

Death of a Sailor

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in Nyrond

Version 0.5

by Tom Kee

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A sailor's body washed up on shore. A priest of Pelor murdered. A ghostly ship sighted on Relmor Bay. From Nessermouth to Oldred and out to sea, the trail of clues seems to never end. Is this a simple murder or a plot so deep it threatens even the security of the Kingdom? A one-round Regional adventure set in Nyrond for characters level 1-7 (APLs 2-6). Part Two of the Relmor Bay Series.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Heroes of Horror* [James Wyatt, Ari Marmell, C. A. Suleiman], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *NMR5-05 Winds of Change* [Susan Ruff and Eric Brittain], *NYR1-02 You Ain't From Around Here* [Steven A Hardinger], *NYR3-08 run Up the Colors* [Loren Dean], *NYR4-02 In the Streets of Oldred* [Robert Moon], *NYR4-07 And All the King's Men* [Tom Kee], *NYR4-So2 A High Price to Pay* [Stephanie and J. Eddy Roberts], *NYR5-03 For the Duchess of Woodwyeh* [Robert Moon], *NYR5-07 Road to Rel Mord* [Rene Ayala, John Jenks, and Tom Kee], *NYR5-104 Velvet Glove, Iron Fist* [Robert Moon], *NYR6-01 Quality of Mercy* [Andrew E. Harasty], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes], *WGR4 The Marklands* [Carl Sargent], and the *Nyrond web site Gazetteer* (nyrond.org) [various].

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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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. 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™ gamemaster. The person who sanctions the event is called the senior gamemaster, 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 gamemaster 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.

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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 rulebooks: *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 Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session 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:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely 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.

	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	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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.

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:

1. Enlist a sixth player.
2. 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 Kingdom of Nyrond. Characters from the Kingdom of Nyrond pay one (1) Time Unit per round, while all other characters pay two (2) 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 that 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 DC 20 Survival check, 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

The civil war in Nyrond is over, but there is still much left to be rebuilt. Brackenmoor, Eventide, Korenfluss, and Womtham still remain without newly appointed leaders as the King deals with other priorities. General Osmeran sits as regent in Womtham, but seems far more distracted than is his want. Admiral Toran Anhur administers issues in Korenfluss for the time being, but all know that will not last, as his concerns are toward the water, not the

land. The Duchess of Woodwych, Verin Talnith, oversees both Brackenmoor and Eventide in the meantime, but she is far away and in no position to deal with the day-to-day problems of the counties, let alone the problems of a small town on the farthest edge of Nyrond like Nesseremouth. And Nesseremouth has seen it's fair share of problems over the years.

Most recently, the occupation by Sewardt's Imperium in the form of his Lieutenant, Mafisadi and the blockade that had all of Nyrond and Her Environs feeling the pinch of imported goods. Those troubles are all past now too, with Mafisadi dead and the blockade gone. Still though, neither the King nor the Duchess of Woodwych has appointed an official ruler as yet, and so the local merchants have gathered and appointed Leemund Andresen, a somewhat notorious local merchant and smuggler, as Mayor of Nesseremouth.

Andresen has proven to be just the man for the job, with shipping, of all sorts, having gotten back under full swing. And he is not a stupid man. He knows that it's only a matter of time until the King appoints a new Count of Eventide, who will, in turn, be looking for someone to rule in Nesseremouth. Leemund hopes to play both sides of the fence in order to appeal to whomever the King appoints.

But things are not all good in Nesseremouth. The body of a sailor, recently washed up on shore, prompted what was to be a small investigation into his death by the local priest of Pelor. While there were certainly bumps along the road of the investigation, no one would foresee the death of not only the priest, but of his entire family.

And those deaths are what caused a group of adventurers, new friends of the priest, to pick up the pieces of the investigation, only to find themselves now into something far deeper than they expected and feeling out of their league.

This is the backdrop of our story. A nation still recovering from an internal wound, a small town known for being apart from the Kingdom now being drawn into the greater plot, a series of brutal and calculated slayings, the threat of undead, a quest for a pirate ship, and a ghost ship being seen repeatedly off the coast of Nyrond. What does it all mean and how is it all connected? The story continues.

ADVENTURE SUMMARY

Introduction

The PCs are sent a letter asking them to come speak with a priest of Pelor in Rel Mord.

Encounter 1: A Mission of Great Importance

The PCs speak with the priest of Pelor and are asked to undertake an investigation as a favor.

Encounter 2: Nesseremouth

The PCs travel to Nesseremouth, look around the town for clues, and try to find the whereabouts of the Devil's Pride.

Encounter 3: The Streets Aren't Safe

The PCs find themselves being discouraged from the investigation by a group of thugs sent out by the local Sheriff.

Encounter 4: The Coast of Nyronnd

The PCs having found the Devil's Pride was last seen near Nyronnd, book passage of one form or another to Oldred and travel up the coast.

Encounter 5: A Close Encounter

The PCs nearly collide with a "ghost ship" while one the way to Oldred. The ship leaves behind some rather corporeal undead for the PCs to fight.

Encounter 6: Oldred

The PCs arrive in Oldred to discover that the King has appointed a new Duke of Korenfluss, Sir Elmain Vardushi. In the midst of all the celebrations, the PCs try to track down the current whereabouts of the Devil's Pride.

Encounter 7: Expected Visitors

The PCs travel with the Widowmaker to hunt down the Devil's Pride near a small island where they believe it to be. When the PCs go ashore to hunt down the pirates' landing party, they discover a rather gruesome collection of corpses that should hit a little to close to home for them. They also have a fight with the pirate landing party.

Encounter 8: Unholy Birth

If the PCs press on to find out where the pirates went, they will discover a horrifying scene of sacrifice and perhaps birth.

Conclusion

The PCs join up with the Widowmaker again to go over what they both found. Then they all travel back to Oldred. They know they've uncovered a little more of the mystery, but they also know they have barely scratched the surface.

PREPARATION FOR PLAY

Get to know your players in order to think about how you are going to handle the descriptive portions of Encounters 7 and 8. In particular, determine if you have any minors at the table, or if anyone is likely to be distressed by those potentially gruesome sections.

Meta-orgs to ask about:

- Church of Pelor
- Church of Osprey
- Church of Procan
- Licensed Adventurer
- Nyronnd Navy

- Oldred Thieves' Guild (You should ask the PC which "family" they belong to before giving them any information about the current state of things in Oldred. If they do not know, make them choose one and make sure to note it on their AR.)
- The Grey Watch (this meta-org has a special assignment, see Player Handout 1)

Previous scenarios to ask about:

- NYR6-01 *Quality of Mercy* (if so, player will recognize Father Archibald)
- NYR6-So1 *Making Your Marque*

Also ask about the AR notations from NYR6-So1 *Making Your Marque*:

- Wanted in Nesseremouth (see Encounter 2 for notes on dealing with this)
- Favor of the Church of Osprey (see Encounter 2 for notes on dealing with this)
- Urchin (if more than one PC at the table, have them decide between them which has Urchin for the course of the adventure, however, note that urchin does not come into play in this adventure)

It is also important that you familiarize yourself with both Nesseremouth and Oldred (see appendixes 3 and 4). Many things are addressed in the body of the mod, but encounters in both cities are free flowing and you may need to answer questions that are not addressed directly.

INTRODUCTION

A priest of Pelor and his entire family have been murdered. The priest's superior in Rel Mord has called on the PCs to further investigate the killing.

The introduction starts in one of two ways. The first is for PCs that have played NYR6-So1 *Making your Marque*, while the second is for all others.

For Players of NYR6-So1:

It's been hard to forget the images of that night. Which was worse? Little Cas' body still lying in her bed? Or the result of Jeffrey's attempt to protect her? What kind of monster could do that? A human most assuredly. Another sick and twisted evil blight on the Kingdom. Fiends would have left a telltale sign of some sort. This, on the other hand, was efficient and brutal. A slaying with a purpose. A warning perhaps?

Ah well, is it any wonder that you couldn't resist the call when Father Archibald contacted you and requested your presence in Rel Mord? It was this priest of Pelor who had set Father Atlan on the mission that resulted in the death of his family. It can't be any coincidence that has him contacting you. This must be a chance to continue the quest.

Eventually you find your way to the main temple of Pelor in Rel Mord. After presenting your letter to one of the men working in the temple, you are led through a series of maze-like corridors and stairs to a comfortable sitting room where you seem to have found other adventurers. Some you might even know.

For all other Players:

A summons from the church of Pelor? Surely you haven't done anything to deserve this. On either side of the law that is. Who is this Father Archibald anyway? (For PCs who have played Quality of Mercy, add, "Wait, that name seems familiar. Blasted memory!") The paper was nice and official looking, but is the church in the habit of summoning people at random? And what exactly did he mean by "the church would ask of you a favor?" Means there isn't going to be any pay, that's what it means.

Ah well, suppose no harm can come of listening to him. Being in Rel Mord already made it not much of an inconvenience anyway. Sure is a nice day though. Hopefully this won't be an all day lecture deep in some clerk's office. It would be a shame to waste the day when all of Rel Mord is out there to explore. Looks like the reconstruction and clean up efforts are coming along quite nicely. Activity seems to have redoubled with the rumors of an anniversary celebration being held by the King. Still, they're just rumors.

Eventually you find your way to the main temple of Pelor in Rel Mord and after presenting your letter to one of the men working in the temple, you are led through a series of maze-like corridors and stairs to a comfortable sitting room where you seem to have found other adventurers. Some you might even know.

This, of course, would be the perfect point for characters to introduce themselves. As soon as the players are done with the introductions, move on to Encounter 1.

ENCOUNTER 1: A MISSION OF GREAT IMPORTANCE

The PCs are sent to Nessimouth to pick up the trail of the murdered sailor and the murdered priest. PCs who played NYR6-01 *Quality of Mercy* should recognize Father Archibald as the same priest who recruited them for that mission.

Soon, Father Archibald, the man who sent for you, shows up. After some pleasantries, he gets right down to the heart of the matter.

"Father Atlan was sent to Nessimouth two years ago to make some in-roads for the church there. As with much of Eventide and Korenflass, the

church of Pelor has traditionally met opposition in the area.

"He had been meeting with a modicum of success and had managed to stay put through even the Black Prince's reign.

"About three months ago I was informed through my superiors that a body, that of a sailor, had washed up onto shore near Nessimouth. I honestly cannot tell you why my superiors considered this particular body of more import than usual, but I, in turn, sent a dispatch to Father Atlan to see what he could do about looking into it.

"And that missive will likely always haunt me as it has led not only to the death of Father Atlan, but of his entire family, including his young children. The creature, for I will not call him or her a person, who did this must be made to pay.

"I have since been trying to garner more information from the area to pursue both the death of this sailor, but also the deaths of Father Atlan and his family. Regrettably, without a strong presence in Nessimouth, my inquiries have not been fruitful.

"And so we come to why you are here. I would ask of you a favor. Could you possibly find it in your hearts to investigate these murders for us?"

"The church's funds are currently all tied up in the recovery efforts of Nyron. In fact, we've even been bringing in help from sister churches across the Flanaess, in the way of both money and goods. So, I cannot offer to pay you for this. On the other hand, if you will do this out of kindness or even out of a sense of justice, I'm sure the church will find a way to repay the favor."

👤 **Father Archibald:** NG male human cleric 9.

The PCs may have questions. Here are some pertinent things that Father Archibald knows. If not listed here, you can attempt to answer from the Adventure Background or simply say that he doesn't know (or that he'll have to get back with them on that particular question). Also, if any of the questions pertain to the events of NYR6-S01 *Making Your Marque* and any of the PCs have played that mod, he may very well turn to them to answer as "they were much more directly involved than I."

- He was asked to look into the death of the sailor by his superiors. He does not know why. He does have a suspicion, but he will not share it.
- He in turn asked Father Atlan, the only local representative of the church to look into it for him.
- Father Atlan had difficulty getting permission to investigate the body from the new Mayor, but managed to place a gentle repose on the body with the intention of digging it up to examine it later.
- Father Atlan never got the chance to follow up as he and his entire family were subsequently killed.

- Luckily, a group of adventurers, perhaps even those currently in the room, had become father Atlan's friends and chose to follow up on the investigation.
- When the PCs investigated the body, they found that it had been dumped at sea few days before the body had been found. While there were signs of bite marks, the real cause of death was from a curved slash blade of some sort. Similar if not identical to the blade that had killed Father Atlan and his family.
- Additionally, they found a small scrap of paper on the body with the words "Devil's Pride" scrawled out on it in common.
- Just about that time they were attacked by a rather powerful ghoul along with a similarly more powerful than usual zombie. The undead almost seemed to be guarding the grave.
- The adventurers, perhaps with some help from a priestess of Osprey, were able to defeat the undead.
- Subsequent checking revealed that the Devil's Pride was actually a rather notorious pirate ship that had been in port in Nesseremmouth and had left about the same time the body would have been dumped into the water.
- The current whereabouts of the Devil's Pride are unknown.
- While there is currently no representation by the church of Pelor in Nesseremmouth, there is a priestess of Beory that lives just outside of town. Her name is Alanna Ghriogair (pronounced "GREE-gare"). But he will only volunteer this information if someone jogs his memory by asking if there is a priest of Pelor in Nesseremmouth now.
- He also knows a lot of the general information about the area and can give some of the history of the area if asked (see Appendix 3: Nesseremmouth).

When it feels like the PCs are done asking questions, read the following:

"There is one more thing I can do for you. I can help speed you along your way. Trusting in Pelor that you would accept the mission, I prepared passage for you on a fast keelboat called the Nixie's Wager. The Captain, Caoimhín (pronounced KWEE-vin), is of Flan descent and an old friend of the church. He'll see you quickly and safely to Nesseremmouth. Know, though, he leaves dock with the first light of Pelor. Make sure you're not late, as he won't wait for you. Always makes it a habit to start his trips with the first light.

"If there's nothing else then, I'm afraid my duties are calling me elsewhere and I must obey. Good luck and may the Radiant Light of Pelor bless you and guide your way."

Development: Any PC who chooses not to take on the mission is essentially done with the module. They will not be able to board the Nixie's Wager and will not be

able to reach Nesseremmouth in time to keep up with the other PCs. Give the player his or her AR with whatever role-playing XP you believe appropriate and ask the player to leave the table.

For those PCs who will be continuing the mod, they have the rest of the day to make preparations, but must be at the docks by dawn for the early departure of The Nixie's Wager.

The PCs have the chance to purchase any items that would normally be available between adventures, or anything that they have access to of frequency: Any, Regional, or Nyron and Her Environs Meta-Regional, with a couple of exceptions. They do not have time to get armor made for them, so only non-metal armors would be available. Likewise, they do not have time to have any magical items upgraded.

When they are ready to go, proceed on to Encounter 2.

ENCOUNTER 2: NESSERMOUTH

The PCs may retrace some earlier steps taken in NYR6-So2 *Making Your Marque* or may blaze new trails. Some new information on the Devil's Pride's location is awaiting them. Eventually though the PCs have a role-play encounter with the corrupt Sheriff before getting the chance to move on to Oldred.

Note: Wanted in Nesseremmouth – It is possible that one or more of the PCs will be wanted in Nesseremmouth for petty robbery (they looted some NPCs after a bar fight). If this is the case and they do nothing to disguise themselves while in Nesseremmouth, they will eventually be arrested. It's up to the discretion of the DM to decide exactly when.

If the PCs do disguise themselves, have the local authorities make two separate Spot checks (Spot +10) against the PCs Disguise check. If either check succeeds, again, the PC or PCs will be arrested with the timing of the arrest left up to the discretion of the DM. If they fail at both checks, the PC is never noticed while in Nesseremmouth. It is possible for one PC to be noticed and another not to be, so individual checks should be made against each PC.

It is also possible that the PCs might just turn themselves in. Or, the PCs may decide to not enter Nesseremmouth at all, including not going to the docks to get on the Widowmaker or Perren's Folly. In this case they would need to make arrangements to meet up somewhere else.

If a PC is arrested, they will simply need to spend two days in jail and pay a fine of 200 gp (100 gp if they turn themselves in). It will delay things a little, but should not impact the mod. If they claim King's Justice, they will be held over and shipped to Rel Mord, where they spend three additional weeks in jail and will pay a fine of 300 gp (the local mayor was being generous). So, staying in Nesseremmouth would be 2 days (0 additional

TUs) and 200 (or 100) gp, while King's Justice would actually cost the PC 5 weeks (5 additional TUs) and 300 gp. Plus, the latter means the PC is done with the adventure.

Most of the city still sleeps giving the streets an odd calm that is rarely seen during the day or even in the nighttime hours. Thankfully the way has been clear to the docks as the first hint of Pelor's wisdom glows already in the eastern sky. The docks themselves show some signs of hustle, as Captain Caoimhín is apparently not the only captain who likes to get an early start. Still there must be a good fifteen minutes of pre-dawn left as you stand at the gang plank asking for permission to board.

The others are there as well and the Captain seems pleased to have everyone here on time. "Please, come ab'rd and get yer gear stewed," he says in his thick Flannish accent. "'tis a fine mornin' 'bout to break. If ye willn't be joinin' us in a quick prayer ta te Faater, then at leas' be r'spctin our ways an keep yer yaps shut."

You soon find out that the Captain is a man of the Old Faith and won't allow anyone to preach otherwise on his ship. He makes a special point to say, "yabberin' on about te one tru paith is the quickest way ta find a paith ta te bott'm of te river!"

As you pull away from Dock 21, you notice that the dock nearest to it seems to have had a forty-foot section of it taken clean out. The resulting structural damage has caused the outer end to collapse, but the piece attached to land still stands. The end looks to have been sheared off clean, but by a circular edge. How odd. Left over from the battle no doubt.

Captain Caoimhín: NG male human [Flan] commoner 2/warrior 1/rogue 1/expert 6.

Both the captain and his crew are good men and the PCs will find the trip down river easy going and enjoyable as long as they follow the Captain's rules about preaching. With good winds and the downriver current working for him, the Captain gets the Nixie's Wager to Nesseremouth in just nine days, with no significant stops along the way except to drop off a passenger in Swanbore.

While the trip is strangely uneventful for a ship full of adventurers, the crew, and the ship's other passenger, a merchant out of Rel Mord by the name of Abrams Norcastle, of the Rel Mord Norcastles, are more than willing to fill the time with idle gossip. Feel free to share any or all of the following rumors.

- The mosquitoes of the Gnatmarsh are unusually large. I once saw one large enough to swallow a man whole.
- There is still a pirate problem in Relmor bay. No one knows for whom the pirates work. One wonders if they are of the Scarlet Brotherhood, preying on the

fair peoples of Nyrond. Others say they are southern nobles out making a fortune for themselves.

- I once saw a two-headed marsh troll. It was thiiiiiiiis big.
- I heard there is a sunken lich tomb somewhere in the swamp. It's power feeds and controls all the evil denizens of Gnatmarsh.
- Word from the Duchy of Urnst is that Duke Karll has gone missing. He's always been known to take long trips, but he's never been gone this long before.
- Yeah, well I heard Duke Korenfluss has also been missing since the Battle of Rel Mord. Guess it ain't a good time to be a Duke!
- You think being a Duke is bad, it's been all over the river that Contessa Elone, you know over in the county of Urnst, done got herself killed beyond even raising. I hear the Lord of the East is the new regent. Serves her right if you ask me. Siding with the Dark Prince and stealing Nyrond land. I hope she rots!
- The Swans of the Duntide returned to Swanbore this year. Not nearly as many as in the past, but more than last year. It looks like they had a good breeding season.
- I was down in Oldred, and stopped off for an afternoon at the Menagerie. They have a new exhibit of large birds there. They have some of those big sea birds from down near Nesseremouth, and some great, big ol' swans, too.
- Heard tell that demons are attacking surveyors in the Celadon. They aren't the only nasties about. I also heard the elves found a bandit nearly torn in half. Something took a bite out of the size of a dinner plate.
- I thought elves were better at protecting themselves than that. I heard whole villages were being killed down in the Entrell Estates.
- Them folks in the Pale sure are getting' what for. They must have driven Pelor himself away and not just his worshippers. It's still freezing cold up there.
- Midmeadow ain't no picnic either. That used to be a beautiful town. Now it's really fallen on hard times. No thanks to those Pholtans!
- I hear a wizard was killed in Hammensend. They found him in an alley on the south side with a burned stick in his hand.

The trip downriver was pleasant and refreshingly uneventful. The boat made good time, getting to Nesseremouth in just nine days. Upon arriving, late on the ninth day, the Captain suggested staying at the Cobbler's Rest if you haven't got another place lined up. He says it's in a nicer area of town, but not too far from the docks, so that you won't have to walk the streets at night for long. He says to tell the owner he sent you and that should get you a good in with him. And then with a quick blessing to Pelor, he boots you off his ship.

WHERE TO START

This would be a good point to ask the PCs what their plans are. Hopefully they've been discussing them already. Most likely they'll try to find a place to stay for the night. If they don't want to take the Captain's advice, there's a seedy looking inn within eyesight of the docks where they can stay cheap. But if they stay there, have each PC make a Fortitude save (DC 13) in the morning or they will contract the Shakes (see Disease in the *Dungeon Master's Guide*, page 292). On the opposite end of the spectrum, there is a very nice Inn called the Heron's House, but they will have to cross town to get there and will have to chase off a group of wanna-be rogues to get there. In any event, it's best to encourage them to find rooms for the night and start their investigation in the morning. If they insist on starting now though, wing it.

Assuming they will want to do some investigating, here are some places they may want to go and what they can find.

Father Atlan's Home

Should the PCs decide to investigate the house, they will find that it is still locked up with a sign that says "Stay Out" and is attributed to the Sheriff. Should they decide to break in and look around anyway, they will find that the house has been mostly cleaned out, all furniture is gone, but they will be able to find some of the blood left behind. The home has been quickly cleaned, but not thoroughly so. Feel free to let the PCs make Search checks if they please, but there really are no new clues here.

If a PC has Urchin, they will find that urchin will not enter the house and will fight and claw to get away should they try to force her into the house.

The Local Sheriff's Office

The Sheriff's office is nothing special to see. It's a well kept building, but simple even by Nesser-mouth's standards. Just inside the door is a fairly large common room with some desks where the deputies do their work and deal with the public as needed. The Sheriff has a private office just off the common room that always seems to be closed. And in the back of the building is a small jailhouse with two large cells and one small one. On a good day, there's no one yelling from the back room.

There is really no information to be found here. However, they can abort the visit from the Sheriff if they let her know up front that they are in town and what they are doing. She'll still tell them that she doesn't appreciate private investigations and will suggest they finish up quickly, but will also thank them for showing her the courtesy of checking in.

The PCs may also think to ask for permission to search Father Atlan's home (or perhaps some other private location). While the Sheriff will smile and thank

them for being on the up and up, she will politely refuse to grant permission.

The Temple of Osprem

Many PCs are likely to have the favor of the Church of Osprem from NYR6-So1 *Making Your Marque*. Because of this, many are likely to find their way here, either because they simply know it is here, because they are looking for Osira, or because they want to "redeem" the favor. No matter what their reason, read the following:

The temple is not grand by the standards of a big city like Rel Mord or Mithat, but it has a simple beauty to it owing to the craftsmanship and artistry of its architect, and perhaps his artisans. In particular, the marble fountain of a beautiful woman riding a whale just inside the vestibule is stunning as the sunlight through the open ceiling strikes the waters to make them shimmer. Clearly this must be a depiction of Osprem created by one of true faith.

The temple itself is fairly busy with visitors coming and going and as well as with the two priestesses you see attending to them. One, a striking woman with lightly tanned skin and blonde hair, turns toward your party as you make your way in.

"Ware the sea and respect the power that it holds and your journeys will ever be gentle," she says as she gestures for you to come forward.

If any of the PCs have played NYR6-So1 *Making Your Marque* she will give them a warm welcome and call them each by name, expressing happiness at their return. For others, she will simply welcome them with kind words to the Temple of the "Voice of the Sea." She will also introduce herself as simply Jazia.

🔱 **Jazia-Pyr, High Priestess of the Temple of Osprem:** LN female human cleric 6.

If the PCs have come seeking Osira, she will let them know that Osira was on the night watch at the graveyard again last night and that she is currently sleeping. She will let Osira know that they are in town when she awakes and asks where they are staying.

Whether or not the PCs actively ask about redeeming the Favor of the Church of Osprem from NYR6-So1 *Making Your Marque*, if they have it she will tell them that she has indeed made a special arrangement for them. She has arranged to make necklaces of adaptation available to them should they ever decide they would like one. This equates to Regional access to the items.

After some small talk and answering questions, Jazia does not know of the location of the Devil's Pride by the way, she will gently excuse herself to attend to duties.

🔱 **Osira, Priestess of Osprem:** LG female human cleric 4.

At some point later in the mod, probably after visiting at least one more location, Osira will seek out the PCs with some information on the Devil's pride. In addition to greetings and small talk, she will tell the PCs that a friend of hers, a priest of Osprem at the Temple of Xerbo and Osprem in Oldred, just sent her word two days ago that Devil's Pride had just been seen in the vicinity of Oldred. She suggests that it would be the best place to go seek more information. She even suggests that the PC ask Tot-Sho, her friend at the temple, for more information. He may know more, but she doesn't know.

The Temple of Procan

The Temple of Procan has the look of a once proud warrior that has seen his better days. While the original construction of the Temple was fine, if not grand, age has worn on it. That attempts are being made to restore it is apparent by the small crew of workers currently trying to fit a new marble cornice piece, but there is much work left to be done.

The Temple of Procan really has no information to share on the Devil's Pride, as they know little of it other than its reputation. However, if the PCs tell their story here, Jireen will become very curious and will ask for more information. For most groups, he will do little more than ask a lot of questions and eventually suggest that the PCs engage the Widowmaker, and it's fine Captain (a Procan worshipper) if they do get a lead.

But, if there is a PC who is a current member of the Church of Procan meta-org, he will pull that PC aside and ask of him or her a favor. In this case, Jireen will ask that the PC pursue the same cause that the Church of Pelor has set them upon, but additionally, he would ask that all of the information they find be brought to his attention as well. He will say in confidentiality that the Temple needs something to give it a boost here in Nesseremouth. Over the last ten years, Osprem has become the prominent sea deity faith in town and he clearly resents it. And so, he feels that helping to solve this mystery may be just what he needs. If the PC agrees, he will arrange a special favor for them.

🔱 **Jireen Aerian, High Priest of the Temple of Procan:** CN male human cleric 5.

The Shrine of Beory

Allana cannot provide the PCs with any information about the Devil's Pride, but she will tell them she had a dream about Father Atlan the night after he died. She felt it was a sending from the Earth Mother.

"In the dream, I saw Father Atlan surrounded by undead and about to be overwhelmed when the power of the Sun Father suddenly seemed to flow through him destroying all but one ghastly looking creature. It just stood there, arm outstretched, claws pointing at Father Atlan. And then the dream ended. I can't make anything of it yet, but I know it to be

important. I intend to go on a pilgrimage to see a holy mother and ask her for advice. Perhaps there will be more to tell in the future."

Allana's last name is pronounced "GREE-gare."

Alanna Ghriogair, Priestess of Beory: NG female human [Flan] cleric 2.

The Mayor's Office

The PC's cannot get in without an appointment and the next spot in the schedule is over two weeks away as the Mayor leaves town for a week in three days. Unless there's an emergency, and the PCs aren't going to convince anyone there is one, they aren't getting in.

The Graveyard

It is nicer during the day. The PCs can find the graves of the Atlan family here. No other new graves can be found and all others seem to be well buried and not looking like anything has disturbed them. There is nothing else here of any interest.

The Dock Area

Nothing to be found here.

The Navy Station

Nothing to be found here.

The Widowmaker

The crew doesn't know where the Devil's Pride is, but would love to go after them if the PCs hear anything.

If the PCs come here before actually trying to join the ship to go after the devil's Pride (knowing where it is), the crew will be happy to get reacquainted (or acquainted), but Crump will make it clear that the Widowmaker is not a passenger ship. And only if the Captain has a real target in mind will they be looking for adventurers to fulfill the Letter. He'll tell them to come back if they hear anything and that he'll seek them out if the crew hears anything.

You may need to adjust the way you run Encounter 4 based on how this encounter goes, but this is simply all free-form role-playing.

The Lustful Wench Tavern

Entering the rustic tavern you find that many of the patrons are happily listening to an old man tell a story of old Flan burial grounds and undead. His parrot, perched on a shelf just above, occasionally contributes sound effects to the story such as the moans of the undead.

For any PCs that played NYR6-So1 Making Your Marque, they will recognize Dubh (pronounced "doo"), as the old storyteller. The rest of the patrons seem to pay the PCs little to no mind after initially glancing to see who was entering. The PCs are free to get drinks and ask around,

but folks paying attention to the stories will not want to be interrupted.

When Dubh finally stops to take a break, the PCs are then free to ask anyone they like. But most in the tavern have no information for them. Oddly enough, asking Dubh will get them the information they're looking for right out. He'll tell them the devil's Pride has most recently been seen repeatedly in the waters near Oldred.

🔮 **Dubh, old storyteller:** N male human commoner 11; age 50.

Other Local Churches

See Appendix 3 for a list of other churches in Nessermouth. While the PCs are free to visit any of them and can also buy standard NPC spellcasting from them, none of them have any pertinent information for the PCs.

Other Local Taverns

There are a handful of taverns in Nessermouth, ranging from dives in the seedier parts of town, to nice working class establishments in the merchants district. If the PCs are willing to spend a day "tavern hopping" and can manage to roll well on a Gather Information check, they can actually find word for the Devil's Pride through sheer luck.

Gather Information:

APL 2: DC 28

APL 4: DC 32

APL 6: DC 36

If they are successful, they will be told the following rumor:

"I just got into port on the Eel's Tale out of Oldred. On the way here, I happened to overhear two of the crew whispering near by when they thought I was asleep. They were going on about how they were going to jump ship when they got back to Oldred where they were going to join the crew of the Devil's Pride. One of them said he had an in with the first mate. I didn't really pay it much mind at the time, but they did seem to think they could catch up to the Devil's Pride in Oldred."

Some Other Location

If the PCs start chasing off in other directions, simply wing any descriptions and role-play encounters. But, keep them short, let them know they aren't getting anywhere, and make sure to count them toward the number places they go before the Sheriff's social call.

A SOCIAL CALL

No matter which places they pick, after visiting Father Atlan's home and one other place, or after visiting three other places in total, whichever comes first, the PCs will

be approached by Sheriff Lindiir Carrack while deciding where to go next.

The Sheriff is concerned that either strangers are poking around in her town in places where they ought not to be, or that the adventurers from a few months ago who got mixed up in the fight at the Lustful Wench and in a fight at the local graveyard have returned. Or perhaps a little of both.

The Sheriff does not like having people carrying on "private investigations" in her town and will confront the PCs about it. Of course, she might just have something she doesn't want the PCs to find out as well, but that is not for this scenario to deal with.

She will tell the PCs that private investigators are not welcome in Nessermouth. But she will tell them how she is particularly feeling insulted that they did not check in with her and let her know of their intentions before starting their investigation in the town under her care.

In any event, she has simply stopped by to politely explain of her displeasure and ask they finish their investigation soon and move on. And with that, she will leave them to their own devices.

🔮 **Sheriff Lindiir Carrack:** N female human Rogue 3/Ranger 5.

Lindiir is slightly above average in the comeliness department, with the brown hair and tanned skin of Oeridian descent, but she is certainly no stunning beauty. She is, however, smart, light on her feet, and she projects a very powerful persona when she so chooses. She is usually dressed in a dark leather jerkin over a mithral shirt, which she will typically allow to "peak out" for others to see, but which can also be quickly hidden from sight. She almost always wears dark leather trousers as well as a matching pair of supple leather boots. If not wearing a cape of some dark brown fur, then she has on a black cloak. Her outfit is very functional while still remaining stylish.

Development: There are a few ways that they can find out the next piece of information that will have the PCs looking for a ship to Oldred. The PC's can either ask at the temple of Osprem about the Devil's Pride, they can ask at the Lustful Wench Tavern, or they can get lucky on a Gather Information check while visiting the other local taverns. One of these sources will tip the PCs off that the Devil's Pride, their best lead, was last seen near Oldred.

Once the PCs have this clue, they should go looking for transport to Oldred. Finding transport is handled in Encounter 4. However, on their way to secure transport, they will be waylaid in the streets by a group of enforcers sent by the Sheriff to dissuade the PCs from snooping around more. This encounter will happen before the PCs get a chance to find transport and is handled in Encounter 3.

ENCOUNTER 3: THE STREETS AREN'T SAFE

The PCs have a combat encounter with some of the Sheriff's boys who have been sent to teach the PCs a lesson about poking around in the wrong places. They have only brought saps with them, though, as they have been instructed to deal non-lethal damage only.

The PCs should be given Spot checks (APL 2 & 4 – DC 19, APL 6 – DC 21) to see the enforcers hiding around corners getting ready to jump out at them. The checks should be made when the lead PC is 50 feet from the enforcers. Biffo, however, has total concealment on the roof unless a PC or a perhaps a familiar is flying above the roofline. Biffo is waiting for a signal from the others and will then jump down.

Any PCs making the Spot check may move in the surprise round (as well as PCs choosing to use a *Feign Surprise* card).

Creatures: The ELs are calculated aggressively or adjusted downward due to the non-lethal aspect of the encounter.

Biffo is the older brother of Bibbo, a thug the PCs may have encountered if they played *NYR6-S01 Making Your Marque*. In this case, give them a Spot check (DC 15) to notice the family resemblance.

APL 2 (EL 4)

☛ **Sheriff's Enforcer** (3): male human rogue 1; hp 6, 6, 6; Appendix 1.

☛ **Biffo:** male human warrior 1/rogue 1; hp 14; Appendix 1.

APL 4 (EL 4)

☛ **Sheriff's Enforcer** (4): male human rogue 1; hp 6, 6, 6, 6; Appendix 1.

☛ **Biffo:** male human warrior 1/rogue 1; hp 14; Appendix 1.

APL 6 (EL 6)

☛ **Sheriff's Enforcer** (3): male human rogue 3; hp 19, 19, 19; Appendix 1.

☛ **Biffo:** male human warrior 1/rogue 3; hp 27; Appendix 1.

Tactics: Being rogues, they want close quarters fighting and they want flanks. They will try to get past any frontline defenses before the PCs can form a line. Biffo will jump down from the roof (about 12 feet up) landing somewhere in the back or middle of the party. They will, of course, try to take out anyone who seems dangerous first.

It is important to note that no matter what the PCs do, Biffo and the enforcers will only deal non-lethal damage and will never switch to lethal damage.

If Biffo thinks he is in eminent danger of being taken down, he will flee into the alleys. He has previously

prepared a building corner that gives him a +5 circumstance bonus on his Climb check. This does not apply to the PCs as it is a corner he, only, is personally familiar with. He will then attempt to climb to the roof and then lose any pursuit by jumping from building to building. He can be caught, but it's difficult once he gets on the roofs.

☛ **Treasure:** There is no opportunity to gain treasure from these thugs given the nature of the attack and resolution.

Development: When the fight is just ending, a group of the Sheriff's deputies will "just happen" to show up to break up the fight. Assuming none of the NPCs were actually killed in the fight, all parties involved will be arrested for public brawling and will spend the night in jail. During that time, the Sheriff will drop by and chastise them for such behavior, suggesting that she hopes a night in jail will teach them to be better behaved while in Nessermonth.

If, on the other hand, any of the NPCs were actually killed, the PC or PCs responsible for doing lethal damage to the victim will be held over for trial. Licensed Adventurers may claim "King's Justice," in which case, they will be shipped off to Rel Mord to face trial there. In either event, the adventure is over for the PC or PCs involved (special note: active members of the Grey Watch will actually find themselves released the following day and will not be held over for trial). See the Murder Trial section in the Conclusion.

It is also possible that the PCs will resist arrest or flee from the arrest. Resisting arrest, but not successfully fleeing, will result in an additional fine of 200 gp for each PC attempting to resist. Fleeing from arrest will result in a status of Wanted in Nyrond being applied to the PC.

Eventually, though, if they have not killed an NPC they are simply let go and can continue their search for transport to Oldred. See Encounter 4.

ENCOUNTER 4: THE COAST OF NYROND

It is possible that the PCs have already met with the Captain of the Widowmaker or even already made arrangements to crew with her. In that case, simply move onto "Shipping Out on the Widowmaker."

If not, when the PCs go seeking timely passage to Oldred, they will find that the Widowmaker is the only ship scheduled to leave for Oldred in the next five days. There is also a subsequent merchant ship leaving on that fifth day if, for whatever reason, the PCs fail to gain passage on the Widowmaker. In that case, see *Passage on Perren's Folly*.

A Gather Information check (DC 10) will garner this departure schedule for them. Alternatively, a member of the Royal Navy can simply ask the dock master and receive this information.

Shipping Out on the Widowmaker

Whether or not the PCs have served aboard the Widowmaker before, they will first need to talk to the first mate, Crump. PCs who have not played NYR6-501 *Making Your Marque* can make a Knowledge (local-NMR) or Profession (sailor) check DC 20 to have heard of the Widowmaker and Captain Marius before. He has a reputation for attacking pirates and illegal smugglers. Give the PC a +2 circumstance bonus if he's a local to Eventide or a member of the Nyronde Navy.

🦋 **First Mate Crump:** CG male human commoner 2/expert 5.

If the PCs have sailed on the Widowmaker before, Crump will simply welcome them back with hearty pats on the back and tell them to go aboard and talk to the Captain. If they have not, Crump will explain that the ship is not for passengers, but if the PCs are willing to serve as crew, he'll tell them the following information before sending them on to speak to the Captain:

- The Widowmaker is a privateer ship that specializes in pirate hunting.
- The Widowmaker is a large, but fast, caravel (a sailing ship) that carries a crew of 30 (not including the PCs).
- The Letter of Marque that the Widowmaker sails under requires them to take on at least one Licensed Adventurer whenever setting sail with the intention of acting as a privateer.
- While the PCs will be expected to help in combat, they will not be required to do all of the fighting; the crew is experienced at capturing other vessels and will do much of the fighting themselves.
- They will each be paid for their help: APL2 – 100 gp, APL4 – 200 gp, APL6 – 300 gp.
- The captain of the Widowmaker is Marius Perren. He will show the PCs the Letter of Marque and ask them to sign it.
- At least one of the PCs must be a Licensed Adventurer (initial plus annual costs total 400 gp and 2 TUs, see Appendix 5) to fulfill the Letter of Marque.
- PCs who are still “Wanted in Nessermouth” at this time can sign the letter of Marque as long as they are not signing as a Licensed Adventurer. If they attempt to do the latter, their name will get checked before the ship leaves port and they will be arrested. See Encounter 3.
- If none of the PCs are currently Licensed Adventurers, but would be willing to become one and are qualified, Crump will send one of the men to bring back a naval magistrate to take care of the paperwork. This will make the PCs official, but they

will still need to spend the extra TUs on the AR at the end of the adventure.

- If no one is willing to become a Licensed Adventurer, or if no PC in the group qualifies, then Crump will express his deepest regrets before sending them on their way. In this event, the PCs will have to wait for passage on Perren's Folly. This means the PCs will not get the Signed a Letter of Marque special item on the AR.

Captain Marius welcomes the PCs aboard. He'll show the PCs the Letter of Marque and ask that each of them sign it to become official crewmembers. Those who have sailed with him before are treated well and simply told, “You know your way around the ship. Stow your gear and make ready to sail.” To others, he will express his gratitude for helping him to fulfill his letter. If there are any who look like they might be spell casters, he says, “And for you wizards, clerics and such, I don't want you casting any fire spells. I want to have a ship at the end of the voyage.” He will then ask one of the crewmen to find quarters for the PCs and will tell them they will be underway in just a short while.

🦋 **Captain Marius Perren:** CG male human warrior 1/fighter 2/swashbuckler 7 (worshipper of Procan).

Once everyone is settled and ready to go, read the following aloud:

It's a beautiful day on Relmor Bay as the Widowmaker pulls out of port on another mission to secure the coast of Nyronde. And, well, maybe to garner some loot as well. Captain Marius' crack crew is in high spirits as they start to feel the wind on their faces and smell the spray of the salt water. The life of adventure on the high seas is something they all seem to crave, a common bond that seems to unite the crew in an almost spiritual manner. Could there be a finer life than that of a sailor on the open water?

Other than the occasional fog bank in the evening and nighttime hours, the weather on the trip north is pleasant. The first day out, the Captain had strong winds and so pushed hard to be well past Claw Point by sundown. Military outpost or not, Claw Point is no place for folk to be when the watchful eye of Pelor has left the sky.

By the second nightfall, the Widowmaker had made its way up the coast, past Shantadern, and turned northeast across the open but safe waters of Fairwind Bay. Hardly coming within the spyglasses view of Wragby on the third day, the ship was near to rounding the cape near Storport when evening fell with the requisite fog to accompany it.

Passage on Perren's Folly

When the PCs make their way down to book passage on Perren's Folly, they will find that they are dealing First Mate Appden.

🔮 **First Mate Appden:** LG male human commoner 1/expert 4.

Appden will explain that the ship is a merchant vessel that sometimes takes on passengers as well, when there is room, for a small fee of 50 gp each for a trip to Oldred. But, if the PCs are willing to agree to help protect the ship, he's authorized to waive the fee. Assuming they want to take passage one way or another, he'll tell them the following information before sending them on to speak to the Captain.

- Perren's Folly is a large cargo ship (a sailing ship) that carries a crew of 20 (not including the PCs). It's a bit slower than a caravel, but it's solid, steady, and dependable.
- The PCs will be expected to help in combat. In fact, they will be expected to lead the fighting, as the rest of the crew are not really warriors, but simple sailors. The crew is experienced at sailing and will most likely make a run for port if any danger is encountered, but you never know when you might have to fight.
- The captain of Perren's Folly is Vilnus Perren, a fine man. He will show the PCs around the ship when they go aboard.

Captain Vilnus welcomes the PCs aboard. He'll go over some quick rules of the ship with the PCs, show them around the main deck, and then describe the planned itinerary for the trip (see read aloud text below if someone asks). If there are any who look like they might be spell casters, he says, "And for you wizards, clerics and such, I don't want you casting any fire spells. I want to have a ship at the end of the voyage." After some small talk and answering questions from the PCs, he'll then ask one of the crewmen to find quarters for the PCs and will tell them they will be underway in just a short while.

🔮 **Captain Vilnus Perren:** LG male human warrior 1/expert 6 (worshipper of Procan).

Once everyone is settled and ready to go, read the following aloud:

It's a beautiful day on the Relmor Bay as Perren's Folly pulls out of port on yet another trade run along the coast of Nyron. Captain Vilnus' crew is in good spirits as they start to feel the wind on their faces and smell the spray of the salt water. Life on the high seas is something they all seem to crave, a common bond that seems to unite the crew in an almost spiritual manner. Could there be a finer life than that of a sailor on the open water?

Other than the occasional fog bank in the evening and nighttime hours, the weather on the trip north is pleasant. The first day out the Captain had strong winds and so pushed hard. He only docked in Redpool for less than an hour to transfer cargo before setting sail for Uskarn where he spent the night in port. The following morning Vilnus made it quite clear to his crew that he wanted to be well past Claw Point by sundown. Military outpost or not, Claw Point is no place for folk to be when the watchful eye of Pelor has left the sky.

By the third nightfall, Perren's Folly had past Shantadern after another brief layover and stopped for the night in the relatively safe waters of Fairwind Bay. The fourth day saw the ship into Shining White, where it spent the night, with Captain Vilnus stopping for dinner with none other than Lady Farenne!

The fifth day ended with an early port of call in Wragby and an even earlier departure, as Captain Vilnus wanted to make Storport by sundown. Unfortunately, the winds didn't cooperate, leaving Perren's Folly trying to make Storport in the dark and with a thick fog rolling in.

In either case, the crews of both ships are good-natured, as are their Captains. PCs on the Widowmaker would meet Keri, as he stands out quite a bit and would have a chance to meet the easy going aquatic elf. Keri is a ranger who, through Lady Farenne of Shining White, has arranged to crew aboard the Widowmaker in attempt to help make the Bay safer.

PCs on Perren's Folly would get a chance to meet "the Cook," a jovial and good-natured half-orc with rippling muscles. The Cook is an ex-Navy marine who just likes to be left to his cooking these days. Only Captain Vilnus knows that he was once a marine.

While the PCs are not expected to work on either ship, PCs with ranks in Profession (sailor) are invited to join in on the daily tasks. Those with ranks in Balance, Climb, Craft, or Perform are also useful on board; things are found for them to do if they should so ask. This is also an opportunity to help integrate a player who may be less involved in the table.

Treasure: The treasure to be earned in this section only comes from those who have signed the Letter of Marque and are therefore crewing on the Widowmaker. There is no treasure for passengers or crew of Perren's Folly.

APL 2: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

Development: No matter which ship the PCs are on, the fog bank they have just run into on this particular night also contains a "ghost ship." Whenever the PCs have finished role-playing with the crew of their perspective ship, proceed to Encounter 5.

ENCOUNTER 5: A CLOSE ENCOUNTER

Unfortunately for the PCs, their ship has managed to run into the “ghost ship” that has been seen a number of time recently in the water of Relmor Bay. For those who have seen it before, this one will be a little bit more of a tangible encounter as the “ghost ship” leaves behind some undead to harass them.

This encounter will happen about midnight as their ship is just rounding the cape south of Storport. It is important to note where the PCs are on the ship at the time of the event. Watches and positions should probably be established before reading the following text:

It was a beautiful night lit by the smile of Celene before the fog rolled in. Storport is likely no more than a few miles to the north, just around the cape. “Ship ahoy off the port bow,” comes the call from the crow’s nest. And that’s when the fog begins to swirl and parts to reveal a chilling sight. A large ship, a galley by the look of it, with an unearthly glow, is less than a hundred feet away, and on a course that looks to cross your bow.

The hull of the ancient looking galley is rotting away and yet large gaps reveal nothing but darkness. The sails are shredded, but even in the still evening air, they billow out as if dancing to a stiff breeze. The ship’s oars till the water with a sickening rhythm of doom.

The helmsman mutters something like “not again” as he pulls your ship hard to starboard in an attempt to avoid the collision. And then, as quickly as it had come, the “ghost ship” rows back into the fog, narrowly missing your ship. There is no sound but the gentle rush of your own ship as it moves slowly through the waves.

Any PCs awake on deck should be given three separate Spot checks.

- The first Spot check (DC 10) is to notice that the “ghost ship” is leaving a wake as it goes and that the oars are certainly churning up the water.
- The second Spot check (DC 15) is made when the “ghost ship” becomes quiet. If successful, the PCs will notice that the ship is no longer leaving a wake, nor are the oars churning the water, despite the fact that they are moving.
- The third Spot check (DC 20 at APL 2, 21 at APL 4, and 24 at APL 6; this includes a circumstance bonus for distraction and the darkness) is to notice the lacedons or ghastrs climbing up the side of the ship. The PCs should also get a Listen check (DCs same as the Spot check) to hear them climbing on board.

Any PCs making the third Spot check or the Listen check may act in the surprise round (as may anyone choosing to use a *Feign Surprise* card). In any event, the undead will spend their surprise round clambering onto the ship. As soon as a PC sees them, or when they have climbed aboard, have everyone roll initiative.

The ship is being swarmed by undead, but the PCs will only be facing those listed below. The crew is dealing with the rest, but keeping them busy as well. Model this however you like on the battle mat, but the easiest thing to do would be to only put out figures for the PCs and the NPCs they are fighting, for simplicity.

See DM’s Map: The Widowmaker or DM’s Map: Perren’s Folly for a map of the appropriate ship.

Note: While it is possible for one PC at a time to fight through the hatch, both combatants will have improved cover. The combatant above the hatch will also have higher ground. For purposes of the combat, consider it five feet of movement (not a 5-ft. step) to move down any ladder on the ship. Likewise, consider it ten feet of movement to move up a ladder.

Sleeping PCs: Assuming no one actually wakes a PC physically, have sleeping PCs roll initiative as normal and then give them a reactive Listen check (DC 0; -10 for battle, +10 for sleeping) to hear the combat and awaken on their turn. Each deck between the PC and the battle adds a – 5 penalty to the check. If they awaken, they can act normally.

Creatures: The “ghost ship” has dropped off some passengers for the PCs to deal with before leaving. Depending on the APL, the PCs will face a mixture of lacedons, corpsecrafted elite lacedons, or corpsecrafted elite aquatic ghastrs.

APL 2 (EL 4)

☠ **Lacedon:** medium undead (aquatic); hp 18; Appendix 1.

☠ **Lacedon, Corpsecrafted Elite:** medium undead (aquatic); hp 22; Appendix 1.

APL 4 (EL 7)

☠ **Lacedon, Corpsecrafted Elite (4):** medium undead (aquatic); hp 22, 22, 22, 22; Appendix 1.

APL 6 (EL 9)

☠ **Ghastr, Corpsecrafted Elite Aquatic (4):** medium undead (aquatic); hp 47, 47, 47, 47; Appendix 1.

Treasure: The undead creatures have no treasure.

Development: At APL 2, while the rest of the crew are themselves busy with other undead, if the PCs are in a bad way, one of the fighter types from the crew will step in to assist them. This will not happen at higher APLs, as the crew will also be overwhelmed if the PCs are. Depending on which ship the PCs are on, use one of the following NPCs to help them out.

The Widowmaker:

☛ **Keristanor “Keri” Perlantasil:** CG male elf [aquatic] fighter 1/ranger 3; hp 33; Appendix 1.

Perren’s Folly:

☛ **“The Cook”:** CN male half-orc fighter 1/ranger 3; hp 33; Appendix 1.

When the fight is over, allow the PCs to heal themselves and then proceed to Encounter 6.

ENCOUNTER 6: OLDRED

The PCs make it to Oldred to find it in a state much like Mardi Gras, in other words, the entire town seems to be having a huge multi-day celebration. What they will soon learn is that while they were on ship coming here, the King appointed a new Duke of Korenflask. Additionally, it was also officially announced that the Second Fleet would be moving back to Oldred.

So keep this environment in mind while handling any role-playing situations. About the only people not happy with the news are the Caerizars. They had cut a deal with Torbaas family and the Scarlet Brotherhood shortly before Sewarndt lost the civil war. They are in a very precarious position right now as they “backed the wrong horse.”

Ultimately, the purpose of this encounter is to let the PCs find out where the Devil’s Pride is. Unfortunately, they will find that most paths they can think of are dead ends, with a couple of exceptions. But, just when they are feeling frustrated, assuming they have not found the information they are looking for, the information will come looking for them.

Which leads into one last point. Oldred is a den of thieves. And the thing most valued in Oldred is information. The PCs movements will be watched at all times. You should even let them know that they don’t seem to be able to go anywhere without someone, if not many someones, watching their movements and clearly paying attention to them.

A note on the Thieves’ Guild: Members of the Oldred Thieves’ Guild are actually members of the Vardushi, Bayfield, or Caerizar “families.” However, this does not equate to the ability to walk into one of the estates. In fact, doing so and announcing in anyway that you are a member of the “family” will mean the PC is instantly removed from the Thieves’ Guild. Please note this on their AR and forward this information to the Triad (triad@nyrond.org).

The proper way for them to go about getting information is to quietly make contact with their handler. If a PC does make contact in this manner, or simply says something like “I want to check in with the Guild,” then see “The Thieves’ Guild” below.

Arriving at and entering into Oldred:

At first it almost seemed like the city was in a full state of riot as your ship neared port. But as you pull into the dock, it becomes clear that there is actually a huge celebration filling the streets with people. One would only hope that the large fires burning in the city were started intentionally and are under control.

As the gangplank is lowered, it is met by a group of Nyrond’s naval men, most doing their best to look official, although some seem to be eyeing the celebration with more interest. “Welcome to Oldred Widowmaker,” says the oldest of the bunch and the one who is completely focused on his business at hand. “Captain Perren, I’ll assume your papers are in order so I’ll be dealing with your passengers first.”

“Aye,” says your captain, “I thought as much. Lads <and lasses>,” he says turning to you, “nothing out of the ordinary here. Oldred just likes to keep a close watch on the comin’s and goin’s of strangers. If you need to stow your weapons and don’t want to turn them over, ye can keep them here at least ‘til I leave port in a few days.”

“Thank you Captain,” says the man on the dock. “I appreciate you making things easier. We’ll just need your names for the books and we’ll need to go over a few things. Come on down and gather round.”

Assuming the PCs do as he requests, continue. If not, he’ll do his best to execute his job with or without their cooperation. Assuming the PCs don’t do anything stupid like attack him or his men, then the worst he will do is confine them to the ship. Which means they’ll be leaving with the ship unless they find a way to sneak off.

The man introduces himself as Lieutenant Dansel of the Royal Navy and asks each of you for your name.

Any PCs that try to lie must make an opposed Bluff check against the Lieutenant. For instance, a PC may be Wanted in Nyrond and may not want to tell their real name.

☛ **Lieutenant Dansel:** N male human rogue 5/fighter 3 (Sense Motive +15).

The only reason a PC would be detained at this point is if indeed he or she is Wanted in Nyrond. In which case they will be arrested. This being Oldred though, the imprisoned PC can either spend 2 TUs or 500 gp to bribe their way out of prison before getting to court. This will take them two days though, which won’t have any impact on the mod except to separate the PCs for those two days. Simply do not allow the other PCs to find the Devil’s Pride’s location before then.

“So, we do have a couple of rules that we need to enforce,” continues the Lieutenant. “First off, unless you have the proper rights to carry arms in Nyrond, then you’ll need to turn over any and all weapons

larger than a dagger. Or, as the Captain suggested, you could just leave them on the ship."

"Second, the streets of Oldred are tight even without the current celebrations, so no large creatures are allowed to walk the streets without a permit. If you have any, and yes that includes horses, they'll have to be stabled here near the dock. And before you ask, no, it's not possible to get a permit." And with that, he finishes by asking if there are any questions or problems.

He'll do his best to patiently work his way through the standard set of questions and dodges he normally gets from adventurers. Nothing new for him.

Characters who are allowed to freely carry weapons in Nyrond (via meta-org access) do not need to check their weapons, but they must have appropriate campaign documentation. Otherwise all weapons larger than a light weapon will be required to be checked.

Ordinarily bribery, if done subtly, will work as way around this problem, but not on this occasion. The Lieutenant knows he has someone in his crew who has been assigned to watch for such things and won't hear of it. In fact, he'll make a rather big deal about how he would never accept a bribe and that the PC involved should consider him or herself lucky not to be in irons now.

At some point, someone is likely to ask about the celebration. Have him say the following:

"Ah yes, of course, you wouldn't have heard. The King announced a new Duke today as well as officially announcing that the Second Fleet is returning to Oldred. The citizens have a lot to celebrate after some hard times under Scarlet occupation. And since you're probably curious, our own Sir Elmain Vardushi, a respected citizen of Oldred and a Knight of the Crown has been named the new Duke of Korenfluss."

He also knows that the former Duke was apparently killed at the Battle of Rel Mord but died a hero, according to the King's dispatch. Duchess Lehiidi, the Duke's widow, has gone into mourning and has not been seen since the battle, although the King's dispatch also claimed that she was otherwise well.

He will not go into any of the politics of the situation, as again, he knows he is being watched and feels it prudent not to show any favoritism one way or another.

Note: If any PCs are showing signs of disease, he will quickly scribe them a note and send them to the Temple of Procan where they can get a *remove disease* spell cast at half price. He will "insist" that they proceed there immediately and will send one of his men with them to make sure.

WHERE TO START

The PCs and the players may very well be unfamiliar with Oldred and may have no clue where to begin. But remember, this is only meant to be a quick stop in Oldred and is only one of many encounters in this adventure. So, try to keep the pace moving along briskly. If they are completely stumped, suggest that they check out the local taverns, perhaps even the Sea Wench for possible leads. The Sea Wench is a pirate hangout after all.

If they are looking for a place to stay, suggest the King's Rest as a popular inn. Listed below are a few of the many possible locations the PCs might choose to go to. Each will have a brief bit of information accompany them about what the PCs might find if anything. Oldred is a very large city however, and there are many other places they may wish to look into. Simply tell them they find nothing of interest and move them along.

Once the PCs have visited a total of three locations, if they still have not found the information on the Devil's Pride, and unless they are in the Navy or in the Oldred Thieves' Guild, they are not likely to, then move onto "The Information Comes Looking For Them." In Oldred, information equals money, and the PCs cannot go anywhere without eventually having the information about their movements sold to the "right" person.


Also, if there are any rogues in the group, see "A Seedy Recommendation" for a special rogue only encounter.

The Vardushi Villa

An impressive bronze shield bearing the enameled heraldry of a Nyrondese noble is mounted on the gate leading into this beautiful compound. Uniform trees line a path that winds from the closed gate to the manor proper. An attendant can be seen on the other side of the gate, as well as several others patrolling the grounds.

The PCs will find that while those who greet them are cordial, the Villa is quite busy currently and no one is available to receive them. They will politely be asked to call again, perhaps in a week's time.

The one exception here is in the rare case that one of the PCs has a Vardushi Family Favor on one of their ARs. In this event, the PCs will be escorted in, treated to tea and snacks by Anwyn Voleiir, and asked if there is anything they can do for them. Assuming they ask about the Devil's Pride, Anwyn informs them that he will have the information delivered to them within the day and asks where they are staying (suggesting the King's Rest if they do have a place to stay yet).

 **Anwyn Voleiir, House Manager:** CN male half-elf Bard 7.

In the event that the PCs actually succeeded in getting the information, you should simply proceed to "Pirates & Privateers: The Widowmaker."

The Caerizar Estate

The Caerizar estate is very large, and clearly was once very nice as well. Yet, the estate seems a little too on edge. Areas that most likely bore grandiose statues or other decorative pieces seem to have been quickly reequipped with weapons of war. In fact, the estate now seems to bear more semblance to a castle readying for a siege than to a luxurious mansion.

Four guards wearing green uniforms trimmed in gold form a line in front of the gates. Their uniforms are embroidered with the house crest of a single-thorned white rosebud.

Any attempts to gain entrance will be summarily and rather rudely rebuffed. The estate is currently locked down to all unexpected visitors and the guards will happily say so. Neither Diplomacy nor Intimidation will sway them, as they know there are others who will still simply deny the PCs access.

There is nothing here for the PCs to gain.

The Bayfield Manor

The graceful lines of a large manor's rooftop soar above the sturdy wall surrounding it. While a few guards are patrolling the grounds, the sheer number of revelers must be more than they can possibly watch. It seems that here, as much as anywhere in the city, the celebration is in full swing. The news has apparently been received well by the Bayfields. In fact, the massive gate leading into the compound is currently standing open.

While it would seem this is one of the more inviting locations the PCs have found, information is still not forthcoming. The PCs, however, are welcome to join the party where they can receive free food and drinks. Eventually though, the guards will get around to asking them to leave.

Again, much like at the Vardushi's, if a PC happens to have a Bayfield Family Favor, they can get in to the manor itself and they will be rewarded with the information they seek if they ask for it.

In the event that the PCs actually succeeded in getting the information, you should simply proceed to "Pirates & Privateers: The Widowmaker."

The King's Rest

"A well-known and oft recommended inn," that's what you keep hearing about the King's Rest. From the outside, it does seem to be a nice place if nothing particularly special. But upon stepping in, you see why it comes so highly recommended. Without being gaudy, the interior of the inn is grand to say the least. And yet, the clientele seem not to be particularly rich. But perhaps that is simply a trick of Oldred where "wealth displayed is wealth stolen" as the saying goes. Checking the rates at the front,

you find that they are indeed steeper than a more common inn, but perhaps it would be worth it.

Any PC already paying Rich upkeep or better will be able to stay at the King's Rest for no additional fee. Those paying Standard upkeep will need to spend an additional 25 GP to stay, while those choosing to "survive off the land" will find they are not welcome at any price.

While the King's Rest does indeed provide for a luxurious stay with excellent food and drinks along with sumptuous beds and outstanding service, the PCs will find it lacking entirely in information about the Devil's Pride.

The Ducal Palace

The Ducal Palace, located right in the center of Oldred, is a grand and ornate compound consisting of the palace, a large estate with various other small builds, a large stable, and a large barracks that houses the Royal Guardsmen and a contingent of City Watch.

The palace itself sits on a hill in the center of the compound. It is a large structure, large for a residence, yet small for a keep, which is what the building is patterned after.

The Ducal colors of green and yellow flutter from flagpoles and hang from upper-story windows. Many banners display the heraldry of the Duchy of Korenfluss: Vert, or bend with three bend-wise ship's wheels (a green shield with a diagonal yellow stripe containing three ship's wheels).



While the PCs can get onto the grounds with any decent story, like they are here to see the City Watch, they will not be able to gain entrance into the palace itself. They can indeed see the City Watch or the Royal Guard if they like, but there is no information for them here (not even for members of the Royal Guard).

The Local Taverns (includes the Sea Wench)

If the PCs went straight to the Sea Wench without first visiting other taverns, skip the first line...

Your journey through a number of taverns has yet to bear fruit, but at least it's been uneventful. Until the Sea Wench that is.

...and simply start here.

Your group had hardly made its way into the door of the Sea Wench when an enormous seven plus foot half-orc at a table with a dozen "friends" stood up and started shouting at you. "By the Sailor of Sea and Sky, not again!! Is there a sign outside that says 'venturers wanted? I'm tired of your lot comin' in here lookin' for some piece of this or clue to that. GET OUT!!! Whatever it is you want to know, we don't got it! GET OUT!!!"

Clearly the PCs are not welcome in here. But Ungrock is actually a half-orc with a sense of humor and really just wants to scare them for a good laugh. As long as the PCs don't do anything to truly anger him, then they will be able to leave safely, but with no information.

Try to play this scene for humor, but if for some silly reason the PCs decide to fight a room full of very experienced pirates, consider this an untiered encounter and simply have them wake up in the morning piled in an alley three blocks away. Their gear will be mostly intact, but 10% of their unspent gold, or 50 gp, whichever is less, will be missing from each PC.

☛ **Ungrock:** CN male half-orc barbarian 18; Str 28; Height: 7' 2"; Weight: 380 lbs; ring of mind blank.

The Thieves' Guild

Having contacted your handler, you have been instructed to meet him alone at a safe house in the Red Light District. You know the place.

Ask the PC if he or she is going to go alone. If he or she does indeed go alone, read the following:

The safe house is just as you would expect it. You give the sign to the sentry across the street and enter unmolested. Inside, you find an attractive woman; a worker in these parts you might think if you didn't know better. She asks you to sit down and explain why you want to know about the Devil's Pride.

Allow the PC to explain and then continue:

Seemingly satisfied with your words, she gives you a smile that would melt the heart of many a sailor. Then she lifts her dress just enough to give you a peek at her silk stockings as she produces a piece of paper from a hidden pocket. She hands the paper over to you, blows you a kiss, and then exits through a back door.

The paper bears the destination of the Devil's Pride, including navigational directions. Jackpot! It also has a quick note at the bottom: "report what you find!"

If he or she chooses to try to have the other PCs follow, even at a discrete distance and attempting to be stealthy, or if he or she is being scried upon by someone, read the following instead:

The safe house is just as you would expect it. You give the sign to the sentry across the street and enter unmolested. Inside, you find two simple chairs facing each other in an otherwise empty room. Lying on one of the chair seats is a folded piece of paper. A hint of perfume lingers in the air near the chair.

Ask the PC what he or she does. They may become cautious and want to check for traps. Allow them to roll a Search check, consult the adventure, and then tell them they find nothing. Repeat if they then choose to take twenty.

Eventually, they will find a way to read the paper, as it is just lying there untrapped. When they do, read the following:

As you open up the paper to read it, you once again catch a hint of that perfume. Reading it, you find a simple note: "You were told to come alone. Consider yourself on probation until further notice. Do not contact the family."

This PC has just earned the ire of the Oldred Thieves' Guild. Please not on their AR that they are on probation and contact the Triad with this information (triad@nyrond.org).

In the event that the PC succeeded in getting the information, you should simply proceed to "Pirates & Privateers: The Widowmaker."

Drusilia's Darlings

The building before you was clearly once the largest and nicest on the block. It rises three stories and sports full length picture windows on the ground floor. Other windows on the building are visible on the upper stories, but all of the windows are currently boarded over.

A large merchant's shingle hangs near the ornate front door. It bears the carved image of a woman coyly biting her lower lip. Surrounding her

are smaller images of attractive woman, each in various poses of merriment. The words 'Drucilia's Darlings' are carved in graceful letters across the top.

Posted on the door itself is a sign that says "Returning to business for your pleasure in Goodmonth." And that's only a month away!

Drusilia's Darlings has been closed for business for quite some time, but it seems it will be opening again soon. Unfortunately for the PCs, there is no information to be found here.

The Navy

The Navy shipyards are located along the eastern edge of the crescent-shaped bay that the city of Oldred has been built around. The shipyards are not particularly busy, but signs of some activity can be seen. Mostly it looks like a clean up detail trying to get things ready for occupancy and activity once again.

Anyone the party passes will be able to direct them to Admiral Anhur's offices, the building they are located in is not hard to find, as it is one of the largest buildings in the area. However, the Admiral is not in his office at the time, but the PCs can speak to Commander Vilmeer.

The Oldred Navy's headquarters is a large two-story building made of grey stone. The building is simple and functional; the only real ornamentation is the Navy's symbol above the main doors.

Unfortunately for the PCs this is yet another dead end unless one of them happens to be a member of the Nyrond Navy meta-org. the Navy does indeed have the "intel" on where the Devil's Pride has gone, but they will not be sharing that information with civilians. The Admiral is considering sending a ship after the Pride, but is concerned about losing another ship right now before the rest of the fleet gets here. However, a member of the Navy could persuade the Commander to share the information if they promise to find their own ship to chase the Pride with.

Assuming that the PCs will agree to the promise and get the information, you should simply proceed to "Pirates & Privateers: The Widowmaker."

The Menagerie at the Island Gardens

Crossing the span to the island gardens, the impressiveness of this bridge is striking. It is several hundred strides long, and high enough that all but the largest ships can pass under it. If they were not aided by magic, the construction techniques must have been ingenious.

Once across, finding the Menagerie is an easy task as it occupies a good portion of the island. The variety and exotic nature of the creatures held in the exhibits is quite amazing. Many varieties of animals,

small and large, from fowl to primates, and even some magical beasts are found on display here.

Should the PCs go to the menagerie to investigate the information about the large birds, they will find that there is, indeed, a new exhibit that matches the description. The exhibit includes Relmor Bay Pelicans, Great Gnatmarsh Herons, and Swans of the Duntide. A successful Knowledge (nature) check (DC 11) will inform any PC who asks that the birds are well cared for. Attempts to use *speak with animals* on the Swans will prove confusing. A long, involved, honking discussions of a garden in a valley in the midst of steep, but short, mountains is the gist of what the swans wish to speak about. Although they will also indicate that they are currently enjoying their surroundings and have enjoyed the snails and river grasses they are being fed.

Unfortunately for the PCs, while it was a clever thought, none of the birds, not even the pelicans, know where the Devil's Pride is. This has been another dead end, if not one of the more pleasant side treks.

Temple of Xerbo and Osprem

In almost stark contrast to the Temple of Osprem in Nesseremouth, the Temple of Xerbo and Osprem in Oldred is nearly barren of all decoration. A simple and relatively small building, given the size of Oldred, it does little to impress onlookers. Perhaps this is just a reflection of the nature of lawful temples in Oldred.

The PCs will have come here hoping the Tot-Sho will be able to provide them with more information about the location of the Devil's Pride. Unfortunately, he does not know any more than what he sent to Osira. He has only done that because she had mentioned the note to him in a correspondence and thought she would want to know when he heard the news.

He will however suggest that they check with at the Naval Headquarters. If anyone would know, he suspects it would be them.

☛ **Tot-Sho, Priest of Osprem:** LN male human [Sue] cleric 4.

Temple of Procan

The Temple of Procan is one of the few venues in Oldred that openly displays its wealth. Perhaps knowing that their position in the city is secure, or perhaps because of arrangements made with certain families, but for whatever reason, the Temple must feel very secure, for the amount of coral and gold used just in the decorations is staggering.

You find the Temple is also very busy as you fight your way through the throngs of sailors and fishermen making offerings to multiple priests within. Eventually, you are able to capture the attention of one of the priests, at least for the time being.

"Greetings friends," says a young tan skinned man of mixed Oeridian features, "how may the Sea Father's church help you today?"

This is Ramandrend Bellerak, a young priest of Procan. He truly would like to help the PCs and will do his best to answer any questions that the DM feels someone in his position would reasonably know. But, he does not know anything about the whereabouts of the Devil's Pride, although there has been talk of it and lots of wild speculation in the church about just that. If pushed for the speculation, make up wild ideas like "Shining White" or "Monkey Island."

♣ **Ramandrend Bellerak, Priest of Procan:** CG male human cleric 3.

THE INFORMATION COMES LOOKING FOR THEM

Nothing but dead ends! It seems like you just don't have the right connections in this corrupt city! You find yourselves contemplating your next moves in a small tavern that seemed fairly clean. As with everywhere else in this town though, you just can't ignore the fact that people are watching you. Sometimes out of the corner of their eyes and sometimes staring blatantly. But they are watching.

But it almost comes as a surprise when one of them actually gets up and walks over to your table. "I hear you folk are looking for a ship? There's a quieter corner over there if one of you wants to come do some business." The rather average looking barfly gestures to the corner table and indicates again that he only want to deal with one of you, but that the others can watch.

This particular stranger actually WANTS the PCs to have the information on the Devil's Pride's location. Why, is not for this module. His alignment is undetectable if anyone tries and he has a very strong Will save if anyone tries to read his mind. He wears a vest of resistance, but it is currently the only magic item on him and he has cast *Nystul's magic aura* on it to make it not detect as magical.

Clearly, he does not want the PCs to know that he wants them to have the information and he will ask for 200 gp times the APL in payment as a cover story. He can be bargained down to half that amount with a good Diplomacy check (DC 15). He actually wants the PCs to have the information, but he will not go lower as he does not want them to suspect such. If Sense Motives are requested, he has a Bluff of +20.

♣ **Stranger:** male human rogue 12/ bard 2; Will +13; Bluff +20.

It is possible that the PCs will not be willing to pay for the information. In this case, he will simply walk away, eventually losing them in the crowds of Oldred if they

try to follow him (he's better than they are and it's his home territory).

If the PCs still cannot find the location of the Devil's Pride through any other means, he will approach them one more time a day later and try again. This time he will not be negotiated down.

If they will not pay for the information and cannot find it any other way, the adventure will simply be over for the PCs, go to the Conclusion. You may wish to remind any PCs who say they do not have the money to pay for the information that they were just paid by the Widowmaker (if indeed they were).

A SEEDY RECCOMENDATION

This encounter has been added to give new PCs a chance to join the Oldred Thieves' Guild. This will only happen if there is at least one PC at the table who actual fits the mold of a thief. The PC must have at least one level of Rogue, must have an alignment of CG or CN, and must otherwise fulfill the requirements to join the Guild (see Appendix 6 for the requirements).

If a PCs roleplays in such a manner as to be a potential candidate for the guild or if the PC otherwise describes him or herself as someone who might fit the role, then check the PCs character sheet WITHOUT telling them why and see if they meet the prerequisites.

If the PC does meet the prerequisites, then tell them that someone clearly of the same profession pulls them aside on the way to the Widowmaker. They are told that the "family" has been watching them and considers them an excellent candidate to join the "family." They will not tell them which family at this time.

Essentially, it should be made clear to the PC that they are being offered the chance to join the Oldred Thieves' guild, but they will not know who is offering unless they accept. The offer is for right now only. They must accept at this time (although they can come back to fulfill their training after the rest of the adventure).

If the PC accepts, they will discover they have just joined the Bayfield family. They receive the Thieves' Guild Recommendation on the AR and must pay their Initial and Annual costs on this AR.

If they turn it down, cross off the recommendation (as it should be crossed off for all other PCs). There are currently no hard feelings from the "family," but the PC should understand that they are not going to be asked again.

PIRATES & PRIVATEERS: THE WIDOWMAKER

If they have already signed the Letter of Marque, they are still bound by it and should simply expect to get back on the Widowmaker and pursue the Devil's Pride.

If they haven't they will find that the Widowmaker is still their best bet and they will be able to join the crew of the Widowmaker without signing the letter.

The Widowmaker is going after the Devil's Pride with or without fully meeting the Marque.

Marius knows what he can get away with and dragging the Devil's Pride back into port is the sort of

thing that does not get your Marque taken away. Screwing up on such a mission, yeah that could be bad news, but that's the personality type he is.

This should be a quick role-play encounter at most and you should then proceed straight into Encounter 7.

ENCOUNTER 7: EXPECTED VISITORS

The PCs have managed to find the current destination of the Devil's Pride. Although they have a head start, Captain Marius is certain that he can overtake them in the Widowmaker. So, along with the privateer ship, the PCs are about to finally hunt down the pirate ship and catch her at anchor on a small island in Relmor Bay.

If the PCs did not sail to Oldred on the Widowmaker, the Captain will give them the same speech he would have given when coming on board in Nesseremouth. Also, they would meet Keri on the trip and should be informed of the presence of the aquatic elf.

The Captain's offerings to the Storm Lord must have sated him, as the journey south on the Widowmaker is peaceful. Despite venturing into the deeper waters of Relmor Bay, no ghost ships are sighted and nothing harasses the ship, living or otherwise.

Things have gone so well that the Captain doesn't even mind when a light fog starts to roll across your course. "No worries mates. The navigator's got us on course," says the Captain, seeing the looks exchanged by his crew as the fog begins to gather.

"Land ho," comes the call from the crow's nest.

"And now we have our target," Marius continues. "With any luck, the fog and the waning sun will allow us to sneak up on the bastards and catch 'em unawares. We're going to get a little closer to the island and then sit tight while we let Keri here slip over the side and scout out the situation. We'll bring them to justice. I can feel it."

As the Captain said, the Widowmaker sails on until all aboard can just make out the island through the light fog. Then, the crew raises the sails and lowers the anchor as Keri dives quietly into the dark waters.

The PCs have about twenty minutes until Keri's return. They can cast buff spells or do any other preparations as they choose, but the captain cannot tell them how long Keri will be gone.

During this time, it is plain that the captain is trying to keep the morale of his crew up, but it is also obvious that they are nervous. This slump in morale is due to more than slightly the impending fight. The fog and the ghost ship are clearly on their minds.

Try to convey this atmosphere to the PCs and allow them to help with morale if they like (or even contribute to the fears if they prefer). Anyone with ranks in Perform

should be allowed to attempt a Perform check to improve morale. A check of DC 15 or better will be enough to lighten the tension.

Just about then, Keri will return with his report.

Twenty minutes have passed when Keri finally clambers back onto the main deck. "Your report then," Marius says simply.

Keri gurgles some water out of his mouth and then begins in his singsong voice, "The Devil's Pride is anchored near a coved beach on the south side of the island. I could see their longboat hauled up onto the beach with a couple of crewmen near by. I lingered near the ship for a while and listened. I was able to tell that the first mate and some of his best crewmen had gone into the island interior to retrieve something. I know not what. They were expected to return in roughly two hours. That was about ten minutes ago now. I neither saw nor heard sign of the Captain."

"Well then, little time to act," replied Marius. "Lower those sails and weigh the anchor, now! My friends, I'm confident that my crew and I can capture the Devil's Pride even if they have some surprises for us. I doubt they'll be expecting us; anchored near shore, they'll have nowhere to run to."

"But," he continues, "I have no idea what we might be facing on that island. I won't order you to do so, but I'd like to drop you off in our longboat just before rounding the southern shoreline. I'd like for you to row to shore and see if you can trail the first mate and his men. Stop them if you can. Then meet us back at the shore. The island isn't very large. If you can't find their trail, just head for the center of the island and scout for us. See what you can find."

"Will you do this," he finally asks.

If the PCs choose not to do as the Captain has asked, go directly to Developments. Assuming they do agree, continue on.

The PCs will likely have questions, but they actually know about as much as the captain does. The island is lightly wooded (humid temperate area) and would probably take about two hours to walk across north to south and perhaps three hours east to west. That's about the only extra bit of information the Captain can share.

Still, allow them to ask questions, doing your best to answer as the Captain would, or they can make preparations and cast buff spells if they like. In about five minutes, the Captain will slow the ship and lower the longboat with just the PCs in it. They need to make haste for the shore and start their trek inland.

Rowing to shore proves easy and uneventful. The tide coming in helps keep backs from being strained in the effort. Landing the longboat proves a little tougher on the rocky shoreline, but you manage it with no losses and no damage to the boat.

A short climb up the sloped hillside gives you an outlined view through the fog of the Widowmaker rounding the shore and closing on the Devil's Pride. Lights moving quickly on the Pride indicate they are readying for battle. On the shore below, you can see two crewmen pushing their longboat back into the water. Time to make your way inland.

Ask the PCs what they want to do. By this time, it has gotten dark, and unless they can all see in the dark, they will need light sources to proceed. This will make them easy to spot, but they can also assume that Rena-Noth will also need light.

The PCs have several options about how to proceed in order to pick up the tracks. Delays may have an impact on how prepared Rena-Noth and his men are for the PCs.

- If they choose to go down to the shore to look for the trail, anyone with the Track feat can find and follow it with a successful Survival check (DC 11). Or, they can find the trail and get a general direction with a successful Search check (DC 15). In either case, they will find that they are following some sort of game trail. PCs with the Track feat will be able to successfully follow the first mate and crew without making any more checks. They will also be able to tell, if they made a DC 15 or higher check, that another set of medium humanoid tracks followed the trail less than a week ago, but more than a couple of days. PCs using Search to follow the trail will need to make two more checks (DC 15 each) at two forks. Missing either one will delay the PCs by five minutes each. Missing both will mean that Rena-Noth has seen the PCs first and will have a chance to sneak up on them.
- If the PCs choose to skirt the shore or go inland first to look for the trail, the scenario plays out the same way, but the Survival DC is 15 instead of 11 and the Search DC is 20 instead of 15 (although the second and third Search checks are still DC 15).
- If the PCs simply head toward the center of the island and blunder around, they will still come upon the copse of corpses, but in this scenario, Rena-Noth will have seen them coming and will be waiting to ambush them.

All three techniques will eventually lead them to the copse of corpses. During the entire way there, the PCs should have feeling of foreboding. The island should feel unnatural to them (especially for druids or rangers). Much of the plant life is twisted and dying. Animal life is sparse, with the only birds to be seen being ravens and crows. The fog makes things hard to see and in combination with the darkness causes things to seem to be moving that aren't. Any PC who casts *detect evil* will indeed pick up a slight lingering aura of evil, power level indeterminate, but strong enough to linger.

As you make your way deeper into the island, it quickly becomes apparent that the island does not feel quite right. Perhaps it's the way the twisted and stunted trees seem to move in the flicker of your lights. Or the way the fog causes figures to suddenly appear in your view, only to find it was just another rock outcropping in your path.

But your feelings are finally confirmed when the swaying of the trees in front of you becomes clearer. Corpses hang from the branches of these twisted trees, randomly placed all around you. Occasionally, your eyes still play tricks on you, as you would swear you see the corpses twitch every now and then.

WARNING: The following scene is meant to be both gruesome and disturbing. Please be careful when running this to take into account the make up of your table. If you have younger players (minors) at the table or players who are simply uncomfortable with the material, please gloss over the details. Boxed text was purposefully not written for this scene.

First off, casting *detect evil* in this area continues to indicate the indeterminate lingering aura indicated above. In addition, of the ten hanging bodies, three have a faint evil aura. They are zombies (see *Monster Manual*), but they have been told to simply hang there and twitch on occasion. They will not fight, not even to defend themselves, so PCs can hack them apart if they so choose. If they successfully turn them and do not destroy them in the process, the zombies will simply hang in a fetal position until the turn wears off, as they cannot get away. Then they will simply return to hanging and twitching on occasion. If they are cut down, the zombies will merely continue to twitch.

However, there is more to see here. It should prove to be even more disturbing to the PCs. As the PCs first start looking around, have them make a Spot check. Anyone making a DC 15 will notice something familiar about the first corpse they encounter. If they choose to look closer, they will find that it is the corpse of Biffo, who they encountered days ago in Nessermouth. His eyes have been gouged out, his ears have been cut off, and his tongue has been cut out, as is the same for all of the other corpses, and a Heal check (DC 20) will reveal that he appears to have been killed by a curved slashing weapon. There are no other clues on the corpse.

As soon as the PCs continue to look around, or if they actually start to search the other non-zombie corpses, they quickly realize something else. For each PC in the party, there will be a corpse of similar build and identical race and sex. When they realize this and take a closer look, they will find that the corpses have had the same treatment as Biffo's. In addition, however, they also have the corresponding PC's name carved into the forehead of the corpse, in the language most familiar to the PC. A heal check of DC 15 will let the PCs know that the eyes were gouged out, the ears were cut off, the

tongue was cut out, and that the name was carved in before the person died.

Eventually though, the PCs will need to move on, and without any real answers.

The scene is disturbing, but you have a job to do. Time to move on again in search of the first mate and his men.

Rena-Noth and his men may be prepared for the PCs, or not, depending on how successfully the party tracked them. In summary to the detail below:

- If the party tracked Rena-Noth without getting lost, or at most one time, there is no chance of ambush.
- If the party tracked Rena-Noth, but got lost two or more times, there is a chance of ambush, foiled by Spot DC15.
- If the party was unable to track and stumbled toward the middle of the island hoping to find him, there is a chance of ambush, foiled by a Spot check of DC20.

If the PCs successfully tracked Rena-Noth without getting lost more than once, read the following:

A short way past the copse of corpses you see a light breaking through the fog ahead of you followed quickly by the shape of a man, more lights, and more men. The jerky stop of the lights tells you they have seen you as well.

At this point, simply role initiative. The PCs can always make a rushed Diplomacy check on their turn to attempt to get Rena-Noth to surrender. In this case, they will have to move him from Hostile to Friendly to succeed. Give the PCs a +5 circumstance bonus if they tell Rena-Noth that his ship has been attacked by a superior force, and likely captured. Otherwise, the fight will continue, as Rena-Noth is arrogant and firmly believe he can better the PCs.

The combat should begin with about 70 feet between the two parties. There is a small ten-foot trail running between and beyond both parties with scattered trees, shrubs, and rock formations causing the areas off the trail to be considered difficult terrain.

If the PCs successfully tracked Rena-Noth, but managed to get lost twice in the process, then Rena-Noth has seen them first and has quickly hidden his party on either side of the trail (first mate on one side, men on the other). Or, if the PCs stumbled out here blindly just hoping to run into him, then he has seen them even earlier and taken the time to do a better job of hiding everyone. Have the PCs make a Spot check (DC 15 or DC 20 if the latter case), or better yet, make it for them. If any of them succeed at the check, or wants to use a Feign Surprise card, read the following:

Just off the trail twenty feet ahead of you, the telltale glint of a blade alerts you to the presence of an ambush. The first mate and his men seem to have found you.

If they all failed the spot check, then read the following:

Suddenly, the shrubs to your left and right explode toward you as three men quickly rush your party. You seem to have stumbled directly into an ambush.

The terrain is the same in all cases, a small ten-foot wide trail extending in both directions with difficult terrain on either side. If the PCs spot the ambush, they will be twenty feet away from Rena-Noth and his men.

If they fail to spot it, then Rena-Noth and his men will spring the ambush after the first PC has passed their position.

Unless all of the PCs made the Spot check, then there should be a surprise round. Have everyone roll initiative with all PCs who made the Spot check or who used Feign Surprise cards being included in the surprise round.

Creatures: The ship's first mate and two of his best men have come ashore to collect a payment that has been left here for them. They will encounter the PCs on the way back to the ship having collected their payment.

APL 2 (EL 4)

☛ **Drevin and Sloop:** male human warrior 1; hp 7, 7; Appendix 1.

☛ **Rena-Noth:** male human (Suel) aristocrat 1/swashbuckler 3; hp 36; Appendix 1.

APL 4 (EL 7)

☛ **Drevin and Sloop:** male human warrior 1/fighter 2; hp 30, 30; Appendix 1.

☛ **Rena-Noth:** male human (Suel) aristocrat 1/swashbuckler 6; hp 65; Appendix 1.

APL 6 (EL 9)

☛ **Drevin and Sloop:** male human warrior 1/fighter 4; hp 51, 51; Appendix 1.

☛ **Rena-Noth:** male human (Suel) aristocrat 1/swashbuckler 8; hp 84; Appendix 1.

Tactics: If there is a surprise round, Rena-Noth and his men cannot charge through the terrain at APL2 and 4. In this case, they will merely close in on the PCs if none are in reach of a melee attack. At APL6, Rena-Noth will use his acrobatic charge to attack by making a single-move charge in the surprise round.

If there is no surprise round they will simply try to close with the PCs as quickly as possible, as they are all close combat fighters.

They will always do their best to flank for each other and will attempt to focus on one PC at a time, trying to

remove the most dangerous opponents from the fight first.

Again, at APL 6, Rena-Noth will especially try to take advantage of his improved flanking ability and elusive target feat.

Note that the fog in the area is actually fairly light and does not provide concealment until 50 feet away (total concealment at 150 feet). While it could come into play, it is mostly meant to be here to help set the mood.

👑 Treasure: If the PCs loot the bodies, they will find all of the pirates' equipment, plus a small box containing a ruby shaped like a skull. The latter is the payment they were here to collect.

APL 2: Loot – 19 gp, Coin – 200 gp, Magic -- +1 rapier (193 gp each), *potion of cure moderate wounds* (2) (25 gp each).

Detect Magic Results: +1 rapier (faint transmutation), *potion of cure moderate wounds* (faint conjuration).

APL 4: Loot – 149 gp, Coin – 200 gp, Magic -- +1 rapier (193 gp each), *potion of cure moderate wounds* (4) (25 gp each), *vest of resistance* +2 (333 gp each).

Detect Magic Results: +1 rapier (faint transmutation), *potion of cure moderate wounds* (faint conjuration), *vest of resistance* +2 (faint abjuration).

APL 6: Loot – 96 gp, Coin – 200 gp, Magic -- +1 cutlass (2) (193 gp each), +1 aquatic rapier (693 gp each), *cloak of resistance* +1 (2) (83 gp each), *potion of cure moderate wounds* (4) (25 gp each), *vest of resistance* +2 (333 gp each).

Detect Magic Results: +1 cutlass (faint transmutation), +1 aquatic rapier (moderate abjuration), *cloak of resistance* +1 (faint abjuration), *potion of cure moderate wounds* (faint conjuration), *vest of resistance* +2 (faint abjuration).

Development: At this point, the PCs may very well be content that they have completed their mission. Ask them what they wish to do now and try not to encourage them one way or another. Should they choose to return to shore having completed their mission, this is a perfectly fine option. In this case, go directly to the Conclusion.

However, should they decide to push on to see where Rena-Noth and his men had gone to, continue on to Encounter 8. Checking on the boat first, and then checking on Rena-Noth's destination is fine; they can still get to the altar.

ENCOUNTER 8: UNHOLY BIRTH

Having defeated Rena-Noth and his men, the PCs have decided to further investigate where the first mate had gone. About ten minutes further up the trail they were following, the PCs come to a clearing with some sort of twisted sacrificial altar at the center of it. On that altar,

the PCs will find their most gruesome discovery yet. Upon the altar lies the body of young, recently pregnant woman, dead no more than a few days. The body is mangled beyond recognition and the child is missing.

Having decided to explore a little deeper into the island, you spend about ten more minutes making your way up the trail before your perseverance pays off. Just ahead of you the trees and shrubs peel back to reveal a small clearing. In the center of the clearing is some form of twisted and disturbing altar. It almost seems to writhe in rhythm to your movements, but surely it's just a trick of the light.

The purpose of the altar seems to be sacrificial in nature, but not like most altars you may have seen. From your vantage point, there is what looks to be the unmoving body of a woman stretched out and draped across the altar at an odd angle, her body impaled on the altar itself.

A *detect evil* in the area will register a strong aura coming from the altar itself and a faint aura coming from the clearing in general. They both also have a strong aura of chaos should anyone think to look.

WARNING: The following scene is meant to be both gruesome and disturbing. Please be careful when running this to take into account the make up of your table. If you have younger players (minors) at the table or players who are simply uncomfortable with the material, please gloss over the details. Boxed text was purposefully not written for this scene.

Presumably, the PCs will move in to investigate the woman and the altar. The woman has been brutalized. Her face is mangled beyond all recognition, although her blonde hair, caked in blood, would indicate she was of Suel descent. Most of her body is badly beaten and clawed, but the worst thing is that the stretched skin that once covered her abdomen has been torn asunder violently and the child that should be there is missing.

The altar is made of some sort of black rock with red, almost blood colored, veins running through it. Any character with *stonecunning* will quickly realize that they do not recognize the stone. The altar itself is oddly misshapen with little to no symmetry to be found anywhere on it. In many places it juts out awkward with what are almost appendages ending in sharp points. There is actually no flat surface on the altar and the woman's body has been more impaled on the altar than merely placed upon it. Looking closely will reveal what almost look to be fiendish faces staring back out of the stone. It will also reveal that there are some arcane looking marks scattered about the surfaces of the altar.

It is quite likely the PCs will wish to make some skill checks as they investigate the scene. Here are some suggested checks and some extra information that can be garnered.

Heal check:

- DC 12 – The woman is actually more a girl, no more than 18 years of age.
- DC 15 – The girl has been dead for at least two days, but less than a week.
- DC 20 – Her abdomen looks to have been ripped open, very violently, from the outside by some with very large claws. Based on the amount of dried blood in the area, she was clearly still alive when the baby was torn from her.

Search check:

- DC 15 – Reveals a small hidden compartment in the altar. Probably just large enough to hold the small box taken from Rena-Noth.
- DC 25 – Reveals the word “Lamashtu” written in Abyssal and hidden within the pattern of the veins.

Decipher Script check:

- DC 20 – Success: It is not a word but a name. However, the actual translation is beyond you; Failure and Failed Wisdom check: “Lord of the Lashes or something like that.”

Knowledge (nature) check:

- DC 12 – The rock this altar is made of is no rock commonly found on Oerth.
- DC 20 – The rock is clearly extra-planar in nature.

Knowledge (arcana) check:

- DC 15 – The altar is clearly ritualistic in nature and most likely intended as a sacrificial altar.
- DC 20 – The design and the markings on the altar suggest that it is extra-planar in nature.
- DC 25 – In fact, it is almost assuredly abyssal.

Knowledge (the planes) check:

- DC 15 – The altar is an abyssal sacrificial altar. Fairly common on the abyss, but rare on the material plane.
- DC 20 – This type of altar is not particularly tied to undead.
- DC 25 – If, and only if, the word “Lamashtu” was found and correctly translated (Decipher Script does not count). Lamashtu is a demon lord from one of the lower planes of the abyss. You seem to recall that she is somehow associated with births.

Development: That, however, is all that is here to be found. The PCs may very well wish to take both the girl's body and/or all or part of the Altar with them. They may also wish to bury the girl's body. Burying the girl's body is fine, but doing so outside the evil of the clearing would be prudent. Any character with a Wisdom or Intelligence of more than 12 should know this without giving it any real thought. If they attempt to take the girl's body with them, everything will be fine until the body leaves the

island. If the body leaves the island, more than ten feet beyond the shoreline or up in the air, it will suddenly convulse and then burst into a shower of ashes. This will leave no body to be had and even the ashes will eventually disappear entirely.

If they attempt to take the altar, they will find it impossible for them to move. It is almost as though it is rooted in the ground. In fact, attempting to dig under it will not find the bottom unless they dig for more than two hours. They can, however, break off small pieces of it to take with them. The pieces will continue to radiate chaos and evil.

Whenever the PCs are finished investigating, continue on to the Conclusion.

CONCLUSION

Returning to the Widowmaker you discover that the pirate captain was not with his ship. Apparently, according to the crew, the “Dread Captain Yenavast” stayed behind in Oldred and sent the ship under the command of the first mate to pick up a payment on this island. The crew all swear they’ve never been hear before, but a couple think the Captain knew the island, as his directions were perfect.

Keri pipes up that he did find one interesting piece of information in the Captain’s quarters and produces a folded up note. “I found it hidden in a compartment under the Captain’s bunk. No sign of a log book though. Either the Captain has it, the crew tossed it overboard in the fight, or there never was one. Not unusual for pirates not to keep one.”

“But Yenavast is the sort to keep one,” Captain Marius responds. “I’m willing to bet he took it with him for safe keeping. He’s a sly one. No doubt he was expecting a double-cross out here and that’s why he didn’t come. If we can hunt him down, I bet we can gain a lot of information from him. Oh well, for another day. For now, we’ll be taking the two ships back to Oldred and collecting the bounty.”

The PCs of course will be more interested in the note. Give the PCs Player Handout 2. Members of the Grey Watch should instantly realize that this confirms Osprey was on the Devil’s Pride and that Yenavast was probably involved. Asking around will net the information that Yenavast is known to use a cutlass. A fairly large curved slashing blade.

This is the text of the note in the captain’s quarters. “Osprey, while pirate activity is down a little with the ousting of the Scarlet Brotherhood, we’re hearing rumors of some strange activities happening on the Relmor Bay. Lady Farenne even reported a sighting of a ‘ghost ship’ near the waters of Fairwind Bay. We want you to infiltrate one of the seedier pirate ships and see if you can gather any more pertinent information. Keep safe.”

The PCs can discuss the slim clues and next steps with Captain Marius on the trip back to Oldred, but for now the adventure is over. The PCs will need to wait for

the next adventure to unravel some more pieces of the mystery.

Favors to be Gained

Successful completion of the mod should result in all of these favors being achieved if there is an eligible PC. With the exception of the Thieves' Guild favor, the meta-org based favors require that the PC was a member of the meta-org at the beginning of the mod. They cannot join after the adventure and gain the favor.

Church of Pelor: This favor is gained by all PCs that at least attempted the mission.

Redeemed Favor of the Church of Osprey: PCs who have the Favor of the Church of Osprey from NYR6-S01 *Making Your Marque* may upgrade it.

Church of Procan: This favor is gained by all PCs that get at least as far as Oldred.

Thieves' Guild: Oldred Thieves' Guild members, even if they joined in this mod, who successfully return with information about the Devil's pride gain this favor.

Church of Procan: Members of the Church of Procan meta-org that returned to Jireen with the information they have found will receive this favor.

Nyrond Navy: Members of the Nyrond Navy meta-org who successfully assist in the capture of the Devil's Pride gain this favor.

Grey Watch: Members of the grey watch who successfully return with Osprey's note from the Devil's Pride gain this favor.

Murder Trial

It is possible, although hopefully not too likely, that some PCs will not be able to restrain their killer instincts and will use too much lethal damage in a non-lethal fight. This will result in the PC or PCs responsible being held over for trial.

Murder – Life in prison or death by hanging, in either event, remove the character from play. The character and all associated ARs should be turned in to the Senior GM. The Senior GM is then responsible for informing the Nyrond Triad (triad@nyrond.org).

That's the normal sentence in Nyrond for murder. However, in this case, there are some extenuating and suspicious circumstances. Because of this, there are two possible outcomes, neither of which will find the PC guilty of murder.

If the PC is a Licensed Adventurer, it is far better for them to claim King's Justice and to be held over for trial in Rel Mord. And they should be so informed. In this case, an actual investigation will occur. And, while the

Sheriff is good enough to cover her tracks such that she will not be implicated, she is not good enough to completely whitewash the investigation. So, if the PC claims King's Justice they will ultimately only be found guilty of assault and battery. In addition to the sentenced time, they will have to spend another 3 TUs to represent their time in transit and their time awaiting trial.

If the PC is not a Licensed Adventurer or if they choose not to claim King's Justice, then the PC will be held over for trial in Nessermouth, where the Sheriff has a lot more pull. Ultimately though, she knows that having one of the PCs executed for murder will likely bring too much attention to her town. And so, she will arrange for just enough information to be made available at trial such that the PC will only be found guilty of manslaughter. Also, if the PC happens to be a member of the church meta-org for one of the local churches, the church will pay their fine. The local churches cannot help with the jail sentence, which will be carried out in a prison in Shantadern.

Assault and Battery – 1 month (4 TUs) and a fine of 100 nobles (100 gp). If the PC cannot or chooses not to pay, the prison time is doubled.

Manslaughter – 5 months (20 TUs) and a fine of 1,000 nobles (1,000 gp). If the PC cannot pay or chooses not to, the prison time is doubled.

This is one of the few times when a PC can use TUs from the next year. If they do not have enough TUs left to cover the fine, the PC is done for the year and will start the following year having already spent the remaining TUs.

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 3

Defeat the Sheriff's thugs

APL 2	120 XP
APL 4	120 XP
APL 6	180 XP

Encounter 5

Defeat the undead attack

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP

Encounter 7

Defeat Rena-Noth and his men

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP

Story Award

Capture the Devil's Pride:

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 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.

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

Encounter 4:

APL 2: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp.

APL 4: Loot – 0 gp, Coin – 200 gp, Magic – 0 gp.

APL 6: Loot – 0 gp, Coin – 300 gp, Magic – 0 gp.

Encounter 7:

APL 2: Loot – 19 gp, Coin – 200 gp, Magic -- +1 rapier (193 gp each), *potion of cure moderate wounds* (2) (25 gp each).

APL 4: Loot – 149 gp, Coin – 200 gp, Magic -- +1 rapier (193 gp each), *potion of cure moderate wounds* (4) (25 gp each), *vest of resistance* +2 (333 gp each).

APL 6: Loot – 96 gp, Coin – 200 gp, Magic -- +1 cutlass (2) (193 gp each), +1 aquatic rapier (693 gp each), *cloak of resistance* +1 (2) (83 gp each), *potion of cure moderate wounds* (4) (25 gp each), *vest of resistance* +2 (333 gp each).

Total Possible Treasure

APL 2: Loot: 19 gp; Coin: 300 gp; Magic: 243 gp; Total: 564 gp

APL 4: Loot: 149 gp; Coin: 400 gp; Magic: 626 gp; Total: 1175 gp

APL 6: Loot: 96 gp; Coin: 500 gp; Magic: 1679 gp; Total: 2276 gp

Special

Church of Pelor: For continuing the investigation into the sailor's death, the Church has arranged to make

wands of cure light wounds available to you (Regional; DMG; 750 gp) for purchase at the normal price.

Wanted in Nyronnd: This PC has committed a serious crime in Nyronnd. In addition to potential repercussions in future adventures set in Nyronnd, this PC is considered to have a criminal record as it relates to Meta-Orgs. This PC will not be able to join or renew with any Meta-Org that does not allow criminal records.

Redeemed Favor of the Church of Osprem: PCs who have the Favor of the Church of Osprem from NYR6-So1 *Making Your Marque* may redeem that favor now to receive access to necklaces of adaptation (Regional; DMG; 9,000 gp). The favor should then be marked off of the NYR6-So1 AR.

Church of Osprem: For continuing the investigation into the sailor's death, the Church has arranged to make the following weapons available to you as normal or masterwork versions: aquatic crossbow, aquatic longbow, cutlass, harpoon (All Regional; Stormwrack; varies).

Signed a Letter of Marque: The PC has signed a Letter of Marque on the privateer ship the Widowmaker.

Thieves' Guild Recommendation: This PC has been approached by the Bayfield family and offered the chance to join the Oldred Thieves' Guild (Bayfield family only). Only chaotically aligned characters with at least one Rogue level may receive this recommendation.

Thieves' Guild: For being a member of the Oldred Thieves' Guild and for successfully returning with information about the Devil's pride, your "family" has decided to reward you. You now have access to +1 *quickblade rapiers* (Regional; CV; 2,375 gp) and to *lockpicking rings* (Regional; CV; 4,500 gp).

Church of Procan: Members of the Church of Procan meta-org that returned to Jireen with the information they have found have received his favor. He has made arrangements for you to have access to the following feats: Bane Magic (undead only) (Heroes of Horror), Sanctify Water (Stormwrack), and Storm Magic (Stormwrack) (all access Regional).

Nyronnd Navy: For being in the Navy and assisting in the capture of the Devil's Pride, the Navy has made a special arrangement for you. You now have access to upgrade any magic weapon you already own with the Aquatic special ability (Regional; Stormwrack; +1 bonus).

Grey Watch: As a member of the Grey Watch, your going the extra mile to bring back the location of Osprey's note has impressed your superiors. They have granted you access to the following feats: Master of Knowledge (Heroes of Horror) and Ship's Mage (Stormwrack).

Piece of the Altar: The PC has chosen to keep a piece of the altar found on the island. The item weighs 2 lbs. and radiates both faint chaos and faint evil.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- none

APL 4 (all of APL 2 plus the following):

- *Vest of resistance* +2 (Adventure; CA; 4,000 gp)

APL 6 (all of APLs 2-4 plus the following):

- +1 *aquatic rapier* (Adventure; Stormwrack; 8,320 gp)

APPENDIX 1: APL 2

ENCOUNTER 3: THE STREETS AREN'T SAFE

Sheriff's Enforcer: male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 6; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt) touch 11, flat-footed 14; Base Atk +0; Grp +2 (+5);

Atk +3 melee (1d3+2, unarmed strike);

Full Atk +3 melee (1d3+2, unarmed strike);

SA Sneak attack (+1d6); SQ Trapfinding;

AL CN; SV Fort +2, Ref +3, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Hide +4, Intimidate +3, Jump +5, Listen +5, Move Silently +4, Sense Motive +5, Spot +5, Tumble +4; **Feats:** Improved Unarmed Strike^B, Weapon Focus (unarmed strike) (1st).

Possessions: Masterwork chain shirt.

Biffo: male human warrior 1/rogue 1; CR 1; Medium humanoid (human); HD 1d8+1d6+4; hp 14; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; Base Atk +1; Grp +2;

Atk +5 melee (1d6+1/non-lethal, masterwork sap);

Full Atk +5 melee (1d6+1/non-lethal, masterwork sap);

SA Sneak attack (+1d6); SQ Trapfinding;

AL CN; SV Fort +4, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +5, Climb +6, Intimidate +4, Jump +8, Tumble +9; **Weapon Finesse^B**, **Weapon Focus (sap)** (1st).

Languages: Common.

Possessions: Masterwork sap, masterwork studded leather armor.

ENCOUNTER 5: A CLOSE ENCOUNTER

Lacedon: CR 1; Medium undead (aquatic); HD 2d12; hp 18; Init +2; Spd 30 ft., swim 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2;

Atk +2 melee (1d6+1 plus paralysis, bite);

Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws);

SA Ghoul fever, paralysis; SQ Darkvision 60 ft., +2 turn resistance, undead traits;

AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control

of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Lacedon, Corpsecrafted Elite: CR 3; Medium undead (aquatic); HD 2d12+4; hp 22; Init +3; Spd 30 ft., swim 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +1; Grp +6;

Atk +6 melee (1d6+5 plus paralysis, bite);

Full Atk +6 melee (1d6+5 plus paralysis, bite) and +4 melee (1d3+2 plus paralysis, 2 claws);

SA Ghoul fever, paralysis; SQ Bolstered resistance, darkvision 60 ft., +6 turn resistance, undead traits;

AL CE; SV Fort +0, Ref +3, Will +6; Str 21, Dex 16, Con —, Int 12, Wis 17, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +7, Jump +9, Move Silently +7, Spot +8; Multiattack.

Bolstered Resistance (Su): Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

ENCOUNTER 7: EXPECTED VISITORS

Drevin and Sloop: male human warrior 1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 7; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 13; Base Atk +1; Grp +1;

Atk +3 melee (1d6/19-20, cutlass);

Full Atk +3 melee (1d6/19-20, cutlass);

AL CN; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +1, Jump +1, Profession (sailor) +1, Swim +0; **Weapon Finesse^B**, **Weapon Focus (cutlass)** (1st).

Languages: Common.

Possessions: Cutlass, sap, leather armor, light wooden shield.

Rena-Noth: male human (Suel) aristocrat
1/swashbuckler 3; CR 3; Medium humanoid (human);
HD 1d8+3d10+8; hp 36; Init +3; Spd 30 ft.; AC 16 (+3
Dex, +3 studded leather armor), touch 13, flat-footed
13; Base Atk +3; Grp +4;

Atk +8 melee (1d6+3/18-20, +1 rapier);

Full Atk +8 melee (1d6+3/18-20, +1 rapier);

SA Insightful strike; SQ Grace;

AL NE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 16,
Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Balance +5, Bluff +5, Climb +2,
Diplomacy +8, Jump +8, Knowledge (local – NMR) +5,
Listen +3, Profession (sailor) +1, Sense Motive +3, Spot
+3, Tumble +12; Dodge (3rd), Iron Will^B, Weapon
Finesse^B, Weapon Focus (rapier) (1st).

Languages: Common, Ancient Suloise.

Grace (Ex): A swashbuckler gains a +1
competence bonus on Reflex saves at 2nd level. This
bonus increases to +2 at 11th level and to +3 at 20th
level. A swashbuckler loses this bonus when wearing
medium or heavy armor or when carrying a medium or
heavy load.

Insightful Strike (Ex): At 3rd level, a
swashbuckler becomes able to place her finesse attacks
where they deal greater damage. She applies her
Intelligence bonus (if any) as a bonus on damage rolls
(in addition to any Strength bonus she may have) with
any light weapon, as well as any other weapon that can
be used with Weapon Finesse, such as a rapier, whip, or
spiked chain. Targets immune to sneak attacks or
critical hits are immune to the swashbuckler's
insightful strike. A swashbuckler cannot use this
ability when wearing medium or heavy armor or when
carrying a medium or heavy load.

Possessions: Sap, masterwork studded leather armor,
+1 rapier, *potion of cure moderate wounds* (2).

ENCOUNTER 3: THE STREETS AREN'T SAFE

Sheriff's Enforcer: male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 6; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt) touch 11, flat-footed 14; Base Atk +0; Grp +2 (+5);

Atk +3 melee (1d3+2, unarmed strike);

Full Atk +3 melee (1d3+2, unarmed strike);

SA Sneak attack (+1d6); SQ Trapfinding;

AL CN; SV Fort +2, Ref +3, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Hide +4, Intimidate +3, Jump +5, Listen +5, Move Silently +4, Sense Motive +5, Spot +5, Tumble +4; *Feats:* Improved Unarmed Strike^B, Weapon Focus (unarmed strike) (1st).

Possessions: Masterwork chain shirt.

Biffo: male human warrior 1/rogue 1; CR 1; Medium humanoid (human); HD 1d8+1d6+4; hp 14; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; Base Atk +1; Grp +2;

Atk +5 melee (1d6+1/non-lethal, masterwork sap);

Full Atk +5 melee (1d6+1/non-lethal, masterwork sap);

SA Sneak attack (+1d6); SQ Trapfinding;

AL CN; SV Fort +4, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +5, Climb +6, Intimidate +4, Jump +8, Tumble +9; Weapon Finesse^B, Weapon Focus (sap) (1st).

Languages: Common.

Possessions: Masterwork sap, masterwork studded leather armor.

ENCOUNTER 5: A CLOSE ENCOUNTER

Lacedon, Corpsecrafted Elite: CR 3; Medium undead (aquatic); HD 2d12+4; hp 22; Init +3; Spd 30 ft., swim 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +1; Grp +6;

Atk +6 melee (1d6+5 plus paralysis, bite);

Full Atk +6 melee (1d6+5 plus paralysis, bite) and +4 melee (1d3+2 plus paralysis, 2 claws);

SA Ghoul fever, paralysis; SQ Bolstered resistance, darkvision 60 ft., +6 turn resistance, undead traits;

AL CE; SV Fort +0, Ref +3, Will +6; Str 21, Dex 16, Con —, Int 12, Wis 17, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +7, Jump +9, Move Silently +7, Spot +8; Multiattack.

Bolstered Resistance (Su): Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

ENCOUNTER 7: EXPECTED VISITORS

Drevin and Sloop: male human warrior 1/fighter 2; CR 2; Medium humanoid (human); HD 1d8+2d10+9; hp 30; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +3 studded leather armor, +1 cutlass), touch 12, flat-footed 14; Base Atk +3; Grp +4;

Atk +7 melee (1d6+1/19-20, masterwork cutlass);

Full Atk +5 melee (1d6+1/19-20, masterwork cutlass) and +5 melee (1d6+1/19-20, masterwork cutlass);

AL CN; SV Fort +7, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Jump +4, Profession (sailor) +4, Swim +6; Improved Toughness (3rd), Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (cutlass) (1st).

Languages: Common.

Possessions: Masterwork cutlass (2), sap, masterwork studded leather armor, *potion of cure moderate wounds*.

Rena-Noth: male human (Suel) aristocrat 1/swashbuckler 6; CR 6; Medium humanoid (human); HD 1d8+6d10+14; hp 65; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +6; Grp +7;

Atk +11 melee (1d6+3/18-20, +1 rapier);

Full Atk +11/+6 melee (1d6+3/18-20, +1 rapier);

SA Insightful strike; SQ Dodge bonus, grace;

AL NE; SV Fort +9, Ref +8, Will +7; Str 13, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Balance +8, Bluff +5, Climb +2, Diplomacy +12, Jump +8, Knowledge (local – NMR) +5, Listen +3, Profession (sailor) +9, Sense Motive +3, Spot +3, Tumble +15; Dodge (3rd), Iron Will^B, Mobility (6th), Weapon Finesse^B, Weapon Focus (rapier) (1st).

Languages: Common, Ancient Suloise.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th level, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Possessions: Sap, masterwork studded leather armor, +1 rapier, *potion of cure moderate wounds* (2), *vest of resistance* +2.

ENCOUNTER 3: THE STREETS AREN'T SAFE

Sheriff's Enforcer: male human rogue 3; CR 3; Medium humanoid (human); HD 3d6+6; hp 19; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +1 deflection, +4 chain shirt) touch 12, flat-footed 15; Base Atk +2; Grp +2 (+5);

Atk +5 melee (1d3+2, unarmed strike);

Full Atk +5 melee (1d3+2, unarmed strike);

SA Sneak attack (+2d6); SQ Evasion, trap sense (+1), trapfinding;

AL CN; SV Fort +3, Ref +4, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +2, Climb +7, Hide +6, Intimidate +5, Jump +9, Listen +7, Move Silently +6, Sense Motive +7, Spot +7, Tumble +8; *Feats:* Improved Unarmed Strike^B, Power Attack (3rd), Weapon Focus (unarmed strike) (1st).

Possessions: Masterwork chain shirt, *ring of protection* +1.

Biffo: male human warrior 1/rogue 3; CR 3; Medium humanoid (human); HD 1d8+3d6+8; hp 27; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +3; Grp +4;

Atk +8 melee (1d6+2/non-lethal, +1 sap);

Full Atk +8 melee (1d6+2/non-lethal, +1 sap);

SA Sneak attack (+2d6); SQ Evasion, trap sense (+1), trapfinding;

AL CN; SV Fort +6, Ref +7, Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +11, Bluff +4, Climb +8, Intimidate +8, Jump +10, Tumble +12; Combat Reflexes (3rd), Weapon Finesse^B, Weapon Focus (sap) (1st).

Languages: Common.

Possessions: Masterwork studded leather armor, +1 sap, cloak of resistance +1.

ENCOUNTER 5: A CLOSE ENCOUNTER

Ghast, Corpsecrafted Elite Aquatic: CR 5; Medium undead (aquatic); HD 4d12+11; hp 47; Init +4; Spd 30 ft., swim 30 ft.; AC 18 (+4 Dex, +4 natural), touch 14, flat-footed 14; Base Atk +2; Grapple +9;

Atk +9 melee (1d8+7 plus paralysis, bite);

Full Atk +9 melee (1d8+7 plus paralysis, bite) and +7 melee (1d4+3 plus paralysis, 2 claws);

SA Ghoul fever, paralysis, stench; SQ Bolstered resistance, darkvision 60 ft., +6 turn resistance, undead traits;

AL CE; SV Fort +1, Ref +5, Will +6; Str 25, Dex 19, Con —, Int 14, Wis 14, Cha 20.

Skills and Feats: Balance +11, Climb +14, Hide +11, Jump +14, Move Silently +11, Spot +9; Multiattack, Toughness.

Bolstered Resistance (Su): Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

ENCOUNTER 7: EXPECTED VISITORS

Drevin and Sloop: male human warrior 1/fighter 4; CR 4; Medium humanoid (human); HD 1d8+4d10+15; hp 51; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +3 studded leather armor, +1 cutlass), touch 13, flat-footed 14; Base Atk +5; Grp +6;

Atk +10 melee (1d6+4/19-20, +1 cutlass);

Full Atk +8 melee (1d6+4/19-20, +1 cutlass) and +8 melee (1d6+3/19-20, cutlass);

AL CN; SV Fort +9, Ref +5, Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Jump +4, Profession (sailor) +5, Swim +8; Improved Toughness (3rd), Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (cutlass) (1st), Weapon Specialization (cutlass)^B.

Languages: Common.

Possessions: Masterwork cutlass, sap, masterwork studded leather armor, +1 cutlass, cloak of resistance +1, *potion of cure moderate wounds*.

Rena-Noth: male human (Suel) aristocrat 1/swashbuckler 8; CR 8; Medium humanoid (human); HD 1d8+8d10+18; hp 84; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +8; Grp +10;

Atk +13 melee (1d6+4/18-20, +1 aquatic rapier);

Full Atk +13/+8 melee (1d6+4/18-20, +1 aquatic rapier);

SA Acrobatic charge, improved flanking, insightful strike; SQ Dodge bonus, grace;

AL NE; SV Fort +10, Ref +8, Will +7; Str 14, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Balance +10, Bluff +5, Climb +3, Diplomacy +14, Jump +9, Knowledge (local – NMR)

+8, Listen +3, Profession (sailor) +9, Sense Motive +6, Spot +3, Tumble +17; Dodge (3rd), Elusive Target (9th), Iron Will^B, Mobility (6th), Weapon Finesse^B, Weapon Focus (rapier) (1st).

Languages: Common, Ancient Suloise.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th level, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Acrobatic Charge (Ex): A swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): A swashbuckler of 8th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Possessions: Sap, masterwork studded leather armor, +1 aquatic rapier, *potion of cure moderate wounds* (2), *vest of resistance* +2.

OTHER NPCs

Keristanor “Keri” Perlantasil: male elf (aquatic) fighter 1/ranger 3; CR 4; Medium humanoid (aquatic, elf); HD 1d10+3d8+8; hp 33; Init +3; Spd 30 ft., swim 40 ft.; AC 18 (+3 Dex, +4 chain shirt, +1 short sword), touch 13, flat-footed 15; Base Atk +4; Grp +5;

Atk +10 melee (1d6+1/18-20, masterwork rapier);

Full Atk +8 melee (1d6+1/18-20, masterwork rapier) and +6 melee (1d6/19-20, short sword);

SA Favored enemy (undead) (+2); SQ Superior low-light vision, wild empathy (+2);

AL CN; SV Fort +7, Ref +6, Will +2; Str 13, Dex 18, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +4, Knowledge (nature) +2, Listen +6, Search +1, Spot +6, Swim +11; Endurance^B, Track^B, Two-Weapon Fighting^B, Two-Weapon Defense (3rd), Weapon Finesse^B, Weapon Focus (rapier) (1st).

Languages: Common, Elven.

Possessions: Short sword, masterwork rapier, masterwork chain shirt.

“The Cook”: male half-orc fighter 1/ranger 3; CR 4; Medium humanoid (half-orc); HD 1d10+3d8+8; hp 33; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +1 leather apron, +1 cook’s knife), touch 11, flat-footed 12; Base Atk +4; Grp +8;

Atk +9 melee (1d4+4, cook’s knife);

Full Atk +7 melee (1d4+4, cook’s knife) and +7 melee (1d4+2, cook’s knife);

SA Favored enemy (undead) (+2); SQ Darkvision, wild empathy (+1);

AL CN; SV Fort +7, Ref +4, Will +1; Str 18, Dex 13, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +11, Jump +10, Profession (cook) +3, Swim +11; Endurance^B, Improved Unarmed Strike^B, Track^B, Two-Weapon Fighting^B, Two-Weapon Defense (3rd), Weapon Focus (cook’s knife) (1st).

Languages: Common, Orc.

Possessions: Cook’s knife (2), leather apron.

APPENDIX 2: NEW RULES

NEW CLASSES

Swashbuckler (Complete Warrior)

The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.

GAME RULE INFORMATION

Swashbucklers have the following game statistics.

Abilities: The lightly armored swashbuckler depends upon a high Dexterity for her Armor Class, as well as for many class skills. High Intelligence and Charisma scores are also hallmarks of a successful swashbuckler. Strength is not as important for a swashbuckler as it is for other melee combatants.

Hit Die: d10.

Class Skills

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skills Points at 1st Level: (4 + Int modifier) x 4.

Skills Points at Each Additional Level: 4 + Int modifier.

Table: The Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Weapon Finesse
2nd	+2	+3	+0	+0	Grace +1
3rd	+3	+3	+1	+1	Insightful strike
4th	+4	+4	+1	+1	—
5th	+5	+4	+1	+1	Dodge bonus +1
6th	+6/+1	+5	+2	+2	—
7th	+7/+2	+5	+2	+2	Acrobatic charge
8th	+8/+3	+6	+2	+2	Improved flanking
9th	+9/+4	+6	+3	+3	—
10th	+10/+5	+7	+3	+3	Dodge bonus +2
11th	+11/+6/+1	+7	+3	+3	Grace +2, lucky
12th	+12/+7/+2	+8	+4	+4	—
13th	+13/+8/+3	+8	+4	+4	Acrobatic skill mastery
14th	+14/+9/+4	+9	+4	+4	Weakening critical
15th	+15/+10/+5	+9	+5	+5	Dodge bonus +3
16th	+16/+11/+6/+1	+10	+5	+5	—
17th	+17/+12/+7/+2	+10	+5	+5	Slippery mind
18th	+18/+13/+8/+3	+11	+6	+6	—
19th	+19/+14/+9/+4	+11	+6	+6	Wounding critical
20th	+20/+15/+10/+5	+12	+6	+6	Dodge bonus +4, grace +3

Class Features

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength

bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th level, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Acrobatic Charge (Ex): A swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): A swashbuckler of 8th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Lucky (Ex): Many swashbucklers live by the credo "Better lucky than good." Once per day, a swashbuckler of 11th level or higher may reroll any failed attack roll, skill check, ability check, or saving throw. The character must take the result of the reroll, even if it's worse than the original roll.

Acrobatic Skill Mastery (Ex): At 13th level, a swashbuckler becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions. When making a Jump or Tumble check, a swashbuckler may take 10 even if stress and distractions would normally prevent her from doing so.

Weakening Critical (Ex): A swashbuckler of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.

Slippery Mind (Ex): When a swashbuckler reaches 17th level, her mind becomes more difficult to control. If the swashbuckler fails her save against an enchantment spell or effect, she can attempt the save again 1 round later at the same DC (assuming she is still alive). She gets only this one extra chance to succeed at a certain saving throw.

Wounding Critical (Ex): A swashbuckler of 19th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

NEW FEATS

Bolster Resistance [General] (Libris Mortis)

Undead you raise or create are more resistant to turning than normal.

Prerequisites: Corpsecrifter.

Benefit: Each undead you raise or create with any necromancy spell gains +4 turn resistance.

Corpsecrifter [General] (Libris Mortis)

Undead you raise or create are tougher than normal.

Benefit: Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Elusive Target [Tactical] (Complete Warrior)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefits: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

Improved Toughness [General] (Complete Warrior)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

NEW EQUIPMENT

From *Stormwrack*, pg. 107 and *Complete Adventurer*, pg. 116.

TABLE: NEW WEAPONS

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Light Melee Weapons							
Cutlass	15 gp	1d4	1d6	19-20/x2	-	3 lb.	Slashing
Ranged Weapons							
Longbow, aquatic	400 gp	1d6	1d8	x3	60 ft. (10 ft.)	3 lb.	Piercing
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
One-Handed Melee Weapons							
Rapier, quickblade	75 gp	1d4	1d6	18-20/x2	-	3 lb.	Piercing
Ranged Weapons							
Crossbow, aquatic	250 gp	1d6	1d8	19-20/x2	40 ft. (40 ft.)	4 lb.	Piercing
Harpoon	15 gp	1d8	1d10	x2	30 ft.	10 lb.	Piercing
¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.							
² When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."							

Crossbow, Aquatic: This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by aventi, merfolk, and tritons.

Cutlass: A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge. It is easy to wield in close quarters and can deal vicious gashes to opponents. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

Harpoon: The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached, to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.

If it deals damage, the harpoon lodges in an opponent who fails a reflex saving throw (DC 10 + the damage dealt). A harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). If the harpooned creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or lose the spell.

The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. A character who succeeds on a DC 15 Heal check can remove a harpoon without further damage.

Longbow, Aquatic: Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon out of water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If you have the Aquatic Shot feat, the aquatic longbow's range increment improves to 30 feet underwater. Aquatic longbows are favored by aquatic elves.

Rapier, Quickblade: Quickblade rapiers are longer and thinner than normal rapiers, with specifically tapered blades and carefully balanced pommels. The design makes the weapon more difficult to wield properly than a normal rapier, but it allows those skilled in the weapon's use to disarm opponents more easily and to feint more effectively in combat. Most quickblade rapiers are at least masterwork in quality.

If you are proficient with the quickblade rapier, you gain a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You also gain a +2 circumstance bonus on Bluff checks made to feint in combat.

You can use the Weapon finesse feat (see page 102 of the *Player's Handbook*) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a quickblade rapier sized to you. You can't use a quickblade rapier in two hands to apply 1-1/2 times your Strength modifier to damage.

Characters proficient with the quickblade rapier can treat it as a rapier for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

NEW MAGIC ITEMS

MAGIC WEAPON SPECIAL ABILITIES

Aquatic weapon (Stormwrack)

Weapons with this enhancement have a silvery-blue tinge, similar in sheen to the scales of a certain fish. The wielder is treated as though he were under the effects of a *freedom of movement* spell for the purpose of using this weapon while underwater; it negates the penalties that would otherwise apply from using the weapon underwater.

Moderate abjuration; CL 5th; Craft Magic Arms and Armors, *freedom of movement*; Price +1 bonus.

RINGS

Lockpicking (Complete Adventurer)

This ring is made up of tiny prongs, wires, and other small devices that spring to life on command. A lockpicking ring grants the wearer a +5 competence bonus on Open Lock checks and the ability to use knock once per day if the wearer touches a portal she wishes to open.

Faint transmutation; CL 3rd; Forge Ring, knock; Price 4,500 gp.

WONDROUS ITEMS

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the vest's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), Weight 1 lb.

Nessermouth (Large Town): Conventional; AL CN; 3,000 gp; Assets 615,000 gp; Population 4,100; Mixed (Humans 79% [Oeridian 35%, Suel 25%, mixed 40%], Halfling 8% [lightfoot 90%, tallfellow 5%, deep 5%], Half-Elf 5%, Half-Orc 4%, Gnome 2%, Elf 1.5% [high 60%, wood 30%, sea 10%], Dwarf 5%).

Authority Figures: Mayor Leemund Andresen (CN male human Rogue 3/Expert 10); Royal Admiral (in absentia) Gassondian Mantus, 1st Fleet (LG male human [Oeridian] Aristocrat 3/Fighter 7); Sheriff Lindiir Carrack (N female human Rogue 3/Ranger 5); Militia Lieutenant Innis Dalaigh (LN male human warrior 7); Commander Kallast Cranden, 1st Fleet (LN female human [Oeridian] Aristocrat 1/Expert 3/Fighter 3).

Important Characters: Dubh, old storyteller, age 50 (N male human commoner 11); Farrak Benzedren, head of most lucrative smuggling operation (CE female human [Oeridian] rogue 9); Reyvor Morrdarn, Warrior of Renown (LG male human [Oeridian] fighter 8); Finna Ernstrand, High Priestess of the Temple of Zilchus (LN female human cleric 7); Jazia-Pyr, High Priestess of the Temple of Osprem (LN female human cleric 6); Jireen Aerian, High Priest of the Temple of Procan (CN male human cleric 5); Kozin Shotanmi, High Priest of the Church of Norebo (CN male human [Suel] cleric 5); Merinia Leagallow, High Priestess of the Hostel of Yondalla (LG female halfling cleric 5); Chekesh, Ex-Red Brigade veteran (CN male human [Suel] barbarian 5); Temil Mazar, High Priest of the Chapel of Xerbo (LN male human [Suel] cleric 4); Zokesh Hesma, High Priest of the Chapel of Jascar (LG human male [Suel] cleric 4); Hlin Dankil, High Priestess of the Chapel of Fortubo (LG female dwarf cleric 4); Osira, priestess of Osprem (LG female human cleric 4); Alanna Ghriogair, High Priestess of the Shrine of Beory (NG female human [Flan] cleric 2).

Others: Bbn3 (x2), Bbn1 (x4), Brd5 (x1), Brd3 (x2), Brd1 (x4), Clr2 (x2), Clr1 (x8), Drd4 (x1), Drd2 (x2), Drd1 (x4), Ftr4 (x1), Ftr2 (x4), Ftr1 (x8), Mnk4 (x1), Mnk2 (x2), Mnk1 (x4), Pal4 (x1), Pal2 (x2), Pal1 (x4), Rgr2 (x2), Rgr1 (x4), Rog5 (x2), Rog3 (x4), Rog1 (x8), Sor4 (x1), Sor2 (x2), Sor1 (x4), Wiz4 (x1), Wiz2 (x2), Wiz1 (x4), Adp4 (x1), Adp2 (x2), Adp1 (x20), Ari5 (x2), Ari3 (x4), Ari1 (x20), Com6 (x2), Com3 (x4), Com1 (x3606), Exp5 (x2), Exp3 (x4), Exp1 (x119), War4 (x2), War2 (x4), War1 (x198).

This naval base of 4,100 people protects the mouth of the Nesser and used to be a major port of call for vessels from Scant, trading Iron League products with Nyrond across the safety of the strait.

That trade is long gone. Scarlet Brotherhood vessels have tried to trade here, but fully forty percent of the town population are exiled Onnwalese and have made it plain that they will sink any vessel that approaches bearing the scarlet flag. Despite many ups and downs of late, life in Nessermouth is returning to normal thanks to the very good fishing in the broad estuaries and the hunting and trapping of many large seabirds. The small saline marshes around the estuary likewise yield many

APPENDIX 3: NESSERMOUTH

game animals. Of course, its strategic position as a vital port has also helped to keep it desirable.

Under Archbold's rule, a Bailiff administered the town, the King not having trusted any local landowner to control such a vital and strategic port. Fully supported by his townspeople, this man courageously refused to give any taxes to the King above pre war levels. He dealt with the possibility of the navy taking control of the town in the King's name quite easily. He paid them directly from the taxes he collected. Since the King wasn't paying the navy reliably, there was no doubt whose side they were on. And Nessermouth was simply too far from Mithat or Oldred for Archbold to use force to overtake it.

For a while then, Nessermouth was virtually a free town, and while trade declined, living was good and the navy there had much better morale than elsewhere. The four caravels and one galley based there at the time kept Brotherhood ships well away from the coastline, and of course were seen as protectors by ordinary people, which was very different from other ports along the coast.

The town grew insular, increasingly wishing not to hear news from elsewhere. But those times only lasted for the duration of Archbold's rule.

When Lynwerd took the throne, he made sweeping changes across the Kingdom of Nyrond, but one of his first moves was to make sure that the military of Nyrond was paid anything owed them and that their loyalty was fully secured once again. Any commanders that had openly disobeyed Archbold were relieved of duty and replaced those more loyal to the throne.

During the reorganization of Nyrond's provinces, Eventide, the "least of Nyrond's regions," was created.

Lynwerd appointed Estward Ventrose, a minor noble, to the seat of power as Viscount, largely on the grounds that nobody wanted the job and nobody in the right circles had anything negative to say about him. It might well have been wise to consult the wrong circles as well, but the King probably would not have listened to lowlifes telling him that his choice was one of the most skilled rogues in the Kingdom. Furthermore, this may just be drunken rumor anyway.

While most of the regions' mercantile activity moved through Nessermouth, the King placed the new regional capital at Shantadern, desiring a more centralized and less troublesome seat of local power.

Still, Nessermouth was not overlooked entirely, as Nyrond stationed the navy's First fleet there under the command of Admiral Gassondian Mantus. The fleet was commissioned to patrol the waterways and nearby coastal waters of Nyrond.

Viscount Ventrose, later Count Ventrose, personally appointed a new Bailiff, Eomund Vetter and made sure to keep much closer tabs on this ruler. Things were good once again in Nessermouth with the new situation, but seeds of discontent started to grow as it became apparent that Ventrose was not very quick to attack Scarlet Brotherhood ships from trading in Eventide. However, even he was not unwise enough to suggest they put to

port in Nesseremouth, with its large number of Onnwalese expatriates.

And so, it came as no surprise when Count Ventrose chose to side with Searndt when the Black Prince completed his second coup attempt. Searndt, of course, wanted his own men in key strategic locations, so Vetter was recalled to Shantadern and was replaced by a lesser-known lieutenant of Searndt's, Mafisadi. Under orders from the traitor, Mafisadi blockaded river traffic for months, keeping vital supplies away from the Duchess of Woodwych and beyond. The blockade even began to drive up prices in the meta-region.

In keeping with the Imperium's policy of increased military strength, the Imperial fleet underwent a major retrofit at the docks at Nesseremouth. Ships were upgraded and fully stocked with all the latest in military modifications, in one of the largest military expenditures in Nyronnd's recent history. While this kept the locals somewhat pacified, life in Nesseremouth had become hard under Mafisadi. Those who supported Searndt prospered, while those who openly supported Lynwerd often went missing.

Soon, things were to reverse course yet again. The Duchess of Woodwych, Verin Talnith, eventually led a large contingent of troops and adventurers into both Brackenmoor and Eventide, freeing both Counties from the yoke of the Imperium while killing the count of Brackenmoor and capturing Ventrose in the process.

Still though, Nesseremouth had not been freed, as the troops never reached that far south before turning north to join Lynwerd's other forces at the Battle of Rel Mord.

Fortunately, only a few short months after the return of Lynwerd to the throne, a group of merchants from the Duchy of Urnst contracted with some adventurers to clear the blockade. The adventurers succeeded in far grander style than expected. They not only broke the blockade, but also killed Mafisadi and helped to remove his troops. Nesseremouth was finally under the control of the Kingdom of Nyronnd once again.

With Mafisadi dead, and with neither the King nor the Duchess of Woodwych having appointed an official ruler as yet, the local merchants appointed Leemund Andresen, a somewhat notorious local merchant, as Mayor of Nesseremouth. Andresen has proven to be just the man for the job; shipping has gotten back underway in full swing. Still, Leemund is not a stupid man and knows that it's only a matter of time until the King appoints a new Count of Eventide, who will, in turn, be looking for someone to rule in Nesseremouth. Leemund hopes to appeal to whomever the King appoints by keeping as many people happy as possible.

Admiral Gassondian Mantus has not returned to Nesseremouth yet to reclaim direct command of the First Fleet, but he has sent Commander Kallast Crandon to run the fleet until his return. She would currently be the closest thing to a royal representative in Nesseremouth and is said to be a member of the Crandon house from Almor.

Another interesting aspect of Nesseremouth is its religious diversity. While home to many of the normal

faiths one would expect to find in a coastal Nyronnd city, the refugee population from Onnwal has brought with it a number of faiths more commonly found across the bay. In addition to the Temple of Zilchus, the Temple of Procan, the Church of Norebo, the Hostel of Yondalla, the Shrine of Pelor, and the Shrine of Beory, you can also find a prominent Temple of Osprey, a Chapel of Xerbo, a Chapel of Jascar, and a Chapel of Fortubo.

APPENDIX 4: OLDRED

DUCHY OF KORENFLASS

Governed by Duke Regurd Korenflass, the Duchy of Korenflass is geographically split into two regions: the Coast and the Northern Hills. The Coastal region composes the remainder of the original Duchy of Korenflass. The soil is chalky, brittle and stony, and is not easily farmed, being used mostly for grazing and animal husbandry. The King added the Northern Hills region during the Provincial reorganization, giving Korenflass both the Anodan Hills and arable farmland beyond the hills.

The Coastal region is notorious for its criminal element, with the capital Oldred being a haven of organized criminal elements delicately balanced through the manipulations of the Duke. The size of the illegal economy in the Duchy of Korenflass is largely guesswork, but smuggling is a way of life and definitely large. Reports of piracy and slavery are common too, and definitely happen, though the actual number of incidents varies widely depending on whom you talk to. Those honest able-bodied men who neither shepherd nor fish are generally either members of Nyron'd's navy, work in the Oldred shipyards, or are in some way involved with supporting the various naval stations. At least until recently as the Navy has been pulled from Oldred by order of the king. See below for more detail.

Along the coast, the locals are moderately friendly, at least by the standards of the hard-pressed. Most are also smugglers, have been smugglers in the past, or have friends or kin who are smugglers. Because of this, questions are often answered indirectly. Deception and dishonesty are ways of life. The criminal element of course prefers to prey on outsiders. In the coastal regions the storm god Procan is widely worshiped, to the point where those worshipping others are sometimes put under some pressure.

King Lynwerd keeps Duke Regurd Korenflass under careful watch. During the reign of Lynwerd's Father, King Archbold, the Duke was openly critical of the crown's failings, and frustrated by the problems these caused him. In one of the more notable instances, the Duke was forced to pay the Royal Navy stationed in Oldred, and subsequently refused to pay taxes to the Crown because of the costs he incurred. This was the start of a number of minor disputes between the Duke and Archbold, and in the end the Duke paid very little to no taxes. The King was furious and threatened military action to collect taxes, while the Duke insinuated similar threats in kind.

On top of all this, the Duke was also a friend and supporter of the younger Prince Sewarndt, who later attempted and failed to seize the throne from his father.

The Duke is quite politically adept however, and upon learning the full situation of Sewarndt's coup he immediately set forth to Rel Mord where he presented the new King, Lynwerd, with a respectable downpayment on back taxes, and his sworn word of fealty.

While the new King was critical of the Duke, this act was sufficient to allow him to retain the central portion of his lands. In the end he lost most of the coastline, which was placed into the Eventide County and the northern portions of his land beyond the point of Mithat bay, but was given additional arable land to the north and northwest of his original province. Since then, the Duke has been striving to regain control where he can.

With the two leaders posturing and distracted, there was an increase in criminal activities. All sorts of smugglers and criminal elements have gained a foothold throughout the Coastal Region, mostly centered in Oldred where they play a careful game of cat and mouse to avoid the Duke and to increase their own power. The Duke does his best to balance the various power groups, but sometimes fears he has lost complete control of Oldred. Unfounded rumors off the street claim this has caused him to seek other sources to bolster his power.

Soon after Lynwerd took the crown, he married the Princess Lehiidi Coriner from the Duchy of Urnst. Unfortunately, in the years since the marriage no heirs have been forthcoming, although there have been a few miscarriages. Much to the dismay of his wife, the Duke has also not stopped his carousing ways. When one of his children by other women is found, the Duke usually has it sent outside his lands for fostering.

What is not known, although it has been speculated on by some, is that the now Duchess Lehiidi Korenflass is actually a spy for the Scarlet Brotherhood. Her miscarriages have been no accident, as she was not allowed to bear children until the loyalty of the Duke could be assured to the Brotherhood. Alternatively, a secondary plan has been for her to produce an "heir" that was actually sired by an appropriately pureblooded Suel father. This would need to be made to look like it was the Duke's child however, and that is no easy task. For the past few years, she has been a source of information about the goings on in the Duke's palace, and as much outside of the palace to which she was privy, to the Scarlet Brotherhood. And through her they have been subtly manipulating the course of actions the Duke has been taking. The Duke has not been unaware of this manipulation and has done his best to finely balance the many powerful forces attempting to pull at him. After all, he brokered the marriage with the Brotherhood. It was his way of arranging a potential ally for the future. One small way in which he has managed to strike back has been to plant his seed outside the palace in an attempt to have heirs should the need arise. In the meantime, he is careful to control the information that he allows his "wife" access to as he knows it will quickly find it's way to the Brotherhood.

Approximately five months ago, in what seemed to all as a fit of pique, the King finally declared that Oldred was "a den of crime and treachery" and that until such a time as Duke Korenflass regained control over the city, the Royal Navy was being pulled from Oldred. Most of the fleet was reassigned to Mithat, while a handful of

ships were sent to take up station in Shantadern. Additionally, it is rumored that the King is considering sending troops into Oldred to deal with the issue himself. However, other pressing issues would make that seem unlikely at this time.

The most important new piece of information about the Duke and Duchess has yet to surface though. In a rather surprising turn of events, the two have actually fallen in love over the course of the last seven months. The many machinations around him and his ability to deal with them have impressed Lehiidi. At the same time, she has felt some guilt for her own role in the troubles and has been sympathetic to the stressful situation he has found himself in. Her sudden show of "affection" for the Duke, while suspicious, was enough for him to let his guard down to her. The gamble paid off and the two have finally formed a true bond. However, they are both still pulled by many responsibilities and many loyalties.

The main point of this module is to help the Duchess decide by which party the Duke's best interests can be served. She is truly walking a razor's edge of uncertainty and will be swayed in whichever direction the PCs wish to move her. Additionally, the PCs and the Duchess will then be able to help influence which direction the Duke decides to go. How he will actually act on that decision is for the future.

OLDRED CRIME FAMILIES

Few cities in the civilized Flanaess are as corrupt as Oldred. It is without a doubt a den of iniquity of the highest order. Dominating the political landscape of this port city are three crime families: the Vardushis, Caerizars, and Bayfields. Together, they run nearly all the major "businesses" of the city.

Additionally, a fourth family, the Torbaas family, has sprung up in the last two years. While it has become more and more apparent that they are simply a front for the Scarlet Brotherhood, hard proof of such has been hard to come by. All of these organizations are described in more detail below.

VARDUSHI FAMILY

The Vardushi Family is one of the most respected families in Oldred, bearing a lesser noble title and a knighthood for its head, Sir Elmain. The family fortune officially comes from shipping and receiving, and they will ship almost anything. Their interests now include ownership of several gaming establishments, an extensive bookmaking operation, management of several 'recreational' houses, and of course, 'street operations.' The Vardushis are the largest of "the Three Families" and by far the most benign; for the last two generations the family has been moving towards total legitimacy, and toward that end, have cut back street operations, shutdown or sold many of their more extreme gambling and pleasure houses, and have become far more selective of their cargo. Sir Elmain spent time in the Military early in the war and later was tapped for service in the Royal Intelligence Services, and his son, Margus, has followed

suit. Both father and son are absolutely loyal to King Lynwerd. This loyalty has not endeared the family to Duke Korenfluss, but has helped immensely in their move toward legitimacy.

The family is still involved in smuggling and will ship cargos to just about any location with very few questions. However the primary 'illegal' cargos being shipped by the family recently are weapons to the rebels in Onnwal. King Lynwerd is aware of, and even involved in these efforts to arm the rebels, and due to their aid with Onnwal, he and his tax collectors look the other way in relation to their other shipments.

The heir apparent of the Vardushi family is carousing first-born son, Margus. The twenty-six year-old is starting to receive pressure from both his parents and his uncles to end his dalliances with employees and to find a wife. Thus he is now looking for a respectable woman who would be an appropriate mistress of a great house.

This need has become even greater due to the death of Sir Elmain's youngest son, Josen, about six months past. His son was kidnapped by junior operatives of the Scarlet Brotherhood as part of their attempts to disrupt the shipping of weapons to Onnwal. While they had become aware of the shipments, they had not yet identified a specific source of the weapons and so sought to disrupt the balance of power in general in Oldred. This plan had begun by inserting the new upstart family, the Torbaas', and continued by attempting set the other families upon each other. One of the earlier and clumsier attempts was the kidnapping, and subsequent death, of Josen. Unfortunately for the brotherhood, a group of young adventurers became involved and captured the operatives behind the kidnapping, although not before the death of Josen. While, the Vardushis were not able to gain much information from the captured monks, they were able to confirm that they were operatives of the Scarlet Brotherhood.

CAERIZAR FAMILY

Led by Kolir Caerizar, the Caerizar family is the most malicious of "the Three". Almost completely Suloise, they claim to be descended from an ancient noble house, but there is little evidence of the truth of such a claim. The Caerizars have avoided political entanglements to this point in an effort to avoid making enemies. The Caerizar family controls several land-based shipping companies that have regular commerce with the Duchy and County of Urnst. They prefer to deal with Suel families, but are willing to sell and trade with anyone. Despite the profitable nature of their shipping business, most of their money comes from their activities in and around Oldred. The Caerizar family makes most of its money from the protection rackets run by Ardrin Uhase, a young man who walked away from the Scarlet Brotherhood.

The Caerizars own several small and discrete 'houses' that specialize in unconventional carnal requests. One of the women of the family manages these houses and

personally takes care of several of the more important customers.

The Caerizar family is most likely to deal with opposition by means of quiet assassination rather than by direct confrontation. Opponents of the family have been known to either have a night-time meeting with A'mic Tael, the family's head of security, or to be invited to a dinner meeting that has been carefully catered by Lady Athary. Don Kolir Caerizar has fallen into public disfavor, and has started to allow his son, Ivor, to assume much control of the family's affairs and public relations. Iana, who is Ivor's twin sister, became disenchanted with the family and left Oldred at an early age to train at a temple to Lydia in the Duchy. She has recently returned to Oldred as the manager of a small theater and a member of the staff at the temple to Lydia. The youngest child, a daughter, Salia, has taken to the family business and is being trained by their mother, Lady Athary.

The Manilae Shipping Company is a partially owned subsidiary of the Caerizar family, and Obo Toradan, a cousin to the late Lady Amalthea Manilae, the current manager of Manilae Shipping has recently taken over the management of all of the Caerizar's shipping business.

Most recently, the Caerizars have come to realize that the Torbaas family and the Scarlet Brotherhood operations in Oldred, if they are not on and the same, have been growing in power by leaps and bounds. They fully realize that they are at risk of being destroyed if they cannot broker some form of deal with at least one of the powers that be. Lady Athary is leaning heavily towards joining forces with the Scarlet Brotherhood even if it means giving up some power. Ardrin Uhas is understandably against this plan and seems to have the ear of Ivor on the issue. He believes it would be wiser to ally with the Vardushis and through them the King, even if it means having to curtail some of their operations. Kolir has yet to weigh in on either side and the opinions of the rest of the family matter little. Salia of course sides with her mother though and Iana refuses to be drawn in.

BAYFIELD FAMILY

Led by Natania Bayfield and her husband, Arton (he took the Bayfield name when he married into the family), the Bayfields oversee almost all of the street crime in Oldred and manage most of the general-purpose brothels. They also exclusively market some special gnomish liquors, which have a very loyal customer base (until recently at least).

For several generations, the Bayfields have held control in several legitimate trades traditionally overseen by guilds. This guild mentality has also extended to how the family is perceived and structured. Natania and Arton took over from her parents several years ago.

Despite the large membership and diverse operations of the family, the Bayfields are by far the most vulnerable of the families. Most of their 'family members' are not much more than children or entry-level thieves. They have relatively few political ties and no real muscle to defend their turf. The Vardushi family has in the past

protected them, but that support has been drying up as they have been dealing with their own problems. Because of the quality of their entertainment establishments, the Royal Navy has also protected them from time-to-time. The Bayfields maintain clean brothels and girls, a fact that is appreciated by senior navy officers. But, of course, the Navy has been pulled from Oldred and now that source of both income and protection has also vanished.

Additionally, the family has numerous important and influential contacts that frequently can be relied upon to provide notice of impending danger. This network of contacts and informants has helped them to avoid direct confrontation with any of the major power factions and has allowed them to survive and even flourish. But even that network is now being hard pressed to provide the Bayfields enough information to stay one step ahead of their enemies. And that step seems to be quickly faltering.

The Bayfields have a better knowledge of the City of Oldred than anyone else around. They continue to be on the move, with only the Bayfield Manor as a permanent base of operations (which they keep absolutely free of incriminating evidence.) Their offices and safe houses move frequently. When official raids occur, the materials are moved hours—even minutes—before authorities arrive, with no evidence of how or to where they moved.

But the Bayfields are on the verge of collapse. They realize fully that they are in a very precarious position and in addition to their normal shell game of moving operations around Oldred, they have begun to move some of their goods outside of Oldred to other cities along the coast. One of the worst blows came about five months ago when operatives within the Scarlet Brotherhood managed to poison their shipments of gnomish liquor. Having to refund money for the shipment in addition to covering damages combined with the Navy leaving has left them reeling. The Bayfields are in desperate need of help

TORBAAS FAMILY

Only recently coming to be fully recognized by the big three crime families, the Torbaas family is the new kid in town, and the power structure in Oldred is quickly changing. The Scarlet Brotherhood has arrived, and they have brought with them a new family to take over the entire city. This is the Torbaas family, and as malicious as the Caerizars are, they pale in comparison to this house of brutality. The Brotherhood helped to put the "family" in place quietly. While they settled into Oldred, a plan was put in place to pit the existing families against each other. Now that the others have all been weakened, oddly enough with help from the King when he pulled the navy, the Torbaases are on the verge of making a decisive strike to outright seize all power and eliminate the Bayfields, Caerizars, and Vardushis completely.

The Scarlet brotherhood, using the Torbaas family as a front, used a number of operations to help weaken the other families. First, they spread rumors throughout the city that the Vardushis had decided to oust the weaker

Bayfields in order to take over their businesses and gain enough power to then take out the Caerizars. Second, to give credence to these rumors, they poisoned batches of the gnomish liquors the Bayfields sell in order to make it appear the Vardushis are trying to destroy consumer confidence in Bayfield products.

Third, the Torbaases brought in an assassin of the Scarlet Brotherhood, a doppelganger known as Nar, who is posed as Vaccor, a former mercenary of the Vardushis. This creature began killing prostitutes and some of their johns, using Vaccor's signature weapon: a punch dagger. Again, it was done with the intent of driving customers away from the Bayfields, as well as striking terror into the hearts of the residents.

Additionally, they kidnapped the Vardushi's youngest son and had him killed. They then attempted to place the blame on both the Caerizars and the Bayfields. This particular plan backfired as a group of adventurers captured the real perpetrators and turned them over to the Vardushis for questioning.

Still, all of this activity did cause enough confusion to allow the Torbaas family to get settled in. It also succeeded in causing the Caerizars to withdraw somewhat for protection and greatly injured the Bayfields.

An unexpected benefit came when the King pulled the Navy out of Oldred. This allowed the Scarlet Brotherhood, who were also taking over much of the pirate activity in the area, to also take over control of seagoing shipping into and out of Oldred. This drastically swung the balance of power in the Torbaases direction as they were suddenly the only family who could reliably get goods into and out of Oldred reliably by water.

SCARLET BROTHERHOOD

The Scarlet Brotherhood was, until recently, a secret, apparently isolated power in the Flanaess. It came into its own during the Greyhawk Wars, toppling governments in a campaign of espionage, blackmail, and assassination. Prior to revealing itself, the Brotherhood had planted agents in the courts of rulers throughout the Flanaess. The revelation of the order has caused much paranoia and (often undeserved) exiles and assassinations within circles of rulership.

It is believed the Scarlet Brotherhood controls the whole of the vast Tilvanot Peninsula, from the confluence of the Vast Swamp and Spine Ridge to the immense tropical island of Lof Bosok, off the northeast coast of the mainland.

The nation's capital, Hesuel Ilshar, is said to be a marvelous, walled city seldom seen by foreign eyes. It is hidden somewhere on the massive Okalasna Plateau and ruled by one known only as His Peerless Serenity, the Father of Obedience.

Prior to the last decade, few paid much attention to the inhabitants of the Tilvanot Peninsula, save the folk of Sunndi. In 573 CY, however, red-robed ambassadors from the south appeared in the courts of the Iron League. Speaking in whispers, they offered their services to the

merchant lords, announcing themselves as peaceful envoys of the Scarlet Brotherhood, representatives of the kingdom of Shar, an Ancient Suloise word meaning "purity." At the time, few connected the appearance of these sagely, monastic advisers to the disappearance of Prince Thrommel of Furyondy, or to any number of political developments throughout the Flanaess.

As the Greyhawk Wars erupted in the north, the agents of the Scarlet Brotherhood sent aid, advisers, and weapons to the states of the Iron League, disguised as succor from friendly nations. After buttressing Irongate and Sunndi from the attacks of South Province, the Brotherhood struck in the Lordship of the Isles, replacing the reigning sovereign with his cousin, the corrupted Frolmar Ingerskatti, who declared for the Brotherhood, ceding the nation and its powerful navy to the Scarlet Sign. After assassinating twenty-seven of the thirty Sea Princes in a single night, the Brotherhood ensured its hold on the southern seaways.

Having gained enormous wealth, destroyed and destabilized many of its enemies, and conquered Scant, the capital of Onnwal, the Brotherhood as a political entity is now much, much more powerful than at any time during its long history.

It is currently an enemy of Nyrond, as well as nearly every other country in the Flanaess.

Followers of a philosophy established before the Twin Cataclysms, the goal of the Brotherhood is clear: espouse the cause of the Suloise race as rightful rulers of the Flanaess. Their philosophy is such: The Suel are the chosen people of Oerth, as predestined by the gods – pure, virtuous, and the rightful rulers of the Flanaess. Their superiority is evident in their physical perfection, the early birth of their ancient empire, and their mastery of magic. Other races will serve as little more than slaves on whose broken backs will be built an empire to rival that of the ancient Suel.

The organization of the Brotherhood is divided into three tiers, with monks at the pinnacle of the order, followed in rank by assassins and thieves. The leader of the thieves is called "Elder Cousin," that of the assassins is known as "Foster Uncle." Lesser members of each order are, respectively, cousins and nephews. Conquered lands are administered by a singular "shepherd," usually a monk, who enjoys nearly unassailable sovereignty but is ultimately subservient to the Father of Obedience.

The leader of the Scarlet Brotherhood movement in Nyrond is Brother Renpak, who reports directly to the Father of Obedience. He can most typically be found in Rel Mord, but has just passed through Oldred a week ago on his way to treat with the Black Prince Searndt in Onyxgate.

Brother Renpak: Male human Suel Mnk18.

The Brotherhood has brokered a deal with Searndt wherein they will assist in his coup attempt in return for control over the southern cities of Nyrond including Oldred and the other coastal cites west of Oldred. In an effort to make the exchange of power more flow more

smoothly, Duke Korenflask has recently (three weeks ago) been presented with an offer to throw in with his “friend” Sewarndt and the Scarlet Brotherhood in return for being able to remain nominal ruler of Korenflask. Exactly how nominal that rulership will be is completely unknown to Duke Regurd, but he is not a stupid man and has his suspicions. He has been given until this week to make his decision.

TEMPLES

For the Most part, the temples of Oldred do not play a significant role in this adventure. However, they are listed below for reference. It is possible that the PCs may seek NPC spell casting at one or more of the temples, so the highest-level PC available at each temple is also listed. Also, feel free to use the temples to disseminate information that might be more commonly known to the PCs. Use your best judgment. If the PCs are closely tied to a given church, a priest or a meta-org worshipper, they should be able to get more information than would an average person off the street.

Procan (Oeridian god of the seas) – The temple of Procan is the prominent faith of Oldred. A chaotic neutral faith, they have found themselves quite at home in Oldred. In addition to a main temple, there are a number of shrines and signs of Procan worship can be found throughout the city, especially near the docks. The highest-level cleric is 14th.

Zilchus (Oeridian god of power, money, and business) – As Oldred is a major port city and avenue of commerce, the temple of Zilchus also has a significant presence here. They have one temple building, which also doubles as a local bank and repository. The highest-level cleric is 12th.

Wee Jas (Suel goddess of death, vanity, and magic) – Oldred boasts the only publicly known temple of Wee Jas in Nyronnd. As a lawful temple, they are often at odds with much of the goings on in the city and are actually known to be helpful to those who feel they have been wronged in an unlawful manner. The temple is also known for sending patrols into the undercity. The patrols both help to keep the undead problems in check and have also been known to provide aid to folks who have lost their way or gotten into more serious trouble in the undercity. The highest-level cleric is 12th.

Pelor (Flan god of the sun) & **Beory** (Flan god of the Oerth) – While these are the two most populous faiths in Nyronnd, neither has a strong following in the city of Oldred. There is a small shrine to both gods and the priests and priestesses do their best to take care of the poor and orphans of the city. The highest-level cleric is 5th.

Norebo (Suel god of luck and gambling) – Norebo is a popular god in Oldred. In addition to running a number of gambling dens, the priests are often called upon to bless the other gambling establishments throughout Oldred. The highest-level cleric is 7th.

Ralishaz (Commonly worshipped god of ill luck, misfortune, and insanity) – This strange faith has also

found something of a home in Oldred. However, the temple itself seems to shift about (changing locations, not physically moving) and can often be hard to find (Gather Information DC 15). Likewise the high priests tend to rotate through on a random basis. Even from day to day, it is hard to say who is in charge of the temple. The highest-level cleric is 1d6+4 levels.

Xerbo & Osprem (Suel gods of the sea, shipping, money, business, ships, and sailors) – A small temple to Xerbo and Osprem also has a home in Oldred. They dealt quite a bit with the navy and have found their coffers dwindling with the withdrawal of the navy. The highest-level cleric is a 6th level cleric of Xerbo. Tot-Sho is the only cleric of Osprem with any rank in the temple, although he does have a couple of new initiates.

THIEVES' GUILD

The Thieves' Guild of Oldred is not one group, but is instead made up of the three traditional “crime families” of Oldred: The Vardushi's, the Caerizars, and the Bayfields. As a group, they are most interested in status quo. They were and are quite happy working alongside each other and very much liked the flexible rulership of Duke Regurd. They know fully well that if the Scarlet Brotherhood gains control of Oldred, that they will at best be assimilated and put under the control of an “Elder Cousin” or more likely be totally destroyed and replaced by the Brotherhoods own network (i.e. the Torbaas family).

Any PC that is a member of the Oldred Thieves' Guild via the meta-org is actually a member of one of the three families. Most likely, they are simply an operative and not an actual member of the family. In any case, they would be under strict orders not to reveal that they are part of the crime network and such would never reveal their status in front of the other PCs. If they wished to make check in with their contact, they will need to do so alone (see Encounter Three G).

While this is the one thieves' guild in Nyronnd that does not have a true Guild Master, owing to the split control of the three families, there is an individual who works outside all three of the families as something of an arbitrator and go-between for all of them. This individual is Madrav Drugerd.

Madrav Drugerd: Male human Rog12/Asn6.

He runs a fully legitimate business as a cooper during the day, but he has a group of his own operatives that handle most of the day-to-day work of keeping the families happy. Only his lieutenants know who he is. Even the Brotherhood has been unsuccessful in unearthing this information to date.

Needless to say, his job has been quite overwhelming for the last year as each family was making claim after claim that the others were breaking deals and attempting to gain power. The last few months have gotten a bit better as it became apparent to all that the troubles were external and via the intervention of the Scarlet Brotherhood. Still, his hands are currently full

with attempts to keep all three families afloat. After all,
he does take his job personally.

APPENDIX 5: LICENSED ADVENTURER

Licensed Adventurer

Licensed Adventurers are those explorers and fortune hunters who have elected to register with the Kingdom. In return for registering, a Licensed Adventurer is given certain rights above those granted to the average citizen of Nyrond.

In 591 CY, the crown of Nyrond instituted the program of licensing the many adventurers left over from the wars in order to recoup the debts in the Kingdom's treasury. This program became a great success, with hundreds of adventurers gladly turning over 20% of their income in order to support their home and country.

In 593 CY, with the restructuring of the tax code, the Licensed Adventurer program was also restructured to require an initial and annual cost in lieu of the 20% tax.

In 594 CY, the King instituted Professional Adventuring Companies. These affiliated bands of adventurers gained additional benefits by filing a charter with the Kingdom. The King offered these benefits to see some of the more powerful collections of adventurers in Nyrond more closely aligned with the throne, and also easier to keep tabs on.

In 595 CY, against insurmountable opposition and threat to life, adventures answered their Country's need. Therefore, in 596 CY, to recognize those adventurers, King Lynwerd instituted an Adventuring Company for each of the respective medals and orders. The annual Licensed Adventurer cost is waived if the adventurer joins their applicable Adventuring Company Order.

LICENSED ADVENTURER

To register, all a prospective adventurer need do is visit their local magistrate, pay a small registration fee, and take an oath of loyalty to King and Country.

REQUIREMENTS

- Must be a citizen of Nyrond.
- No criminal record.
- Take an oath of loyalty.
- Alignment: Any non-evil

Oath of a Licensed Adventurer:

I, _____, do solemnly and sincerely swear that I will abide by the laws, rules and regulations of the Kingdom of Nyrond. I will help, aide and obey those lawful authorities appointed by the King and his representatives. I will support and sustain King Lynwerd and the Kingdom of Nyrond.

COSTS

Initial

- 1 TU for initiation.
- 200 gp for registration.

Annual

- 200 gp for licensing
- 1 TU for licensing (or pay an additional 500 gp to have a courier deal with the paperwork).

BENEFITS

- Can claim King's Justice (i.e. Can request formal trial in Rel Mord).
- Has the right to keep and bear arms within the Kingdom.
- 50% discount on many fees throughout the Kingdom.

Thieves' Guild

(This is only a partial document stopping at Tier 1. It is only here to assist in allowing PCs to join. They must still print out and carry with them a full version of the meta-org to gain any benefits from it beyond this mod.)

Thievery is a risky business, and thieves have often banded together to share that risk, along with the loot. Larger groups call themselves "Guilds" to lend themselves an air of legitimacy. Cities in the Flanaess tend to each have a single guild, which has absorbed all the smaller groups. Guilds try to control all "business" in their territory - gambling, pick-pocketing, burglary, begging, and so forth - and receive a cut from each. In return for their cut, the Guilds provide a place to find contacts and fence loot, training in traditional skills, and occasional help on individual jobs.

Most Guilds have a Code of Silence (usually referred to as simply "The Code"). The details vary from guild to guild, but they generally require the thief to never reveal his membership in the Guild or any details about Guild jobs to anyone who is not a member. If a thief is lucky, breaking the Code will merely result in his expulsion from the Guild and its territory. Most thieves who break the code, however, earn themselves a quick and painful death. Thieves' guilds have secret signals, usually consisting of certain words or phrases accompanied by slight gestures, to identify other members. The signals are such that someone who doesn't know what to look for will never understand the significance of the signs.

Thieves are a practical sort. Their guilds exist for one purpose - profit - and every benefit they give their members is granted only because having more successful members puts more money in the Guild's pockets. If a member begins to cost the Guild more to defend than he can be expected to bring in, the Guild will declare that his membership is not in good standing, and thus is no longer eligible for the benefits of membership. No further help will be forthcoming. If the thief manages to extract himself from the trouble his membership will be restored, of course.

Although Thieves' guilds devote most of their time and resources to business on their own turf, they are interested in news (and gold) from outside its boundaries. This is why many of them recruit adventurers as members. The Guild demands that adventurers devote a certain amount of their time to Guild business, but is willing to allow them to do as they please the rest of the year, so long as the Guild gets its cut and the adventurer remembers where his first loyalty lies.

The typical guild has three main levels of members depending on the devotion and interests of those involved. They are Guild Thief, Guild Enforcer, and Guild Lieutenant. There are several operating guilds in the Kingdom of Nyron.

Currently, the cities with active guilds are as follows: Borneven, Mithat, Mowbrenn, Oldred, Rel Mord, and

APPENDIX 6: THIEVES' GUILD

Woodwych. Entry into a guild gains access to specific items commonly used by the thieves in that city. A thief can become a member of only one (1) guild and receives only one (1) item upon joining.

They are as follows:

Rel Mord: Rel Mord is known for its taller buildings, and second-story operatives are quite common. Glass Cutter (A&E), Grappling Hook, Collapsible (A&E), Grappling Ladder (A&E)

Mowbrenn: In Mowbrenn being seen carrying items of value is a sure way to invite trouble. Many residents hide their belongings, and the Guild has adopted the practice. Money Belt (A&E), Boots, Smugglers (A&E)

Oldred: Oldred's thieves are often found on or near the water. Being prepared is always a good thing. Periscope (A&E), Snorkel (A&E)

Mithat: Mithat presents many opportunities to take a ship to sea or see what's in a ship worth taking. Swimmer's Kit (A&E), Navigator's Kit (A&E)

Borneven: Borneven is a frequent stopping point for traders, refugees, and pilgrims. By being able to blend in with nearly anyone, the Guild's pickpockets do a thriving business here. Finger Blades (A&E), Shoes, Silent (A&E)

Woodwych: In Woodwych one can never tell if the residents of a house are simple merchants, peasants, or members of the Nyron Wilderness Alliance. If the latter, they tend to be armed with bows. Quiver Scabbard (A&E), Thieving Helmet (A&E)
Kingdom of Nyron

GUILD THIEF

Guild Thieves are the typical members and make up nearly 90% of the Guild's troops. They range from pickpockets to thugs, from beggars to muggers. However, due to the differences in the various guilds throughout the Kingdom, each Guild Thief is unique depending on their home city.

Some adventuring rogues start as Guild Thieves yet soon find 'street duty' to be restrictive. The Guild allows entry-level guild members the opportunity to travel outside of their home city provided the guild member repays this kindness in like manner. The Guild will let the member know how and when in good time.

REQUIREMENTS

- At least 4 ranks each in two of the following skills: Bluff, Hide, Disable Device, Sleight of Hand, Move Silently, Open Locks, Search.
- Must have the recommendation of a current member. This recommendation will be made on behalf of the Guild of a particular city (Borneven, Mithat, Mowbrenn, Oldred, Rel Mord, or Woodwych). Depending on the type of recommendation, this may be a character's only chance to join the guild. In certain cases, the Triad

may override this requirement, or allow a character to seek membership in a particular city's guild.

COSTS

Initial

- 1 TU spent performing Guild functions
- Special: To represent "guild" functions the character makes a Sleight of Hand roll per the LGCS: Benefits from Non-adventuring Activity. The Initial cost meets the TU requirement for the roll.

Annual

- 1 TU for training in Guild functions ("If you have to ask what those are, you shouldn't belong.")
- 100 gp to represent the Guild's cut.

MISCELLANEOUS

- Code of Silence (the Guild doesn't take kindly to having its secrets revealed...)
- Home city – a character must choose a home city based on their recommendation. Many of the benefits of belonging to the Guild are associated with the home city. Once you have chosen a home city, you may never change it or retire without Triad permission.

BENEFITS

- +2 circumstance bonus to Gather Information checks in home city
- +2 circumstance bonus to Intimidate checks when dealing with merchants or law enforcement in home city, +1 with everyone else in home city.

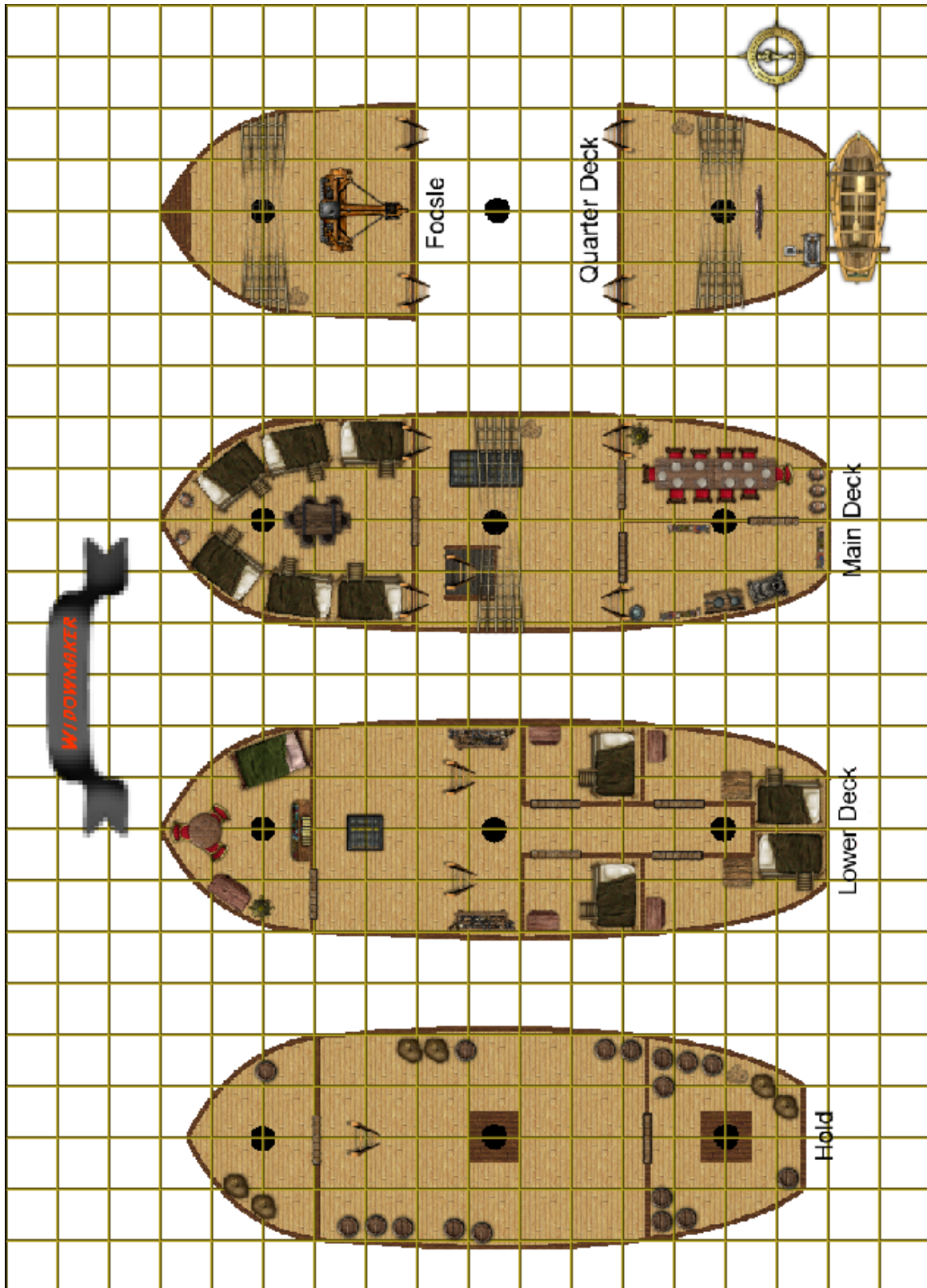
MUNDANE ITEM ACCESS

- Leather Scale (A&E)

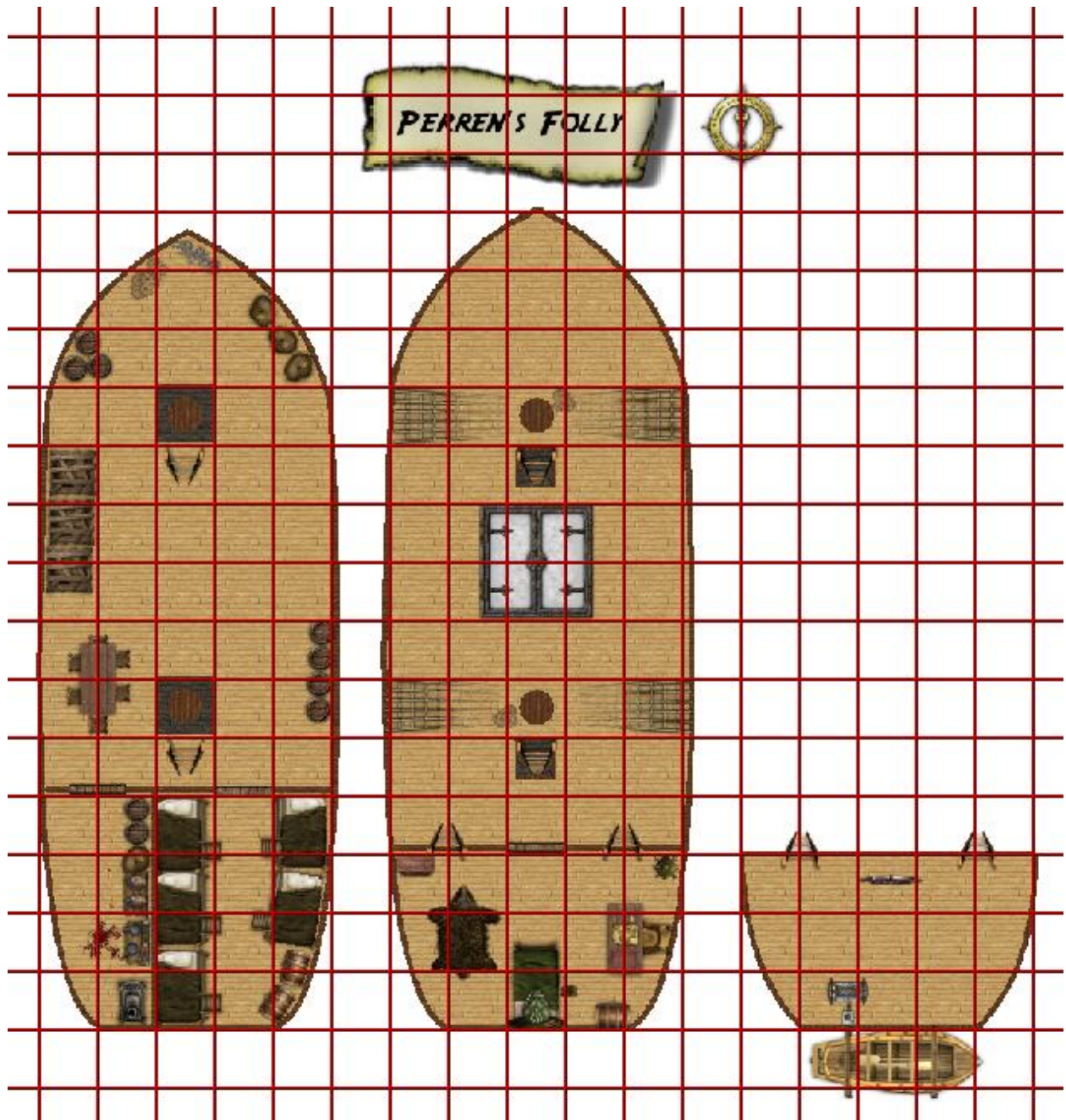
DM MAP: THE STREETS AREN'T SAFE



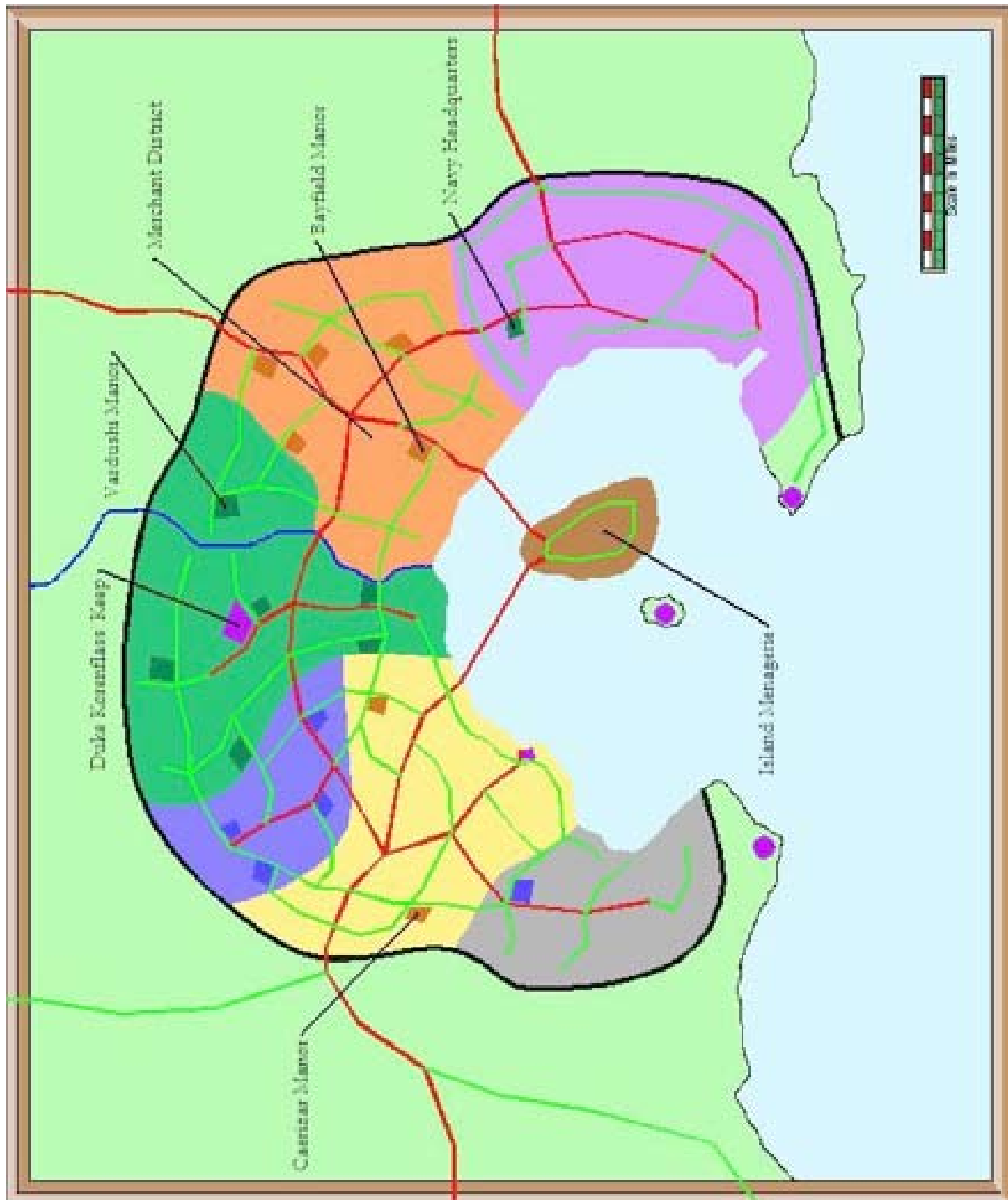
DM MAP: THE WIDOWMAKER



DM MAP: PERREN'S FOLLY



DM MAP: OLDRED



PLAYER HANDOUT 1

(For members of the Grey Watch only.)

Are there really any coincidences? A letter from the Church of Pelor asking you to come speak with Father Archibald followed shortly thereafter by a note from your mission chief asking for a meeting also in Rel Mord the night before. The two had to be connected.

And so it was that you dutifully appeared as your superior had asked. "We've lost an agent," he said. The words just seemed too simple. Is that what they'll say about you someday? He continued, his face stoic, almost uncaring, "Agent Osprey was on a mission to secure information about the current state of the piracy on the Bay. We've heard about some, well, strange things. Undead pirates and even a ghost ship. At first it didn't seem worth looking into, but the sources got even more believable and so we thought it needed to be looked into."

"Osprey was good. Really good. And we're not asking you to take on the same mission. But we want you to see if you can get us more concrete information on his killer. Yeah, I said his killer. His body was found washed up on the shore in Nesseremouth. A team of adventurers got mixed up in it and found a note on him saying Devil's Pride. It's our best clue. We know it's been seen near Oldred recently, but we want you to poke around a little in Nesseremouth first, just to see if you can stir up any information. You never know what you might get when you poke around in a beehive."

"Anyway, once you've exhausted Nesseremouth, then head up to Oldred and see if you can track down the current whereabouts of the Devil's Pride. I'm not asking you to go after the ship, just find the location. Of course, if you feel like you are up to it, I won't stop you either. But make sure we get word of anything you find. Use the safe house in Oldred to leave us word if you do plan to chase the Pride."

And with that he was off. No questions allowed. Typical!

PLAYER HANDOUT 2

Osprey,

While pirate activity is down a little with the ousting of the Scarlet Brotherhood, we're hearing rumors of some strange activities happening on the Relmor Bay. Lady Farenne even reported a sighting of a 'ghost ship' near the waters of Fairwind Bay. We want you to infiltrate one of the seedier pirate ships and see if you can gather any more pertinent information.

Keep safe.