

URD4-05

Shaken, Not Stirred

A One-Round D&D Living Greyhawk® Duchy of Urnst Regional Adventure

Version 1.0

Round 1

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The Rhenee are threatening all out war if the Duchy doesn't meet their demands. Not that he is worried, but Ellis Lorinar suspects an unseen enemy is manipulating events. He needs allies he can trust for some covert investigating. But here's the risk: it requires going so deeply undercover, you may never get back out. This is an adventure for APL 4-12, for versatile PCs who can handle highly unusual situations, far outside their usual comfort zones.

This adventure is the sequel to URD1-09 "On the Rocks", URD2-08 "Freedom's Price", URD3-05 "Plague of Rage", and URD4-04 "Water Stilled"

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

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

any nonlethal damage or ability score damage, the DC increases to 12.

| Mundane Animals Effect on APL | | # of Animals | | | |
|-------------------------------|-----------|--------------|---|----|----|
| | | 1 | 2 | 3 | 4 |
| CR of Animal | 1/4 & 1/6 | 0 | 0 | 0 | 1 |
| | 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| | 1 | 1 | 1 | 2 | 3 |
| | 2 | 2 | 3 | 4 | 5 |
| | 3 | 3 | 4 | 5 | 6 |
| | 4 | 4 | 6 | 7 | 8 |
| | 5 | 5 | 7 | 8 | 9 |
| | 6 | 6 | 8 | 9 | 10 |
| | 7 | 7 | 9 | 10 | 11 |

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy

new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

Preface

This adventure is extremely challenging because PCs will be asked to play the adventure without any of their equipment. They are guaranteed to get it all back, but for a lot of players this may be too much to ask. For this reason there is an opportunity to bow out in Encounter 3. Certainly encourage the players to take it if this is clearly making them miserable. If a member drops out at this point adjust the tables APL, the party has two options. First, they can continue at the original APL with commensurate rewards. Second, if the party has changed APL due to a member leaving, they may choose to play with the new APL instead and with the proper rewards for that APL. Remember that even if a person leaves after Encounter 3 they cannot ever play this module. Get their

RPGA number and report the table as if they had played the entire module. Give them a signed AR with no rewards on it and continue on with the rest of the players.

The Real Deal

Everything revolves around a young Vetha of the Veldeen Rhenee named Myrya. A week ago, she and a dozen of her kin ran into a Ducal patrol while traveling the coast. It just so happened that the commanding officer was a minor noble of House Saevil, a merchant House with a long-standing dislike of the Veldeen Rhenee.

Four years ago, House Saevil used the bulk of their entire fortune to purchase Eralie's Stone, an elven relic they planned to resell at enormous profit. The ship transporting Eralie's Stone to Leukish was attacked and driven into a reef (these events occurred in URD1-09 "On the Rocks"). The circumstances of the attack, and the identity of the attackers, were never discovered, but the Veldeen Rhenee tried to lay claim to the cargo left in the wreckage and House Saevil has always believed they were responsible for the attack. Unable to prove their claims, House Saevil has had to settle for harassing the Veldeen Rhenee whenever, and wherever, they were able.

So when the Saevil officer ran across a group of Veldeen Rhenee, he arrested them on completely invented charges and sent them to prison in Leukish. He knew they would eventually be released, but for a few days they would suffer inside the prison.

Unfortunately, corruption is rampant at the prison. Among his many despicable business practices, the warden will occasionally sell prisoners to the notorious pirate Captain William "Gut-Muncher" Verone, to fight in his gladiator arena. The warden usually selects prisoners who won't be missed: criminals serving life sentences and transients. The group of Rhenee fit the second description, and they were sold to Captain William the night after they arrived.

For reasons no one in the Duchy fully understands, Myrya is incredibly important to the Rhenee. Her absence was noticed immediately, and the elder Vetha of the Veldeen Rhenee, Darla Seldoye (rescued from slavers during URD2-08 "Freedom's Price"), used her divinatory powers to find out where Myrya went.

She learned three things:

- Men of the Duchy abducted Myrya.
- She was taken to Leukish.
- She remains in captivity somewhere.

When Darla took word of Myrya's abduction to the other Rhenee, the usually divided barge-folk united to get her back. They came in force to demand the Duchy release her. They think the Duchy has somehow learned of her

importance to them, and is holding her to gain some advantage. They do not believe Duke Lorinar's assurances he knows nothing of the young Vetha.

The Rhenee do not want war, all they want is to get Myrya back, but they will do whatever they have to in order to get her back, even if death is the only option.

Adventure Summary

Introduction- The party is given a summons by a page of House Lorinar asking for a council.

Encounter 1- This encounter only happens if a player in the party has played any of the previous adventures. The party interrupts a heated argument between a Vetha, Darla Seldoye, and Ellis Lorinar. This argument stops as the party is used in the negotiation.

Encounter 2- Skipped if players played any of the previous adventures. New players interrupt a heated argument between a Vetha, Darla Seldoye, and Ellis Lorinar. This party witnesses the end of the negotiation.

Encounter 3- The PCs are asked by Ellis Lorinar to go undercover in Leukish prison, as inmates, and find a missing Vetha girl of the Veldeen Rhenee. She was incarcerated a week ago with a dozen of her kinfolk but has since disappeared

Encounter 4- Darla Seldoye gives the party a secret treasure to give to Myrya when they find her that may help them in their efforts.

Encounter 5- The PCs enter the Leukish prison system. After they are searched, they join the general population at the jail where they can search for information.

Optional Encounter 1- This happens only if the PCs try to escape from the prison. This encounter most likely doesn't happen if the PCs follow the story line. If they escape the adventure ends.

Encounter 6- The prison's power players send a group of toughs to test the PCs' strength.

Encounter 7- After the fight the PCs are confined to their cells. In the dead of night they are gathered by the guards and taken out of the prison for unknown reasons. If they resist, Optional Encounter 1 is played out. If they play along, they might learn a great deal about the girl from the guards.

Encounter 8- The players are sold as pit-fighters to a notorious Nyr Dyv pirate, William "Gut-Muncher".

Optional Encounter 2- This encounter happens only if the PCs try to escape "Gut-Muncher's" galley. If they manage to take the galley the adventure ends.

Encounter 9- The PCs arrive on the pirate island and notice many important details. They are taken to new cells and meet up with the missing Rhenee, the Vetha

Myrya, and an insane gnome “Scruffy”. The PCs and the Rhenee plan an escape yet lack a possible route.

Encounter 10- “Gut-Muncher” kills the Rhenee elder, Roum Seldoye, and the PCs learn that they are fighting in the pirate lord’s gladiator arena that evening. An escape route unknown to the pirates is also revealed.

Encounter 11- The Slave Lord Markessa the Red makes an appearance and a heated argument with “Gut-Muncher” thickens the plot. The PCs learn “Gut-Muncher” is using the arena fights as a means to draw the disparate Nyr Dyv pirates under his leadership.

Encounter 12- The mysterious Markessa the Green makes a brief appearance to help the PCs in their escape. If they have had previous favorable dealings with her, she offers additional aid.

Encounter 13- The PCs are led to the gladiator ring. There they must fight some Yuan-Ti pit fighters.

Encounter 14- The PCs make their escape attempt, without the benefit of any of their weapons or equipment, fighting their way bare handed past the prison guards. They have 50 rounds to escape (reaching Encounter 18) or they are recaptured.

Encounter 15- This encounter only happens if the PCs cannot get past the cell doors. Scruffy the gnome retrieves the keys at the cost of his own life.

Encounter 16- The PCs escape through the secret exit discovered in encounter 10. If the PCs search the room they find a logbook that exonerates the Rhenee of a past crime.

Encounter 17- The PCs lead the escape through an underwater crypt, and a trapped barbwire exit.

Encounter 18- The PCs commandeer a pirate ship for their escape, dealing with a skeleton force of drunken guards. If they succeed before the 50 rounds are up, they play Encounter 19. If they do not succeed in time they are recaptured and play Encounter 20. If the PCs are doing well there is time to sabotage to the other pirate ships, dealing the brigands a serious blow.

Encounter 19- If the PCs are successful Myrya seals the escape with a little Rhenee mysticism.

Encounter 20- This is the final encounter if the PCs are re-captured. They languish in slavery for a time before they are finally rescued by Ellis Lorinar.

Conclusion- If the party rescued Scruffy the gnome, he is revealed to be a long lost noble of house Burlondin. Lord Ellis, The Rhenee, and House Burlondin may all have rewards for the party depending on their success.

Preparation for Play

The judge should take note of which previous module the PCs played and which favors the players have.

- Earned the favor of the Rhenee from URD1-09 “On the Rocks” (this comes into play during Encounter 9 when the PCs first meet Roum Seldoye, and also determines if the PCs play Encounter 1 or 2)
- Rescued the Vetha Darla Seldoye from URD2-08 “Freedom’s Price” (this determines whether the PCs play Encounter 1 or 2)
- Earned influence from Ellis Lorinar from playing URD4-04 “Water Stilled” (this determines whether the PCs play Encounter 1 or 2)
- Earned influence with Markessa the Green from playing URD4-04 “Water Stilled” (this affects the outcome of Encounter 12)

Introduction

Apparently the Duchy is on the brink of war. Or, at least that’s what the gossips and minor politicians say. To pretty much everyone else, it just looks like a traffic jam.

A week ago, over a hundred Rhenee barges set up a floating barricade around Leukish, completely sealing the city from sea traffic. A delegation of Rhenee elders and Veth stormed angrily ashore demanding an audience with Duke Karll himself. They got one. Not even driftwood has passed through their blockade since, and the rumor mill is churning furiously.

It’s hard to know just how seriously to take this rather startling series of events. Public opinion is evenly split between those who find the menace laughable, and those who are cautiously worried. More than a few citizens would like nothing better than to use this as an excuse to launch a full-scale assault on the barge-folk and wipe them out. Others are deathly afraid of the potential casualties from a prolonged terrorist conflict with a people proven to be singularly stubborn, resourceful, and tenacious.

After six days, anger among the merchants and fishermen over the interruption to their business boiled over. Just yesterday a hotheaded ship captain from the County decided to force his way past the Rhenee barges and sailed straight for the blockade at full speed.

In a very efficient, coordinated attack, the Rhenee captured the entire crew, claimed the cargo, and sank the ship. Shortly afterwards they dropped the captain and crew on shore, stripped and bound. The Ducal Navy responded by positioning their own armada just 100 yards inside the barricade of Rhenee barges.

And there the two sides sit, staring each other down. Whatever is going on behind the closed doors of the Ducal Palace had better come to a resolution

quickly or there will be open violence in the waters around Leukish.

The adventure begins with the party in Leukish. No one believes the current standoff can end well, and people are simply waiting for the inevitable bloodshed to start.

A page, wearing the formal uniform of House Lorinar, sprints towards you. He comes to an abrupt halt before your group, standing at formal attention. Sweat flows freely from every pore, and his face is such a bright color of red it looks like it might explode at any moment. With a practiced flourish, he crisply smooths his sweaty blonde hair, and opens his mouth to speak.

All that comes out is a lung-clearing wheeze, loud enough to scare a flock of nearby seagulls into flight.

The page speedily clamps a hand over his mouth, his eyes wide with horror at his bad manners. With his other hand he reaches into his belt pouch and draws out a roll of parchment sealed with golden wax.

The note is elegantly scripted on the finest quality paper, and embossed with the golden seal of the Duchy. It is marred only by the sweaty hand print of the page. It is brief, to say the least.

"I have a proposition of interest to you. Come immediately and I will pay twenty-five gold Dukes just for showing up. Ellis Lorinar"

The page is too winded to speak, and even if he could he knows nothing. If the PCs refuse the summons, the poor fellow collapses and passes out. The adventure is over. If the PCs accept, he leads them to the Ducal Palace at a full sprint, sweat streaming behind him as he runs (a true miracle of endurance). When they reach the Palace, the guards part to allow them through and they are led through a maze of hallways to an inner conference chamber.

What happens next depends on what games the characters have played. Start with Encounter 1 if any PCs in the party meet any of the following requirements:

- Earned the favor of the Rhenee from URD1-09 "On the Rocks"
- Rescued the Veth Darla Seldoye from URD2-08 "Freedom's Price"
- Earned influence from Ellis Lorinar from playing URD4-04 "Water Stilled"

Otherwise, start with Encounter 2.

Encounter One: Hardball

The page throws open the doorway to one of the inner chambers. Inside are two people at a

conference table. Facing you on the far side is an elegantly dressed Suel man, in white military dress draped in medals. His white-blond hair is cropped severely short, and his goatee is trimmed to exacting angles. He sits stiffly, his elbows on the table and his fingers tented before his face. His jaw is clamped firmly shut.

Standing opposite him, and facing away from you is a woman in flowing red and black robes, embroidered with gold and silver edging. Her long, wavy black hair is streaked with gray, and cascades past her shoulders. One hand leans heavily on a polished ebony cane, while the other gestures wildly. You have apparently entered in mid-lecture.

"...And if you think," the woman roars at the other man, "...that you can exploit our personal relationship to gain some kind of advantage you have seriously misjudged me. The Veth have read the waters of the Nyr Dyv, and we know for a fact that she was here in Leukish. We also know beyond any doubt that a man of power and influence in the Duchy took her against her will. Now I am tired of this, Ellis. If you don't have anything different to say to me than your Uncle Karll is saying to the elders and the other Veth then..."

She pauses mid-rant as the man facing you looks past her, directly at your group. She whirls around and looks at you squarely. Her expression is hostile and her eyes are blazing. She looks you up and down angrily.

If any of the PCs earned the favor of the Rhenee from URD1-09 "On the Rocks" or rescued the Vetha, Darla Seldoye, from URD2-08 "Freedom's Price" read the following:

Suddenly the woman's free hand flies up to cover her mouth and she gasps in surprise. Her expression softens.

"Darla Seldoye," says the man on the opposite end of the table, "I believe you know these people."

Darla sniffs loudly and turns back to face the man. She stands for a long moment saying nothing.

If any of the PCs played URD4-04 and earned the favor of Ellis Lorinar, read the following:

"These are the good people who eradicated the Slaver base from under the village of Stillwater," Says Ellis Lorinar.

The woman presses her lips together and says nothing.

"The Slavers were quite a merciless bunch, weren't they Darla?" He continues. "Particularly to the Rhenee. More sons and daughters of the river-folk have been captured than any other race. What

they do to your people borders on genocide, wouldn't you say?"

The woman nods silently. As she turns back to face Ellis Lorinar, you can see her face has a grim look of malevolence and determination. Lorinar opens his mouth to continue, but Darla holds up her hand.

Continue with the following:

"Enough" says the old woman quietly.

There is uncomfortable silence for several moments before Ellis Lorinar continues, his voice low and quiet.

"These are the people who will find her, Darla. Will you give me seven days?"

"Very well." She says. "You have seven days. The elders and the Veth will be furious with me for promising you this, but you can have seven days and not an hour more."

She collects her robes around her, and turns back to face the doorway, looking past you to the hallway beyond.

"I must get back to the main conference chamber." She says, and ambles from the room leaning heavily on her cane.

The door closes behind her and Ellis Lorinar regards the portal calmly for some time. After a few moments, the muscles in his severely clamped jaw visibly relax.

"That went rather well." He says darkly, his eyebrows knotting together.

Ellis Lorinar tells the PCs he brought them here specifically as a bargaining trick to get Darla Seldoye to agree to temporarily break the blockade and give the Duchy a week to meet the Rhenee demands. When the players ask about these demands, go to Encounter 3.

Encounter Two: A Lovely Conversation

As the page reaches for the doorknob you hear high-pitched yelling beyond, swelling to an ear-piercing crescendo as he opens the doors.

"...and the horse you rode in on if you think I'm that stupid!" finishes an elderly woman, hollering at the top of her voice.

Inside are two people at a conference table. Facing you on the far side is an elegantly dressed Suel man, in white military dress draped in medals. His white-blond hair is cropped severely short, and his goatee is trimmed to exacting angles. He sits

stiffly, his elbows on the table and his fingers tented before his face. His jaw is clamped firmly shut.

Standing opposite him, and facing away from you is a woman in flowing red and black robes, embroidered with gold and silver edging. Her long, wavy black hair is streaked with grey, and cascades past her shoulders. One hand leans heavily on a polished ebony cane. You have apparently entered in mid-lecture.

"Seven days, Lorinar!" She hisses at him. "And not a single hour more. If you don't personally deliver her to me by then, you WILL have a war on your hands!"

She whirls around and looks at you squarely.

"Get out of my way!" She huffs as she shambles past, leaning heavily on her cane.

The door closes behind her and Ellis Lorinar regards the portal calmly for some time. After a few moments, the muscles in his severely clamped jaw visibly relax.

"Well that went extremely poorly." He says darkly, his eyebrows knotting together.

Go to Encounter 3.

Encounter Three – Down to Business

The first thing Ellis Lorinar does is drop a bag of gold coins on the table, 25 gp for each PC. This is theirs to keep, regardless of whether or not they choose to accept the mission. Then read the following:

"We'll have to discuss things as we walk, I have to pass this on to my uncle." Says Ellis Lorinar as he walks briskly through the door, with barely a sidelong glance at his exhausted page slumped against the wall wheezing loudly, but still making it to full attention, despite the obvious effort, as Lord Ellis walks by.

"The Duke has recently expanded my responsibilities. After my recent success against the Slavers I've been put in charge of the defense of the Duchy's borders with the Nyr Dyv, not just the border with the Abbor-Alz. Which is why I'm involved in this mess."

"This whole problem stems from an unfortunate but long-standing prejudice against the Rhenee, fostered largely by House Saevil ever since the debacle with the Eralie's Stone. Certain officers in the military practice a particularly vile form of harassment, arresting whole groups of the barge-folk on exaggerated charges and throwing them in prison pending trial. By the time the case is thrown out the poor souls have languished in jail for days.

"That's exactly what happened last week when one of our naval captains arrested a group of Rhenee that included a 10 year old Vetha named Myrya. The moment the Rhenee got word she was missing they set up their blockade around the bay. This little girl is apparently someone of great importance to them; they are willing to go to war to get her back.

"I immediately sent my men to the prison but she was nowhere to be found. The Rhenee had disappeared. The warden believes they escaped, which is entirely plausible given the frightening regularity with which the Rhenee escape our custody. And yet the Rhenee do not have her. I am, of course, searching the city and the countryside, but have turned up no trace.

"When my men returned from the prison, they reported it was 90% full, despite being filled to capacity less than two weeks ago. I know for a fact we haven't released that many prisoners. This leads to a number of rather disturbing possibilities that have to be checked out thoroughly and in a great hurry, and that's where you can help me."

Ellis stops abruptly

"I want you to go to prison."

These are the facts as Ellis knows them. If asked to speculate, he shares that he has long suspected the Rogues of Seltaren have agents inside the jail who break prisoners out for a suitable fee. Ellis believes they are somehow involved, either holding the girl hostage in order to ransom her back to the Rhenee or deliberately keeping her from both sides of this dispute in order to weaken the Duchy. He is, unfortunately, completely wrong. If the players make contact with the Rogues of Seltaren they have no information on the missing Rhenee.

If the PCs ask for specifics regarding House Saevil or Eralie's Stone, he summarizes the information in the Introduction.

If the PCs ask specific questions about the Leukish Prison and its complement of guards, Ellis summarizes all the information from Encounter 5.

When the PCs ask about Ellis' plans, read the following:

"My plan is simple. You will be arrested on fake charges of assault. You will then be taken to the general prison population to await trial in seven days. At that point, if you've found nothing, you will be released. No one in the prison administration knows anything about this, because everyone, including the warden, is suspect. You will be treated like a prisoner, so expect to be harassed, beaten, and poorly fed.

"I expect you to focus your energy locating this secret traffic flow of prisoners out of the jail. Find

out how the Rhenee left and then follow the trail wherever it leads. Since there is no one inside the prison to help you, you are on your own

"Obviously you cannot take your equipment or weapons with you into the prison. You will enter with nothing but the clothes on your back, and even those will be taken and replaced with prison uniforms. I don't trust the prison officials to keep your goods safe, so I will hold them for you. You have my personal guarantee that every last copper you leave in my trust will be accounted for, and if anything goes missing I will replace it. You are welcome to try and sneak in anything you think might be helpful, but I caution against it. The prison guards are very thorough when they search new prisoners, and anything they find is likely to disappear.

"I'll pay you well for your troubles. Believe me I can make it worth your while. Do we have a deal?"

Obviously, most players will be extremely leery about surrendering their goods. Ellis Lorinar offers whatever guarantees he can, and agrees to any reasonable steps the PCs request for additional security. If the PCs are uncomfortable leaving their goods with him, they can select any Ducal authority they like to act in his stead as long as the specifics of the mission are kept confidential. If the PCs don't want to take the mission, there are no hard feelings and they are free to leave with their 25 gp. Give those players the AR, marked accordingly.

If the players accept, Ellis tells them to get one last good meal and night's rest, and return at dawn. The next morning Ellis greets them in his office. He personally catalogues every item the PCs leave in his care, and every item is locked in his office safe. When the characters are stripped down to their clothes, and whatever other items they might be trying to sneak in, he calls in his guards. They lock the PCs in manacles and lead them off to jail.

If any of the PCs are burdened with cursed magical items which cannot be gotten rid of, Ellis Lorinar brings in a 12th level cleric in his employ to cast *remove curse* or *break enchantment* to be rid of it where applicable. If a cursed item cannot be removed in this way, arrangements will be made if possible (for something that has no benefit like the *Hands of Yagrax*), but if PCs have cursed weapons, items or armor that cannot be removed and could be useable in prison, they will have to bow out of the mission. All items allowed into the prison because they are cursed and cannot be removed are securely connected to the character or isolated somehow as follows:

- Any items that must stay close are strapped to the characters back with a leather and cold iron harness that is locked in the front. It consists of a 30 pound cold iron box with eight hinged, rib-like bars that connect at the front and overlap for a snug fit. A rough layer of leather is under the box and straps to

“protect” the skin. It smells like it has been worn by a thousand men. The bars are locked with a sturdy padlock in the front.

- Rings and boots are covered with a cold iron box that locks on to a standard manacle (sans chain). They are heavy and cumbersome, giving a -2 circumstance penalty to any attack or dexterity based checks while worn.
- For belts, cloaks, clothing and anything else that cannot be removed or easily isolated, a necklace is placed on the character. It has a special variant of the *alarm* spell that will notify the warden if any magical effect is triggered by the character in any way (this includes spell casting, using a supernatural or spell-like ability, or activating a magic item). There is an obvious blue glow that goes away if the alarm is dispelled, activated or removed so the guards will know something has happened.

If none of the PCs have any curses, feel free to point out that some of the prisoners are bound with the above items.

Treasure:

APL All: L: ogp; C: 25gp; M: ogp.

Encounter Four – Some Lovely Parting Gifts

Read the following, as the PCs are just about to leave the Ducal Palace. The Vetha gives her gift to the PC with the highest Charisma.

Darla Seldoye stands blocking the hall. Her face is blank but there is an undeniable aura of strength and authority about her.

“Take this and hide it somewhere.” She says, giving you a diminutive cloth pellet about a half-inch across. “Put it in your pocket, hide it under your tongue, whatever, I don’t care. Just make sure the prison guards don’t find it when they search you. If you find Myrya, give this to her. She’ll know what to do with it. It is an old Rhenee trick, part of the reason your soldiers have such a hard time keeping us in your jails.”

And with a solemn nod of her head she turns and ambles awkwardly away without a second glance.

The pellet is a waterproof backpack full of equipment, shrunk to miniscule size by a Rhenee magic similar to a *shrink item* spell. If the PCs take reasonable steps to conceal the pellet, it won’t be found during the search at the prison, and later on the pirate ship. The guards are looking for weapons and valuables, not what looks to be a large ball of lint. The PCs can break the enchantment at any time by throwing the pellet firmly to the ground

(though nobody will tell them this unless asked), at which point the backpack returns to normal size. Of course then the contents are subject to being found and confiscated. The PCs are better off to leave well enough alone and simply hold onto until they find Myrya.

Inside the backpack are the following: a vial of instant rope, a vial of long breath, a sunrod, a set of thieves tools, one spell component pouch for each spellcaster in the party, one holy symbol for each cleric or paladin in the party (of the appropriate god), and one dagger for each PC. Also inside is a parchment, describing how each item is used.

Treasure:

APL All: L: 9gp; C: ogp; M: Scroll of Silence (Value 13gp per character), Wand of Bull Strength 17 charges (Value 8gp per charge per character)

Encounter Five – Scum and Villainy

A map of the Leukish prison is not provided, because the PCs are not expected to spend much time there. Nevertheless, some PCs may panic and try to escape (see optional Encounter 1), so following are some standard features of the structure.

☛ **Superior Masonry Walls:** 1 foot thick; Hardness 8; 90 hp; Break DC 35; Climb DC 20.

☛ **Strong Wooden Door:** 2 in. thick; Hardness 5; 20 hp; Break DC 25; Open Locks DC 20.

☛ **Portcullis, Iron:** 2 in. thick; Hardness 10; 60 hp; Break DC 25.

☛ **Windows Barred:** 2 in. thick; Hardness 10; 60 hp; Break DC 30.

- Torches light the halls every 40 feet. They are extinguished at night and the guards carry bullseye lanterns to patrol.
- There are sixty communal cells where the prisoners usually spend the night, roughly eight to a room. Men and women are not segregated, but the typically grumpy and violent half-orcs are often kept apart from the rest of the population. There are a dozen smaller cells where new groups of inmates are kept for their first week of incarceration, and which also double as solitary confinement.
- The prison was built to hold 500 prisoners, but typically holds nearly 600. Currently there are only 463 inmates; 81% human, 6% half-orc, 5% halfling, 3% elf, 1% gnome, 1% dwarf, and 3% other.
- The entire building is surrounded by a curtain wall 35 feet high. Two patrols walk the outer wall at all

times. Each patrol consists of 6 guardsmen and one sergeant. All are Suel, and 80% are men.

- There is a single inner courtyard, called the Recreation Area, at the very center of the building. It is a muddy field of grime about 100 yards square. This is where the prisoners are left to mill about during the few hours of “free time” each day. Another two patrols keep constant watch of the courtyard from the top of the 50-foot walls encircling it.
- There are another 8 guard patrols touring the main floor of the prison. This means there are a total of 84 guards at the prison at any given time. Statistics for the guards are in Appendix 1.
- The manacles used are typical and use the Players Handbook statistics (DC 30 Escape Artist check or DC 26 Strength check – 10 Hardness, 10 Hit Points).
- Though this is a prison, there are many common items which can be found lying about that are useful to spell casters. Below is a list of example items that can be found and their corresponding spells they are the component for. Do not give players a list of what they can find. If they ask if they can find it, then tell them yes. If they don't ask, then obviously they don't care enough to be paying close attention. Here are a few examples of some material components that can be found:
 - A morsel of food the animal likes for *Animal Messenger*.
 - A pinch of powdered iron or iron filings (easily acquired by rubbing a rock against bars) for *Antimagic Field*.
 - A pinch of soot and a grain of salt for *Comprehend Languages*.
 - Powdered Lime and Carbon for *Greater Magic Weapon* (dead prisoners are often covered with lime until arrangements are made for the body to be disposed of).
 - A drop of oil and a small piece of lint for *Flame Arrow*.
 - Even a piece of shell from a tortoise or turtle can be found for *Protection from Arrows*. After all, Leukish is by the water and it's not all that unreasonable to think that a turtle or two come in at some point in time.
- Basically allow any reasonable item to be found and/or fashioned (this goes for holy symbols as well for a Divine Focus to cast Clerical Spells) that could reasonably be found in an urban prison environment. There are vermin, rats and bats that live in the prison in addition to the prisoners. Don't be afraid to require appropriate skill checks if you

feel they are necessary to find it. Search, Spot, Craft: Alchemy, Knowledge: Arcana and Gather Information of various DCs are all appropriate skills to use.

The jail is a suitably depressing, massive, block-like structure, covered with grime and lichen. The PCs are led through a series of gates and portcullises, and then taken one at a time through the tiny processing chamber where they are strip-searched by six guards.

The guards make a lot of extra money pilfering goods from prisoners, so they do a very thorough job of searching garments (taking 20 on their Search checks for a total result of +24), looking for hidden pockets, items sewn into the hemlines, etc. The DC for the guards' checks is based on DM's discretion, and depends on what skills the PCs used to hide the items (i.e. Profession – tailor, Sleight of Hand, etc.).

They are much less thorough searching the characters themselves. PCs trying to sneak in small items make a Sleight of Hand check opposed by the guard's Search check (+2 bonus). Because the guards aren't paying attention, characters without ranks in Sleight of Hand can make a check untrained. PCs that are creative (hiding things in their mouths, braiding small items into their hair) get up to a +4 bonus at the DM's discretion. A successful Bluff or Diplomacy check (DC 15) grants up to a +4 circumstance bonus.

If the PC does anything suspicious, or if the guard searching his body actually finds something, the examination goes from a light frisking to a full-body cavity search. In game terms, one guard takes 20 on his Search check, and three others attempt to use the Aid Another action (for a total possible results of +28).

As mentioned above, the cloth pellet from Darla Seldoye is not found if the PCs take reasonable steps to conceal it.

After the search, the PCs get their prison uniforms and the group is assigned to a cell. After a couple of hours they are turned loose in the Recreation Area with the general population. Read or paraphrase the following.

The air is thick with the rank sting of old sweat. You can taste it in the back of your throat. The mob in the recreation yard is a miserable, motley bunch. Young and old, men and women, of every race stock the prison. Some tremble weeping in the corners, others stalk the yard with a look of such seething hate others clear them a wide swath. For now, the other prisoners leave your group alone, though it is clear you are being carefully scrutinized from every direction. People are sizing you up.

It's two hours until everyone is herded back to their cells for the night. For the time being, the PCs are left alone while the power groups in the prison population figure

out how they can use the newcomers to their advantage... and whether violence will be involved.

There is time for three Gather Information, Intimidate, or Diplomacy checks. If the party splits up, each group gets three checks apiece. Depending on the check result, the PCs meet one of the following NPCs, and through skillful role-playing can learn a lot about the prison.

DC 5

Sojak: this male gnome spends most of his time snooping in corners and talking to rats. He believes he can control them telepathically. He is imprisoned for forgery in the service of House Teranor and has been in here for over two years. He truly believes the nonsense he spouts. It takes a Sense motive check (DC 20) to uncover his lies for what they really are.

- The prison has dozens of secret escape exits, it's just a matter of finding one (**False**)
- The Warden feeds a devil in the dungeon. (**False**)
- The guards deliberately underfeed us to keep us weak. If you want to survive eat the insects and the rats. (**Partly True**)

Hillary: This older lady has spent the better part of her life here. She obviously has no problem getting food as she easily weighs over 300 lbs. She has no conscience, and is a convicted serial killer. She still has considerable wealth in her holdings in Leukish and somehow still manages to keep control over it. A steady stream of bribes to the warden keeps her fed to excess. Once the PCs meet her, she is willing to reveal some little tidbits of information only if someone is willing to rub her stinking, fungus-ridden feet. She freely makes things up to impress her audience (Sense Motive DC 15 to detect).

- If you die here, your soul gets trapped in the walls. If you listen you can hear the stones screaming. (**False**)
- The Warden and the guards are wholly corrupt. For a little gold you can get anything you want in here; food, liquor even women, but then why pay for something you can get for free <wink>. (**True**)
- Witches protect the prison with spells. (**False**)

DC 10

Glen: Commonly called "Slim", Glen is a Suel man with a growth disorder, standing 6' 7". He has disturbingly elongated limbs and facial features. He was once the prison's bookkeeper. A few years ago, when the warden took over, there was a discrepancy in the books and Glen was convicted of embezzling. Glen had a complete meltdown and killed two guards with an ink pen. Glen was framed by the Warden, who needed to cover his own theft of prison funds. PCs talking with Glen have to endure listening to him preach his innocence before he

parts with any information. He must be handled with kid gloves, however. If the PCs are aggressive or threatening he starts to stutter, wets himself, and then dissolves into hysterical weeping.

- The warden is awfully wealthy. And the guards have better equipment than they should be able to afford. (**True**)
- There are prisoners going missing. Not a lot, but enough to notice. (**True**)
- The Rhenee were here, there was a young girl with them. (**True**)

DC 15

Justin: "Crazy-legs" was once a revered pirate on the Nyr Dyv and since his arrest and imprisonment five years ago has attempted escape over forty times. He has a wooden leg, is missing his left ear, his right eye, and four assorted fingers. As much as he is limited in physical attributes he has learned to rely on his wit. Despite his free-wheeling attitude, and outwardly friendly demeanor, this man is utterly without morals. Justin has a lot of influence with the prison's crime lords, and by calling in favors could have any prisoner killed. He has done so on more than one occasion. Still, he knows a lot.

- The Rhenee were here but the guards took them all in the night. (**True**)
- I hear the Warden is selling prisoners to a group of necromancers to create an army of undead. (**Partly True**)
- The Rhenee were falsely accused of trying to steal an artifact from House Saevil. (**True**)

PCs trying to get information by eavesdropping on the guards, observing the environment, or other creative, indirect means can learn the following with a successful DC 10 Listen check.

DC 10

- The prison is not full.
- There are far fewer fit males in the general population than one would expect.

DC 15

- Rats and other vermin abound.
- The guards are far more active at night.
- The walls are well maintained, as are the gates.

DC 20

- The guards are all nervous about something coming up in two nights.

Optional Encounter One – Escape!

If at any point during their stay in the prison, the PCs try to escape, or start a major conflict with the guards, the full force of the prison comes down on them. This will happen in the following order:

- Round 1: six guards try to subdue with whips and saps.
- Round 3: twelve guards and two sergeants join the fray, again trying to subdue.
- Round 7: Another twelve guards and 2 sergeants arrive, and now all the guards fight to kill. The prison goes into lock down.
- After 30 rounds the warden activates a *guards and wards* spell that encompasses the entire prison and he sends for help in Leukish.
- In ten minutes a division of 50 soldiers (Ftr2), 2 sergeants (Ftr3) and 1 lieutenant (Ftr7) arrive.

There is no map of the prison, so if this happens the DM will have to improvise.

APL (All) EL(Varies)

🔥 **Guardsmen (Varies):** Ex-Mnk2, Ftr2, Rog1; hp 42 each; see Appendix 1: NPC and Monsters.

🔥 **Guardsmen Sergeant (Varies):** Ex-Mnk 2, Ftr4, Rog3; hp 70 each; see Appendix 1: NPC and Monsters.

Developments: If the party is subdued or gives up before the *guards and wards* spell is activated, they are thrown into solitary confinement without food or water. This may lead to dehydration or starvation (DMG p304). After three days, they are beaten severely (lose ¾ of their hp to subdual damage) and thrown right back into the general population. Proceed immediately to Encounter 6.

If the fight escalates to the point where the *guards and wards* spell is activated, the adventure is over. Ellis Lorinar arrives just as things are getting truly hairy and removes the PCs from the prison, excusing them from further service. Give the PCs their AR, and award them 25gp and whatever XP they have earned so far.

If the PCs actually escape, which is entirely possible, especially for high-level PCs, the adventure is also over. The characters can learn nothing new from outside the prison. Word eventually reaches Lord Ellis, who summons the PCs and releases them from his service. Give out the AR as above.

Encounter Six – Wouldn't Be Fair Without A Fight

At dawn the prisoners are hauled out of their cells, chained together at the ankles into groups of twelve and sent to do manual labor. The PCs are assigned to mucking out the privies and sewer lines in the prison. Again, they may try to escape (see Optional Encounter One), or try to learn more rumors (see Encounter 5). The guards punish prisoners who talk too much outside of the recreation area; after the PCs learn two rumors the guards make whip attacks doing 1d6 subdual per round until they quiet down. After ten hours of labor, all the prisoners go back to the recreation yard for a few hours and then back to their cells for the night.

Tonight the prison's gang bosses have decided it's time to show the new inmates who is in charge. They send the meanest of their bad boys, to give the PCs a good beating. Initially, the guards do not interfere because the Warden secretly encourages gang activity. After all, the more the prisoners fight amongst themselves the less of a threat they present to the guards.

APL 4:(EL 5)

🔥 **Lynn Heidebrecht:** Male Suel Human War5; hp 43; see Appendix 1: NPC and Monsters.

🔥 **Thugs (4):** Male Suel Human War1; hp 9; see Appendix 1: NPC and Monsters.

APL 6:(EL 6)

🔥 **Lynn Heidebrecht:** Male Suel Human War6; hp 51; see Appendix 1: NPC and Monsters.

🔥 **Thugs (4):** Male Suel Human War2; hp 15; see Appendix 1: NPC and Monsters.

APL 8:(EL 8)

🔥 **Lynn Heidebrecht:** Male Suel Human War8; hp 67; see Appendix 1: NPC and Monsters.

🔥 **Thugs (4):** Male Suel Human War3; hp 21; see Appendix 1: NPC and Monsters.

APL 10:(EL 10)

🔥 **Lynn Heidebrecht:** Male Suel Human War8 Ftr2; hp 85; see Appendix 1: NPC and Monsters.

🔥 **Thugs (4):** Male Suel Human War4; hp 27; see Appendix 1: NPC and Monsters.

APL 12:(EL 12)

🔥 **Lynn Heidebrecht:** Male Suel Human War8 Ftr4; hp 115; see Appendix 1: NPC and Monsters.

🔥 **Thugs (4):** Male Suel Human War6; hp 39; see Appendix 1: NPC and Monsters.

Tactics: Lynn jumps the strongest looking PC from behind in an attempt to gain a surprise round. He is dumber than dirt, and simply tries to beat the PC to a pulp. The other prisoners quickly clear a large circle around them to watch the fight. If Lynn is clearly losing, or if other PCs join the scuffle, then the Thugs step in to help. If things are going bad and the PC has befriended any of the NPCs in Encounter 5 they will step into the melee and pair up with a thug. They will not however try to confront Lynn. Considering the reputation of each NPC any thug will back down after two rounds.

If someone casts obvious offensive spells, the guards step in immediately and whip the spell caster into submission (use the Guardsman statistics from Appendix 1). Then they slap on manacles and a mouth lock (a metal bar that rests between the teeth, held in place by a chain around the back of the head) that makes casting spells with verbal components impossible. Wizards may protest such treatment verbally. If they present a reasonable case (preferably with a cash bribe), they may make a DC 20 Bluff (the guards are used to being lied to) or a DC 15 Diplomacy check. Give up to a +4 circumstance bonus for every 5 gp offered the guard to let them continue to fight.

Once one side is defeated, the guards step in, whip each of the winners once for good measure, and then throw everyone into their cells for the night. They confiscate any weapons or valuables that were visible during the fight.

Encounter Seven – Licking Ones' Wounds

The night passes uneventfully, and come morning the PCs are again chained together to clean out the sewers and privies. At the end of their second backbreaking day of hard labor, they are thrown back into the general population in the recreation yard where the mood has tangibly shifted.

Like it or not, the PCs are now marked men. If they defeated Lynn, the prison's gangs sense a potential threat and are planning ways to beat down the new toughs at all costs. If the PCs were defeated, this marks them as easy targets for every other mean-spirited bully in this place, and there are a lot of them.

The DM should use the same personalities and rumor list from Encounter 5, except the DC for any Charisma related skill checks goes up by 1+APL. If the PCs seek out some of the NPCs they met earlier, Sojak and Glen are noticeably afraid of them and Justin is rude and condescending.

Nothing happens, however. At the end of free time, the PCs are escorted back to their cells.

Shortly after midnight, six soldiers storm the PCs cell and lock everyone in manacles. If the PCs start a


fight, the DM should treat it as an escape attempt and play Optional Encounter One. Read the following if they play along:

The guards half-push, half-drag you down the hall. This time, however, they are taking you deeper into the prison taking innumerable stairways, gates, twists and turns.

Suddenly you are outside, under a darkened sky. The air smells clean, and sweet. You are walking through an uninhabited warehouse district heading towards the docks.

If the PCs attack their guards, the DM should resolve the battle normally. The guards fight to the death using their most lethal means. If the PCs defeat the guards, they are free but the adventure is over.

APL (All) (EL 4)

 **Guardsmen (6) War:** hp 9 each; see Appendix 1: NPC and Monsters.

If they follow along, they can extract some information from the guards, who are downright chatty. They're getting paid extra for this, which puts them in a good mood. Each successful DC 10 Gather Information check or DC 15 Diplomacy check reveals one new piece of information. It is obvious the guards do not expect the PCs to return to the prison.

- The warden occasionally sells prisoners to the pirates of the Nyr Dyv.
- The guards are getting generous kickbacks for this.
- They brought the Rhenee to the pirates a week ago. There was a young girl with them.
- They do not know what the pirates do with the prisoners, but they never, ever, return.

After an hour's walk, they reach the pirate ship.

Encounter Eight – All Aboard

The guards lead you through the maze-like wharfs to a remote area clogged with old ships. You finally stop and climb the gangplank to a large, but unremarkable galley. There are over fifty sailors on board. Also on deck are two other groups of guards and prisoners from the jail.

On the foredeck is a small table, set with two flickering candles and a big bottle of wine. Two men sit on stools, each holding a metal mug talking. One of them, a tall man whose stomach hangs well over his belt, stands up and points at you, spilling his wine in the process. His face is scarred with pockmarks and he needs a shave. He wears a greasy, stained uniform of some sort, similar to the ones the guards in the prison wore.

"There they are, Captain!" He bellows. "There are your new pit fighters. You should have seen how they handled the fight with Heidebrecht. I should charge you double for them!"

At this point the man goes into a glamorous expository about the prowess the PCs showed while in combat, inflating their accomplishments to embarrassing heights. The DM should ad-lib, adding appropriate descriptions and embellishments before continuing:

He roars with laughter and pounds the other man on the back. The other man wears a red silk shirt, snug black pants and tall leather boots. He has olive skin, and long, slicked-back black hair. He laughs along with the fat man.

"Sir," he says, "you never cease to amuse me. But if you don't mind I must set sail immediately in order to be gone before dawn."

The sailors then lead the shackled prisoners down below, and the guards silently file off the ship.

A DC 10 Sense Motive check reveals the Captain despises the Sergeant.

After they witness this exchange, the sailors hustle the PCs below deck where they are thrown into yet another cell. Once again they are searched for weapons and valuables, just as with the prison guards in Encounter 5. If the PCs still have the cloth pellet from Darla Seldoye, the pirates don't find it. After the search, the character's hands and feet are manacled.

The ship sets sail immediately. After an hour or so the Captain comes below decks. Read the following.

The Captain and half a dozen other pirates come to the front of the cell. He looks you up and down smiling broadly.

"That idiot Sergeant was right." He says. "He should have charged me double. By the Nine Hells, I would have paid triple!"

He and his men roar with laughter.

"Tomorrow night there will be a fight to remember!"

Optional Encounter Two— Escape (Again!?)

While the PCs will almost certainly consider escape, the odds are stacked so horribly against them any attempt would be almost certain death. If this is not immediately apparent to them, the DM should remind them they are bound, caged, at sea, with no idea where they are, outnumbered, and, lest they forget, still on a mission. Hopefully most players will realise that this is almost certainly where Myrya was taken, and they will play along.

The pirates and the Captain do not talk to the PCs, and outright ignore any attempts at conversation. Any attempts to use Bluff, Diplomacy, and other such skills will be reported to Captain, as will any spell-casting observed. The Captain will beat offending PCs into unconsciousness personally for such offences, but will delegate further attempts. If the PCs are extraordinarily creative and somehow manage to win over a pirate to their side, (such as through a *charm* spell), the DM may have to ad-lib. They have the same information to offer as the guards from Encounter 7.

If the PCs try to escape or take the ship by force, all fifty sailors attack to kill, and the Captain pulls no punches either.

APL (All) (EL 17)

🔥 Pirates (50): Male Human War1; hp 9 each; see Appendix 1: NPC and Monsters.

🔥 Captain William "Gut-Muncher" Verone: Male Human Rog5/Etr5/Dread Pirate 5; hp 102; see Appendix 1: NPC and Monsters.

Even if the players win, they have to find a way to sail the ship and any surviving sailors certainly won't help. If the PCs cannot manage the boat, they drift for two days at which point the Ducal Navy locates them and takes them back to Leukish. A very disappointed Ellis Lorinar pays them 50 gp each and releases them from his service.

If they can somehow handle the boat, through their own skill, or through coercion of the crew, they still don't know where to go. The Captain keeps a series of contradictory and outright fake maps that makes finding the destination impossible. They will ultimately be forced to return to Leukish with the same result as above.

Encounter Nine – There Be Rum

The pirates sail through the night. Eventually they weigh the anchor and start hauling the prisoners out of the hold. The PCs' feet are unbound, but their hands remain manacled. Read the following:

The sun beats down on you from a clear blue sky. The boat is anchored in a rocky cove, hidden from the Nyr Dyv by tall walls of stone disguised to look like cliff faces from the outside.

The boat is moored a hundred yards away from a beach before a vast forest. You see six other ships anchored nearby. This place must be pretty isolated for this many pirates to gather without attracting the attention of the Ducal Navy.

The pirates shove you towards one of the long boats and load you in. The crew lowers the boat to the water, and you are set to work rowing to the island.

This is apparently some kind of pirate settlement. All over the island are clusters of tents, hammocks strung between trees, and shelters of insect netting. Hundreds of pirates are milling about in groups, eating, laughing, tending to their equipment, and drinking heavily. Even the ground must be fairly saturated with alcohol, as you can smell it the moment you reach shore.

The broad sandy beach where you stop is crammed with dozens of rowboats from the other ships. The sprawling shantytown begins on the left side of the beach and occupies much of the forested side of the island. The other side of the island is a low, rocky plateau, and an old, moss covered stone staircase climbs from the beach to the top. Next to the stairs, built against the rock walls, is a makeshift wooden stockade. The other prisoners from your boat are shoved inside to join a group of roughly fifty grubby, human men. The stockade is heavily guarded.

You, however, are escorted up the stairs to the plateau. When you reach the top you see there is a natural bowl in the rock that has been converted into an arena. The floor is covered with blood stained sand. There is an old stone building inside the arena against one of the walls. The pirates take you to the building through an open archway, carved to resemble fish and dolphins frolicking in the waves with an intricate symbol carved on the capstone. Inside, you go down a long flight of steps lit by guttering torches. You pass through a room filled with weapons, and finally they throw you into yet another cell. The same symbol is carved above every archway and door in the building. Inside the cell are a dozen Rhenee, and an emaciated gnome with a disturbingly broad smile. The gate slams shut with an ominous clang.

Give the PCs the following information if they ask the appropriate questions:

- The stone stairs at the beach and the stone building are of very old construction. They obviously pre-date the pirate settlement.
- Knowledge – Religion check (DC 12) or a Bardic Knowledge check (DC 17) reveals this is the holy symbol of Xerbo.
- Knowledge – Religion check (DC 17) or a Bardic Knowledge check (DC 22) reveals this building is actually an old temple to Xerbo.
- Knowledge – Religion check (DC 20) or a Bardic Knowledge check (DC 25) reveals that this temple was one of many established in the Nyr Dyv several decades ago. The temples were part of a pilgrimage trail, where resident clerics would minister to the faithful and sell their services to travelling sailors. The clerics were committed to their shrine for life,

and were buried in crypts below the temple so that even in death they would remain part of their chosen location. The temples fell out of favour and most were abandoned.

- The fact that the same symbol is carved above every entry is important when the PCs are taken to the sergeant's office during Encounter 10. At that point they may notice the same symbol carved into the wall, with no apparent doorway beneath it.

This should be an immediate clue that there is a secret door in the sergeant's office. The DM needn't fret if the PCs don't notice the significance of the symbol; someone will help them if they don't.

The gnome, named Scruffy, is thin to the point of looking skeletal, and is quite deranged. He happily introduces himself to the PCs, and offers them each a glass of vintage red wine from his private stock (actually a mug of sludge from the privy) or a small snack from a tray of hors d'oeuvres (dead bugs arranged artfully on a broken piece of slate). He remembers nothing of his past, and has no useful information about the island or the temple. He is impossible to offend, and treats the PCs as his closest, dearest friends.

Once he learns the PCs are going into battle in the arena, he insists they take his hidden cache of weapons. This amounts to a sling and six Halfling skiprocks (see Appendix 2 for details).

The Rhenee, on the other hand, are less friendly. They do not speak to the PCs unless approached.

Through the small crowd of Rhenee, you see an unusual sight. A little girl sits on the floor playing marbles with a teenage boy. The Rhenee stop as they notice you and clean up their game. A larger Rhenee steps forward.

"I am Roum Seldoye of the Veldeen Rhenee. What do you want?"

Roum is a patriarch of the Veldeen Rhenee. If any characters played URD1-09 "On the Rocks" they recognise him immediately. He glares fiercely at any PCs who earned his enmity during that adventure, but says nothing.

If any PCs played URD2-08 "Freedom's Price" and rescued Darla Seldoye, he gushes with joy and embraces them warmly. In this case, he temporarily forgives any bad blood with other PCs from URD1-09.

The young girl is Myrya, and she talks and acts with the confidence and poise of an adult. The other Rhenee are supremely protective of her and sacrifice their lives defending her. If the PCs say they are here to rescue them, they are initially wary, asking many questions. Eventually, though, Myrya says simply "It's OK, they're telling the truth. I trust them." Thereafter the Rhenee treat the PCs as allies.

When talk turns to escape, read the following:

"The best chance to escape will be later tonight." Says Myrya with an air of confident authority. "Pirates from across the Nyr Dyv are here to watch the gladiator fights. They've been doing so for several days now, and tonight is the grand finale. There is to be some fantastic chariot race at midnight, and it's all the pirates can talk about. They will be deeply distracted and extremely drunk."

"The problem is, the only exit is on the arena floor"

Roum draws an accurate floor plan of the prison in the sand, using marbles to represent the guards (Give Player Handout #1 to the PCs and have Roum explain to them what everything is). Typically there are six guards, except during the gladiator matches when one or two sneak out to watch the fights. Myrya suggests that during the chariot race more of them may slip away. The biggest unknown is the sergeant, who goes to and from his office at the end of the hall on an unpredictable schedule. The Rhenees have no real plans yet, and desperately look to the PCs for guidance.

If the PCs give Myrya the cloth pellet, she smiles wryly and raises an eyebrow. Roum chuckles and says "Darla is going to give away all of our secrets." and the girl throws it to the ground. The shrunken backpack enlarges and the PCs are free to use whatever they find inside.

Inside the backpack are the following: a vial of instant rope, a vial of long breath, a sunrod, a set of thieves tools, one spell component pouch for each spellcaster in the party, one holy symbol for each cleric or paladin in the party (of the appropriate god), and one dagger for each PC. Also inside is a parchment, describing how each item is used.

Characters with clerical magics now have a divine focus with which to pray and memorize their spells. Any spell used within the last 8 hours is unavailable, but consider all other empty spells slots as fillable under normal rules. Wizards do not have spell books (unless they've made other preparations), but now have spell component pouches to cast their magics.

Encounter Ten – Gut-Muncher Strikes

Nothing happens for eleven hours. This gives the PCs a lot of time to be creative. Try not to stifle their creativity too much. If they manage to win their freedom early assign them half of the experience points that they would have missed. Keep in mind that the island is crawling with pirates and covered in sand. Even the most sneaky (or even invisible and flying) of PCs will get noticed before to long.

Clever parties might have a way to alert Ellis, if they do it soon enough, the Ducal Navy will be sailing in as they sail out. The award for this is the same as if the party had sabotaged the ships as the Navy makes short work of the pirates.

As the sun sets, it starts getting noisy outside, as crowds of pirates jam the arena. Just before the first match starts, Captain William strides down the hall to the Sergeant's office. A short time later two dozen heavily armed pirates arrive, and tow the PCs, Roum, and five of the heartier looking Rhenees into the office as well.

As the guards cram everyone into the room, each PC gets a Spot check (DC 15) to notice that the same symbol carved above every doorway in the building is carved into the wall behind the sergeant's desk. Right underneath it is a tapestry. PCs who declare they are scrutinising the room get a +4 circumstance bonus. The symbol is carved above a secret door, as yet undiscovered by the pirates because the Sergeant unwittingly hid it behind the tapestry.

If the PCs see the symbol and realise it indicates an escape route from the prison they earn bonus experience. If they don't, Roum notices it. He elbows the nearest PC in the ribs and nods his head towards the symbol. The other Rhenees also take note, so even if the PCs don't catch the hint that there is a secret door in here, the barge-folk tell them once everyone is back in the cell.

Read or paraphrase the following:

"You want to send the Rhenees into the arena instead of these others? Are you kidding me?" demands Captain William. "Those barge-men wouldn't last thirty seconds. Send in the ones I bought this morning."

"Forget what you think you know about Rhenees mysticism, Sergeant." continues the Captain. "They're just grimy barge-folk."

And with lightning speed the Captain draws a dagger and buries it in Roum's gut. His legs sag, as a torrent of bright blood spills onto the floor between his feet. The other Rhenees gasp and gag as the heavy, coppery stench fills the room."

"You see Sergeant?" continues William, casually wiping his hands on Roum's shirt as he lets the corpse hit the ground. "You need to forget your superstitions, and focus on the facts."

He turns away and waves his hands absently."

"Take this one to my chambers and we'll see how tough he really is. Take the rest of them back to their cells."

The Rhenees are enraged about Roum's murder, but they contain their anger and focus on the escape.

Encounter Eleven – Who’s In Charge Here?

Interrupt the PCs planning to escape with the following:

Suddenly an elven woman strides down the hall to the Sergeant’s office. She wears bright red studded leather armour, red leather boots, and a voluminous red cloak that flows behind her. She is stunningly beautiful, with long brown hair, penetrating black eyes and perfect, milky, white skin.

If any players’ characters participated in “Water Stilled”, read the following to them. Skip over it if no one played that adventure.

You recognise the face immediately. It is Markessa, the slave lord. Whether it is truly her, or another of her seemingly innumerable duplicates you have no way of knowing. But the face is unmistakable.

This is Markessa the Red, the infamous Slave Boss in charge of operations in the Nyr Dyv. PCs who played “Water Stilled” know this automatically, but other PCs can infer this on a successful Knowledge – Core check (DC 15).

Continue reading the following:

She is seething with anger, and you can feel the fury roiling before her in almost tangible waves. Her expression is frightening. She marches down the hall and out of sight. You hear a door open.

“Markessa!” the Captain gushes. “What an unexpected pleasure. If you’ve come for your slaves, I’ll remind you you’re a week early. But, if you wish to bring ‘round your ship I have fifty healthy and fit male humans ready for immediate sale.”

“Stow it William!” barks the elven woman. “I didn’t come here by ship. And I didn’t come here for the slaves. I came to see how you were spending the Slave Lords’ gold.”

There is silence. Then you hear pacing. You’re guessing it’s the heels of Markessa’s very expensive looking red leather boots.

“I gave you a lot of money, William,” she continues, “a lot! And here I see you’ve spent it all throwing the Nyr Dyv’s largest PARTY! It is a miracle that you haven’t attracted the Ducal Navy to crash your little party.

“As you well know, Willy, the only reason I’m lowering myself to working with pirates is because I’ve absolutely no other option. Duke Lorinar and his bastard nephew have wiped out every single one of my bases, killed every last one of my agents, and ferreted out even my lowliest informants. They’ve undone six years of work. Six years and I have absolutely nothing more than when I first started my expansion into the Nyr Dyv. If I can’t recover

something from this disaster my superiors are seriously discussing abandoning our operations here entirely.

“You were supposed to use that money to get me my slaves. Not blow it on liquor, dock wenches, and blood brawls!”

“Milady,” says William in an even voice “I’ll get your slaves. As many of them as you want, any kind that you want, and any time that you want. You pay me well, and I intend to fulfil my promise. But since this little gala up top seems to upset you, allow me to tell you what I am really doing with your money.

“There are six pirate ships docked out there. They came for the party, but they’ve stayed because I’ve convinced the captains and crews of every one of those vessels to swear allegiance to me. Next week there will be six more and the week after that the sky is the limit. What nation on the Nyr Dyv has the might to resist a pirate armada of that magnitude? The Ducal Navy is the least of my concerns.

“And once I have this lake clenched in my grip, you and I can negotiate terms for the Slave Lords’ unimpeded access to the Nyr Dyv.”

There is a prolonged silence.

“Very well, William.” Markessa says at long last. “My ship will be here next week. I’ll expect the full shipment.”

Markessa strides out and is not seen again. A short time later, the Captain follows, grinning broadly.

The PCs are left alone again to plan their escape.

Encounter Twelve – From Out of the Blue... Or Green

After Gut-Mucher leaves the noise outside is deafening as the preliminary battles get started. There is steady traffic in the prison area as pirates go back and forth to the Sergeant’s office, and gladiators go to the armoury for equipment. In other words, horrible circumstances for attempting escape. Read the following:

The flux of traffic slows a little as a single, mangy pirate lopes towards the office. He stops at the cell gate, turns towards you, and suddenly becomes an elven woman with brown hair in green armor and a green cloak. She has exactly the same face as the red-robed woman who was just berating the Captain, but there is something fundamentally different about her.

If any PC has played “Water Stilled” read the following paragraph. Otherwise skip it.

It’s Markessa the Green. “We must stop meeting like this.” She says coyly.

This woman is Markessa the Green, one of a large number of duplicates of the enigmatic Slave Lord Markessa. However, unlike Markessa the Red and the other doubles, Markessa the Green has held on to some semblance of free will. She obsessively watches the Slave Lords, tracking their every move, and occasionally working indirectly to thwart their bolder operations. She has at least two distinct personalities, and not even she truly understands her motivations. Markessa the Green's game statistics are not included in this adventure, but she is a formidable individual (Wiz6/Ftr6).

"Since your escape plans are well underway, let me offer some advice. This island is miles from any established shipping lanes. Your only chance of getting away will be to steal a ship. Each of the six boats has a substantial guard posted, but I will see to it that they have all drunk themselves into a stupor with some very... potent beverages."

"If you can make your way to one of the ships you should have an entirely decent chance of escaping. Just be warned. Once you break out of the cell, I estimate you'll have no more than five minutes before someone notices you're missing. So don't waste time."

With a flourish she lifts the edge of her cloak to briefly obscure her face, and when it falls the bedraggled pirate stands in her place. He turns to walk away.

If any PC has the Favor of Markessa the Green from "Water Stilled" read the following. Otherwise skip to Encounter Thirteen.

The pirate pauses for a second, biting his lower lip as if deeply conflicted. He turns back to the cell and reaches into a deep pocket.

"Take this." He says holding a polished wooden wand and a rolled parchment through the bars. "I... cannot help you further. Sorry."

And then your benefactor is gone.

The items are a wand of bull's strength (5th level), with 17 charges and the command word carved into the side, and a scroll of silence (3rd level).

Encounter Thirteen – Working the Crowd

As traffic through the prison area finally starts to ebb, bad luck interrupts the PCs before they can make an escape attempt. A dozen pirate guards come to take them to their fight in the arena. Myrya wishes them luck and a safe return. The guards take them to the armoury where each PC gets their choice of one weapon (a morning star, spear, or long sword), and either a shield or a net. Once they are equipped, the guards unlock their manacles and throw them onto the arena floor.

Any resistance at this point is likely suicidal. If the PCs try anything funny, the pirates attack to kill and cry out for help. Another 50 pirates arrive in three rounds. If the PCs surrender, they are smacked around a bit (1d6 subdual each) and then thrown into the arena as originally planned. If by some small miracle the PCs manage to defeat the army of pirates, they continue with Encounter 15, except the PCs have only 10 rounds of lead-time.

The ramped walls are crowded with pirates, yelling and screaming for bloodshed. The sand underfoot is soaked in bright blood, and the salty smell of it hangs heavy in the air. The arena is roughly circular, and about a hundred feet across. At the extreme far end stand your opponents, a strange group of serpentine humanoids their bodies covered in what looks like leaves.

Captain William screams down at them from the hillside.

"Alright, listen! This time I want the fight to last a bit. I expect you to win through strength of arms, not your bloody charm abilities. And don't even think of using your darkness spells, we can't see a damned thing when you do that! I swear to Incubulos if you pull any of that crap I'll kill you myself!"

And the Captain hefts a crossbow in one arm to emphasize his point. Then he turns to shout at you.

"The rules are simple. The first team dead loses. Now get to it."

With a scream of bloody fury the serpentine creatures raise their weapons, and the crowd goes wild.

This is a simple, drop-down drag-em-out slugfest. Roll initiative immediately and begin combat.

APL 4 (EL 5)

🗡️ **Yuan-Ti Pureblood Gladiators (2):** Male Yuan-Ti Pureblood; hp 23 each; see Appendix 1: NPC and Monsters.

APL 6 (EL 7)

🗡️ **Yuan-Ti Pureblood Gladiators (3):** Male Yuan-Ti Pureblood; hp 23 each; see Appendix 1: NPC and Monsters.

APL 8 (EL 8)

🗡️ **Yuan-Ti Pureblood Gladiators (2):** Male Yuan-Ti Pureblood; hp 23 each; see Appendix 1: NPC and Monsters.

🗡️ **Yuan-Ti Pureblood Gladiators Sergeant:** Male Yuan-Ti Pureblood Ftr2; hp 45; see Appendix 1: NPC and Monsters.

APL 10 (EL 10)

👉 **Yuan-Ti Pureblood Gladiators (4):** Male Yuan-Ti Pureblood; hp 23 each; see Appendix 1: NPC and Monsters.

👉 **Yuan-Ti Pureblood Gladiators Sergeant:** Male Yuan-Ti Pureblood Ftr4; hp 59; see Appendix 1: NPC and Monsters.

APL 12 (EL 12)

👉 **Yuan-Ti Pureblood Gladiators (6):** Male Yuan-Ti Pureblood; hp 23 each; see Appendix 1: NPC and Monsters.

👉 **Yuan-Ti Pureblood Gladiators Sergeant:** Male Yuan-Ti Pureblood Ftr6; hp 73; see Appendix 1: NPC and Monsters.

Tactics: The Yuan-Ti are used to easy kills, and are not expecting much of a challenge. Their initial strategy is to charge right into melee. They all act on the same initiative order, and remain within 5 feet of each other to reduce chances for flanking. They use their darkness, entangle or charm abilities only to save their lives. They fear what Captain William might do to them if they have to resort to those tactics to win.

Developments: The crowd gets ugly if they see spells cast. After all, they came to watch pit fighters beating each other to death, not some anti-climactic magic show. If they see anything that can be visibly identified as a spell, they hurl a torrent of rotten fruit at the offender for two rounds. This does 1d4 hp of subdual damage to the caster and anyone within 10 feet (Reflex save DC 20 avoids) and potentially ruins other spell casting attempts (Concentration check required). The Yuan-Ti suffer the same fate if they try to use their spell-like abilities.

If the PCs make an effort to give the crowd a show by making a Perform check (DC 15), the pirates eat it up. They cheer wildly and throw liquor bottles at the Yuan-ti for two rounds (with the same effects at the fruit above except the damage is not subdual). Also for those two rounds, PC spellcasters get a reprieve.

Anyone who uses levitation or fly draws the immediate, and deadly, ire of every pirate in the arena. Anyone rising above ten feet is subject to crossbow attacks from five pirates (see Encounter 13, APL 4 for statistics). The second round the number increases to ten, and subsequent rounds draw twenty crossbow attacks. This barrage continues until he goes back down to ground level.

Some actions will elicit more than just positive reactions from the crowd. Any coupe de grace attempts on helpless or unconscious combatants will bring a flurry of coins from the pirates (2d6 gold pieces for the attempt, with triple that amount if it results in a death). Critical hits will bring 1d6 gold.

PCs who try to escape the arena are nuts; doing so means running through a crowd of nearly 300 pirates. Nevertheless, if any combatant on the floor tries to get away, they are swarmed by a crowd of brigands and thrown back. This has the game effect of causing 2d6 hp of subdual damage and knocking the victim prone. If through some minor miracle the PCs escape from here, continue with Encounter 17, but the PCs have only 10 rounds of lead-time.

After the battle, the PC's weapons are confiscated in the armoury and they are thrown back into the cell. This time, however, the guards are in such a hurry to get back to the arena for the chariot races, they do not manacle the party.

Encounter Fourteen – The Flight For Freedom

Back in the cell, the Rhenee are visibly shaking with worry and wringing their hands. The only person who doesn't seem apprehensive is Scruffy, who grins so widely you wonder how his face doesn't split apart.

Traffic through the complex has completely died. Now it is just you and the half-dozen guards. For a few moments it is quiet until the deafening roar of the crowd above signals the start of the chariot races. The sergeant then walks from the armoury down the hallway to his office and closes his door. Myrya's face falls. Then from the guardroom you hear muffled speech.

"Look!" one of the guard hisses. "The boss closed his door. He'll never see if some of us sneak out to watch the races."

"Are you nuts!" another murmurs. "He'll kill us if he catches us!"

"I can't afford to get in any more trouble," slurs a third, "I'm already in his bad books for being drunk."

"Great!" says the first one. "Then you two can stay here while the four of us nip away to catch the race."

When the thud of scampering boot heels dies down, Myrya looks at you quite seriously.

"It's time." She says, handing over her bag of marbles.

STARTING NOW THE PCS HAVE EXACTLY FIVE MINUTES (50 ROUNDS) BEFORE THE FOUR GUARDS COME BACK. IF THEY DO NOT MAKE IT ALL THE WAY TO ENCOUNTER 18 BEFORE THIS TIME IS UP, THEY ARE RE-CAPTURED (GO TO ENCOUNTER 20).

The following points are important for their escape:

- The lock on the cell gate is as old as the temple, and is deeply pitted and corroded. It takes a DC 15 Open Locks check to pick it. The gate is still physically sturdy, however (Break DC 25; HP 15, hardness 10).
- If the PCs are unable to open the gate, go to Encounter 15.
- The two remaining guards are half-drunk, so they do not notice anyone picking the lock. They do, however, immediately see the gate opening or people walking into the hall.
- Myrya casts bless on the party before combat.
- As soon as the guards notice the escape attempt they shout for help. The roaring crowd prevents anyone outside from hearing them, but it draws the sergeant's attention. He joins the combat the following round.
- The PCs can try to grapple the guards through the bars of the cell, but only if the guard is standing in a square adjacent to the cell. The guard gains a +4 to his armor class from cover on the initial touch attack only.
- If the players use a silence spell or some other means to prevent the sergeant from hearing their cry, the PCs only have to deal with the guards. They can then deal with the sergeant separately.
- The Rhenee do not help in combat. They move Myrya to the far corner of the cell and form a human shield around her.
- Clever PCs can use Myrya's marbles to trip an onrushing enemy (see the Appendix for details). The guards do not notice if someone spreads the marbles in the hallway from inside the cell.
- It is important to note that unless the PCs make a point of taking Scruffy with them, he stays here. He waves at them as they leave, but this takes a Spot check (DC 15) to notice.

APL 4 (EL 4 or 5)

- 👉 Pirate Guardsmen (2 or 6): Male Human War1; hp 9 each; see Appendix 1: NPC and Monsters.
- 👉 Pirate Sergeant: Male Human Ftr3; hp 25; see Appendix 1: NPC and Monsters.

APL 6 (EL 6 or 7)

- 👉 Pirate Guardsmen (2 or 6): Male Human War2; hp 15 each; see Appendix 1: NPC and Monsters.
- 👉 Pirate Sergeant: Male Human Ftr5; hp 39; see Appendix 1: NPC and Monsters.

APL 8 (EL 8 or 9)

- 👉 Pirate Guardsmen (2 or 6): Male Human War4; hp 27 each; see Appendix 1: NPC and Monsters.
- 👉 Pirate Sergeant: Male Human Ftr7; hp 53; see Appendix 1: NPC and Monsters.

APL 10 (EL 10 or 11)

- 👉 Pirate Guardsmen (2 or 6): Male Human War6; hp 39 each; see Appendix 1: NPC and Monsters.
- 👉 Pirate Sergeant: Male Human Ftr9; hp 67; see Appendix 1: NPC and Monsters.

APL 12 (EL 12 or 13)

- 👉 Pirate Guardsmen (2 or 6): Male Human War8; hp 51 each; see Appendix 1: NPC and Monsters.
- 👉 Pirate Sergeant: Male Human Ftr11; hp 81; see Appendix 1: NPC and Monsters.

Tactics: The guards' initial reaction to an escape attempt is to charge down the hall and engage the PCs. Once it appears that they may be outmatched, one flees to fetch the other four guards clustered at the gate to the arena at the top of the stairs. The cheering crowd is so loud the guards don't hear any cries for help until the call comes from the bottom of the stairs.

If the PCs manage to keep the guards from alerting their fellows, they face only two opponents. Otherwise they face six.

Developments: This will be the first chance this adventure for the players to loot a fallen enemy. The DM shouldn't discourage this, but must keep track of the number of rounds spent doing so. When they head to the sergeant's office play Encounter 15

Encounter Fifteen— Scruffy's Last Act

This encounter only occurs if the PCs are unable to get the prison gate open on their own. Read the following.

"Can't anyone get us out of this cell?" pleads Myrya.

"Oh sure!" chirps Scruffy.

Before anyone can react, the little gnome squeezes effortlessly between the cell's bars and prances down the hall to the guard room. After a tense moment of silence, you hear a yell.

"HEY!" hollers one of the guards. "Get back here!"

Squeezing against the bars, you see Scruffy running down the hall, giggling maniacally holding a key ring above his head. Suddenly there is a meaty thud and the little fellow falls heavily face-first into

the floor with a limp flop. A crossbow bolt sticks out of his back.

As he hits the ground, the key ring slips out of his hand and slides right through the cell bars to your feet.

The DM should use Encounter 14, except with the following modifications. On the surprise round, the first guard shoots Scruffy, dropping him to –3hp, while the second guard shouts to the Sergeant for help. PCs start their actions with the ring of keys at their feet. On round one, both draw weapons and move to the cell. On round two, one guard kills Scruffy with a coup-de-grace, the other guard attacks the nearest PC, and the Sergeant charges down the hall out of his office.

Encounter Sixteen – The Sergeant’s Office

Remember the DM must still count down the rounds. If the PCs don’t reach Encounter 18 by the time the 50 rounds are up they are re-captured (go to Encounter 19).

This room holds a simple wooden desk, a pair of wooden chairs, and an illuminated, hooded lantern. Behind the desk, not hidden but out of immediate view, is a wooden chest. The key to the chest is hidden under a stack of papers on the desk (Search DC 20), although the PCs can pick the lock (Open Locks DC 20), or simply carry it along with them.

Inside the chest, buried under some old clothes, is an aged battered logbook. From a quick perusal, a PC can glean that it pertains to a ship called the Pride of Midbay and House Saevil. It takes at least a half an hour to read through the contents and learn the whole story. Apparently, the sergeant was once a pirate captain, and his final mission was to attack and loot the Pride of Midbay: the ship hired by House Saevil in 591 CY to carry Eralie’s Stone to Leukish. When the Sergeant looted the ship he left the Stone behind, failing to recognise its substantial value. Captain William was so furious he stripped the sergeant of his rank and demoted him to prison guard. This book proves the Veldeen Rhenee has nothing to do with the attack on House Saevil’s ship, and if taken back to Leukish could exonerate the persecuted barge-folk.

Against one wall is a cheap tapestry showing a pirate ship sailing over stormy waters. Above the tapestry, Xerbo’s holy symbol is carved into the rock, and behind it is a secret door. The secret door is easy to find if the PCs know where to look. Otherwise it takes a DC 20 Search check.

If the Sergeant is here, he is doing paperwork at the desk. He may be surprised if the PCs approached quietly (Move Silently opposed by his Listen check – see the Appendix for his bonus). Within the confines of the

room, many of his combat abilities are useless, so he is at a serious disadvantage.

Encounter Seventeen – No Undead Here

From here on, the PCs need a light source. The DM must still keep careful track of time.

The door opens to a stairwell leading down into a chamber filled with water. There is two feet of air space between the water and the curved arch of the ceiling. The chamber is sixty feet long and hunks of floating driftwood bob silently up and down. You can just barely see the top of an ornate archway at the end of the room. Above it is the familiar carving above all of the doorways in this complex.

“This must be a crypt.” says Myrya.

Despite the Vetha’s ominous foreshadowing, there are no undead in the crypt.

At APL 8 and above, the rotting corpses have poisoned the water. Read the following:

Myrya sniffs the air and wrinkles her nose.

“The water is fouled. We must make sure not to get any water in our mouths.”

The PCs are safe if they hold their breath normally, but if they take large volumes of water into their lungs and stomachs (as with water breathing), every three rounds they are subject to the effects of the poisonous waters. The DM should share these game mechanics with any PC who makes a successful Heal check (DC 20). This check may be made before any PC enters the water. The water is laced with Dark Reaver powder and its effects are listed with the effects of the rest of the traps in the area below.

The room is twenty feet high with a vaulted ceiling, but most of it is underwater. The PCs and the Rhenee have to swim to get out. A gate blocks the exit, and the hallway behind it is clogged with rusty barbed wire covered in kelp. It takes a spot check (DC 15) to notice the barbed wire through the kelp assuming the PCs have a light source underwater. Moving underwater to get to the gate requires a Swim check (DC 10), and has all the associated risk with holding one’s breath. The DM can use the map in the Appendix to determine how far the PCs need to swim.

APL 4-6 (EL 4)

🗡️ **Gate:** Open Locks (DC 20); Break DC 18; 20 hp, hardness 5

🔪 **Barbed Wire Trap:** CR 4; mechanical; touch trigger; manual reset; DC 10 Reflex save resists, 1d3 hp of damage and PC is ensnared; Spot check (DC15); Strength check (DC 11+APL) to remove, and the PC

must make a Reflex save each round for each attempt or be damaged, tripped, and ensnared.

APL 8-10 (EL 6)

As APL 4-6 above except the gate is trapped with a Glyph of Warding, and the water is poisoned.

➤ **Glyph of Warding (Blast):** CR4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th level cleric, 2d8, DC 14 Ref for ½ damage); multiple targets (all within 5 ft); Search DC 28; Disable Device DC 28.

➤ **Water laced with Dark Reaver Powder:** (Fort DC 18; 2d6 Con primary; 1d6 Con + 1d6 Str secondary)

APL 12 (EL 7)

As APL 8-10 except the Glyph of Warding is more dangerous.

➤ **Glyph of Warding (Blast):** CR6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th level cleric, 8d8, DC 14 Ref for ½ damage); multiple targets (all within 5 ft); Search DC 28; Disable Device DC 28.

Developments: The further danger of being ensnared in the barbed wire is drowning. Freeing an ensnared PC requires a successful Strength check (DC 15).

The passage continues past the gate for 20 feet, and then opens into the Nyr Dyv roughly twenty feet below the water line.

PCs and Rhenee alike can use driftwood to aid with swimming (see the Appendix) getting a +2 to any swim check when on the surface. Underwater swimming, however, suffers a -2 penalty. The Rhenee each have a Swim modifier of +4, but there is no need to roll for them. They all will make it, as will Myrya.

Encounter Eighteen – Free But Not Clear

If the PCs get this far before 50 rounds have elapsed since the start of Encounter 13, they are temporarily safe from re-capture.

THE DM MUST STILL KEEP TRACK OF THE NUMBER OF ROUNDS THAT HAVE PASSED SINCE THE START OF ENCOUNTER 13. ONCE 50 ROUNDS HAVE ELAPSED, THE PCS ESCAPE IS DISCOVERED.

When this happens, the PCs hear an alarm on the island. There is an audible commotion, as men carrying torches and lanterns race to the longboats on the beach.

ONCE THE 50 ROUNDS HAVE PASSED AND THE ALARM IS RAISED, THE PCS HAVE 30 MORE ROUNDS BEFORE OVER 100 OF THE PIRATES REACH THE SHIPS MOORED IN THE COVE. IF THE

PARTY ISN'T ALREADY SAILING AWAY THEY ARE RE-CAPTURED (ENCOUNTER 20).

The DM should gently remind the PCs that time is still of the essence, especially if they think that by getting this far they are free and clear. They should still be feeling time pressure. Read the following.

The underwater exit from the old crypt is at the base of a sheer wall of rock, about a quarter of a mile from the beach where the longboats are aground. Even from here, the roar of the crowd in the arena above is thunderous. Cannon fire would probably go unnoticed in the din.

In a tight cluster in the center of the cove about 100 yards away are the six pirate ships, framed in the light of the full moon. All of the boats are dark and silent but for Captain William's own ship. Brightly shining lanterns illuminate the sails like gossamer wings, and it stands out from the others like a beacon. Occasionally there is laughter and cursing from the boat; apparently the men on board are hard at it playing cards, and the loser is rather loud about it.

Now that the PCs have escaped, hopefully with the Rhenee and Scruffy the gnome in tow, there is still the matter of getting back to Leukish. Markessa the Green has made this job significantly easier by spiking the guards' liquor with sleeping drugs. The only pirates still (barely) awake are four guards on Captain William's boat.

The boats are anchored in a circle, each 30 feet from one another, 300 feet from the where the PCs emerge from the underwater crypt. PCs with a movement rate of 30 can cover the distance in 10 rounds. The Rhenee can tell at a glance that the fastest ship is the Captain's, and they insist this is the boat the PCs must commandeer.

Hanging down the side of every boat is the anchor chain and half a dozen knotted ropes. Each rope is tied to a net full of liquor bottles, hanging in the water to keep them cool. Climbing the ropes or the chain is relatively easy (DC 5). Because of the din from the island, the pirates do not hear anyone climbing from the water to the ship. They do get Spot checks, opposed by the PCs Hide checks, to notice intruders on deck. If the PCs get to the decks unnoticed, they get a surprise round when combat begins.

All APLs (EL 2)

➤ Pirates (4): Male Human War; hp 9 each; see Appendix 1: NPC and Monsters.

Tactics: The pirates are drunk, which means they're feeling aggressive, foolhardy, and careless. They charge the first target they see and mob him. This should be a trivial fight, but it can cost the PCs precious time.

Developments: The Rhenee are all proficient sailors and the group of them can easily manage a single ship. It

takes five rounds to raise the anchor, at which point the PCs can make an immediate getaway.

The party can, however, do a lot of damage before they go, if they have the time. With speed and creativity they can sabotage the other ships so as to make them unusable without major repairs. This could include cutting the rigging, setting fire to the sails, breeching the hulls (difficult but possible for high level parties), or breaking the winch on the anchor chain. If the sabotage involves anything subtler than brute force, it probably requires a Profession – Sailor check or Disable Device (DC 15) to succeed. The Rhenee each have a +8 modifier to their checks. If the PCs think to do this, the only thing standing in their way is time.

Remember that once 50 rounds have elapsed from the start of Encounter 13, the PC's escape is discovered and an obvious alarm is raised on the island. 30 rounds after that, the pirates will arrive on the beach. This happens at some point during this encounter, so the PCs should have an excellent view of their captors as they race to intercept them. This is a chance for the DM to introduce some mighty drama and tension, as the PCs struggle to get out of the cove as the pirates are rushing in their longboats to stop them.

If the party does not get underway by the time the pirates reach the ships with their longboats, they are recaptured (go to Encounter 20). If the PCs successfully get away, go to Encounter 19.

Encounter Nineteen – We Are Outta Here!

Unless the PCs successfully sabotaged the other ships, eventually the pirates mobilize to pursue. At best their lead will be a few minutes. As the PCs sail away, the DM should keep the tension high describing the ships slowly coming about and beginning the chase. Regardless, read the following:

There's not a cloud in the sky, and not a wisp of mist in the air. A fat, full moon hangs low in the heavens illuminating the surface of the Nyr Dyv with a ghostly twilight aura. You can see for miles. The conditions would be poetic if they weren't also ideal for pursuit.

Myrya stands at the back of the boat, leaning against the rails looking intently at the pirate island. Even at this distance the rough mound of rock is plainly visible, the angry orange torch lights flickering like fireflies. Then she closes her eyes and lifts her chin to the stars.

"Forget what you think you know about Rhenee mysticism, William." She whispers. Then she gently touches her fingertips to her mouth. After a moment's pause she lowers her fingers and exhales lightly, as if blowing a kiss.

There is a sudden, and brief, chill breeze. From nowhere a thick bank of silver fog rises around the island. It expands outwards at an incredible rate, and rises upwards to the sky. The mist races towards you at lightning speed, and just as it is about to overtake the ship, it halts. Behind you the world is lost in impenetrable fog.

Myrya opens her eyes, staring as if she is looking through the fog.

"Forget your silly superstitions and focus on the facts." She says. There is a hint of a smile on her lips. "Rest in peace Roum."

She walks away and goes below decks

After about nine hours of completely uneventful sailing towards the Duchy, a Ducal Navy patrol intercepts your ship. There are some initially tense moments, but once the marines realize you are not pirates they escort you to a rendezvous with Ellis Lorinar's own ship.

Lord Ellis comes aboard the pirate vessel with his retinue, smiling. It is an expression quite unsuited to his face. He marches right past you to the young Vetha.

"Madam Myrya," he says beaming, "I am overjoyed to find you safe and unharmed."

The young girl does not smile.

"Thank you." She says icily. "I trust you will return us immediately to the Veldeen Rhenee." It is not a question.

"Of course." answers Ellis, his smile slowly melting away.

"Good." says Myrya. "Then you will return to your ship and escort us to them now. We will follow you on this vessel, which we claim by right of salvage as the property of the Veldeen Rhenee."

There is a brief pause as Lorinar regards the young girl coolly. With a certain stiffness he bows his head to her.

"Of course."

"Thank you, Administrator, for my rescue. I'll remind you it would not have been necessary if your soldiers upheld their own laws. We will not be treated this way again."

The Rhenee then retire to the hold, locking the door behind them.

Encounter Twenty – Capture

If the PCs get caught while escaping the island, they are beaten, bound and thrown into the stockade with the other prisoners destined for the Slavers. It takes a month

and a half before Ellis Lorinar tracks them down and frees them. The PCs lose 6 TUs, but fortunately they get back all of the equipment they left with Lord Ellis.

After their rescue, Ellis Lorinar explains that once he noticed the PCs went missing from the Leukish Prison, he had a wizard associate named Xarashanamayar locate them by arcane means. He arrived at the pirate's island too late to rescue them, but just in time to recover Myrya.

The battle for the island was bloody, and the Ducal navy suffered heavy losses, but eventually the buccaneers retreated and he recovered the Veth. The PCs earn gold and XP for each encounter they completed successfully, but none of the influence.

Conclusions

Ellis extracts every last detail about the pirate island from the PCs and immediately sends the Ducal fleet to eliminate them. Unless the PCs sabotaged the pirate ships, the island is abandoned when the navy arrives. Captain William's grandiose plans for a pirate empire fell apart when faced with the prospect of military retaliation and the whole lot deserted. If the PCs did disable the ships, roughly a hundred pirates and three boats are still stranded there when the fleet arrives. The dejected freebooters surrender and are promptly arrested.

In either case, William the Gut-Muncher is nowhere to be found. Whether that's because Markessa the Red got to him first, no one may know.

For returning Myrya to Ellis Lorinar, the party earns the full gold piece reward for their APL. If they also managed to sabotage at least three of the pirate ships before escaping, they also earn the Favour of House Lorinar and the ability to purchase items out of the booty garnered from the pirates.

If Scruffy survived and escaped with the party, Ellis Lorinar's jaw drops nearly to the deck when he sees him. He identifies the crazy little gnome as Snootbucket Burlondin, a long-lost elder of the Burlondin merchant house missing for nearly thirty years. For returning him to Leukish they earn the Favour of House Burlondin.

For rescuing Myrya the PCs earn the Minor Favour with the Nyr Dyv Rhenee. If they also recovered the logbook from the Sergeant's office (Encounter 15) and present it to either Ellis Lorinar or House Saevil to exonerate the Veldeen Rhenee of any involvement in the fiasco around Eralie's Stone, they earn the Major Favour with the Nyr Dyv Rhenee.

The End

Experience Point Summary

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

Encounter 4: Optional Encounter One - Escape

Successfully escape from the Prison (Only award this if the adventure ends here)

APL (All) 120

or

Encounter 6: Wouldn't Be Fair Without a Fight

Defeat the Prison Thugs.

APL 4 150

APL 6 180

APL 8 240

APL 10 300

APL 12 360

Encounter 8: Optional Encounter Two – Escape Again

Successfully escape from the Pirate Ship (Only award this if the adventure ends here)

APL (All) 300

Encounter 10: Gut-Muncher Strikes

Notice the secret door.

APL 4 25

APL 6 50

APL 8 75

APL 10 100

APL 12 125

Encounter 12: Working the Crowd

Defeat the Yuan-Ti

APL 4 150

APL 6 210

APL 8 240

APL 10 300

APL 12 360

Encounter 13: The Fight for Freedom

Defeat or Subdue the Pirate Guards

APL 4 120

APL 6 180

| | |
|--------|-----|
| APL 8 | 240 |
| APL 10 | 300 |
| APL 12 | 360 |

Encounter 17: No Undead Here.

Survive the barbwire:

| | |
|--------|-----|
| APL 4 | 150 |
| APL 6 | 175 |
| APL 8 | 200 |
| APL 10 | 225 |
| APL 12 | 250 |

Encounter 18: Free But Not Clear.

Commandeer a boat and escape

| | |
|--------|-----|
| APL 4 | 50 |
| APL 6 | 100 |
| APL 8 | 150 |
| APL 10 | 200 |
| APL 12 | 250 |

Conclusion:

Clear the Rhenee

All APLs 30

Total Possible Experience

Experience totals

| | |
|--------|------|
| APL 4 | 675 |
| APL 6 | 925 |
| APL 8 | 1175 |
| APL 10 | 1455 |
| APL 12 | 1735 |

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the

scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Three: Down to Business

APL All: L: ogp; C: 25gp; M: ogp.

Encounter Four: Some Lovely Parting Gifts

APL All: L: 9gp; C: ogp; M: Scroll of Silence (Value 13gp per character), Wand of Bull Strength 17 charges (Value 8gp per charge per character)

Encounter Thirteen: The Fight for Freedom.

APL 4: L: 53gp; C: 4; M: ogp

APL 6: L: 6gp; C: 4; M: Chain Shirt +1 (Value 104gp per character), Rapier +1 (Value 193 gp per character).

APL 8: L: 56gp; C: 4; M: Chain Shirt +1 (Value 104gp per character), Rapier +1 (Value 193 gp per character), Cloak of Resistance +1 (Value 83gp per character).

APL 10: L: 1gp; C: 10; M: Leather armour +1 (2) (Value 97gp per character each), Chain Shirt +2 (Value 354gp per character), Rapier +1 (3) (Value 193 gp per character each), Cloak of Resistance +1 (Value 83gp per character), Ring of Protection +1 (Value 167 gp per character).

APL 12: L: 1gp; C: 10; M: Leather armour +1 (2) (Value 97gp per character each), Chain Shirt +2 (Value 354gp per character), Rapier +1 (2) (Value 193 gp per character each), Rapier +1 shock (Value 693 gp per character), Cloak of Resistance +1 (Value 83gp per character), Ring of Protection +1 (Value 167 gp per character), Potion of Cure Moderate Wounds (4) (Value 25 gp per character each).

Conclusion:

Monetary Reward From Ellis and the Duchy of Urnst

In addition to the beginning 25gp:

APL 4: Minimum 175gp

APL 6: Minimum 275gp

APL 8: Minimum 375gp

APL10: Minimum 475gp

APL12: Minimum 575gp

Total Possible Treasure

APL 4: 415gp

APL 6: 765gp

APL 8: 998gp

APL10: 2046gp

APL12: 2746gp

Special

Minor Favour with the Nyr Dyv Rhenee: In return for rescuing Myrya, a Veldeen Rhenee will accompany the PCs on one future sea voyage. For one adventure of the PCs choice, the Rhenee's expertise contributes a +4 circumstance bonus to any skill checks related to navigation, sailing, appraising marine equipment, purchasing marine equipment, or personal relations with dockworkers, sailors, harbourmasters, and the like. The DM voids this favour once used.

Major Favour with the Nyr Dyv Rhenee: For clearing the name of the Veldeen Rhenee, the barge-folk will use their connections to help the PC get the best possible price on the purchase of any single item from the PH or DMG to which the PC has access, up to a maximum non-discounted purchase price of 5,000 gp. This amounts to a 10% discount off the listed price.

Favour of House Burlondin: For rescuing Snootbucket, the gnome wizards of House Burlondin will create any single wand from the DMG (table 7-26) with a listed cost of less than 5,000 gold pieces at a 15% discount.

Favour of House Lorinar: By sabotaging the pirate ships, the PCs dealt the pirates of the Nyr Dyv a substantial blow. House Lorinar will remember this service and help the PC at some time in the future. Further, Ellis Lorinar offers to sell the PCs the following

items found on the pirate island at regular prices: APL8 shell armor; APL 10 chain shirt +2; APL 12 +1 shock rapier

Sold into Slavery: The PC was captured and sold as a slave, and loses 6 TUs.

Items for the Adventure Record

Item Access

None, unless granted by the **Favor of House Lorinar**, and then as follows:

APL 4:

- Bracers of Archery, Lesser (Adventure; DMG; 5,000 gp)
- Dust of Dryness (Adventure; DMG; 850 gp)
- Instant Rope (Adventure; A&EG; 25 gp)
- Longbreath (Adventure; A&EG; 50 gp)
- Mithral Chain Shirt (Adventure; DMG; 1,100 gp)
- Ring of Climbing (DMG, Adventure; 2,500 gp)
- Ring of Swimming (Adventure; DMG; 2,500 gp)
- Rope of Climbing (Adventure; DMG; 3,000 gp)

APL 6 (all of APL 4 plus the following):

- Amulet of Mighty Fists +1 (Adventure; DMG; 6,000 gp)
- Bottle of Air (DMG, Adventure; 7,250 gp)
- Cloak of the Manta Ray (Adventure; DMG; 7,200 gp)
- Dagger +1, Defending (Adventure; DMG; 8,302 gp)
- Horn of Fog (Adventure; DMG; 2,000 gp)
- Murlynd's Spoon (Adventure; DMG; 5,400 gp)
- Slippers of Spider Climbing (Adventure; DMG; 4,800 gp)

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

- Gloves of Swimming and Climbing (Adventure; DMG; 6,250 gp)
- Ioun Stone – Iridescent (Adventure; DMG; 18,000 gp)
- Monks Belt (Adventure; DMG; 13,000 gp)

APL 10 (all of APLs 2-8 plus the following):

- Amulet of Mighty Fists +2 (DMG, Adventure; 24,000 gp)
- Pearl of the Sirines (Adventure; DMG; 15,300 gp)

- Rapier +1, Bane (Humanoid – Human) (Adventure; DMG; 8,320 gp)

APL 12 (all of APLs 2-10 plus the following):

- Rope of Entanglement (Adventure; DMG; 21,000 gp)
- Staff of Winds (Adventure; CD; 37,969 gp)

Appendix One – Monster Statistics

Optional Encounter One: Escape

Prison Guard: Male Suel Human Ex-Mnk2, Ftr2, Rog1; Medium-size humanoid (human); CR 5; HD 1d6+2d8+2d10+10; hp 42; Init +1; Spd 30 ft (6 squares); AC 16 (touch 11, flat-footed 15); Base Atk/Grapple +3/+9; Atk +6 melee (1d6+2/x2, sap) or +5 melee (1d3+2/x2, whip) or +5 melee (1d6+2/x2, unarmed strike); Full Attack +6 melee (1d6+2/x2, sap) or +1 melee (1d3+2/x2, whip) or +5 melee (1d6+2/x2, unarmed strike); SQ Sneak Attack +1d6, Evasion, Trapfinding; AL N; SV Fort +8, Ref +6, Will +3; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Escape Artist +4, Gather Information +4, Intimidate +8, Listen +5, Profession (Prison Guard) +3, Search +4, Sense Motive +5, Spot +6, Tumble +2, Persuasive, Power Attack, Skill Focus (Sense Motive), Toughness, Weapon Focus (Sap), Improved Unarmed Strike, Improved Grapple, Combat Reflexes.

Possessions: Studded leather armor, large wooden shield, sap, whip, and guard's uniform.

Prison Guard Sergeant: Male Suel Human Ex-Mnk2, Rog3, Ftr4; Medium-size humanoid (human); CR 9; HD 3d6+2d8+4d10+18; hp 70; Init +1; Spd 20 ft (6 squares); AC 18 (touch 11, flat-footed 17); Base Atk/Grapple +7/+13; Atk +11 melee (1d6+2/x2, sap) or +10 melee (1d3+2/x2, whip) or +9 melee (1d6+2/x2, unarmed strike); Full Atk +11/+6 melee (1d6+4/x2, sap) or +10/+5 melee (1d3+2/x2, whip) or +9/+4 melee (1d6+2/x2, unarmed strike); SQ Sneak Attack +2d6, Trapfinding, Evasion, Trap Sense +1; AL N; SV Fort +10, Ref +8, Will +6; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +14, Diplomacy +16, Escape Artist +7, Forgery +7, Intimidate +18, Listen +5, Profession (Prison Guard) +14, Sense Motive +11, Spot +6, Exotic Weapon Proficiency (whip), Negotiator, Persuasive, Skill Focus (Sense Motive, Profession (Prison Guard)), Toughness, Weapon Focus (Sap), Weapon Specialization (Sap), Improved Unarmed Strike, Combat Reflexes, Improved Grapple.

Possessions: Breastplate, large wooden shield, Masterwork sap, Masterwork whip, keys, and sergeant's uniform.

Optional Encounter Two: Escape Again!

Pirate: Male Human War1; Medium-size humanoid (human); CR 1/2; HD 1d8+1; hp 9; Init +2; Spd 30 ft (6 squares); AC 14 (touch 12, flat-footed 12); Base Atk/Grapple +1/+2; Atk +3 melee (1d6+1/18-20 x2, rapier) or +3 ranged (1d6+1/x2, javelin); Full Attack +3 melee (1d6+1/18-20 x2, rapier) or +3 ranged (1d6+1/x2, javelin); SQ; AL N; SV Fort +3, Ref +2, Will +0; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5, Profession (sailor) +2; Weapon Finesse, Dodge.

Possessions: Leather Armor, Rapier, Javelins (2), Belt pouch, and 20sp each.

Captain William "Gut-Muncher": Male Human Rog5/Ftr5/Dread Pirate 5; Medium-size humanoid (human); CR 15; HD 5d6+5d10+5d6+30; hp 102; Init +4; Spd 30 ft (6 squares); AC 22 (touch 15, flat-footed 22); Base Atk/Grapple +13/+15; Atk +20 Melee (1d6+6/15-20/x2, rapier); Full Atk +18/+13/+8 melee (1d6+6/15-20 x2, rapier) and +15 (1d4+1/19-20 x2, dagger) or +20/+15/+10 melee (1d6+6/15-20 x1, rapier); SQ Sneak Attack +3d6, Evasion, Trap finding, Uncanny Dodge, Trap sense +1, Two Weapon Fighting, Fearsome Reputation +4, Rope Swing, Wind at Your Back, and Shifting Deck; AL N; SV Fort +12, Ref +14, Will +4; Str 14, Dex 18, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +10, Use Rope +9, Appraise +9, Balance +14, Bluff +11, Disable Device +6, Gather Information +5, Intimidate +9, Open Locks +9, Search +11, Sense Motive +10, Sleight of Hand +16, Spot +11, Swim +8, Tumble +18, Profession (sailor) +11; Weapon Finesse, Dodge, Mobility, Spring Attack, Combat Expertise, Weapon Focus (Rapier), Weapon Specialization (rapier), Quick Draw, Improved Disarm, Improved Critical (Rapier).

Possessions: Chain shirt +2, Rapier +2, Dagger (4), Cloak of Resistance +1, Amulet of Natural Armor +1, Ring of Protection +1, Potion of Cure Moderate Wounds, Potion of Gaseous Form, Belt pouch, and 300gp.

Encounter 6

APL 4

Lynn Heidebrecht: Male Suel Human War5; Medium-size humanoid (human); CR 4; HD 5d8+15; hp 43; Init +0; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +5/+8; Atk +8 melee (1d3+3/x2, unarmed strike) or +8 melee (1d4+3/x3, punching dagger); Full Attack +8 melee (1d3+3/x2, unarmed strike) or +8 melee (1d4+3/x3, punching dagger); SQ; AL NE; SV Fort +7, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +7; Improved Unarmed Strike, Combat Reflexes, Blind-fight.

Possessions: punching dagger, peasants outfit.

Thugs (4): Male Suel Human War1; Medium-size humanoid (human); CR 1/2; HD 1d8+1; hp 9; Init +1; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +1/+6; Atk +2 melee (1d3+1/x2, unarmed strike); Full Atk +2 melee (1d3+1/x2, unarmed strike); SQ; AL NE; SV Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +5, Jump +5; Improved Unarmed Strike, Improved Grapple.

Possessions: peasants outfit.

APL 6

Lynn Heidebrecht: Male Suel Human War6; Medium-size humanoid (human); CR 5; HD 6d8+18; hp 51; Init +0; Spd 30 ft (6 squares); AC 10 (touch 10, flat-footed 10); Base Atk/Grapple +6/+9; Atk +9 melee (1d3+3/x2, Unarmed strike) or +9 melee (1d4+3/x3, Punching dagger); Full Atk +9/+4 melee (1d3+3/x2, Unarmed strike) or +9/+4 melee (1d4+3/x3, Punching dagger); SQ; AL NE; SV Fort +8, Ref +2, Will +1; Str 16, Dex 10, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +12, Intimidate +8; Improved Unarmed Strike, Combat Reflexes, Blind-fight, Endurance.

Possessions: punching dagger, peasants outfit.

Thugs (4): Male Suel Human War2; Medium-size humanoid (human); CR 1; HD 2d8+2; hp 15; Init +1; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +2/+7; Atk +3 melee (1d3+1/x2, Unarmed strike); Full Atk +3 melee (1d3+1/x2, Unarmed strike); SQ; AL NE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +6, Jump +6; Improved Unarmed Strike, Improved Grapple.

Possessions: peasants outfit.

APL 8

Lynn Heidebrecht: Male Suel Human War8; Medium-size humanoid (human); CR 7; HD 8d8+24; hp 67; Init +0; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +8/+11; Atk +11/+6 melee (1d3+3/x2, Unarmed strike) or +11/+6 melee (1d4+3/x3, punching dagger); SQ; AL NE; SV Fort +9, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +14, Intimidate +10; Improved Unarmed Strike, Combat Reflexes, Blind-fight, Endurance.

Possessions: punching dagger, peasants outfit.

Thugs (4): Male Suel Human War3; Medium-size humanoid (human); CR 2; HD 3d8+3; hp 21; Init +1; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +3/+8; Atk +4 melee (1d3+1/x2, Unarmed strike); Full Atk +4 melee (1d3+1/x2, Unarmed strike); SQ; AL NE; SV Fort +4, Ref +2, Will +0; Str 13, Dex 13, Con 12, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +7; Improved Unarmed Strike, Combat Reflexes, Improved Grapple.

Possessions: peasants outfit.

APL 10

Lynn Heidebrecht: Male Suel Human War8 Ftr2; Medium-size humanoid (human); CR 9; HD 8d8+2d10+30; hp 85; Init +0; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +10/+13; Atk +14 melee (1d3+3/x2, Unarmed strike) or +13 melee (1d4+3/x3, punching dagger); Full Atk +14/+9 melee (1d3+3/x2, Unarmed strike) or +13/+8 melee (1d4+3/x3, punching dagger); SQ; AL NE; SV Fort +12, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +16, Intimidate +12; Improved unarmed strike, Combat Reflexes, Blind-fight, Endurance, Diehard, Power Attack, Weapon focus (unarmed strike).

Possessions: punching dagger, peasants outfit.

Thugs (4): Male Suel Human War4; Medium-size humanoid (human); CR 3; HD 4d8+4; hp 27; Init +1; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +4/+9; Atk +6 melee (1d3+2/x2, Unarmed strike); Full Atk +6 melee (1d3+2/x2, Unarmed strike); SQ; AL NE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 13, Con 12, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +9, Jump +9; Improved Unarmed Strike, Combat Reflexes, Improved Grapple.

Possessions: peasants outfit.

APL 12

Lynn Heidebrecht: Male Suel Human War8 Ftr4; Medium-size humanoid (human); CR 11; HD 8d8+4d10+48; hp 115; Init +0; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +12/+15; Atk +16 melee (1d3+3/x2, Unarmed strike) or +15 melee (1d4+3/x3, punching dagger); Full Atk +16/+11/+6 melee (1d3+3/x2, Unarmed strike) or +15/+10/+5 melee (1d4+3/x3, punching dagger); SQ; AL NE; SV Fort +14, Ref +3, Will +2; Str 16, Dex 12, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +18, Intimidate +14; Improved unarmed strike, Combat Reflexes, Blind-fight, Endurance, Diehard, Power attack, Power Lunge, Close-quarters fighting, Weapon focus (unarmed strike).

Possessions: punching dagger, peasants outfit.

Thugs (4): Male Suel Human War6; Medium-size humanoid (human); CR 5; HD 6d8+6; hp 39; Init +1; Spd 30 ft (6 squares); AC 11 (touch 11, flat-footed 10); Base Atk/Grapple +6/+12; Atk +8 melee (1d3+2/x2, Unarmed strike); Full Atk +8/+3 melee (1d3+2/x2, Unarmed strike); SQ; AL NE; SV Fort +6, Ref +3, Will +1; Str 14, Dex 13, Con 12, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +10, Jump +10; Improved Unarmed Strike, Combat Reflexes, Improved Grapple, Close-quarters fighting.

Possessions: peasants outfit.

Encounter 13

APL 4

Yuan-Ti Pureblood Gladiators (2): Male Yuan-Ti Pureblood; Medium-sized monstrous humanoid; CR 3; HD 4d8; hp 23; Init +5; Spd 30 ft (6 squares); AC 13 (touch 11, flat-footed 12); Base Atk/Grapple +4/+4; Atk +0 melee (1d8/x2, trident) or +1 ranged touch (-, net); Full Atk +0 melee (1d8/x2, trident) or +1 ranged touch (-, net); SA Spell-like abilities; SQ SR 18, Alternate Form, Dark vision 60ft, Detect Poison; AL NE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

Skills and Feats: Concentration +7, Disguise +4, Hide +3, Knowledge (Local) +5, Listen +4, Spot +4; Alertness, Blind-Fight, Dodge, Improved Initiative

Spell-like Abilities: See Monster Manual

Possessions: Spiked shield, trident, and net.

APL 6

Yuan-Ti Pureblood Gladiators (3): Male Yuan-Ti Pureblood; Medium-sized monstrous humanoid; CR 3; HD 4d8; hp 23; Init +5; Spd 30 ft (6 squares); AC 13 (touch 11, flat-footed 12); Base Atk/Grapple +4/+4; Atk +4 melee (1d8/x2, trident) or +1 ranged touch (-, net); Full Atk +4 melee (1d8/x2, trident) or +1 ranged touch (-, net); SA Spell-like abilities; SQ SR 14, Alternate Form, Dark vision 60ft, Detect Poison; AL NE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

Skills and Feats: Concentration +7, Disguise +4, Hide +3, Knowledge (Local) +5, Listen +4, Spot +4; Alertness, Blind-Fight, Dodge, Improved Initiative

Spell-like Abilities: See Monster Manual

Possessions: Spiked shield, trident, and net.

APL 8

Yuan-Ti Pureblood Gladiators (2): Male Yuan-Ti Pureblood; Medium-sized monstrous humanoid; CR 3; HD 4d8; hp 23; Init +5; Spd 30 ft (6 squares); AC 13 (touch 11, flat-footed 12); Base Atk/Grapple +4/+4; Atk +4 melee (1d8/x2, trident) or +1 ranged touch (-, net); Full Atk +4 melee (1d8/x2, trident) or +1 ranged touch (-, net); SA Spell-like abilities; SQ SR 14, Alternate Form, Dark vision 60ft, Detect Poison; AL NE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

Skills and Feats: Concentration +7, Disguise +4, Hide +3, Knowledge (Local) +5, Listen +4, Spot +4; Alertness, Blind-Fight, Dodge, Improved Initiative

Spell-like Abilities: See Monster Manual

Possessions: Spiked shield, trident, and net.

Yuan-Ti Pureblood Gladiators Sergeant: Male Yuan-Ti Pureblood Ftr2; Medium-sized monstrous humanoid; CR 7; HD 4d8+2d10+6; hp 41; Init +5; Spd 20 ft (4 squares); AC 13 (touch 11, flat-footed 12); Base Atk/Grapple +6/+10; Atk + 10 melee (1d8+4/x2, trident) or +3 ranged touch (-, net); Full Atk + 10/+5 melee (1d8+4/x2, trident) or +3/-2 ranged touch (-, net); SA Spell-like abilities; SQ SR 18, Alternate Form, Dark vision 60ft, Detect Poison; AL NE; SV Fort +5, Ref +5, Will +4; Str 18, Dex 13, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Concentration +8, Disguise +5, Hide +3, Knowledge (Local) +5, Listen +4, Spot +4, Climb +4, Jump -2, Alertness, Blind-Fight, Improved Initiative, Dodge, Mobility, Spring attack.

Spell-like Abilities: See Monster Manual

Possessions: Spiked shield, trident, and net.

APL 10

Yuan-Ti Pureblood Gladiators (4): Male Yuan-Ti Pureblood; Medium-sized monstrous humanoid; CR 3; HD 4d8; hp 23; Init +5; Spd 30 ft (6 squares); AC 13 (touch 11, flat-footed 12); Base Atk/Grapple +4/+4; Atk + 4 melee (1d8/x2, trident) or +1 ranged touch (-, net); Full Atk + 4 melee (1d8/x2, trident) or +1 ranged touch (-, net); SA Spell-like abilities; SQ SR 14, Alternate Form, Dark Vision 60ft, Detect Poison; AL NE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

Skills and Feats: Concentration +7, Disguise +4, Hide +3, Knowledge (Local) +5, Listen +4, Spot +4; Alertness, Blind-Fight, Dodge, Improved Initiative

Spell-like Abilities: See Monster Manual

Possessions: Spiked shield, trident, and net.

Yuan-Ti Pureblood Gladiators Sergeant: Male Yuan-Ti Pureblood Ftr4; Medium-sized monstrous humanoid; CR 9; HD 4d8+4d10+8; hp 55; Init +5; Spd 20 ft (4 squares); AC 13 (touch 11, flat-footed 12); Base Atk/Grapple +8/+12; Atk + 12 melee (1d8+4/x2, trident) or +5 ranged touch (-, net); Full Atk + 12/+7 melee (1d8+4/x2, trident) or +5/+0 ranged touch (-, net); SA Spell-like abilities; SQ SR 22, Alternate Form, Dark Vision 60ft, Detect Poison; AL NE; SV Fort +6, Ref +6, Will +5; Str 19, Dex 13, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Concentration +8, Disguise +5, Hide +3, Knowledge (Local) +5, Listen +4, Spot +4, Climb +10, Jump +4; Alertness, Blind-Fight, Dodge, Improved Initiative, Mobility, Spring attack, Combat Expertise, Improved Disarm.

Spell-like Abilities: See Monster Manual

Possessions: Spiked shield, trident, and net.

APL 12

Yuan-Ti Pureblood Gladiators (6): Male Yuan-Ti Pureblood; Medium-sized monstrous humanoid; CR 3; HD 4d8; hp 23; Init +5; Spd 30 ft (4 squares); AC 13 (touch 11, flat-footed 12); Base Atk/Grapple +4/+4; Atk + 4 melee (1d8/x2, trident) or +1 ranged touch (-, net); Full Atk + 4 melee (1d8/x2, trident) or +1 ranged touch (-, net); SA Spell-like abilities; SQ SR 14, Alternate Form, Dark Vision 60ft, Detect Poison; AL NE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

Skills and Feats: Concentration +7, Disguise +4, Hide +3, Knowledge (Local) +5, Listen +4, Spot +4; Alertness, Blind-Fight, Dodge, Improved Initiative

Spell-like Abilities: See Monster Manual

Possessions: Spiked shield, trident, and net.

Yuan-Ti Pureblood Gladiators Sergeant: Male Yuan-Ti Pureblood Ftr6; Medium-sized monstrous humanoid; CR 11; HD 4d8+6d10+10; hp 69; Init +5; Spd 20 ft (6 squares); AC 13 (touch 11, flat-footed 12); Base Atk/Grapple +10/+14; Atk + 16/+11 melee (1d8+7/x2, trident) or +7/+2 ranged touch (-, net); Full Atk + 16/+11 melee (1d8+7/x2, trident) or +7/+2 ranged touch (-, net); SA Spell-like abilities; SQ SR 24, Alternate Form, Dark Vision 60ft, Detect Poison; AL NE; SV Fort +7, Ref +7, Will +6; Str 19, Dex 13, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Concentration +8, Disguise +5, Hide +3, Knowledge (Local) +5, Listen +4, Spot +4, Climb +10, Jump +10; Alertness, Blind-Fight, Dodge, Improved Initiative, Mobility, Spring attack, Combat Expertise, Improved Disarm, Weapon focus (trident), Weapon Specialization (trident).

Spell-like Abilities: See Monster Manual

Possessions: Spiked shield, trident, and net

Encounter 14

APL 4

Pirate Guardsmen (2): Male Human War1; Medium-size humanoid (human); CR ½ each; HD 1d8+1; hp 9; Init +2; Spd 30 ft (6 squares); AC 14 (touch 12, flat-footed 12); Base Atk/Grapple +1/+2; Atk +3 melee (1d6+1/18-20 x2, rapier) or +3 melee (1d6+1/x2, sap); Full Atk +3 melee (1d6+2/18-20 x2, rapier) or +3 melee (1d6+1/x2, sap); SQ; AL N; SV Fort +3, Ref +2, Will +0; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Search +3, Listen +2, Swim +5, Profession (sailor) +2; Weapon Finesse, dodge.

Possessions: Leather Armor, Rapier, Sap, Dagger, Belt pouch, and 20sp each.

Pirate Sergeant: Male Human Ftr3; Medium-size humanoid (human); CR 3; HD 3d10+3; hp 25; Init +2; Spd 30 ft (6 squares); AC 16 (touch 12, flat-footed 14); Base Atk/Grapple +3/+6; Full Atk +8 melee (1d6+3/18-20 x2, Rapier) or +6 melee (1d6+3/x2, Sap); SQ; AL N; SV Fort +4, Ref +3, Will +1; Str 16, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Search +4, Listen +3, Swim +7, Profession (sailor) +3; Weapon Focus (rapier), Combat expertise, Improved Disarm, Endurance, Diehard.

Possessions: Masterwork Chain shirt, Masterwork Rapier, Dagger, Sap, Belt pouch, and 20gp.

APL 6

Pirate Guardsmen (2): Male Human War2; Medium-size humanoid (human); CR 1 each; HD 2d8+2; hp 15; Init +2; Spd 30 ft (6 squares); AC 14 (touch 12, flat-footed 12); Base Atk/Grapple +2/+3; Atk +4 melee (1d6+1/18-20 x2, rapier) or +4 melee (1d6+1/x2, sap); Full Atk +4 melee (1d6+2/18-20 x2, rapier) or +4 melee (1d6+1/x2, sap); SQ; AL N; SV Fort +4, Ref +2, Will +0; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Search +3, Listen +2, Swim +6, Profession (sailor) +2; Weapon Finesse, Dodge.

Possessions: Leather Armor, Rapier, Sap, Dagger, Belt pouch, and 20sp each.

Pirate Sergeant: Male Human Ftr5; Medium-size humanoid (human); CR 5; HD 5d10+5; hp 39; Init +2; Spd 30 ft (6 squares); AC 17 (touch 12, flat-footed 15); Base Atk/Grapple +5/+8; Full Atk +10 melee (1d6+6/18-20 x2, Rapier) or +8 melee (1d6+3/x2, Sap); SQ; AL N; SV Fort +5, Ref +3, Will +1; Str 17, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Search +4, Listen +3, Swim +9, Profession (sailor) +4; Weapon Focus (rapier), Combat

expertise, Improved disarm, Endurance, Diehard, and Weapon Specialization (Rapier).

Possessions: Chain shirt +1, Rapier +1, Dagger, Sap, Belt pouch, and 20gp.

APL 8

Pirate Guardsmen (2): Male Human War4; Medium-size humanoid (human); CR 3 each; HD 4d8+4; hp 27; Init +2; Spd 30 ft (6 squares); AC 14 (touch 12, flat-footed 12); Base Atk/Grapple +4/+5; Atk +7 melee (1d6+1/18-20 x2, rapier) or +6 melee (1d6+1/x2, sap); Full Atk +7/+2 melee (1d6+2/18-20 x2, rapier) or +6/+1 melee (1d6+1/x2, sap); SQ; AL N; SV Fort +5, Ref +3, Will +1; Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Search +4, Listen +3, Swim +8, Profession (sailor) +3; Weapon Finesse, Dodge, Combat Expertise.

Possessions: Leather Armor, masterwork Rapier, Sap, Dagger, Belt pouch, and 20gp each.

Pirate Sergeant: Male Human Ftr7; Medium-size humanoid (human); CR 7; HD 7d10+7; hp 53; Init +2; Spd 30 ft (6 squares); AC 17 (touch 12, flat-footed 15); Base Atk/Grapple +7/+10; Atk +12 melee (1d6+6/18-20 x2, rapier) or +10 melee (1d6+3/x2, sap); Full Atk +12/+7 melee (1d6+6/18-20 x2, rapier) or +10/+5 melee (1d6+3/x2, sap); SQ; AL N; SV Fort +7, Ref +5, Will +3; Str 17, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Search +6, Listen +5, Swim +11, Profession (sailor) +5; Weapon Focus (Rapier), Combat expertise, Dodge, Endurance, Diehard, Weapon Specialization (Rapier), Improved Disarm, Power Attack.

Possessions: Chain shirt +1, Rapier +1, Dagger, Sap, Belt pouch, Cloak of Resistance +1, and 20gp.

APL 10

Pirate Guardsmen (2): Male Human War6; Medium-size humanoid (human); CR 5 each; HD 6d8+6; hp 39; Init +2; Spd 30 ft (6 squares); AC 15 (touch 12, flat-footed 13); Base Atk/Grapple +6/+7; Atk +9 melee (1d6+2/18-20 x2, rapier) or +8 melee (1d6+1/x2, sap); Full Atk +9/+4 melee (1d6+2/18-20 x2, rapier) or +8/+3 melee (1d6+1/x2, sap); SQ; AL N; SV Fort +6, Ref +4, Will +2; Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Search +5, Listen +4, Swim +10, Profession (sailor) +4; Weapon Finesse, Dodge, Combat Expertise, Improved disarm.

Possessions: Leather Armor +1, Rapier +1, Sap, Dagger, Belt pouch, and 20gp each.

Pirate Sergeant: Male Human Ftr9; Medium-size humanoid (human); CR 9; HD 9d10+9; hp 67; Init +2; Spd 30 ft (6 squares); AC 19 (touch 13, flat-footed 17); Base Atk/Grapple +9/+13; Full Atk +15/+10 melee

(1d6+7/15-20 x2, rapier) or +13/+8 melee (1d6+4/x2, sap); Atk +15 melee (1d6+7/15-20 x2, rapier) or +13 melee (1d6+4/x2, sap); SQ; AL N; SV Fort +8, Ref +6, Will +4; Str 18, Dex 14, Con 13, Int 13, Wis 10, Cha 10.

Skills and Feats: Search +7, Listen +6, Swim +14, Profession (sailor) +6; Weapon Focus (Rapier), Combat expertise, Dodge, Mobility, Endurance, Diehard, Weapon Specialization (Rapier), Improved Disarm, Power Attack, Improved critical.

Possessions: Chain shirt +2, Rapier +1, Dagger, Sap, Belt pouch, Cloak of Resistance +1, Ring of Protection +1, and 20gp

APL 12

Pirate Guardsmen (2): Male Human War8; Medium-size humanoid (human); CR 7 each; HD 8d8+8; hp 51; Init +2; Spd 30 ft (6 squares); AC 15 (touch 12, flat-footed 13); Base Atk/Grapple +8/+9; Atk +11 melee (1d6+2/18-20 x2, Rapier) or +10 melee (1d6+1/x2, Sap); Full Atk +11/+6 melee (1d6+2/18-20 x2, rapier) or +10/+5 melee (1d6+1/x2, sap); SQ; AL N; SV Fort +7, Ref +4, Will +2; Str 12, Dex 14, Con 13, Int 13, Wis 10, Cha 10.

Skills and Feat: Search +6, Listen +5, Swim +12, Profession (sailor) +5; Weapon Finesse, Dodge, Combat Expertise, Improved disarm.

Possessions: Leather Armor +1, Rapier +1, Potion of Cure Moderate Wounds (2), Sap, Dagger, Belt pouch, and 20gp each.

Pirate Sergeant: Male Human Ftr11; Medium-size humanoid (human); CR 11; HD 11d10+11; hp 81; Init +2; Spd 30 ft (6 squares); AC 19 (touch 13, flat-footed 17); Base Atk/Grapple 11/+15; Atk +17 melee (1d6+7+(1d6 electrical)/15-20 x2, rapier) or +15 melee (1d6+4/x2, sap); Full Atk +17/+12/+7 melee (1d6+7+(1d6 electrical)/15-20 x2, rapier) or +15/+10/+5 melee (1d6+4/x2, sap); SQ; AL N; SV Fort +9, Ref +6, Will +4; Str 18, Dex 14, Con 13, Int 13, Wis 10, Cha 10.

Skills and Feats: Search +8, Listen +7, Swim +16, Profession (sailor) +7; Weapon Focus (Rapier), Combat expertise, Dodge, Mobility, Spring attack, Endurance, Diehard, Weapon Specialization (Rapier), Improved Disarm, Power Attack, Improved critical.

Possessions: Chain shirt +2, Rapier +1 (shock), Dagger, Sap, Belt pouch, Cloak of resistance +1, Ring of Protection +1, and 20gp

Close-Quarters Fighting Feat (*from the Complete Warrior*):

You are skilled at fighting at close range and resisting grapple attempt.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Skiprock, Halfling (*from the Arms & Equipment Guide*):

These polished, perfectly weighted stones are prized by Halflings, for if thrown well enough, they ricochet off one target to strike a second. If the skiprock hits its target, it ricochets toward another target of the throwers choice adjacent to the original target (within 5 feet). The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus equal to the first roll –2. Skiprocks could be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon Proficiency feat specifically for that purpose.

Cost: 3gp

Damage (small): 1d2

Damage (medium): 1d3

Crit: x2

Range Increment: 10 ft.

Weight: ¼ lb.

Appendix Two: New Rules Items

Type: Bludgeoning

Instant Rope (*from the Arms & Equipment Guide*):

When poured from a flask, this viscous gray liquid forms into a long cord usable as a temporary rope. Upon being exposed to air, the liquid rapidly increases in both volume and viscosity, swelling to the diameter of a typical hemp rope, and then quickly drying. A flask of instant rope forms a 30-foot long cord; it takes 2 rounds for it to solidify and dry enough to be used. The instant rope can be moved during this period without damaging it but it cannot support more than 10 pounds of weight without breaking. Once completely dry, instant rope can support as much weight as normal hemp rope. After an hour, instant rope becomes too brittle to support any weight and quickly crumble into dust. 25gp, 1 lb.

Longbreath (*from the Arms & Equipment Guide*):

This thick, brown-tinted smoke is a great boon to anyone who needs to go without air for more than a few rounds. After inhaling Longbreath a character can hold his breath for 3 rounds per point of Constitution, rather than 2 rounds per point. Longbreath can be used after the character begins holding his breath, but it provides less of a benefit. If a character inhales Longbreath after beginning to hold his breath, simply multiply the number of rounds the character could continue holding his breath by 1.5. Once a character begins making Constitution checks to continue holding his breath, Longbreath provides no benefit. 50gp, -1lb.

Marbles (*from the Arms & Equipment Guide*):

About two dozen assorted glass, flawed rock crystal, or clay spheres in a leather pouch. They are commonly used as toys but are also useful for checking the slope in a dungeon corridor (just set one down and see which way it rolls), or as a non-damaging alternative to caltrops. One bag covers an area 5 feet square. Creatures moving through or fighting in the area must make a Balance checks (DC 15). A creature that fails is unable to move for 1 round (or may fall; see the Balance skill description in the *Player's Handbook*).

The DM judges the effectiveness of marbles against unusual opponents. Creatures that are huge or larger tend to crush the marbles into dust, while those with multiple legs, like carrion crawlers, can scramble along without falling. 2 sp, 2 lb.

The Dread Pirate Prestige Class (as presented in *Song and Silence*):

Hit Dice: d6

Requirements

To qualify for the dread pirate prestige class, a character must fulfill all the following criteria .

Alignment: Any non-lawful.

Base Attack Bonus: +4.

Skills: Appraise 8 ranks, Profession (sailor) 8 ranks, Swim 5 ranks, Use Rope 5 ranks.

Feats: Quick Draw, Weapon Finesse.

Special: The character must own a ship worth at least 10,000 gold pieces. The method of acquisition-purchases, force of arms, or skullduggery-makes no difference, as long as he can freely operate it on the high seas

Class Skills

The dread pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the dread pirate prestige class. The Difficulty Class (DC) for any required skill check is included where appropriate.

Weapon and Armor Proficiency: A dread pirate is proficient with simple and martial weapons and with light and medium armor. If he is wearing light, medium, or no armor, he can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting. A dread pirate most often fights with a rapier and either a short sword or a dagger in his offhand. If he has no magical means of swimming in armor, he usually goes unarmored, at least while aboard ship.

Fearsome Reputation: At 2nd level, the dread pirate is developing a reputation on the high seas. At this point, he must decide whether to adopt the honorable pirate's code (avoid undue bloodshed and focus on cargo, not mayhem) or take the more bloodthirsty, dishonorable approach. Unless he is going incognito, the dread pirate gains a +2 circumstance bonus on Diplomacy checks (if honorable) or Intimidate checks (if dishonorable). Every two dread pirate levels thereafter, this bonus increases by +2. Failure to live up to his reputation at any point may (at the DM's discretion) negate these bonuses.

Rope Swing (Ex): If a number of overhead ropes or booms are nearby (and on a ship, they almost always are), a dread pirate of 3rd level or higher can grab one and swing up to 20 feet in a straight line as a move equivalent action or as the movement portion of a charge action . If the dread pirate makes a successful Use Rope check (DC 15), this movement doesn't provoke attacks of opportunity for moving through threatened squares. A successful Use Rope check (DC 25) allows the character to move up to 20 feet through occupied squares without provoking attacks of opportunity.

Failure in either case means the dread pirate swings through the desired area but provokes attacks of opportunity normally. Rope swing can be used on land as well-in a room with a tapestry or chandelier, for example.

Players using the variant rules for Tumble (see Chapter 2) should apply the same variant to rope swing.

Wind at Your Back: At 3rd level, the dread pirate has become a master at eking every bit of propulsion out of the prevailing winds. Any ship he captains moves 1 mile per hour faster than normal.

Leadership Bonus: At 5th level, the dread pirate gains a +2 bonus to his character level for the purpose of acquiring cohorts with the Leadership feat. Every two dread pirate levels thereafter, this bonus increases by +2.

Shifting Deck: As a free action, a dread pirate of 5th level or higher can attempt a Balance check (DC 15) .

Success negates any penalties for uneven ground, such as a ship's deck in rolling seas, and any higher-ground bonuses that opponents might otherwise have. The DM may set a higher DC for checks involving particularly uneven or dangerous ground.

Come About: The dread pirate's ability to maneuver a vessel is legendary. At 6th level, he gains a +4 insight bonus on Profession (sailor) checks.

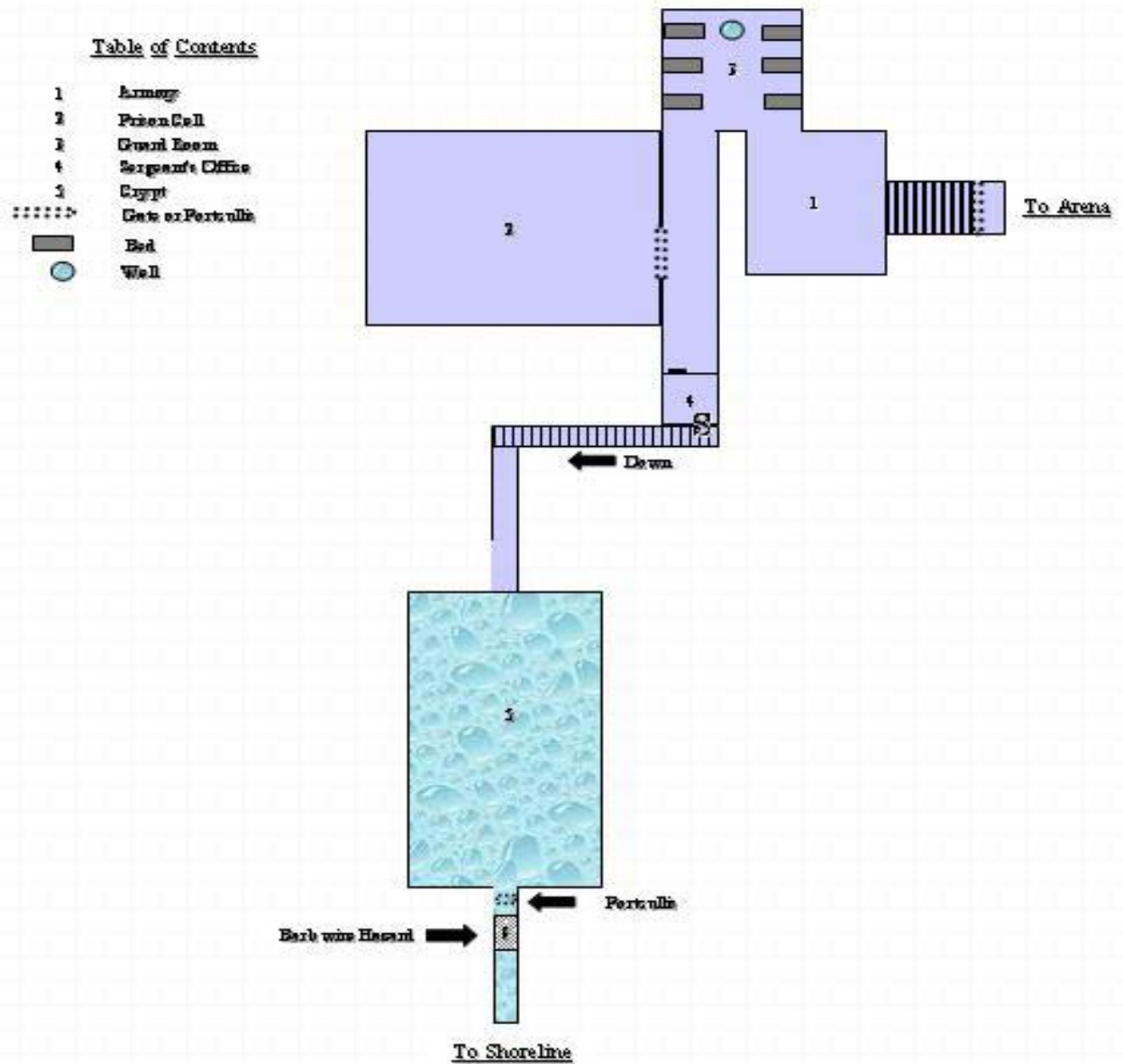
Concealed Weapon Attack: A dread pirate often hides small daggers up his sleeves or in his boots. At 7th level, a dread pirate who doesn't already have the sneak attack ability gets it now at a +2d6 damage bonus, but he can use it only to make sneak attacks with concealed weapons. If the character does have the sneak attack ability from a previous class, the damage bonuses stack only for sneak attacks made with concealed weapons.

Hoist the Black Flag (Sp): The unique insignia of a dread pirate of 8th level or higher is so well known that when it is displayed on a flag or banner, every ally within 50 feet of it gains a +2 morale bonus on attacks. This bonus lasts for 10 rounds after the flag is revealed, or until it is destroyed or lowered, whichever occurs first. Hoist the black flag may be used three times per day and the dread pirate must either hoist the flag personally or hand it to an ally who then hoists it.

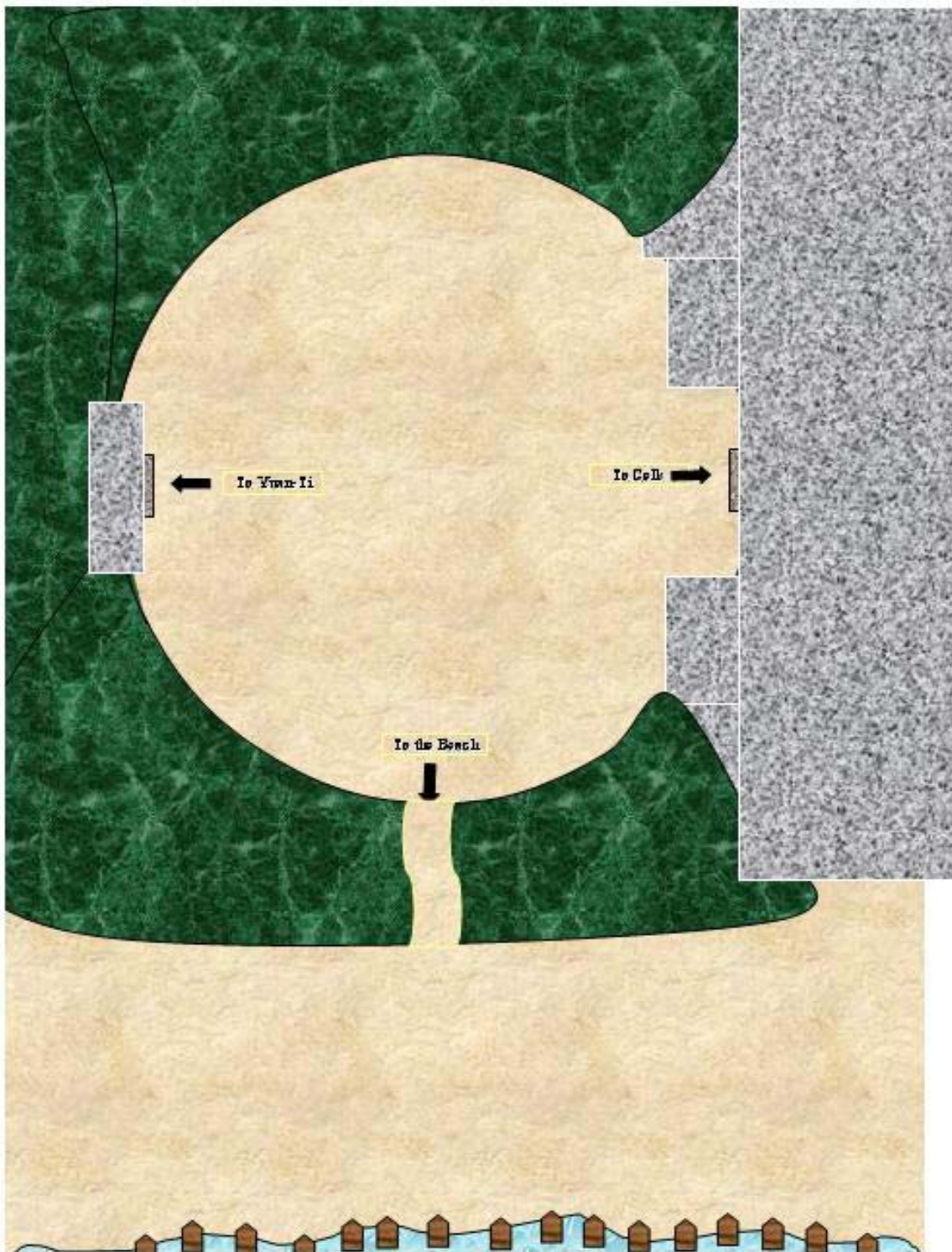
Scourge of the Seas: A 10th-level dread pirate's exploits have become so legendary that hundreds of able sailors are willing to sign on as his crew for no compensation other than a share of the booty. High level dread pirates can use this influx of sailors to crew pirate fleets of up to a dozen ships. Any small city's dock district has enough sailors (1st-level warriors and experts) to crew a single ship, and a larger city can provide the crew for an entire fleet. This ability is separate from the Leadership feat; crew members acquired with the scourge of the seas ability don't count as cohorts or followers.

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|------------------|-------------------|-----------|----------|-----------|--|
| 1 st | +1 | +0 | +2 | +0 | Fight with two weapons |
| 2 nd | +2 | +0 | +3 | +0 | Fearsome reputation +2 |
| 3 rd | +3 | +1 | +3 | +1 | Rope swing, wind at your back |
| 4 th | +4 | +1 | +4 | +1 | Fearsome reputation +4 |
| 5 th | +5 | +1 | +4 | +1 | Leadership +2, shifting deck |
| 6 th | +6 | +2 | +5 | +2 | Come about, fearsome reputation +6 |
| 7 th | +7 | +2 | +5 | +2 | Concealed weapon attack, leadership +4 |
| 8 th | +8 | +2 | +6 | +2 | Fearsome reputation +8, hoist the black flag |
| 9 th | +9 | +3 | +6 | +3 | Leadership +6 |
| 10 th | +10 | +3 | +7 | +3 | Fearsome reputation +10, scourge of the seas |

Appendix Three: Map of the Prison



Appendix Four: Map of the Arena



Player Handout #1 – Map of Prison in Sand

