

Luck Lost

A One-Round Dungeons & Dragons® Living Greyhawk™ Highfolk Regional Adventure

Version 1.0

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What happens when the Temple of Norebo's luck runs out? With Verbeeg Hill invaded and the Ververdyva Queen (VQ) sunk, the Temple of Norebo has hit a new bottom. With many of their assets in the drink, will the Temple ever recover the Ververdyva Queen?

Recommended for characters that belong to Meta-Orgs, especially an Adventuring Company sponsored by the Temple of Norebo; not recommended for Asherati PCs. An Adventure for characters level 1-11 (APL 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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For questions specific to this document, please e-mail your triad at contact.hig@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also

find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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 regional adventure, set in Highfolk. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

A horde of humanoids and human mercenaries led by the warlord Gixarytiss attacked the city of Verbeeg Hill late in 596 CY. The battle raged through the day with the defenders of the city holding their own against a numerically superior foe. At the end of the day, the battle hinged on the arrival of the elves from Clan Moonbow.

Clan Moonbow was aboard the Volverdyva Queen, the riverboat casino of the temple of Norebo and the Gnomish Consortium. The boat was a mechanical marvel of gnomish engineering. The VQ, as it was often known, was steaming full speed up the Volverdyva River to Verbeeg Hill with Clan Moonbow reinforcements when disaster struck.

The enemy forces had deployed two wood log and steel chain booms across the river. A team of adventurers, the only ones near enough to do anything about the booms, attacked the booms trying to destroy them, but were unable to complete their mission. In the end, the VQ was unable to break through both booms and was so severely damaged that it sank.

The Clan Moonbow elves were decimated in the river's water as they tried to reach shore. Many were killed and captured, but enough escaped to tell the tale. The VQ still lays at the bottom of the river and with it many of the gnome crewmen and elf warriors.

ADVENTURE SUMMARY

The Merchant's Guild of Highfolk and the Temple of Norebo hire the adventurers to delve into the depth of

the Volverdyva River and explore the wreck of the Volverdyva Queen. The Temple of Norebo needs the coin boxes from the ship while the Merchant's Guild wants to ensure a clear water way.

A representative of Clan Moonbow speaks to the adventurers telling them that their clan warriors are decimated and pleading them to bury the dead and bring back any Moonbow relics.

The PCs meet Gathil the Wanderer, who as items of arcane power for sale. Most of them are useful underwater. He sells only to good-aligned PCs. If any PC is a non-regional Dragon Disciple, he warns them to leave Highfolk lest they suffer dire consequences.

Delving underwater to salvage and recover what they can, the PCs discover that some of the dead Moonbow have become undead. The PCs do battle with them.

The characters encounter some traps and other environmental hazards during the salvage. They find evidence that Nerullians may have been at work here, possibly looking for the Nerullian artifact, "The Gloom".

A patrol of Perrenland mercenaries from Verbeeg Hill has discovered evidence of someone lurking around the remains of the Volverdyva Queen. This could be the PC's tracks, the boat, Phil the lackey, or equipment left behind on the dive. They take the opportunity to confront the PCs as they resurface.

The PCs return to Shallowhaven where they meet Sithari again. If the PCs hand the sword over to him, Sithari thanks them and goes on his merry way. If the PCs do not hand the sword over to Sithari, he attacks them.

If the PCs did not fight Sithari at Shallowhaven, a squirrel lures them to a place where the PCs are attacked by skeletons. If the PCs survive, they also receive a warning from an unknown individual that he will get them next time.

The PCs finally arrive in Highfolk and deliver the results of their endeavor to Mercermillan. If successful they are rewarded and if not, well better luck next time.

Finally, if the PCs feel so inclined, they can convince others to help raise the Volverdyva Queen from her resting place.

PREPARATION FOR PLAY

Legendary Deeds: At the beginning of the scenario, each player must determine the recognition of their PC's Legendary Deeds. Roll percentile dice for each player and compare it to the total percentile value for all the Legendary Deeds the player character has accumulated. If the roll is less than or equal to the percentage total, then randomly choose one of the deeds from the PC's pool. For the entirety of the event, NPCs recognize the PC for the deeds they accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED".

The Balance of Scales: If any PC is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from

another region or they took access exercising the core option), they are warned about being here in Highfolk. See Encounter 2C.

Metaorgs and Special PCs: Ask the players the following questions:

- Is your PC a member of any Highfolk Metaorgs?
- Is your PC Caressed by Angels?
- Is your PC Kissed by Devils?
- Is your PC a Karma character?
- Is your PC Devoted of the Green and White?

Further clarification on meta-orgs may result in different handouts:

- Is your PC in an Adventuring Company sponsored by Norebo?
- Is your PC in an Adventuring company sponsored by the Highfolk Merchant's Guild?
- Is your PC a member of Clan Moonbow?
- Is your PC a member of the Deepwave Seekers?

Give PCs the appropriate handout under **Player Handout 1: Meta-org and Character Affiliations** PCs are eligible to receive more than one handout. Depending on the handout, some PCs may go to the Hero's' Rest Tavern to begin (and skip dealing with the coin).

Knowledge checks: There are several Knowledge checks in this module. Whenever a Knowledge check is attempted, a PC may also use a Bardic or Loremaster Knowledge check at the stated difficulty +5.

Alignments: Please check all the character sheets before starting play. Determine if the PC is good aligned or not. This is for Encounter 2B and determines if Gathil the Wanderer sells his magic items to the PC or not.

INTRODUCTION

This boxed text is from the DCV7 battle interactive The Volverdyva Gambit that took place in October 2006. It describes the sinking of the Volverdyva Queen which is often referred to as the VQ. Inform the players of this.

Approaching the first boom, the Volverdyva Queen continues on her course. The whistle blows twice right before the boat rams the log and chain boom. With a sickening crunch, the bow of the Queen plows into the boom. You watch as the boat pushes the boom taut and for a moment it looks like its forward progress is halted. A crisp resounding snapping along the river, as the chain links give way.

The VQ pushes past the remnants of the first boom, her bow scarred and dented. She lurches forward, ramming the second boom. Again the chain draws taut, but this time it holds. Snapping and ripping is heard as her bow crumples and gives way.

Caught on the boom, you hear loud popping noises and a thick black smoke pours from the smokestacks. You watch as the back half of the boat

erupts into flames. Crew and passengers leap overboard to escape the fire.

The Volverdyva Queen continues to burn, sending flames high into the sky and smoke billowing away on the breeze.

1: THE COIN

The sinking of the Volverdyva Queen took place 4 weeks ago. The PCs are not together at the beginning of the adventure.

You spend your days relaxing between adventures. Living the high life, sipping cool ale, entertaining yourself, shopping, tending to your responsibilities and maybe just cooling your heels. Oddly enough, going through your daily affairs, you have found a marked coin that somehow has turned up in your purse. An ordinary solar, maybe a little bit worn with some additional figures etched on it.

Refer to **Player Handout 2: The Coin** which depicts the coin.

Deciphering the coin requires a DC 15 Decipher Script check, a DC 10 Knowledge (local-Iuz) check; otherwise a DC 15 Gather Information check of or some PCs of the region may guess at the meaning. Devoted PCs get a +2 circumstance bonus to this check for their knowledge of the area. PCs that regularly drink to excess gain an additional +2 bonus. The coin suggests that the PC should go to the Heroes' Rest Tavern at noon.

Once all the PCs determine where they should go, continue reading below. If any PC is having difficulty, have one of the other PCs meet them on their way to the Hero's Rest and hopefully they suggest to the other to come along.

At last you make your way to the Hero's Rest Tavern. Dodging through the crowd gathered there, you head straight to the bar and show the bartender the object that brought you here. He jerks his thumb to one of the private rooms and you wind your way past the other patrons.

Sitting at a large table is a Suel man wearing bright orange and yellow clothing. He sports a long mustache and around his neck is the symbol of a pair of eight sided dice. Standing in the corner is another human in finely tailored clothes.

A DC 10 Knowledge (religion) check identifies the symbol belonging to the god Norebo, patron of luck (see **supplemental handouts**). A DC 15 Knowledge (local-Iuz) check identifies the Suel man as Mercermillan, a cleric of Norebo. Another DC 15 Knowledge (local-Iuz) identifies the other human as Factor Endavon of the Merchant's Guild of Highfolk. Devoted PCs receive a +4 bonus on these checks.

"Please have a seat", says the follower of Norebo. "We have important business to discuss. I am

Mercermillan and this is my associate, Factor Endavon of the Highfolk Merchant's Guild," He says gesturing to the other human man of mixed origin in the corner. Mercermillan obviously waits for you to introduce yourselves.

This is an excellent place for PC introductions.

Mercermillan sighs. "We have a problem...no, make that a lot of problems. Since Verbeeg Hill was captured and the Volverdyva Queen sunk, the Temple of Norebo has been shattered. We've lost our main temple gaming hall and one of our largest investments. To try to recoup our losses, we'd like for you to recover what you can from the remains of the Volverdyva Queen. What do you say?"

Mercermillan relates or answers the following:

- Are you going to pay us for this? *"Well, most of our coin is located either on the Volverdyva Queen or used in worship to Norebo (i.e. in the gambling tent), we're a little tied up right now. Rest assured; you'll get your due."*
- What should we recover? *"There are some coin boxes in a vault in the office, as well as several other notes and records that may turn out to be important. It wasn't a lot of coin, compared to what was in the temple casino, but we must use all the resources that we can after losing the Smiling Halls. Certainly recover those if you can. A proper burial for our crew is desirable as well. A simple burial on land, near the site would suffice until one of our clerics is able to properly consecrate them and guide them into the big casino of the beyond."*
- What's the Volverdyva Queen? *"It is, well was a riverboat casino. It was recently opened by the Smiling Halls of Good Fortune. Clerics ran games for the greater good of Norebo."*
- How has the temple of Norebo been doing? *"Not well lately. We had to evacuate the Smiling Halls when the invaders took over Verbeeg Hill. We've set up some makeshift altars, gambling tents really, here in Highfolk, but it is not the same."*
- What about divinations? *"Well, we've been awfully busy using our spells to...um, run the gambling games, so no time for divinations. Sorry, that's why we've hired you."*
- Do you have the VQ's plans? *"Yes, I have them here somewhere." Mercermillan rummages through his belt pouch before pulling out a couple sheets of parchment.* Show the PCs DM Map 1. This helps speed up the exploration of the VQ.

Once Mercermillan is finished, Endavon speaks.

The man standing in the corner finally speaks, his cloak whirling as he turns, "The Volverdyva Queen is quite a loss for both the worshippers of Norebo, and

Highfolk as a whole. The Volverdyva River is not only important for trade, but also for war. Making sure that the Volverdyva is clear and that the Queen does not cause any obstruction is an important task for the good of Highfolk.

Factor Endavon relates or answers the following:

- Who are you? ***"I'm Factor Endavon, a representative of the Merchant's Guild of Highfolk."*** PCs may have met him previously in HIG6-03 Heavy Upon a Heart. A DC 15 Knowledge (local-Iuz) check confirms this.
- So are you going to pay us? ***"Friend, I'm only out to help Highfolk, the same as you. We just contribute in different ways. I'm sure that there's something that the Merchant's Guild could do for you."***
- Are you sure that the Merchant's Guild doesn't want anything more out of this? ***"Certainly not, we're here for the benefit of the people."***

A DC 25 Sense Motive check gives the PC a hunch that there may be more that the Guild wants that he is not telling. Factor Endavon categorically denies wanting anything else.

Once the PCs are finished speaking to both and have accepted the mission, continue with the following.

"Thank you, very much!" The human cleric of Norebo looks relieved for the first time since this meeting. "We've managed to rescue some of the Smiling Hall of Good Fortune's resources". He pulls out two scroll tubes from his belt. "We have two scrolls of a spell that will allow you to breathe water for a short while. We have scrolls of the arcane or divine variety or one of each, since those Guildsmen gamble away their fees so quickly. What will you have?"

At APLs 2 & 4, add the following:

Mercermillan pulls a wand out from under his robes. "You may need this. The water is mighty cold this time of year. The wand will allow you to endure the elements for about a day. It has 15 uses remaining."

If asked for more than the allotment of their scrolls, Mercermillan replies:

"Well, we have to keep some in reserve in case you fail and we need to hire another party. Not very optimistic, but sadly practical especially with the luck that we've been having." He looks sad.

If the party does not have an arcane or divine spell caster with *water breathing* on their spell list or someone with the skill Use Magic Device, then they have to ask for help (see Getting a Helping Hand below). The PCs are also welcome to buy their own supplies or cast the necessary spells themselves. The Guildsmen's potion shop in Highfolk is the most likely place for them to stock up on

arcane scrolls or potions. Each scroll lasts for 10 hours total, to be split amongst the party. If a PC is not high enough level to be able to cast the spell, remember that a DC 6 caster level check is required, and that there is a chance for mishap (see DMG 238).

After the PCs take the scrolls, continue reading.

"If I were you, I'd head to Shallowhaven. We have a small boat that the temple sometimes uses. That will be quicker. However, if you do not like boats, you can simply follow along the river to the place of the crash."

Mercermillan and the Factor of the Merchant's Guild all look overjoyed that you're taking on this mission for them. "Best of luck," cries Mercermillan as you depart into the streets of Highfolk.

If the PCs decide not to accept the mission, Mercermillan and Endavon plead with them. If the PCs are still unmoved, the adventure ends for them all.

GETTING A HELPING HAND

The Temple of Norebo can reimburse the party for these expenses (assuming that they bring a notarized receipt). Of course, they do not tell them this, but admit to it if pressed. All of the Norebo acolytes are busy with rebuilding (i.e., gambling) efforts, unless the PCs use the method detailed below.

- **Find a fellow adventurer:** The PCs must make a DC 10 Gather Information check to find the appropriate individual or else spend another 1d4+1 hours on a retry. This requires 30 x APL solars (gp).
- **Find a Guildsman of the High Art:** If one of the PCs is a member of the Guildsmen, they only have to expend one Influence Point (cross it off or notate that it was used if permanent) to gain a lackey. If none of the PCs are members, they need to expend two influence points (mark them off) as well as APL x 10 Solars (gp). With no influence, this gold value triples (APL x 30).
- **Find a cleric:** If a PC is a lay member of the church (with cert to prove it) they are able to obtain the services of a cleric for one Influence Point. If no one in the party belongs to a church, then they need to expend more resources. If the church operates in Highfolk (i.e. Norebo, Oeridian Seasonal Deities, Seldarine Pantheon, Ehlonna, Moradin, etc.) it requires an Influence point and a donation of 10 x APL Solars (gp). With no influence, this gold value triples.

Regardless of the source of the lackey, the PCs receive the same person. Philbert "Phil" (See DMG for statistics). The lackey does not enter into combat and their related institution does not appreciate his death.

CREATURES

Philbert: Half-elf cleric 1/wizard 1; hp 12.

This money needs to come from PC wealth, as no money has been obtained in the module as of yet, it cannot come off the over the cap gold (if any).

PUTTING AN EAR TO THE STREET

If the PCs ask around regarding the VQ (i.e., Gather Information) they can find out the following. Devoted PCs get a +2 circumstance bonus to this check.

- DC 0 or less: *"I heard about the Ververdyva Queen, that's some beauty pageant, isn't it?"*
- DC 5: *"Yeah, the VQ sunk. Think it had something to do with that scrap near Verbeeg Hill, right before it was burned down."*
- DC 10: *"The VQ was a casino ship that the Temple of Norebo sponsored. It sank, however, in the battle of Verbeeg Hill with some giants and those darned Perrenders."*
- DC 15: *"The VQ struck a tree that was stretched across the Ververdyva River to hinder river traffic. Those aboard were attacked by some Perrenders."*
- DC 20: *"Besides moving individuals, the VQ was also hauling a large contingent of the Elven Clan Moonbow warriors to aid in the fight to save Verbeeg Hill."*
- DC 25: *"Some individuals survived by floating downstream or by hiding amongst the chaos. Some of the passengers escaped back to Highfolk. Those that stayed behind saw the ship riddled with arrows and heard a loud explosion, which sent shockwaves through the water."*

TALKING TO SURVIVORS

If the PCs wish to locate some of the survivors from the VQ disaster, they are easily found, as many are being put up in tents or else housed with other relatives. They can find out the following information (with no skill check involved):

"Perrenland mercenaries were defending the log and chain booms. The VQ ran into some sort of obstacle in the water, jarring us all about. Then the Perrenland mercenaries attacked, and we fled. Didn't see much else. Heard a loud explosion when we were a fair bit away."

Once the PCs are finished with their business in Highfolk town, they have a choice here, to either take the boat or walk. Regardless of their choice, they have to go to Shallowhaven to get across the Ververdyva River or to get the boat. Proceed to Encounter 2.

2: SHALLOWHAVEN

The small settlement of Shallowhaven comes into view before you. Small boats float around the shore, while men unload other barges.

Passing through the small community of Shallowhaven, you notice that the traffic here is less than some of the other times that you've been here.

With Verbeeg Hill sacked and burned, traffic has been slowed greatly. What you can see being loaded and unloaded looks like provisions for war: food, raw materials and weapons.

You can see that a large waterside warehouse is currently undergoing renovations. A young acolyte is painting a portrait of some sort of large dragon and turtle mixture on the front of the warehouse.

This is the new Dock of the Rushing Waves, since the other one was burned to the ground in Verbeeg Hill. A DC 10 Knowledge (religion) roll identifies it is Xerbo and the details of the religion (see **supplemental handouts**), while a DC 15 Knowledge (local-Iuz) check, reveals the circumstances of the change of location. Worshippers of Xerbo automatically make this skill check. Devoted PCs add a +2 circumstance bonus to these rolls.

One half-elven metalsmith along the way yells out an offering to add a fin to your armor. "Just 50 solars. May save your life one day!" Alongside his shop are flyers for the acclaimed "Highfolk Regatta".

If the PCs question the metalsmith about how this works, the metalsmith dons armor and goes for a swim in the river. If a PC agrees to purchase a fin (keel), it takes about an hour or so. The metalsmith tries to add the fin (keel) to the PC's helmet. If questioned about adding it to the helmet, the metalsmith tells the PC it adds style to their armor.

Adding a keel grants a +2 circumstance bonus to Swim checks in armor (*Stormwrack* 106) and costs 50 gp.

Proceed to Encounter 2A.

ENCOUNTER 2A

As your party is walking through the settlement, a tall slender wood elf beckons you to come over between two buildings. The elf wears a grey colored cloak and a similar colored surcoat over a chain shirt. Two falchions are sheathed over his back as is a longbow. He is also carrying a bag full of wood clubs.

A DC 15 Knowledge (local-Iuz) check (Born of the Vesve elves automatically make the check; while Devoted PCs get an additional +2) identifies the symbol on his neck/clothes as that of Clan Moonbow (**Player Handout 3: Clan Moonbow Insignia**).

If a member of Clan Moonbow asks, or another PC rolls a DC 20 Knowledge (local-Iuz), they recognize this individual as Sithari Silvanara (literally fey friend walker in Elven), a Clan Moonbow member who is known to go out on the hunt for long periods of time.

"Good people, whispers sometimes speak louder than shouts. Word on the street is that your path takes you close to the shipwreck of the Ververdyva Queen, is this true?"

If the PCs interact with Sithari in an unusual manner, see Encounter 7 for details or his statblock. If the PCs reply in the affirmative:

“Excellent, then perhaps you could do a task for me. Many of my kinsmen lie slain or drowned on the remains of the Volverdyva Queen. This has been a tragedy for our clan, as many of our most experienced combatants have now perished. The rest of the clan has mobilized for war and all bodies are needed at the front to avenge the fallen. I ask, no, beg of you to simply bury our dead and have whatever deities you revere bless them. I must admit though it would be preferable to be an elven deity. This will have to suffice until we have an available clan priest to confer the proper rites. Would you do this for me and the clan?”

If the PCs agree to do this for Sithari, he continues.

“Additionally, I would also like you to retrieve a longsword made of an odd metal from the fallen body of my friend Xeraco Amastodel.”

If questioned about the sword, he replies:

“I am unsure of the composition of the sword, but I know it is unusual and has a large crystal at its hilt. It has been a long time since I have seen the sword, but I remember my friend wielding the blade bravely in battle.”

If the PCs reply in the negative or seem reluctant, he continues:

“Our clan is weakened by the loss of these warriors. We may have difficulty holding our lands against interlopers and certainly cannot contribute much to any battle in the future.”

If a hero is a member of Clan Moonbow, (s)he is pulled aside and softly told the following:

“It is a tragedy, what happened to our clan, cousin. I knew many of the fallen personally. One of the, fallen Moonbow carried a magical sword that is of great value to me and I would like it returned. Could you do this task for me?”

If they are a Clan Moonbow Elder, he adds:

“You certainly know that the Clan needs strong leaders at this time. I believe that you could be one of them. You will have my support if you complete this task.”

Give **Player Handout 4: Sithari’s Tale** to the Moonbow PCs who made the Knowledge (local-Iuz) check or are Born of the Vesve elves, as Sithari shares his tale about his friend, Xeraco Amastodel. PCs that make a DC 30

Knowledge: (local-Iuz) check or a DC 25 Bardic Knowledge check also recalls the tale. Characters get a +10 circumstance bonus for belonging to an elven clan or +15 for Clan Moonbow members, and an additional +2 circumstance bonus for being a Devoted PC.

Sithari can relate or answer the following:

- How did you know about our task? *“There has been much talk of the tragedy of the Volverdyva Queen. It was only a matter of time before someone did something. I supposed that others would be first to react, as our clan is still reeling from our losses. I was sadly correct.”*
- Why were you gone so long? Why did you come back? *He looks grim. “I’ve spent most of my time in the forests near the border of Iuz’s territory, slowly picking off patrols and gathering intelligence. When I heard of the tragedy and the massacre of my people, I thought that perhaps my efforts were misguided, so I returned.”*
- What can you pay us? *“Most of our clan funds are in reserve to bring some of the fallen back to life. Although coin is short now, rest assured that you will not be forgotten by us.”*
- What do you know of this weapon? *“This is a heritage weapon of the clan, nothing more. He valued it closely.”*

If asked to come along, he refuses, saying that he has recently come back and needs time to catch up as well as rendering aid to others.

If the PCs cast *detect magic* and use it on Sithari, he radiates moderate enchantment magic. Any magic items on Sithari’s person radiate magic as normal. *Detect thoughts* only reads his concern for his friend’s weapon and a hope the PCs can recover it for him.

If the PCs do not wish to return the item to Sithari, he confronts them again in Encounter 7.

Proceed to Encounter 2B.

ENCOUNTER 2B

Just before departing on their journey, the PCs encounter a wandering merchant (who uses the assumed name Gathil) selling several items of interest to them. They must buy them now if they wish to have access to them at the end of the adventure. However, the merchant is not truly what he appears, and is very picky about who he deals with. He is currently using *detect good* and does not sell to anyone who does not detect as good (those who are good and are not masking their alignment in some way).

In addition, he has a warning for those who possess the Dragon Disciple prestige class and do not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option).

Passing through the village square, you see three merchants offering their wares. Two are busy selling food to the locals while the third does not have any

business at all. An aged elven man stands calmly in his stall watching people pass on by. A crisply lettered sign says, "Items of Arcane Power."

The man speaks very little, but stares deeply at the PCs who approach his stall. If the PC does not radiate good, the merchant Gathil, calmly says that he has nothing that would interest them, and suggest they look elsewhere. If the PC does radiate good, he is happy to help them. Under no circumstances does he sell to someone who does not radiate good, and he does not explain why he chooses to deal with some, and not others.

If the PC radiates good, he has a number of items for sale (which must be purchased now to be on the AR). You can either just name the magic item or give a description of what it can do. Here is what he has for sale:

- Bottle of Air (7250 gp, DMG 250) (limit one). *"This ordinary looking bottle is magical and constantly refills itself with air, allowing one to use it to breathe underwater."*
- Decanter of Endless Water (9000 gp, DMG 254) (limit one). *"This ordinary flask is magical and can be commanded to issue forth water. It can be as much as a stream and as powerful as a geyser."*
- Dust of Dryness (850 gp, DMG 255) (limit one). *"This packet contains magical dust and if thrown into a pool of water, it dries the water up."*
- Elemental Gem (Water) (2250 gp, DMG 255) (limit one). *"This magical aquamarine gem binds a water elemental inside it. When the gem is broken, the water elemental is released to serve one for a short time."*
- Elixir of Swimming (250 gp, DMG 255) (limit six). *"This magical elixir helps one to swim."*
- Gloves of Swimming and Climbing (6250 gp, DMG 257) (limit one). *"These magical gloves not only help one to swim, but to climb as well."*
- Iridescent Spindle Ioun Stone (18000 gp, DMG 260) (limit one). *"This magical stone when put into orbit around one's head, sustains one when there is no air to breathe."*
- Necklace of Adaptation (9000 gp, DMG 263) (limit one). *"This magical necklace not only allows one to breathe normally underwater, but protects one against the harmful effects of lethal vapors and gases."*
- Quaal's Feather Token (swan boat) (450 gp, DMG 264) (limit six). *"This magical feather token turns into a boat that lasts a day. The boat resembles a swan."*
- Spellguard Rings (4000 gp, Complete Mage 127) (limit one). *"Not sure why I brought this along, but nonetheless, here is a pair of magical rings. One bronze and one gold. The gold ring allows a master of the arcane arts to cast a spell, say a fireball, that normally would endanger their companion, but if their companion wears the bronze ring, they would be in no danger at all. Of course those around them would still be affected by spell."*

With the exception of the elixir of swimming and the Quaal's feather token (swan boat), Gathil has only one of each item listed above and he informs the PCs that he is willing to deal with that he will not be present when they return from their journey. If more PCs wish to purchase an item than the quantity he has, he allows the PCs to determine who buys it from him. If they cannot decide on a manner, he suggests a silent auction with a minimum bid (which is equal to the DMG value for the item).

If any of the PCs are Devoted of the Green and White and radiate good, he informs them of the following:

"I recognize you. I have heard of your heroism in my travels and I wish to reward you. When you have the wherewithal to purchase any item of arcane power I have here today, you may go to the Highfolk Merchant's Guild in Highfolk town and ask for the item. Tell them Gathil the Wanderer sent you."

For these PCs who are Devoted of the Green and White and radiate good, they gain Gathil the Wanderer's Favor granting them Regional access to the items listed above.

If a PC attacks Gathil the Wanderer, Gathil and his items of arcane power teleport away to a protected and unknown location.

If a PC attempts to steal an item of arcane power, Gathil warns the offending PC. If a PC is successful in stealing a magic item, later on in the adventure the offending PC is attacked by an Elder Water Elemental at a most inopportune time. The elemental slays the PC and recovers the magic item(s), disappearing once it does so.

If a PC attempts to cast *true seeing* or a similar spell or ability to view Gathil, Gathil warns them not to do so. If the PC continues, Gathil and his items of arcane power teleport away to a protected and unknown location.

If a PC casts detection spells on Gathil, he radiates good (strong).

ENCOUNTER 2C

This encounter only happens if the Balance of Scales comes into play. If any PC is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option), he asks to speak with them privately after any other business has been completed.

Once the shopping has been concluded, he has this to say to them.

The merchant stares into your eyes with an unpleasant piercing gaze. "You should not be here. You upset the balance. I mean no threat to you or yours, but harm will come to you if you stay. You must leave this place and all the lands that swear fealty to the green and white. If you stay, you will

suffer and die. Flee now, if not for yourself then for the others who may suffer also. This is likely the only warning anyone will bother to give you. I am sorry I cannot be of more help to you."

How he knows the PC has Dragon Disciple levels is not important at this time; that he knows is all that is important. Should the PC ask why he is in danger, Gathil can only give the following comment, and then he packs up his goods and quickly hurries away.

"Your blood is tainted by others. The Scale will come for you to purify the balance. I am deeply sorry for your trouble."

Once the PCs have dealt with Gathil, they may continue on their journey, and onto **Encounter 3**.

Development: If the PCs are here to cross the river and head north, proceed to Encounter 3A. If the PCs are here in Shallowhaven for the Temple of Norebo's boat proceed to Encounter 3B. If the PCs own a boat, it is moored here as well. They are certainly free to use theirs instead.

3: A CHOICE

Traveling by land or boat, both take roughly six to seven days of travel, though typically the travel by boat is shorter.

ENCOUNTER 3A: ONE IF BY LAND

You begin your walk towards the remains of the VQ. The chill hangs in the air, as it is still quite cold for this time of year. For a good stretch, you follow smaller paths, but are forced to go through the woodlands for part of the journey. Going is slow off of the paths, unless you have the blessings of the wilderness on you. Frequently, you pass by the carcasses of humanoids and humans. The cold has kept most of the bodies intact, but you can still see signs of decay. All show signs that scavengers have been greedily feeding on the corpses.

PCs with cold weather gear are assumed to have no problems from the weather. One DC 15 Survival or Heal check for the party negates them having to make Fortitude saves against Blinding Sickness (DMG 292) due to the tainted water supply. PCs that create their own water daily also bypass this hazard.

Occasionally, you spot some tracks or a trail. These footprints are of either human or giant origin. Sometimes both sets of prints are present upon the trail.

If the PCs wish to follow the tracks, have them make a DC 15 track check to follow them. After several hours they catch up with the creature listed in the appropriate APL section. The encounter distance is about 60 feet. If

the creature senses them (Spot/Listen), it attempts to run away. If attacked, it runs away. If cornered or given no other good option, it attacks back.

If the PCs insist upon harassing or attacking humanoids, use the following creatures. PCs get no experience for this encounter. These monsters are leftover reinforcements from the battle of Verbeeg Hill that are rear scouts, have been delayed or are just lost.

CREATURES

APL 2 (EL 3)

Ogre (1): hp 29; MM 199

APL 4 (EL 5)

Troll (1): hp 63; MM 247

APL 6 (EL 7)

Hill Giant (1): hp 123; MM 123

APL 8 (EL 9)

Elder Stone Giant (1): hp 119; MM 124

When finished with this encounter, proceed to Encounter 4.

ENCOUNTER 3B: TWO IF BY SEA

Asking around some, you find the boat that the Temple of Norebo sometimes uses. On your way there, you see several boats for sale, due to the low interest in shipping because of the invaders.

The boat belonging to the temple of Norebo looks sturdy and well maintained. The "Reroll", as it is named, is a small open riverboat with a stout, round-bottomed hull that looks like it could take quite a beating. This boat is equipped with a simple sail and oars.

The Reroll is a 15'x5' boat. This may mean that most parties have to squeeze to fit in. This ship has a compliment of eight (meaning that eight small or medium size creatures can fit in it). Large creatures count as four medium creatures. It requires one crew member to steer, unless the oars are utilized which require two additional men. The speed of the boat is 15' (1.5 miles per hour) and is fairly maneuverable giving a +2 bonus to Profession (sailor) checks. It has a cargo capacity of 4 tons, so weight should not be an issue.

Poking around in the vessel, you find several tins of eel jelly, as well as many finely made sets of gambling devices to pass away the time. Shoving away from the shore with a long pole, you move onto the bluish green waters of the Velderdyva that sparkle around you.

PCs may play some of these games. See **Appendix 3** for differing dice games. You should not do this if time is critical, such as it is at conventions.

Piloting the boat involves having two people man the oars or sails and one person to steer. In order to handle the boat properly, one needs at least one rank in Profession (sailor) (no check required for normal piloting) or the person steering needs to make a Wisdom check DC 10 for normal conditions. Failure on this check results in the boat running ashore or some other mishap. This causes some small damage to the boat (which requires a DC 15 Profession (carpenter or sailor) check to fix and requires everyone aboard to make a DC 15 Balance checks or be prone. If this happens, everyone needs to make a DC 15 Reflex save or be thrown into the water.

If you have an opportunity or the time, you can have the PCs practice with their boat before they run into a chance for them to use these skills.

Once the PCs are finished examining the boat, continue with Encounter 3.

Sailing up the river goes along fairly uneventfully. You see some more wildlife than usual drinking from the river, driven this direction by the wildfires and forces attacking Verbeeg Hill. Additionally, you see the occasional body caught up in the rocks or fallen trees. These apparently were combatants at the battle of Verbeeg Hill.

At one point, you see a creature hiding poorly behind a large fallen tree. Apparently, the sound of your oars has heralded your presence.

PCs that make a DC 15 Survival check can assume that some water must be polluted inland if this many animals are drinking from the river.

The creature simply observes the PCs. It is not talkative and flees into the water if possible. If aggressive action is taken, the creature could attack the boat or the PCs as appropriate.

The encounter distance is about 60 feet. If the creature senses them (Spot/Listen), it attempts to run away. If attacked, it runs away. If cornered or given no other good option, it attacks back.

If the PCs insist upon harassing or attacking humanoids, use the following creatures. PCs get no experience for this encounter. These monsters are leftover reinforcements from the battle of Verbeeg Hill that are rear scouts, have been delayed or are just lost.

CREATURES

APL 2 (EL 3)

Marrow (1): hp 29; MM 199

APL 4 (EL 5)

Scrag (1): hp 63; MM 248

APL 6 (EL 7)

Water Naga (1): hp 59; MM 193

APL 8 (EL 9)

Water Naga (2): hp 59 each; MM 193

When finished with this encounter, proceed to Encounter 4.

4: FULL BEAM AHEAD!

Finally you believe that you are close to your destination. Not long ago you passed by the remains of a large tree that was shattered. The rusted, dirty links of a heavy chain were also sighted. Moving past that, you can now see more large trees blocking the waterway, as well as some wreckage.

Closer examination reveals the horrible truth. The Velderdyva Queen had smashed into one of these beams, took on water and sunk. Some large tubes that were probably part of the gnomish steam engines rise out of the water. They are covered in scorch marks.

Feel free to vary the text as the PCs explore on foot, or in their boat.

Searching along the shoreline, the PCs discover this.

On the shoreline you find many scraps of armor, broken weapons, limbs, bones and scattered ammunition. Scorch marks from fires and spells, as well as the smell of smoke clings to the trees.

As you explore a large wall constructed of felled trees and the field of stumps behind it, its purpose becomes apparent; it was built to protect the boom's anchor point. Surrounding this wall is a fraise, a barrier of sharpened stakes driven into the ground with the point upwards. A partially scavenged body lays impaled on one of these. Around the spikes, you can see that the area has been cleared into a kill-zone for lethal efficiency.

The partially scavenged body is an elf that made it ashore but perished as he tried to stop the mercenaries from attacking his clan mates while they were swimming in the river.

Several different spells or skills can be used to gather information from this area. Extrapolate as needed for creative players.

- **Knowledge (architecture and engineering):** A PC that makes a DC 10 check with this skill notices that the beam collided with the front of the ship. The ship was moving quickly, so the superstructure was severely damaged, buckling in some places. This caused the boat to take on water and eventually sink. There is also a large amount of damage to the bow from striking the front of the ship.
- **Speak with Plants/Animals:** The plants and animals can verify that many people came through the woods, the boat crashed into the wooden pole, and even more people came out of the water and into the woods.
- **Survival:** PCs with the Track feat that make or exceed a DC 10 check find that several areas of the riverbank that have been disturbed. You extrapolate that the survivors from the ship may have climbed these parts

of the embankment. If the PCs track one of the survivors they discover a partially scavenged body that has been stripped of anything valuable.

- **Search:** A DC 10 Search check finds a mysterious stain on one of the chains used as part of the boom. A DC 15 Craft (alchemy) check recognizes it as a splash of acid. Forty feet of chain is recoverable.

5: INTO THE DRINK

This encounter sets up the PCs going into the Volverdyva. Before their PCs enter the water, ask the players what sort of preparations they are making. This may include:

- Are you still wearing your armor?
- Is your familiar/animal companion also coming along?
- What light source are you using?
- Are you taking all your equipment? Your spell book?
- What are you doing about the things you leave on land?

The water here appears to be Calm (DC 10 Swim check). Remind players that double their armor check and encumbrance penalties apply to Swim checks. The rules for the Swim skill are found on p84 of the PH.

The very cold water deals 1d6 points of non-lethal damage from hypothermia per minute of exposure. This can be negated by *endure elements* or by wearing winter clothes (an additional -2 armor check penalty). This is significant as the non-lethal damage may add up.

Please note that the duration of the scrolls of *water breathing* (regardless of whether they are arcane or divine) are 10 hours divided by the number of creatures touched. This means that the average party member should have approximately 2 hours or so of *water breathing* per casting. It may be important to generally track time so PCs do not use up all of the duration on the spell. Exploration times are noted below. Communication and spellcasting are not hampered underwater while *water breathing*.

If some PCs choose not to go along underwater, they can choose to explore the area or simply wait for the party. It is not terribly exciting, but Encounter 6 has to be modified, as the lone PCs may be ambushed.

The waters of the large river rush swiftly past you. Bolstered by the magical ability to breathe water, you prepare yourself for a journey into the depths. You can feel the cold chill of the water as you step into it.

Sliding into the cold water, you may feel a moment of panic as the water covers your head, but then you realize that you can still breathe normally...for now.

Since many Swim checks simply slow down the game, assume that PCs are able to swim easily (if they take 10) or struggle behind the pack, if their take 10 fails to reach the DC of 10. Of course, players can test out how well they swim by rolling dice if they wish. Fast swimmers can wait, so the PCs can be in any swimming formation they wish. PCs actually have to make Swim checks during combat rounds or hazards though.

Visibility in the murky water is poor; PCs have a visibility of only 40 feet.

Descending down further into the river, your eyes make out the majestic shape of the Volverdyva Queen, broken and shattered. Parts of this horror are highlighted by the faint sunlight shafts flickering down from above. What was the fore of the ship has been shattered and you see many pieces of debris lying near it. There are several places near the front where larger holes are visible.

The river bottom is 40 feet below the surface. The river is 60 feet wide at this point. The current pushes creatures 10 feet per round unless they actively swim against it.

A DC 15 Spot check notices a glint in the darkness from your light source. A DC 15 Search check of the area finds a smattering of coins and ammunition (arrows, bolts, sling bullets). Searching the river bottom takes 25 minutes with ordinary searches. Increase the time as appropriate for taking 20.

There are several ways that the PCs can enter the ship. Allow them to explore and take their own way.

If the PCs search the area surrounding the ship:

Fish swim placidly around, warily eyeing you. Rocks and some scattered debris, such as boards and an elegant chair, cling to the bottom, mired in mud.

Searching the area surrounding the ship takes 10 minutes with ordinary searches. Increase the time as appropriate for taking 20.

If the PCs search the outside of the ship:

Swimming closer to the ship you get a better view of the extent of the damage. You can also see many elegant symbols depicting the two eight sided dice of Norebo here and there on the boat. Multiple holes exist in the hull allowing access by multiple points.

Searching the outside of the ship takes 10 minutes with ordinary searches. Increase the time as appropriate for taking 20. A DC 10 Profession: Sailor check allows a PC to determine the general functions of each of the areas. If multiple rooms have the same letter, assume that the text covers the scope of all the rooms.

Treasure: The PCs can gain the following treasure here:

All APLs: Loot 50 gp; Coin 50 gp; Total 100 gp.

EXPLORING THE VELVERDYVA QUEEN

The PCs should have been provided with a map of the VQ by Mercermillan. The players can use this map to assist them in exploring the boat.

The scale of the map is 10 ft. by 10 ft. for each square.

STEERING HOUSE

This area seems the worst hit of any that you have seen so far. Many scorch marks are evident as well

as pitting on the walls and floor. There is a curiously square section missing, exactly 10 feet by 10 feet.

A DC 20 Spellcraft check reveals that this area was hit with multiple area effects including lightning bolts, fireballs and a Disintegrate. Searching this area takes 10 minutes. A DC 10 Knowledge: History check tells the PC that command areas are usually assaulted first in a strike.

Searching this area takes 5 minutes.

TOP DECK

This area is littered with arrows and quarrels stuck into the wood surfaces of the boat. The decks and walls are heavily scored, textured with the effects of magical attacks and alchemical solutions.

Searching this area takes 10 minutes.

FORWARD DECK

This area is a smashed wreck. Most of the people had leapt away from this section when the boat crashed into the first boom, but several unfortunates were trapped and crushed when the ship hit the second boom. These stragglers were quickly cut down during the battle.

Anything of value has washed away from this section and into the area surrounding the boat. A search check takes 25 minutes due to the crumpled and disorderly nature of this section. A DC 15 Heal check tells the PC that these poor people were most likely crippled by the first beam, jostled around and pinned by the second and then killed during the struggle.

AFT DECK

The aft deck is largely clear, due to the proximity of the wheel which had powered this boat. Only after a short time, nature has already begun to reclaim the riverbed. Small bits of algae and other plants grow on the wheel, some feeding off bodies and other material lodged between the large rotating planks. The axle of the wheel is cracked and one of the struts mooring it to the ship is cleaved clear away.

Searching this area takes 20 minutes. *Speak with plants* enables the flora to tell the PCs that something has been lurking around here, something man-shaped. However, the newly grown plants do not know much more than that.

STEERAGE

From the look of things, you could assume that a number of civilians and their belongings were being transported in here either during the attack or shortly before. A mess of clothes swirl up and around, dancing because of the currents you stir up. Small crabs skitter away from your light and into the

tiny crevasses of the clothing that amounted to all the worldly possessions of a displaced individual.

The remains here are mostly human, most lacking real weapons or armor. The crabs are considered vermin, but with a successful Wild Empathy check, the PC's can turn an eel from Indifferent to Helpful or Friendly. Using *Speak with animals*, the eel can describe the appearance undead in the main gaming hall. If asked, the eel can also describe some sort of figure and a lot of chanting preceding the appearance of the undead. The eel stayed away from both the figure and the undead. Searching this area takes 25 minutes and will scare off the eel and crabs.

FORWARD CARGO HOLD

This area is simply a mess – small holes in the hull let slow eddies of water through this storage area. Some boxes and barrels float in this area, still secured. A few have broken free, crashing into others and spilling their contents about. Cards bleeding ink, old poker chips and cleaning materials are some of the debris that chokes this area.

This area largely contains junk, but a search of the area will take 15 minutes. Any PC who enters the area must make a DC 15 Fortitude save or be *nauseated* for 1 minute then *sickened* for 5 minutes due to the inhaled chemical taint of the area.

REAR CARGO HOLD

This area is nearly empty; a search of the area will take 5 minutes and reveal nothing of interest.

ROOM A: THE DELUXURY SUITES

This is a Deluxury suite so named for its deluxe luxury. Several people could comfortably sleep in such quarters. However, with the crash, the porthole has come loose, and many pieces of furniture have been splintered as they rattled around while the boat was sinking. Strange stains have sunk into the carpeting and on some of the pieces of cloth that floating about.

If the PCs are members of an adventuring company that has a suite on the Vilverdyva Queen, they are able to find their suite. Be sure to tell them that this suite has the most extensive damage of any of the rooms that they have seen.

The PCs are able to salvage some usable items from the suites given time. The exploration time for this room is 20 minutes with ordinary searches. Increase the time as appropriate for taking 20. They uncover the following: a small metal tin (inside are mints, which rapidly start dissolving (as per *fog cloud*), several shattered bottles of brandy and wine, papers with illegible writing, as well as some treasure left from the last occupant.

Treasure: The PCs can gain the following treasure here:

All APLs: Coin 50 gp; Magic 216 gp: memento magica 1st level (125 gp each), pearl of power 1st level (83 gp each), 2 potions of cure light wounds (8 gp each); Total 266 gp.

ROOM B: AVERAGE STATE ROOM

This room is a bit small, but with posh decorations that have been dashed around. An ornate symbol of Norebo is affixed above the bed. The door hangs from one hinge.

With a DC 25 Spot check or a DC 20 Search check, the PCs find in one of the rooms a wooden holy symbol of Nerull. It is identified with a DC 10 Knowledge (religion) check. It has snagged on a shattered piece of wood and the cord broken. Although the holy symbol is not magical, it does radiate a faint evil.

When a PC that is Kissed by Devils nears the symbol:

The wooden symbol of the skull and scythe sends a surge of power coursing through your body.

When a PC that is Caressed by Angels nears the amulet:

The wooden holy symbol of the skull and scythe sends a wave of disgust and revulsion coursing through your body.

When a Karma PC nears the amulet they get a feeling of power from it.

The wooden holy symbol of the skull and scythe seems to radiate power.

Other PCs do not feel anything from the disk, although they still can detect it is evil (faint).

The exploration time for this room is 10 minutes with ordinary searches. Increase the time as appropriate for taking 20.

Treasure: The PCs can gain the following treasure here:

All APLs: Unholy symbol of Nerull.

ROOM C: MAIN GAMBLING PARLOR

This is the largest room you have come across so far. What would have been an extravagant gaming experience floating by beautiful scenery has been transformed into a scene of horror. Floating in the water above the gaming tables are the bodies of many of the last passengers of the Volverdyva Queen. This is where many of the Moonbow warriors were when disaster struck.

Many of the dead elves are bobbing at the ceiling, while others are pinned to the walls with arrows or large shards of furniture, some of their limbs obscuring more symbols of Norebo. The bodies all show signs of decay and decomposition. More disturbing is the evidence that something has been savaging the corpses.

Mockingly, betting chips lie on the floor while above them, swirling in unseen currents and eddies, are playing cards.

The undead are hiding amongst the bodies of the dead. To participate in the surprise round, PCs need to make a Spot check:

- APL 2: DC 16
- APL 4: DC 16
- APL 6: DC 17
- APL 8: DC 32

Remember that the PCs need to make Swim checks to move and underwater combat rules are in effect. The rules for underwater combat are found on pp92-93 of the DMG. If the PCs seem to be struggling, remind them that grappling deals full damage underwater.

When the PCs search the area, they are able to find much equipment from the fallen Moonbow. The exploration time for this room is 25 minutes with ordinary searches. Increase the time as appropriate for taking 20.

The PCs do find one longsword that appears to be made of a different material with a large crystal in the hilt. A DC 15 Knowledge (nature) or a DC 15 Knowledge (arcana) check identifies the metal as Thinaun. A DC 20 Knowledge (arcana) check tells the hero that Thinaun stores a bit of the wielder's essence if they die while wielding the weapon. If the PCs examine the sword closely, they can see some sort of flickering movement in the crystal in the hilt.

CREATURES

APL 2 (EL 1)

Lacedon (1): hp 13; MM 119.

APL 4 (EL 3)

Lacedon (3): hp 13 each; MM 119.

APL 6 (EL 5)

Son of Kyuss (1): hp; Appendix 1

APL 8 (EL 7)

Forsaken Shell (1): hp 105; Appendix 1

Son of Kyuss (1): hp; Appendix 1

Read the following boxed text for the appropriate APL.

APL 2

A foul creature that was hiding amongst the corpses swims towards you. Its decaying flesh is drawn tightly across its bones and its eyes glow like hot coals in its sunken eye sockets. It opens its mouth showing the sharp teeth of a carnivore.

A successful Knowledge (religion) check reveals the following:

- **DC 12:** It is an aquatic ghoul, an undead creature, known as a lacedon.
- **DC 17:** Its touch paralyzes all save elves; they are immune.
- **DC 21:** Its bite festers with disease and can turn someone into one of them.
- **DC 25:** It clings onto a reserve of unholy power as well as being willful.

APL 4

Three foul creatures that were hiding amongst the corpses swim towards you. Their decaying flesh is drawn tightly across their bones and their eyes glow like hot coals in their sunken eye sockets. They open their mouths showing the sharp teeth of carnivores.

See the Knowledge (religion) information for APL 2 above.

APL 6

A rotten zombie covered in shreds of elven armor advances on you. Crawling over its body are festering green worms.

A successful Knowledge (religion) check reveals the following on the spawn of Kyuss:

- **DC 14:** A Spawn of Kyuss.
- **DC 19:** They have a menacing aura that causes people to run away.
- **DC 24:** They create spawn through transferring worms to people, which eat their brains.
- **DC 29:** They are tough and cling onto a reserve of unholy power but can be transformed into a less threatening form by curing them of diseases or curses.

Tactics

Remember the fear aura of the Son of Kyuss. In the surprise round, the undead tries to close with the party and transfer worms. The spawn attacks and transfers worms to as many targets as possible every round. It uses its touch attack to transfer a worm. It does not throw worms at anyone underwater. It must make Swim checks to move underwater just like the PCs.

APL 8

Roiling and coiling, this long, slender creature snakes forward. At first, it does indeed seem like a snake, if strangely wide and loose-skinned, but an instant later the creature is revealed for what it actually is; an evacuated but horribly animate elven skin that continues to slither onward in an unmistakably aggressive manner.

Additionally, a rotten zombie covered in shreds of elven armor advances on you. Crawling over its body are festering green worms.

A successful Knowledge (religion) check reveals the following:

- **DC 24:** A Forsaken Shell.
- **DC 29:** This skin not only swims, but burrows as well. It attempts to grab onto other creatures and rip their skin off, forming spawn.
- **DC 34:** They are not all that tough, but are quick and have very good mental resistance.

See APL 6 above for the Knowledge (religion) information on the Son of Kyuss.

Tactics

In the surprise round, the Forsaken Shell charges a small, weak creature, hoping to hit, grab and constrict. The Forsaken Shell is somewhat canny. It aims for weaker and smaller targets, trying to create spawn on one creature before moving onto the next. It Power Attacks as appropriate and deals constrict damage whenever it wins at a grapple check. It must make Swim checks to move underwater just like the PCs.

See the APL 6 tactics above for the Son of Kyuss information and tactics.

Treasure: The PCs can gain the following treasure here:

All APLs: Loot 158 gp; Magic: +1 thinaun longsword (1442 gp each); Total 1600 gp.

ROOM D: GALLEY

This cramped galley has been sacked. Broken crockery shifts in the water while the small body of a gnome has floated into a corner.

After the PCs spend 1d4 rounds in the room, read the following:

With an amplified creaking, the boat rocks and shifts into a different position on the river's floor. A highly charged current of water sweeps through the room, sending the dead gnome bobbing and stirring up debris.

Although technically not a trap, the following environmental hazard functions as one (including the use of trapfinding, trapsense, find traps, etc.). The Search check represents the rogue's ability to spot a dangerous situation. The Disable Device check allows the rogue the ability to negate the dangers by moving the object(s) or creating some makeshift barricade.

TRAP

All APLs (EL 2)

Moldy foodstuffs; mechanical; proximity trigger (water opens the container and moves it towards the party); no reset; 5-ft. cold aura (3d6, cold non-lethal); Search DC 22; Disable Device DC 16;

A DC 15 Knowledge (dungeoneering) check tells the hero the following: Brown mold feeds on warmth,

drawing heat from anything around it. The temperature is always cold in a 5 foot radius of it taking 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from the spell *cone of cold*, instantly destroys it.

Treasure: The PCs can gain the following treasure here:

All APLs: Loot 50 gp; Total 50 gp.

ROOM E: OFFICE

This small office is filled with floating papers and an unreadable ledger. A small gnome has died here, his head still banging into the wall that has crushed his skull. Small symbols of Norebo decorate the walls and float by on sheets of parchment.

With the directions of the clerics, a DC 20 Search check locates a secret trap door in the floor. The secret door is stuck due to shifting during the crash. It takes a DC 20 Strength check to pry it open. The door is made of steel (60 hp, hardness 10). Prying the trap door up reveals two large safes. These safes are built into the superstructure of the ship, so some sort of hacking around them or spellcasting must occur. This can easily be bypassed, but keep track of the time spent doing so for calculating the duration remaining on their *water breathing* spells. The safes are locked with 4 locks apiece and require a DC 40 Open Locks. The safes themselves are made of reinforced steel 3 inches thick.

If the safes are opened, the PCs find 20,000 gp worth of coins, gems and jewels inside.

If any PCs left their familiar on shore above, read the following (this should occur near the end of their exploration of the VQ – if the PCs head directly to the safe, then delay this to occur once they are nearly finished investigating the wreck):

In your mind, you feel a primal sense of both fear and panic. You instantly realize that your companion is in danger!

Ask the player the following: if your familiar was in danger, would it hide, run away or fight?

If the player chooses that the familiar hides, the sense of dangers stays. If the familiar flees there is a short sense of panic and danger, followed by feelings of being shaken or fading fear. If the player chooses that the familiar fights, there is a sense panic, fear and anger for a while and then no more emotions. It has been filled with arrows and is unconscious. The PC can still feel that the familiar is alive, but is sending out no feelings.

ROOM F: CREW CABINS

This room is filled with sturdy bunks and several chests for personal possessions. Furniture from this room has been pushed to the sides and a crude circle has been carved into the floor. The symbols of Norebo in this room have been defaced.

If the PCs look closer at the circle, they see small flecks of silver dust and may know more about the design. Divine spellcasters feel uneasy in this room. A DC 15 Search check reveals a clay pot that has floated underneath a toppled bed.

A DC 22 Spellcraft check identifies the silver and circle as a more elaborate version of the *desecrate* spell. Knowledgeable PCs could also deduce with a DC 26 Spellcraft check that the clay pot is a material component of both *create undead* and *create greater undead* spells. The other material components from the spell have washed away.

A DC 15 Knowledge (religion) check identifies this particular type of circle as one commonly used by worshippers of Nerull.

Nothing is magical in this room. The circle still detects as evil. When a PC that is Kissed by Devils nears the circle, (s)he feels a surge of power coursing through them. When a PC is Caressed by Angels nears the circle, they feel sickness and disgust. Karma PCs feel a burst of power from the circle. The effect is similar to the one from the unholy symbol of Nerull (see Room A – Deluxury Suite above).

ROOM G: ENGINE ROOM

This space is cluttered with tubes, pipes and other machinery. You believe that the workspaces were just big enough for the gnomish engineers that ran the ship, but now, after the accident, the inner workings of the machine have been thrown about. You see several bodies pinned underneath a large pipe about three quarters of the way back into the room. There is much writing in gnomish on the machinery as well as two prominent symbols that appear multiple times on the walls and many of the remaining scraps of machinery. Shards of metal impaled into the walls and floor, black stains, and scorched boards indicate that there was a large explosion here.

Strangely, there is a cage nearby filled with hamster corpses.

The gnomish writings are simply warnings and operation instructions, "Not a step, watch your head", etc.

One of the symbols present is the two eight sided dice, the holy symbol of Norebo (no check involved) and the other is a six pointed star with rounded points, holy symbol of Murlynd, hero god of magical technology. This is identified with a DC 15 Knowledge (religion) check (see **supplemental handouts**).

If the PCs search the engine room, they find a number of cage wheels, some still connected to the engines, and hamster corpses.

Due to the debris, in order to move forward the PCs need to make a DC 18 Escape Artist check (small PCs receive a +4 circumstance bonus on this roll), or simply may bash their way through. Bashing the machinery or failing the Escape artist check sets off a reaction. If a PC

has *freedom of movement* cast on them, they do not set off the falling debris “trap”.

Note that due to the nature of this room, Knowledge (architecture and engineering) can be used to identify the dangers at the same range as searching 5 feet. However negating them with this skill is not possible. These statistics already factor in the underwater environment.

TRAP

All APLs (EL 2)

Falling Debris: CR 2; mechanical; proximity trigger; no reset; Atk +12 melee (2d6, debris); multiple targets (all targets in two adjacent 5-ft. squares); Search or Knowledge (architecture and engineering) DC 20; Disable Device DC 20

Wriggling through the wreckage of the engine room, you come across the crushed body of a small gnome trapped underneath a pile of machinery. The parts of several others gnomes float nearby. Although you have discovered several symbols of Norebo in the wreckage, this body bears the six pointed holy symbol illustrated in this room. The corpse is also dressed oddly, in a round, large brimmed brown hat; although somewhat crushed, it bears several other possessions. Two silvery wands lay broken on sheaths on its hips. In a small backpack lays a book in a slipcase; this appears to be a book of some sort of musical notations. The slip must be protecting the book from the water.

The book with the mystical writings is comprised of devotional prayers to Murlynd.

The book of musical notations is entitled, “Murlynd’s Prairie Songbook”. Once opened (not underwater) a DC 10 Perform (any musical skill) deciphers the lyrics to be mainly about prairies, ranges, horses, cattle and “doggies”. This book also contains a note written in Gnomish (Player Handout 5: A Quickly Scribbled Note (in Gnomish)).

This book and the note were not meant to be taken out of the slipcase underwater. If they do, they begin to bleed and become worthless and do not appear on the AR. A DC 5 Wisdom check halts a foolish PC from doing this.

Treasure: The PCs can gain the following treasure here:

All APLs: Murlynd’s Prairie Songbook.

When the PCs are finished exploring and move towards the surface, ask them what they are carrying and how. This sets the stage for the next encounter.

DEVELOPMENT

After examining the entirety of the boat, characters can make an Intelligence or Wisdom check DC 10 to realize that even with the number of people that escaped from the ship, a significant number of bodies are still missing.

6: DARN PERRENDERS!

If the PCs left behind a familiar, the status of the creature has been determined in the previous encounter.

If the PCs left behind any animal companions, mounts, or pack animals, the patrol has captured them if they did not provide resistance. If an animal resisted (such as an animal companion), they were shot repeatedly with blunt arrows until unconscious. If a player protests, inform them that their animal companion, etc. is an NPC and was taken under the DM’s control. If someone still protests, inform them that they were shot with blunt arrows and that it is a dramatic device not intended to disadvantage them.

If the PCs have left behind equipment, it has been moved and hidden behind the wooden wall. If the PCs left behind Phil the lackey, he fled at the first sign of danger.

A patrol of the Perrender mercenaries who have taken Verbeeg Hill has discovered evidence of someone lurking around the remains of the Volverdyva Queen. This could be the PCs tracks, the boat, Phil the lackey or equipment left behind on the dive. They take the opportunity to assault the PCs as they resurface.

The patrol has some time to prepare as the party is underwater. The archers are kneeling and using the trees as cover. Unless the PCs state otherwise, they pop up fairly near to the bank of the river that they entered on (or that has their belongings on it). If the PCs have no way of detecting the Perrenders, the Perrenders get a surprise round since they could see the water disturbance caused by the PCs coming up. The Perrenders are not above holding familiars hostage.

As you ascend, the sunlight gets brighter and brighter until your head bursts through the surface, droplets flying around and clinging to you. You’re breathing air again! Shortly after this, your eyes readjust to being above water again. As you take in the sights, a harsh cry fills the air.

The warmage speaks in Flan first, calling on the PCs to surrender. If someone understands Flan, you may read the following:

“By order of the Perrenland Pax Mercuri Corps, surrender now, grave robbers!”

If the PCs do not understand and do not attack, the warmage demands their surrender again, but this time in Common. Since they would rather avoid fighting, the mercenaries ready their attacks while the warmage calls for the PCs to surrender. Their current disposition is unfriendly and they do not wait overly long for surrender (meaning that Diplomacy checks would have to be rushed).

They do not let the PCs out of the water until they have unhooked and dropped their weapons, holy symbols and spell component pouches into the bottom of the river. These can be retrieved later.

The Perrenders are members of the Pax Mercuri mercenary corp. They have come to secure and protect Verbeeg Hill as the city lays on the Velverdyva Trade Route, a route vital to Perrenland's economy.

If the PCs resist, the mercenaries attack. See tactics below. If the mercenaries win the battle, they save as many PCs as they can from dying. The PCs are taken to Verbeeg Hill, where they are imprisoned for 4 TUs before being released through the efforts of the Temple of Norebo and the Highfolk Merchant's Guild. Their possessions are also returned to them at the time of their release.

If the PCs surrender, the mercenaries take the PCs into custody and question them on their activities. The mercenaries cannot be convinced to release the PCs unless their attitude is changed to helpful. If the PCs are not released, they are taken to the mercenary commander who is in Verbeeg Hill.

The PCs are given a chance to plead their case to the commander. His initial attitude is unfriendly. The PCs must convince him their intentions are good and they are doing the recovery for the owners of the VQ.

- **Helpful:** The PCs are released along with anything they recovered from the VQ. In addition the PCs are escorted to Shallowhaven by Perrenland mercenaries.
- **Friendly:** The PCs are released but the contents of the VQ's safe are retained by the Perrenders. Eventually the Perrenders turn over the money to the Temple of Norebo and the Highfolk Merchant's Guild.
- **Indifferent:** The PCs are released with their possessions and nothing from the VQ.
- **Unfriendly:** The Perrenders send word to Highfolk town about the PCs. Through the efforts of the Temple of Norebo and the Highfolk Merchant's Guild, the PCs are released after being imprisoned for 2 TUs.
- **Hostile:** The PCs are imprisoned for 4 TUs. After serving their time, the PCs are released through the efforts of the Temple of Norebo and the Highfolk Merchant's Guild.

CREATURES

APL 2 (EL 3)

Human Warrior 1 (4); hp 9 each; Appendix 1

Human Warmage 1 (1); hp 7; Appendix 1

APL 4 (EL 5)

Human Fighter 1 (4); hp 14 each; Appendix 1

Human Warmage 2 (1); hp 11; Appendix 1

APL 6 (EL 7)

Human Fighter 2 (4); hp 20 each; Appendix 1

Human Warmage 4 (1); hp 20; Appendix 1

APL 8 (EL 9)

Human Fighter 4 (4); hp 36 each; Appendix 1

Human Warmage 6 (1); hp 29; Appendix 1

Tactics

If surrender cannot be negotiated, the Perrenders release their readied attacks. The battle call in Flan is "Get 'em!". Having the PCs in the water makes the mercenaries position more difficult. Submerged PCs receive improved cover (+8 AC) from land bound attacks. The Perrenders are separate to avoid area attacks and use the trees and logs as cover. The fighters use their bows while staying on land. The warmage uses spells like *magic missile* or *fireball* that are not hampered by the cover. The mercenaries use their *potions of resurgence* to shake off long-lasting magic effects (e.g., *glitterdust*).

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 76 gp; Magic 40 gp: *potion of cure light wounds* (x5) (20 gp each), *potion of resurgence* (x5) (20 gp each); Total 116 gp.

APL 4: Loot 282 gp; Magic 123 gp: *potion of cure light wounds* (x5) (20 gp each), *potion of resurgence* (x5) (20 gp each), *vest of resistance +1* (83 gp each); Total 405 gp.

APL 6: Loot 282 gp; Magic 123 gp: *potion of cure light wounds* (x5) (20 gp each), *potion of resurgence* (x5) (20 gp each), *vest of resistance +1* (83 gp each); Total 405 gp.

APL 8: Loot 282 gp; Magic 248 gp: *potion of cat's grace* (125 gp each), *potion of cure light wounds* (x5) (20 gp each), *potion of resurgence* (x5) (20 gp each), *vest of resistance +1* (83 gp each); Total 530 gp.

DEVELOPMENT

If the PCs needed assistance with their scrolls, a search of the area turns up the ragged footprints of Phil the lackey, running off (as he was scared). This search also reveals the location of the heroes' animals (behind the wooden wall) and the heroes' equipment that they left behind (camouflaged in a shallow pit behind the wall). A DC 9 Track check reveals the tracks of the patrol heading north to Verbeeg Hill.

If the PCs insist upon checking on the trail, have them advance and tell them that it looks like this area has been patrolled fairly regularly. They are able to get far enough to tell that it is simply an occupying force. If they continue to insist upon going farther, have them run into another Perrender patrol (like the one above).

If the PCs bury the bodies of the gnomes and elves, you may read the following:

Burying the decomposed and rotting gnome and elf bodies is not an easy task and is downright gruesome. It is a somber moment as you finish the last grave and place the crude headstone in place. The woods seem to be quiet, reflecting the tragedy and respect of the moment.

Burying the bodies earns the PCs **Moonbow's Reward** on the AR.

7: LOOSE ENDS

Evading patrols on your way back to the town of Shallowhaven is fairly easy; you've dealt with much worse.

Winding your way through the small streets you see similar sights to those you have seen before... only now, the dragon turtle portrait has been finished. Waiting for you at the intersection of two streets waits Sithari. After spotting you, he rushes over quickly. "Were you able to retrieve it?" he asks excitedly.

If the PCs give him the sword, read the following:

As you hand Sithari the sword, the crystal in its hilt flashes twice.

If the PCs question Sithari about why the crystal flashed twice, Sithari tells them he does not know why. A DC 10 Sense Motive confirms that Sithari is telling the truth, but seems concerned about it.

Sithari is happy that the sword has been retrieved and even happier if it is returned to him. He falsely promises favors from Clan Moonbow in the future (use a Bluff check if the characters ask for a Sense Motive) and then departs.

If the PCs do not give him the sword at first, Sithari pleads and bargains with the PCs. If the PCs still refuse, he attacks them. Read the following:

When you deny Sithari his prize for the final time, he gets a confused look on his face. Reaching over his shoulder he draws his falchion, screaming and frothing at the mouth as he does so.

CREATURES

APL 2 (EL 4)

Sithari Silvanara: hp 22; Appendix 1

APL 4 (EL 6)

Sithari Silvanara: hp 41; Appendix 1

APL 6 (EL 8)

Sithari Silvanara: hp 55; Appendix 1

APL 8 (EL 10)

Sithari Silvanara: hp 70; Appendix 1

When Sithari draws his falchion and attacks, he triggers a *contingency* spell that has been placed on him by another spellcaster. This was done by the spellcaster using a *magic jar* spell to temporarily take over Sithari's body and then casting the *contingency* and *greater heroism* spells.

The *contingency* spell that is cast is a *greater heroism* (+4 morale bonus to attacks, saves, skill checks, immunity to fear effects, 18 temporary hit points; PH 240).

The encounter level has been raised by 1 for the spells *contingency*, *greater heroism* and *nondetection*.

Treasure: The PCs can gain the following treasure:

APL 2: Loot 108 gp; Magic 83 gp: *vest of resistance +1* (83 gp each); Total 191 gp.

APL 4: Loot 108 gp; Magic 83 gp: *vest of resistance +1* (83 gp each); Total 191 gp.

APL 6: Loot 108 gp; Magic 499 gp: *boots of elvenkind* (208 gp each), *cloak of elvenkind* (208 gp each), *vest of resistance +1* (83 gp each); Total 607 gp.

APL 8: Loot 77 gp; Magic 946 gp: *boots of elvenkind* (208 gp each), *cloak of elvenkind* (208 gp each), *+1 falchion* (197 gp each), *vest of resistance +2* (333 gp each); Total 1023 gp.

Sithari the Moonbow was captured and subjected to magical torture by another clan of elves. His mind has been warped and twisted and he has been brainwashed to believe that the magic item retrieved from the ship, when delivered to this clan's forces, would actually hinder the Moonbow. He does not remember many of these sessions due to multiple *modify memory* and *programmed amnesia* spells.

If the elf is slain or neutralized, the party must decide what to do with him. If the party hands him over to Clan Moonbow, the Fifth District or the Watch or someone else make sure to note this on the Critical Events.

If the PCs did not hand the sword over to Sithari and retained possession of it, it appears on the AR. The PCs may also hand it over to Mercermillan or someone else. Any party gladly accepts it.

If the party manages to avoid combat with Sithari, they are able to leave Shallowhaven without incident. In this case run Encounter 8 for the PCs.

8: THEM BONES

This encounter is ONLY run if the PCs avoid combat with Sithari in Encounter 7.

After leaving Shallowhaven, you begin to walk the short distance to Highfolk. Several banks of snow still have yet to melt and the ground is muddy in some places between rocks. It looks like the new growth on the trees is starting earlier than normal this year. A small squirrel is waiting near the side of the road. It seems to look at you and then takes a couple steps forward, leaving behind a medallion inscribed with some symbol.

The symbol is described in **Player Handout 6: Squirrel Symbol**. A DC 12 Knowledge (local-Iuz) check reveals it as a symbol of the Rangers of the Vesve. Devoted PCs get a +2 bonus to this roll. Rangers of the Vesve automatically make this check.

It looks back to see if you are following and then takes a couple more hops. It seems to be heading off of the road down a smaller game trail.

The PCs may check for tracks, but they find none down the trail, but others are on the road.

After a while, the squirrel hops to the middle of a large clearing. Trees and bushes are absent here, and the ground is worn to dirt around some rocks; a well-made sack placed before a hill catches your eye. The squirrel runs over to the sack and sits down looking at you.

The hill is not real, but simply a permanent image of a hill. The illusion covers the skeletons, so they are not seen by the PCs. Other means besides visual may detect them.

If any creature but a squirrel approaches the sack, the skeletons attack. Hide versus Spot checks are not appropriate since the skeletons are not hiding. The squirrel is not magical, but has simply been trained via Handle Animal skill by someone not appearing in this adventure, to act like this. The squirrel takes off shortly after combat begins, running away as far as it can. If pursued, the squirrel hides.

CREATURES

APL 2 (EL 4*)

Troll Skeleton (1): hp 39; MM 227.

APL 4 (EL 6*)

Ettin Skeleton (1): hp 65; MM 227.

APL 6 (EL 8*)

Cloud Giant Skeleton (1): hp 110; MM 227.

APL 8 (EL 10*)

Cloud Giant Skeleton (2): hp 110; MM 227.

* - the EL of the combat has been increased by one since surprise is highly likely

The bag contains only a note. *"Well, guess you're not dead. I'll get you next time. I promise..."*

9: GETTING BACK

Finally crossing the river and getting back to Highfolk town, you see the hustle and bustle of the newly constructed gaming tents of the Temple of Norebo. It hasn't taken long for the citizenry to try to forget about the sorrows of war for a little while with some worship of the god of risks. After asking around, you are shown to Mercermillan, who looks happy and somewhat surprised to see you. "So, you're back; excellent! Tell me your tale."

After the PCs relate their story and turn over the coin boxes,

Mercermillan is pleased, a relieved look coming over the look of worry that has been his constant expression lately. He nods as the temple thugs take

away the boxes. "You don't know how much this means to the church. With these funds, we can hold another three-Dragon Ante tournament to recover the VQ or start construction on the VQ2."

Clasping each of your hands, Mercermillan shakes them, "You've done a fine service for us today. One, which I'd wager, we'll be paying back for a while. To start, I would simply like to offer my thanks. If you would like to join our church, you are surely welcome."

If the heroes did not recover the boxes:

Mercermillan looks sad, his face continuing the look of worry that has been his constant expression lately. He nods as the temple thugs turn and walk away empty handed. "Well, thank you for trying, I'm sure it was a difficult trial for you."

DEVELOPMENT

Please note the following as the items may appear on the AR:

- PCs who accept the invitation to join receive **Convert to Norebo** item on the AR.
- PCs who turn over the money from the VQ's safe earn **Norebo's Reward** on the AR.
- PCs who keep the money from the VQ's safe earn **Norebo's Curse** on the AR. Additionally a run of bad luck causes them to spend all the money they kept from the VQ's safe. Their bad luck ends when all the money is gone.

10: RAISING THE QUEEN

If the PCs wish to help out more, they may be able to aid in raising the VQ. If they do, read the following:

Your efforts in exploring and returning some items from the VQ have been good, but good is simply not enough for some people. Who better to ask for help than the deity of sea and sailing to see if something can be done to raise this fine vessel?

Trekking to the Dock of the Rushing Waves, temple to Xerbo in Highfolk proves to be an easy task. Although the Sacred Harbormaster, Johim Bahnree is busy with his divine duties, you are easily able to find another acolyte, who readily listens to your tale and pleas.

The acolyte's current disposition is Indifferent, so it only takes a DC 15 Diplomacy check to make him Friendly. A donation to the church gives a +1 bonus to this check per 10 gp (max of 50 gp). Worshipers of Xerbo automatically make this check.

"Well good Sirs (and Madams), the church certainly has some divine as well as business connections that we may be able to use assisting in this endeavor. However, we do ask a sacrifice of you in turn. Since

you are asking our assistance, we ask for donations and praise as well. This will compensate us for using our connections as well as spreading the good name of the church. Does this sound acceptable?"

Basically, the PCs are asked to donate 100 x APL worth of gold and 2 x APL of TUs. This funding goes towards the temple coffers, as well as procuring services for raising the ship. The time units are spent praying to Xerbo, proselytizing, handing out leaflets or performing menial tasks around the temple. These expenditures should be noted on the AR.

PCs who know one of the following spells can raise the VQ themselves:

- submerge ship Sor/Wiz 7 (Spell Compendium)
- raise from the deep Sor/Wiz 4 (Spell Compendium)

PCs and parties that can cast these spells are exempt from the TU and gold costs listed in this section. Skip to the next scene and change the box text to be appropriate. These PCs receive the **Legendary Deed: Raised the Volverdyva Queen** item on the AR.

The weeks have passed quickly and the next thing you know, you find yourself walking back to the site of the sunken VQ. This time instead of just your small party, there are a larger number of people. Striding onto the shoreline that you so recently visited, you see a small collection of gnomes performing a small ceremony over the gnomish graves that you've constructed. A few Moonbow Elves mourn over the graves constructed for their fellows.

Standing closest to the water is a motley collection of individuals. You recognize the acolyte from the Dock of the Rushing Waves, as well as a larger Suel man next to him. His blue/green vestments and Dragon Turtle holy symbol indicate that he is most likely the Sacred Harbormaster, Johim Bahnree. He is speaking with the High Roller, as well as Factor Endavon. The Sacred Harbormaster motions for your group to join them.

Johim speaks to the gathered crowd, "Thank you all for coming to us for help. The temple of Xerbo has not been very prominent in Highfolk as of late, but hopefully this will be the start of changing that. Our temple connections in Dyvers have recommended a man that may help. Silas the Lucky is a worshipper of Xerbo and a ship's mage that can be of assistance. He should be here shortly."

After several minutes, a sharp popping is heard and before you appears a ragged man of mixed human origins. His clothing is brightly colored, as is the parrot sitting on his shoulder. He wears a tricorne hat and a long captain's coat. He also has a wooden leg and a hook for a hand. As he nods to the Sacred Harbormaster, you see that his left eye is covered with a patch. After a nod to the Sacred Harbormaster, the mage begins to chant

rhythmically and gesticulate, light glinting off of the claw that has replaced one of his hands.

The water of the Volverdyva begins to roil and foam, slowly at first but then building to a raging froth. Up from the depths the ship comes surging. First its stern shooting up out of the water, followed by the rest of the formerly majestic vessel.

Floating effortlessly now, the VQ bobs up and down, never sinking more than an inch. Even though the boat is above water, it is still a wreck. Large areas are scorched, pitted with holes or missing entirely. Arrows stick out of the ship as well as large mess of flotsam surrounds the ship, undoubtedly parts that had fallen off, recollected by the spell. Water gushes from these holes as the ship is magically hoisted from the water.

That is when the music begins. A soft strumming at first, builds to a quicker and quicker tempo. A momentary glance over at the player reveals a small female gnome smiling brightly as she plays a rather large lyre, undoubtedly "borrowed" from the Bardic College.

The gnome is Asa Sludge aka "Slimy Doom" from the Highfolk Introductory Adventure "Organizational Problems;" she winks at PCs that have worked for her in the past.

The dulcet tones of the lyre float through the air and coalesce magically around the riverboat, forming strong pillars and platforms of wood.

A DC 20 Knowledge (arcana) check allows the PC to recognize the instrument as a lyre of building.

As the lyrist plays on, groups of people depart. The VQ slides onto the platform and into a makeshift drydock. Silas nods his head at the Sacred Harbormaster and vanishes into thin air.

Once the crowd thins enough, the Sacred Harbormaster approaches your group once again. "Thank you, land creatures do not belong in bodies of water, and I fear that simply more would have delved into it had this situation not been rectified. You have done good work in Xerbo's eyes today. If you would like to convert and join the church of Xerbo, you have my blessings." With that he nods to the other clergy members, strides out on top of the water and begins to head back towards the temple.

PCs that accept the offer receive the **Convert to Xerbo** item on the regional certificate.

Your explorations have proven that there are threats from aboveground, such as the Perrendlander army and Iuz, but vile forces are at work below ground in Highfolk and in the waters of the Volverdyva as well. Where will danger crop up next?

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 5:

ROOM C: MAIN GAMBLING PARLOR

Defeat the undead.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

ROOM D: GALLEY

Survive the hazards.

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

ROOM G: ENGINE ROOM

Survive the hazards.

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

ENCOUNTER 6: DARN PERRENDERS

Defeat the Perrenland mercenaries or negotiate an agreement.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

ENCOUNTER 7: LOOSE ENDS

Defeat Sithari.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

ENCOUNTER 8: THEM BONES

Defeat the revived skeletal creature(s).

APL 2	120 XP
APL 4	120 XP
APL 6	240 XP
APL 8	300 XP

STORY AWARD

Objective(s) met:

APL 2	45 XP
APL 4	90 XP
APL 6	135 XP
APL 8	180 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 2	45 XP
APL 4	45 XP
APL 6	45 XP
APL 8	45 XP

TOTAL POSSIBLE EXPERIENCE

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	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.

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

ENCOUNTER 5: INTO THE DRINK

All APLs: Loot 50 gp; Coin 50 gp; Total 100 gp.

ROOM A: THE DELUXURY SUITE

All APLs: Coin 50 gp; Magic 216 gp: *memento magica* 1st level (125 gp each), *pearl of power* 1st level (83 gp each), 2 *potions of cure light wounds* (8 gp each); Total 266 gp.

ROOM B: AVERAGE STATEROOM

All APLs: Unholy symbol of Nerull.

ROOM C: MAIN GAMBLING PARLOR

All APLs: Loot 158 gp; Magic: +1 *thinaun longsword* (1442 gp each); Total 1600 gp.

ROOM D: GALLEY

All APLs: Loot 50 gp; Total 50 gp.

ROOM G: ENGINE ROOM

All APLs: Murlynd's Prairie Songbook.

ENCOUNTER 6: DARN PERRENDERS

APL 2: Loot 76 gp; Magic 40 gp: *potion of cure light wounds* (x5) (20 gp each), *potion of resurgence* (x5) (20 gp each); Total 116 gp.

APL 4: Loot 282 gp; Magic 123 gp: *potion of cure light wounds* (x5) (20 gp each), *potion of resurgence* (x5) (20 gp each), *vest of resistance +1* (83 gp each); Total 405 gp.

APL 6: Loot 282 gp; Magic 123 gp: *potion of cure light wounds* (x5) (20 gp each), *potion of resurgence* (x5) (20 gp each), *vest of resistance +1* (83 gp each); Total 405 gp.

APL 8: Loot 282 gp; Magic 148 gp: *potion of cat's grace* (25 gp each), *potion of cure light wounds* (x5) (20 gp each), *potion of resurgence* (x5) (20 gp each), *vest of resistance +1* (83 gp each); Total 430 gp.

ENCOUNTER 7: LOOSE ENDS

APL 2: Loot 108 gp; Magic 83 gp: *vest of resistance +1* (83 gp each); Total 191 gp.

APL 4: Loot 108 gp; Magic 83 gp: *vest of resistance +1* (83 gp each); Total 191 gp.

APL 6: Loot 108 gp; Magic 499 gp: *boots of elvenkind* (208 gp each), *cloak of elvenkind* (208 gp each), *vest of resistance +1* (83 gp each); Total 607 gp.

APL 8: Loot 77 gp; Magic 946 gp: *boots of elvenkind* (208 gp each), *cloak of elvenkind* (208 gp each), +1 *falchion* (197 gp each), *vest of resistance +2* (333 gp each); Total 1023 gp.

TREASURE CAP

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

TOTAL POSSIBLE TREASURE

APL 2: 2323 gp

APL 4: 2612 gp

APL 6: 3028 gp

APL 8: 3469 gp

ADVENTURE RECORD ITEMS

Convert to Norebo / Xerbo (circle one): You are granted a free *atonement* to convert, if needed. You gain Open access to the cleric alternate class feature, Spontaneous Domain Casting, and the favored soul alternate class feature, Deity's Favor, both from PH2.

Items of Arcane Power: Good-aligned PCs gain Adventure access to: *bottle of air* [limit 1], *decanter of endless water* [limit 1], *dust of dryness* [limit 1], *elemental gem (water)* [limit 1], *elixir of swimming* [limit 6], *gloves of swimming and climbing* [limit 1], *iridescent spindle ioun stone* [limit 1], *necklace of adaptation* [limit 1], *Quall's feather token (swan boat)* [limit 6], *spellguard rings* ^{CM}[limit 1].

Gathil the Wanderer's Favor: The Items of Arcane Power are changed to Regional access for Good-aligned, Devoted PCs.

Legendary Deed: Raised the Velderdyva Queen (20%). If you are recognized for this Legendary Deed, you gain free Luxury Lifestyle for that adventure and one free 5th level or lower divine spell cast by the temple of Norebo; mark this entry "Used" after such an adventure.

Moonbow's Reward: The Ruathar (RW) prestige class is Open for you.

Norebo's Reward: You gain three (3) influence points with the Temple of Norebo.

Norebo's Curse: Any spell or magic item that provides a luck bonus does NOT grant its bonus to you. To rid yourself of the curse, you must pay for a *remove curse* cast by the Temple of Norebo.

Murlynd's Prairie Songbook: This songbook has lyrics about prairies, ranges, horses, cattle, and doggies. Only ONE PC can receive this.

Tainted Unholy Symbol of Nerull: This wooden unholy symbol radiates a faint evil. Only ONE PC can receive this.

Verbeeg Hill Eel Jelly: This can be traded for free Rich upkeep during one Highfolk adventure.

ITEM ACCESS

All APLs:

- *Boots of elvenkind* (Adventure; DMG)
- *Cloak of elvenkind* (Adventure; DMG)
- Keel armor option, 50 gp (Adventure; Sto)
- *Memento magica*, 1st level (Adventure; RDr)
- *Pearl of power*, 1st level (Adventure; DMG)
- *Potion of resurgence* (Adventure; SpC)
- Masterwork Profession (gambler) tools (Adventure; PH)
- Masterwork Profession (sailor) tools (Adventure; PH)
- +1 *thinaun longsword* (Adventure; 17,315 gp; CW)

6: DARN PERRENDERS!

MERCENARY SOLDIER CR 1/2

Male human warrior 1

CN Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0**Languages** Common**AC** 16, touch 11, flat-footed 15

(+1 Dex, +4 armor, +1 shield)

hp 9 (1 HD)**Fort** +2, **Ref** +1, **Will** +0**Speed** 20 ft. in scale mail (4 squares), base movement 30 ft.**Melee** longsword +2 (1d8+1/19-20/x2) or dagger +2 (1d4+1/19-20/x2)**Ranged** longbow +3 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +2**Combat Gear** *potion of cure light wounds, potion of resurgence***Abilities** Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8**Feats** Toughness, Weapon Focus (Longbow)**Skills** Handle Animal +3, Intimidate +3**Possessions** combat gear plus buckler, dagger, longbow and 40 arrows, longsword, scale mail armor**MERCENARY WARMAGE CR 1**

Male human warmage 1

NE medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 7 (1 HD)**Fort** +2, **Ref** +3, **Will** +2**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** mw longspear +1 (1d8)**Ranged** light crossbow +2 (1d8/19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +0**Atk Options** Point-blank Shot; Precise Shot**Combat Gear** *potion of cure light wounds, potion of resurgence***Warmage Spells Known** (CL 1st): 5/41st—*accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, lesser orb of acid, lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, shocking grasp, true strike*0—*acid splash, disrupt undead, light, ray of frost***Abilities** Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 15**SQ** armored mage (light), warmage edge**Feats** Point Blank Shot, Precise Shot**Skills** Concentration +5, Knowledge (arcana) +5, Spellcraft +5**Possessions** combat gear plus mw chain shirt, light crossbow and 20 bolts, longspear, *vest of resistance* +1**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors,

nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.**Warmage Edge (Ex):** A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals with 1d4+1 points of damage normally, plus an extra 3 points of damage due to his intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only warmage's caster level but also gain the benefits of the warmage edge, if applicable.

7: LOOSE ENDS

SITHARI

CR 3

Male elf (wood) barbarian 1/ranger 2
CN Medium humanoid (elf)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, Elf

AC 17, touch 13, flat-footed 17

(+3 Dex, +4 armor)

hp 22 (3 HD)

Immune Sleep

Fort +7, **Ref** +7, **Will** +1

Speed 40 ft. in light armor (8 squares), base movement 30 ft.

Melee mw falchion +8 (2d4+6/18-20/x2)

Ranged mw composite longbow (Str +4) +7 (1d8+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Atk Options Favored enemy (human), Power Attack

Special Actions Rage (AC 15, touch 13, flat-footed 15, 28 hp, Fort +9, Will +3, Str 23, Con 16, mw falchion +10 (2d4+8/18-20/x2)); *contingency* spell triggered when he rages casting a *greater heroism* (+4 morale bonus to attacks, saves, skill checks, immunity to fear effects, 18 temporary hit points; *PH 240*)

Combat Gear —

Abilities Str 19, Dex 16, Con 12, Int 7, Wis 10, Cha 8

SQ Elf traits, fast movement, wild empathy

Feats Blind-fighting, Power Attack, Rapid Shot, Track

Skills Hide +12, Jump +5, Knowledge (nature) +3, Listen +2, Move Silently +12, Search +0, Spot +2, Survival +5

Possessions combat gear plus armor spikes, *boots of elvenkind*, mw chain shirt, *cloak of elvenkind*, mw composite longbow (Str +4) and 20 arrows, 5 clubs, mw falchion, falchion, quarterstaff, *vest of resistance* +1

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 feet while wearing light, medium, or no armor. This increase stacks with similar increases, such as that from the barbarian class. See the barbarian class feature, page 25 of the *Players Handbook*.

6: DARN PERRENDERS!

MERCENARY SOLDIER**CR 1**

Male human fighter 1

CN Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common**AC** 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 shield)

hp 14 (1 HD)**Fort** +2, **Ref** +2, **Will** +1**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.**Melee** longsword +3 (1d8+2/19-20/x2) or dagger +3 (1d4+2/19-20/x2)**Ranged** mw longbow (Str+2) +4 (1d8+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +3**Atk Options** Point-blank Shot; Precise Shot**Combat Gear** *potion of cure light wounds*, *potion of resurgence***Abilities** Str 14, Dex 15, Con 12, Int 10, Wis 12, Cha 8**Feats** Point-blank Shot, Toughness, Weapon Focus (Longbow)**Skills** Handle Animal +3, Intimidate +3, Profession (Soldier) +2**Possessions** combat gear plus breastplate armor, buckler, dagger, mw longbow (Str+2) and 40 arrows, longsword**MERCENARY WARMAGE****CR 2**

Male human warmage 2

NE medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 11 (2 HD)**Fort** +2, **Ref** +3, **Will** +3**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** mw longsword +2 (1d8)**Ranged** light crossbow +2 (1d8/19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +1**Atk Options** Point-blank Shot; Precise Shot**Combat Gear** *potion of cure light wounds*, *potion of resurgence***Warmage Spells Known** (CL 2nd): 6/51st—*accuracy*, *burning hands*, *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *true strike*0—*acid splash*, *disrupt undead*, *light*, *ray of frost***Abilities** Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 15**SQ** armored mage (light), warmage edge**Feats** Point Blank Shot, Precise Shot**Skills** Concentration +6, Knowledge (arcana) +6, Spellcraft +6**Possessions** combat gear plus mw chain shirt, light crossbow and 20 bolts, longsword, *vest of resistance* +1**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized

training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals with 1d4+1 points of damage normally, plus an extra 3 points of damage due to his intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only warmage's caster level but also gain the benefits of the warmage edge, if applicable.

7: LOOSE ENDS

SITHARI

CR 5

Male elf (wood) barbarian 2/fighter 1/ranger 2
CN Medium humanoid (elf)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Elf

AC 17, touch 13, flat-footed 17

(+3 Dex, +4 armor)

hp 41 (5 HD)

Immune Sleep

Fort +10, **Ref** +7, **Will** +1

Speed 40 ft. in light armor (8 squares), base movement 30 ft.

Melee mw falchion +12 (2d4+7/18-20/x2)

Ranged mw composite longbow (Str +4) +9 (1d8+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Favored enemy (human), Power Attack

Special Actions Rage (AC 15, touch 13, flat-footed 15, 51 hp, Fort +11, Will +3, Str 24, Con 16, mw falchion +14 (2d4+10/18-20/x2)); *contingency* spell triggered when he rages casting a *greater heroism* (+4 morale bonus to attacks, saves, skill checks, immunity to fear effects, 18 temporary hit points; *PH 240*)

Combat Gear —

Abilities Str 20, Dex 16, Con 12, Int 7, Wis 10, Cha 8

SQ Elf traits, fast movement, wild empathy

Feats Blind-fighting, Power Attack, Rapid Shot, Track, Weapon Focus (falchion)

Skills Hide +13, Jump +10, Knowledge (nature) +4, Listen +2, Move Silently +13, Search +0, Spot +2, Survival +6

Possessions combat gear plus armor spikes, *boots of elvenkind*, mw chain shirt, *cloak of elvenkind*, mw composite longbow (Str +4) and 20 arrows, 5 clubs, mw falchion, falchion, quarterstaff, *vest of resistance* +1

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 feet while wearing light, medium, or no armor. This increase stacks with similar increases, such as that from the barbarian class. See the barbarian class feature, page 25 of the *Players Handbook*.

5: INTO THE DRINK

ROOM C: MAIN GAMBLING PARLOR

SPAWN OF KYUSS

CR 5

CE Medium undead

Init -1; **Senses** Listen +0, Spot +6**Languages** Common**AC** 11, touch 9, flat-footed 11

(-1 Dex, +2 natural)

hp 29 (4 HD); fast healing 5**Fort** +1, **Ref** +0, **Will** +4**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** slam +6 (1d6+6+Kyuss's gift) or touch +6 melee touch (Kyuss's gift)**Ranged** Kyuss's gift +1 ranged touch (Kyuss's gift)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +6**Abilities** Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 15**SQ** Curative transformation, fast healing 5, turn resistance +2, undead traits**Feats** Toughness**Skills** Hide+5, Jump +10, Move Silently +5, Spot +6, Swim +4

Create Spawn (Su): Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee touch attack or a ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet.

Each worm is a Fine vermin with AC 10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows into its host's flesh. (A creature with a natural armor bonus of +5 or higher is immune to this burrowing effect.) The worm makes its way toward the host's brain, dealing 1 point of damage per round for 1d4+1 rounds. At the end of that period, it reaches the brain. While the worm is inside a victim, a remove curse or remove disease effect destroys it, and a dispel evil or neutralize poison effect delays its progress for 10d6 minutes. A successful Heal check (DC 20) extracts the worm and kills it. Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it either is killed (by remove curse or remove disease) or slays its host (death occurs at 0 Intelligence). A Small, Medium- size, or Large creature slain by a worm rises as a new spawn of Kyuss 1d6+4 rounds later. A Tiny or smaller creature quickly putrefies; and a Huge or larger creature becomes a normal zombie of the appropriate size. Newly created spawn are not under the control of their parent, but they usually follow whatever spawn of Kyuss created them.

Fear Aura (Su): A spawn of Kyuss continuously radiates a fear effect. This ability functions like a fear spell (caster level 7th; Will save DC 14), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su): Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC 12) or contract this supernatural disease. The incubation period is 1 day, and the disease deals 1d6 points of Constitution damage and 1d4 points of Wisdom damage (see

Disease in Chapter 3 of the *Dungeon Master's Guide*). These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a *cure disease* effect removes the affliction.

Curative Transformation (Ex): Any *remove curse* or *remove disease* effect, or a more powerful version of either of these effects, transforms a spawn of Kyuss into a normal zombie.

Fast Healing (Ex): A spawn of Kyuss regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the spawn of Kyuss to regrow or reattach lost body parts.

Turn Resistance (Ex): A spawn of Kyuss is treated as an undead with 6 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead Traits: A spawn of Kyuss is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A spawn of Kyuss cannot be raised, and resurrection works only if it is willing. The creature has darkvision 60-foot range.

6: DARN PERRENDERS!

MERCENARY SOLDIER

CR 2

Male human fighter 2

CN Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common**AC** 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 shield)

hp 20 (2 HD)**Fort** +3, **Ref** +2, **Will** +1**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.**Melee** longsword +4 (1d8+2/19-20/x2) or dagger +4 (1d4+2/19-20/x2)**Ranged** mw longbow (Str+2) +5 (1d8+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +3**Atk Options** Point-blank Shot; Precise Shot**Combat Gear** *potion of cure light wounds*, *potion of resurgence***Abilities** Str 14, Dex 15, Con 12, Int 10, Wis 12, Cha 8**Feats** Point-blank Shot, Precise Shot, Toughness, Weapon Focus (Longbow)**Skills** Handle Animal +4, Intimidate +4, Profession (Soldier) +2.5**Possessions** combat gear plus breastplate armor, buckler, dagger, mw longbow (Str+2) and 40 arrows, longsword

MERCENARY WARMAGE

CR 4

Male human warmage 4

NE medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 20 (4 HD)

Fort +3, Ref +4, Will +4

Speed 30 ft. (6 squares), base movement 30 ft.

Melee mw longspear +3 (1d8)

Ranged light crossbow +3 (1d8/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; Grp +2

Atk Options Point-blank Shot; Precise Shot, Ranged Spell Specialization (+2 damage on ranged spell attacks), Weapon Focus (ranged touch spells +5 attack)

Combat Gear *potion of cure light wounds, potion of resurgence*

Warmage Spells Known (CL 4th): 6/7/4

2nd—*blades of fire, combust, continual flame, fire trap, fireburst, flaming sphere, ice knife, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade*

1st—*accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, lesser orb of acid, lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, shocking grasp, true strike*

0—*acid splash, disrupt undead, light, ray of frost*

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 16

SQ armored mage (light), warmage edge

Feats Point Blank Shot, Precise Shot, Ranged Spell Specialization, Weapon Focus (Ranged Touch spells)

Skills Concentration +8, Knowledge (arcana) +8, Spellcraft +8

Possessions combat gear plus mw chain shirt, light crossbow and 20 bolts, longspear, *vest of resistance +1*

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class. At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts magic missile, he deals with 1d4+1 points of damage normally, plus an extra 3 points of damage due to his intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Advanced Learning (Ex): At 3rd, 6th, 11th and 16th level, a warmage can add a new spell to his list, representing the

result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

7: LOOSE ENDS

SITHARI

CR 7

Male elf (wood) barbarian 2/fighter 1/ranger 3/wild runner 1
CN Medium humanoid (elf)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Elf

AC 17, touch 13, flat-footed 17

(+3 Dex, +4 armor)

hp 55 (7 HD)

Immune Sleep

Fort +12, Ref +9, Will +2

Speed 50 ft. in light armor (8 squares), base movement 30 ft.

Melee mw falchion +14 (2d4+7/18-20/x2)

Ranged mw composite longbow (Str +4) +11 (1d8+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; Grp +12

Atk Options Favored enemy (human), Power Attack, Power Critical (+4 to confirm threat)

Special Actions Rage (AC 15, touch 13, flat-footed 15, 67 hp, Fort +13, Will +4, Str 24, Con 16, mw falchion +16 (2d4+10/18-20/x2)); *contingency* spell triggered when he rages casting a *greater heroism* (+4 morale bonus to attacks, saves, skill checks, immunity to fear effects, 18 temporary hit points; *PH* 240)

Combat Gear —

Abilities Str 20, Dex 16, Con 12, Int 7, Wis 10, Cha 8

SQ Elf traits, fast movement, trackless step, wild empathy

Feats Blind-fighting, Endurance, Power Attack, Power Critical, Rapid Shot, Track, Weapon Focus (falchion)

Skills Hide +15, Jump +10, Knowledge (nature) +5, Listen +2, Move Silently +15, Search +0, Spot +2, Survival +7

Possessions combat gear plus armor spikes, *boots of elvenkind*, mw chain shirt, *cloak of elvenkind*, mw composite longbow (Str +4) and 20 arrows, 5 clubs, mw falchion, falchion, quarterstaff, *vest of resistance +1*

Fast Movement (Ex): Your land speed is faster than the norm for your race by to feet while wearing light, medium, or no armor. This increase stacks with similar increases, such as that from the barbarian class. See the barbarian class feature, page 25 of the *Players Handbook*.

Trackless Step (Ex): You cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

5: INTO THE DRINK

ROOM C: MAIN GAMBLING PARLOR

FORSAKEN SHELL**CR 6**

CE Medium undead

Init +4; **Senses** Listen +11, Spot +15; Darkvision 60 ft.**AC** 16, touch 10, flat-footed 16

(+6 natural)

hp 105 (14 HD)**Fort** +4, **Ref** +6, **Will** +9**Speed** 30 ft. (6 squares), base movement 30 ft., burrow 15 ft.**Melee** Skin slap +7 (1d6+7)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +12**Atk Options** Constrict (1d6+5), Improved Grab, Power Attack**Special Actions** Improved Grab, Constrict (1d6+5)**Abilities** Str 21, Dex 11, Con -, Int 11, Wis 10, Cha 10**SQ** Undead traits**Feats** Alertness, Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack**Skills** Climb +13, Hide +21, Move Silently +17, Swim +9**Constrict (Ex):** A forsaken shell deals 1d6+5 points of damage with a successful grapple check. Constricting uses the entire body of the creature, so it cannot take any move actions while constricting.**Improved Grab (Ex):** To use this ability, a forsaken shell must successfully hit an opponent with its skin slap attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins a grapple check, it establishes a hold and can constrict.**Skills** Forsaken shells have a +4 racial bonus on Hide checks (already figured into the statistics above), due to their ability to fold themselves into very small spaces.**SPAWN OF KYUSS****CR 5**

CE Medium undead

Init -1; **Senses** Listen +0, Spot +6**Languages** Common**AC** 11, touch 9, flat-footed 11

(-1 Dex, +2 natural)

hp 29 (4 HD); fast healing 5**Fort** +1, **Ref** +0, **Will** +4**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** slam +6 (1d6+6+Kyuss's gift) or touch +6 melee touch (Kyuss's gift)**Ranged** Kyuss's gift +1 ranged touch (Kyuss's gift)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +6**Atk Options****Special Actions****Abilities** Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 15**SQ** Curative transformation, fast healing 5, turn resistance +2, undead traits**Feats** Toughness**Skills** Hide+5, Jump +10, Move Silently +5, Spot +6, Swim +4**Create Spawn (Su):** Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee touch attack or a ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet. Each worm is a Fine vermin with AC 10 and 1 hit point. It can be killed with normal damage or by the touch of silver.

On the spawn's next action, the worm burrows into its host's flesh. (A creature with a natural armor bonus of +5 or higher is immune to this burrowing effect.) The worm makes its way toward the host's brain, dealing 1 point of damage per round for 1d4+1 rounds. At the end of that period, it reaches the brain. While the worm is inside a victim, a remove curse or remove disease effect destroys it, and a dispel evil or neutralize poison effect delays its progress for 10d6 minutes. A successful Heal check (DC 20) extracts the worm and kills it. Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it either is killed (by remove curse or remove disease) or slays its host (death occurs at 0 Intelligence). A Small, Medium- size, or Large creature slain by a worm rises as a new spawn of Kyuss 1d6+4 rounds later. A Tiny or smaller creature quickly putrefies; and a Huge or larger creature becomes a normal zombie of the appropriate size. Newly created spawn are not under the control of their parent, but they usually follow whatever spawn of Kyuss created them.

Fear Aura (Su): A spawn of Kyuss continuously radiates a fear effect. This ability functions like a fear spell (caster level 7th; Will save DC 14), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su): Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC 12) or contract this supernatural disease. The incubation period is 1 day, and the disease deals 1d6 points of Constitution damage and 1d4 points of Wisdom damage (see Disease in Chapter 3 of the *Dungeon Master's Guide*). These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a *cure disease* effect removes the affliction.

Curative Transformation (Ex): Any *remove curse* or *remove disease* effect, or a more powerful version of either of these effects, transforms a spawn of Kyuss into a normal zombie.

Fast Healing (Ex): A spawn of Kyuss regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the spawn of Kyuss to regrow or reattach lost body parts.

Turn Resistance (Ex): A spawn of Kyuss is treated as an undead with 6 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead Traits: A spawn of Kyuss is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A spawn of Kyuss cannot be raised, and resurrection works only if it is willing. The creature has darkvision 60-foot range.

6: DARN PERRENDERS!

MERCENARY SOLDIER**CR 4**

Male human fighter 4

CN Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common**AC** 19, touch 13, flat-footed 16

(+3 Dex, +5 breastplate armor, +1 buckler)

hp 36 (4 HD)

Fort +6, Ref +5, Will +3

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.
Melee longsword +6 (1d8+2/19-20/x2) or dagger +6 (1d4+2/19-20/x2)

Ranged mw longbow (Str+2) +8 (1d8+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options Point-blank Shot, Precise Shot, Rapid Shot (+6/+6 attack)

Combat Gear *potion of cat's grace, potion of cure light wounds, potion of resurgence*

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 8

Feats Improved Toughness, Point-blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Skills Handle Animal +6, Intimidate +6, Profession (Soldier) +3.5

Possessions combat gear plus breastplate armor, buckler, *cloak of resistance* +1, dagger, mw longbow (Str+2), longsword

MERCENARY WARMAGE

CR 6

Male human warmage 6

NE medium humanoid (human)

Init +6; **Senses** Listen -1, Spot -1

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 29 (6 HD)

Fort +4, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.

Melee mw longspear +4 (1d8)

Ranged light crossbow +4 (1d8/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Atk Options Point-blank Shot; Precise Shot, Ranged Spell Specialization (+2 damage on ranged spell attacks), Weapon Focus (ranged touch spells +5 attack)

Combat Gear *potion of cat's grace, potion of cure light wounds, potion of resurgence*

Warmage Spells Known (CL 6th): 6/7/6/4

3rd—*fire shield, fireball, flame arrow, gust of wind, ice storm, lightning bolt, poison, ring of blades, scintillating sphere, sleet storm, stinking cloud*

2nd—*blades of fire, combust, continual flame, fire trap, fireburst, flaming sphere, ice knife, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade*

1st—*accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, lesser orb of acid, lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, shocking grasp, true strike*

0—*acid splash, disrupt undead, light, ray of frost*

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 16

SQ armored mage (light), warmage edge

Feats Improved Initiative, Point Blank Shot, Precise Shot, Ranged Spell Specialization, Weapon Focus (Ranged Touch spells)

Skills Concentration +10, Knowledge (arcana) +10, Spellcraft +10

Possessions combat gear plus mw chain shirt, light crossbow and 20 bolts, longspear, *vest of resistance* +1

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks

to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class. At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals with 1d4+1 points of damage normally, plus an extra 3 points of damage due to his intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staves activated by a warmage use not only warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Advanced Learning (Ex): At 3rd, 6th, 11th and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

7: LOOSE ENDS

SITHARI

CR 9

Male elf (wood) barbarian 2/fighter 2/ranger 3/wild runner 2

CN Medium humanoid (elf)

Init +3; **Senses** Listen +4, Spot +4

Languages Common, Elf

AC 17, touch 13, flat-footed 17

(+3 Dex, +4 armor)

hp 70 (9 HD)

Immune Sleep

Fort +15, **Ref** +11, **Will** +3

Speed 50 ft. in light armor (8 squares), base movement 30 ft.

Melee +1 *falchion* +16/+11 (2d4+8/18-20/x2)

Ranged mw composite longbow (Str +4) +13/+8 (1d8+4) or mw composite longbow (Str +4) +11/+6/+11

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +14

Atk Options Favored enemy (human), Power Attack, Power Critical (+8 to confirm threat), Rapid Shot

Special Actions Primal Scream plus Rage (AC 13, touch 16, flat-footed 15, 88 hp, Fort +13, Will +5, Str 27, Dex 22, Con 16, +1 *falchion* +17 (2d4+13/18-20/x2) or bite +16 (1d6+12) or +1 *falchion* +19/+14 (2d4+13/18-20/x2) and bite +11 (1d6+12); *contingency* spell triggered when he rages casting a *greater heroism* (+4 morale bonus to attacks, saves, skill checks, immunity to fear effects, 18 temporary hit points; PH 240)

Combat Gear —

Abilities Str 21, Dex 16, Con 12, Int 7, Wis 10, Cha 8

SQ Elf traits, fast movement, trackless step, wild empathy

Feats Blind-fighting, Cleave, Endurance, Power Attack, Power Critical (x2), Rapid Shot, Track, Weapon Focus (falchion)

Skills Hide +15, Jump +10, Knowledge (nature) +5, Listen +4, Move Silently +15, Spot +4, Survival +7

Possessions combat gear plus armor spikes, *boots of elvenkind*, mw chain shirt, *cloak of elvenkind*, mw composite longbow (Str +4) and 20 arrows, 5 clubs, +1 *falchion*, falchion, quarterstaff, *vest of resistance* +2

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 feet while wearing light, medium, or no armor. This increase stacks with similar increases, such as that from the barbarian class. See the barbarian class feature, page 25 of the *Players Handbook*.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3+ your Con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + your Cha modifier (minimum 1). Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak. In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity. In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are Small, or 1d8 if you are Large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 attack penalty (or -2 with the Multiattack feat).

Scent (Ex): At 2nd level, you learn to rely on senses that most other people never even suspect. You gain the scent special ability. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, it drops to 15 feet. You do not detect the exact location of the source—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

Trackless Step (Ex): You cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

APPENDIX 2: NEW RULE ITEMS

FEATS

POWER CRITICAL

Choose one weapon, such as a longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take the same weapon, the effects of the feat stack.

Source: *Complete Warrior* 103

RANGED SPELL SPECIALIZATION

You deal more damage with ranged touch attack spells.

Prerequisite: Weapon Focus (ranged spell), caster level 4th.

Benefit: Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as Melf's acid arrow). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

Source: *Complete Arcane* 82

ITEMS

MEMENTO MAGICA

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a *memento magica*.

Description: A *memento magica* appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

Effect: A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards and favored souls (see *Complete Divine* page 6), much as a *pearl of power* is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. Different *mementos magica* exist for recalling one spell slot per day of each level from 1st through 9th.

Aura/Caster Level: Strong transmutation; CL 17th.

Construction: Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; 750 gp, 60 XP, 2 days (1st); 3,000 gp, 240 XP, 6 days (2nd); 6,750 gp, 540 XP, 14 days (3rd); 12,000 gp, 960

XP, 24 days (4th); 18,750 gp, 1,500 XP, 38 days (5th); 27,000 gp, 2,160 XP, 54 days (6th); 36,750 gp, 2,940 XP, 74 days (7th); 48,000 gp, 3,840 XP, 96 days (8th); 60,750, 4,860 XP, 122 days (9th).

Weight: -

Price: 1,500 gp (1st); 6,000 gp (2nd); 13,500 (3rd); 24,000 gp (4th); 37,500 gp (5th); 54,000 gp (6th); 73,500 gp (7th); 96,000 gp (8th); 121,500 gp (9th).

Source: *Races of the Dragon* 124

SPELLGUARD RINGS

This pair of rings allows a spellcaster to designate an ally temporarily immune to magic.

Description: Both of a pair of *spellguard rings* are ornate bands; one is forged of gold, the other of bronze. Draconic writing around the interior of both rings translates roughly as "Let no friend of mine ever feel the sting of my magic."

Activation: A spellcaster activates the power of *spellguard rings* as a free action in conjunction with casting a spell. They function up to three times per day.

Effect: In order for them to function, both *spellguard rings* must be worn – the gold ring by the spellcaster, the bronze one by anyone else. When the rings are activated, the wear of the bronze ring becomes immune to any spell cast by the wearer of the gold ring, as long as that spell is cast within 1 round.

The rings are useful for pulling off certain tactical maneuvers, such as letting the spellcaster lob a *fireball* into the midst of a horde of orcs, even though his paladin companion stands right in the center of them.

The construction costs and price below are for a pair of matched rings. If one ring of a pair is lost or destroyed, the other becomes useless.

Aura/Caster Level: Moderate abjuration; CL 7th.

Construction: Forge Ring, Otiluke's suppressing field, 2000 gp, 160 XP, 4 days.

Price: 4000 gp.

Source: *Dragon Magic* 94.

THINAUN

This dark, glittering steel alloy holds an attraction to souls recently released from their bodies. Obviously, this has application for melee weapons. If a thinaun melee weapon is touching a creature when it dies, that creature's soul is sucked into the weapon rather than passing on to its final reward. The soul remains in the thinaun weapon until the weapon is destroyed or another creature dies while touching the thinaun weapon (the new soul displaces the old one). Raise dead, resurrection, and similar spells won't bring back a creature whose soul is trapped by a thinaun weapon unless the caster has the weapon in his possession. Because the soul is nearby, fewer material components are required for such spells: Reincarnation, raise dead, resurrection, and true resurrection require half as much of the relevant material

component (unguents or diamonds) to cast if the soul is within a thinaun weapon.

A thinaun weapon captures a soul from anyone killed while touching the weapon. This means that if the thinaun weapon's wielder dies, her weapon captures her soul.

Only melee weapons made primarily of metal can be crafted as thinaun weapons.

Item cost modifier: light weapon +10,000 gp; one-handed weapon or one head of a double weapon +15,000 gp; two-handed weapon or both heads of a double weapon +20,000 gp.

Source: *Complete Warrior* 136.

These dice games are taken from the Wizards website (<http://www.wizards.com/dnd>).

Going to Town

Going to Town almost always takes the name of a large city as its location.

Three 6-sided dice are most commonly used; however, the use of 4 or even 8-sided dice is not unheard of. The game is fast and easy, and best when played with four or more players.

Each player in turn has three throws of the dice. On the first throw, the highest number is set aside. If two or more dice show the highest number, then only one is kept. The remaining two dice are thrown again, and the highest is again set aside. The final die is rolled, and the total of all three is the player's score. The player with the highest score, after each player has had a turn, wins that round. A set number of rounds are played, and the player who wins the most is the overall winner. (Note: Rolling three 6-sided in this fashion is an optional method for generating characters' ability scores—albeit artificially higher ones.)

Setting Sail

A variant of *Going to Town* known as *Setting Sail* is sometimes played in port cities and aboard sailing vessels. In this game, the sum of the first two dice is multiplied by the third, instead of the total of all three.

This game requires three 4, 6, or 8-sided dice (3d4, 3d6, or 3d8). This game is based on dice game known as *Going to Boston* also known as *Yankee Grab* and *Newmarket*.

Dragon Slayer

This dice game is said to have originated in cities and villages that border mountainous regions harboring dragons.

Dragon Slayer is played with three 6-sided dice and chips, and is played for stakes. All players first roll a die; the player with the highest roll then rolls 3 dice. The resulting total sets the number of rounds it will take to slay the dragon. Starting with the player who set the number of rounds, each player in turn rolls three dice and continues to throw them until a double is thrown.

Each throw that does not contain a double counts as missing the dragon. A throw that contains a double counts as successful strike. A number of chips that equal the number of misses and the throw that contained the double are placed in front of the player. After all rounds are played, the player with the lowest total chips in front of them has slain the dragon the fastest and wins. The winner sets the next game's number of rounds.

Drunken Dragon

Dragon Slayer is sometimes played as a drinking game amongst the heartiest of adventurers (and is said to be a favorite of dwarves). In this variant, known as *Drunken Dragon*, players drink a shot of liquor for every miss and a mug of ale for every strike, with the losers picking up the bar tab for the winner.

This game requires three 6-sided dice (3d6). This game is based on dice game known as *Dice Golf*.

Cutpurse

Originating in back alleys and played by thieves and other unsavory types, *Cutpurse* has made its way into local taverns and gambling establishments.

Cutpurse is a simple game played with two six sided dice by any number of players for stakes. Each player rolls a die, with the highest throwing first in the game and the lowest "setting the point". The player with the lowest roll throws a die again, and the number rolled becomes the point number.

Each player in turn rolls the dice and scores one for every occurrence of the point number. A player who rolls a double point number scores 3 points instead of 2. The first player to reach 11 points wins the game.

Rogue, Thief

A variant of *Cutpurse* known as *Rogue* or *Thief* is played with two 4 sided dice. Rolling a double point number in this game however counts as 0 points and requires you to add a set amount to the pot.

This game requires two 4 or 6 sided dice (2d4, 2d6). This game is based on dice game known as *Passage*.

APPENDIX THREE: HIGHFOLK INFLUENCE CHART

REGIONAL INFLUENCE POINTS

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through scenarios, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

CHURCH OF EHLONNA

While not an overly religious people, the folk of the Faidrells do favor certain deities, most agricultural or nature-oriented. Ehlonna is most revered of all, as her areas of emphasis mesh well with the lifestyle of the people in the Highfolk region.

1 Influence Point (purchase price: 40 gold)

- Lodging at the temple in Highfolk or Quaalsten for one scenario (lifestyle cost halved)
- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 160 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 400 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points (purchase price: 1600 gold)

- Requirement for 7th-level spells to be cast (see the Judge Guidelines for more details)

FOLLOWERS OF THE SELDARINE PANTHEON

The elves are everywhere in the Faidrells, and their gods walk with them. Second only to the Church of Ehlonna in religious followers, the clerics who follow the Seldarine can bestow gifts on the people of Highfolk as well (for a price).

General Note: Humans, Halflings, and Gnomes must pay one level higher to purchase these perks. Dwarves must pay two levels higher. Half-Orcs may not purchase anything from this list. Elf Friend status negates this penalty (although Half-Orcs still cannot use this list).

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 500 gold)

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower (Influence cannot be purchased)
- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points

- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower (Influence cannot be purchased)

15 Influence Points

- Entry can be gained into the Lands of the Tree for a short while (e.g., one scenario)

GNOMISH CONSORTIUM OF MERCHANTS, MONEYLENDERS, MINERS, AND GEMCUTTERS

The gnomes are well regarded in the Highfolk region as the race with the most business acumen. The Gnomish Consortium embodies that ideal. Having "family" seemingly all over the region, these wily gnomes deal in goods otherwise hard to come by. They also are strong advocates of acceptance for all races (including half-orcs).

1 Influence Point (purchase price: 50 gold)

- Trade license in Gildenhand (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)
- Letter of introduction, useful for one scenario

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

- Consortium Membership (20% discount on all standard PHB alchemical items purchased in Gildenhand)

GUILDSMEN OF THE HIGH ART

Arcane spellcasters are relatively common in and around Highfolk, and recently, they have decided to share some secrets with each other. Even though it is somewhat cliquish and chaotic, the magical might they collectively possess cannot be denied.

General note: All services are only performed within the town of Highfolk.

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)
- Members of the Guildsmen will research a topic for you. After one day they report back on one topic (Knowledge skill check) with all information available to them (DC 25 or less).

6 Influence Points (purchase price: 500 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

HIGHFOLK TOWN COUNCIL

Known for arguing about everything under the sun and getting little accomplished, the Town Council still can be considered an influential organization, if one knows the right people. One of the council's main tasks is the parceling of land in and around Highfolk Town.

General Note: These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

- Additional requirement to purchase a plot of land outside the Town of Highfolk (land for sale by the Triad only)

6 Influence Points (purchase price: 500 gold)

- Additional requirement to purchase a plot of land in the town's Poor District (land for sale by the Triad only)

10 Influence Points (purchase price: 2000 gold)

- Additional requirement to purchase a plot of land in the town's Merchant District (land for sale by the Triad only)

15 Influence Points (purchase price: 5000 gold)

- Additional requirement to purchase a plot of land in the town's Temple or Elven Districts (land for sale by the Triad only)

KASHAFEN TAMAREL, LORD OF THE HIGH ELVES

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through

interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

1 Influence Point

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower

3 Influence Points

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)
- May freely come and go in the Elven Court (for elf and half-elf PCs only)
- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower

6 Influence Points

- Racial representative to the Elven Court; a non-elf PC (except dwarves or half-orcs) may come and go freely

10 Influence Points

- Racial representative to the Elven Court; a dwarven PC may come and go freely

MERCHANT GUILDS OF HIGHFOLK

The various merchant guilds spread out in Highfolk and the Highvale. They see much of the activities of both common and uncommon men and women. Merchant guilds may also allow the use of Influence Points to buy certain items at a lower price (such cases will be noted in specific events).

1 Influence Point (purchase price: 50 gold)

- Perfect Gather Information skill check (all information available on subject is learned); can only be used in Highfolk or Verbeeg Hill, and one day must be spent in town

3 Influence Points (purchase price: 200 gold)

- Trade license (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

- Guild Membership (20% discount on all standard PHB goods purchased in Highfolk)

PATRON'S GUILD OF NOREBO

The Smiling Halls of Good Fortune smile upon those who give generously at their worship services - the dice tables and other games of the gambling halls in Verbeeg Hill. The High Roller (high priest) is very wealthy as a result; and with wealth, comes power.

General Note: These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

3 Influence Points (purchase price: 200 gold)

- Favor of the House - for one scenario, no "bad luck" will occur to you at the gambling table, and your games will be blessed with "good luck" while you play (+2 sacred bonus to Profession (Gambler))
- Lodging at the temple in Verbeeg Hill for one scenario (lifestyle cost halved)

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional scenario (Does not stack with other rerolls).

MORDIANNA RELLEN—TAMAREL, MAYOR OF HIGHFOLK TOWN

The Mayor is an old adventurer herself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Mordiana's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

1 Influence Point

- Letter of introduction, useful for one scenario

3 Influence Points

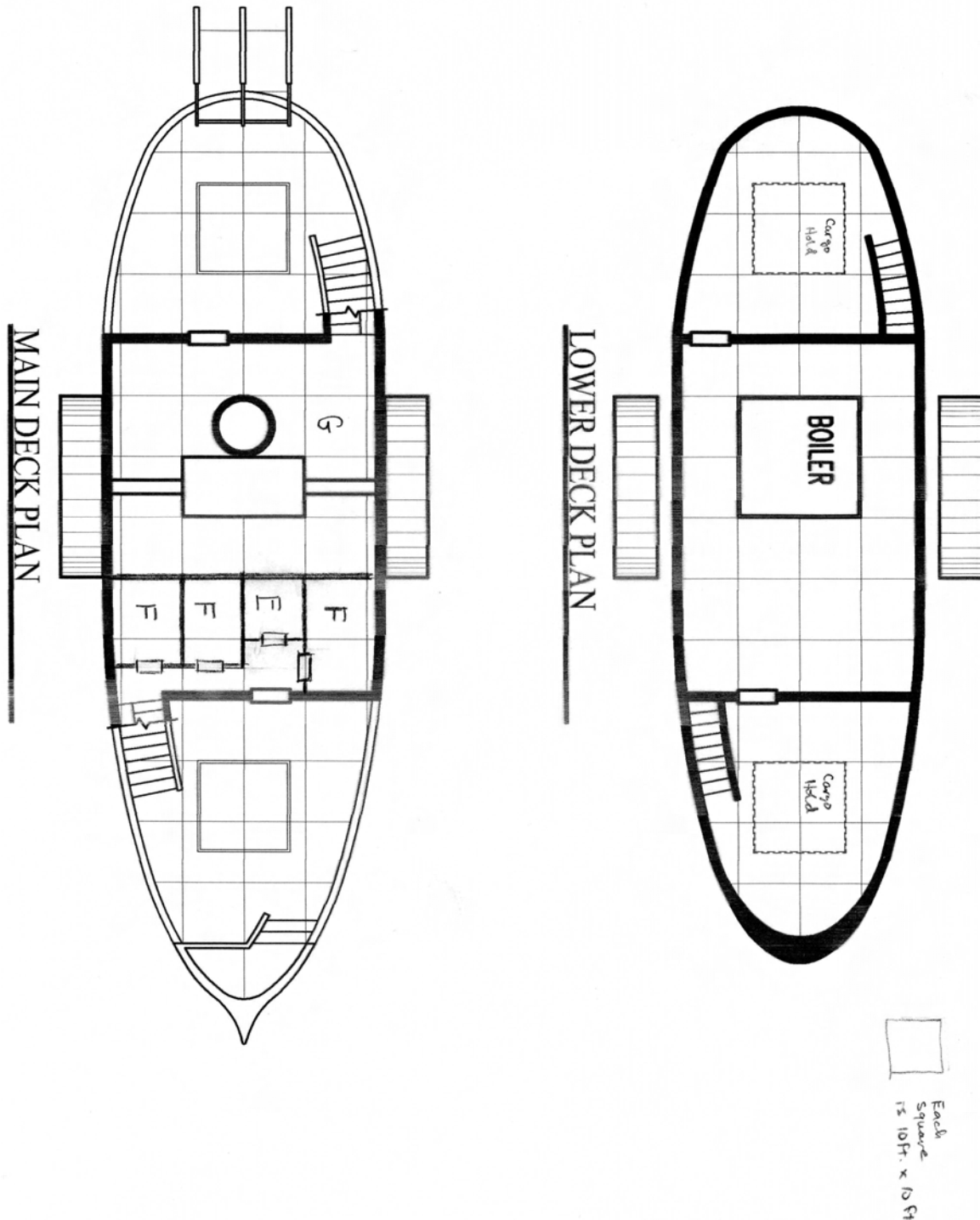
- Personal backing of PC for Town Council position
- Writ of Investigation for one scenario (Subject to refusal)

6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

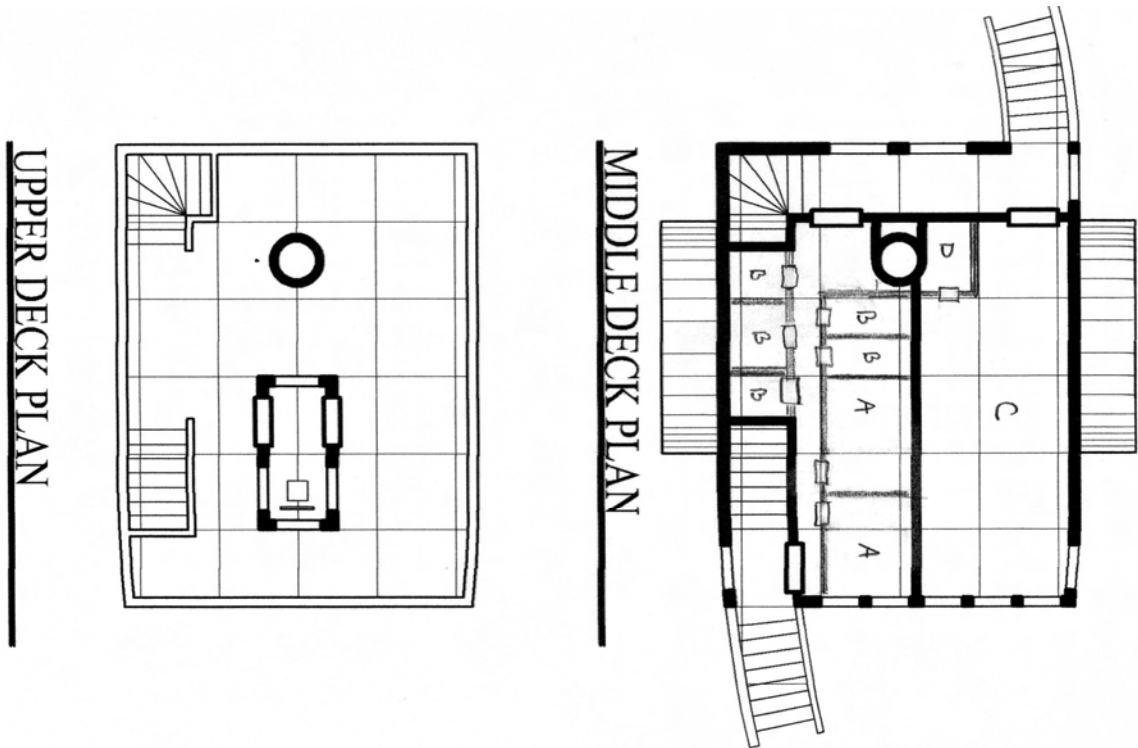
10 Influence Points

Death sentence may be commuted to exile from the land.

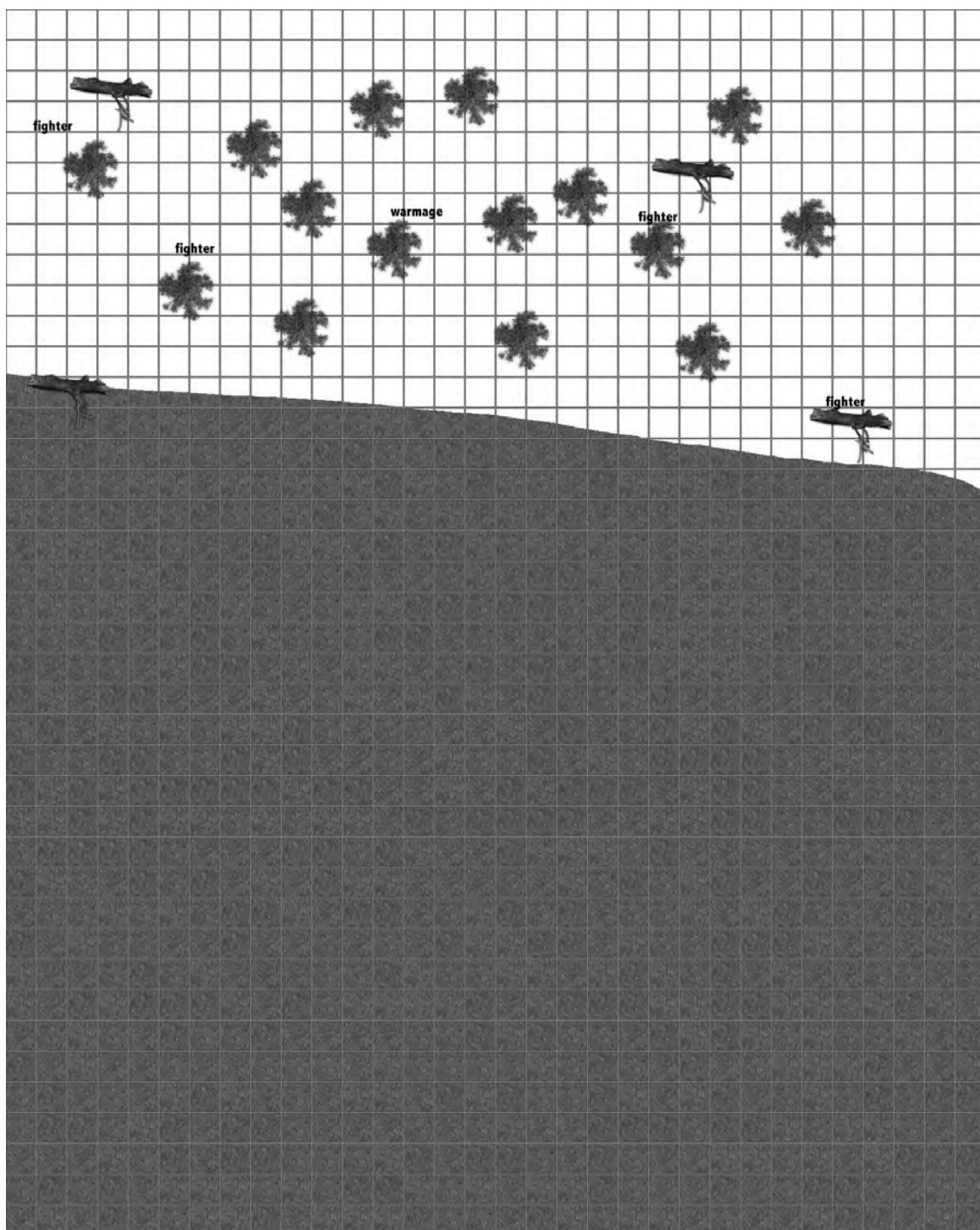


The Main Deck plan contains the Forward Deck and Aft Deck areas.

The Lower Deck plan contains the Forward Cargo Hold and the Steerage (Rear Cargo Hold) areas.



The Upper Deck plan has the top deck and steering house areas.



PLAYER HANDOUT 1: META—ORG AND CHARACTER AFFILIATIONS

ADVENTURING COMPANIES

Although Adventuring Companies compete amongst themselves, especially during the Race of Heroes, I am calling upon your aid in the spirit of cooperation. I fear that some of my adventuring companions may have been on the Volverdyva Queen when it sunk. Could you examine the area and see if you can find any traces of them?

Much thanks,
Dinindel Zernea, member of the Minions of Mucha Lucha Adventuring Company

ADVENTURING COMPANIES SPONSORED BY THE TEMPLE OF NOREBO

The Smiling Halls of Good Fortune have been sacked. The Volverdyva Queen has been sunk. Never before has the Temple of Norebo needed your help as much as now. If they do not bounce back, will they still be able to support your group? Mercermillan has contacted your group about a recovery mission. Meet him at the Heroes Rest tavern at noon.

PATHS OF ENLIGHTENMENT

A small frog comes hopping near you out of the brush. It bears a small missive scribed on some reeds. The note says:

Dearest woodland ally, I fear that we are outmatched. Recently several of our members have been assaulted by vile creatures as of late and there are more unnatural deaths underwater. They are not natural creatures by any means! Please render any aid possible.

Your sister in nature,
Melania of the Deepwave Seekers Druid Path

ELVEN CLANS

It is time for our Elven politicking to end! When one of us is assaulted, we all are! Please rally and help our clan to fight back and survive. Now is the time!

Cael'Ria (in Elven literally Archer-Hunter) Amastodel of Clan Moonbow

CLAN MOONBOW

Due to the tragedy on the Volverdyva, other clans may think us weak. Be visible as much as you can in the upcoming conflict. And as always, do what you can to advance the clan.

Cael'Ria (in Elven literally Archer-Hunter) Amastodel of Clan Moonbow

DEVOTED

Your hometown has been attacked and Verbeeg Hill has been burned to the ground. If there ever was a time to strike back, it is now.

FIFTH DISTRICT

Verbeeg Hill has fallen. Highfolk is in more danger now than ever before. The Perrenland Army is seeking to spread out from Verbeeg Hill. They are extending patrols deeper into the forest to test our defenses. Please gather up some allies to find and scout out patrol movements and composition. Do not engage the patrols unless necessary, since the invading army has numerical superiority. Report back your findings.

Raggan Glinttooth

RANGERS OF THE VESVE

The Perrenland Army is seeking to spread out from Verbeeg Hill. They are extending patrols deeper into the forest to test our defenses. Please gather up some allies to find and scout out patrol movements and composition. Do not engage the patrols unless necessary, since the invading army has numerical superiority. Report back your findings.

Kirila Layften, Forest Captain of the Rangers

TEMPLE AFFILIATION: DOCK OF THE RUSHING WAVES

Tragedies on the water are not good for temple attendance. Please render all possible aid for those harmed by the sinking of the Velverdyva Queen.

Thank you,
Sacred Harbormaster Johim Bahnree of the church of Xerbo

TEMPLE AFFILIATION: NOREBO

Good Patron,
Your presence is requested at the Hero's Rest Tavern at noon.

Mercermillan
Temple of Norebo

TEMPLE AFFILIATION: TEMPLE OF CHANGE

The Sailor of the Sea and Sky (Procan), father of our deities is displeased with the recent tragedy of the casino ship sinking. It bodes poorly for both sea life and navigation of the waterways. Do what you can to remedy or aid this situation.

Geldrin Weaveron, High Priest of Atroa, Temple of Change

CARESSSED BY ANGELS

Blessed images come to you in your sleep. Gliding through the forest is a glowing ball of light, floating about the chaos that embodies it. The ball floats nearer towards a body of water. People scramble from the water as the ball plunges down into the depths. Suddenly, the ball is obscured in a mass of bubbling, frothing water. All goes black. You know that there are bad things going on underwater and you must stop and destroy it.

TOUCH BY DEVILS

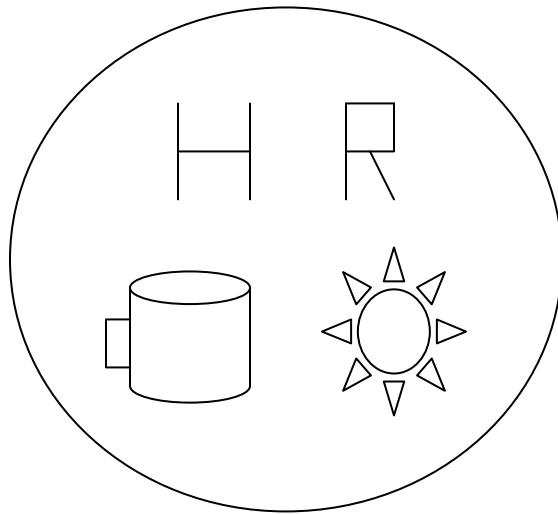
A dark part of your birth brings you images in your sleep. The last several nights, your dreams have been filled with images of water. Slowly, along with the water comes a feeling of power. The power seeps into you, invigorating you and leaving you hungry for more. You aren't sure where or how, but you know that you want that source of power. Obtain it!

KARMA CHARACTERS

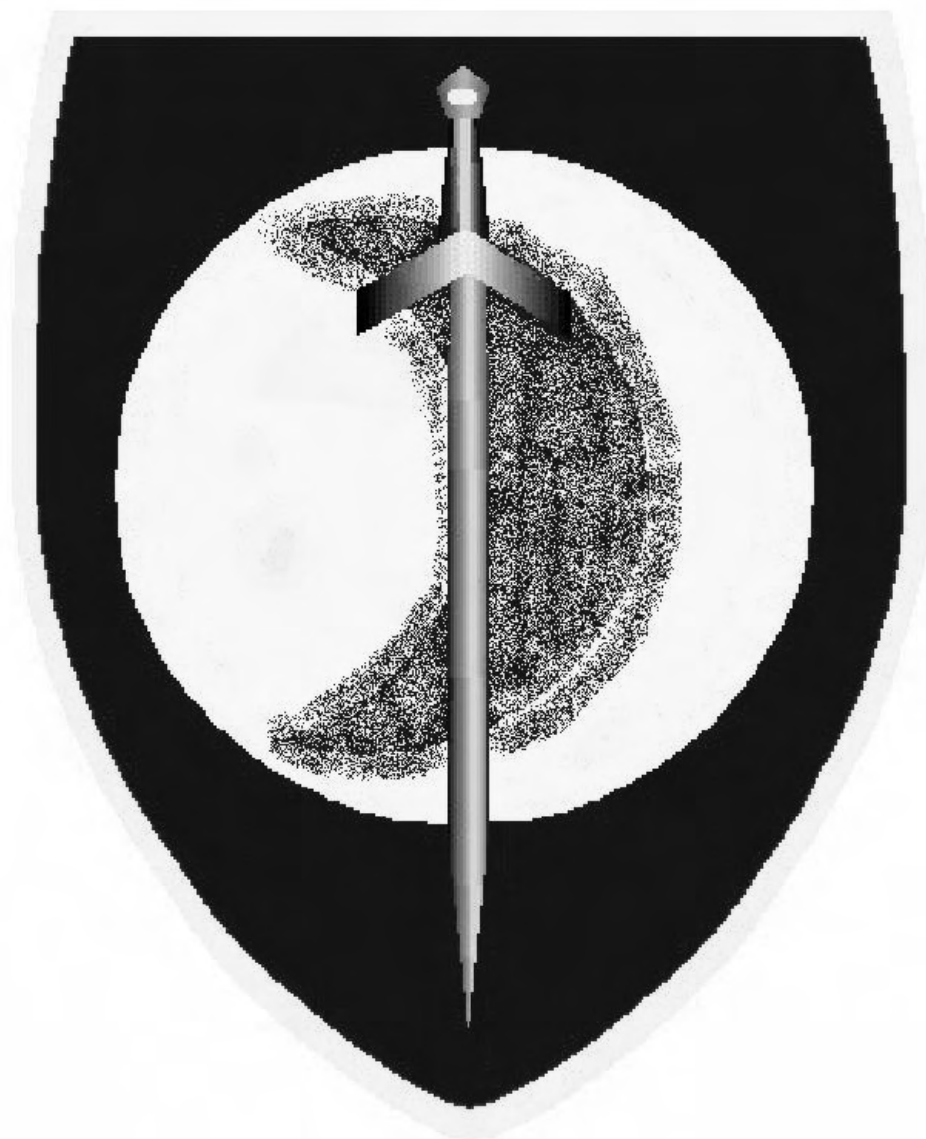
A dark part of your birth brings you images in your sleep. The last several nights, your dreams have been filled with images of water. Slowly, along with the water comes a feeling of power. The power seeps into you, invigorating you and leaving you hungry for more. You aren't sure where or how, but you know that you want that source of power. Obtain it! A voice comes to you, "Both Nerull and I struggle over death. Make me victorious."

HELPER HANDS OF EHLONNA

People are sad and lots of folks need your help. There's only one option open to you, help out those in need wherever you can and refuse all payment!



PLAYER HANDOUT 3: CLAN MOONBOW INSIGNIA



PLAYER HANDOUT 4: SITHARI'S TALE

Xeraco Amastodel began his life similar to many other elves in the Vesve; he was taught swordplay, archery and woodcraft. He had many friends and acquaintances, including another Moonbow elf of a different family – his closest friend, Sithari Silvanara. Xeraco took to the longsword quite adeptly, while Sithari preferred heavier weapons; both sadly had to wield them on the occasions that odd creatures or invaders wandered into the Moonbow ancestral homelands. Sithari and Xeraco fought hand in hand to repel these invaders.

As with many young elves, Sithari gradually matured and fell in love and eventually married. Xeraco was a devoted guard and scout of the Moonbow ancestral territories. Both devout followers of Correlon Larethian, Sithari chose Xeraco to be the first one to know that he intended to wed his paramour, a sorceress of small renown named Ireth Elendil. All went fine for a while after the wedding. Besides being a border warden of the Moonbow, sneaking through the underbrush to assail intruders or following those unwittingly lost, Xeraco chose to take on small missions for the clan; it was during one of these trips that he found his wondrous sword. The sword was made of a rare metal with an oddly reflective crystal in its hilt. Xeraco loved the sword, but never really learned what it was made of, nor did he care.

Both of these friends were happy in their different ways. One day, a rampaging dire boar burst into their village. Xeraco gave it a deep slice to the shoulder with his blade. Sithari's wife Ireth magically jaunted to investigate the noise as well and flung magical darts of force at the beast. It should have been dead, but it still continued forward, turning towards the sorceress. Xeraco charged the beast, but his sword clattered off the beast's thick hide. Several more darts flew unerringly towards the boar, but Ireth was soon flying through the air, courtesy of the beast's large tusks. Xeraco continued to hack at the boar, attempting to keep it away from the rest of the village; after what seemed to be a thousand cuts, he finally succeeded in slaying it.

He ran quickly to Ireth Elendil, but she had already perished. Soon Sithari and other some other villagers responded as well, seeing the dead beast and Xeraco cradling Ireth's broken body. Both of the friends were shattered; Sithari because his loving wife was dead, Xeraco because he had failed in his duty to protect the elven settlement. Sithari held no hatred in his heart for his friend, but Xeraco could not bear to be around Sithari any longer; every time he saw his friend, the feelings of guilt and inadequacy boiled up inside of him. Xeraco became distant, not only from Sithari, but from the rest of the elves as well. Xeraco stalked the borders of the Moonbow lands and slain bodies were found with the marks of his sword on it.

Sithari soon left the place where he lost both his wife and his friend, becoming a loner as well, having almost no contact with anyone, especially his clan, slipping through the woods assaulting the orcs and other foul creatures that seeped in. Elves from the community in which they were born and raised say that when the call came for Moonbow troops to volunteer to protect Verbeeg Hill against the intrusion of the humanoids and Perrenders, Xeraco oddly came forth to take what would have been Sithari's place after it was determined that Sithari indeed was not returning to help his clan at this time of need. This was the first time that Xeraco had left his self-assigned post for decades. Everyone was unsure of his motivation, but too afraid to question him.

Sithari and Xeraco have not spoken since that fateful day and Sithari would like something to remember his former friend by.

I fear my time is at an end.

The trapping debris will not break or bend.

Never again riding past the trees,

Never again roaming on the prairies.

I may only be one small Gnome.

But if you find me, please take me home

(to Gildenhand).

Corynottin Mardpest Wilanoggin

PLAYER HANDOUT 6: SQUIRREL SYMBOL

