrolls, all hurts healed except for a slight headache. The sights and smell of fresh blueberry pancakes being made by a grinning Billie perhaps makes you think you are dreaming.

"Ah! Rise and shine, sleepy lambs. The cultists are all gone. Quite rude, fellows, don't you think?" Cered, hearing Billie speak, moans and mumbles a bit before subsiding. "Don't mind ol' Crazy pants, there... he's still a bit 'touched', as my sweet Auntie Kazillmestrillix would say. In any case, Cultists gone, Zarim escaped, blah blah blah. We've got to get a move on!" Billie happily whistles a merry tune as he doles out pancakes before looking at the manacles near his feet. "Oh, right! Oops!" he grins as he bends and places them around his wrists once more.

Billie will be vague on what happened, and claims that the Cultists merely let Morillo go and Zarim "ran off that-a-way" and left everyone else alone. Anyone making a DC 20 Track check can find evidence of a gigantic creature's footprint off to the north (which 'Billie' has purposely made to look different than any other). If someone makes a DC 25 Knowledge: Nature check it looks to be from a someone kind of titanic dog or wolf. If mention of the giant track is made, Cered will groan and cry and try to get away from Billie, telling the PCs

that he is a monster.

ENCOUNTER 4: DOWN THE WELL

The rest of the journey to Greutam is uneventful. The PCs are to meet with Warden Bosco of Sir Osmun Wellington's Reformatory who asks the adventurers stay and guard the new prisoners since they are short-handed with extra guards placed at front gate due to some of the prisoner's wives demonstrating in protest over their husband's treatment inside "The Well" (as well as disappearances). Will offer 25 gp if they will stay to help.

Warden Bosco is a jovial Suel man who is quite interested in the prisoners you have brought to the infamous "Well" for safekeeping. After spending a few moments turning over the prisoners and signing some documents, the Warden invites you into his office.

"Well, thank you again for your help, and we are very appreciative. I wonder if I might trouble you for a bit more help, however. We've been having problems at the front gate for the last couple weeks. Some local women have been causing problems. They're probably desperate to free their husbands and boyfriends, all of whom have been tried and found guilty of their crimes, I assure you.

He is, of course, lying through his teeth. However, before meeting with the PCs he quickly quaffed a potion of *glibness* so his bonus to his Bluff check is +28 for the next two hours.

"What I'm hoping is that you'll stay tonight and sit guard outside the prisoner's holding cell until we can separate them tomorrow morning. I know you've had a long trip and all,

but I can make it worth your while... say 20 forges? I'll also speak to my cousin who owns an inn nearby called The Ball and Chain. I'll see if he can't put you up for a couple days afterward. Agreed? Excellent!"

With a smile he stands and motions for the guard outside his door to take you back to the prisoner's cells.

ENCOUNTER 5: PROBLEMS WITH PORIL

The guard is another Suel (only divulge this if the PCs ask) and is quiet and generally doesn't answer any questions. If the PCs are too suspicious, he will leave and report to the Warden. After a while, the Warden, the monks and the guard from Encounter

When you get back to them, the prisoners are all situated in their individual cells. A table and four chairs are also in the room and there's a deck of three-dragon ante cards unopened on the table. The guard nods as you arrive and heads back out of the room. A short time later he returns with a large tray of stew and a pitcher of ale, which he sets on the table. Taking out a large ring of keys he opens Poril's cell and grabs him by the arm, dragging him out and into the room.

"Warden wants to ask this'un some questions 'bout somethin'. Back in a tick. Eat up 'cause Cook's goin' ter sleep soon. Ain't got no spare mugs. They been havin' cutbacks."

He nods and heads back down the hall.

ENCOUNTER 5a: DON'T DRINK THE WATER

This will follow immediately after the guard leaves. If the PCs prevented the guard from leaving in **Encounter 5** then Billie will still 'reveal' himself here.

After the guard leaves, Billie the Bard stands and clears his throat. "Please! Don't eat or drink anything, it's poisoned!" he says. "Poril told you true. He does know of a spy plot. It's imperative that you go to him at once! I've come here to investigate the guards and what I've been hearing is quite disturbing. Now then..." he says, pulling a hat out of seemingly nowhere and putting it on his head. "I really do have to be going. There's damsels to eat and scorpions to rescue." He tilts his head to the side for a moment.

"Wait. Reverse that last bit." He laughs and bows as a richly embroidered cloak appears around his shoulders. "For now, I bid you... farewell!" With a flourish, he pulls the cloak tight around him and disappears.

If the PCs eat or drink any of the food, it is dosed with an improved version of *oil of taggit*. Have them make a DC 20 fortitude save or they fall unconscious for 2d4 hours. If everyone falls unconscious, proceed to **Encounter 5b**, if not proceed to **Encounter 6**.

ENCOUNTER 5b: SOMETHING YOU ATE?

Waking up on Slaver ship.

After the first week, hunger and thirst stripped your thoughts of even fighting back anymore. Beaten and bruised, you woke up to the creaking of ropes overhead. The manacles on your feet and wrists, and the stale rag

shoved in your mouth, made escape impossible. The days have blurred one into another, but your best guess is that it's been almost three months since you were in Greutam.

The Slaver captain delights in telling you and the other captives of the horrors which await you in the Pomarj as slaves. This morning was like any other, waking up on the cramped deck lashed to the rail. At first, you think it's going to be another merciless day of the sun beating down upon your back, but a large shadow flies past overhead. A gigantic dragon, its copper scales glinting in the sun, lands on the foredeck and roars, sending the crew overboard in terror. The bulk of the dragon is too much for the ship and the sound of snapping planks sends you into a panic, imagining a watery grave.

"Oops." The dragon says, gently plucking you and the other slaves from the deck and placing you on his back. "Alrighty everyone, please hold on tight! Keep all arms and legs inside at all times and if you feel the need to be sick, please be mindful of the scales." A single leap propels the great wyrm high up into the air and he banks around to blast the ship with a great stream of acid. "Whoa! Sorry about that folks, must have been something I ate!" he giggles and wings his way back west.

Landing near Sunflower Cove on Ulek's southern shore, the dragon smiles as he spits carefully, removing your chains. "Someone will be along shortly, you have a great day now!" The dragon says and disappears in a puff of green smoke. You and the rest of the slaves are still feeling a little bit stunned when you

hear singing coming from farther along the beach. A single humanoid man is pulling a large sled of random gear, weapons, and a pile of frilly yellow clothing.

"There once was a dwarf named Perwhucket... hmmm... no... no... Aha! My friends! The Big K said I might find you here. Didn't I TELL you not to eat that slop?" The grinning face of Billie the Bard may perhaps haunt you for weeks and months to come.

THE END

ENCOUNTER 6: MEETING THE MAN

The PCs can find the Warden's office very easily and they arrive in time to hear the final moments of consciousness for young Poril.

The sounds of fists striking flesh lead you to the office of Warden Bosco. Poril sits slumped over, tied to his chair. His freshly blackened eyes are closed and blood streams down his face from a broken nose. The Warden looks up nervously as you enter the room. A guard steps away from the wall and sneers as he looks you up and down. Two other men exchange glances and stand from where they were sitting watching the proceedings. Suel, they are dressed in matching red robes and eye you warily.

The Warden hurriedly turns papers on his desk face down and smiles. "Sometimes, it's best to soften someone up before they will confess. Now, then," he coughs, "what can I do for you fine folks?"

The cough was a signal for the monks and warrior to attack. They will do so immediately.

APL 2 (EL 4)

Warden Bosco, Male Human (Suel) Monk 3: hp 21; see *Appendix 1*.

Drenlor, Male Human (Suel) Monk 1: hp 13; see *Appendix 1*.

Avgar, Male Human (Suel) Monk 1: hp 13; see *Appendix 1*.

Kamek, Male Human (Suel) Warrior 1: hp 10; see *Appendix 1*.

Tactics: Warden Bosco will attempt to grapple any obvious spellcasters. All three monks will try to stun people and knock them out with their *stunning fist* ability first (although they don't do nonlethal damage... they know how to keep people alive after all). Kamek will attack spellcasters as well, but will delay until they begin casting. If things begin to go poorly, Kamek will surrender. The others fight until they're dead or knocked unconscious. If Kamek surrenders, he will tell the PCs about the Scarlet Brotherhood being behind the slave-taking and point out the secret door and tunnel to the docks.

Developments: If the party falls at this point, they are rushed down to the docks and put on board with the other prisoners. Go to **Encounter 5b**. Otherwise, go to **Encounter 7**.

ENCOUNTER 7: DOWN BY THE DOCKS

Poril awakes. Heard about slaves being taken. Shows secret door. PCs race down tunnel to docks. Pirates and slavers try to delay.

The last of the guards slump to the floor as Poril, tied into his chair,

moans and wakes up. Looking around at all of you, he feebly strains against his bonds.

"Please... look on his desk. The warden is... was... an agent for the Scarlet Brotherhood. There were more guards in here when they brought me in. They had prisoners and went through a secret door behind his desk. They'll be sold into slavery... or worse." He coughs and moans a bit before settling down, waiting to see what you will do.

The secret door is not closed shut completely and no search check is needed to find it. Assuming the PCs open and go through, read or paraphrase the following aloud:

A small tunnel is revealed behind the open door. Leading straight to the south, it continues down to a small wooden door. Peering through open spaces in it's haphazard construction, you can see two women and four men prodding a group of shambling, disheveled prisoners.

"Not much worth to these ones, eh Bonniye?" says one. "Naw... these ain't good fer much but diggin' an carryin," says the other as they approach a boat tied up close to the dock. She pushes the one last in line and giggles as he falls to his knees.

"Bah! This'un is half-dead. I'm of a mind ta' push him off the dock and see how long he floats." Bonniye says, kicking the man in his side and causing him to grunt in pain. The other woman waves to sailors milling about on the boat. "Avast ye gits, we're settin' off!" she shouts and they leap to obey, starting the process to leave port.

APL 2 (EL 5)

Bonniye, Female Human Swashbuckler 2: hp 20; see *Appendix 1*

Maryreade, Female Human Swashbuckler 2: hp 20; see *Appendix*

Oonogh, Male Human Warrior 1: hp 10; see *Appendix 1*

Dosze, Male Human Warrior 1: hp 10; see *Appendix 1*

Treye, Male Human Warrior 1: hp 10; see *Appendix 1*

Kwaht, Male Human Warrior 1: hp 10; see *Appendix 1*

Tactics: The first round, Bonniye and Maryreade will tell the warriors to attack and will stoop to pick up the fallen slave, yelling at the others to get a move on while the warriors attack. At the end of the round, the slaves, seeing potential saviors will all fall down, frustrating Bonniye and Maryreade to no end. They will then move to attack the party with the warriors in the second round.

Developments: Almost nothing can stop the boat from taking off... but it is possible. If so, the PCs get the same accolades but no *additional* rewards.

With a thunderous crash, fireworks explode over the prison and the sound of music can be heard drifting down toward the docks. Racing back to the front gates you can see men and women milling around crying and hugging each other. A familiar half-elf perches atop the wall and grins before disappearing as you walk up.

CONCLUSION

News of a dragon attacking a ship on the high seas and delivering 'prisoners' back to the front gates of the prison. Wives were happy to be reunited.

You are stunned to hear word of an enormous draconic figure flying high overhead and dropping the

innocent prisoners off. While you ran back to the prison, the sky over the sea erupted into flame and outlined a ship fleeing the dock area as fast as it could. Unfortunately, it was too slow to outrace the great wyrm and with a mighty roar it destroyed the boat after lifting some people off the deck in its great claws.

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 2

Interact with the prisoners on the road to Greutam.

APL 2: 100 xp.

Encounter 3

Survive the attack by the Cult of Nerull.

APL 2: 50 xp.

Encounter 6

Stop the Warden and his lackeys from enslaving even more innocents.

APL 2: 90 xp.

Encounter 7

Rescue the last shipment of slaves before they can be loaded onto the boat.

APL 2: 150 xp.

Discretionary Roleplaying Award

APL 2: 60 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 adventure, 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.

Encounter 1:

APL 2: C: 25 gp

Encounter 3:

APL 2: L: X gp, C: X gp (X gp).

Encounter 6:

APL 2: L: X gp, C: X gp (X gp).

Encounter 7:

APL 2: L: X gp, C: X gp (X gp).

Conclusion:

APL 2: C: X gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: X gp, C: X gp, M: X gp –
Total: 450 gp (450 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Friends in High Places: You've helped the copper dragon Kaihonreidwur play the ultimate prank on some of the less desirable denizens of the city of Greutam. A dragon's memory is very long...

Enmity of the Cult of Nerull: For foiling their plans to rescue one of their priests, the Cult of Nerull operating within the Principality of Ulek has marked you for death. Any time this PC encounters any member of the Cult of Nerull, the cultist will target you before all others.

Patron of the Prison Wives of Greutam: The wives of the innocent prisoners remember your help and you will have free Standard lifestyle during any regional adventure that begins or ends in the city of Greutam.

Connected by a Thread: You've tangled yourself in a Spyder's web. What this means will come into play in a later adventure.

Throw Yourself on the Mercy of the Court: The Principality of Ulek court system is very pleased by your actions. Any time in the future, should you commit a lesser crime (short of murder or treason) you will be shown leniency for your past heroics and receive a shortened prison sentence. Contact the Principality of Ulek Triad for details as necessary.

Must Have Been Something You Ate: Waking up aboard ship was bad enough, and when the dragon appeared and started blasting the crew left and right you were sure it was all over; but when Billie the Bard appeared and said "I told you so!" it was almost more than

you could take. You have spent several months traveling from ship to ship in and around the Azure Sea on your way to your new life as a slave, but were luckily saved before too much time has past. This adventure costs you an additional 12 TUs. Your equipment has been returned, but all your clothing is bright yellow, frilly... and one size too small (it fits, but is very tight).

APPENDIX 1 – APL 2

ENCOUNTER 3:

Bacchew; Male Human Clr2; CR 2; Medium Humanoid (Human); HD 2d8+4; hp 17; Init +1; Spd 20 ft/x4; AC 18 (+5 armor, +2 shield, +1 dex), touch 11, flat-footed 17; Base Atk/Grapple +1/+1; Atk +1 melee (1d8, 20/x2, heavy mace), +2 ranged (1d8, 19-20/x2, Light Crossbow); Full Atk +1 melee (1d8, 20/x2, heavy mace), +2 ranged (1d8, 19-20/x2, Light Crossbow); SA Rebuke Undead(Su); AL NE; SV Fort +5, Ref +3, Will +5; Str 10, Dex 12, Con 14, Int 11, Wis 15, Cha 10

Skills and Feats: Concentration +10, Heal +6, Knowledge (religion) +3, Spellcraft +3; Lightning Reflexes, Skill Focus (Concentration)

Languages: Common
Cleric Spells Prepared (4/3): DC=12+spl level; Domains: Evil, Trickery): 0 - *guidance, light, resistance (x2); bane, cause fear, shield of faith, *protection from good*

Equipment: breastplate, heavy wooden shield, heavy mace, light crossbow, 20 arrows, potion of cure light wounds

Gorede: Male Human Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 15; Init +2; Spd 20 ft/x4; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 15; Base Atk/Grapple +1/+3; Atk +4 melee (1d8+3, 19-20/x2, longsword), +3 ranged (1d8;20/x3, longbow); Full Atk +4 melee (1d8+3, 19-20/x2, longsword) or +3 ranged (1d8, 20/x3, longbow); AL NE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 10, Wis 11, Cha 6;

Skills and Feats: Climb +1, Jump -4, Swim -2; Dodge, Toughness, Weapon Focus (Longsword)

Languages: Common

Equipment: breastplate, longsword, longbow, 20 arrows

Pabond; Male Human Ftr1; CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +2; Spd 30 ft/x4; AC 17 (+4 armor, +1 shield, +2 dex), touch 12, flat-footed 15; Base Atk/Grapple +1/+3; Atk +4 melee (1d8+2, 20/x2, flail) or +3 ranged (1d6, 20/x3, shortbow); Full Atk +4 melee (1d8+2, 20/x2, flail) or +3 ranged (1d6, 20/x3, shortbow); AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 8

Skills & Feats: Climb +2, Handle Animal +1, Jump +1, Ride +4, Swim -1; Combat Expertise, Improved Disarm, Weapon Focus (Flail)

Improved Disarm: When performing a disarm attempt (or making a roll to avoid a disarm attempt), Pabond has a bonus of +10 (+4 atk bonus, +4 improved disarm bonus, +2 flail bonus).

Languages: Common, Dwarven, Elven, Orc

Equipment: chain shirt, light steel shield, flail, shortbow, 20 arrows

ENCOUNTER 6:

Warden Bosco: Male Human (Suel) Mnk3; CR 3; Medium Humanoid (Human); HD 3d8+3; hp 21; Init +2; Spd 40 ft/x4; AC 14 (+2 dex, +2 misc), touch 14, flat-footed 12; Base Atk/Grapple +2/+8; Atk +5 melee (1d6+2, 20/x2, unarmed strike) or +4 melee (1d6+2, 20/x2, kama) or +4 ranged (1d8, 19-

20/x2, light crossbow); Full Atk +5 melee (1d6+2, 20/x2, unarmed strike) or +3/+3 melee (1d6+2, 20/x2, unarmed flurry of blows) or +4 melee (1d6+2, 20/x2, kama) or +2/+2 melee (1d6+2, 20/x2, kama flurry of blows) or +4 ranged (1d8, 19-20/x2, light crossbow); SQ Evasion, Fast Movement, Still Mind; AL LE; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 13, Int 10, Wis 14, Cha 8

Skills & Feats: Balance +9, Escape Artist +8, Jump +13, Move Silently +6, Sense Motive +3, Spot +5, Tumble +10; Blind-Fight, Dodge, Improved Unarmed Strike, Improved Grapple, Deflect Arrows, Weapon Focus (Unarmed Strike)

Languages: Common, Ancient Suloise

Equipment: kama, light crossbow, 20 bolts, *potion of cure light wounds*

Drenlor: Male Human (Suel) Mnk1; CR 1; Medium Humanoid (Human); HD 1d8+2; hp 13; Init +1; Spd 30 ft/x4; AC 13 (+1 dex, +2 misc), touch 13, flat-footed 12; Base Atk/Grapple +0/+2; Atk +2 melee (1d6+2, 20/x2, unarmed strike) or +1 ranged (1d8, 19-20/x2, light crossbow); Full Atk +2 melee (1d6+2, 20/x2, unarmed strike) or +0/+0 melee (1d6+2, 20/x2, flurry of blows) or +1 ranged (1d8, 19-20/x2, light crossbow); AL LE; SV Fort +4, Ref +3, Will +4; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 8

Skills & Feats: Balance +5, Escape Artist +5, Jump +6, Move Silently +5, Tumble +5; Dodge, Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Deflect Arrows

Languages: Common, Ancient Suloise

Equipment: light crossbow, 20 bolts

Avgar: Male Human (Suel) Mnk1; CR 1; Medium Humanoid (Human); HD 1d8+2; hp 13; Init +1; Spd 30 ft/x4; AC 13 (+1 dex, +2 misc), touch 13, flat-footed 12; Base Atk/Grapple +0/+2; Atk +2 melee (1d6+2, 20/x2, unarmed strike) or +1 ranged (1d8, 19-20/x2, light crossbow); Full Atk +2 melee (1d6+2, 20/x2, unarmed strike) or +0/+0 melee (1d6+2, 20/x2, flurry of blows) or +1 ranged (1d8, 19-20/x2, light crossbow); AL LE; SV Fort +4, Ref +3, Will +4; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 8

Skills & Feats: Balance +5, Escape Artist +5, Jump +6, Move Silently +5, Tumble +5; Dodge, Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Deflect Arrows

Languages: Common, Ancient Suloise

Equipment: light crossbow, 20 bolts

Kamek: Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+2; hp 10; Init +1; Spd 30 ft/x4; AC 15 (+4 armor, +1 dex), touch 11, flat-footed 14; Base Atk/Grapple +1/+3; Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); Full Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Jump +3, Ride +5, Swim +0; Dodge, Weapon Focus (Longsword)

Languages: Common

Equipment: longsword, chain shirt, 5 javelins

ENCOUNTER 7:

Bonniye: Female Human Swb2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 20; Init +3; Spd 30 ft/x4; AC 17 (+4 armor, +3 dex), touch 13, flat-footed 14; Base Atk/Grapple +2/+3; Atk +5 melee (1d6+1, 18-20/x2, Rapier) or +5 ranged (1d6+1, 20/x2, throwing axe); Full Atk +5 melee (1d6+1, 18-20/x2, Rapier) or +5 ranged (1d6+1, 20/x2, throwing axe); SQ Grace; AL NE; SV Fort +5, Ref +4, Will -1; Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 8

Skills and Feats: Balance +8, Bluff +4, Escape Artist +6, Jump +6, Profession (Sailor) +2, Swim -1, Tumble +8; Combat Expertise, Improved Feint, Weapon Finesse

Languages: Common

Equipment: Chain shirt, rapier, 5 throwing axes

Maryreade: Female Human Swb2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 20; Init +3; Spd 30 ft/x4; AC 17 (+4 armor, +3 dex), touch 13, flat-footed 14; Base Atk/Grapple +2/+3; Atk +5 melee (1d6+1, 18-20/x2, Rapier) or +5 ranged (1d6+1, 20/x2, throwing axe); Full Atk +5 melee (1d6+1, 18-20/x2, Rapier) or +5 ranged (1d6+1, 20/x2, throwing axe); SQ Grace; AL NE; SV Fort +5, Ref +4, Will -1; Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 8

Skills and Feats: Balance +8, Bluff +4, Escape Artist +6, Jump +6, Profession (Sailor) +2, Swim -1, Tumble +8; Combat Expertise, Improved Feint, Weapon Finesse

Languages: Common

Equipment: Chain shirt, rapier, 5 throwing axes

Oonogh: Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+2;

hp 10; Init +1; Spd 30 ft/x4; AC 16 (+4 armor, +1 shield, +1 dex), touch 11, flat-footed 15; Base Atk/Grapple +1/+3; Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); Full Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Jump +3, Ride +5, Swim +0; Dodge, Weapon Focus (Longsword)

Languages: Common

Equipment: longsword, light steel shield, chain shirt, 5 javelins

Dosze: Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+2; hp 10; Init +1; Spd 30 ft/x4; AC 16 (+4 armor, +1 shield, +1 dex), touch 11, flat-footed 15; Base Atk/Grapple +1/+3; Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); Full Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Jump +3, Ride +5, Swim +0; Dodge, Weapon Focus (Longsword)

Languages: Common

Equipment: longsword, light steel shield, chain shirt, 5 javelins

Trey: Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+2; hp 10; Init +1; Spd 30 ft/x4; AC 16 (+4 armor, +1 shield, +1 dex), touch 11, flat-footed 15; Base Atk/Grapple +1/+3; Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); Full Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); AL NE; SV Fort +4, Ref +1, Will

+1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Jump +3, Ride +5, Swim +0; Dodge, Weapon Focus (Longsword)

Languages: Common

Equipment: longsword, light steel shield, chain shirt, 5 javelins

Kwaht: Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+2; hp 10; Init +1; Spd 30 ft/x4; AC 16 (+4 armor, +1 shield, +1 dex), touch 11, flat-footed 15; Base Atk/Grapple +1/+3; Atk

+4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); Full Atk +4 melee (1d8+2, 19-20/x2, longsword), +2 ranged (1d6+2, 20/x2, javelin); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Jump +3, Ride +5, Swim +0; Dodge, Weapon Focus (Longsword)

Languages: Common

Equipment: longsword, light steel shield, chain shirt, 5 javelins

Appendix 2: NPC PRISONERS

Billie - Male Half-Elf "Bard"

In reality, Billie is the copper wyrm named Kaihonreidwur and is traveling to Greutam to investigate rumors of corruption for his good friend, Prince Olinstaad. He will try to play practical jokes (as that's a copper dragon's nature) or tell jokes and sing songs. If gagged or bound, he will pout and weep piteously before the gag 'mysteriously' falls away.

He is being taken to The Well for the crime of sedition. For the last week he has been causing riots by singing openly treasonous songs comparing the dwarven hierarchy to a "cluster of lice-ridden monkeys too stupid" to rule... among other things. He has also been posting up posters and flyers with a stylized cartoon showing Prince Corond with a tail swinging from a large tree.

Cered - Suel Human Male, Commoner 1

Cered is a typically fair-haired Suel man, but after a horse kicked him in the head, he woke up believing himself to be the "true" Prince of Ulek and claims that there is an "impostor" on the throne.

Poril - Flan Human Male, Expert 2

Poril appears to be a clerk accused of selling state secrets to Keoland. In actuality he is a member of "The Web" and was framed by his boss, an actual spy for the 'Sons of Man' an anti-dwarf rebel movement which normally operates out of Greutam but has been making inroads into Gryrax.

Hoffrim - Human Male, Expert 3

Fat and obnoxious, Hoffrim failed to pay the war tax for three years, instead spending the money on himself and hoarding much needed grain to sell at inflated prices in Havenhill during their recent plague. On his way to work in the mines for a year. He will offer the PCs 100 gp if they let him go. Minor evil aura.

Zarim - Human Male, Commoner 2

Murdered a barmaid at the Stuck Pig in Havenhill. To be executed. Taciturn and withdrawn, he will refuse to engage in conversation. If the party all falls unconscious during Encounter 3, Billie allows him to escape, chases after him and stomps him flat. The only witness to this is Cered who will shake and scream, calling Billie an inhuman monster (the others were all conveniently knocked out as well). Moderate aura of evil.

Morillo - Human Cleric 1

Acolyte of Nerull. In jail for attempted kidnapping of dwarven child in Gryrax. Currently has one spell in memory: *cause fear*. Will use during battle in Encounter Three if hands are freed. He will plead for his "master" to release him, showing his true allegiance. During the trip to Greutam he will be quiet and reserved and will also refuse to engage in conversation. Minor aura of evil.

CRITICAL EVENT SUMMARY: ULP6INTRO-01 PROSE & CONS

For use only at TriCon 2006.

- | | | |
|---------------------------------------------------------------------------------------------------|-----|----|
| 1. Did the PCs help take Billie to "The Well" in Greutam? | Yes | No |
| 2. Did the PCs help Hoffrim to escape justice?
If so, list player names/PC names here: | Yes | No |
| 3. Did any PC learn of Poril's connection to The Web?
If so, list player names/PC names here: | Yes | No |
| 4. Did any PC get captured and spend 12 TUs in the
company of the Scarlet Brotherhood Slavers? | Yes | No |

If so, list whom here:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):

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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ULP6-X TITLE

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Mundane Animals Effect on APL				# of Animals		1	2	3	4	
CR of Animal	1/4	1/6	0	0	0	1	1/3 & 1/2	0	0	1
1			1	1	1	2	3		2	3
4	5			3	3	4	5		6	4
6	7	8			5	5	7	8	9	8
6	8	9	10			7	7	9	10	11