

FUR5-07

Arrow From the Reach

A One-Round D&D LIVING GREYHAWK® Furyondy Regional Adventure

Version 1.0

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An elven caravan has been waylaid on the banks of the Volverdyva River. What were they carrying that makes recovering it so important? A Furyondy Regional Adventure for APL's 2-8

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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RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior 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.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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 Furyondy. Characters native to Furyondy 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. 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 scenario.

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

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

Adventure Background

The Boneheart, a group of high-level clerics and wizards loyal to Iuz, have decided to strike at an elven temple near Baranford in Furyondy. They have entrusted one of their agents, a half-orc cleric named Gorrok, to steal a sacred item of the elves. Gorrok assembled a loyal group of half-orc thugs to assist him. The group's task is to obtain an arrow said to be from the quiver of Solonor Thelandiraj, the elven god of archery. Solonor Thelandiraj has an extremely small following in Furyondy centered around the god's small temple in Baranford. Elven and half elven rangers, woodsmen, fighters, hunters and archers are his primary worshippers. Solonor Thelandiraj's holy symbol is a silver arrow with green fletching.

The half-orcs thugs are aided by a group of human bandits led by the son of a local Rhennee leader.

The Rhennee are a subrace of humans who are deeply suspicious of outsiders and demi-humans. Women in their society often are treated as second-class citizens except the Vetha of the tribe (their wise women). They are often found on barges traveling along the Nyr Dyv and up and down the Velverdyva River. They are very superstitious and look for omens in signs of nature such as storms and sea birds. Some of the Rhennee people allied with Iuz and Venca during the Greyhawk Wars. Thus, as a whole, they are distrusted in Furyondy. For more on the Rhennee please see *Appendix Seven*.

Geemondi, one of the Rhennee leaders along the Velverdyva that borders Veluna and Furyondy, had a falling out with his son, Vincente. Vincente became enamored of the evil talk of another group of bargefolk that included followers of the cults of Vecna and Iuz. Vincente is greedy and easily mislead, as well as somewhat of a rebel to his people's ways. Vincente began to commit violent crimes and was banished by his father from the group of Rhennee. Vincente believes that his father is misguided and that the ways of a group of disguised half-orcs ring true. Now Geemondi wishes his son would repent and return to his family and group of bargefolk. He longs to make peace with his son.

Adventure Summary

A half-orc cleric of Iuz named Gorrok has been tasked with stealing a special elven treasure (two "blessed" arrows) from a group of elven clerics near Baranford. His gang ambushed a caravan, grabbed the treasure and headed down the river for Caronis. The half-orcs are working with a group of Rhennee bargeman who provide transportation and expect to meet another barge in four days in Carnois to exchange the holy item. Knowing the

Rhennee are distrustful of demi-humans, the half-orcs have disguised themselves as humans.

While traveling through the northern part of Furyondy, the PC's are approached by an elven cleric of Solonor Thelandira asking for help. The cleric is in battle with a group of orcs led by a half-orc cleric of Old Wicked. The cleric has defeated the orcs but lost a holy item of his church. The cleric asks the PCs to investigate the theft of the holy item while he alerts his superiors. As they investigate some tracks at site, the characters find clues that lead to the river.

As they travel downriver, the PCs come to a Rhennee encampment along the banks. After passing through the guards, they meet with the leader Geemondi, who tells them that his son has fallen in with a gang of rogues led by a half-orc cleric of Old Wicked. The Rhennee leader would like the PCs to find his son and tell him of his father's wish that he return to the clan. He may loan them a barge to help their journey. As they continue towards Caronis, the PC's are waylaid by a group of undead if they are traveling by river or a group of trolls if they are traveling along the road. Further on their journey, the PCs encounter a merchant caravan and may gather information there.

As they approach the town of Caronis, the PCs meet a group of travelers led by a female cleric of Ehlonna. As they finally arrive in Caronis, the party meets with the owner of the Silver Scrag, Irellbo Glumears. Later that night at the inn, the PCs encounter a group of gnomish acrobats who provide crucial tips on the Rhennee thugs. The Rhennee thugs attack the PCs at the seedy Red Rat tavern. If questioned; they give the location of the half-orcs carrying the holy arrow. The Rhennee barge master's son Vincente is among the Rhennee thugs. He asks for mercy from the PC's and tells the location of the half-orcs. The half-orcs are waiting on a barge docked at a riverside pier a few blocks from the Red Rat tavern. The half-orcs attempt to flee from the party and combat ensues. The elven clerics arrive in town and ask the party about the recovery of the holy arrow. The Rhennee barge master arrives soon thereafter seeking news of his son.

Preparation for Play

Prior to starting the adventure please see which characters have "Enda's Curse" from *COR5-02 Voice of Reason*. This will become important later in the adventure. There are also NPCs related to those PCs may have met in previous adventures, so the GM should check on PCs who played the following events: *FUR2-03 Sheltering Wings*, *FUR2-07 Redstone*, *FUR3-03 Heart of the Kingdom*, *FURintro4-01 Out in the Woods* or *FUR5-02 Herb Hunting*.

Introduction

Your adventuring travels across the Kingdom of Furyondy brought you to the Duchy of the Reach in the southwestern part of the Kingdom. A long afternoon on the road brought your thoughts to a warm meal, a bed and cold ale in the town of Baranford, which lies but an hour or so further along the wood lined road. It seems the war in the northern kingdom has yet to reach this far. A small group of travelers have accompanied you along the road.

At this point have the PCs do in-character introductions.

Encounter One

PCs who succeed at a DC 12 Listen Check should be read the box text below. If none of the PCs make the check, please read the following to the PC with the highest check:

Continuing your journey to Baranford along a road running close to the Volverdyva River, you hear a voice cry out ahead, "Arrahhh...El lennie haigh, help!"

PC's that speak Elvish realize that "El Lennie haigh" is Elvish for "orcs attacking." If the PC's rush forward continue:

Ahead you see a group of orc bodies piled in front of an elvish Bowman dressed in green robes. The elf stands alone amid a field of dead humanoids and burned wagons. A lone orc continues to threaten him with a raised falchion.

Have the PC's make a DC 15 Spot check. If successful, read the following:

The elf appears to be bleeding from several sword wounds across his chest and arms. There is a small silver arrow on a medallion on his neck.

If the PCs insist on aiding the elf, roll initiative. If the PCs do not attack the orc, the elf finishes him off, then collapses.

ALL APLs (EL 1/2)

Arvandor Trueshot: Male elf Clr 3 (Longbow +4)

Orc: hp 5; see *Monster Manual* page 203.

A DC 12 Knowledge (Religion) check reveals the silver arrow to be a symbol of Solonor Thelandira, the elven god of archery and hunting. A DC 15 Knowledge (Religion) check reveals that Solonor is a great enemy of orcs and other evil humanoids. After the lone orc is killed, the elf collapses. He is not dead but is dying (at -1 hit points). If the party heals him he is grateful. He otherwise stabilizes at -3 hit points.

A DC 12 Search check of the area indicates there are twenty-five orc bodies scattered around the field as well as the remains of three wagons and six dead elves. Broken spears lie next to the bodies, which are wearing elven chain mail and bear identical holy symbols.

After waking the elf speaks in Common:

"Greetings and thanks! I am Arvador Trueshot, acolyte of the Great Archer. My friends and comrades of the temple were traveling from Highfolk to Baranford, bearing a holy item of Keen Eye to a small temple there. But – alas – it seems that peril has overtaken us. I must find the chest containing the blessed arrow from the quiver of Keen Eye! I fear one of the orcs was a priest of Old Wicked."

The elf spits at the ground. "Our war in Highfolk is not going well. I fear that foul cambion might have instructed his priests to try and strike a blow at my people in the region to further darken our hopes. I must find the chest!"

A DC 14 Search check reveals the chest is missing. There are signs along the roadside that the orcs set up an ambush of the caravan, including patches of crushed grass and a dropped waterskin.

A DC 15 Search or DC 14 Survival check reveals a set of booted footprints leading towards the river. A PC with the Track feat who makes a DC 20 Survival check knows that the booted footprints appear to be the tracks of orcs from the raiding party.

PCs who investigate the riverbank may make a DC 14 Search check to locate some deep gouges in the riverbank. A DC 15 Survival check indicates the gouges in the sand are from a barge being shoved into the water. (The half orcs had a barge waiting which they pushed into the flowing river.) If the PCs determine this on their own, adjust the text below accordingly.

Arvador examines the marks in the sandy bank. "It appears the orcs have pushed a barge into the river. It's the fastest way for those traveling downriver," remarks Arvador, as his thoughtful expression quickly turns to a deep frown. "I fear that if I do not act quickly the wooden chest may be lost. Will you seek the orcs that have stolen the chest?" he

asks. "I must travel and warn the elders of my temple of this ill news."

If the PCs agree, Arvador is very grateful and agrees to meet them in Caronis. He tells them to give their names to the innkeeper where they are staying and he will seek them out in a week's time. He does not know any of the local inns in town. He cannot pay more than 50gp for expenses, but if the PC's recover the holy item he assures them they will have the blessings of his church.

As the PC's leave Arvador says:

"Be wary my friends, the forefathers of the temple have entrapped the chest containing the holy item. So do not open it unless you have the rightful key!"

If asked what the rightful key is, Arvador indicates that one of the high priests of the temple has it.

Development: The half-orcs are traveling downriver with some Rhennee thugs via a barge. The barge travels 42 miles a day (PHB p. 164) and arrives in Caronis in two and a half days. On the fourth day after arrival, the half-orcs meet with Vincente and the other thugs at the Red Rat Inn.

If the PC's are traveling by foot and move 30' per round, they arrive in Caronis as the meeting with the half orcs is just taking place. If the party is traveling by horseback to Caronis it takes four days (two days before the meeting with Vincente). Caronis is about 120 miles from Baranford. If the PC's do not sleep or push their horses please refer to the rules for forced march (PHB p. 164).

If the PC's *teleport* to Caronis or have access to *overland flight*, they arrive early and bypass the encounters along with the trolls and the undead. They also miss the meeting with the Rhennee bargemaster Geemondi.

Encounter Two

This encounter takes place about five hours south of Baranford.

Broad leaf trees and green shrubs mark the trail, which follows the banks of the wide Velderdyva River. Following the half orcs trail you leave the area surrounding the town of Baranford and travel south alongside the wide river. Spring is in her fullness, with a verdant glory of trees and shrubs all around.

PCs who succeed at a DC 10 Spot check notice the following:

Ahead, along the bend, you catch a glimpse of a clearing along the riverbank. A number of wooden flat-bottomed barges have been pulled up to the wide sandy bank. A few multi colored tents, patched with an odd mix of colors, have been set up along side the barges. The tents run between the road and river. An older man sits at the far side of the encampment playing a violin.

The Rhennee bargemaster, Geemondi, has brought about twelve barges up on the banks of the river. Three human guards dressed in normal clothes are watching alongside the road. The guards are burly humans with dark hair. Give the guards Spot checks versus the PCs Hide checks if they do not openly approach. The guards speak Common and Rhopan. (When role-playing the Rhennee, try and use a Russian or Italian accent if you are able.)

If the PCs approach the guards openly, or if the guards Spot them, please read the following:

Three dark haired men dressed in leather jerkins with brightly colored handkerchiefs wrapped around their heads point spears in your direction. "What is your business with the Rhennee, drylanders?" They ask in heavily accented common. Tucked into their belts are ornately curved daggers.

ALL APL's

Rhennee Guards (3): Male Human Ftr 1; hp. 12; See Appendix Six.

The guards call for the PCs to lower any weapons and approach cautiously. Rhennee are extremely suspicious of outsiders. A DC 20 Diplomacy check is needed to change their position from indifferent to friendly. The guards are extremely suspicious of any PC openly wearing the uniform of the Furyondy Military. They are also rude to any elves, dwarves, gnomes or halflings in the party. Such PCs receive a -2-circumstance penalty to any Diplomacy checks with the Rhennee. The guards speak Common to the PCs, but Rhopan to each other. They begin by asking the PCs their business. The guards reply, if asked, that their leader has asked them to keep watch over this section of the bank. They know that Geemondi's son has recently gone missing but do not know of the theft of the elven holy item. However, they do not disclose this information to strangers.

If the PCs fail the Diplomacy check, the guards call for those PCs to leave. If those PCs do not cooperate by leaving the area, the guards attack. PCs who were Diplomatic are allowed to speak with Geemondi. PCs are

required to leave any visible weapons before they are escorted to Geemondi. PCs that fail to comply with the request are left behind.

If any characters have "Enda's Curse" from *COR5-02 Voice of Reason*, the Rhennee start this encounter with an unfriendly attitude towards the party (see p. 72 PHB). If the PC with the curse attacks the guards or members of the camp, they become shaken (as per the curse).

After a brief conversation, the guards lead you to a large tent set in the middle of the sandy bank. Outside the large, brightly stripped and patched tent, a black panther lies sleeping near a wooden tent pole, a leather strap tied around his neck connects to the pole. As you walk by he does not stir from his dreams. Inside the tent, another man in similar dress to the guards sits in a carved delicately varnished brown chair at a folding desk. Some strange maps and ledgers are spread across its length. Turning towards you, you see a wide mustache across his face. In heavily accented common he greets you. "What brings to the camp of the Rhennee, dry-landers? I am leader of this clan."

ALL APL's

Geemondi: Male Human (Rhenne) Rog4/Ftr 1; hp 28; See Appendix Six.

Panther (leopard): hp 19; See *Monster Manual* page 274

Geemondi brought his people south down the Velderdyva River from Thornward near Bissel. He is basically a good person but is known to do a bit of smuggling to avoid the local tax agents along the Velderdyva River. He does not traffic in slaves, weapons or poisons. The panther does not attack the PCs unless they provoke it. If he sees the PCs mistreat the panther in any way, Geemondi asks them to stop. If the PCs persist or attack the panther, Geemondi calls to his guards and draws his rapier.

If the PCs are polite and respectful, they may make a DC 25 Diplomacy check with a circumstance bonus of up to +4 for good role-playing. If the PCs fail the Diplomacy check, Geemondi has the guards show them out. If successful, he answers their questions.

If asked about the half-orcs he replies:

"Yes; I've known about this gang for some time. They have caused problems near the great forest – raids and such. Last week I heard that my son Vicente was seen talking to them. I'm sure they promised him much gold for foul deeds. One of the disgusting half breeds is a priest of Old Wicked" The Rhennee

bargemaster spits on the floor of the tent. "Why my son would disgrace me and MY clan I do not know. Old Wicked is not welcome among my clan; other Rhennee, maybe, but not my people." He spits on the ground and continues, "My son fell in with a despicable group of Rhennee that walked in secret with followers of the Whispered One and Old Wicked. My heart goes out to him – young and sorely misguided. For weeks now he has roamed away from his family and clan. He will not sit at my table or drink my wine; his heart red with the thoughts of hatred and despair." He grows teary eyed at the thought of losing his son. He continues, "I saw these damnable orcs you are hunting a few hours ago. I believe my son may have made a bargain with them to assist them in their war on the Olven folk."

"I believe you are good of heart, so I will provide you a barge to travel downriver. If you find my son, I beg of you to return him to me. He will have the judgment of my clan and the hope of a good father that he returns to my ways of living among my people. Please leave word for me in the towns southward. I will look for you in a week's time."

Geemondi loans them a barge and a pilot for the journey southward. In addition, Geemondi invites the party to stay the night for dinner and a performance by some of the men on their instruments. If they refuse, he is not offended as he realizes the urgency of their mission. The pilot is a male Rhennee with the skill Profession – Sailor (+9). He does not fight in combat but stays and protects the boat. The pilot allows the PCs to aide him in piloting/paddling the boat with Strength or Profession – Sailor checks.

Development: PCs travel south via road or river. As the PCs travel towards Caronis, they are attacked by a group of creatures. If they are traveling alongside the road (regardless of whether they are on foot or horseback) please continue to Encounter 3A. If they took the Rhennee leader's offer of a barge for travel down the river, please continue to Encounter 3B.

Encounter 3A

The war in Veluna has not gone well for the forces of good and these creatures have spilled over into Furyondy.

Creatures: PCs encounter some trolls or orcs (depending on APL) along the road, hunting for meat. Give the PCs Spot checks vs. the creatures Hide checks (DC 14 at APL 2, DC 18 at APL 4 and DC 22 at APLs 6 and 8) to notice the creatures before rolling initiative.

As you make your way southward along the road, suddenly you catch the glimpse of a group of large hulking green skinned humanoids rushing from the forest.

APL 2 (EL 4)

Orc Leader Ftr 1: hp 12; See *Appendix One*.

Orcs (4): hp 5,5,4,4; see *Monster Manual* page 203

APL 4 (EL 6)

Forest Troll (2): hp 47; See *Appendix Six*.

APL 6 (EL 8)

Troll (3): hp 63; see *Monster Manual* page 247

APL 8 (EL 10)

Troll Hunter Rgr 2 (3): hp 91; See *Appendix Four*

Development: Once the PCs have defeated the trolls, proceed to Encounter 4.

Treasure: At lower APLs, the creatures have collected two chests of coins from their raiding. A DC 15 Search check locates the creatures' lair, where the treasure is found.

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

APL 4: Loot – 0 gp, Coin – 250 gp, Magic – 0 gp.

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

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – 0 gp.

Encounter 3B

The war in Veluna has not gone well for the forces of good and these creatures have spilled over into the kingdom. Give the PCs Spot checks versus the creatures' Hide checks (DC 18 at APLs 2 and 4, DC 22 at APL 6 and 8) to notice the creatures before rolling initiative.

While traveling downriver by barge, foul smelling humanoid creature(s) with decaying flesh suddenly attempt(s) to claw its/their way onto your boat.

ALL APL's

Pilot: Male Human (Rhennee) Exp 3; hp. 15; AL: N; Profession (sailor) +7.

APL 2 (EL 4)

Aquatic ghouls (lacedons) (3): hp 13; See *Monster Manual* page 118.

APL 4 (EL 6)

Aquatic ghaunts (lacedons) (3): hp 29; See *Monster Manual* page 118.

APL 6 (EL 8)

Corpse aquatic elf: hp 54; See *Appendix Three*

APL 8 (EL 10)

Corpse aquatic elf (2): hp 54; See *Appendix Four*

Treasure: At lower APLs, the creatures wear some valuable jewelry. At higher APLs, the creature(s) are washed off the boat in the wind and waves, and the equipment cannot be recovered.

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

APL 4: Loot – 0 gp, Coin – 250 gp, Magic – 0 gp.

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

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – 0 gp.

Development: Once the PCs have defeated the undead, proceed to Encounter 4.

Encounter Four

PCs travel southward toward Caronis. Those who succeed at a DC 10 Spot check notice the large caravan of merchants parked not far from the road. In that case, please read the following:

Passing south of the hamlet of Berryridge on your journey to Carnois you catch a glimpse of a group of merchants. Several wagons loaded with goods fill the road. One of the wagons is loaded with brown casks. A tall Oeridian man leads the caravan astride a brown stallion, followed by several well-dressed human guards on foot wielding spears.

Creatures:

Adder Puffbeak: caravan master, human male, Rog 7: hp 26; See *Appendix Five*

Caravan guards: Human (mixed race and gender), War 2; hp. 8; spear +4

Merchants: Human (mixed race and gender), Exp 2; hp. 6; Diplomacy +5

There are eight human caravan guards (five male and three female) as well as three merchants (all male) of mixed subrace. The guards are armed with spears and leather armor. The group is interested in news from the battle against Iuz in the north part of the kingdom and news from the capital city of Chendl. They have recently hired onto Puffbeak's merchant company. Their past dealings with the Rhennee are limited.

PCs who have played *FUR3-03 Heart of the Kingdom* or *FURIntro4-01 Out in the Woods* recognize Puffbeak. Adder Puffbeak does not divulge information

without the offer of some gold. With a successful DC 15 Gather Information or DC 15 Diplomacy check as well as an offer of 5 gp per level of the PC (Adder is skilled at assessing the PCs ability to pay and requires more from those who appear better off, e.g. higher level PCs), Puffbeak provides the PCs information that the orcs are continuing south along the river. With a successful DC 20 Diplomacy check, he reduces the amount of this requirement to 2gp per level of the PC. A few of his guards spotted the orcs and exchanged arrow fire with them a few hours ago.

"Yes," he continues, "I was waylaid by a group of orcs. They attacked my caravan north of here and killed a group of my guards. Hopefully the problems across the river don't spill over to Furyondy. I wouldn't want it to impact the wine trading business. Trading in the north around Crockport has its own problems with the invasion by Old Wicked and all. What news do you have from your travels?"

If asked, he briefly mentions that he's carrying a shipment of red wine to Kisail. If asked about the Rhennee, he remarks:

"Ah yes...Many of those folk run barges up and down the coast line. I've heard tell that they're agents of Old Wicked. Or so I've heard from folk in the area here. I don't deal with them myself; I prefer to employ more reputable drivers and manners of transport to deliver my merchandise."

After the PCs are finished questioning him he remarks:

"I must be off, thank you for your time. Watch out for any wild animals you might see. I had quite a problem with them in the past."

Encounter Five

Continuing southwards along the Velverdyva River you soon reach the town of Caronis, a center of trade and fishing in this western part of the kingdom. A group of poorly dressed travelers crowd the road as you reach the edge of town. Near the back of the group, a tall young man guides a covered wagon lead by a set of brown horses. A young human woman with long black hair and dark tan skin stands near the front of the group. She wears tattered robes and has a wooden necklace around her neck and a shortbow strapped to her back. An older male dwarf walks in the middle of the crowd, his pack loaded with gear.

Creatures: As the PCs approach the group they see a mix of people both human and demi-human. The group of Velunan refugees is traveling north to Castle Ehlenestra, led by Imzela.

Imzela: Female Human (Flan) Clr 3/Rgr 1; hp. 18; (Knowledge (History) +8), shortbow +6. Imzela is a young cleric of Ehlonna traveling north to Castle Ehlenestra. She is interested in news from the area around the castle or from Veluna. She heard of the group of Knights of the Heart and followers of Ehlonna at Castle Ehlenestra and is looking to learn more of their customs. She wears a wooden painted holy symbol of Ehlonna (a unicorn's head) around her neck. A DC 12 Knowledge (Religion) check reveals it to be a symbol of her god. She is polite to the PCs. Although interested in goings on in the north, she is not interested in long conversation. She is leading a group of about thirty people from Veluna across this area of the kingdom to Castle Ehlenestra, which is several days journey to the north. They're all traveling on foot.

Jannko Muleskinner: Male Human Com3; hp. 10; (Handle Animal +7). The young man driving the wagon is Jannko Muleskinner. Jannko is delivering a load of supplies, including fruit and wine, from Kisail. His father is Jokko Muleskinner, the owner of the Ogling Orc tavern, located in Kisail. He is tall, about 6'6", and medium build for his height. He is twenty years of age with short brown hair. He is interested in getting his supplies delivered and wishes that the cleric and her group would get out of the way. He is getting impatient but hasn't been rude yet.

Mamadal: Male Dwarf Ftr5; hp 53; AL LN; Craft – weaponsmith +8. The male dwarf is Mamadal from Redstone. He carries a large set of smith tools strapped to his back. He was supervising some work in this area of the kingdom and is returning home. He is escorting the cleric to the castle on his way home to Redstone. Although this is out of his way somewhat, he does recognize greater safety in traveling in numbers. Besides, he may get an order for stone from the castle and...well, Mamadal doesn't think Imzela knows what she is doing. He is gruff and seems uninterested in talking with the PC's. However, if they are dwarfs or remark about his tools he lightens up and starts talking to them.

PCs who question the travelers or indicate a desire to do so, may make a DC 14 Gather Information or Diplomacy check. If successful they gain the following information:

- They know nothing of the half orcs or Rhenne in this part of town.
- The largest Inn in town is the Silver Scrag. They can provide detailed directions if asked.

- There are a large number of folks from Veluna in town. Some of them recently arrived, like us. The war in Veluna is not going well. We fled from Mitrik.
- The town is known for its local eel festival.
- The war with Old Wicked is heating up around Crockport. My cousin was moved from the area militia into the army because of the fighting.

Encounter Six

Traveling into the town of Caronis, you pass through the streets and warrens of the town. Passing the docks and fishing vessels, you catch a glimpse of fishermen unloading their catch from the rich Volverdyva River. Large woven nets lay alongside the wooden boats. Following the directions obtained earlier, you soon catch a glimpse of silver on a wooden sign hanging from a large building. Closer inspection reveals a large silver troll with a fish hanging from its mouth. "The Silver Scrag" is written below in Common.

A wagon loaded with wooden casks is parked outside. Four gray strong oxen are hitched to the front of the wagon. Three dwarves heft wooden casks on their shoulders and walk inside.

The dwarves are unloading a delivery of ale from Willip and are not particularly interested in chatting with the PCs. If the PCs enter the inn, please continue with:

The Silver Scrag is one of the largest inns in Caronis. Inside, human barmaids rush glasses of ale and trays of food to hungry travelers. A male gnome with a brown beard and green waistcoat stands behind the bar and yells out drink and food orders to the busy human waitresses. Another male gnome brings food from the kitchen. A group of human fisherman sits near the door; one of them holds a long clay pipe. A small stage stands near the back of the smoke-filled common room.

Closer inspection of the area behind the bar shows that there is a raised platform which allows the short statured male gnome to appear to "stand" behind the medium sized bar. No large sized animal companions are allowed inside the inn. Badgers are always welcome, as Irellbo has a soft spot for the gnome friendly animals. Familiars are fine as well.

Creatures: Inside the inn common room are the gnome proprietor, three human barmaids and the guests; primarily fishermen.

Irellbo Glumears: Male Gnome Exp3; (Profession (innkeeper) +8). Behind the bar stands the owner, Irellbo

Glumears, a retired adventurer and miner. After years of mining with the gnome community at Claw Gorge, Irellbo set out across the kingdom in search of adventure. He served as a guard at the mines at Redstone for some time. After a near death experience in a lost dungeon near Crockport, he decided to retire to the peaceful area along the river. He used the gold that he had saved up from his adventuring days to open this inn. He is getting on in years and is looking for gnome lass to settle down with. He is pleasant to talk to. Irellbo asks a young human boy to stable the PC's horses, if they ask about stables for horses. Irellbo passes on the following information with a Gather Information check.

DC 10

- The War in Veluna has brought a fair number of refugees into town. The town always had a small population from Veluna but it's gotten a bit larger because of the war.
- A new delivery of dwarven ale arrived from Willip today.
- Rhennee pass along the river every so often.

DC 15

- Ogres were raiding last year near Dapple Wood but adventurers stopped the raids.
- Caronis is famous for its Eel Festival. You should come and visit during the festival.
- The dark cloud still stands over Chendl in the north of the Kingdom.

DC 20

- Some of the gnomish acrobats staying at the Inn were talking to some Rhennee last night.
- The Rhennee mentioned something about a "deal".
- I think there was a half-orc in here looking for one of them.

While chatting with the PCs, as a practical joke, Irellbo casts *prestidigitation* on a human or half-orc (preferably male) PC's clothing to turn it pink. He is a playful old gnome and does not do this out of malice. Irellbo is not evil and is unarmed. If the PCs attempt to attack, grapple, grab or press him after the casting, Irellbo apologizes and offers the PC a free glass of Dugan's Fire. If the PC(s) continue to behave aggressively toward him or the other gnomes, Irellbo shouts for help and calls for the town guard. Any PC who takes a drink of Dugan's Fire must make a DC 15 Fortitude save or go unconscious for 1d4+1 hours. Only one Fortitude save is required. Irellbo only offers Dugan's Fire for sale by the mug and the ale must be consumed within the inn.

Human fisherman: There are three male mixed race humans and one female Flan woman sitting at this table. They are dressed in clothing typically of fishermen. They know nothing of the war in Veluna or the missing elven holy item. They are eel fisherman from the town. They have boats docked at the town docks along the river. They have seen Rhenne bargemen along the river during their daily work but none today. They have no other news of interest.

Jasmine (Com2) is a beautiful young Oeridian woman with black hair. Jasmine knows nothing of relevance.

Gretha (Com 3) is a portly older mixed race woman with a deep voice. Gretha knows nothing of relevance.

Carlotta (Com 2) is an older Velunese woman with a pleasant voice and salt and pepper hair. Carlotta saw the gnome acrobats talking with the Rhennee man last night. She brought them drinks and supper. The young Rhennee man paid with a freshly minted gold piece.

After about an hour of the PCs mingling in the inn, the gnomish acrobats arrive to perform for the crowd. After giving the PCs an ample chance to role-play with the fisherman, innkeeper and barmaids please read the following:

After wiping off their hands in towels that hang from their waists, the waitresses and the gnomish cook start to move the chairs and tables from the front of the stage. Walking from behind the bar, Irellbo places his hands in his waistcoat sides and yells, "Ladies and gentlemen! All the way from Claw Gorge, this day only – Perrywill Limpinitten and her Tumbling Badgers!"

A young blonde female gnome and six male gnomes bound out onto the small wooden stage. The female gnome holds a wooden hoop above her head. The male gnomes, dressed in poorly made badger costumes, proceed to leap, cartwheel and tumble through the hoop with large grins on their faces. In a few minutes each gnome takes turns holding the wooden gnome sized hoop. The crowd laughs and claps at the sight. After a while Perrywill cries in a loud cheerful voice, "Anyone care to join us on stage, tell a joke, play a tune or tumble like us?"

Any PC that performs with the gnomes via colorful magic displays like *dancing lights*, *ghost sound* or *prestidigitation* or who makes a DC 18 Jump, Perform or Tumble check earns the Favor of the Tumbling Badgers. The PC may simply tumble in front of the stage. Medium sized PC's that attempt to Tumble through the hoop need a DC 20 Tumble or Jump check to avoid missing the hoop. For Small sized PCs, the Tumble or Jump check is only DC 18. The PC may also have their animal

companion do a performance with a DC 15 Handle Animal check. Use discretion in awarding the favor, especially if the player is creative in their overall performance.

After their performance, the gnome acrobats wait at the bar to get a bite to eat and something to drink. The gnomes are especially friendly and helpful if a member of the party participated with a performance of some sort. If the PCs are rude to the gnomes, they must succeed at a DC 20 Diplomacy or Gather Information to gain the whereabouts of the half-orcs.

If the PCs have arrived at the Silver Scrag Inn after walking all the way from Baranford, the gnomish acrobats are on stage when they enter the inn. Irellbo directs any questions about the Rhennee to Perrywill. If asked about the Rhennee or half-orcs Perrywill replies:

"Sure I remember them. Vincente was a nice young man. We talked about his performing for his troupe of bargefolk, where his father was the leader. He said that he didn't feel in place among his people. Said that he wanted something bigger in life, that's why he talked about joining a gang that was working the town. I said he was better off listening to his father. But then he got angry, said I was just a gnome what did I know. He was going to meet a half-orc for a big payoff. One of guys saw him walk out last night and get a room at the Red Rat inn...a nasty place not fit for any decent gnome or human."

Perrywill provides directions to the Red Rat inn if asked. If asked about joining the Tumbling Badgers, if a gnome PC made a successful Perform or Tumble check, she replies: *"Sorry dear, we're all full this season, try next year!"* If the PC is not a gnome, she instead says: *"Silly, you're not a gnome!" she says smiling.* If the PC failed their check, she remarks, *"Gee you aren't very good at tumbling are you? Better luck next year!" She says with a large grin.*

Development: If the PCs leave the Silver Scrag and proceed to the Red Rat Inn continue to Encounter Seven. If the PCs go directly to the dock, skip to Encounter Eight.

Encounter Seven

Following the directions from Perrywill you head down the street a few blocks towards the Red Rat Inn. This part of town is not as cheerful as the inn with the gnomish acrobats. The houses and street are worn and piles of filth lie near the alleyways. The Red Rat Inn is not far from the docks. A dimly lit sign hangs in front. A large red dire rat is displayed over the

doorframe. A dirty horse trough stands off to one side. As you approach the door, a normal sized rat scampers behind the water trough.

If the PC's travel inside:

The smell of cheap ale hits your nose as you walk inside. Four dark men sit huddled around a dirty table. A rough looking Suel man polishes a wooden mug at the bar. He stands about six foot five and is bald.

PCs who succeed at a DC 15 Spot check notice the following:

Toward the rear of the bar, a rough looking half-orc dashes out the back door. At the table sits a young Rhenne man and three others with hoods over their faces.

Creatures: If any PC attempts to approach the half-orc, Vincente and his friends stop them, drawing their weapons. Meanwhile, the half-orc makes his way to the docks. If the PCs approach the human thugs, the thugs begin insulting the PCs, looking for any excuse to fight. They call any elven, halfling or gnome PCs crude names, then move to the human ones. If the PCs reciprocate with name-calling, attempt to move past or attack, the thugs draw their weapons and attack.

APL 2 (EL 4)

Vincente: Male Human (Rhenne): Rog1; hp 7; See *Appendix One*

Thugs (3): Male human Rog 1; hp 7; See *Appendix One*

APL 4 (EL 6)

Vincente: Male Human (Rhenne): Rog2; hp 15; See *Appendix Two*

Thugs (3): Male human Rog 2; hp 15; See *Appendix Two*

APL 6 (EL 8)

Vincente: Male Human (Rhenne): Rog3; hp 20; See *Appendix Three.*

Thugs (4): Male human Rog 3; hp 20; See *Appendix Three.*

APL 8 (EL 10)

Vincente: Male Human (Rhenne): Rog5; hp 30; See *Appendix Four*

Thugs (4): Male human Rog 5; hp 30; See *Appendix Four*

Tactics: While the PCs fight the thugs, the bartender continues polishing his mugs. If two or more of the thugs drop during combat, Vincente flees. The other thugs fight till the death.

Treasure:

APL 2: Loot: 102 gp; Coin: 0 gp; Magic - 75 gp; 3 *potions of cure light wounds* (12.5 gp each)

APL 4: Loot: 102 gp; Coin: 0 gp; Magic - 75 gp; 3 *potions of cure light wounds* (12.5 gp each)

APL 6: Loot: 111 gp; Coin: 0 gp; Magic - 100 gp; 4 *potions of cure light wounds* (12.5 gp each)

APL 8: Loot: 8 gp; Coin: 0 gp; Magic - 296 gp; +1 chain shirt (104 gp each), +1 short sword (192 gp each)

Development: If caught, Vincente pleads for his life. After the PCs show of force, Vincente has had a turn of heart. He tells the PCs that the rough looking humans, (he does not know they are half-orcs), promised him 400 gold pieces for assistance in getting the elven holy item out of Furyondy. (Vincente does not know that one of the half-orcs is a cleric of Iuz.) He does, however, know their location and agrees to provide it providing the PCs promise not to kill him. If any PC mentions that they plan to turn him into the authorities, have that PC make Diplomacy or Intimidate check (DC 20; bonuses may be given for good role-play). If successful, Vincente agrees to willingly accompany the PC to the town watch. If told that his father misses him and wants him to return to the Rhennee clan, Vincente returns with the party as long as the PCs promise not to tell his father that one of the “dirty looking humans” i.e. half-orcs worshiped Iuz (assuming PCs have so informed him). Vincente explains that his father hates the Old One and feels the Old One has taken advantage of the bargefolk that live closer to Greyhawk City. If the PCs agree to testify that Vincente aided them in capturing the half-orc cleric of Iuz, the authorities agree to take that in consideration when sentencing him.

If all of the Rhennee thugs died, the PCs may make a DC 20 Survival check to track the half-orc to the dock area and waiting barge. Animal companions with the Scent ability and Track feat may make the attempt as well. The area around the Red Rat tavern is bare dirt so the half-orcs footprints are visible with a DC 12 Survival or a DC 15 Search check.

Encounter Eight

The half-orcs have commissioned another barge to take them further along their journey southwards. The thugs hoped that the Rhennee could assist them in piloting the barge but if the PCs discover their plot, the half-orcs rush

off without them to the dock where the barge is tied and waiting.

You follow the footsteps in the filth-ridden area near the river. Ahead, a group of dirty looking humans are attempting to push a barge out into the river. One of the humans shouts something in a foul language, draws his weapon and points a bony finger in your direction.

The half-orcs are dressed in poor disguises. If a PC makes a DC 12 Spot check, they realize the “humans” are actually half-orcs. If any of the PCs speaks Orcish, that PC realizes that Gorrok shouted, “**Get them!**” When the PCs arrive, the barge has been untied and is just starting downstream (away from the PCs). See Appendix 8 for a rough map of the area. PCs must make a DC 10 Jump check to leap over to the barge. The barge is five feet from the dock. The PCs may also *fly* or use other spells to reach the barge.

Creatures:

APL 2 (EL 4)

Gorrok: Male half-orc Clr1; hp 10; See *Appendix One*

Thugs (3): Male half-orc Rog1; hp 7; See *Appendix One*

APL 4 (EL 6)

Gorrok: Male half-orc Clr3; hp 24; See *Appendix Two*

Thugs (2): Male half-orc Rog3; hp 20; See *Appendix Two*

APL 6 (EL 8)

Gorrok: Male half-orc Clr5; hp 38; See *Appendix Three*

Thugs (2): Male half-orc Rog4/Ftr1; hp 32; See *Appendix Three*

APL 8 (EL 10)

Gorrok: Male half-orc Clr7; hp 52; See *Appendix Four*

Thugs (2): Male half-orc Rog6/Ftr1; hp 42; See *Appendix Four*

Tactics: The half-orcs do not surrender or run, regardless of what occurs. They protect the chest at all costs. If the half-orcs manage to be taken alive, they tell the characters that a high level cleric of Iuz instructed them to travel to the area and attack the elven caravan. The cleric of Iuz had knowledge that the caravan would be traveling in the area.

Development: On the barge, wrapped in a large burlap sack, is the wooden case that contains the *arrow of*

the Great Archer, on the cover is a *glyph of warding* with an Elven rune, depicting the symbol for danger.

All APLs

Glyph of Warding Trap: *Glyph of warding* (blast) CR 4; touch trigger; no reset; spell effect (*Glyph of warding* [blast] 5th level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

Any PC of elven or half-elven decent may identify this symbol with a DC 15 Intelligence check. The symbol may also be identified by a DC 25 Bardic Knowledge or DC 20 Knowledge – arcane check. If opened, the chest contains a +5 *greater arrow of slaying* (orcs). If the elven clerics discover the PCs have opened the chest, they are very disappointed. If the PCs steal the arrow, the elven clerics report them to the authorities. The PC is now wanted for theft in Furyondy. Be sure to make the appropriate notation on that PC's AR.

Treasure: The half-orcs were equipped by a high level cleric of Iuz for a special mission.

APL 2: Loot: 79 gp; Coin: 0 gp; Magic - 16 gp; 4 *potions of cure light wounds* (16 gp each)

APL 4: Loot: 79 gp; Coin: 0 gp; Magic - 16 gp; 4 *potions of cure light wounds* (16 gp each)

APL 6: Coin: 0 gp; Magic – 1249 gp; *boots of striding and springing* (458 gp each), *pearl of power – first level* (83 gp each), *wand of cure moderate wounds* (375 gp each), *vest of resistance +2* (333 each).

APL 8: Coin: 0 gp; Magic – 1378 gp; +2 *banded mail* (129 gp each), *boots of striding and springing* (458 gp each), *pearl of power first level* (83 gp each), *wand of cure moderate wounds* (375 gp each), *vest of resistance +2* (333 gp each).

Encounter Nine

In the morning, the innkeeper at the Silver Scarag lets you know that you have a message waiting. The scroll reads: "My friends, I have arrived in Caronis. I am staying at the Brown Bell Inn. I hope all is well. Arvandor Trueshot".

If the PCs arrive at the Brown Bell, Arvandor and two older clerics greet the party.

"My friends, what news do you have? I hope all is well. I pray to the Great Archer that you bring us good tidings?"

If the PCs have failed the mission he understands and is grateful for the party's help, but very disappointed.

Later in the day a young Rhennee boy arrives at the inn and calls to you "Are you the adventurers that are working with my uncle Geemondi? He asked my father and I to find you. I have a message from him about my cousin." He hands you a piece of parchment.

Please see Player's Handout One

Development: If the PCs return Vincente to his father or testify on his behalf to the authorities, recover the elven holy item of Solonor Thelandiraj, and defeat the half-orc raiding party, proceed to Conclusion A.

If they recover the holy item of Solonor Thelandiraj and defeat the half-orc raiding party but turn Vincente into the authorities and do not agree to testify on his behalf proceed to Conclusion B.

If they do not recover the lost holy item of Solonor and turn Vincente into the authorities and do not agree to testify on his behalf proceed to Conclusion C.

If the PC's return Vincente to his father or testify on his behalf to the authorities but do not recover the lost holy item of Solonor Thelandiraj proceed to Conclusion D.

Conclusion A

When you return the holy item of Solonor Thelandiraj to his temple and a lost son to his father you cannot help but think you've done a good thing. Defeating the half-orcs has brought you a small notice from the townsfolk and others. But you can't help wonder what trouble will again arise in this part of the kingdom along the banks of the Velverdyva River.

If the PCs return Vincente to the Rhennee, they receive the *Favor of the Rhennee Bargemaster*. If they successfully recover the elven holy item of Solonor Thelandiraj and return it to the cleric from the church in Baranford, they receive the *Favor of The Great Archer*. Since the half-orc raiding party was defeated; the PCs receive the *Favor of the Furyondy Military*. Be sure to mark off all items that do not apply.

Conclusion B

Having defeated the half-orcs allied with Old Wicked, returned the holy item of Solonor Thelandiraj to his temple and a lost son to proper judgment with the authorities, you think that justice

was surely done this day. Yet you wonder what trouble will arise in this part of the kingdom along the banks of the Velverdyva River.

Since the PCs turned Vincente in to the authorities and do not testify in his behalf, they do not receive the *Favor of the Rhennee Bargemaster*. If they successfully return the elven holy item of Solonor Thelandiraj and to the cleric from the local church in Baranford, they receive the *Favor of The Great Archer*. Since the half-orc raiding party is defeated, the PCs also receive the *Favor of the Furyondy Military*. Be sure to mark off all items that do not apply.

Conclusion C

Although the holy item of Solonor Thelandiraj was lost to the forces of Old Wicked; you managed to deliver a known criminal to the proper judgment. You can't help but think you've done a small, but good thing. Hopefully the elves will eventually recover the lost holy item. You wonder what trouble will arise in this part of the kingdom along the banks of the Velverdyva River.

Since the PCs returned Vincente to the authorities and do not testify in his behalf, they do not receive the *Favor of the Rhennee Bargemaster*. Since they do not successfully recover the elven holy item and return it to the clerics of church in Baranford, they do not receive the *Favor of The Great Archer*. If the PCs keep or steal the hold item, they become a *Fugitive of the Furyondy Government*. Since the half-orc raiding party is not defeated or turned into the authorities; the PCs do not receive the *Favor of the Furyondy Military*. Be sure to mark off all items that do not apply.

Conclusion D

Although you lost the holy item of Solonor Thelandiraj to the forces of Old Wicked; you've helped a lost son make peace with his father and his family. You cannot help but think you've done a good thing. But you wonder what trouble will arise in this part of the kingdom along the banks of the Velverdyva River.

If the PCs return Vincente to the Rhennee or testify on his behalf, they receive the *Favor of the Rhennee Bargemaster*. Since they did not successfully recover the elven holy item and return it to the clerics of church in Baranford, they do not receive the *Favor of The Great Archer*. Since the half-orc raiding party is not defeated or

turned into the authorities; the PCs do not receive the *Favor of the Furyondy Military*. Be sure to mark off all items that do not apply.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One:

Assisting the Elvish Cleric of Solonor Thelandira

APL2 25 xp

APL4 40 xp

APL6 65 xp

APL8 80 xp

Encounter Three:

Defeating the Trolls/Undead

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounter Seven:

Defeating the Human Thugs

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounter Eight:

Defeating the Half-orcs

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Story Award:

Returning Vincente and the holy item

APL2 75 xp

APL4 95 xp

APL6 115 xp

APL8 145 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 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 Furyondy 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.

Encounter Three A:

APL 2: L: 0 gp, C: 100 gp, M: 0 gp.

APL 4: L: 0 gp, C: 250 gp, M: 0 gp.

APL 6: L: 0 gp, C: 0 gp, M: 0 gp.

APL 8: L: 0 gp, C: 0 gp, M: 0 gp.

OR

Encounter Three B:

APL 2: L: 0 gp, C: 100 gp, M: 0 gp.

APL 4: L: 0 gp, C: 250 gp, M: 0 gp.

APL 6: L: 8 gp, C: 0 gp, M: 208 gp; *+1 large chain shirt* (208 gp each).

APL 8: L: 8 gp, C: 0 gp, M: 208 gp; *+1 large chain shirt* (208 gp each).

Encounter Seven:

APL 2: L: 220 gp; C: 0 gp; M: 15 gp; 3 *potions of cure light wounds* (5 gp each per potion)

APL 4: L: 220 gp; C: 0 gp; M: 15 gp; 3 *potions of cure light wounds* (5 gp each per potion)

APL 6: L: 220 gp; C: 0 gp; M: 20 gp; 4 *potions of cure light wounds* (5 gp each per potion)

APL 8: L: 82 gp; C: 0 gp; M: 192 gp; *+1 short sword* (192 gp each)

Encounter Eight:

APL 2: L: 131 gp; C: 0 gp; M: 62 gp; *wand of cure light wounds* (62 gp each)

APL 4: L: 131 gp; C: 0 gp; M: 157 gp; *wand of cure light wounds* (62 gp each), *scroll of divine insight* (12 gp each), *vest of resistance +1* (83 gp each)

APL 6: L: 29 gp; C: 0 gp; M: 667 gp; *boots of striding and springing* (458 each), *pearl of power first level* (83 gp each)

each), *wand of cure light wounds* (31 gp each), *vest of resistance +1* (83 gp each), *scroll of divine insight* (12 gp each).

APL 8: L: 29 gp; C: 0 gp; M: 1073 gp; *boots of striding and springing* (458 gp each), *pearl of power first level* (83 gp each), *wand of cure moderate wounds* (187 gp each), *scroll of divine insight* (12 gp each), *vest of resistance +2* (333 gp each).

Total Possible Treasure:

APL 2: L: 351 gp; C: 100 gp; M: 77 gp - Total: 528 gp (Maximum 450 gp)

APL 4: L: 351 gp; C: 250 gp; M: 172 gp - Total: 773 gp (Maximum 650 gp)

APL 6: L: 257 gp; C: 0 gp; M: 895 gp - Total: 1152 gp (Maximum 900 gp)

APL 8: L: 119 gp; C: 0 gp; M: 1473 gp - Total: 1592 gp (Maximum 1300 gp)

Items for the Adventure Record

Fugitive of the Furyondy Government: This PC stole a sacred item from the Church of the Great Archer. There is a 15% cumulative chance each adventure in Furyondy they are caught for this crime. If caught, they must pay a 200 gp fine and return the item (losing access to the item). PCs who refuse to pay the fine are imprisoned (remove from play). Additionally, this PC may not gain a favor from any FAST-C or lawful church, the Furyondy military or government until they have paid their fine, returned the item and repaid reparations in the form of 2000 gp to the elven church in Baranford. The PC may voluntarily turn themselves in at the start of any Furyondy regional adventure, reducing the fine to 100 gp.

Favor of The Great Archer – For recovering the arrow scared to their church, the elven clerics of Baranford have agreed to help you locate some of the following items. For one year following the date of this AR the PC has regional access (Furyondy) to two of the following items: Arrows, blunt (RW), Arrows, swiftwing (RW), Forestswarden shroud (RW), Elven harp (hand or lap) (RW) or Elven tree tent. Circle the selected items.

Favor of Geemondi, the Rhennee Bargemaster – For recovering his son, Geemondi agrees to sell you one of his clan's harpoon (AEG) or keelboat (AEG) following any Furyondy Regional Adventure. You may instead chose to consult with Geemondi about happenings in the kingdom, allowing a +5 circumstance bonus to a Knowledge (Local - Iuz Border states] or Gather

Information check within the Kingdom of Furyondy. This favor is voided once used.

Favor of the Tumbling Badgers – Perrywill sought out a famed gnomish alchemist who allows the PC to purchase an item from *Complete Adventurer*. For one year following the date of this AR the PC has regional access (Furyondy) to one of the following items: blend cream, freeglide, keenear powder, lockslip grease, softfoot or suregrip. Circle the selected item.

Favor of the Furyondy Military – The military allows the character to train with them to gain one of the following feats: Double Hit (MH) or Shieldmate (MH). The selected feat must be chosen the next time the PC gains a feat.

Item Access

APL 2:

- *Mithril shirt* (Adventure, DMG, 1100 gp)
- *Wand of cure light wounds* (Adventure, CL 1st, DMG, 750 gp)

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

- *Slaying Arrow (humanoids, orc)* (Adventure, DMG, 2282 gp)
- *Scroll of Divine Insight* (Adventure, CV, 150 gp)
- *Vest of Resistance +1* (Adventure, CA 1000 gp)

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

- *Slaying arrow, greater (humanoids, orc)* (Adventure, DMG, 4057 gp)
- *Pearl of power first level* (Adventure, DMG, 1000 gp)

APL 8: (All of APLs 2-6 plus the following)

- *Boots of striding and springing* (Adventure, DMG, 5500 gp)
- *Wand of cure moderate wounds* (25 charges, Adventure, 3rd level caster, DMG, 2250 gp)
- *Vest of resistance +2* (Adventure, CA, 4000 gp)

Appendix One: APL 2

Encounter Three

Orc Leader: Male Orc Ftr1; CR 1; Medium-sized Humanoid (orc); HD 1d10+2; hp 12; Init +0; Spd 30ft.; AC 13; touch 10, flat-footed 13; Base Atk/Grp +1/+4; Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3/x2, javelin); Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3/x2, javelin); SQ Darkvision 60ft. Light Sensitivity; AL CE; Fort +4, Ref +0, Will -1; Str 17, Dex 11, Con 14, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Power Attack, Quick Draw.

Possessions: studded leather, falchion, javelin.

Encounter Seven

Thug, Male Human Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +7; Spd 30ft.; AC 17; touch 13, flat-footed 14; Base Atk/Grp: +0/+2; Atk +4 melee (1d6+2/19-20, masterwork shortsword); Full Atk +4 melee (1d6+2/19-20, masterwork shortsword); SA: sneak attack +1d6, SQ: trapfinding; AL LE; Fort +1, Ref +5, Will +1; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +5, Escape Artist +7, Hide +7, Listen +6, Move Silently +7, Search +6, Speak Rhopan, Speak Orc, Spot +6, Tumble +7, Improved Initiative, Weapon Focus (shortsword)

Possessions: masterwork shortsword, chain shirt, *potion of cure light wounds*, sap

Vincente, Male human Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30ft.; AC 17; touch 13, flat-footed 14; Base Atk/Grp: +0/+0; Atk +4 melee (1d6/18-20, masterwork rapier); Full Atk +4 melee (1d6/18-20, masterwork rapier); SA: sneak attack +1d6, SQ: trapfinding; AL N; Fort +1, Ref +5, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +6, Bluff +7, Hide +8, Listen +6, Move Silently +8, Search +6, Speak Rhopan, Spot + 6, Tumble +10, Use Rope +6; Skill Focus (Tumble), Weapon Finesse.

Possessions: entertainers outfit, masterwork rapier, chain shirt, *potion of cure light wounds*

Encounter Eight

Gorrok, Male half-orc Clr 1; CR 1; Medium-size Humanoid (orc); HD 1d8+2; hp 10; Init +0; Spd 20 ft.; AC 18; touch 10, flat-footed 18; Base Atk/Grp +0/+2; Atk +3 melee (1d8+2, masterwork morningstar); Full Atk +3 melee (1d8+2 masterwork morningstar); SA spells, spontaneous casting, rebuke undead; SQ:

darkvision; AL NE; SV Fort +4, Ref +0, Will +5; Str 14, Dex 10, Con 14, Int 12, Wis 17, Cha 12.

Skills and Feats: Bluff +4, Concentration +6, Knowledge – arcana +4, Knowledge – religion +4, Spellcraft +4; Combat Casting.

Spells prepared (3/2+1; base DC = 13 + spell level):
0 - *detect magic, detect poison, guidance*, 1 – *cause fear, protection from good**, *shield of faith*

*Domain spell, Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are cleric class skills).

Possessions: banded mail, heavy wooden shield, masterwork morningstar, *wand of cure light wounds*.

Thug, Male half-orc Rog1; CR 1; Medium-sized humanoid; HD 1d6+1; hp 7; Init +2; Spd 30ft.; AC 15; touch 12, flat-footed 13; Base Atk/Grp +0/+2; Atk +3 melee (1d8+2/19-20, masterwork longsword); Full Atk +3 melee (1d8+2/19-20, masterwork longsword); SA: sneak attack +1d6, SQ: darkvision, trapfinding; AL CE; Fort +1, Ref +4, Will +1; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Hide +7, Listen +6, Move Silently +7, Search +6, Spot + 6, Tumble +7, Martial Weapon Proficiency (longsword)

Possessions: masterwork longsword, studded leather armor.

Appendix Two: APL 4

Encounter Seven

Thug, Male Human Rog2: CR 2; Medium-sized humanoid (human); HD 2d6+2; hp 15; Init +7; Spd 30ft.; AC 17; touch 13, flat-footed 14; Base Atk/Grp +1/+3; Atk +5 melee (1d6+2/19-20, masterwork shortsword); Full Atk +5 melee (1d6+2/19-20, masterwork shortsword); SA: sneak attack +1d6, SQ: evasion, trapfinding; AL LE; Fort +1, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +5, Escape Artist +7, Hide +8, Listen +7, Move Silently +8, Search +7, Spot +7, Tumble +8, Speak Rhopan, Speak orc; Improved Initiative, Weapon Focus (shortsword)

Possessions: masterwork shortsword, chain shirt, *potion of cure light wounds*, sap

Vincente, Male human Rog2: CR 2; Medium-sized humanoid (human); HD 2d6+2; hp 15; Init +3; Spd 30ft.; AC 17; touch 13, flat-footed 14; Base Atk/Grp +1/+1; Atk +5 melee (1d6/18-20, masterwork rapier); Full Atk +5 melee (1d6/18-20, masterwork rapier); SA: sneak attack +1d6, SQ: evasion, trapfinding; AL N; Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +7, Bluff +7, Hide +8, Listen +7, Move Silently +8, Search +7, Speak Rhopan, Speak orc; Spot +7, Tumble +11, Use Rope +9; Skill Focus (Tumble), Weapon Finesse.

Possessions: entertainers outfit, masterwork rapier, mithril shirt, *potion of cure light wounds*

Encounter Eight

Gorrok, male half-orc Clr3; CR 3; Medium-size humanoid (orc); HD 3d8+6; hp 24; Init +0; Spd 20 ft.; AC 18; touch 10, flat-footed 18; Base Atk/Grp +2/+4; Atk +5 melee (1d8+2 mw morningstar); Full Atk +5 melee (1d8+2 mw morningstar); SA spells, spontaneous casting, rebuke undead; SQ: darkvision; AL NE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 10, Con 14, Int 12, Wis 17, Cha 12.

Skills and Feats: Bluff +4, Concentration +8, Knowledge - arcana +5, Knowledge - religion +4, Spellcraft +7; Combat Casting.

Spells prepared (4/3+1/2+1; base DC = 13 + spell level): 0 - *detect magic*, *detect poison*, *guidance*, *resistance*, 1st - *bane*, *cause fear*, *protection from good**, *shield of faith*; 2nd - *bull's strength*, *hold person*, *invisibility**

*Domain spell, Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are cleric class skills).

Possessions: banded mail, heavy wooden shield, masterwork morningstar, *wand of cure light wounds*, *scroll of divine insight*, *vest of resistance +1*.

Thug, Male half-orc Rog3: CR 3; Medium-sized humanoid (orc); HD 3d6+3; hp 20; Init +2; Spd 30ft.; AC 15; touch 12, flat-footed 13; Base Atk/ Grp +2/+4; Atk +6 melee (1d8+2/19-20, mw longsword); Full Atk +6 melee (1d8+2/19-20, mw longsword); SA: sneak attack +2d6, SQ: darkvision, evasion, trapfinding; AL CE; Fort +2, Ref +5, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +6, Hide +8, Intimidate +4, Listen +7, Move Silently +9, Search +8, Speak Rhopan, Spot +7, Tumble +9, Martial Weapon Proficiency (longsword), Weapon Focus (longsword).

Possessions: masterwork longsword, studded leather armor.

Appendix Three: APL 6

Encounter Three

Corpse Aquatic Elf Ftr 7: CR 8; Medium-sized undead; HD 7d12; hp 54; Init +1; Spd 30ft., swim 40ft; AC 20; touch 13, flat-footed 18; Base Atk/Grp +7/+11; Atk +13 melee (2d6+9/19-20, *+1 greatsword*) or slam + 11 melee (1d6+9); Full Atk +13/+8 melee (2d6+9/19-20, *+1 greatsword*) or slam + 10/+4 melee (1d6+9); SQ: Superior Low Light vision, Darkvision, undead traits; AL CE; Fort +5, Ref +4, Will +1; Str 18, Dex 14, Con -, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +4, Search +2, Spot +4, Swim +10; Combat Reflexes, Dodge, Power Attack, Hold the Line, Improved Bull Rush, Weapon Focus (greatsword), Weapon Specialization (greatsword)

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

Encounter Seven

Thug, Male Human Rog3: CR 3; Medium-sized humanoid (human); HD 3d6+3; hp 20; Init +7; Spd 30ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +2/+4; Atk +6 melee (1d6+2/19-20, mw shortsword) or +5 ranged (1d6/x3, shortbow); Full Atk +5 melee (1d6+2/19-20, mw shortsword) +5 ranged (1d6/x3, shortbow); SA: sneak attack +2d6, SQ: evasion, trapfinding; AL LE; Fort +2, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +7, Escape Artist +8, Hide +9, Listen +8, Move Silently +9, Search +7, Speak Rhopan, Speak orc, Speak goblin, Spot +8, Tumble +9; Improved Initiative, Point Blank Shot, Weapon Focus (shortsword).

Possessions: masterwork shortsword, chain shirt, *potion of cure light wounds*, sap

Vincente, Male human Rog3: CR 3; Medium-sized humanoid (human); HD 3d6+3; hp 20; Init +3; Spd 30ft.; AC 17; touch 13, flat-footed 14; Base Atk/Grp +2/+2; Atk +6 melee (1d6/18-20, mw rapier); Full Atk +6 melee (1d6/18-20, mw rapier); SA: sneak attack +2d6, SQ: evasion, trapfinding; AL N; Fort +2, Ref +6, Will +2; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +9, Bluff +8, Escape Artist +4, Hide +9, Listen +8, Move Silently +9, Search +7, Speak Rhopan, Speak orc; Spot +8, Tumble +12, Use Rope +10; Skill Focus (Tumble), Quick Draw, Weapon Finesse.

Possessions: entertainers outfit, masterwork rapier, mithril shirt, *potion of cure moderate wounds*

Encounter Eight

Gorrok, male half-orc Clr5: CR 5; Medium-size humanoid (orc); HD 5d8+10; hp 38; Init +0; Spd 20 ft.; AC 18; touch 10, flat-footed 18; Base Atk/Grp +3/+5; Atk +6 melee (1d8+3, *+1 morningstar*); Full Atk +6 melee (1d8+3, *+1 morningstar*); SA spells, spontaneous casting, rebuke undead; SQ: darkvision; AL NE; SV Fort +7, Ref +4, Will +8; Str 14, Dex 10, Con 14, Int 12, Wis 17, Cha 12.

Skills and Feats: Bluff +5, Concentration +10, Knowledge - arcana +5, Knowledge - religion +5, Spellcraft +9; Combat Casting, Lightning Reflexes.

Spells prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 - *detect magic* (2), *detect poison*, *guidance*, *resistance*; 1st - *bane*, *bles*, *cause fear*, *disguise self*^{*}, *shield of faith*; 2nd - *bulls strength*, *hold person*, *invisibility*^{*}, *sound burst*; 3rd - *cause serious wounds*, *magic circle against good*^{*}, *prayer*.

^{*}Domain spell, Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are cleric class skills).

Possessions: *+2 banded mail* (from oil of magic vestment), heavy wooden shield, *+1 morningstar* (greater magic weapon), *pearl of power first level*, *wand of cure light wounds* (25 charges), *scroll of divine insight*, *vest of resistance +1*, ~~*2 scrolls of greater magic weapon*~~.

Thug, Male half-orc Rog4/Ftr1: CR 5; Medium-sized humanoid (orc); HD 4d6+1d10+5; hp 32; Init +2; Spd 30ft.; AC 18; touch 12, flat-footed 16; Base Atk/Grp +4/+6; Atk +7 melee (1d8+3/19-20, *+1 longsword*); Full Atk +7 melee (1d8+3/19-20, *+1 longsword*); SA: sneak attack +2d6, SQ: darkvision, evasion, trapfinding, uncanny dodge; AL CE; Fort +6, Ref +7, Will +3; Str 14, Dex 15, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +7, Hide +9, Intimidate +4, Listen +8, Move Silently +10, Search +9, Speak Rhopan, Spot +7, Tumble +10; Dodge, Power Attack, Weapon Focus (longsword).

Possessions: *+1 longsword* (greater magic weapon), *boots of striding and springing*, *+2 chain shirt* (from oil of magic vestment), *vest of resistance +1*.

Appendix Four: APL 8

Encounter Three

Corpse Aquatic Elf Ftr 7: CR 8; Medium-sized undead; HD 7d12; hp 54; Init +1; Spd 30ft., swim 40ft; AC 20; touch 13, flat-footed 18; Base Atk/Grp +7/+11; Atk +13 melee (2d6+9/19-20, +1 *greatsword*) or slam + 11 melee (1d6+9); Full Atk +13/+8 melee (2d6+9/19-20, +1 *greatsword*) or slam + 10/+4 melee (1d6+9); SQ: Superior Low Light vision, Darkvision, undead traits; AL CE; Fort +5, Ref +4, Will +1; Str 18, Dex 14, Con -, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +4, Search +2, Spot +4, Swim +10; Combat Reflexes, Dodge, Power Attack, Hold the Line, Improved Bull Rush, Weapon Focus (greatsword), Weapon Specialization (greatsword)

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

Troll Hunter: Rgr2; CR 7; Large-sized giant; HD 6d8+2d8+48; hp 91; Init +1; Spd 30ft.; AC 21; touch 10, flat-footed 20; Base Atk/Grp +6/+17; Atk +14 melee (3d6+10/19-20, mw *greatsword*) or + 12 melee (1d6+7 claw) or +7 ranged (1d8+7 javelin); Full Atk +14/+9 melee (3d6+10/19-20, mw *greatsword*) or +12/+12 melee (1d6+7 claw) and bite +4 melee (1d6+3) or +7 ranged javelin (1d8+7); SQ: Darkvision 90ft, favored enemy humans (+2), low light vision, regeneration 5, scent, wild empathy; SA: Rend 2d6+10; AL CE; Fort +14, Ref +6, Will +6; Str 25, Dex 12, Con 22, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Search +4, Spot +7, Survival +5; Alertness, Iron Will, Power Attack, Track, Two Weapon Fighting.

Possessions: masterwork huge *greatsword*, +1 *chain shirt*.

Encounter Seven

Thug, Male Human Rog5: CR 5; Medium-sized humanoid (human); HD 5d6+5; hp 30; Init +7; Spd 30ft.; AC 19; touch 13, flat-footed 16; Base Atk/Grp +3/+5; Atk +7 melee (1d6+3/19-20, +1 *shortsword*) or +6 ranged (1d6/x3, mw *shortbow*); Full Atk +7 melee (1d6+3/19-20, +1 *shortsword*) +6 ranged (1d6/x3, mw *shortbow*); SA: sneak attack +3d6, SQ: evasion, trapfinding, uncanny dodge; AL LE; Fort +2, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +9, Escape Artist +11, Hide +11, Listen +10, Move Silently +11, Search +9, Speak orc, Speak goblin, Speak Rhopan, Spot +10, Tumble

+11, Use Rope +6; Improved Initiative, Point Blank Shot, Weapon Focus (shortsword).

Possessions: +1 *shortsword*, +2 *chain shirt* (oil of *magic vestment*), masterwork *shortbow*, sap

Vincente, Male Human Rog5: CR 5; Medium-sized humanoid (human); HD 5d6+5; hp 30; Init +3; Spd 30ft.; AC 19; touch 14, flat-footed 16; Base Atk/Grp +3/+3; Atk +7 melee (1d6+1/18-20, *rapier* +1); Full Atk +7 melee (1d6+1/18-20, *rapier* +1); SA: sneak attack +3d6, SQ: evasion, trapfinding, uncanny dodge; AL N; Fort +2, Ref +7, Will +2; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +10, Bluff +10, Escape Artist +10, Hide +11, Listen +10, Move Silently +11, Search +8, Speak Rhopan, Speak orc; Spot +10, Tumble +14, Use Rope +10; Skill Focus (Tumble), Quick Draw, Weapon Finesse.

Possessions: entertainers outfit, +1 *rapier*, +1 *mithril shirt*, *potion of cure moderate wounds*, +1 *ring of protection*.

Encounter 8

Gorrok, male half-orc Clr 7: CR 7; Medium-size humanoid (orc); HD 7d8+14; hp 52; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 18; Base Atk/Grp +5/+7; Atk +9 melee (1d8+4, +2 *morningstar*); Full Atk +9 melee (1d8+4, +2 *morningstar*); SA spells, spontaneous casting, rebuke undead; SQ: darkvision; AL NE; SV Fort +8, Ref +5, Will +10; Str 14, Dex 10, Con 14, Int 12, Wis 18, Cha 12.

Skills and Feats: Bluff +7, Concentration +12, Knowledge – arcana +5, Knowledge – religion +6, Spellcraft +10; Combat Casting, Lightning Reflexes, Power Attack.

Spells prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 - *detect magic* (2), *detect poison*, *guidance* (2), *resistance*; 1st - *bane*, *bless*, *cause fear*, *disguise self**, *entropic shield*, *shield of faith*; 2nd - *bulls strength*, *cure moderate wounds*, *hold person*, *invisibility**, *sound burst*; 3rd - *blindness/deafness*, *cure serious wounds*, *magic circle against good**, *prayer*; 4th - *divine power*, *summon monster IV*, *unholy blight**.

*Domain spell, Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are cleric class skills).

Possessions: +3 *banded mail* (oil of *magic vestment*), heavy wooden shield, +2 *morningstar*

(greater magic weapon), pearl of power first level, wand of cure moderate wounds (25 charges), scroll of divine insight, ~~2 scrolls of greater magic weapon~~

Thug, Male half-orc Rog6/Ftr1: CR 7; Medium-sized humanoid (orc); HD 6d6+1d10+7; hp 42; Init +2; Spd 30ft.; AC 19; touch 12, flat-footed 17; Base Atk/Grp +5/+7; Atk +10 melee (1d8+4/19-20, +2 *longsword*); Full Atk +10 melee (1d8+4/19-20, +2 *longsword*); SA: sneak attack +3d6, SQ: darkvision, evasion, trapfinding, uncanny dodge; AL CE; Fort +7, Ref +9, Will +5; Str 14, Dex 15, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +8, Escape Artist +4, Hide +11, Intimidate +9, Listen +10, Move Silently +12, Search +10, Speak Rhopan, Spot +9, Tumble +12; Dodge, Power Attack, Quick Draw, Weapon Focus (*longsword*).

Possessions: +2 *longsword* (*greater magic weapon*), +3 *chain shirt* (*oil of magic vestment*), *vest of resistance* +2.

Appendix Five: All APL's

Encounter Two

Rhennee Guard, Male human, Ftr1: CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 30ft; AC 14; touch 11, flat-footed 13; Base Atk/Grp +1/+3; Atk +3 melee (1d4+2/19-20, dagger) or +4 melee (1d8+2 spear); Full Atk +3 melee (1d4+2/19-20 dagger) or +4 melee (1d8+2 spear); AL N; Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Listen +3, Spot +3, Swim +4; Improved Initiative, Weapon Focus (spear)

Languages: Common, Rhopan

Possessions: dagger, studded leather armor, spear.

Geemondi: Male Human (Rhennee) Rog4/Ftr 1: CR 5; Medium Humanoid (human); HD 4d8+1d10+5; hp 28; Init +2; Spd 30ft; AC 16; touch 12, flat-footed 14; Base Atk/Grp +4/+5; Atk +6 melee (1d6+1/18-20 mw rapier) or +4 melee (1d4+1/19-20, dagger); Full Atk +6 melee (1d6+1/18-20, mw rapier) or +4 melee (1d4+1/19-20, dagger); AL CG; Fort +6, Ref +8, Will +4; Str 12, Dex 15, Con 12, Int 13, Wis 12, Cha 14.

Skills and Feats: Appraise +6, Bluff +8, Diplomacy +10, Listen +7, Knowledge – local [Iuz] +6, Knowledge – local [VTF] +6, Perform (string instruments) +6, Profession (sailor) +9, Sense Motive +9, Spot +7, Swim +8, Tumble +9; Dodge, Mobility, Negotiator, Quick Draw

Languages: Common, Oeridian, Rhopan

Possessions: dagger, leather armor +2, lute, masterwork rapier, cloak of resistance +2.

Encounter Four

Adder Puffbeak, caravan master, human male, Rog 7: HD 7d6-7; hp 26; Init +3; Spd 30 ft; AC 17, touch 13, flat-footed 17; Base Atk/Grapple +5/+7; Atk: +8 melee (1d4-1/19-20 masterwork dagger) or +8 ranged (1d6 shortbow); Full Atk: +8 melee (1d4-1/19-20 masterwork dagger) or +8 ranged (1d6 shortbow); SA: sneak attack +4d6; SQ: Uncanny Dodge, Evasion; AL: N; SV: Fort +1, Ref +8, Wil +2; Str 14, Dex 16, Con 9, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +19, Disable Device +12, Forgery +11, Gather Information +5, Hide +11, Intimidate +7, Listen +11, Move Silently +11, Open Locks +13, Profession (merchant) +8, Search +11, Sense Motive +10, Spot +12; Alertness, Blind Fight, Persuasive, Trustworthy.

Languages: Common, Ancient Suloise, Orc,

Infernal.

Possessions: Cloak of Charisma +2, Helmet of Reading Languages and Magic, masterwork thieves tools, chain shirt, sap, short bow, 20 arrows, 2 masterwork obsidian daggers, garrote.

Appendix Six - New Rules

New Feats

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters any area that you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Reference: Complete Warrior, page 100.

New Creatures

Forest Troll

From the *Monster Manual III* p. 179

Medium Giant

Hit Dice: 5d8+25 (47 hp)

Initiative: +7

Speed: 30 ft. (6 squares), climb 20ft.

Armor Class: 18 (+3 Dex, +5 natural), touch 13, Flat-footed 15

Base Attack/Grapple: +3/+6

Attack: Claw +6 melee (1d4+3 plus poison)

Full Attack: 2 claws +6 melee (1d4+3 plus) and bite +1 melee (1d4+1) or javelin +6 ranged (1d6+3 plus poison)

Space/Reach: 5ft/5ft.

Special Attacks: Poison

Special Qualities: Darkvision 90ft, fast healing 5, low-light vision, scent

Saves: Fort +9, Ref +4, Will +1

Abilities: Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6.

Skills: Climb +11, Hide +6 (+8 in jungle or forest settings), Listen +5, Spot +5, Survival +5

Feats: Improved Initiative, Track

Climate/Terrain: Temperate forests

Organization: Solitary, gang (2-8), or warband (9-24)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: by character class

Level Adjustment: +5

This creature has the ape-like posture and rubbery green skin of a troll, but it is merely the size of a large human. Its gaze and posture bespeak and intelligence greater than its troll like visage would suggest.

Smaller and smarter than other trolls, forest trolls can prove almost as dangerous as their larger kind to those who underestimate them. Although they lack the size and prodigious strength of their larger cousins, their intelligence makes them capable of sophisticated tactics that other trolls cannot match.

Gifted with a mind at least as adept as that of an average human, a forest troll takes advantage of its amazing recuperative powers with crafty fighting techniques. An adult forest troll stands between 6 and 6½ feet tall and weighs around 250 pounds.

A forest troll speaks Giant.

Combat

Craft and organized hunters, forest trolls prefer to strike from ambush. When possible, they throw down their javelins from the safety of trees and then drop down on their weakened prey. They use sophisticated tactics to capitalize on their fast healing ability, splitting a warband into waves of hunters. Should the first wave encounter dangers foes, those hunters retreat to allow their wounds to heal while the second and subsequent waves press the attack. By using this tactic a warband rarely loses a hunter in combat.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Con. Forest Trolls create their own special poison made from their saliva to coat their javelins and claws. The save DC is Constitution based.

Skills: A forest troll has +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. The skin of a forest troll changes color somewhat, allowing it to blend in its surroundings and providing a +2 racial bonus on Hide checks. In forest settings this bonus improves to +4.

Corpse Creature

From the *Book of Vile Darkness* p.185

Not all corpses risen as undead are shambling, slow moving zombies. Some retain their intellect and abilities. Surrounded by the stench of death, the flesh of these creatures hardens and becomes brittle but retains great strength. Corpse creature clerics still pay homage to their dark gods. Corpse warriors heft mighty weapons with skill. Corpse beholders still spray deadly raises from shriveled eyestalks.

They cannot be the result of a simple animate dead spell, but could arise from a *create undead* or *create greater undead* spell as undead of their equivalent hit dice.

Creating a Corpse Creature

"Corpse" is a template that can be added to any nonundead, nonconstruct, nonplant corporeal creature (referred to hereafter as the base creature). The creature's type changes to undead. It retains all type modifiers and subtypes, if applicable.

The corpse creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Winged corpse retain the ability to fly; however, their maneuverability becomes clumsy.

AC: The corpse creature gains a natural armor bonus based on its size.

Size	Bonus
Tiny or Smaller	+0
Small	+1
Medium –size	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+11

The corpse creature keeps the natural armor bonus of the base creature if it's better.

Attacks: The corpse creature retains all the natural weapons and attacks of the base creature. A corpse creature also gains a slam attack. The base creature's base attack bonus does not change.

Damage: Natural and manufactured weapons deal normal damage. A slam attack does damage depending on the corpse creature's size. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Size	Damage
Diminutive	1
Fine	1d2
Tiny	1d3
Small	1d4
Medium –size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Use the base creature's slam damage if greater.

Special Qualities: Same as the base creature. In addition, all corpse creatures gain darkvision with a range of 60ft, and undead traits.

Saves: Same as the base creature, modified by ability score adjustments.

Abilities: Modify the base creature as follows: Str +4, Dex –2, Con –, Int +0, Wis +0, Cha +0.

Skills: Same as the base creature, modified by ability score adjustments.

Challenge Rating: Same as the base creature +1

Alignment: Always evil.

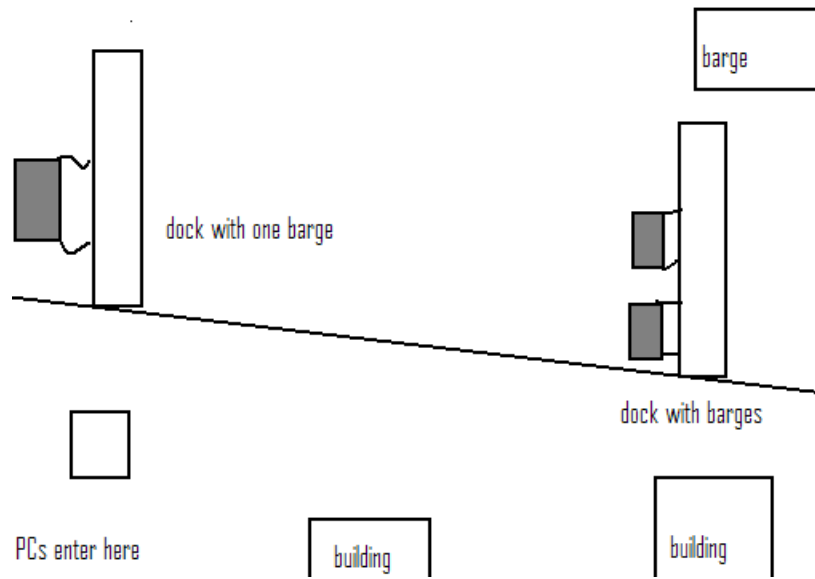
Appendix Seven – The Rhennee

The following excerpts are from the *Living Greyhawk Gazetteer* p. 7-8

“The Rhenn-folk are masters of inland sailing and navigation, and they love their nomadic and adventurous life. Music and gambling are beloved amusements. Certain Rhennee say they are nobles and have great authority over their kind. Men nearly always become warriors; some women become sorcerers, ‘wise women’ whose skills and knowledge make them the subtle masters of Rhennee society. Rhennee men can be quite chauvinistic and their women manipulative.

“Rhennee have a wide reputation as thieves, and most do learn roguish skills as children, practicing them primarily on outsiders. Their secrecy and bad reputation cause most people to dislike the Rhennee and the feeling is mutual. They survive by ferrying goods and passengers, fishing, hunting, selling their crafts, and illegal means (theft and smuggling), although they put forth the least amount of work needed to accomplish their goals. They follow a code of conduct that has different restrictions for dealing with others of their kind versus non-Rhennee outsiders, who may be lied-to and cheated.”

Appendix Eight – Map of the wharf area



Player Handout #1

Dear friends, please let me know if you have found word of my son. Please let him know that I am anxious for him to return home to his people. I bring the love and devotion of a father that misses his son. I would welcome him with open arms.

Geemondi