

URD2-06



# A CURRENT AFFAIR

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>®</sup>  
Duchy of Urnst Regional Adventure

Version 1

by Mike Haakstad and Mike Dezotell

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River pirates threaten the Great Lukala River Race! In order to defeat them, the party must join in the race and learn how to pole a keelboat up the river, and they'd better learn fast! Competition is almost as fierce as the pirates themselves! *Part Two of the Feud Series.* An adventure for characters level 1-8.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

## SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site ([www.wizards.com/rpga](http://www.wizards.com/rpga)), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

- 4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Duchy of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

## ADVENTURE SUMMARY AND BACKGROUND

The enormous wealth of the Duchy of Urnst depends on trade. The great merchant houses based their operations originally in Seltaren because of the ease of transportation. Metal ore and raw gemstones from the mines in the Cairn Hills and Dumadan Mountains travel down river to Seltaren Falls to be processed, and finished goods are taken thence to the port city of Leukish, gateway to the Nyr Dyv and on to the rest of the Flanaess. Grain, produce and other goods also move along the Lower Lukala River, which has become the busiest and most profitable trade route in the Duchy, if not Oerth. Simple barges, called flatboats, are sufficient for moving bulk items downstream and huge flatboats of grain and raw materials can be seen moving down the Lower Lukala River to Leukish every day. But flatboats cannot fight the current to return to Seltaren, and they are typically made of rough unplanned wood so they can be disassembled and

sold in Leukish for scrap lumber, or freighted back up the river to be reassembled and continue the cycle.

The road that follows the Lower Lukala River sees frequent caravans of trade wagons on their way to from Leukish to Seltaren, but wagons are inefficient for carrying bulky or heavy cargo. River keelboats (not the keelboats listed in the *DUNGEON MASTER's Guide*) are more commonly used for return trade upriver of such items. They are slower than wagons, for instance it typically takes a wagon two days to make the journey where the fastest keelboat takes eight, but their ability to transport heavy cargo is unsurpassed.

The Great Lukala River Race is an annual tradition among the keelboaters of the Lower Lukala River. The race runs from The Crossing to Spull, a distance of 30 miles against the current, over the course of 3 days. It tests the mettle of the keelboaters and carries great prestige among those who carry trade along the great river. The merchant houses of Seltaren frequently sign lucrative contracts with keelboats that have won the race, and competition is quite fierce. Vast fortunes have been won and lost, depending on the outcome of this race.

This year the race is almost a sideshow to the wrangling between noble houses Szabo and Meissel. They have placed a large wager on the outcome, and both are planning to "alter" the odds in their favor. The gnome merchant house Burlondin is the sponsor of the race, and is likely to be the main victim of the fallout. The characters have the opportunity to win the race, and in the process save the reputation of the gnome house.

### Encounter 1: A Captain in Need

The characters get to help an old keelboater, a victim of pirates and their unscrupulous backers who would stop at nothing to win the coveted prize of the Great Lukala River Race, and the even more coveted wagers placed on the race.

### Encounter 2: The Race is On

The party goes into the town of The Crossing to find a crew, and runs into Mikkold Finback, self-proclaimed King of the River. They build a crew, and the race begins.

### Encounter 3: Pirates!

The race is underway and the crews are working hard. A surprise ambush leads to a dilemma: investigate, or finish the race?

### Encounter 4: Beware the Vines

A shortcut leads to a run in with a hungry plant (or two)!

### Encounter 5a: I Am the Winner

### Encounter 5b: A Fight to the Finish

### Encounter 5c: Sorry, Try Again

As the finish line draws near, the race is really on now! Is it a coast to easy victory, a sad defeat, or a battle to the finish?

### Encounter 6a: Tercot's Prize

### Encounter 6b: Finback's Prize

After the race, as the prizes are awarded, a representative of the merchant house Burlondin asks the characters to investigate the pirates.

### Encounter 7: On to the Cave

During a climactic final assault, the characters raid the hideout of the kobold pirates.

### DM Tip

Make note of any characters that speak the Gnome or Draconic languages before the start of the game. It is handy to know this later on, and finding out early avoids tipping off the players that something strange is happening.

## INTRODUCTION

*You are traveling from Leukish to Seltaren along the Lower Lukala River road. The sky is overcast and it looks like it might rain at any moment. As you approach within sight of a town called The Crossing, just 30 miles out of Leukish, you can see a damaged keelboat on the riverbank. There are many arrows embedded in the hull and cabin and parts of the boat appear to be scorched. Two bodies can be seen on the deck. It is obvious that they were killed with arrows and are beyond help.*

A successful Listen check (DC 15) allows characters to hear a weak moaning coming from the cabin of the vessel. If the party investigates, they find an old man who is badly wounded by an arrow through his left shoulder. He appears to be Oeridian, though he dresses in a style somewhat like the Rhennee who live and work on the water.

The old man is dying (-4 hit points), but a successful Heal check (DC 15) or any magical healing stabilizes him nicely.

♣ **Arden Tercot:** Male human Exp5; hp 17; see Appendix I.

## ENCOUNTER 1: A CAPTAIN IN NEED

If the party has done something to heal the old man and he regains consciousness, he will speak:

*"I'm Cap'n Tercot," says the old man. "I'm the skipper of the Pearly Mae. The Pearly Mae's the only thing in my life that has any value, exceptin' this ol' carcass of mine, an' I'm mighty grateful that you managed to save us both, at least fer now." He coughs hard for a minute, then catches his breath and continues. "I got nothin' else to leave my kinfolk when I pass on. If I don't win the race, I'll have to sell 'er to pay my debts, and that'll be the end o' my life as a keelboater."*

If asked about the pirates, he says:

"I didn't get a good look at 'em. They were little scalawags in rowboats that came out of the bushes. They had crossbows and some kinda magic. My crew didn't have a chance."

If the characters ask about the race, he says:

"Y'all never heard o' the Great Lukala River Race? Ha!" He starts to laugh then coughs hard for a long time. When he catches his breath, he grins at the characters. "Y'all ain't from around these parts, are ya? Well, I guess I knew that when I first laid eyes on y'all. Ya see, this here river is the source o' all the wealth in the Duchy of Urnst. If ya don't believe that, just look yonder." He gestures to the keelboats and barges moving up and down the river. "The wealth o' the Duchy comes from commerce. Commerce comes from movin' goods from them that has 'em to them that wants 'em. The river is the easiest an' cheapest way to move the goods. Now, barges an' keelboats both move down the river, but only keelboats can move up the river."

"The Great Lukala River Race started as a way to see who had the best keelboat. The merchants want the best an' pay well for it. Most keelboats use sails when the wind is good an' there's a mule path along most of the length of the Lower Lukala for when the wind ain't so good, but there's still times when you got to pole, an' the race is a test of that skill, so it's done with manpower only. It's hard work, no doubt about it, but whoever wins the race'll get the best contracts an' make the most money, on top of the prize. The ones who lose, well, they don't do so well. Do y'all understand what I'm sayin'?"

If asked about the prize:

"The prize is a bag of gold. I don't know how much gold it is, cuz it changes every year, but I heard this time it was somethin' special."

"I'm shorthanded now, y'see. The pirates killed my whole crew... A bunch o' drunken brutes they were, but they got the Pearly Mae upriver an' the cargo to dock, I reckon. Wouldn't o' even made the trip, if I didn't need the gold so bad. Now everyone's afraid of o' them pirates 'scept Finback. Mikkold Finback's just too ornery to be scared o' nothin'. He an' I have been at odds now for more than twenty years, and he'll cheat every way he can to win this race, but he hates pirates' worse'n I do, an' he'd never kill a man in cold blood."

"Y'all look like ya can handle yourselves in a fight. I need your help. I can teach ya to pole a keelboat, but I mostly need ya to help defend Pearly Mae from those dang pirates. I can't promise ya a share of the prize money, cuz I might need it all to keep Pearly Mae. But anythin' else we get from this race is yours, an' if the prize is as high as I hear it is, there should be plenty to spare. Can we shake on it?"

If asked about Mikkold Finback:

(Laughs) "Oh, I 'spect y'all'll know 'im when ya sees 'im."

If they agree:

"We'll need more to crew, an' I'd prefer men who know the river. If ya'll go down to the Riverman's Inn in The Crossing, you can get us some crewmen. We need a total o' twelve crewmen,

including y'all. It's real tough work to pole a keelboat, so find us some brawny types. Men, women, I'll take half-orcs, if ya can find 'em. Hurry, the race starts first thing in the mornin', an' I still gots to get the Pearly Mae fixed up'."

Captain Tercot is desperate and agrees to nearly any conditions that the characters propose, except anything that jeopardizes the Pearly Mae or the prize money.

If the party is still reluctant to help, Captain Tercot suggests they go down to the Riverman's Inn to rest up and think about it.

If the party goes anywhere in town but the Riverman's Inn, they do not find anyone who wants to help them with the race.

## ENCOUNTER 2: THE RACE IS ON

The Crossing is a large town, with a population of 4327 people, of which 3091 are adults. The buildings in town all seem to be constructed of the same grayish-brown bricks. Note that none of the shops or businesses in town has any item worth more than 3000 gp available for purchase.

Sheriff Abigor Abiganor enforces the Duke's laws and keeps the peace within the town of The Crossing and the lands around it. He oversees the town watch, which employs 30 men-at-arms full time.

☛ **Sheriff Abigor Abiganor:** Male human Ftr8.

☛ **Men-at-Arms (30):** Male/Female human War1.

## THE CROSSING

The **Large Mill** is actually a series of three windmills, operated by Cior Somane. Miller Cior oversees a crew of nine full-time workers.

☛ **Cior Somane:** Male human Exp4.

☛ **Mill-Workers (9):** Male/Female human Com1.

**Gaebech's Boatbuilding and Shipwright** is one of the largest keelboat makers on the lower Lukala River. Operated by Wilfrick Thalerus for the Gaebech noble house, The Gaebech family crest - 3 blue scallops on a field of white and green - is prominently displayed above the door.

☛ **Wilfrick Thalerus:** Male human Exp9.

The **Emporium** is a large general store run by Havershak Haymaker, though House Burlondin owns the store.

☛ **Havershak Haymaker:** Male gnome male Rog5/Ill2.

**Sign of the Forge and Hammer** is a metalsmithy. The lead smith is Murish Blarr. Murish leads a crew of ten dwarven metalsmiths. Only common weapons and metalwork are for sale here.

☛ **Murish Blarr:** Female dwarf Ftr3/Exp4.

**Brickworks** is where brickmaker Armeth Garmot and his crew of 20 workmen produce the distinctive grayish-brown bricks that most of the buildings in The Crossing are made of. He also operates the claypit by the river.

☛ **Armeth Garmot:** Male human Com5.

☛ **Brickworks Workmen (20):** Male/Female human Com1.

Have the characters make a Gather Information check once in The Crossing to determine how much they find out about how the race works and who is causing trouble in the town. For particularly clever players who wish to use the *Aid Another* action, it costs each character 1d4 gp, not just the one making the check. The check takes two hours, and each party member may make only one check.

### Gather Information Check Results

The characters learn everything up to and including their best result. Some of the results are practically unattainable, that's intended. Characters working together on this task, are more likely to garner a larger amount of the information available.

(DC 10)

- Sheriff Abigor is a good magistrate and everyone in town loves him and his family. (true)
- He encourages festivals like the River Race as a way to keep the people happy. (true)

(DC 15)

- The Great Lower Lukala River Race is funded and sponsored by The Emporium, which is the general store in town. (Partly true, the sponsor this year is house Burlondin, who own The Emporium)
- Havershak Haymaker, who is a gnome, runs the store. (true)
- Also, there is a rumor that a group of newcomers is favored to win the race and this has affected the wagering. (partly true, the rumor of newcomers has affected wagering, but they are not favored to win)

(DC 20)

- Vast fortunes are won and lost based on the outcome of the race. (true)
- Sheriff Abigor does not approve of gambling and has made it illegal among racers and their sponsors, but betting still takes place. (true)
- There is a buzz that merchant houses and even noble houses are involved in the wagering this year. (true)

(DC 25)

- The merchant house Burlondin and noble houses Szabo, Pontirun, Reede, and Meissel are suspected of placing bets on the race, but no proof has been

discovered. (partly true, only Szabo and Meissel are betting this year).

- A ridiculously huge wager has been made on the race. (true)

(DC 30)

- More than 200,000 gp worth of magic items and rare art is on the table. (true)
- Also, it is a hireling of House Meissel that has been spreading favorable rumors about the characters. (true)

(DC 35)

- The large wager was placed between House Meissel and House Szabo. (true)

(DC 40)

- House Meissel has wagered on Finback to win, Szabo has wagered on the characters to win. (true)

If the party goes anywhere in town but the Riverman's Inn, they do not find anyone who wants to help them with the race.

If the party goes to the Riverman's Inn, this is what they see:

*You see a large but rustic-looking Inn with four tables and a bar. The building is made of grayish-brown bricks, as are most of the other buildings in town. The rough-plank floor is covered with loose straw. There is an upright log on the west wall that appears to be used for knife and axe throwing contests, and stairs lead to rooms upstairs. An attractive blond woman is sitting in the northeast corner playing a small lute and singing a river chantey. The innkeeper is a slim Oeridian with a large handlebar moustache. A sign above the bar reads: Riverman's Inn, Proprietors Vapus and Osmoa Morlot.*

If the party simply orders "ale", Vapus sells them the stock ale at 4 coppers a pint. If asked about prices or what he has, he recites the following:

*"We have 'fresh' and 'stock' ales. My wife made the 'fresh' this morning from local grain and it sells for 6 coppers a pint. The 'stock' is less than a week old and goes for 4 coppers. If you're in the mood for it, I have some good Seltaren Whiskey that I can sell you for 2 silvers a shot. I can also sell you bread, cheese, and some nice beef tongue sausage that my wife made yesterday. That normally goes for 1 silver a meal. What will you have?"*

Vapus is a commoner. His wife's name is Osmoa Morlot, a she is a cleric of Wenta. Characters that make a successful Knowledge (religion) check (DC 10) may be able to recognize the symbol of Wenta stamped on the kegs behind the bar.

☛ **Vapus Morlot:** Male human Com5.

☛ **Osmoa Morlot:** Female human Clr4 (Wenta).

The bard is Dorlana Liromir. Dorlana is very bored with this sleepy little river town and would like nothing better than to return to Seltaren as soon as she has the gold to travel in the style to which she would like to become accustomed. She ignores anyone who does not look wealthy. If a reasonably well-dressed and wealthy-looking man of any race enters the Inn, she begins flirting with him immediately. First, she tries being charming and witty. If that fails, she tries to get him to buy drinks and hopes he gets drunk enough so she can pick his pocket. She's not a very good singer, but Vapus lets her stay because she's decorative and brings in customers. If he catches her stealing, he immediately kicks her out.

☞ **Dorlana Liromir:** Female human Brd1/Rog3; hp 18; see Appendix I.

There are a dozen men and women sitting at the bar or at the tables. They appear to be mostly Rhennee or Oeridian, and are not interested in talking to the party. If asked to help crew a keelboat in the race, the inn patrons all refuse, citing the increased pirate attacks as their reason.

After the party has had a chance to try convincing one or two inn patrons to help, without success, a crowd of nine tough-looking Rhennee men and one half-orc woman enter through the main door. Their leader is a large, burly, swaggering half-orc man whose dark features and clothing suggest that his human half is Rhennee. The first thing he says when he enters the room is:

**"Whoo-oo! I'm the original iron-jawed, brass-mounted, copper-bellied corpse-maker from the Hellfurnaces! Look at me! I'm the one they call Sudden Death and General Desolation! Sired by a hurricane, dam'd by an earthquake, half-brother to the Slimy Doom, nearly related to the Demon Fever on my mother's side! Cast your eye on me, gentlemen! And lay low and hold your breath, for I'm about to turn myself loose!"**

If anyone approaches the tough-looking crew, they cheerfully offer to buy him or her a drink. They are friendly and boisterous, challenging each other to see how much they can drink, unless someone asks them to help crew for Captain Tercot or the Pearly Mae. Then, read the following:

***The big half-orc steps forward and glares at the character that spoke. He bellows*** (everything he says is bellowed as loudly as possible):

***"Who are you to be askin' my men to crew another boat? These are my men, and they be loyal to no captain on this river but me."***

If asked who he is, he looks astonished and replies:

***"I'm Mikkold Finback! King of the River! I'm half-man, half sea serpent and half wardog! Every keelboater and bushwhacker on the Upper and Lower Lukala and the Nesser knows my name! I can out fight, out drink, out cuss, out throw, out spit, out dance,***

***out sing, out swim, out talk, and out shoot anyone in the Duchy and County of Urnst and most of Nyrond! Who are you?"***

Mikkold Finback and his men are not interested in fighting the party, but defend themselves if attacked. They're just looking to have some fun before the race.

Anyone who stands up to Finback can expect to be challenged to a contest. Possible contests include, but are not limited to the following:

- **Arm wrestling:** Highest Strength check wins.
- **Axe or dagger throwing:** The log on the west wall is AC 12, distance from the throw line is 20 ft. The best "to hit" roll, assuming it hits the log, wins. If nobody hits the log on the first try, continue playing until someone does. Finback gets a Sense Motive check (opposed by Bluff) to catch anyone trying to cast a true strike spell.
- **Bragging:** Bluff or Charisma check, best roll wins. Reward players with up to a +4 circumstance bonus for being creative.
- **Dancing a jig:** The best Perform or Dex check wins.
- **Singing:** The best Perform check wins. Encourage players to make up a song.
- **Spitting:** Spitting, which is done outside, is a ranged attack. The best roll wins.
- **Whiskey drinking:** Characters and NPCs can drink up to 3 shots plus their Constitution modifier before making a Fortitude save (DC 10+2 cumulative per save attempt) for each drink thereafter. Failing a save means the character is staggered, and can only make partial actions. A second fail or critical failure means the character passes out unconscious. Unconscious or staggered party members need to have *delay poison* cast on them in order to perform any useful task, or they need to sleep it off for a minimum of 8 hours and are at -1 to all skills and saves for the next day. Osmoa Morlot can cast *delay poison* for the standard fee. She can also heal anyone who is injured; also for the standard fee.

☞ **Mikkold Finback:** Male half-orc Bbn2/Exp7; hp 74; see Appendix I.

Each character is only given one chance to challenge or be challenged by Finback. Whether he wins or loses, he is happy to be in the bar, and doesn't seem to care about results. Before it gets too late, Finback gathers his men and tells them to get some sleep before the race in the morning. His men sleep on the keelboat, but Finback spends the night in a private room upstairs at the Riverman's Inn.

After they leave, some of the locals step forward to volunteer with helping crew the Pearly Mae. They think Finback is a big braggart and would like the chance to see him get beaten at the race. There are exactly enough volunteers to fill out the crew (a dozen, including characters). All are warriors, with about an even mix of humans and half-orcs, men and women.

All of the volunteers have a bit of experience with keelboats, and they suggest spending some time practicing before the race starts (see Appendix 3). Captain Tercot is happy to show the new crew how to pole a keelboat, and the party can spend the night practicing if they wish, and avoid an embarrassing scene in the morning.

☛ **Keelboat Crew:** Male/Female human WarI; hp 7; see Appendix I.

☛ **Keelboat Crew:** Male/Female half-orc WarI; hp 7; see Appendix I.

Promptly at dawn, the party is able to see Finback and his crew at the dock, getting their keelboat ready for the race.

Also at the docks is a large crowd of townspeople and merchants. A podium has been set up, along with a barstool. A well-dressed gnome is standing on the barstool behind the podium and is trying to address the crowd with his high-pitched, squeaky voice:

*"Ladies and Gentlemen! Let me have your attention for just a moment, if you please! Thank you, thank you..."*

*"This year, as most of you know, the Burlondin Merchant House is the official sponsor of the Great Lukala River Race!"*

*The crowd cheers and claps enthusiastically. The gnome smiles and waits to continue.*

*"My name is Kariflek Burlondin, and I will be representing my House for the race here in The Crossing. The crowd cheers again, and he pauses until they quiet down. I want to thank all the participants who are here today and would like to wish them all the best of luck!"*

*"From Seltaren, we have the Red Shirt, captained by Flanto Fortimer!" (Some cheers)*

*"From Leukish, we have the Pearly Mae, captained by Arden Tercot!" (More cheers)*

*"And the local favorite from Spull, (dramatic pause) Mikkold Finback and the Fairweather Sailer!!!!" (Mixed loud cheering and booing. Some fights break out between the cheerers and the boopers, but the more levelheaded townspeople separate them quickly).*

Note: "Sailer" is misspelled purposely. This is how Finback has spelled it.

*"As many of you know, the recent pirate raids have reduced the number of contestants to three. I just want to say that I am very proud that these three boats have been brave enough to participate in spite of the danger. Let's have a big hand for all three crews!" (Enthusiastic cheering and clapping!)*

*"These are the rules!"*

1. *This is a test of your skill at poling a keelboat, so no sails or paddles or towing permitted!*
2. *Your boat must stay in the river at all times; it is not permitted to load your boat on a wagon or levitate it in any way!*
3. *No magic is allowed to propel your boat!*
4. *You are not allowed to interfere with the other boats during the race!*

5. *There are two checkpoints along the way. When you reach a checkpoint, you need to let the referee know you have arrived so they can record the time and calculate the start times for the next day. Accommodations have been provided for spending the night and the race recommences at dawn the following day.*
6. *Under no circumstances should you continue to race after dark! If you fail to reach a checkpoint by nightfall you will be disqualified!*
7. *The race is expected to last three days! On the third day, the boat that crosses the finish line first will be declared the winner!*
8. *Gambling is not permitted for race participants! Any wagers placed on the race will be confiscated upon discovery, and will result in disqualification.*

*"Do you all understand these rules? You may be asked to submit to magical inquiry after the race to determine your fair participation!" (Waits for response.)*

Answer any questions from the players in character.

*"Captains! Get your boats ready! I will signal the start in five minutes!"*

Captain Tercot quickly briefs the crew on basic poling technique (see Appendix 3), if he hasn't already. Otherwise, everyone takes their positions to start the race and waits for the signal. After five minutes, the signal comes from Kariflek Burlondin sends a bright flare into the air with a loud bang and lots of smoke (a pyrotechnics spell).

If the characters haven't practiced earlier, it is likely that there are some spills early on in the race. Finback and his crew howl with laughter if any characters fall in the river. Quickly, the Fairweather Sailer disappears around a bend in the river, and even the Red Shirt is soon lost in the distance.

## RIVER ENCOUNTERS (OPTIONAL)

- **Deadhead** - The Pearly Mae slams to a stop after ramming a submerged log. Cap'n Tercot spends ten minutes checking for damage before continuing.
- **Traffic Jam** - Three flatboats (barges) are trying to get around a fourth one that is stuck on a sandbar. It takes fifteen minutes to get it unstuck if the party helps, thirty if they don't. Either way, the Pearly Mae can't get around the flatboats until they move.
- **Mama and pups** - Cap'n Tercot spots a mother dire river otter and her three pups frolicking along the bank. He calls her "Ol' Shirley" and says that she is known to all keelboaters on the Lukala River as a sign of good luck. Her pups are cute and playful, but can cause problems when they get underfoot. They jump onto the deck and begin to chase each other around. Everyone on deck gets to make a Balance or Profession (keelboater) check (DC 20) to see if they are tripped and fall into the river. Cap'n Tercot does



not allow the otters to be harmed, but they are easily chased off the boat after one round. Use the dire weasel statistics from the *Monster Manual*, but substitute the Trip special attack for the normal special attacks, and add a swim speed of 40 ft.

### At the First checkpoint

Time of arrival is recorded at the first checkpoint, which determines the order in which each boat is allowed to leave the next morning. A pavilion tent has been set up to provide food and refreshments to the crews and smaller tents have been provided for sleeping. The characters find that they are in third (a.k.a. last) place. Finback arrived about an hour ahead, and Fortimer about a half hour ahead.

Have the party make a Gather Information check to see what rumors they pick up at the way station. The check takes two hours, and each party member may make only one check.

### Gather Information Results

(DC 10)

Finback's crew has come down with a strange ailment and may have to quit the race. (*ironic lie, might become true by morning*)

(DC 15)

The characters are ringers brought in to fix the race by House Burlondin. (*lie*)

(DC 20)

The characters are doing much better than Finback's crew, and the Pearly Mae has become the favorite to win. (*lie*)

(DC 25)

Someone may be trying to fix the race by poisoning one of the crews. (*true*)

(DC 30)

The pirates were hired to attack all the participants except Finback's boat. (*true*)

(DC 35)

Someone is going to poison Finback and his crew. (*true*)

(DC 40)

House Szabo is behind the poisoning. (*true*)

Dorlana the bard is here, in disguise as a serving maid. She has been hired by a mysterious patron (House Szabo, but she doesn't know that) to poison Finback and his crew. She has a vial of poison that she tries to apply to the ale mugs using her Pick Pocket skill, opposed by Spot, don't forget to apply the  $-1$  per 10 ft. penalty to Spot checks of Finback and his crew during breakfast, before the race is re-started. If recognized or caught, she attempts to use her *potion of invisibility* and flee.

✦**Terinav Root Poison:** Contact (DC 16); Initial damage (1d6 Dex); Secondary damage (2d6 Dex).

If caught, Dorlana surrenders and tries to make a deal by giving up the name of her employer. She says it was House Burlondin, which is a lie (Bluff opposed by Sense Motive). She actually does not know the true identity of her employer, and she was not told to blame the Burlondins if she was caught. She only knows that it was a tall woman wearing a hooded cloak.

If the poisoning is successful, have Finback's crews make their Fort saves. If at least seven of the twelve crew members and Finback make their saves, then they can continue the race normally. If less than seven succeed, or if Finback himself fails, then the Fairweather Sailer is effectively out of the race unless the poison is removed magically. The crew attempts to start (they do get a one hour head start), but won't even be able to counteract the current after a while. The Pearly Mae passes the Fairweather Sailer before noon, and unless they stop to help with poison cures, Finback's boat is not going to be able to finish the race.

## ENCOUNTER 3: PIRATES!

### DAY TWO

By the second day, hopefully the crew is starting to work together and nobody is in danger of falling in by accident. But Finback's keelboat is likely far ahead by this time, unless too many of his crew fail their poison saves, and the crew must work hard to catch up.

As the Pearly Mae is coming around a bend, they approach an ambush spot set up by some pirates. The pirates have just finished successfully attacking one of the other racing boats, the Red Shirt, and have beached the craft, with all hands dead, on the far side of an island in the river. Unless they have a flying lookout, it is unlikely that the characters discover the Red Shirt at this time. At a range of 190 feet, the characters can make a Spot check (DC 22) to see the pirates. The pirates' lookout automatically Spots the characters at this range, but they can attempt to Spot the lookout (DC 33). A flying familiar automatically spots the two boats, and the third hidden boat, plus the beached Red Shirt, at a range of 190 feet, but has to roll the same check as the characters to spot the lookout. If no character makes the initial Spot check, they still automatically Spot the two rowboats at 95 feet. The characters' keelboat moves forward at about 10 feet per round, and the rowboats move the opposite direction at about 60 feet per round, so the boats should close with each other at a net speed of 70 feet per round.

The pirates have the appearance of gnomes, but they are actually kobolds disguised by magic. At a distance of 60 ft. any character that is a gnome or speaks the Gnome language can make a Sense Motive check (DC 20) to determine that whatever they are, they aren't gnomes. If the character also speaks Draconic, they can identify the pirates as kobolds with the same check.

Two boats with three pirates per boat, launch from shore and move in quickly to attack. They wait until they close to 190 feet to begin shooting their light crossbows; they are practiced at this. Two pirates shoot at the party, though one casts spells rather than shoot at higher APLs, while one continues to row the boat. When within range, they throw a grappling hook tied to a hemp line and try to climb on board the keelboat. They attempt to attack with their halbspears. The pirates retreat if half of them are killed or unconscious. A third boat waits behind the nearby island (see Map 5) until the other two boats get next to the keelboat, at which point they join the fray as missile support. A pirate spellcaster is also standing on the bank, and is ready to target the party's spellcasters with magic missiles if he sees them starting to cast a spell. The pirates try to make sure the encounter takes place within 25 feet of the shore, within close range for spells. The attackers are apparently all gnomes wearing the livery of House Burlondin. A successful Knowledge (nobility and royalty) check (DC 15) allows characters to know this. Any recovered bodies transform into kobolds after a few minutes.

A thorough Search (DC 15) of the area on the shore where the spellcaster was standing reveals 5 sheets of parchment that a Spellcraft check (DC 20) determines were once scrolls. They were once the scrolls of *seeming* that were used by the kobolds. The Spellcraft check does not reveal the spells that were once scribed upon the scrolls, just that they did indeed once carry magical writings.

## APL 2 (EL 4)

- **Kobold Crew (6):** hp 2, 2, 2, 2, 2, 2; see *Monster Manual*.
- **Kobold Pirate:** Male kobold Ftr1; hp 11; see Appendix I.
- **Kobold Sorcerer (2):** Male kobold Sor1; hp 4, 4; see Appendix I.

## APL 4 (EL 6)

- **Kobold Crew (6):** Male kobold War1; hp 8, 8, 8, 8, 8, 8; see Appendix I.
- **Kobold Pirate:** Male kobold Ftr3; hp 25; see Appendix I.
- **Kobold Sorcerers (4):** Male kobold Sor1; hp 4, 4, 4, 4; see Appendix I.

## APL 6 (EL 8)

- **Kobold Crew (5):** Male kobold Ftr1; hp 11, 11, 11, 11, 11; see Appendix I.
- **Kobold Pirate:** Male kobold Ftr5; hp 39; see Appendix I.
- **Kobold Sorcerers (3):** Male kobold Sor1; hp 4, 4, 4; see Appendix I.
- **Kobold Sorcerer:** Male kobold Sor2; hp 9; see Appendix I.

## APL 8 (EL 10)

- **Kobold Crew (5):** Male kobold Ftr2; hp 18, 18, 18, 18, 18; see Appendix I.

- **Kobold Pirate:** Male kobold Ftr7; hp 53; see Appendix I.
- **Kobold Sorcerer (4):** Male kobold Sor2; hp 9, 9, 9, 9; see Appendix I.
- **Kobold Sorcerer:** Male kobold Sor4; hp 17; see Appendix I.

If the characters try to pursue the pirates, Captain Tercot pleads with them to continue the race.

**"We ain't got time to chase them scalawags! We got a race to run! Come back an' hunt 'em after we cross the finish line."**

If the party decides to chase the pirates anyway, Captain Tercot has no choice but to wait for them. With this delay, they fall too far behind to catch up with Finback and lose the race, unless Finback was poisoned. If that happens, go to Encounter 7, then finish going through the second checkpoint and on to Encounter 6 if they go back to finish the race after defeating the pirates.

**Development:** Keep track of any kobolds that survive, as they return to their lair and act as reinforcements later in the adventure.

## Checkpoint 2

A similar tent setup has been arranged for the second checkpoint. The race administrator is eager to hear about the pirates, and sends a messenger ahead to alert the authorities in Spull, but there is too much invested in the race to cancel it, so all he does for now is encourages all the racers to be extra careful. Finback, assuming he wasn't poisoned the previous night, checked in only 15 minutes ahead of the characters if they didn't chase the pirate leaders, but he was an hour ahead if they wasted time following the pirates to their lair, no matter how quickly they finished the deed. The Red Shirt still hasn't checked in, and they won't be checking in any time soon, as the captain and crew have all been killed.

Have the characters make another Gather Information check at this way station. Modify the results as appropriate if Finback is out of the race. The check takes two hours, and each party member may take only one roll.

## Gather Information Results

(DC 10)

The pirates are somehow involved in trying to influence the results of the race. (*true*)

(DC 15)

The pirates were gnomes of House Burlondin. (*lie, but they are disguised as Burlondin gnomes*)

(DC 20)

The pirates were not really gnomes at all; someone is trying to make the Burlondins look bad. (*true*)

(DC 25)

More treachery is likely. Something else will probably be attempted sometime tonight. (*possibly true, if Finback is still around and Dorlana is free she attempts another sabotage*)

(DC 30)

Someone might try to sabotage the keelboats tonight!  
(possibly true, see above)

(DC 35)

Someone wagering on the race is behind the pirates. (true)

(DC 40)

House Meissel is behind the pirates. (true)

If Dorlana failed to poison Finback earlier, but was not caught, she attempts to sabotage the Fairweather Sailer by loosening the rudder so that it falls off during the race. Any characters standing guard on the Pearly Mae (Finback has no guards, he believes himself invincible) can make Spot checks, opposed by Hide checks, with a -3 penalty from the 30 ft. distance between the boats, to notice this skullduggery. Again, Dorlana's first priority is escape, and she has the same information to give as before.

If the rudder is loosened, it falls off about an hour after the Fairweather Sailer leaves in the morning. The ensuing repair takes place in a part of the river that the shortcut in Encounter 4 bypasses, so the characters do not see Finback's boat being fixed. The characters cruise to easy victory.

## ENCOUNTER 4: BEWARE THE VINES

At the start of the third day, Captain Tercot suggests a shortcut to make up the time lost by the fight with the pirates.

*"I've been a keelboater now on 40 years, an' I've seen me a thing 'er two. The river bends up ahead an' then bends back. Most folk just follow it around, but this time o' year there's a narrow stream that cuts across the bight, an' with no cargo we should be high enough in the water to push right through it. It ain't cheatin' cuz there's nothin' in the rules about shortcuts. The rules say we can't take the boat out of the river, but this here stream is just part of the river, so it should be good. What d'ya say?"*

Even if Finback is already out of the race, Tercot pushes for the shortcut, because he wants to achieve as good a time as possible for the race. If the party agrees, Captain Tercot steers the Pearly Mae into the narrow stream. The banks of the stream are heavily overgrown with trees and bushes, and vines crisscross the stream in places. A character with a large sword or axe must stand at the bow and cut any vines or overhanging branches that may hinder the keelboat. Tercot has an appropriate axe in his hold if anyone asks. Encourage the character with the most hit points to take on this task; the character is likely to take the brunt of the forthcoming attack. Another member of the crew must also stand at the bow to throw a weighted line in order to check the depth of the water.

The bottom of the keelboat frequently scrapes the bottom, jarring the boat and causing the crew on the deck to make a Reflex save (DC 15) in order to avoid falling into the water. Also, fallen trees occasionally block the way and have to be moved or chopped through. The depth of the stream is only two to three feet, so a character should easily be able to wade ahead of the boat if desired.

Halfway across the bight, they encounter the assassin vine(s). The character at the bow is the only one with a chance to Spot the assassin vine (DC 20). If the Spot check fails, a Knowledge (nature) or Wilderness Lore check would also work.

If the character spots the assassin vine:

***You see a large vine that crosses the stream ahead of you move in a strange fashion.***

If the character fails to spot the vine:

***As you swing at a very large vine, it twists and dodges your blade, and then it reaches out to grab you!***

At higher APLs there are two vines. In this case, the vines are spaced 70 feet apart, so that the senses and reach of one does not overlap the other. If they pass the first vine, they still have to make a Spot check (with a +2 circumstance bonus this time) or be surprised by the second vine unless they specifically are looking for more.

The vines are quite hungry, and any of the advanced vines with multiple attacks take the -20 grapple check penalty to attempt to grapple more than one target.

### APL2 (EL 3)

🔪 **Assassin Vine:** hp 30; see *Monster Manual*.

### APL4 (EL 5)

🔪 **Assassin Vines (2):** hp 30, 30; see *Monster Manual*.

### APL 6 (EL 7)

🔪 **Assassin Vines, Advanced (2):** hp 76, 76; see Appendix I.

### APL 8 (EL 9)

🔪 **Assassin Vines, Advanced (2):** hp 114, 114; see Appendix I.

## ENCOUNTER 5A: I AM THE WINNER

*This only happens if Finback has been taken out of the race.*

After they defeat the monster(s), the party continues along the stream without incident. When they come out into the river again, they see that they are all alone in the river. After they cross the finish line victorious, they are

told that Finback was unable to finish the race, either due to a mysterious illness or boat troubles. The elated Cap'n Tercot is told to dock the Pearly Mae and head to the town square where the prize is to be awarded.

## ENCOUNTER 5B: A FIGHT TO THE FINISH

*This happens if Finback is still in the race, and the party did not chase the pirates in Encounter 3.*

After they defeat the monster(s), the party continues along the stream without incident. When they come out into the river again, they see that they have managed to catch up with Finback and his men just as they are approaching Spull. Finback has his men maneuver closer and start swinging poles to try to dislodge characters and their crew. They don't attack to damage, just to trip or subdue. Note that Finback's crew has the feat, Exotic Weapon Proficiency (keelboat pole), and so do the NPC crew of the Pearly Mae. Whichever barge, in the end, has the most crew on it wins the race.

If Finback wins the race, he smiles broadly and shakes Captain Tercot's hand.

**"Excellent race, Cap'n! You're a good man, and that's a fact! But we all know who the better man is now, don't we? And just to show you my good nature, I'll be happy to buy your old rust bucket from you to clear your debt."**

If the party does not interfere, Captain Tercot reluctantly signs the Pearly Mae over to Finback. If they offer to pay Captain Tercot's debt, Finback scowls and asks for 100 gold from them, then says:

**"You're a lucky one, Tercot! We'll be meeting again, you can be sure of that!"**

If Tercot wins, proceed to Encounter 6a.

After both boats have docked, the crews are led (separately) to the town square for the award presentation.

## ENCOUNTER 5C: SORRY, TRY AGAIN

*This happens if the Finback is still in the race, and the characters stopped to take on the pirate leaders in Encounter 3.*

After they defeat the monster(s), the party continues along the stream without incident. When they come out into the river again, they see that they are all alone in the river. They reach the village of Spull late in the afternoon only to see Finback has won the race. He and his crew are standing at the dock as they pull the Pearly Mae up, and they even help them secure it.

Mikkold Finback smiles broadly and shakes Captain Tercot's hand.

**"Excellent race, Cap'n! You're a good man, and that's a fact! But we all know who the better man is now, don't we? And just to show you my good nature, I'll be happy to buy your old rust bucket from you to clear your debt."**

If the party does not interfere, Captain Tercot reluctantly signs the Pearly Mae over to Finback. If they offer to pay Captain Tercot's debt, Finback scowls and asks for 100 gold from them, then says:

**"You're a lucky one, Tercot! We'll be meeting again, you can be sure of that!"**

The party is told to head to the town square where the prize is to be awarded.

## ENCOUNTER 6A: TERCOT'S PRIZE

*This happens if the characters win the race.*

After the finish line, which is a large cloth ribbon strung across the river, the keelboats pull into the dock and the crews are led into the town square. Town elders greet them along with most of the populace.

If Mikkold Finback managed to finish the race (in second place), he steps forward to shake the hands of the crew. Read the following:

**When the party has gathered in the town square, the Sheriff quiets the cheering crowd and well-dressed gnome speaks:**

**"Fellow citizens of Spull! This crew has proven to be the best on the Lower Lukala River! Let us hail and congratulate them as the heroes that they are! Let all who travel and trade on the river know the name of the Pearly Mae!"**

**Kariflek Burlondin then hands Captain Tercot a bag of gold coins and a parchment that proclaims the bearer to have won the Great Lower Lukala Race in the common year of 592.**

**A jubilant Cap'n Tercot dances a happy jig, "Wheeeee! I did it! I did it! I gets to keep my Pearly Mae! And I owe it all to you brave souls. Here, I only need a part of this here prize, why don't you split the rest. Wheeeee!"**

"The rest" of the prize amounts to 50 gp per character.

The well-dressed gnome then approaches the party and says:

**"I am Kariflek Burlondin of the Merchant House Burlondin. I understand that you encountered some dastardly river pirates who seemed to resemble members of my house. Is this true?"**

As the party relates their story of the attack, Kariflek frowns and nods solemnly.

**"This is very bad news! Very bad indeed! Something must be done, and quickly! Would you be willing to track these imposters and discover their lair? I believe that the House Burlondin would be very generous in its reward for such a deed!"**

Even if they leave immediately, the characters cannot make it to the pirate lair until the next day.

Just before they leave for the pirate lair, a dashing young man wearing the livery of House Meissel approaches the characters. He stares at the party with a menacing glare.

***"You have meddled in the affairs of your betters. House Meissel will be watching your further behavior to determine if legal action against you is warranted. Consider yourself warned."***

With that the young man storms off, leaving the confused characters standing on the dock. They have just gained Minor Enmity with House Meissel, who lost 200,000 gp on the outcome of the race.

After the departure of the Meissel representative another person approaches the party, this time a tall, well-dressed female sporting House Szabo colors. This is Sanrani Szabo, a noble of House Szabo. She is smiling from ear to ear.

***"Aaah, the stalwart adventurers. I see that you've been visited by my... contemporary, Tylvic Meissel. He sure seems pleasant today, doesn't he? I'd like to thank you for winning the race; it was quite helpful for my House's pocketbook, if you know what I mean."***

If Finback was poisoned or sabotaged, she adds:

***"Wasn't it lucky for you that nasty brute wasn't able to finish the race? Very sad, his bout with misfortune."***

After making her congratulations, she quickly departs, eager to return home with her spoils.

## ENCOUNTER 6B: FINBACK'S PRIZE

This happens if the characters lose the race.

The party is led to the town square in Spull. It is lavishly decorated, and the town elders and most of the populace are gathered to witness the ceremony.

***When the party has gathered on the dock, the Sheriff quiets the cheering crowd and well-dressed gnome speaks:***

***"Fellow citizens of Spull! This crew has proven to be the best on the Lower Lukala River! Let us hail and congratulate them as the heroes that they are! Let all who travel and trade on the river know the name of the Fairweather Sailer!"***

***Kariflek Burlondin then hands Captain Finback a bag of gold coins and a parchment that proclaims the bearer to have won the Great Lower Lukala Race in the common year of 592.***

The well-dressed gnome then approaches the party and says:

***"I am Kariflek Burlondin of the Merchant House Burlondin. I understand that you encountered some dastardly river pirates who seemed to resemble members of my house. Is this true?"***

As the party relates their story of the attack, Kariflek frowns and nods solemnly.

If they still haven't tracked down the pirates to their lair, Kariflek attempts to enlist their aid to do so.

***"This is very bad news! Very bad indeed! Something must be done, and quickly! Would you be willing to track these imposters and discover their lair? I believe that the House Burlondin would be very generous in its reward for such a deed!"***

Even if they leave immediately, the characters cannot make it to the pirate lair until the next day.

Just before they leave for the pirate lair, or just before the adventure ends, if they have already been there, the characters are approached by a tall, well-dressed young woman wearing the livery of House Szabo. She stares at the party with a menacing glare.

***"You have meddled in the affairs of your betters. House Szabo will be watching your further behavior to determine if legal action against you is warranted. Consider yourself warned."***

With that the young woman storms off, leaving the confused characters standing on the dock. They have just gained Minor Enmity with House Szabo who lost 200,000 gp on the outcome of the race.

After the departure of the Szabo representative, another person approaches the party, this time a dashing young man sporting House Meissel colors. This is Tylvic Meissel, one of the nobles who partook of the large wager. He is smiling from ear to ear.

***"Oh, my poor dear friends. I noticed that you didn't win your little race. Well, "You should always look on the bright side," that's what my mother always said. I see that you've been visited by my... contemporary, Sanrani Szabo. She sure seems pleasant today, doesn't she. On a completely unrelated note, I'd like to congratulate you on your stellar performance. It was quite helpful for my House's pocketbook, if you know what I mean."***

After making his appearance, Tylvic quickly leaves, eager to return home with his spoils.

If they already have tracked down the pirate leaders, the adventure is over. Go to Conclusion B.

## ENCOUNTER 7: ON TO THE CAVE

If the characters chase the pirates from Encounter 3 instead of completing the race, the characters simply chase the pirates back to their lair, where they try to stage a quick ambush of the party. If the characters completed the race and wish to track the pirates afterward, Captain Tercot gladly takes them to the spot on the river where they were ambushed.

It is an easy job for the characters to track the pirates back to their lair (see Map 6). The path is well traveled, and needs no Search or Wilderness Lore to follow.

As the characters approach the cave lair, they first see a clearing in front of a hill. As they get closer, 100 feet away, they see a 5-foot high wall in front of a flat cliff face within the clearing. At this time, the kobold rogue is visiting the outhouse alongside the cave entrance. He quaffs his *potion of invisibility* and heads inside to warn his companions as soon as he spots the characters, which could happen when they close to within 100 feet. He can attempt a Spot check to see a flying familiar, who requires a successful Spot check (DC 23) at 100 feet; he automatically Spots at 50 feet; or a character (DC 15) at 100 feet, and automatically Spots at 50 feet. There is a small chance of spotting him, treat him as having taken 10 on his Hide check with a +5 circumstance modifier if viewed from the river, no bonus if viewed from above.

If there are any surviving kobolds from Encounter 3, they are standing behind the wall on a raised platform, with their crossbows (or spells) ready. As soon as any characters close to within 100 feet, the kobolds fire, using their readied actions. The leaders inside the cave wait for their “fodder” to soften up the characters before acting.

There is a pit trap in the cave entrance, which can be bypassed by pulling a concealed lever that requires a successful Search check (DC 27) to locate, on either side of the pit. To climb out of the pit, assuming the character is free of the tanglefoot bags requires successful Climb checks (DC 10). A character can only climb half its speed in a round, a second roll can be made to climb at full speed in a round, but both checks are then made with a -5 penalty. A rope (-5 DC) or knotted rope (-10 DC) can make this climb much easier.

## **APL 2 (EL 3)**

☞ **Pit Trap with Tanglefoot Bags (20 ft. Deep):** CR 3; mechanical; location trigger; manual reset; no attack roll necessary (2d6 plus entangled); Reflex save (DC 20) avoids; multiple targets (two tanglefoot bags – first target in each of two adjacent 5-ft. squares); Search (DC 20); Disable Device (DC 20).

## **APL 4 (EL 5)**

☞ **Pit Trap with Tanglefoot Bags (40 ft. Deep):** CR 5; mechanical; location trigger; manual reset; no attack roll necessary (4d6 plus entangled); Reflex save (DC 20) avoids; multiple targets (two tanglefoot bags – first target in each of two adjacent 5-ft. squares); Search (DC 20); Disable Device (DC 22).

## **APL 6 (EL 7)**

☞ **Pit Trap with Tanglefoot Bags (60 ft. Deep):** CR 7; mechanical; location trigger; manual reset; no attack roll necessary (6d6 plus entangled); Reflex save (DC 20) avoids; multiple targets (two tanglefoot bags – first target in each of two adjacent 5-ft. squares); Search (DC 22); Disable Device (DC 25).

## **APL 8 (EL 9)**

☞ **Pit Trap with Tanglefoot Bags (80 ft. Deep):** CR 9; mechanical; location trigger; manual reset; no attack roll necessary (8d6 plus entangled); Reflex save (DC 20) avoids; multiple targets (two tanglefoot bags – first target in each of two adjacent 5-ft. squares); Search (DC 25); Disable Device (DC 28).

The gnome fighter and the kobold cleric wait inside the cave, behind one of the 5-foot high dividing walls. When the characters enter within range, they charge into melee. The sorcerer is waiting up on the ledge on the west side of the cave. He starts blasting the characters with spells as soon as the fighters have charged. The invisible rogue scopes out the party, and performs his sneak attack where it does the most harm, most likely on a spellcaster in the back, hopefully from behind the caster's *shield*.

Assuming they have time to prepare, the sorcerer and cleric have precast practically every useful spell they possess, with the exception of a few spells with durations of “rounds per level.”

The kobold pirate leaders do not fight to the death, although the lone gnome does. The kobolds surrender if they are soundly defeated, and attempt to exchange information for their lives. They don't know a lot, but the characters might be able to get some useful information out of them. The wizard who supplied the *seeming* scrolls is not here; he left recently with most of the coin and small valuables. The remaining pirates cannot say much about their benefactor, he seemed interested that they always look like gnomes and wear these particular colors. They weren't inclined to argue. They can give a good physical description of the man. He was tall and thin, and wore a strange array of colorful, baggy clothing that didn't seem to match his frame. He was speckled with paint and smelled of perfume. He sounded like he was well educated. They do not know his name, or his allegiance.

The kobold sorcerer led his group to this area in search of ancient Suel writings, which are rumored to be hidden in a cave along this river. He hired on with the mysterious aristocrat in exchange for support, information, and magical items. Wockfrym only reveals this information under extreme duress or via magical scrying.

## **APL 2 (EL 5)**

☛ **Buntlecrok:** Male gnome Ftr2; hp 22; see Appendix I.

☛ **Sysaflek:** Male kobold Rog1; hp 7; see Appendix I.

☛ **Ussgar:** Male kobold Clr1 (Kurtulmak); hp 10; see Appendix I.

☛ **Wockfrym:** Male kobold Sor2; hp 9; see Appendix I.

## **APL 4 (EL 7)**

☛ **Buntlecrok:** Male gnome Ftr4; hp 40; see Appendix I.

☛ **Sysaflek:** Male kobold Rog2; hp 12; see Appendix I.

➤ **Ussgar:** Male kobold Clr2 (Kurtulmak); hp 17; see Appendix I.

➤ **Wockfrym:** Male kobold Sor4; hp 17; see Appendix I.

## APL 6 (EL 9)

➤ **Buntlecrok:** Male gnome Ftr6; hp 58; see Appendix I.

➤ **Sysaflek:** Male kobold Rog4; hp 22; see Appendix I.

➤ **Ussgar:** Male kobold Clr4 (Kurtulmak); hp 31; see Appendix I.

➤ **Wockfrym:** Male kobold Sor6; hp 25; see Appendix I.

## APL 8 (EL 11)

➤ **Buntlecrok:** Male gnome Ftr8; hp 76; see Appendix I.

➤ **Sysaflek:** Male kobold Rog6; hp 32; see Appendix I.

➤ **Ussgar:** Male kobold Clr6 (Kurtulmak); hp 45; see Appendix I.

➤ **Wockfrym:** Male kobold Sor8; hp 33; see Appendix I.

**Development:** The kobold sorcerer carries a carved ivory talisman in the shape of the lizard's head. If any of the characters have played URD1-08 *Mired in Gosferd*, they recognize the talisman as being similar to the talismans carried by the kobolds in that adventure.

Wockfrym also has in his possession a scorched, battered, and nearly destroyed book. This once-heavy tome is all but unreadable. A character that can read Ancient Suloise may determine that the book contains scattered fragments of magical lore. A successful Knowledge (arcana) check (DC 20) reveals that the book deals with planar theory and summoning. A Knowledge (the planes) check (DC 25) by the same character can establish the planar theory is abstract, dealing with dimensions that may or may not actually exist. Finally, a successful Knowledge (nobility and royalty) check (DC 15, DC 20 if the character's home region is other than Urnst) reveals that the symbol on the cover is likely that of House U'morael, with one of the red eagle's three heads and most of the body obliterated.

# CONCLUSION

## CONCLUSION A: MEET THE GNOMES

*This happens if the characters fight the pirate leaders after finishing the race.*

After defeating the enemies, the characters soon hear another party approaching the caves. It is more gnomes, but this time it is real gnomes, from the actual House Burlondin, investigating the pirates that have been discrediting them. They saw the remains of the melee on the river, and they spoke with any barge crew that remained on board. They have a pretty good idea already what is going on, and they are prepared for being mistaken for more false gnomes. Spot checks (DC 20, 15 for gnomes or any characters that speak gnomish) can pick out that these are real gnomes.

The gnomes try to parley if attacked, and use defensive magic if necessary. Once things settle down, and the gnome leader has heard the story, he orders his men to begin carting away all of the stolen goods. He tells the characters that they can take whatever possessions the evil pirate leaders had on their persons. He also gives them a Favor of his house, and offers them a ride back to town if they need it.

The leader of the gnomes, Amlenann Burlondin says:

**"Thank you for defeating these evil creatures. You have redeemed us and saved our house from ruin. Please accept the gratitude of House Burlondin and all of the gnomes in the Duchy of Urnst."**

Amlenann Burlondin is an illusionist. He has brought with him a high level cleric who is able to cast a single *raise dead* for the party for only the cost of the material component (500 gp), without requiring the expenditure of an influence point or any TUs. The remainder of his party is composed of fighters and illusionists.

## CONCLUSION B: WRAPPING IT UP

*This happens after the end of the race if the characters have already fought the pirate leaders.*

Kariflek Burlondin thanks the characters for all their help, and commiserates with them on their racing defeat. He tells the characters that they can take whatever the evil pirate leaders had on their persons. He also gives them a Favor of his house.

**"Thank you for defeating these evil creatures. You have redeemed us and saved our house from ruin. Please accept the gratitude of House Burlondin and all of the gnomes in the Duchy of Urnst."**

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

to each character.

### Encounter 3: Pirates!

Defeat the kobold pirates.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	300 XP

### Encounter 4: Beware the Vines

Defeat the assassin vines.

APL 2	60 XP
APL 4	120 XP
APL 6	210 XP
APL 8	270 XP

### Encounter 7: On to the Cave

Encounter (trigger or detect) the trap.

APL 2	30 XP
APL 4	120 XP
APL 6	210 XP
APL 8	270 XP

Defeat the pirate leaders.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

### Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1170 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 treasurer.

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 (that is, 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 treasures from each encounter add it up and that is 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.

### TREASURE KEY:

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

### Encounter 3: Pirates!

Defeat the kobold pirates and strip them of their gear.

APL 2: L: 42 gp; C: 0 gp; M: 0

APL 4: L: 104 gp; C: 0 gp; M: 0

APL 6: L: 99 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 7 gp per character per potion).

APL 8: L: 44 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 7 gp per character per potion); +1 *chain shirt* (Value 187 gp per character); +1 *halfspear* (Value 345 gp per character).

### Encounter 7: On to the Cave

Defeat the pirate leaders and strip them of their gear.

APL 2: L: 47 gp; C: 2 gp; M: *potion of invisibility* (Value 45 gp per character).

APL 4: L: 167 gp; C: 2 gp; M: *potion of invisibility* (Value 45 gp per character); *potion of cure light wounds* (Value 7 gp per character).

APL 6: L: 167 gp; C: 2 gp; M: *potion of invisibility* (Value 45 gp per character); *potion of cure light wounds* (Value 7 gp per character); *scroll of seeming* (Value 169 gp per character); *amulet of gnome form* (Value 180 gp per character).

APL 8: L: 229 gp; C: 2 gp; M: *potion of invisibility* (Value 45 gp per character); *potion of cure light wounds* (Value 7 gp per character); *scroll of seeming* (Value 169 gp per character); *amulet of gnome form* (Value 180 gp per character); +1 *dagger* (Value 346 gp per character).

### Conclusion

Win the Race

All APLs: L: 0 gp; C: 50 gp; M: 0

Minor Enmity of House Meissel

Lose the Race

Minor Enmity of House Szabo

### Total Possible Treasure

APL 2: 186 gp

APL 4: 382 gp

APL 6: 740 gp

APL 8: 1562 gp

## ADVENTURE CERTIFICATE ITEMS

### Winner of Great Lukala River Race

The above character was a member of the crew that won the Great Lukala River Race between The Crossing and Spull. The character was given a fabulous document, written on green parchment with the crest of the Burlondin Merchant House displayed prominently. The text on the parchment reads:



To all who read this: The bearer of this notice has emerged victorious in the Great Lukala River Race in the Common Year 592. The bearer is recognized as pre-eminent among keelboaters by the Burlondin Merchant House, and all the merchants of the Duchy of Urnst.

On behalf of the Burlondin Merchant House,

Kariflek Burlondin

### **Favor of House Burlondin**

The gnomes of House Burlondin are grateful to the above character for clearing their name during the Great Lukala River Race, and have promised a favor in return. The exact nature of the favor depends on the character's race.

House Burlondin offers to sell gnome characters any of the following items from the class guidebook *Tome and Blood* at any time: *lesser rod of extension*, *lesser rod of enlargement*, or *lesser rod of silence*.

House Burlondin offers to sell non-gnome characters the following item from the class guidebook *Tome and Blood* at any time: *lesser rod of extension*.

### **Minor Enmity of House Meissel**

Because the above character won the Great Lukala River Race in CY592, House Meissel lost a large wager. House Meissel blames the character for this misfortune, and may not assist them in any way. As long as the character possesses this Minor Enmity, Favors from House Meissel cannot be used for any purpose other than to negate the Minor Enmity, which costs three Favors. The Favors used to negate the Minor Enmity must all come from House Meissel, must all be used at the same time, and are all expended upon negation.

### **Minor Enmity of House Szabo**

Because the above character failed to win the Great Lukala River Race in CY592, House Szabo lost a large wager. House Szabo blames the character for this misfortune, and may not assist them in any way. As long as the character possesses this Minor Enmity, Favors from House Szabo cannot be used for any purpose other than to negate the Minor Enmity, which costs three Favors. The Favors used to negate the Minor Enmity must all come from House Szabo, must all be used at the same time, and are all expended upon negation.

## APPENDIX I: NPCS

### INTRODUCTION

☛ **Arden Tercot:** Male human Exp5; CR 4; Medium-size humanoid (human); HD 5d6-5; hp 17; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d3-1 subdual, unarmed strike) or +2 melee (1d6-1, keelboat pole); AL NG; SV Fort +0, Ref +1, Will +8; Str 8, Dex 10, Con 9, Int 14, Wis 18, Cha 14.

*Skills and Feats:* Bluff +10, Climb +7, Jump +7, Listen +12, Profession (keelboat) +14, Sense Motive +12, Spot +12, Swim +7, Use Rope +8; Exotic Weapon Proficiency (keelboat pole)\*, Improved Unarmed Strike, Skill Focus (Profession – keelboat).

\*See Appendix 2: New Rules for additional information.

### ENCOUNTER 2: THE RACE IS ON

☛ **Dorlana Liromir:** Female human Brd1/Rog3; CR 4; Medium-size humanoid (human); HD 4d6; hp 18; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d4, 19-20/x2, dagger); SA Sneak attack (+2d6); SQ Bardic music (inspire courage, countersong, fascinate), bardic knowledge (+4), evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +1, Ref +8, Will +3; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 16.

*Skills and Feats:* Bluff +10, Climb +6, Disguise +12, Escape Artist +10, Hide +10, Listen +6, Move Silently +10, Perform +6 (lute, singing), Pick Pocket +14, Spot +6, Tumble +8; Improved Initiative, Run, Skill Focus (Pick Pocket).

*Possessions:* 2 potions of invisibility, disguise kit, leather armor, 3 daggers, lute, spell component pouch.

*Spells Known* (3, base DC = 13 + spell level): 0 – daze, mage hand, open/close, prestidigitation.

☛ **Mikkold Finback:** Male half-orc Bbn2/Exp7; CR 8; Medium-size humanoid (orc); HD 2d12+7d6+27; hp 74; Init +1; Spd 40 ft.; AC 11 (touch 11, flat-footed 11); Atk +10/+5 melee (1d3+3 subdual, unarmed strike) or +11/+6 melee (1d6+4, keelboat pole); SA Rage (1/day); SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL N; SV Fort +8, Ref +3, Will +4; Str 16, Dex 12, Con 16, Int 12, Wis 8, Cha 14.

*Skills and Feats:* Climb +10, Intimidate +14, Jump +11, Listen +11, Profession (keelboat) +13, Spot +10, Swim +15; Exotic Weapon Proficiency (keelboat pole), Improved Unarmed Strike, Skill Focus (Profession – keelboat), Weapon Focus (keelboat pole).

☛ **Keelboat Crew:** Male/Female human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+2; hp 7; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d3 subdual, unarmed strike) or +1 melee (1d6, keelboat pole); AL N; SV Fort +4, Ref +0, Will +0; Str 10, Dex 11, Con 15, Int 8, Wis 11, Cha 10.

*Skills and Feats:* Profession (keelboat) +4, Swim +4; Exotic Weapon Proficiency (keelboat pole), Improved Unarmed Strike

☛ **Keelboat Crew:** Male/Female half-orc War1; CR 1/2; Medium-size humanoid (orc); HD 1d8+2; hp 7; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d3+1 subdual, unarmed strike) or +2 melee (1d6+1, keelboat pole); SQ Darkvision 60 ft.; AL N; SV Fort +4, Ref +0, Will +0; Str 12, Dex 11, Con 15, Int 6, Wis 11, Cha 8.

*Skills and Feats:* Profession (keelboat) +4; Exotic Weapon Proficiency (keelboat pole).

### ENCOUNTER 3: PIRATES!

#### APL 2 (EL 4)

☛ **Kobold Pirate:** Male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10+1; hp 11; Init +6; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +1 melee (1d6-1/x3, halfspear) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +2, Will +0; Str 8, Dex 15, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Profession (mining) +2, Search +2, Spot +2; Alertness, Improved Initiative.

*Possessions:* halfspear, leather armor, light crossbow, 10 bolts.

☛ **Kobold Sorcerer (2):** Male kobold Sor1; CR 1; Small humanoid (reptilian); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 13 (touch 12, flat-footed 12); Atk -1 melee (1d4-2/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 12.

*Skills and Feats:* Concentration +4, Craft (trapmaking) +2, Listen +2, Profession (mining) +2, Search +2, Spellcraft +4, Spot +2; Alertness.

*Possessions:* dagger, light crossbow, 10 bolts, spell component pouch.

*Spells Known* (5/4; base DC = 11 + spell level): 0 – flare, mage hand, prestidigitation, ray of frost; 1<sup>st</sup> – mage armor, magic missile.

#### APL 4 (EL 6)

☛ **Kobold Crew (6):** Male kobold War1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 15); Atk +0 melee (1d6-2/x3, halfspear) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +2, Will +0; Str 6, Dex 15, Con 11, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +3, Profession (mining) +2, Search +2, Spot +2; Alertness.

Possessions: halfspear, studded leather armor, light crossbow, 10 bolts.

➤ **Kobold Pirate:** Male kobold Ftr3; CR 3; Small humanoid (reptilian); HD 3d10+3; hp 25; Init +6; Spd 30 ft.; AC 18 (touch 13, flat-footed 16); Atk +5 melee (1d6-1/x3, halfspear) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +3, Will +1; Str 8, Dex 15, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Craft (trapmaking) +2, Hide +7, Jump +0, Listen +2, Move Silently +3, Profession (mining) +2, Search +2, Spot +2; Alertness, Dodge, Improved Initiative, Weapon Focus (halfspear).

Possessions: masterwork halfspear, masterwork chain shirt, light crossbow, 10 bolts.

➤ **Kobold Sorcerers (4):** Male kobold Sor1; CR 1; Small humanoid (reptilian); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 13 (touch 12, flat-footed 12); Atk -1 melee (1d4-2/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SQ Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 12.

*Skills and Feats:* Concentration +4, Craft (trapmaking) +2, Listen +2, Profession (mining) +2, Search +2, Spellcraft +4, Spot +2; Alertness.

Possessions: dagger, light crossbow, 10 bolts, spell component pouch.

*Spells Known* (5/4; base DC = 11 + spell level): 0 – flare, mage hand, prestidigitation, ray of frost; 1<sup>st</sup> – mage armor, magic missile.

#### APL 6 (EL 8)

➤ **Kobold Crew (5):** Male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10+1; hp 11; Init +6; Spd 30 ft.; AC 17 (touch 13, flat-footed 15); Atk +1 melee (1d6-1/x3, halfspear) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +2, Will +0; Str 8, Dex 15, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Profession (mining) +2, Search +2, Spot +2; Alertness, Improved Initiative.

Possessions: halfspear, studded leather armor, light crossbow, 10 bolts.

➤ **Kobold Pirate:** Male kobold Ftr5; CR 5; Small humanoid (reptilian); HD 5d10+5; hp 39; Init +6; Spd 30 ft.; AC 19 (touch 14, flat-footed 16); Atk +7 melee (1d6+1/x3, halfspear) or +9 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +4, Will +1; Str 8, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Craft (trapmaking) +2, Hide +8, Jump +2, Listen +3, Move Silently +4, Profession (mining) +2, Search +2, Spot +2; Alertness, Dodge, Improved Initiative, Weapon Focus (halfspear), Weapon Specialization (halfspear).

Possessions: masterwork halfspear, masterwork chain shirt, light crossbow, 10 bolts, 2 potions of cure light wounds.

➤ **Kobold Sorcerers (3):** Male kobold Sor1; CR 1; Small humanoid (reptilian); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 13 (touch 12, flat-footed 12); Atk -1 melee (1d4-2/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 12.

*Skills and Feats:* Concentration +4, Craft (trapmaking) +2, Listen +2, Profession (mining) +2, Search +2, Spellcraft +4, Spot +2; Alertness.

Possessions: dagger, light crossbow, 10 bolts, spell component pouch.

*Spells Known* (5/4; base DC = 11 + spell level): 0 – flare, mage hand, prestidigitation, ray of frost; 1<sup>st</sup> – mage armor, magic missile.

➤ **Kobold Sorcerer:** Male kobold Sor2; CR 2; Small humanoid (reptilian); HD 2d4+2; hp 9; Init +6; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +1 melee (1d4-2/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +2, Will +3; Str 8, Dex 15, Con 12, Int 10, Wis 10, Cha 14.

*Skills and Feats:* Concentration +6, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +6; Improved Initiative.

Possessions: dagger, light crossbow, 10 bolts, spell component pouch.

*Spells Known* (6/5; base DC = 12 + spell level): 0 – flare, ghost sound, mage hand, prestidigitation, ray of frost; 1<sup>st</sup> – mage armor, magic missile.

#### APL 8 (EL 10)

➤ **Kobold Crew (5):** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10+2; hp 18; Init +6; Spd 30 ft.; AC 17 (touch 13, flat-footed 15); Atk +3 melee (1d6-1/x3, halfspear) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 8, Dex 15, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Craft (trapmaking) +2, Hide +8, Listen +3, Move Silently +4, Profession (mining) +2, Search +2, Spot +2; Alertness, Improved Initiative, Weapon Focus (halfspear).

Possessions: halfspear, studded leather armor, light crossbow, 10 bolts.

➤ **Kobold Pirate:** Male kobold Ftr7; CR 7; Small humanoid (reptilian); HD 7d10+7; hp 53; Init +6; Spd 30 ft.; AC 20 (touch 14, flat-footed 17); Atk +9/+4 melee (1d6+2/x3, halfspear) or +11 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +5, Will +2; Str 8, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Craft (trapmaking) +2, Hide +9, Jump +4, Listen +3, Move Silently +4, Profession

(mining) +2, Search +2, Spot +2; Alertness, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (halfspear), Weapon Specialization (halfspear).

Possessions: +1 halfspear, +1 chain shirt, light crossbow, 10 bolts, 2 potions of cure light wounds.

➤ **Kobold Sorcerer:** Male kobold Sor2; CR 2; Small humanoid (reptilian); HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +1 melee (1d4-2/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +2, Will +3; Str 8, Dex 15, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Concentration +6, Craft (trapmaking) +2, Listen +2, Profession (mining) +2, Search +2, Spellcraft +6, Spot +2; Alertness.

Possessions: dagger, light crossbow, 10 bolts, spell component pouch.

Spells Known (6/5; base DC = 12 + spell level): 0 – flare, ghost sound, mage hand, prestidigitation, ray of frost; 1<sup>st</sup> – mage armor, magic missile.

➤ **Kobold Sorcerer:** Male kobold Sor4; CR 4; Small humanoid (reptilian); HD 4d4+4; hp 17; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +2 melee (1d4-2/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +4, Will +4; Str 8, Dex 16, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Concentration +8, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +8; Improved Initiative, Spell Focus (Enchantment).

Possessions: dagger, light crossbow, 10 bolts, spell component pouch.

Spells Known (6/7/4; base DC = 12 + spell level; 14 + spell level for Enchantment spells): 0 – dancing lights, flare, ghost sound, mage hand, prestidigitation, ray of frost; 1<sup>st</sup> – mage armor, magic missile, ray of enfeeblement; 2<sup>nd</sup> – Tasha's hideous laughter.

## ENCOUNTER 4: BEWARE THE VINES

### APL 6 (EL 7)

➤ **Assassin Vines, Advanced (2):** CR 5; Huge plant; HD 8d8+40; hp 76; Init -1; Spd 0 ft.; AC 16 (touch 7, flat-footed 16); Atk +13/+8 melee (1d8+13, slam); Face/Reach 10 ft. by 20 ft./10 ft. (20 ft. with vine); SA Entangle, improved grab, constrict 1d8+13; SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; SV Fort +11, Ref +1, Will +3; Str 28, Dex 8, Con 20, Int -, Wis 13, Cha 9.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle* as cast by a 4th-level druid (save DC 13).

Improved Grab (Ex): To use this ability, the assassin vine must hit with its slam attack.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check against Medium-size or smaller creatures.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

### APL 8 (EL 9)

➤ **Assassin Vines, Advanced (2):** CR 7; Huge plant; HD 12d8+60; hp 114; Init -1; Spd 0 ft.; AC 16 (touch 7, flat-footed 16); Atk +16/+11 melee (1d8+13, slam); Face/Reach 10 ft. by 20 ft./10 ft. (20 ft. with vine); SA Entangle, improved grab, constrict 1d8+13; SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 8, Con 20, Int -, Wis 13, Cha 9.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle* as cast by a 4th-level druid (save DC 13).

Improved Grab (Ex): To use this ability, the assassin vine must hit with its slam attack.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check against Medium-size or smaller creatures.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

## ENCOUNTER 7: ONTO THE CAVE

### APL 2 (EL 5)

➤ **Buntlecrok:** Male gnome Ftr2; CR 2; Small humanoid (gnome); HD 2d10+6; hp 22; Init +3; Spd 20 ft.; AC 18 (touch 14, flat-footed 15); Atk +6 melee (1d6+4/x3, gnome hooked hammer) or +4 melee (1d6+3/x3, gnome hooked hammer) and +4 melee (1d4+1/x4, gnome hooked hammer); SQ Low-light vision, +2 racial bonus on saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 16, Con 16, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +3, Tumble +3; Ambidexterity, Exotic Weapon Proficiency (gnome hooked hammer), Two-Weapon Fighting.

Possessions: masterwork chain shirt, gnome hooked hammer.

➤ **Sysaflek:** Male kobold Rog1; CR 1; Small humanoid (reptilian); HD 1d6+1; hp 7; Init +9; Spd 30 ft.; AC 19 (touch 16, flat-footed 14); Atk +0 melee (1d4+1/19-20, dagger) or +5 ranged (1d4+1/19-20, dagger); SA Sneak attack (+1d6); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +7, Will +2; Str 12, Dex 20, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Bluff +3, Craft (trapmaking) +2, Disguise +3, Escape Artist +9, Hide +13, Listen +6, Move Silently +9, Profession (mining) +2, Search +2, Spot +6, Tumble +9; Improved Initiative.

Possessions: leather armor, 3 daggers, *potion of invisibility*.

➤ **Ussgar:** Male kobold Clr1 (Kurtulmak); CR 1; Small humanoid (reptilian); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 19 (touch 13, flat-footed 17); Atk +1 melee (1d6+1, light mace); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +6; Str 12, Dex 14, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +6, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +4; Combat Casting.

Possessions: chain shirt, small steel shield, light mace, silver holy symbol, spell component pouch.

Spells Prepared (3/2+1; base DC = 14 + spell level): 0 – *cure minor wounds, guidance, resistance*; 1st – *bane, cure light wounds, entropic shield*.\*

\*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Wockfrym:** Male kobold Sor2; CR 2; Small humanoid (reptilian); HD 2d4+2; hp 9; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +1 melee (1d4-2/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +3, Will +6; Str 8, Dex 16, Con 12, Int 8, Wis 16, Cha 18.

Skills and Feats: Concentration +3, Craft (trapmaking) +1, Search +1, Spellcraft +2; Improved Initiative.

Possessions: dagger, light crossbow, 10 bolts, spell component pouch, lizard's head ivory talisman (worth 10 gp).

Spells Known (6/5; base DC = 14 + spell level): 0 – *daze, light, prestidigitation, ray of frost, resistance*; 1st – *magic missile, shield*.

#### APL 4 (EL 7)

➤ **Buntlecroc:** Male gnome Ftr4; CR 4; Small humanoid (gnome); HD 4d10+12; hp 40; Init +3; Spd 20 ft.; AC 18 (touch 14, flat-footed 15); Atk +10 melee (1d6+6/x3,

gnome hooked hammer) or +8 melee (1d6+5/x3, gnome hooked hammer) and +8 melee (1d4+3/x4, gnome hooked hammer); SQ Low-light vision, +2 racial bonus on saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +7, Ref +4, Will +2; Str 17, Dex 16, Con 16, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +3, Tumble +4; Ambidexterity, Exotic Weapon Proficiency (gnome hooked hammer), Two-Weapon Fighting, Weapon Focus (gnome hooked hammer), Weapon Specialization (gnome hooked hammer).

Possessions: masterwork chain shirt, masterwork gnome hooked hammer.

➤ **Sysaflek:** Male kobold Rog2; CR 2; Small humanoid (reptilian); HD 2d6+2; hp 12; Init +9; Spd 30 ft.; AC 19 (touch 16, flat-footed 14); Atk +2 melee (1d4+1/19-20, dagger) or +7 ranged (1d4+1/19-20, dagger); SA Sneak attack (+1d6); SQ Darkvision 60 ft., light sensitivity, evasion; AL LE; SV Fort +1, Ref +8, Will +2; Str 12, Dex 20, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Bluff +4, Craft (trapmaking) +2, Disguise +4, Escape Artist +10, Hide +14, Listen +7, Move Silently +10, Profession (mining) +2, Search +2, Spot +7, Tumble +10; Improved Initiative.

Possessions: masterwork studded leather armor, masterwork dagger, 2 daggers, *potion of invisibility*.

➤ **Ussgar:** Male kobold Clr2 (Kurtulmak); CR 2; Small humanoid (reptilian); HD 2d8+4; hp 17; Init +2; Spd 30 ft.; AC 20 (touch 13, flat-footed 18); Atk +2 melee (1d6+1, light mace); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +2, Will +7; Str 12, Dex 14, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +7, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +5; Combat Casting.

Possessions: breastplate armor, small steel shield, masterwork light mace, silver holy symbol, spell component pouch, *potion of cure light wounds*.

Spells Prepared (4/3+1; base DC = 14 + spell level): 0 – *cure minor wounds (2), guidance, resistance*; 1st – *bane, cure light wounds, entropic shield*\*, *shield of faith*.

\*Domain spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Wockfrym:** Male kobold Sor4; CR 4; Small humanoid (reptilian); HD 4d4+4; hp 17; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +2 melee (1d4-2/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +4, Will +7; Str 8, Dex 16, Con 12, Int 8, Wis 16, Cha 19.

**Skills and Feats:** Concentration +5, Craft (trapmaking) +1, Search +1, Spellcraft +4; Improved Initiative, Still Spell.

**Possessions:** dagger, light crossbow, 10 bolts, spell component pouch, lizard's head ivory talisman (worth 10 gp).

**Spells Known** (6/7/4; base DC = 14 + spell level): 0 – daze, flare, light, prestidigitation, ray of frost, resistance; 1st – magic missile, shield, spider climb; 2<sup>nd</sup> – protection from arrows.

## APL 6 (EL 9)

➤ **Buntlecrok:** Male gnome Ftr6; CR 6; Small humanoid (gnome); HD 6d10+18; hp 58; Init +3; Spd 20 ft.; AC 18 (touch 14, flat-footed 15); Atk +12/+7 melee (1d6+6/x3, gnome hooked hammer) or +10/+5 melee (1d6+5/x3, gnome hooked hammer) and +10 melee (1d4+3/x4, gnome hooked hammer); SQ Low-light vision, +2 racial bonus on saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +8, Ref +5, Will +5; Str 17, Dex 16, Con 16, Int 8, Wis 12, Cha 10.

**Skills and Feats:** Listen +3, Tumble +5; Ambidexterity, Exotic Weapon Proficiency (gnome hooked hammer), Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (gnome hooked hammer), Weapon Specialization (gnome hooked hammer).

**Possessions:** masterwork chain shirt, masterwork gnome hooked hammer.

➤ **Sysaflek:** Male kobold Rog4; CR 4; Small humanoid (reptilian); HD 4d6+4; hp 22; Init +9; Spd 30 ft.; AC 19 (touch 16, flat-footed 14); Atk +9 melee (1d4+1/19-20, dagger) or +9 ranged (1d4+1/19-20, dagger); SA Sneak attack (+2d6); SQ Darkvision 60 ft., light sensitivity, evasion, uncanny dodge (dex bonus to AC); AL LE; SV Fort +2, Ref +9, Will +3; Str 12, Dex 21, Con 12, Int 10, Wis 14, Cha 8.

**Skills and Feats:** Bluff +6, Craft (trapmaking) +2, Disguise +6, Escape Artist +12, Hide +16, Listen +9, Move Silently +12, Profession (mining) +2, Search +2, Spot +9, Tumble +12; Improved Initiative, Weapon Finesse (dagger).

**Possessions:** masterwork studded leather armor, masterwork dagger, 2 daggers, *potion of invisibility*.

➤ **Ussgar:** Male kobold Clr4 (Kurtulmak); CR 4; Small humanoid (reptilian); HD 4d8+8; hp 31; Init +2; Spd 30 ft.; AC 20 (touch 13, flat-footed 18); Atk +4 melee (1d6+1, light mace); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +3, Will +8; Str 12, Dex 14, Con 14, Int 10, Wis 19, Cha 8.

**Skills and Feats:** Concentration +11, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +7; Combat Casting, Skill Focus (Concentration).

**Possessions:** breastplate armor, small steel shield, masterwork light mace, silver holy symbol, spell component pouch, *potion of cure light wounds*.

**Spells Prepared** (5/4+1/3+1; base DC = 14 + spell level): 0 – cure minor wounds (2), guidance, resistance (2); 1st – bane, cure light wounds, divine favor, entropic shield\*, shield of faith; 2<sup>nd</sup> – bull's strength (2), hold person, invisibility\*.

\*Domain spell. **Domains:** Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Wockfrym:** Male kobold Sor6; CR 6; Small humanoid (reptilian); HD 6d4+6; hp 25; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +3 melee (1d4-2/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +5, Will +8; Str 8, Dex 16, Con 12, Int 8, Wis 16, Cha 19.

**Skills and Feats:** Concentration +7, Craft (trapmaking) +1, Search +1, Spellcraft +6; Combat Casting, Improved Initiative, Still Spell.

**Possessions:** dagger, light crossbow, 10 bolts, scroll of *seeming*, *amulet of gnome form*, spell component pouch, lizard's head ivory talisman (worth 10 gp).

**Spells Known** (6/7/6/4; base DC = 14 + spell level): 0 – daze, flare, light, mage hand, prestidigitation, ray of frost, resistance; 1st – mage armor, magic missile, shield, spider climb; 2<sup>nd</sup> – Melf's acid arrow, protection from arrows; 3<sup>rd</sup> – haste.

## APL 8 (EL 11)

➤ **Buntlecrok:** Male gnome Ftr8; CR 8; Small humanoid (gnome); HD 8d10+24; hp 76; Init +3; Spd 20 ft.; AC 18 (touch 14, flat-footed 15); Atk +15/+10 melee (1d6+8/19-20/x3, gnome hooked hammer) or +13/+8 melee (1d6+6/19-20/x3, gnome hooked hammer) and +13 melee (1d4+4/19-20/x4, gnome hooked hammer); SQ Low-light vision, +2 racial bonus on saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +9, Ref +5, Will +5; Str 18, Dex 16, Con 16, Int 8, Wis 12, Cha 10.

**Skills and Feats:** Listen +3, Tumble +6; Ambidexterity, Exotic Weapon Proficiency (gnome hooked hammer), Improved Critical (gnome hooked hammer), Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (gnome hooked hammer), Weapon Specialization (gnome hooked hammer).

**Possessions:** masterwork chain shirt, masterwork gnome hooked hammer.

➤ **Sysaflek:** Male kobold Rog6; CR 6; Small humanoid (reptilian); HD 6d6+6; hp 32; Init +9; Spd 30 ft.; AC 19 (touch 16, flat-footed 14); Atk +11 melee (1d4+2/19-20, dagger) or +11 ranged (1d4+2/19-20, dagger); SA Sneak attack (+3d6); SQ Darkvision 60 ft., light sensitivity,

evasion, uncanny dodge (dex bonus to AC, can't be flanked); AL LE; SV Fort +3, Ref +10, Will +4; Str 12, Dex 21, Con 12, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Bluff +8, Craft (trapmaking) +2, Disguise +8, Escape Artist +14, Hide +18, Listen +11, Move Silently +14, Profession (mining) +2, Search +2, Spot +11, Tumble +14; Improved Initiative, Weapon Finesse (dagger), Weapon Focus (dagger).

*Possessions:* mithral chain shirt, +1 dagger, 2 daggers, *potion of invisibility*.

☛ **Ussgar:** Male kobold Clr6 (Kurtulmak); CR 6; Small humanoid (reptilian); HD 6d8+12; hp 45; Init +2; Spd 30 ft.; AC 20 (touch 13, flat-footed 18); Atk +5 melee (1d6+1, light mace); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +4, Will +9; Str 12, Dex 14, Con 14, Int 10, Wis 19, Cha 8.

*Skills and Feats:* Concentration +13, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +9; Combat Casting, Skill Focus (Concentration), Weapon Focus (touch).

*Possessions:* breastplate armor, small steel shield, masterwork light mace, silver holy symbol, spell component pouch, *potion of cure light wounds*.

*Spells Prepared* (5/4+1/4+1/3+1; base DC = 14 + spell level): 0 – *cure minor wounds* (2), *guidance*, *resistance* (2); 1st – *bane*, *cure light wounds*, *divine favor*, *entropic shield\**, *shield of faith*; 2<sup>nd</sup> – *bull's strength* (3), *hold person*, *invisibility\**; 3<sup>rd</sup> – *bestow curse* (2), *contagion*, *protection from elements\**.

\*Domain spell. *Domains:* Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll); Trickery (Bluff, Disguise, and Hide are class skills).

☛ **Wockfrym:** Male kobold Sor8; CR 8; Small humanoid (reptilian); HD 8d4+8; hp 33; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +4 melee (1d4-2/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +5, Will +8; Str 8, Dex 16, Con 12, Int 8, Wis 16, Cha 20.

*Skills and Feats:* Concentration +9, Craft (trapmaking) +1, Search +1, Spellcraft +8; Combat Casting, Improved Initiative, Still Spell.

*Possessions:* dagger, light crossbow, 10 bolts, scroll of *seeming*, *amulet of gnome form*, spell component pouch, lizard's head ivory talisman (worth 10 gp).

*Spells Known* (6/7/7/6/4; base DC = 15 + spell level): 0 – *daze*, *flare*, *light*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*; 1st – *expeditious retreat*, *mage armor*, *magic missile*, *shield*, *spider climb*; 2<sup>nd</sup> – *cat's grace*, *Melf's acid arrow*, *protection from arrows*; 3<sup>rd</sup> – *dispel magic*, *haste*; 4<sup>th</sup> – *enervation*.

## APPENDIX 2: NEW RULES

### **AMULET OF GNOME FORM**

This amulet is made of pewter, and is normally in the shape of a gnome. Once per day, upon utterance of the command word, the user can turn into a gnome (and only a gnome) as the spell *alter self*, cast at 3<sup>rd</sup> level. While the user is in gnome form, the amulet changes shape to match the normal likeness of the user.

*Caster Level:* 3<sup>rd</sup>; *Prerequisites:* Craft Wondrous Item, *alter self*, must be a gnome; *Market Price:* 1080 gp; *Weight:* - (Frequency: Adventure)

### **KEELBOAT POLE**

Many of the keelboaters along the Lukala River are proficient with these tools as weapons. Essentially the keelboat pole wields much like a quarterstaff that has a 10-foot reach. It is a large weapon, and while it may not be used for two-weapon fighting as a quarterstaff can, it does allow the user to apply 1 1/2 x their Strength bonus to a blow when wielding this strange, makeshift weapon.

*Damage:* 1d6; *Critical:* x2; *Weight:* 10 lbs.; *Type:* Bludgeoning



## APPENDIX 3: POLING RULES FOR LOWER LUKALA KEELBOATS

The keelboats are fighting a 3 mph current and can move at a top speed of 4 mph when being poled, so the boats begin moving away from the dock and up the river at a relative speed of 1 mph, which is the equivalent of 8.8 feet per round, or 88 feet in one minute. A halfling could walk more than twice that speed without breaking a sweat. That's why it takes 3 days to travel 30 miles, assuming a 10-hour day. If they were traveling down-river instead of up, the top speed would be 7 mph, or 61.6 feet per round, which is quite fast for this level of technology.

The keelboats in the adventure, which are not the keelboats described in the *DUNGEON MASTER'S Guide*, are propelled by 4 polers on each side. The polers start by placing their 15 ft. poles in the water at the front of the barge, facing the back. They then all walk to the back with the padded butts of the poles braced against their shoulders and pushing against the bottom of the river. When they reach the back, they lift their poles, turn, and walk back up to the front and begin again. Note that this can only be done when the river bottom is relatively hard and no deeper than half the length of the pole. The optimal depth for keelboats is 4 ft., but any depth between 2 ft. and 8 ft. will work. For simplicity, assume this depth is present between 15 and 40 feet from shore. The route between The Crossing and Spull is ideal for poling because of the shallow, rocky river-bottom in this area.

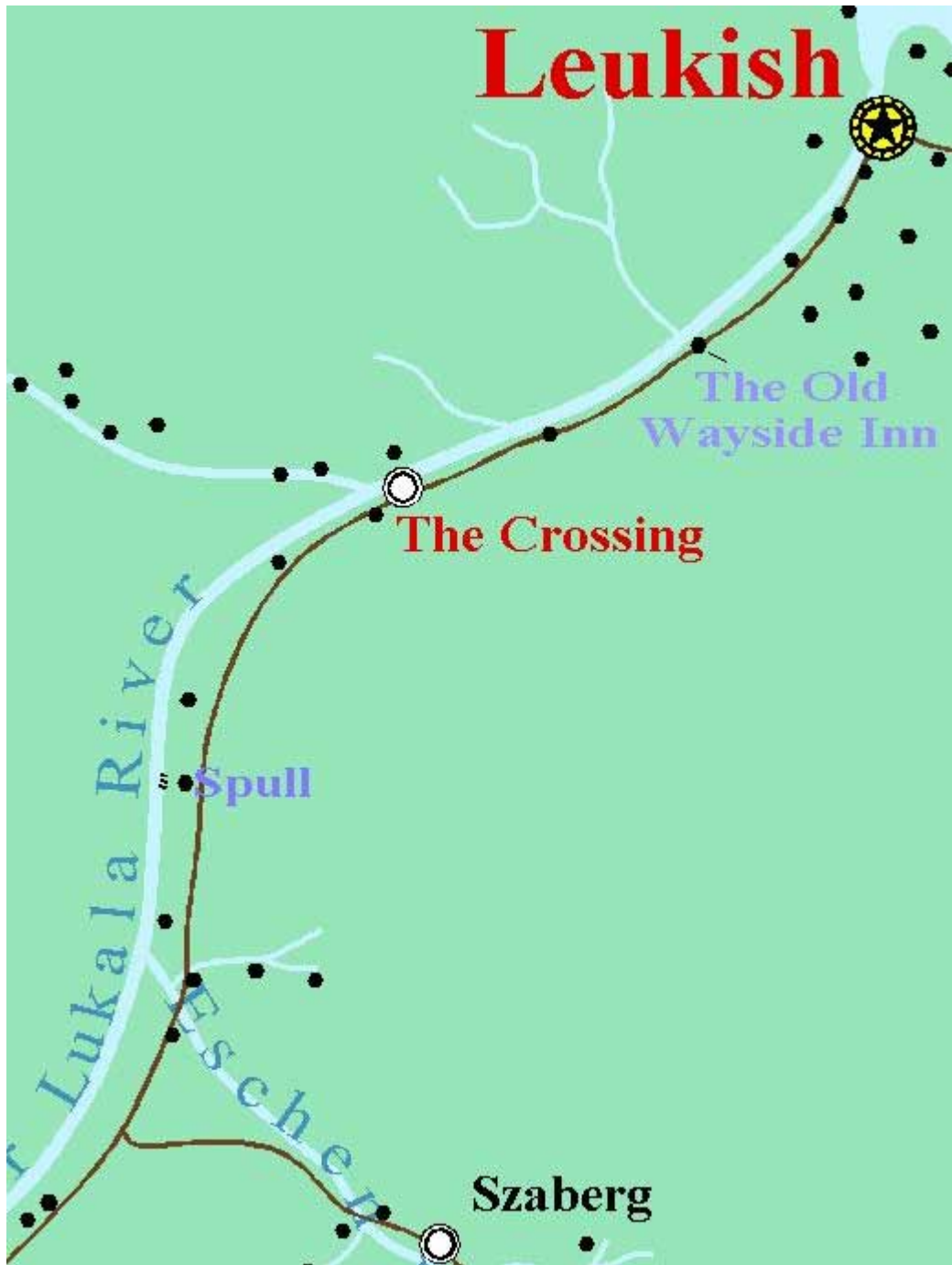
For a beginner, this is a difficult and awkward procedure. It is also exhausting. Any character with at least one rank in Profession (keelboater) or at least 5 ranks in Profession (sailor) automatically succeeds at the Balance and Fortitude checks required below (except for checks after taking damage).

The first time the characters try to propel their barge, have them make Balance checks, DC 25. If only one person fails, he stumbles but is OK. If two people on the same side of the barge fail, they both drop their poles as they get tangled together. If three or more people on the same side fail, everyone on that side falls in the water. Those who succeeded at the Balance check can make Reflex saves (DC 18) to stay on the barge.

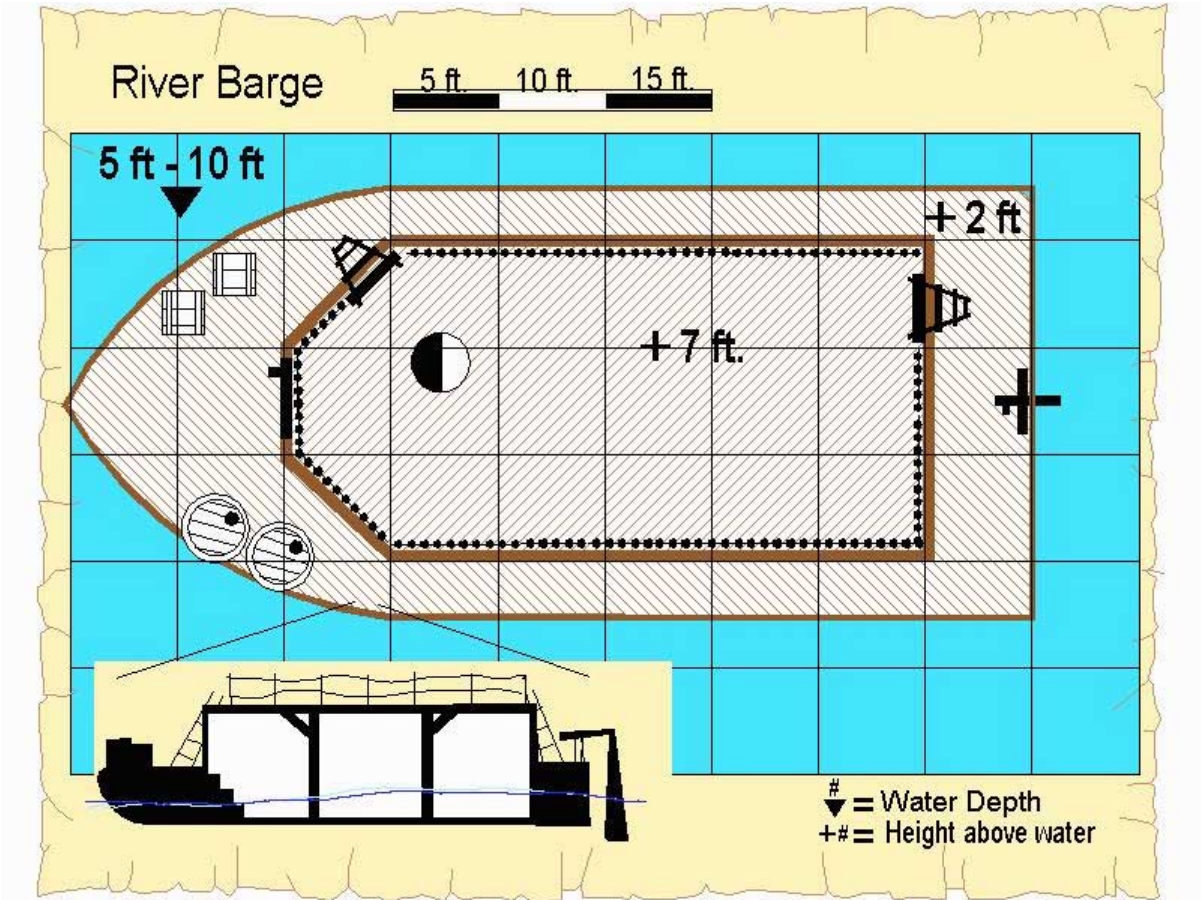
Keep making checks (at DC 15 now) until nobody falls in the water. By this time they have learned how to do it, and can avoid further checks. In the evening of each day spent poling have everyone make a Fortitude save (DC 15), allowing characters with the Endurance feat to apply their bonus. Failure means exhaustion, and those who fail receive a -1 penalty to attack rolls and skill checks (based on Str, Dex, or Con) the following day.

A character that takes damage while poling or standing on the narrow poling lane must make a Balance check with a DC equal to 5 + the damage taken or the character falls in the water. The character may choose to make a Profession (keelboater) check instead if the character has any ranks in that skill.

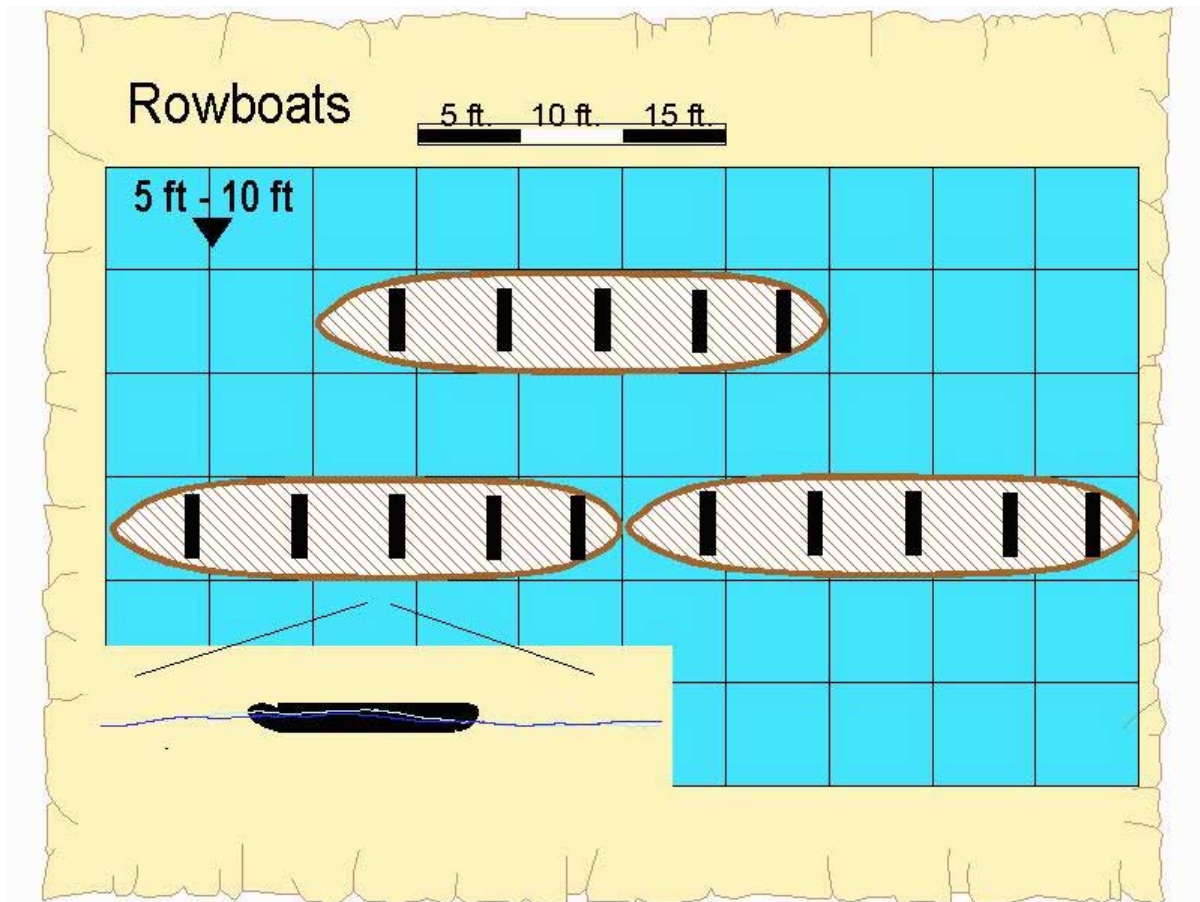
## MAP 1: ADVENTURE ENVIRONS



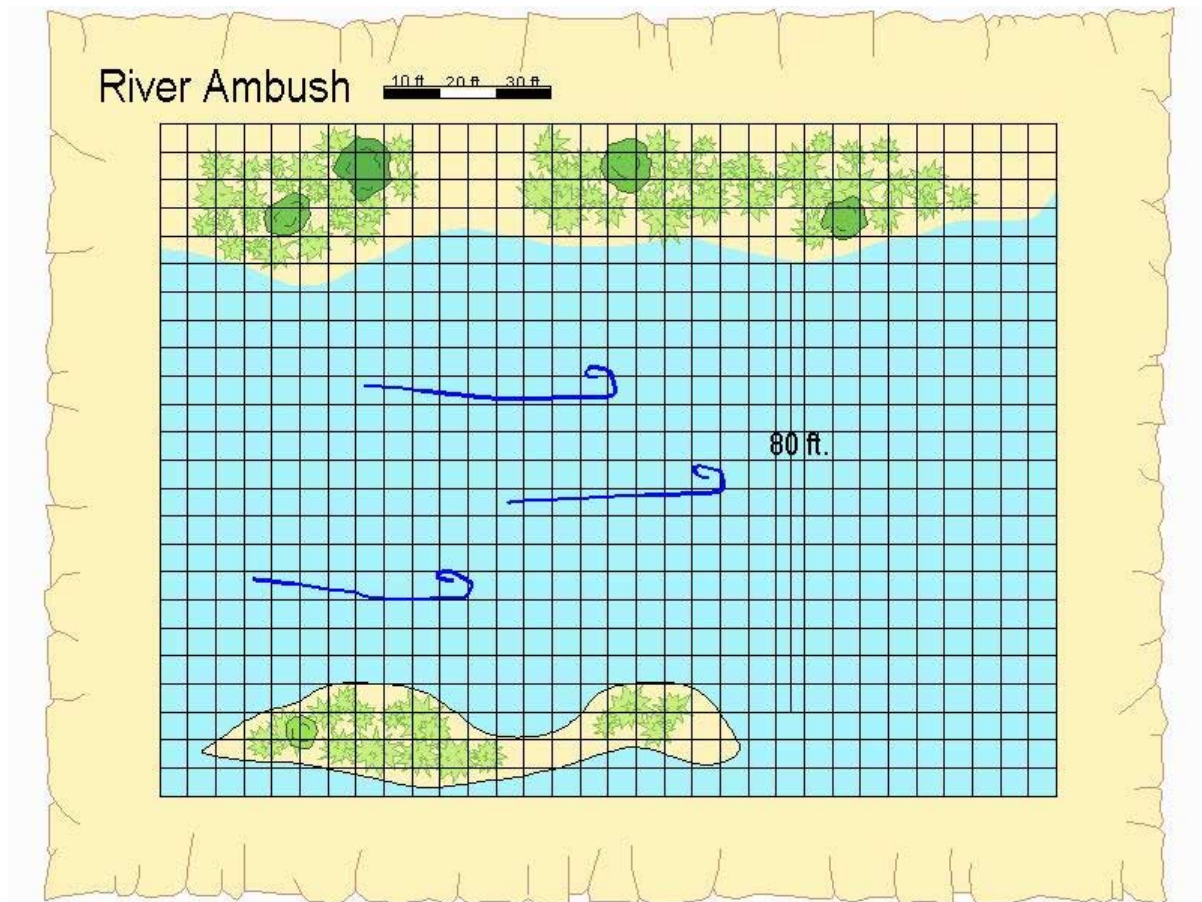
MAP 2: RIVER BARGE



## MAP 3: ROWBOATS

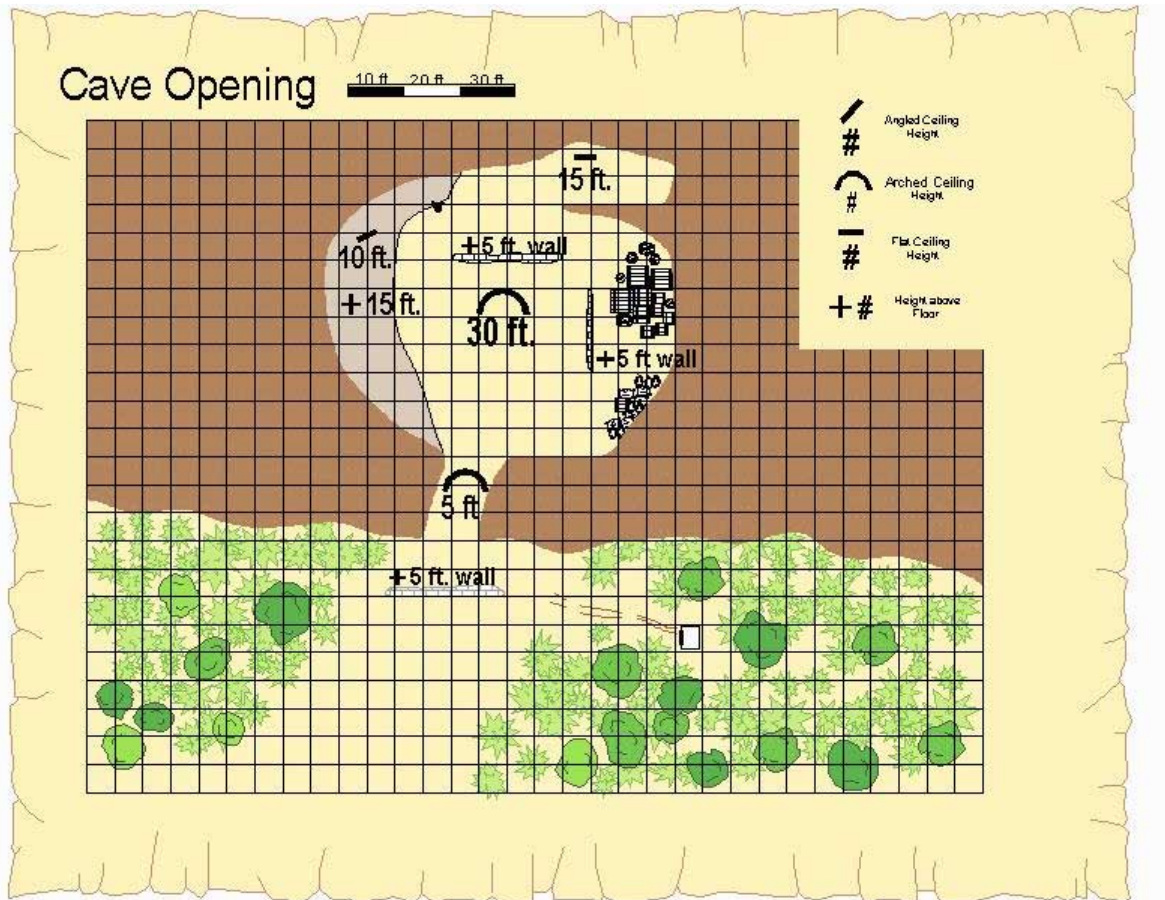


## MAP 4: RIVER AMBUSH





## MAP 5: CAVE OPENING



## ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

*Possessions:* Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

*Skills and Feats:* Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1<sup>st</sup>—*mage armor, sleep*.

*Spellbook:* 0—all of them; 1<sup>st</sup>—*charm person, mage armor, magic missile, sleep, summon monster I*.

*Possessions:* Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

*Possessions:* Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

*Skills and Feats:* Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

*Spells Prepared* (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1<sup>st</sup>—*bless, protection from evil\**, *shield of faith*.

\* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

*Possessions:* Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.