

SHE3-05

Righting the Wrongs

A One-Round D&D LIVING GREYHAWK[®] Sheldomar Valley Meta-Regional Adventure

Version 1.2

by Christopher Reed

Will you help a reformed man despite the fact that he once committed numerous horrific crimes? A Sheldomar Valley meta-regional adventure for APLs 6-12, and Part One of the Wronged Series.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.
3. Sum the results of 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.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley (Meta-Region One) pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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	

Adventure Summary & Background

While the Slavers have been active for the last few years in areas such as Dvyers, they have just recently become active in the Principality of Ulek and Disputed Territory. The slavers have had easy pickings along the coast in the Disputed Territory, but they have decided to move further west to cause additional chaos in the Principality of Ulek. While the Principality of Ulek is currently dealing with an unknown creature known only as the Warlord and the humanoids under him, Turrosh Mak knows that with a little of his assistance, his former minion (the Warlord) will easily fall to the forces of good to his west. While Turrosh Mak and the other Slavelords seek to get rid of the Warlord at the Principality of Ulek's effort, they do not wish for the dwarven nation to continue their campaign further eastward (to the Jewel River and the Pomarj).

The Slavers began operation in the Disputed Territory and the Principality of Ulek shortly after Francinia Martock first approached the true Markessa about such a possibility. Francinia had served the Slavelords since the early days of the original Slavers. Markessa thought Francinia's idea was aggressive but was willing to approach the other Slavelords with it. Markessa did just such but she insisted that yet another elven duplicate of herself (another "Markessa") take the lead in this operation. She was leery of Francinia's motivation, so with someone to watch over Francinia, Markessa felt comfortable with the plan to begin a Slavers operation in the Principality of Ulek and Disputed Territory. The other Slavelords agreed to everything that Markessa suggested.

After the planning of how such an operation would begin, the Slavelords captured a female elf, Valanthe Nailo, who was born in Celene. Due to the Principality of Ulek's recent hatred of Celene for isolation, Valanthe was an easy person to brainwash using drugs and spells. Even before being physically altered to look like the true Markessa, Valanthe had developed a hatred towards dwarfs for their treatment of elves in the Principality of Ulek. Now she is known as Markessa the Gray due to her being a gray elf and the streak of gray hair that now grows from her head as a result of the true Markessa's alterations of her.

Next, several willing folks were needed to handle this new addition of the Slavers operation. Enthusiastic candidates were surprisingly easy to find not only within the Principality of Ulek but also from other countries within the Sheldomar Valley. Additionally, several folks

from the Lordship of the Isles and Scarlet Brotherhood were added to the operation.

Finally, the operation was put into full swing. It has only been several months but rewards are already being reaped in more ways than one.

Currently, Markessa the Gray is in charge of operations in the Principality of Ulek and Disputed Territory. Directly reporting to her are three individuals. The first, a half-ogre from the Pomarj, oversees the Slavers operation in the Disputed Territory. The second, a human originally from the Scarlet Brotherhood, oversees the Slavers operation in the city of Gryrax and nearby surrounding areas. The third, Francinia Martock, oversees the Slavers operation in the western portion of the Principality of Ulek with the potential to expand into eastern Keoland. Under these three individuals are numerous minor Slavelords monitoring small areas, such as towns or villages.

One gentlemen, Roulart Ramado, who was a Slaver several years ago before the original group fell (as seen in the classic Greyhawk adventures, **A1-4 Scourge of the Slavelords**), now wishes to rejoin the group but to do so he must deliver a group of strong and worthy slaves to Jensetta Jarotta, a minor Slavelord who reports to Francinia. Jensetta is based in the town of Greutam, which is located on the Sheldomar River near the Azure Sea. To handle the delivery, Roulart has decided to trick a group of adventurers into presenting themselves as slaves to Jensetta, a much safer tactic than using brute force. To do so, he plans to deceive the PCs into believing that he is a reformed criminal who seeks to right his ways.

Where and how the adventure starts for each PC depends on their home region and whether or not they are military characters. Those from Keoland start in the Keoish city of Gradsul. Bissel and Gran March military PCs along with Principality of Ulek PCs start within the Principality of Ulek in the town of Greutam, serving some light duty. Other PCs find themselves traveling to the town of Greutam for a variety of reasons (DM's are encouraged to be creative here).

Through a number of rumors, each PC hears about potential adventuring work in the town of Greutam. Eventually, the PCs each find themselves feasting on breakfast at a local inn within the town of Greutam.

As they start to complete their breakfast, a simple man, Roulart, enters the establishment and informs the PCs that he needs their help in two tasks. The first task is ensuring the safety of several new friends who assisted him with taking the right path after doing so much wrong in the past. Roulart has heard they might be in

danger so he would like the PCs to quickly check up on them. In reality, this is just to get the PCs to trust him as Roulart knows that the Slavers have already captured these folks. The second task is to deliver a box filled with fine gifts to a merchant, Jensetzung Jarotta, whom he wronged years ago. She is currently at the docks aboard the ship the Burgundy Hide. He states that the gifts are payment for all the past pain he has caused, but in reality it is merely a sign that the PCs have been sent to Jensetzung by Roulart. Roulart would deliver these gifts himself but states that he fears that this would cause a possible conflict, which he would like to avoid.

The PCs first start by checking on Roulart's supposed new friends. While traveling there, an old bum offers a hint to what is really happening here, as he has seen some of the events through his own eyes from his spot in the alley.

Upon arriving at the location given to them by Roulart, the PCs quickly discover that whoever resided here was taken away by force. After searching the place thoroughly, the PCs find that one of the residents' diaries never mentions Roulart and anything of value has been taken. As they are about to leave, several thugs, actually Slavers, who seek to keep the events that have happened here a secret, attack the PCs.

Having performed the first task they were hired to complete, the PCs trek to the Burgundy Hide, the ship where they are to meet the merchant Jensetzung, a minor Slavelord (a fact unknown to the PCs). Several small role-playing encounters occur here including dealing with a drunken half-orc, a half-orc map collector, and a pesky merchant who just won't take no for an answer.

Upon arriving at the Burgundy Hide, they are asked to remove all lethal weapons before coming aboard. Once below deck to meet with Jensetzung, the PCs quickly learn Roulart has duped them. Unless the PCs surrender, the Slavers attack, hoping to take several of the PCs for their own use.

Roulart actually doesn't care if the PCs lose or win this fight. If the PCs lose, they are likely captured, and Roulart is readmitted into the Slavers organization. If the PCs win and defeat Jensetzung, Roulart takes her place as the minor Slavelord of the town of Greutam with the approval of Markessa the Gray.

After dealing with the Slavers, the PCs return to meet with Roulart. Unfortunately for the PCs, Roulart anticipated that they might return to deal with him, so he has left a few of his associates (ogre mages) behind to deal with the PCs.

Roulart also anticipated that the PCs might be able to handle his associates and has taken away any information that might aid them in that task. However, they likely will have an opportunity to deal with Roulart in the future (as this is the first adventure in a series).

NOTE: This adventure counts as a Principality of Ulek Royal Army mission.

Introduction

Before starting the adventure:

1. Check to see which region each PC hails from.
2. Check to see which PCs are active members of the Bissel or Gran March military.
3. Check to see which PCs are members of the Royal Army Principality of Ulek meta-gaming organization.

Where and how the adventure starts for each PC depends on their home region and whether or not they are military characters.

Those PCs with a home region of Keoland start in the Keoish city of Gradsul. Continue with the following information for these PCs:

You sit in a nice tavern within the Keoish city of Gradsul. As you feast upon your afternoon meal, you cannot help but overhear two gentlemen, both of Oeridian descent, beginning to discuss a matter, quite loudly.

The first, a younger man, starts, "Have you heard about the possible adventuring work just across the Sheldomar River in the Ulek town of Greutam?" The other man, a tad older than his counterpart, replies, "Yes, but who knows what they'll want you to do over there? Likely involves going to fight all those orcs plaguing their eastern lands. I'd rather find work over in these parts. Much safer, I'd say." The younger man responds, "Tis true, but just a thought if nothing else comes around in the upcoming days. Gotta keep the belly well fed you know."

The two men continue to discuss other mundane and trivial matters.

At this point, see if any of the Keoish PCs head to the Ulekian town of Greutam. If not, the adventure is over for them. If so, continue with the following:

Later that day, you book passage to the Ulekian town of Greutam.

One day later you awake in the early morning hour within the town of Greutam. The emptiness in your

belly tells you that you need some nourishment. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

Those PCs that are part of the Bissel, Gran March or Principality of Ulek military start in the town of Greutam. Continue with the following information for these PCs:

As part of your military duty, you have been temporarily stationed in the town of Greutam in the southeastern portion of the Principality of Ulek on the Sheldomar River. Your superiors have informed you that several folks have gone missing in the past couple of months, thus the reason you're being sent here. No information is currently available on this matter.

Despite this fact, you have been given leave for the day and take this opportunity to go for a nice breakfast in town. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

Those non-Royal Army PCs with a home region of the Principality of Ulek start in the town of Greutam. Continue with the following information for these PCs:

Having traveled to the town of Greutam in the southeastern portion of the Principality of Ulek on the Sheldomar River, you rise to greet the new day. The emptiness in your belly tells you that you need some nourishment. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

Those PCs who are not covered in any of the previous groups start in the town of Greutam. Continue with the following information for these PCs:

You have traveled, seemingly aimlessly, for several days now. As you wake up for the morning, you remember that you traveled to the town of Greutam in the southeastern portion of the Principality of Ulek on the Sheldomar River, the previous night. The emptiness in your belly tells you that you need a good breakfast. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

At this point, each of the PCs should be entering the Worn Boot. Continue to Encounter One.

Encounter One: Roulart

Having decided to give an inn called the Worn Boot a try, as your stomach aches for a morning meal, you

take a seat at one of the tables. Several others soon join you.

Allow the players to give a description of their PC followed by PC introductions. Ensure that spellcasters have already selected their spells for the day.

Caroff, a portly male human, owns the Worn Boot. His business is in heavy competition with Melick's Pub, which resides two streets over. If asked about any rumors and given a few coins, he informs the PCs that he has heard that a few good folk have gone missing. He hopes more lycanthropes haven't come to plague the town (as seen in **ADP1-05 Festival Knight**). But he believes that those missing might have been killed due to their anti-Keoish sentiments.

Any PC who wishes to spend a little time can take this opportunity to learn of a few rumors by using the Gather Information skill. For every two points a PC gets over DC 10, allow them an extra roll on the following chart (re-roll any duplicates):

1. Strange green fish-like humanoids have been sighted near the docks, perhaps trying to scout easy prey.
2. Several vessels traveling the Azure Sea have sighted a colossal kraken.
3. Circle of Eight member Drawmij has been sighted off in the Azure Sea working against the Scarlet Brotherhood and other enemies of the open sea.
4. Ships from the Lordship of Isles have recently been seen at the docks of this very town (Greutam). And the worst part is that the Prince himself has invited them here.
5. Prince Olinstaad Corond's son, Volimar, is really a doppelganger.
6. An unusual looking, little human man has been inquiring about a legendary warhammer with a bane against dragons.
7. Keoland has commented to Prince Volimar's top aides that unless Ulek starts to pay homage to the mother country, they might send military aid to the Pomarj itself in order to ensure their defeat.
8. Anyone looking for a Keoish parrot can purchase one from a loyal merchant who calls himself Timberkos.
9. There are no undead in Keoland, this is merely a bad rumor.

10. A strange buzzing has been heard by many of the villagers that reside in the northern part of the Principality of Ulek.

After the PCs have had an opportunity to role-play and hear some rumors during their breakfast meal, continue with the following:

As you finish your morning meal, a simple human man dressed in merchants' clothes enters the establishment. He nervously looks around the inn before setting his eyes upon you. He mutters something to himself, as if trying to build up his confidence, takes a deep breath, and uneasily makes his way towards you.

This man is Roulart Ramado, who was a Slaver several years ago before the original group fell (as seen in the classic Greyhawk adventures, **A1-4 Scourge of the Slavelords**). He now wishes to rejoin the group but to do so he must deliver a group of strong and worthy slaves to Jensetzung Jarotta, a minor Slavelord who reports to Francinia. Jensetzung is based in the town of Greutam, which is located on the Sheldomar River near the Azure Sea. To handle the delivery, Roulart has decided to trick a group of adventurers into presenting themselves as slaves to Jensetzung, a much safer tactic than using brute force. To do so, he plans to deceive the PCs into believing that he is a reformed criminal who seeks to right his ways.

Roulart is currently using the power of his *hat of disguise* to make himself look like a typical merchant in town. Instead of looking Suel, he has selected an appearance of an Oeridian male. Besides some slight weight and height differences, Roulart's appearance is unchanged.

Besides the *hat of disguise*, he is also wearing an *amulet of proof against detection and location*. This silver amulet protects the wearer from scrying and magical location detection so that he becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object* and *detect* spells. See the *nondetection* spell for additional information. Both these items, the *hat of disguise* and the *amulet of proof against detection and location*, have had a *Nystul's Magic Aura* cast upon them so the item's aura registers as nonmagical to *detect* spells (and spells with similar capabilities).

Additionally, before entering the Worn Boot, Roulart imbibed an *elixir of glibness* which grants a +30 bonus on Bluff checks made to convince another of the truth of your words (as per the 3rd level bard spell) and also cast *misdirection*, which misdirects the information from divination spells that reveal auras, upon himself using a tree as the other object.

Roulart introduces himself by name and informs the PCs that he is a local merchant (*false*) that deals mainly in foodstuff such as meats, grains, fruits, vegetables, etc. He is rather new to the trade, as he has only recently (within the last two years) escaped his dark past (*false*). He wishes the PCs to undertake tasks for him.

The first task is ensuring the safety of several new friends who assisted him with taking the right path after doing so much wrong in the past (*false*). Roulart has heard that they might be in danger so he would like the PCs to quickly check up on them. In reality, this is just to get the PCs to trust him as Roulart knows that the Slavers have already captured these folks. The second task is to deliver a box filled with fine gifts to a merchant, Jensetzung Jarotta, he wronged years ago; she is currently at the docks aboard the ship the *Burgundy Hide*. He states that the gifts are payment for all the past pain he has caused (*false*) but in reality it is merely a sign that the PCs have been sent to Jensetzung by Roulart. Roulart states that he would deliver these gifts himself but says he fears that this would cause a possible conflict, which he would like to avoid (*false*).

The PCs may wish to attempt to cast spells at this time, such as *detect thoughts*, *detect evil*, etc. Any such noticeable attempt to cast spells within the inn causes the patrons to get nervous, paranoid and/or hostile. Before allowing a PC to cast a spell, this fact should be relayed to them. If the PC insists and continues to noticeably cast a spell, the local guard is called causing the offending PCs to spend the rest of the adventure explaining his reasoning for casting a spell that could be potentially dangerous.

If by chance, the PCs are able to cast a spell and/or discover some fact that leads to them to discover that Roulart has taken some identity protections, he explains that without them he could easily be a target for an attack due to him talking with them (*false*).

The PCs likely will have questions at this point for Roulart, which might include:

- What dark deeds did you do in the past?

"I hope you don't have a weak heart, but since you've asked, I'll tell you. In my past, I have kidnapped, killed, and far worse. Women and children . . . well I've held blades to their throat, even cutting a few. Dark days those were, but they are behind me now."

- Are you not wanted now?

"Yes. Understandably, you may wish to turn me in. But if you could handle these two tasks for me, then

after you have finished them, I will accompany you to turn myself into the local authorities, if you wish."

- Who are your new friends?

"They are the ones who helped me see the light and escape the dark world I once lived in."

- What did you do to Jensetzung Jarotta?

"I killed her brother many years ago despite her pleas. She managed to escape, but her tears have haunted me since."

- What's in the box?

"A note, several small gemstones, and a necklace with locket."

- What does the note say?

"In forgiveness, I offer you these sweet gifts."

He asks the PCs if they'll accept the mission and offers to pay each of them 100 gp each upon completion of the mission.

If they accept, he gives them the box (contents are identical to what Roulart claims they are and have a total value of 600 gp), asking them not to open it, and directions to both places plus his home. He asks that, upon completion of both tasks, they should come to his home so he can get an update on the results of their two tasks and so they can get paid.

If the PCs do not accept the mission, the adventure is over for them.

Some PCs may have doubts to Roulart's true intention. Try to ensure that they partake in the mission.

Some PCs may openly accuse Roulart of wrongdoing and turn him into the authorities right away. If they choose to, allow them to do so, but the authorities take the box filled with the note, small gems and necklace. Also, each of the potential combats in this scenario is called off and thus the PCs do not encounter them.

If the PCs attack Roulart, the local guard is called, causing the offending PCs to spend the rest of the adventure explaining their reasoning for doing so. If Roulart is killed, the PC must spend 52 Time Units (TUs) in jail (mark this on their AR). The local guard takes Roulart's items and thus PCs cannot sell or get access to them.

About sixty minutes from when he entered the inn, Roulart ensures that he leaves the Worn Boot stating to the PCs that he business matters he needs to handle (*true*). While true, he also wants to ensure that the effects of the *elixir of glibness* do not expire why talking with the PCs.

☛ **Roulart:** Male Human (Suel) Wiz9; hp 41; see Appendix I.

Encounter Two: Old Bum

Having agreed to help Roulart, you first make way to ensure the safety of several of his new friends, who assisted him with taking the right path.

As you travel down the various roads and alleys on this morning day, a cloudless sky rests above you.

Allow the PCs to take any precautions they would like, such as casting preparatory spells or searching around for a possible ambush.

As the PCs continue to move towards the location of their first task, have each of them make both a Spot and Listen check (DC 10). Those that succeed on the Listen check, hear a mumbling of incoherent words. Those that succeed on the Spot check see a dirty humanoid figure with rags for clothes stand up and point towards them. They can make a Sense Motive check (DC 10) to notice that he appears slightly frightened of them.

The humanoid figure is a highly drunken bum (Suel/Oeridian mix), who has been spooked by the PCs' presence. The drunken bum is trying to ask the PCs what they want. He fears that they might be a group that he saw several nights ago during the midnight hour, when a younger man was hauled off towards the docks. Luckily, he wasn't spotted, which he isn't sure about, but he has been fearful that he might be next.

If the PCs offer him a few coins, some alcoholic drink, or food, he'll settle down and pose his question, drunkenly, of what the PCs seek. Once an answer is given, he informs them of what he saw. He has no further information. If the PCs are threatening, the bum will try to flee. If apprehended roughly, he will pass out and be of no use to the PCs.

Encounter Three: Thugs

Continuing toward the location of Roulart's friends to complete your first task, you encounter nothing further out of the ordinary. As you approach the house, an eerie stillness fills the air.

From the outside, nothing seems odd about the house. It merely appears that no one is home, since each of the windows is covered while all the doors and windows are locked.

No one is currently within the building. In order to enter the place, the PCs will need to break in. This can be done through a variety of ways, including an Open Lock

check (DC 20) on one of the doors, or by breaking a window (Hardness 1; hp 2) or door (Hardness 5; hp 20).

Once inside, the PCs quickly discover that whoever resided here was taken away by force. Wooden tables and chairs lie in splinters, while the dressers and other furniture have been smashed and/or shattered. Anything of value has been taken or destroyed.

Several droplets and even a small pool of blood can be found. With a successful Survival check (DC 10), the PCs can determine that three folks were dragged out of the house by force.

If the PCs thoroughly Search (DC 30) the place, they find a well-hidden diary underneath a loose floorboard. The diary seems to belong to a woman named Marri, who is married with one teenage son. If the PCs take time to read through the entire diary, which takes a full hour, they find no mention of Roulart.

The truth of the matter is that Roulart, through his contacts, knew the Slavers took these good folks. He merely wants to use this opportunity to gain the PCs' trust in his own way.

Nothing else of interest lies here.

When the PCs leave the house, continue with the following:

You leave having found that the folks who once lived here have been taken away by force. Unfortunately, you have no solid clues to follow up on. Perhaps, Roulart might have some information for you later, but first you probably should complete the second task Roulart gave to you.

Have each PC make both a Spot and a Listen check to notice the thugs. The DCs are determined by the thugs' individual Hide and Move Silently checks, and the PCs' checks are modified for distance (-1 penalty per ten feet) and distraction (-5 penalty). It is possible for the PCs to only notice a few of the group of thugs. Ensure that you know which thugs each PC is aware of, as some PCs might notice all the thugs, while others just a few.

As the thugs await the PCs, their leader, a monk, is plainly walking up to the PCs. With his frayed robe, rope belt and well-trained shoes, he begins to play the part of a bum seeking a few coins. This is merely to first distract the PCs so that his allies can sneak attack the PCs and also, so that he can get close to the PCs and use his stunning attacks in melee. At higher APLs, a thug mage joins their group using the most effective enchantment spells as determined at the moment.

If any of the thugs are captured and questioned, they inform the PCs that they were paid to rob wealthy folks

by their boss, Brunk. This is in fact a lie. However, this is the only story they'll tell even if the PCs insist they stop telling such fibs. They would rather be thrown in jail for assault and battery than deal with the Slavers.

The thugs are all members of the Slavers organization. They've heard that a group of heroes has been snooping around in their affairs and wanted to deal with them swiftly.

If the PCs are defeated by the thug Slavers, the thugs attempt to stabilize dying PCs to maximize the number of additions to their illicit trade. Defeated PCs who don't die are *Captured!*(see the Treasure Summary for details).

APL 6 (EL 8)

☛ **Slaver Thugs (3):** Male Human (Suel) Rog4; hp 24 each; see Appendix I.

☛ **Slaver Monk (1):** Male Human (Suel) Mnk4; hp 33; see Appendix I.

APL 8 (EL 10)

☛ **Slaver Thugs (3):** Male Human (Suel) Rog6; hp 36 each; see Appendix I.

☛ **Slaver Monk (1):** Male Human (Suel) Mnk6; hp 45; see Appendix I.

APL 10 (EL 12)

☛ **Slaver Thugs (7):** Male Human (Suel) Rog6; hp 36 each; see Appendix I.

☛ **Slaver Monk (1):** Male Human (Suel) Mnk6; hp 45; see Appendix I.

☛ **Slaver Thug Mage (1):** Male Human (Suel) Sor6; hp 27; see Appendix I.

APL 12 (EL 14)

☛ **Slaver Thugs (6):** Male Human (Suel) Rog8; hp 48 each; see Appendix I.

☛ **Slaver Monk (1):** Male Human (Suel) Mnk9; hp 68; see Appendix I.

☛ **Slaver Thug Mage (1):** Male Human (Suel) Sor9; hp 41; see Appendix I.

When the PCs have dealt with the Slaver thugs, they may continue onward towards the ship named the *Burgundy Hide* (Encounter Four and Five) or try to track down Roulart (Encounter Six). Encourage the PCs to head to the ship, but don't force that choice upon them.

PCs can bring these thugs to the authorities without risking punishment (as in Encounter One) if they are careful to demonstrate they were attacked first and merely defended themselves. There are enough witnesses in the general area to confirm this.

Encounter Four: Side Tracked

Having survived the thug attack and completed (as well as you could) the first task, you decide to move onward to the next task at hand, to provide a box filled with fine gifts to a merchant, Jensetzung Jarotta, whom Roulart wronged years ago. You were informed that she is currently at the docks aboard the ship the Burgundy Hide. As you make your way there, you are interrupted halfway along your journey.

The PCs encounter three separate interruptions. The first is a drunken half-orc named Orock; the second is a half-orc map collector named Yeogh; and the third is Timberkos, a pesky merchant selling stuffed Keoland parrots.

Orock

Orock is a drunken dockworker. He merely wishes to spend his happy time with someone, anyone. He has been kicked out of one of the local taverns and thus is wandering.

Upon encountering the PCs, he tries to get them to buy him a drink to continue his good spirits.

🗡️ **Orock:** male half-orc Com3; Climb +6, Jump +6; drunk dockworker.

Description: Orock is a young male half-orc who works as a dockworker. He stands six feet, three inches tall and is quite muscular. What he has in brawn, he lacks in brains and wisdom. He drinks heavily, but likely for him this causes him to be quite friendly.

Yeogh

Yeogh is a half-orc on a mission. He seeks a treasure map, any treasure map, he can get his hands on. Unfortunately, in over two years of searching he has been unsuccessful.

Upon seeing the PCs, he rushes up to them to see if they might have a treasure map to sell him. If any PC does have a treasure map, he hounds/bugs them to no end.

Yeogh only has one hundred gold pieces but willingly departs with it all for an authentic treasure map. He's not dumb enough to purchase a piece of map with some

scribes on it, even if the PCs try to do so to earn some extra gold.

🗡️ **Yeogh:** male half-orc Brb5; Climb +5, Intimidate +5, Jump +9, Listen +6, Survival +6; wandering treasure hunter.

Description: Yeogh is a scruffy six and a half-foot tall half-orc on a quest to find a sizeable treasure hoard. He has been searching unsuccessfully for over two years now. Having been in several run-ins already, if angered he'll attempt to walk away thus avoiding any future trouble.

Timberkos

Timberkos, or so he insists folks call him, is a former Ulekian adventurer turned merchant who dislikes Keoland. He has a small wooden cart that he pushes around selling his wares.

He gave up adventuring due to the grave dangers he faced and fears of what might be next. Too many undead creatures for him especially with his new business idea: selling stuffed toys.

For a mere two gold pieces, he'll sell one of his generic stuffed Keoish parrots toys to the PCs. He currently has four-dozen of them on hand.

Being a bard, he has started to dabble in creating small wondrous magic toys. Thus far, he has created a *magical stuffed Keoish parrot toy* (see the Treasure Summary), which he'll sell to the PCs at its full price.

🗡️ **Timberkos:** male human Brd3; Craft (toys) +8, Diplomacy +8; merchant.

Description: Timberkos is a young Oeridian man. He is about five feet, six inches tall and a bit on the thin side. He has brown hair and brown eyes. He wears brightly clothed robes. He is quite silly and likely missing a few marbles.

Once the PCs have dealt with, experienced, and role-played the encounter with each of these three NPCs, continue to Encounter Five.

Encounter Five: Burgundy Hide

When the PCs head to the ship named the *Burgundy Hide*, continue with the following provided it is the same day as Roulart hired them (the ship has left, otherwise):

Having dealt with the drunken half-orc Orock, Timberkos, the pesky merchant, and Yeogh the half-orc map collector, you continue to make your way to the ship known as the Burgundy Hide. Soon you find yourself nearing the town's docks and see several ships currently resting here.

The PCs can ask the dockmaster about the *Burgundy Hide*, if desired. He can inform the PCs that the vessel has been here since last night and is scheduled to leave bright and early, right at sunrise. He can also point them in the direction of the vessel and knows that an attractive woman named Jensetzung captains it. He believes she is also a merchant of some type.

The PCs can also look for the ship themselves. It won't take them more than about ten minutes to locate it successfully.

Once they have found the ship, they see several men onboard cleaning the decks. The captain Jensetzung is nowhere to be seen.

If the PCs attempt to come onboard without permission, the deckhands (Slavers) quickly shout at them that they must ask for permission to step aboard. If the PCs refuse, the deckhands shout loudly attempting to get the attention of the dock master and guards stationed here. After five rounds, several guards come aboard to force the PCs off the vessel until the captain gives them permission to board. If the PCs use violent force upon the deckhands, without an appropriate reason, the PCs are thrown in jail for a period of six months (26 TUs, mark this on the AR). Any PC who killed one of the deckhands in this manner is thrown in jail for a period of one year (52 TUs, mark this on the AR).

When the PCs ask to come aboard, the deckhands shout out to their captain, Jensetzung Jarotta, for approval. After a moment, she shouts a command to her deckhands to allow the PCs to come aboard. The deckhands then turn their attention to the PCs. They inform the PCs that in order to come aboard, they must leave their weapons behind. If desired, they can give them to the dockmaster for safekeeping. This request is not negotiable. If the PCs refuse and storm the ship, the deckhands shout loudly attempting to get the attention of the dockmaster and guards stationed here. They'll draw their saps but only for protection. If the PCs use violent force upon the deckhands, without an appropriate reason, the PCs are thrown in jail for a period of six months (26 TUs, mark this on the AR). Any PC who killed one of the deckhands in this manner is thrown in jail for a period of one year (52 TUs, mark this on the AR).

If the PCs agree to come aboard unarmed, they are first searched and then led below deck to speak with the captain, Jensetzung Jarotta, if they are found to be unarmed (otherwise, they will be asked to remove any found weapons before they are allowed onboard). Smart or talented PCs may be able to smuggle weapons aboard if they are cleverly or magically disguised/hidden or via a Sleight of Hand check.

Continue with the following, once the PCs are onboard:

You are led by one of the deckhands of the Burgundy Hide below deck to see the captain of the ship, Jensetzung Jarotta.

As you get below deck, you see that she is currently speaking with a group of sailors. Jensetzung wears a suit of studded leather and has an ornate rapier at her hip. A holy symbol with a dolphin on it hangs from her neck. The sailors are each equipped with leather armor and a sap.

As she sees your group enter, she turns her attention to you, "What may I do for such a fine group of folks such as yourselves today?"

When the PCs mention Roulart and the gifts he asked them to deliver, continue with the following:

A look of concern washes over Jensetzung's face. "May I see these gifts?" she sternly asks.

When the PCs hand her the gifts, continue with the following:

As Jensetzung opens the box containing the gifts, she peers in for a few seconds and then removes the note taking a moment to read it to herself. A warm smile comes to her face. "Yes, Roulart does offer sweet gifts, doesn't he?" as her eyes wash over you. "Now the only question is: will I have to fight for my gifts, or do they come to me freely?"

Jensetzung is a cleric of Osprem and loves the open sea. She has been a Slaver for several years now and within the last year been given the town of Greutam as her area of operation.

Her last line refers to whether the PCs intend to fight her or come quietly.

If combat starts, she uses her spells to aid those loyal to her, like *prayer* and *bless*, and various enchantment spells, such as *hold person*, to take out the big fighters.

APL 6 (EL 8)

✦ **Jensetzung:** Female Human (Suel) Clr5; hp 34; see Appendix I.

✦ **Slavers (3):** Male Human (Suel) Ftr4; hp 36 each; see Appendix I.

APL 8 (EL 10)

✦ **Jensetzung:** Female Human (Suel) Clr7; hp 48; see Appendix I.

☛ **Slavers (3):** Male Human (Suel) Ftr6; hp 54 each; see Appendix I.

APL 10 (EL 12)

☛ **Jensetta:** Female Human (Suel) Clr7; hp 48; see Appendix I.

☛ **Slavers (8):** Male Human (Suel) Ftr6; hp 54 each; see Appendix I.

APL 12 (EL 14)

☛ **Jensetta:** Female Human (Suel) Clr9; hp 61; see Appendix I.

☛ **Slavers (8):** Male Human (Suel) Ftr8; hp 72 each; see Appendix I.

The room the PCs are located in is thirty feet wide, thirty feet tall and ten feet tall.

If the PCs surrender or are defeated by the Jensetta and the rest of the Slavers, they attempt to stabilize dying PCs to maximize the number of additions to their illicit trade. Defeated PCs who don't die are *Captured!* (see the Treasure Summary for details).

If any of the Slavers are captured and questioned, they inform the PCs that they were merely following Jensetta's orders. They provide no additional information. If Jensetta is captured, she merely smiles and smirks at the PCs saying nothing to them.

PCs might try to sneak aboard the ship. Have them make Hide and Move Silently checks opposed by the Slavers' Spot and Listen checks. Award the Slavers a +2 circumstance bonus to their checks because of their familiarity with the ship and the docks. Modify the checks further, as appropriate to the circumstances.

Some PCs might choose to stay off the vessel while others get aboard the ship, you will need to adjust the actions of the Slavers to account for this, but they will do anything they can to try to take the PCs out without getting caught by the authorities.

PCs can avoid arrest for assault on board the ship if they can prove the Slavers are engaging in criminal activities, prove the Slavers attacked first, or simply by avoiding notice by the dock authorities.

Many PCs will find unusually ways of approaching this encounter, be prepared to improvise the response of the Slavers to unusual PC actions. Under no circumstances may the PCs claim the *Burgundy Hide* as their own vessel (it will be impounded by the authorities).

If the PCs do not come to the *Burgundy Hide* on the same day they were hired by Roulart, the ship is gone having already departed. Thus, the only options the PCs have are to return to meet with Roulart (Encounter Six) or end the adventure.

Encounter Six: Unexpected Ending

If the PCs decide to return to meet with Roulart, despite being betrayed, continue with the following:

Having dealt with Jensetta and her loyal sailors, you make way to Roulart's two-story home where he instructed you to meet him upon completion of both of your tasks.

Roulart's two-story home is quite secure. He has taken measures to cover and lock (DC 40) the windows and doors. The PCs could break in, through one of these doors or windows, but risk being caught. A successful Hide (DC 15) and Move Silently (DC 15) is necessary.

If the PCs knock on the front door, a small window with the door opens with a large husky man asked who is there. The large husky man is actually a *polymorphed* ogre mage. Once the PCs state they wish to see Roulart, the polymorphed ogre mage opens the door and lets the PCs inside. At APLs 8 and higher, other ogre mages, though *invisible*, stand scattered about the room. Roulart anticipated that the PCs might be able to deal with both tasks and has left a few of his associates behind to deal with the PCs. Due to their *polymorph* and *invisibility* spell-like ability, they were easily able to enter the city and move around with ease.

The room is sixty feet by sixty feet with fifteen feet ceilings. It is bare with the exception of a few simple furnishings. The first ogre mage informs the PCs that they can follow him up the stairs in the back center of the room to see Roulart. Once the ogre mage has started up the stairs, he begins to change back into his original form, a signal to the other ogre mages (if any) to attack. Combat then starts with a surprise round, with the first ogre mage spending the surprise round transforming back to ogre mage form and any other ogre mages using their *cone of cold* abilities. PCs who detect the presence of the invisible ogre mages, who detect the real identity of the *polymorphed* ogre mage, or who otherwise undertake actions that would prepare them for the ambush may also take actions during the surprise round.

The ogre mages first start their attacks by using their *cone of cold* spell-like ability. They attempt to focus on one PC with preferences going to obvious arcane spellcasters. When they enter melee combat, they

attempt to focus upon one single PC hoping to drop them quickly.

APL 6 (EL 8)

👉 **Ogre Mage (1):** hp 49; see *Monster Manual*.

APL 8 (EL 10)

👉 **Ogre Mages (2):** hp 49 each; see *Monster Manual*.

APL 10 (EL 12)

👉 **Ogre Mages, Sor1 (3):** hp 56 each; see Appendix I.

APL 12 (EL 14)

👉 **Ogre Mages, Sor3 (3):** hp 69 each; see Appendix I.

Once the PCs have defeated the ogre mages, they can search the house to discover that the house is empty. Roulart and all items of interest or value have been removed from the premise. Roulart anticipated that the PCs might be able to handle his associates and thus has taken anything that might immediately aid them in finding him. However, the PCs likely will have an opportunity to deal with Roulart in the future (as this is the first adventure in a series).

Conclusion

If the PCs were captured in any of the encounters, continue with the following:

You fought to keep yourself alive, which you have done, but unfortunately you have been captured and enslaved.

After being hauled away, you have been brought to a cave of some sort. You've heard rumors from the other captured individuals that sit sadly beside you that in the next few weeks you'll likely be hauled onto a ship and taken to the Pomarj and sold into a lifetime of slavery.

Details of this event can be found in the Treasure Summary and on the AR.

If the PCs completed the mission, defeating the thugs, slavers and ogre mages, continue with the following:

You've had an exciting day. The chaos of it still rings within your head. But what does it all add up to? While you ponder this fact, you realize that your stomach is growling. Perhaps, it is time to get some rest and grab a bite to eat at the Worn Boot.

The PCs have successfully completed the adventure, but future events are still to come.

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 Three

Defeat the Slaver thugs

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp;

APL 12 – 420 xp.

Encounter Five

Defeat Jensetzung and her Slavers

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp;

APL 12 – 420 xp.

Encounter Six

Defeat the ogre mage(s)

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp;

APL 12 – 420 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 6 – 180 xp;

APL 8 – 225 xp;

APL 10 – 270 xp;

APL 12 – 315 xp.

Total Possible Experience

APL 6 – 900 xp;

APL 8 – 1,125 xp;

APL 10 – 1,350 xp;

APL 12 – 1,575 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 6: L: 9 gp; C: 0 gp; M: *potion of cure serious wounds*(63 gp).

APL 8: L: 9 gp; C: 0 gp; M: *potion of cure serious wounds*(63 gp).

APL 10: L: 23 gp; C: 0 gp; M: *potion of cure serious wounds*(63 gp); *cloak of charisma +2*(333 gp).

APL 12: L: 23 gp; C: 0 gp; M: *potion of cure serious wounds*(63 gp); *potion of greater magic fang +5*(250 gp); *cloak of charisma +2*(333 gp).

Encounter Five:

APL 6: L: 93 gp; C: 100 gp; M: *+1 merciful rapier*(693 gp); *potion of fly*(63 gp); *potion of water breathing*(63 gp).

APL 8: L: 93 gp; C: 100 gp; M: *+1 merciful rapier*(693 gp); *ring of swimming*(208 gp); *potion of fly*(63 gp); *potion of water breathing*(63 gp); *potion of cure serious wounds*(63 gp); *oil of keen edge*(63 gp).

APL 10: L: 222 gp; C: 100 gp; M: *+1 merciful rapier*(693 gp); *ring of swimming*(208 gp); *potion of fly*(63 gp); *potion of water breathing*(63 gp); *potion of cure serious wounds*(63 gp); *oil of keen edge*(63 gp); *rod of metamagic, silent (lesser)*(250 gp).

APL 12: APL 10: L: 222 gp; C: 100 gp; M: *+1 merciful rapier*(693 gp); *periapt of wisdom +2*(333 gp); *ring of protection +2*(167 gp); *ring of swimming*(208 gp); *potion of fly*(63 gp); *potion of water breathing*(63 gp); *potion of cure serious wounds*(63 gp); *oil of keen edge*(63 gp); *rod of metamagic, silent (lesser)*(250 gp).

Encounter Six:

APL 6: L: 19 gp; C: 0 gp; M: 0.

APL 8: L: 38 gp; C: 0 gp; M: 0.

APL 10: L: 170 gp; C: 0 gp; M: 0.

APL 12: L: 170 gp; C: 0 gp; M: 0.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 121 gp; C: 100 gp; M: 882 gp - Total: 1,103 gp (800 gp).

APL 8: L: 140 gp; C: 100 gp; M: 1,216 gp - Total: 1,456 gp (1,250 gp).

APL 10: L: 415 gp; C: 100 gp; M: 1,799 gp - Total: 2,314 gp (2,100 gp).

APL 12: L: 415 gp; C: 100 gp; M: 2,549 gp - Total: 3,064 gp (3,000 gp).

Special

☛ *Captured!*

This PC was captured and enslaved during this event. In addition to the standard TUs the PC spent on this adventure, she also spends 6 additional TUs while she waits to be freed (representing the time the PC is out of play). The PC does not have to spend Lifestyle costs for the additional 6 TUs but loses all possessions save what she noted at the beginning of this adventure as being 'left at home.' If this PC lost everything, they may choose to invoke the Charity of Friends Clause from the LGCS. Additionally, this PC may not play the event *SHE3-06 Seeking the Wronged*.

☛ *Magical Stuffed Keoish Parrot Toy*

This colorful stuffed parrot toy is one foot tall. When the activation word ('Keoland') is spoken within 30 feet of it, it squawks loudly, easily alerting anyone [Listen check (DC 0)] to its presence, then with a crazed look upon its face, it prompted calls out in common "Rejoin the empire; rejoin the empire!".

Faint Illusion; *CL*: 2nd; *Prerequisites*: Craft Wondrous Item, *magic mouth*; *Market Price*: 3,610 gp; *Weight*: 1 lbs.

Items for the Adventure Record

Item Access

APL 6:

- ❖ *Potion of Cure Serious Wounds* (Adventure, DMG)
- ❖ *Potion of Fly* (Adventure, DMG)
- ❖ *Potion of Water Breathing* (Adventure, DMG)
- ❖ *+1 Merciful Rapier* (Adventure, DMG)
- ❖ *Magical Stuffed Keoish Parrot Toy* (Adventure, see above)

APL 8 (APL 6 Items plus):

- ❖ *Ring of Swimming* (Adventure, DMG)
- ❖ *Oil of Keen Edge* (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- ❖ *Cloak of Charisma +2* (Adventure, DMG)
- ❖ *Rod of Metamagic, Silent, Lesser* (Adventure, DMG)

APL 12 (APL 6, 8, 10 Items plus):

- ❖ *Potion of Greater Magic Fang +5* (Adventure, DMG)
- ❖ *Periapt of Wisdom +2* (Adventure, DMG)
- ❖ *Ring of Protection +2* (Adventure, DMG)

Appendix I: NPCs

All APLs

Encounter 1

Roulart (1): Male Human Wiz9; Medium Humanoid (human); HD 9d4+18; hp 41; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4 [crit 19-20], dagger); AL LE; SV Fort +5, Ref +5, Will +9; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 14.

Skills and Feats: Bluff +12, Concentration +11, Diplomacy +7, Disguise +14, Forgery +9, Gather Information +7, Intimidate +4, Spellcraft +16; Charlatan*, Combat Casting, Craft Wondrous Item, Deceitful, Iron Will, Persuasive, Scribe Scroll^B.

Spells Known (4/5/5/4/3/1; base DC = 14 + spell level): 0 – *detect magic, guidance, light, resistance*; 1st – *disguise self, expeditious retreat, jump, Nystul's magic aura (pre-cast), Nystul's magic aura (pre-cast)*; 2nd – *alter self, detect thoughts, detect thoughts, invisibility, misdirection (pre-cast)*; 3rd – *arcane sight, clairaudience/clairvoyance, dispel magic, displacement*; 4th – *greater invisibility, hallucinatory terrain, illusory wall*; 5th – *mirage arcana*.

Possessions: dagger, amulet of proof against detection and location, hat of disguise.

APL 6

Encounter 3

Slaver Thugs (3): Male Human (Suel) Rog4; Medium-size Humanoid; HD 4d6+8; hp 24 each; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +6 melee (1d6 [crit 19-20], short sword); SQ Sneak attack (+2d6), trapfinding, evasion, trap sense +1, uncanny dodge; AL LE; SV Fort +3, Ref +6, Will +5; Str 10, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +4, Bluff +7, Diplomacy +2, Disguise +7, Gather Information +7, Hide +11, Intimidate +2, Jump +2, Listen +6, Move Silently +11, Spot +9, Swim +1, Tumble +9; Iron Will, Stealthy, Weapon Finesse (short sword).

Possessions: studded leather, short sword.

Slaver Monk (1): Male Human (Suel) Mnk4; Medium-size Humanoid; HD 4d8+8; hp 33; Init +3 (Dex); Spd 40 ft.; AC 15 (touch 15, flat-footed 12); Atks +6 melee (1d8, unarmed); SQ Flurry of blows, unarmed strike, evasion, still mind, *ki* strike (magic), slow fall 20 ft.; AL LE; SV Fort +6, Ref +7, Will +8; Str 10, Dex 16, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +2, Balance +7, Hide +12, Jump +4, Listen +5, Move Silently +12, Spot +5, Swim +2, Tumble +10; Combat Reflexes^B, Iron Will, Stealthy, Stunning Fist^B, Unarmed Strike^B, Weapon Finesse (unarmed).

Possessions: *potion of cure serious wounds*.

Encounter 5

Jensetta: Female Human (Suel) Clr5; Medium-size Humanoid; HD 5d8+5; hp 34; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +4 melee (1d6+1d6+1 subdual [crit 18-20], rapier); AL LE; SV Fort +5, Ref +3, Will +9; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +5, Concentration +8, Diplomacy +4, Knowledge (religion) +6, Profession (sailor) +8, Spellcraft +4; Combat Casting, Iron Will, Spell Focus (enchantment).

Spells Known (5/4+1/3+1/2+1; base DC = 13 + spell level; enchantment 14 + spell level): 0 – *create water, detect magic, detect poison, purify food and drink, resistance*; 1st – *bane, bless, cure light wounds, doom, longstrider**; 2nd – *calm emotions*, hold person, silence, sound burst*; 3rd – *dispel magic, magic circle against chaos*, prayer*.

*Domain spell. *Domains:* Law (Cast law spells at +1 caster level); Travel (*freedom of movement* ability and Survival is class skill).

Possessions: masterwork studded leather, +1 merciful rapier, *potion of fly, potion of water breathing*.

Slavers (3): Male Human (Suel) Ftr4; Medium-size Humanoid; HD 4d10+8; hp 36 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +8 melee (1d6+4, sap); AL LE; SV Fort +6, Ref +3, Will +5; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +7, Intimidate +3, Jump +5, Profession (sailor) +4, Swim +9; Athletic, Improved Initiative, Iron Will, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: leather armor, masterwork sap.

APL 8

Encounter 3

Slaver Thugs (3): Male Human (Suel) Rog6; Medium-size Humanoid; HD 6d6+12; hp 36 each; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +7 melee (1d6 [crit 19-20], short sword);

SQ Sneak attack (+3d6), trapfinding, evasion, trap sense +2, uncanny dodge; AL LE; SV Fort +4, Ref +7, Will +6; Str 10, Dex 17, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +4, Bluff +9, Diplomacy +2, Disguise +9, Gather Information +9, Hide +13, Intimidate +2, Jump +2, Listen +8, Move Silently +13, Spot +11, Swim +1, Tumble +11; Improved Initiative, Iron Will, Stealthy, Weapon Finesse (short sword).

Possessions: studded leather, short sword.

Slaver Monk (1): Male Human (Suel) Mnk6; Medium-size Humanoid; HD 6d8+12; hp 45; Init +7 (Dex, Improved Initiative); Spd 50 ft.; AC 16 (touch 16, flat-footed 13); Atks +7 melee (1d8, unarmed); SQ Flurry of blows, unarmed strike, evasion, still mind, *ki* strike (magic), slow fall 30 ft., purity of body; AL LE; SV Fort +7, Ref +8, Will +9; Str 10, Dex 17, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +2, Balance +8, Hide +14, Jump +7, Listen +5, Move Silently +14, Spot +5, Swim +2, Tumble +14; Combat Reflexes^B, Improved Initiative, Improved Trip^B, Iron Will, Stealthy, Stunning Fist^B, Unarmed Strike^B, Weapon Finesse (unarmed).

Possessions: *potion of cure serious wounds*.

Encounter 5

Jensetta: Female Human (Suel) Clr7; Medium-size Humanoid; HD 7d8+7; hp 48; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +6 melee (1d6+1d6+1 subdual [crit 18-20], rapier); AL LE; SV Fort +6, Ref +4, Will +10; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +6, Concentration +8, Diplomacy +6, Knowledge (religion) +6, Profession (sailor) +8, Spellcraft +4, Swim +5; Combat Casting, Greater Spell Focus (enchantment), Iron Will, Spell Focus (enchantment).

Spells Known (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level; enchantment 15 + spell level): 0 – *create water, detect magic, detect poison, guidance, purify food and drink, resistance*; 1st – *bane, bless, cure light wounds, doom, doom, longstrider**; 2nd – *calm emotions**; *hold person, hold person, silence, sound burst*; 3rd – *blindness/deafness, dispel magic, magic circle against chaos**; *prayer*; 4th – *dimension door**; *divine power*.

*Domain spell. *Domains:* Law (Cast law spells at +1 caster level); Travel (*freedom of movement* ability and Survival is class skill).

Possessions: masterwork studded leather, +1 merciful rapier, ring of swimming, *potion of fly, potion of water breathing, potion of cure serious wounds, oil of keen edge*.

Slavers (3): Male Human (Suel) Ftr6; Medium-size Humanoid; HD 6d10+12; hp 54 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +10/+5 melee (1d6+4, sap); AL LE; SV Fort +7, Ref +4, Will +6; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +8, Intimidate +5, Jump +6, Profession (sailor) +5, Swim +9; Athletic, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: leather armor, masterwork sap.

APL 10

Encounter 3

Slaver Thugs (7): Male Human (Suel) Rog6; Medium-size Humanoid; HD 6d6+12; hp 36 each; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +7 melee (1d6 [crit 19-20], short sword); SQ Sneak attack (+3d6), trapfinding, evasion, trap sense +2, uncanny dodge; AL LE; SV Fort +4, Ref +7, Will +6; Str 10, Dex 17, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +4, Bluff +9, Diplomacy +2, Disguise +9, Gather Information +9, Hide +13, Intimidate +2, Jump +2, Listen +8, Move Silently +13, Spot +11, Swim +1, Tumble +11; Improved Initiative, Iron Will, Stealthy, Weapon Finesse (short sword).

Possessions: studded leather, short sword.

Slaver Thug Mage (1): Female Human Sor6; Medium Humanoid; HD 6d4+12; hp 27; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4-1 [crit 19-20], dagger); AL LE; SV Fort +4, Ref +4, Will +8; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 19.

Skills and Feats: Concentration +11, Listen +4, Spellcraft +9; Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Spell Focus (enchantment).

Spells Known (6/7/6/4; base DC = 14 (16 for enchantment) + spell level): 0 – *arcane mark, daze, detect magic, detect poison, message, open/close, read magic*; 1st – *charm person, disguise self, hypnotism, sleep*; 2nd – *daze monster, Tasha's hideous laughter*; 3rd – *deep slumber*.

Possessions: dagger, bat familiar, *cloak of charisma* +2.

Slaver Monk (1): Male Human (Suel) Mnk6; Medium-size Humanoid; HD 6d8+12; hp 45; Init +7 (Dex, Improved Initiative); Spd 50 ft.; AC 16 (touch 16, flat-footed 13); Atks +7 melee (1d8, unarmed); SQ Flurry of blows, unarmed strike, evasion, still mind, *ki* strike (magic), slow fall 30 ft., purity of body; AL LE; SV Fort +7,

Ref +8, Will +9; Str 10, Dex 17, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +2, Balance +8, Hide +14, Jump +7, Listen +5, Move Silently +14, Spot +5, Swim +2, Tumble +14; Combat Reflexes^B, Improved Initiative, Improved Trip^B, Iron Will, Stealthy, Stunning Fist^B, Unarmed Strike^B, Weapon Finesse (unarmed).

Possessions: *potion of cure serious wounds.*

Encounter 5

Jensetta: Female Human (Suel) Clr7; Medium-size Humanoid; HD 7d8+7; hp 48; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +6 melee (1d6+1d6+1 subdual [crit 18-20], rapier); AL LE; SV Fort +6, Ref +4, Will +10; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +6, Concentration +8, Diplomacy +6, Knowledge (religion) +6, Profession (sailor) +8, Spellcraft +4, Swim +5; Combat Casting, Greater Spell Focus (enchantment), Iron Will, Spell Focus (enchantment).

Spells Known (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level; enchantment 15 + spell level): 0 – *create water, detect magic, detect poison, guidance, purify food and drink, resistance*; 1st – *bane, bless, cure light wounds, doom, doom, longstrider**; 2nd – *calm emotions**, *hold person, hold person, silence, sound burst*; 3rd – *blindness/deafness, dispel magic, magic circle against chaos**, *prayer*; 4th – *dimension door**, *divine power.*

*Domain spell. *Domains:* Law (Cast law spells at +1 caster level); Travel (*freedom of movement* ability and Survival is class skill).

Possessions: masterwork studded leather, +1 *merciful rapier, ring of swimming, potion of fly, potion of water breathing, potion of cure serious wounds, oil of keen edge, rod of metamagic, silent (lesser).*

Slavers (8): Male Human (Suel) Ftr6; Medium-size Humanoid; HD 6d10+12; hp 54 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +10/+5 melee (1d6+4, sap); AL LE; SV Fort +7, Ref +4, Will +6; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +8, Intimidate +5, Jump +6, Profession (sailor) +5, Swim +9; Athletic, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: leather armor, masterwork sap.

Encounter 6

Ogre Mage Sorcerer (3): Male Ogre Mage Sor1; Large Giant; HD 5d8+1d4+30; hp 56 each; Init +5 (Dex, Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 19 (touch 10, flat-footed 18); Atks +11 melee (3d6+10 [crit

19-20], greatsword) or +3 ranged (2d6 [crit x3], longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19; AL LE; SV Fort +8, Ref +4, Will +8; Str 24, Dex 12, Con 20, Int 14, Wis 16, Cha 20.

Skills and Feats: Bluff +7, Concentration +14, Listen +11, Spellcraft +11, Spot +11; Improved Initiative, Iron Will, Weapon Focus (greatsword).

Spells Known (5/5; base DC = 15 + spell level): 0 – *acid splash, daze, detect magic, ray of frost*; 1st – *shield, true strike.*

Possessions: masterwork chain shirt, masterwork greatsword, longbow, 20 arrows, weasel familiar.

Spell-Like Abilities: At will – *darkness, invisibility*; 1/day – *charm person* (DC 16), *cone of cold* (DC 20), *gaseous form, polymorph, sleep* (DC 16). Caster level 9th. The save DCs are Charisma-based.

APL 12

Encounter 3

Slaver Thugs (6): Male Human (Suel) Rog8; Medium-size Humanoid; HD 8d6+16; hp 48 each; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atks +10/+5 melee (1d6 [crit 19-20], short sword); SQ Sneak attack (+4d6), trapfinding, evasion, trap sense +2, uncanny dodge, improved uncanny dodge; AL LE; SV Fort +4, Ref +8, Will +6; Str 10, Dex 18, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +5, Bluff +9, Diplomacy +2, Disguise +9, Gather Information +9, Hide +14, Intimidate +2, Jump +2, Listen +8, Move Silently +14, Spot +11, Swim +1, Tumble +12; Improved Initiative, Iron Will, Stealthy, Weapon Finesse (short sword).

Possessions: studded leather, short sword.

Slaver Thug Mage (1): Female Human Sor9; Medium Humanoid; HD 9d4+18; hp 41; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4-1 [crit 19-20], dagger); AL LE; SV Fort +5, Ref +5, Will +9; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 20.

Skills and Feats: Concentration +18, Listen +4, Spellcraft +12; Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Spell Focus (enchantment).

Spells Known (6/7/6/4; base DC = 15 (17 for enchantment) + spell level): 0 – *arcane mark, daze, detect magic, detect poison, ghost sound, message, open/close, read magic*; 1st – *charm person, color spray, disguise self, hypnotism, sleep*; 2nd – *blindness/deafness, daze monster, Tasha's hideous laughter, touch of idiocy*, 3rd – *deep slumber, hold person, nondetection*; 4th – *charm monster, confusion.*

Possessions: dagger, bat familiar, *cloak of charisma* +2.

Slaver Monk (1): Male Human (Suel) Mnk9; Medium-size Humanoid; HD 9d8+18; hp 68; Init +8 (Dex, Improved Initiative); Spd 60 ft.; AC 17 (touch 17, flat-footed 13); Atks +10/+5 melee (1d10, unarmed); SQ Flurry of blows, unarmed strike, evasion, still mind, *ki* strike (magic), slow fall 40 ft., purity of body, wholeness of body, improved evasion; AL LE; SV Fort +8, Ref +10, Will +10; Str 10, Dex 18, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +2, Balance +9, Hide +18, Jump +9, Listen +8, Move Silently +18, Spot +8, Swim +2, Tumble +20; Acrobatic, Combat Reflexes^B, Improved Initiative, Improved Trip^B, Iron Will, Stealthy, Stunning Fist^B, Unarmed Strike^B, Weapon Finesse (unarmed).

Possessions: *potion of cure serious wounds*, *potion of greater magic fang* +5.

Encounter 5

Jensetta: Female Human (Suel) Clr9; Medium-size Humanoid; HD 9d8+9; hp 61; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 14, flat-footed 15); Atks +7/+2 melee (1d6+1d6+1 subdual [crit 18-20], rapier); AL LE; SV Fort +7, Ref +4, Will +11; Str 10, Dex 14, Con 12, Int 12, Wis 19, Cha 12.

Skills and Feats: Bluff +7, Concentration +12, Diplomacy +6, Knowledge (religion) +6, Profession (sailor) +8, Spellcraft +4, Swim +5; Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Spell Focus (enchantment).

Spells Known (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level; enchantment 16 + spell level): 0 – *create water*, *detect magic*, *detect poison*, *guidance*, *guidance*, *purify food and drink*, *resistance*; 1st – *bane*, *bless*, *cure light wounds*, *doom*, *doom*, *longstrider**; 2nd – *calm emotions**; *hold person*, *hold person*, *silence*, *sound burst*, *sound burst*; 3rd – *blindness/deafness*, *dispel magic*, *invisibility purge*, *magic circle against chaos**; *prayer*; 4th – *cure critical wounds*, *dimension door**; *divine power*, *sending*; 5th – *greater command*, *teleport**.

*Domain spell. *Domains:* Law (Cast law spells at +1 caster level); Travel (*freedom of movement* ability and Survival is class skill).

Possessions: masterwork studded leather, +1 *merciful rapier*, *peripart of wisdom* +2, *ring of protection* +2, *ring of swimming*, *potion of fly*, *potion of water breathing*, *potion of cure serious wounds*, *oil of keen edge*, *rod of metamagic*, *silent (lesser)*.

Slavers (8): Male Human (Suel) Ftr8; Medium-size Humanoid; HD 8d10+16; hp 72 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +14/+9 melee (1d6+5, sap); AL LE; SV

Fort +8, Ref +4, Will +6; Str 16, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +10, Intimidate +7, Jump +10, Profession (sailor) +5, Swim +10; Athletic, Dodge, Greater Weapon Focus (sap), Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: leather armor, masterwork sap.

Encounter 6

Ogre Mage Sorcerer (3): Male Ogre Mage Sor3; Large Giant; HD 5d8+3d4+40; hp 69 each; Init +5 (Dex, Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 19 (touch 10, flat-footed 18); Atks +12 melee (3d6+10 [crit 19-20], greatsword) or +4 ranged (2d6 [crit x3], longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19; AL LE; SV Fort +9, Ref +5, Will +9; Str 24, Dex 12, Con 20, Int 14, Wis 16, Cha 20.

Skills and Feats: Bluff +9, Concentration +16, Listen +11, Spellcraft +11, Spot +11; Improved Initiative, Iron Will, Weapon Focus (greatsword).

Spells Known (6/7; base DC = 15 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ray of frost*; 1st – *magic weapon*, *shield*, *true strike*.

Possessions: masterwork chain shirt, masterwork greatsword, longbow, 20 arrows, weasel familiar.

Spell-Like Abilities: At will – *darkness*, *invisibility*, 1/day – *charm person* (DC 16), *cone of cold* (DC 20), *gaseous form*, *polymorph*, *sleep* (DC 16). Caster level 9th. The save DCs are Charisma-based.

Righting the Wrongs
Critical Events Summary
For Tables Running in November 2003

1. *What were the PCs' initial reactions to Roulart Ramado?*

2. *Was Jensetzung captured, killed, or did she escape?*

3. *Were any PCs captured? If so, how many and how?
(List the PC and Player Name and RPGA # below)*

4. *What happened to Roulart Ramado's associates (the ogre mages)?*

If you run this event in November 2003, please e-mail the results from this sheet to Steven Conforti, Circle representative for the Sheldomar Valley, scon40@aol.com, by December 1, 2003.