

SHE3-06

Seeking the Wronged

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

Version 1.1

by Christopher Reed

A young dwarven lady has gone missing and her grandfather, a retired Ulekian Royal Navy commodore, seeks your help in finding her. A Sheldomar Valley meta-regional adventure for APLs 6-12, and Part Two of the Wronged Series.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

Time Units and Upkeep

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

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

Adventure Summary & Background

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

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

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

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

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

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

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

One gentlemen, Roulart Ramado, who was a Slaver several years ago before the original group fell (as seen in the classic Greyhawk adventures, **A1-4 Scourge of the Slavelords**), has just managed to work himself back into the organization with the unwitting assistance of a group of duped adventurers (in **SHE3-05 Righting the Wrongs**). Roulart posed as a reformed villain who sought to right the wrongs he committed. However, the actions he convinced the adventurers to take resulted in the defeat of Jensetta Jarotta, the local minor Slavelord in the town of Greutam (located within the Principality of Ulek on the Sheldomar River, near the Azure Sea).

Now Roulart has taken over for Jensetta Jarotta and has stepped up operations in the town of Greutam. Numerous folks have gone missing but rumors fill the air as to the reasons why. The truth of the matter is that each of the disappearances in the town of Greutam was caused by the Slavers under Roulart's direction. Roulart does not appear within this scenario but those under his direction do.

The cause of loudest alarm starts when Grommit Waterreeve's granddaughter, Rockshannar, turns up missing. Grommit is a retired Principality of Ulek Royal Navy commodore. He came to the town of Greutam upon retiring from the Royal Navy and is greatly respected.

Where and how the adventure starts for each PC depends on their home region and whether or not they are military characters. Those from Keoland start in the Keoish city of Gradsul. Bissel and Gran March military PCs along with Principality of Ulek PCs start within the Principality of Ulek in the town of Greutam, sent to investigate the disappearances there. Other PCs find

themselves traveling to the town of Greutam for a variety of reasons (DM's are encouraged to be creative here).

Through a number of rumors, each PC hears about the disappearances in the town of Greutam. Eventually, the PCs each find themselves feasting on an afternoon meal at a local inn within the town of Greutam.

While feasting, the PCs are approached by Grommit Waterreeve, a retired Principality of Ulek Royal Navy commodore. He informs the PCs that his granddaughter, Rockshannar has been missing for nearly a week now and pleads with them to find her. He fears the worst for her but must know her ultimate fate. He knows that Rockshannar and her boyfriend, Odgrim, had a "falling out" just over a week ago. Odgrim is a strong and hefty dockhand. Grommit has some concern that Odgrim might have done something to his granddaughter but, in truth, Odgrim did no such thing. Instead Grommit's granddaughter was captured by the Slavers when she went down to the banks of the Sheldomar River to cry after her heart was broken by Odgrim, and she is currently being held in a cave just outside of town.

Grommit suggests that the PCs investigate Rockshannar's small apartment (Encounter Two), talk to Odgrim at his home (Encounter Three), or at his workplace at the docks (Encounter Four).

Heading to Rockshannar's apartment, the PCs encounter nothing. However, the door to her apartment is trapped with a summoning spell that brings forth a creature (dependant on APL) that attacks those who are attempting to enter the apartment. This was placed by one of the Slavers upon hearing the rumors that Grommit was planning on hiring some adventurers to locate his granddaughter. Searching Rockshannar's apartment, the PCs find no signs of a struggle but do seemingly find her diary. However, this diary was planted by the Slavers that kidnapped her to mislead anyone who might survive the trap and still continue to seek her out.

Going to Odgrim's home, the PCs quickly find that he is not home and his door is locked. If the PCs break into Odgrim's home, they risk being discovered. However, if the PCs get inside undiscovered they find that it has hardly been used in the past week but several items, such as clothes and shoes, have been thrown about as if in a hurry. The reason for this is that Odgrim has spent little time here due to spending many of his late night hours with a new girl he has met at the local bar. No clues that pertain to locating Rockshannar, Grommit Waterreeve's granddaughter are here.

Going to the docks where Odgrim works, the PCs are able to speak with the dockmaster, sailors from various

ships, the local dockhands and several merchants hoping to quickly unload their goods. When the dockhands that Odgrim works with are confronted/questioned, they get agitated and without good diplomacy on the PCs' part, the PCs could easily find themselves in a non-lethal brawl.

As for clues, the PCs are able to find out from several of the dockhands that Odgrim was upset about the breakup between himself and Rockshannar. However, Odgrim has been with his buddies each of the past few nights. In fact, Odgrim even met a new girl, Melina Mumpett, who was a little more "giving." Directions to the local bar and Melina's house are available.

Also, the dockmaster informs the PCs that two individuals were seeking information just this morning about a ship called the *Swift Delivery* but unfortunately it had not come to port yet despite the fact that it usually arrives on this day of the week. The two men seemed a bit angered but quickly made their leave. The dockmaster can provide a detailed description of them: both in light clothes with their pants wet from water and their light boots filled with sand and dirt. The two individuals are in fact part of the Slavers operation. They came to check on the status of the *Swift Delivery*, which is actually a slaver's vessel. Unfortunately for them, the ship is one day behind schedule.

As the PCs start to leave the docks to investigate one of the three possible clues (local bar, Melina, or the two wet and dirty men) they have been given, an invisible assassin, hired by the Slavers, attempts to eradicate the PCs. A few other individuals have been planted on the docks to assist the assassin.

Going to investigate the local bar where Odgrim and his buddies have frequented during the evenings in the past week, the PCs find several interesting folks to converse with. Besides the various role-playing opportunities, the PCs are able to buy one of the bar's drunks a few drinks in exchange for some information. The information is that, on his way home during one of his drunken stupors, he saw Rockshannar heading towards the banks of the Sheldomar River. He remembers two other shadowy figures approaching her but passed out at that point. This is when Rockshannar had gone to the banks of the Sheldomar River to cry after her heart was broken by Odgrim. The two shadowy figures were Slavers going for "easy pickings" on the riverbank.

If the PCs seek out Melina Mumpett, they find that she has been with Odgrim during the late night/early morning hours after the bars have closed on several nights in the past week. They have been enjoying each other's company. She knows nothing about Rockshannar

and cares little about the matter. However, she is always interested in a wealthy or strong man who can take care of her and might switch her affection to one of the PCs for a short time.

If the PCs head down the riverside going southward, after a trek of about a mile or so, they find a cave. Located inside the cave is a temporary holding place for slaves about to be transported to the Pomarj. Slaves are brought here once a week and then during the midnight hour taken via rowboat to the *Swift Delivery*. The slavers were to be transported last night but due to the *Swift Delivery*'s lateness, they are still here.

Just outside the cave entrance are several rowboats. Just inside are several Slaver guards armed with sleep poison. Deeper inside the cave are additional Slaver guards, also armed with sleep poison. Currently, they are watching over several slaves including Rockshannar, Grommit Waterreeve's granddaughter. Additionally, some minor clues about the Slavelords and Roulart Ramado can be found here.

Please note that the PCs must complete the adventure within one day. At sunrise on the following day, the *Swift Delivery* arrives and the slaves are loaded onto the ship and taken to the Pomarj. However, do not inform the PCs of this time constraint to complete the adventure.

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

Introduction

Before starting the adventure:

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

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

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

You currently sit within a pleasant inn within the Keoish city of Gradsul. As you feast upon an early evening meal, you can easily hear the conversation of two gentlemen, both of Oeridian descent, at the table

next to yours. Both are young, likely in their early twenties.

The first, a man with honey colored hair resembling a mob, starts, "Have you heard of any possible adventuring work these days?" The other man, with brown hair, replies, "Yes, but all of it is over the river in the Ulekian town of Greutam." The first man responds, "Really? Any idea of what it involves?" The second man retorts back, "Disappearances, I think. But who cares! They pay poorly in Ulek and expect you to take on challenges beyond one's ability. Stuff like undead creatures. You are best to stay in Keoland where it is safer because you know there's nothing like that over here. The first man answers back, "True, but my purse is getting lighter these days, you know."

The two young Oeridian men continue on with discussion of various mundane and trivial matters.

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

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

One day later you awake in the late morning hour within the town of Greutam. The emptiness in your belly tells you that you need some nourishment. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

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

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

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

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

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

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

You have traveled, seemingly aimlessly, for several days now. By midday, you come upon the town of Greutam in the southeastern portion of the Principality of Ulek on the Sheldomar River. The emptiness in your belly tells you that you need a good lunch. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

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

Encounter One: Waterreeve

Having decided to give an inn called the Worn Boot a try, as your stomach aches for an afternoon meal, you take a seat at one of the tables. Several others soon join you.

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

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

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

1. Sahuagin from the Azure Sea have taken townsfolk for food and slaves (DM Note: The sahuagin of the Azure Sea have made appearances in two Principality of Ulek adventures, **ULPr-09 At the Edge of the Abyss** and **ULPr-06 A Romantic Interlude**).

2. A great sea monster with tentacles as long as a war galley plucks unfortunate souls from the town during the night.
3. Werereatures sent by Iuz himself have returned to the town and kidnapped some of the townsfolk to infest them with lycanthropy. So beware of the full moon (DM Note: Greutam is the Ulekian setting of **ADPr-05 Festival Knight**).
4. Several local folks have been kidnapped by doppelgangers who seek to replace them permanently.
5. Those loyal to the Keoish throne have killed several locals to bring further chaos to the Principality of Ulek.
6. A wealthy merchant from Ket is kidnapping individuals for his slave market back home.
7. Agents of the Scarlet Brotherhood have kidnapped particular townsfolk in hopes of getting ransom money from those who will pay.
8. The Warlord from the Disputed Territory has sent a small goblinoid group to capture individuals to add to his undead army.
9. Devils have suddenly appeared in various parts of the town taking whomever they can grab for some type of unholy sacrifice.
10. Ruthless sailors have taken unsuspecting individuals during the midnight hour putting them into a life of slavery.

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

As you start to finish the last of your early afternoon meal, a stout and hearty dwarf of average height dressed in a sea-green robe enters the establishment. The aging dwarf sternly looks around the place seemingly looking for something, as he toys with his waist length beard. His beard looks something like a wave of water and has several gems braided into it.

After a good half minute, he eyes your group and trudges to your group. Upon reaching your table, he begins, "Good folk, me eyes tell me that you have the look of heroes and adventurers. So I ask for a moment of your time." He then pauses for a second and then sits at your table. The dwarf then quickly continues, "Me name is Grommit Waterreeve. I'm a retired Royal Navy commodore. It's been several since those days and I do miss it but age got the better

of me. However, that's not the reason I've asked for a bit of ye time today. No, I'm hoping that ye good folk will agree to search for me granddaughter Rockshannar Waterreeve. She's the youngest of the lot and lives in town but I haven't seen her for nearly a week now, which is quite unusual. She usually comes to see me two or three times a week. I went to her home but didn't find her there. So will you find my granddaughter for me?

Grommit Waterreeve is indeed a retired Royal Navy commodore. Despite being a dwarf, he loves the open sea.

If the PCs agree, he states that he fears the worst for her but must know her ultimate fate. He knows that Rockshannar and her boyfriend, Odgrim, had a "falling out" just over a week ago. Odgrim is a strong and hefty dockhand. Grommit has some concern that Odgrim might have done something to his granddaughter, perhaps out of rage.

Rockshannar is a young dwarven girl of thirty-eight years old. She is about three and a half feet tall with light brown skin and dark eyes. She is relatively innocent and trusting of folks. She has a great love for the sea, which she got from her grandfather.

If asked about payment, he states that he has little money to offer them. Instead, he can arrange access for them to someone who has a number of magic items for sale. Grommit does not know to what he can arrange access yet but does promise the PCs that it will be something worthwhile.

Grommit can provide directions to Rockshannar's apartment (Encounter Two), Odgrim's home (Encounter Three), and the docks (Encounter Four) where Odgrim works. When the PCs continue onward, continue with the appropriate encounter.

Encounter Two: Rockshannar's Apartment

If the PCs head to Rockshannar's apartment, continue with the following:

Having agreed to help Grommit Waterreeve, you decide to make way to his granddaughter's apartment.

After a short bit, you find yourself at your destination. Peering at the apartment, you see that the windows are closed and the drapes block your view of what might reside inside.

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

In order to enter Rockshannar's apartment, the PCs must break in. This can be done through a variety of ways, including a successful Open Lock check (DC 25) on one of the doors or by breaking a window (hardness 1; hp 2) or door (hardness 5; hp 20). Breaking through one of the doors or windows might (50% chance) attract some unwanted attention, but, if the PCs carefully explain they are searching for Rockshannar, they can eventually convince the witnesses to let the matter drop and nothing further comes of it. Otherwise, they need to make a successful Bluff check (DC 20) or Diplomacy check (DC 15) to avoid being questioned for the rest of the day (thus ending the event for them).

Anyone entering the apartment triggers a *summon monster* trap(s) as indicated below (unless it is disabled). The creature(s) appears outside of Rockshannar's apartment and immediately attacks the PCs. This trap was placed by one of the Slavers upon hearing the rumors that Grommit was planning on hiring some adventurers to locate his granddaughter. The devil variants of the *summon monster* spell were selected to help spread fear, as seen in one of the rumors in the previous encounter; that devils have been taking innocent victims for some unholy sacrifice.

APL 6 (EL 5)

↗ *Summon Monster V* Trap: CR 5; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster V*, 9th-level wizard, bearded devil); Search (DC 30); Disable Device (DC 30).

APL 8 (EL 7)

↗ *Summon Monster V* Traps (2): CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster V*, 9th-level wizard, bearded devil); Search (DC 30); Disable Device (DC 30).

APL 10 (EL 9)

↗ *Summon Monster VII* Trap: CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VII*, 13th-level wizard, bone devil); Search (DC 32); Disable Device (DC 32).

APL 12 (EL 11)

↗ *Summon Monster VII* Traps (2): CR 11; magic device; proximity trigger (*alarm*); no reset; spell effect

(*summon monster VII*, 13th-level wizard, bone devil); Search (DC 32); Disable Device (DC 32).

Once inside the apartment, PCs that Search (DC 20) around, find no signs of a struggle but do find Rockshannar's diary. However, this diary is actually not Rockshannar's (Forgery check [DC 24 + the APL] to recognize as a fake) but one that was planted by the Slavers that kidnapped her to misguide anyone who might survive the trap and still continue to seek her out.

If the diary is read, it initially seems innocent enough, mentioning activities such as the sea and creatures in the water. However, the last few pages turn quite dark. It states that she has come upon a man who can teach her to summon creatures from the Nine Hells of Baator. With this newfound knowledge, she plans to make a name for herself acquiring whatever wealth she can.

Nothing further can be gained from either the apartment or the diary.

Encounter Three: Odgrim's Home

If the PCs head to Odgrim's (Rockshannar Waterreeve's ex-boyfriend) home, continue with the following:

Having agreed to help Grommit Waterreeve, you decide to make way to the home of Odgrim, Rockshannar's ex-boyfriend.

As you near the place, nothing appears out of the ordinary.

From the outside, nothing seems odd about the house. It merely appears that no one is home.

There are several windows the PCs can peek into. From this vantage point, it does not appear that anything is out of order.

In order to enter Odgrim's home, the PCs must break in. This can be done through a variety of ways, including a successful Open Lock check (DC 25) on one of the doors or by breaking a window (hardness 1; hp 2) or door (hardness 5; hp 20). Breaking through one of the doors or windows might (50% chance) attract some unwanted attention. They need to make a successful Bluff check (DC 20) or Diplomacy check (DC 15) to avoid being questioned for the rest of the day (thus ending the event for them).

Once inside, the PCs quickly discover that this place has hardly been used in the past week due to the amount of dust here. However, several items, such as clothes and shoes, have been thrown about as if in a hurry. The reason for this is that Odgrim has spent little time here

due to spending many late night hours with a near girl he has met at the local bar. No clues that pertain to locating Rockshannar, Grommit Waterreeve's granddaughter, can be found here.

Encounter Four: The Docks

If the PCs head to Odgrim's (Rockshannar Waterreeve's ex-boyfriend) workplace, the docks, continue with the following:

Having agreed to help Grommit Waterreeve, you decide to make way to the docks, which is the workplace of the dwarf Odgrim, Rockshannar's ex-boyfriend.

The sun slowly descends from its midday spot as you arrive at the docks of the town of Greutam. You see several ships are currently docked. Numerous sailors, dockhands and merchants move about the docks like busy ants.

Upon arriving at the docks, the PCs can speak with the dockmaster, sailors from various ships, the local dockhands and/or several merchants hoping to quickly unload their goods.

If any PC speaks with the dockmaster, he can direct them to Odgrim. If asked about any other noteworthy events that occurred today, the dockmaster informs the PCs that two individuals were seeking information just this morning about a ship called the *Swift Delivery* but unfortunately it had not come to port yet despite the fact that it usually arrives on this day of the week. The two men seemed a bit angered but quickly made their leave. The dockmaster can provide a detailed description of them: both in light clothes with their pants wet from water and their light boots covered with sand and dirt (Survival check DC 15 to realize that the men probably came from somewhere along the Sheldomar River's banks). The two individuals are in fact part of the Slavers operation. They came to check on the status of the *Swift Delivery*, which is actually a slaver's vessel. Unfortunately for them, the ship is one day behind schedule.

If any PC speaks with the sailors from the various ships currently located here, the first few (six) do not know who Odgrim is. However, persistent PCs eventually run into a sailor who "thinks" he knows where Odgrim is. The sailor pats his purse as an indication that he is seeking a few coins (2 gp) for his help.

If any PC speaks with the local dockhands, a mixture of human and dwarfs, they quickly get agitated when posed questions about Odgrim. Unless the PCs do some quick talking, their agitation turns to hostility. PCs can calm

them down with a good story and a successful Bluff check (DC 20) or a successful Diplomacy check (DC 25).

If not calmed down, the dockhands start to push the PCs trying to intimidate them. If the PCs do not take any aggressive or hostile action back, the fight is broken up by a group of sailors in thirty seconds. If aggressive or hostile action is used, the PCs are then taken into the custody of the law. They are eventually released the next day but this ends the adventure for them.

If the PCs did some quick talking or calmed the dockhands down, they point out Odgrim, who is among the group of dockhands the PCs were talking to. If asked about Rockshannar, the dockhands inform the PCs that Odgrim was upset about their breakup. However, Odgrim has been with his buddies each of the past few nights. In fact, Odgrim even met a new girl, Melina Mumpett, who was a little more "giving." Directions to the local bar (Melick's Pub) and Melina's house are available. Odgrim relays the same story to the PCs if asked.

If any PC speaks with the merchants found here, they found that they are quite busy and generally unwilling to assist. They do mention that perhaps the PCs should talk with the dockmaster.

Odgrim has little information that can assist the PCs with locating Rockshannar. He is saddened that she is missing but ensures the PCs that he did nothing to her but break her heart. Basically, he can only help them continue their hunt by directing them to either the Melick's Pub (Encounter Six) or Melina's house (Encounter Seven). However, before the PCs can get to either of these encounters, continue with the next encounter.

Encounter Five: Attack

When the PCs start to leave the docks to investigate one of the three possible leads (local bar, Melina, or the two wet and dirty men), continue with the following:

Having talked to Rockshannar's dwarven boyfriend, Odgrim, you make your way from the docks to continue your search for Grommit Waterreeve's granddaughter.

As the PCs start to leave the docks, a few dock thugs start to approach the PCs. They initially do not start a fight but merely wish to distract/delay the PCs so that a well-hidden assassin can study his target for three rounds, then move into melee and make his death attack. The assassin chooses the PC he deems will be the easiest to hit. So, for example, he will avoid attacking a well-armored fighter, if possible, with his death attack.

While role-playing the dock thugs, keep track of the time. After thirty seconds, the death attack by the assassin is taken. Allow the PCs Spot and Listen checks with the DC determined by the appropriate Hide and Move Silently checks of the assassin. Be sure to take conditional modifiers into effect such as -1 penalty per ten feet of distance and -5 penalty for being distracted.

Once the death attack is made, the dock thugs attack the PCs. Meanwhile, the assassin attempts to use his hide in plain sight ability while sneak attacking one of the PCs.

APL 6 (EL 9)

✎ **Assassin:** Male Human (Suel) Rog7/ShD1/Asn1; hp 54; see Appendix I.

✎ **Dock Thugs (6):** Male Human (Suel) War2; hp 15 each; see Appendix I.

APL 8 (EL 11)

✎ **Assassin:** Male Human (Suel) Rog7/ShD2/Asn2; hp 66; see Appendix I.

✎ **Dock Thugs (6):** Male Human (Suel) War4; hp 30 each; see Appendix I.

APL 10 (EL 13)

✎ **Assassin:** Male Human (Suel) Rog7/ShD2/Asn4; hp 78; see Appendix I.

✎ **Dock Thugs (6):** Male Human (Suel) War6; hp 45 each; see Appendix I.

APL 12 (EL 15)

✎ **Assassin:** Male Human (Suel) Rog7/ShD2/Asn6; hp 90; see Appendix I.

✎ **Dock Thugs (6):** Male Human (Suel) War8; hp 65 each; see Appendix I.

If all the dock thugs are killed or captured and the assassin is reduced to less than half hit points, he tries to escape, even resorting to taking his *potion of water breathing* and jumping into the water. If the assassin is captured, he refuses to speak. However, if searched, a note can be found upon him. The note, written in Common, appears to be written by Rockshannar Waterreeve. It is an agreement that if the assassin kills those that are seeking her out (the PCs), he will receive one thousand gold pieces per PC killed. It continues with the fact that she needs the PCs out of the way to ensure that she can complete the foul summoning she has been working on. The note is in fact a total falsehood, dreamt up by the Slavers (Forgery check [DC 24 + the

APL] to recognize as a fake). It was given to the assassin to misdirect or confuse the PCs.

If any of the dock thugs are captured, they state they were hired by some dwarven girl. If asked for a description, they state she was short with light brown skin and dark eyes. Unbeknownst to them, they were hired by Roulart Ramado in the disguise of Rockshannar Waterreeve, via the use of various magic items he possesses.

Encounter Six: Melick's Pub

If the PCs decide go to Melick's Pub, continue with the following:

Having dealt with assassination attempt, you make your way to Melick's Pub, a local bar where Odgrim stated he has been frequenting greatly of late.

Melick's Pub has four small rooms for rent in the back. It is the only drinking establishment adjoining the town-square. Working inside are four barmaids and a young bard named Ebby, who sits on a stool near the bar, playing tunes on a lute. He gladly lets others entertain the patrons here.

☛ **Ebby:** male human Brd2; Cha 14; Perform +6.

Any PC who uses Gather Information has the opportunity (DC 10) to learn of some gossip. For every two points a PC gets over DC 10, allow them an extra roll on the following chart (re-roll any duplicates):

1. Relations between Keoland and the Principality of Ulek are strained from the economic alliance with the Lordship of the Isles.
2. Several locals wish the Principality of Ulek would rejoin the Keoish Empire.
3. Timberkos, a local toy maker with some magical talent, has not been seen in several weeks.
4. Several attempts by Keoish loyalists have been made on Prince Volimar Corond's life.
5. A band of horse thieves, known as the Brotherhood of Assassins, are now living in the town after their tour through the Gran March.
6. Pomarjian forces have been seen in the Gran March.
7. Diplomats from the Principality of Ulek have been sent to Celene to ask Queen Yolande to reconsider her recent stance on Celene's noninvolvement.

8. Five precious gems with great magical powers have been placed within the Lortmil Hills by the goddess Ulaa.
9. A great hurricane is brewing over the Azure Sea.
10. Undead creatures have been seen taking bodies into the Sheldomar River.

Besides gathering information and rumors at Melick's Pub, the PCs have an opportunity to interact with a number of the patrons here. Four noteworthy patrons are: Orock, Yeogh, Noblish, and Drogg.

Orock

Orock is a drunken dockworker. He merely wishes to spend his time with someone, anyone that will listen to him. He has yet to be kicked out of the tavern but this has been a frequent problem for him.

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

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

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

Yeogh

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

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

Yeogh only has one hundred gold pieces but willingly departs with it all for an authentic treasure map. He's not dumb enough to purchase a piece of map with some scribes on it, even if the PCs try to do so to earn some extra gold.

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

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

Noblish

Noblish is an old goblin tallow-marker that has lived in town for several years now. He has been generally accepted and few hold ill will towards him. He keeps to himself much of the time except for an occasional trip to get a good drink, like this evening.

🧙 **Noblish:** male goblin Wiz3; Craft (alchemy) +5, Craft (candle-making) +8, Knowledge (arcana) +8, Knowledge (nature) +5, Profession (herbalist) +6; tallow-maker, herbalist, and hedge wizard.

Description: Noblish is a small warty goblin with yellowed skin and pointy ears. He wears a simple brown robe and sandals.

Drogg

Drogg is a heavy drinking dwarf. There are few that can out drink him. He works hard during the day and drinks heavy at night.

Drogg unknowingly has some key information for the PCs. If asked about Rockshannar, it jogs his memory. On his way home during one of his drunken stupors, a week ago, he saw Rockshannar heading towards the beach (the banks of the Sheldomar River). He remembers two other shadowy figures approaching her but he passed out at that point. This occurred when Rockshannar had gone out to the beach to cry after Odgrim broke her heart. The two shadowy figures were Slavers going for "easy pickings" on the riverbank.

🧙 **Drogg:** male dwarf Com2; Listen +5; dockworker and drunk.

Description: Drogg is unkempt four-foot tall drunken dwarf. He works hard but the call of good ale occupies the rest of his time.

Encounter Seven: Melina Mumpett

If the PCs decide go to Melina's home, continue with the following:

Having dealt with the dock thugs and the assassin, you make way to the home of Melina, Odgrim's newest girlfriend. Upon arrival, you find that she lives in a modest home in well repair.

Melina Mumpett is a young dwarven female with a nice full body. She stands four feet tall. She has deep tan skin, long braided brown hair and dark eyes.

She eagerly welcomes any male PCs that may come to question her. She gives female PCs a scornful look and

answers any questions they might have with snide, malicious responses.

When asked about Odgrim, she smiles with a mischievous smile. She then willingly tells any male PC that she has been with Odgrim during the late night/early morning hours after the bars have closed on several nights in the past week. They have been "enjoying" each other's company. She knows nothing about Rockshannar and cares little about the matter.

If any male PC shows an interest in her, she carefully eyes them over. If they appear to be quite wealthy or strong, she asks them to come see her one evening at Melick's Pub. If a male dwarven PC agrees and meets her fancy, they earn the *Attention of Melina Mumpett* as noted in the Treasure Summary.

Encounter Eight: Riverside Cave

If the PCs decide go to investigate the banks of the Sheldomar River, continue with the following:

Having dealt with the assassination attempt, you make your way to look for clues on the banks of the Sheldomar River.

There are two clues that could lead the PCs to search here:

1. The two gentlemen with wet pants and dirty boots the dockmaster might have mentioned to the PCs. (Encounter Four)
2. The drunk from Melick's Pub that noted seeing two shadowy figures approaching Rockshannar while she was on the banks of the Sheldomar River. (Encounter Six)

If the PCs search the riverbanks, they find, with a successful Search check (DC 20), a locket in the shape of a heart. Inside is a small picture of Grommit Waterreeve. The locket belongs to Rockshannar but broke off when she was kidnapped by the Slavers.

At this point, the PCs may look for tracks to see which way Rockshannar might have gone or been taken. The ground here is soft, but the tracks were made a week ago and it has rained an average of an hour a day this past week. Thus, the tracks can only be located and followed by someone with the Track feat on a successful Survival check (DC 24).

The tracks lead southward for a mile to a cave. Located inside the cave is a temporary holding place for slaves about to be transported to the Pomarj. Slaves are brought here once a week and then during the midnight hour taken via rowboat to the *Swift Delivery*. The slavers were

to be transported last night but due to the *Swift Delivery's* tardiness, they are still here.

Just outside the cave entrance are several rowboats. Just inside are several Slaver guards and a spellcaster. If the PCs do not approach the cave using stealth, the PCs' presence is easily noticed by the Slavers.

APL 6 (EL 7)

✦ **Burgendy:** Female Human (Suel) Clr3/Wiz1; hp 27; see Appendix I.

✦ **Slavers (2):** Male Human (Suel) Ftr4; hp 36 each; see Appendix I.

APL 8 (EL 9)

✦ **Burgendy:** Female Human (Suel) Clr3/Wiz3; hp 36; see Appendix I.

✦ **Slavers (2):** Male Human (Suel) Ftr6; hp 54 each; see Appendix I.

APL 10 (EL 11)

✦ **Burgendy:** Female Human (Suel) Clr3/Wiz3/MyT2; hp 45; see Appendix I.

✦ **Slavers (2):** Male Human (Suel) Ftr8; hp 72 each; see Appendix I.

APL 12 (EL 13)

✦ **Burgendy:** Female Human (Suel) Clr3/Wiz3/MyT2; hp 45; see Appendix I.

✦ **Slavers (5):** Male Human (Suel) Ftr8; hp 72 each; see Appendix I.

The Slavers use deadly force on the PCs. Those Slavers with spiked chains, first attempt to trip a PC and then take an attack of opportunity on them when the PC either tries to crawl or step up. Burgendy attempts to cast from the safety of the cave, avoiding melee combat if possible.

The Slavers, but not Burgendy, have coated the spikes on their spiked chains with a contact poison that may affect the first target hit by the chain. It is carrion crawler brain juice (Fort DC 13, Paralysis 2d6 minutes/o).

If all of the PCs are disabled, the Slavers attempt to stabilize them, so they can be added to their slave trade. If this occurs, the PCs are *Captured!*, as mentioned in the Treasure Summary.

Encounter Nine: The Slaves

When the PCs head into the riverside cave, continue with the following:

Proceeding into the cave, you see that the tunnel is ten feet wide and ten feet high. It bends and curves to the right, much like a question mark.

Have the PCs make a Listen check (DC 10) before they round the bend. Those that are successful hear a soft sobbing coming from deeper in the cave.

Around the bend the cave tunnel opens up to an area about forty feet in width and length. The ceiling looms fifteen feet above. In this back portion of this area, are the captured slaves. They are shackled together (hardness 10, hp 10, Open Lock DC 30). Meetsa holds the key. The slaves are being held here until they are loaded onto the *Swift Delivery*. Amongst the captured slaves is Rockshannar.

APL 6 (EL 7)

✦ **Meetsa:** Female Human (Suel) Clr4; hp 30; see Appendix I.

✦ **Slavers (2):** Male Human (Suel) Ftr4; hp 36 each; see Appendix I.

APL 8 (EL 9)

✦ **Meetsa:** Female Human (Suel) Clr6; hp 45; see Appendix I.

✦ **Slavers (2):** Male Human (Suel) Ftr6; hp 54 each; see Appendix I.

APL 10 (EL 11)

✦ **Meetsa:** Female Human (Suel) Clr8; hp 60; see Appendix I.

✦ **Slavers (2):** Male Human (Suel) Ftr8; hp 72 each; see Appendix I.

APL 12 (EL 13)

✦ **Meetsa:** Female Human (Suel) Clr8; hp 60; see Appendix I.

✦ **Slavers (5):** Male Human (Suel) Ftr8; hp 72 each; see Appendix I.

Meetsa and her Slaver guards attack the PCs upon sight. If all of the PCs are disabled, the Slavers attempt to stabilize them, so they can be added to their slave trade. If this occurs, the PCs are *Captured!*, as mentioned in the Treasure Summary.

The Slavers, but not Meetsa, have coated their longsword blades with a contact poison that may affect the first target hit by the longsword. It is carrion crawler brain juice (Fort DC 13, Paralysis 2d6 minutes/o).

Conclusion

If the PCs were captured by the Slavers:

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

After being locked up, a day passed before you were loaded onto a ship. Fortunately, this ship was eventually intercepted and you were freed.

Details of this event (*Captured!*) can be found in the Treasure Summary and on the AR.

If the PCs failed to locate Rockshannar:

You tried your best but you were unable to locate Rockshannar. Whatever happened to her time can only tell.

The PCs have completed this adventure, but the complete story won't be known until the next adventure in this series.

If the PCs successfully located Rockshannar:

You've had an eventful day and managed to locate Grommit Waterreeve's granddaughter Rockshannar and free her from her captors along with several others.

You return to see Grommit Waterreeve with Rockshannar in tow. Upon seeing his granddaughter, you think you see a tear come to his eye, before he turns to you and gratefully thanks you.

The PCs have successfully completed the adventure. They have earned the *Favor of Grommit Waterreeve*.

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 Two

Disarm or survive the trap
All APLs – 30 xp.

Encounter Five

Defeat the assassin and dock thugs
APL 6 – 270 xp;
APL 8 – 330 xp;
APL 10 – 390 xp;
APL 12 – 450 xp.

Encounter Eight

Defeat the Slavers
APL 6 – 210 xp;
APL 8 – 270 xp;
APL 10 – 330 xp;
APL 12 – 390 xp.

Encounter Nine

Defeat the Slavers
APL 6 – 210 xp;
APL 8 – 270 xp;
APL 10 – 330 xp;
APL 12 – 390 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying
APL 6 – 180 xp;
APL 8 – 225 xp;
APL 10 – 270 xp;
APL 12 – 315 xp.

Total Possible Experience

APL 6 – 900 xp;
APL 8 – 1,125 xp;
APL 10 – 1,350 xp;
APL 12 – 1,575 xp.

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five:

APL 6: L: 31 gp; C: 0 gp; M: *+1 shadow, silent moves studded leather armor* (723 gp), *dagger of venom* (692 gp), *potion of water breathing* (63 gp).

APL 8: L: 31 gp; C: 0 gp; M: *+1 shadow, silent moves studded leather armor* (723 gp), *dagger of venom* (692 gp), *potion of water breathing* (63 gp).

APL 10: L: 31 gp; C: 0 gp; M: *+1 improved shadow, improved silent moves studded leather armor* (2,598 gp), *dagger of venom* (692 gp), *potion of water breathing* (63 gp).

APL 12: L: 31 gp; C: 0 gp; M: *+1 improved shadow, improved silent moves studded leather armor* (2,598 gp), *dagger of venom* (692 gp), *potion of water breathing* (63 gp).

Encounter Eight:

APL 6: L: 75 gp; C: 0 gp; M: 0 gp.

APL 8: L: 75 gp; C: 0 gp; M: 0 gp.

APL 10: L: 75 gp; C: 0 gp; M: 0 gp.

APL 12: L: 181 gp; C: 0 gp; M: 0 gp.

Encounter Nine:

APL 6: L: 79 gp; C: 0 gp; M: 0 gp.

APL 8: L: 79 gp; C: 0 gp; M: 0 gp.

APL 10: L: 79 gp; C: 0 gp; M: 0 gp.

APL 12: L: 185 gp; C: 0 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 185 gp; C: 0 gp; M: 1,478 gp - Total: 1,663 gp (800 gp).

APL 8: L: 185 gp; C: 0 gp; M: 1,478 gp - Total: 1,663 gp (1,250 gp).

APL 10: L: 185 gp; C: 0 gp; M: 3,353 gp - Total: 3,538 gp (2,100 gp).

APL 12: L: 397 gp; C: 0 gp; M: 3,353 gp - Total: 3,750 gp (3,000 gp).

Special

☛ *Captured!*

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

☛ *Attention of Melina Mumpett*

This male dwarven PC has earned the attention of Melina Mumpett, a young dwarven female with a nice full body, who stands four feet tall. She has deep tan skin, long braided brown hair and dark eyes.

While in the Ulekian town of Greutam, the PC gains a +4 circumstance bonus to Diplomacy, Gather Information, and Knowledge (local – Sheldomar Valley Meta-Region) checks due to Melina's help. However, for each Time Unit (TU) the PC spends after the ones on this AR, they must pay 6 gp to keep Melina interested or she gets upset and leaves the PC. Once Melina has left the PC, her attention cannot be regained and all circumstance bonuses related to her attention are lost.

☛ *Favor of Grommit Waterreeve*

In thanks for saving his granddaughter, Rockshannar, Grommit Waterreeve has arranged for you to gain access to purchase a number of magic items. For each 1 TU you spend with this favor, you gain access to purchase your choice of one of the following items with

Frequency: Regional (Principality of Ulek and Keoland) and Meta-Regional (Sheldomar Valley Meta-Region). This favor is not consumed by the spending of TUs to gain access to these items. The items are: *ring of swimming*, *ring of improved swimming*, *gloves of swimming and climbing*, *folding boat*, *cloak of the manta ray*, *pearl of the sirines*, and *triton shell* (A&EG, version without air).

Items for the Adventure Record

Item Access

APL 6:

- ❖ *+1 Shadow, Silent Moves Studded Leather Armor (Adventure, DMG)*
- ❖ *Dagger of Venom (Adventure, DMG)*
- ❖ *Potion of Water Breathing (Adventure, DMG)*

APL 8 (APL 6 Items plus):

APL 10 (APL 6, 8 Items plus):

- ❖ *+1 Improved Shadow, Improved Silent Moves Studded Leather Armor (Adventure, DMG)*

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

Appendix I: NPCs

Encounter Five

APL 6

Assassin: Male Human (Suel) Rog7/ShD1/Asn1; Medium-size Humanoid; HD 7d6+1d6+1d6+18; hp 54; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +8 melee (1d6+2 [crit 19-20], short sword) or +8 melee (1d4+3 [crit 19-20], dagger); SA Death attack (DC 12), spells; SQ Sneak attack (+5d6), trapfinding, evasion, trap sense +2, uncanny dodge, poison, hide in plain sight; AL LE; SV Fort +4, Ref +12, Will +3; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +9, Bluff +5, Climb +6, Diplomacy +2, Disguise +4, Escape Artist +7, Gather Information +5, Hide +21, Intimidate +2, Jump +8, Listen +13, Move Silently +21, Perform +5, Search +3, Sleight of Hand +4, Spot +13, Tumble +16, Use Magic Device +1; Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy.

Possessions: +1 shadow silent moves studded leather armor, dagger of venom, masterwork short sword, *potion of water breathing*.

Spells Known (1; base DC = 11 + spell level): 1st – jump, true strike.

Dock Thug: Male Human (Suel) War2; Medium-size Humanoid; HD 2d8+4; hp 15 each; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +5 melee (1d6+3, club); AL LE; SV Fort +5, Ref +2, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Swim +8; Endurance, Iron Will.

Possessions: leather armor, club.

APL 8

Assassin: Male Human (Suel) Rog7/ShD2/Asn2; Medium-size Humanoid; HD 7d6+2d6+2d6+22; hp 66; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +10/+5 melee (1d6+2 [crit 19-20], short sword) or +10/+5 melee (1d4+3 [crit 19-20], dagger); SA Death attack (DC 13), spells; SQ Sneak attack (+5d6), trapfinding, evasion, trap sense +2, uncanny dodge, poison, hide in plain sight, improved uncanny dodge, darkvision, +1 save against poison; AL LE; SV Fort +4, Ref +14, Will +3; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +9, Bluff +5, Climb +6, Diplomacy +2, Disguise +4, Escape Artist +9, Gather Information +5, Hide +23, Intimidate +2, Jump +8, Listen +15, Move Silently +23, Perform +5, Search +3, Sleight of

Hand +4, Spot +15, Tumble +18, Use Magic Device +1; Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy.

Possessions: +1 shadow silent moves studded leather armor, dagger of venom, masterwork short sword, *potion of water breathing*.

Spells Known (2; base DC = 11 + spell level): 1st – jump, obscuring mist, true strike.

Dock Thug: Male Human (Suel) War4; Medium-size Humanoid; HD 4d8+8; hp 30 each; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +7 melee (1d6+3, club); AL LE; SV Fort +6, Ref +3, Will +4; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Swim +10; Diehard, Endurance, Iron Will.

Possessions: leather armor, club.

APL 10

Assassin: Male Human (Suel) Rog7/ShD2/Asn4; Medium-size Humanoid; HD 7d6+2d6+4d6+26; hp 78; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +12/+7 melee (1d6+2 [crit 19-20], short sword) or +12/+7 melee (1d4+3 [crit 19-20], dagger); SA Death attack (DC 15), spells; SQ Sneak attack (+6d6), trapfinding, evasion, trap sense +2, uncanny dodge, poison, hide in plain sight, improved uncanny dodge, darkvision, +2 save against poison; AL LE; SV Fort +5, Ref +15, Will +4; Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: Balance +9, Bluff +5, Climb +6, Diplomacy +2, Disguise +4, Escape Artist +9, Gather Information +5, Hide +30, Intimidate +2, Jump +8, Listen +17, Move Silently +30, Perform +5, Search +3, Sleight of Hand +4, Spot +17, Tumble +20, Use Magic Device +1; Combat Reflexes, Dodge, Expert Tactician, Improved Initiative, Mobility, Stealthy.

Possessions: +1 improved shadow improved silent moves studded leather armor, dagger of venom, masterwork short sword, *potion of water breathing*.

Spells Known (4/1; base DC = 11 + spell level): 1st – disguise self, jump, obscuring mist, true strike, 2nd – cat's grace, fox's cunning, invisibility.

Dock Thug: Male Human (Suel) War6; Medium-size Humanoid; HD 6d8+12; hp 45 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +9/+4 melee (1d6+3, club); AL LE; SV Fort +7, Ref +4, Will +5; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +8, Swim +12; Diehard, Endurance, Improved Initiative, Iron Will.

Possessions: leather armor, club.

APL 12

Assassin: Male Human (Suel) Rog7/ShD2/Asn6; Medium-size Humanoid; HD 7d6+2d6+6d6+30; hp 90; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +13/+8 melee (1d6+2 [crit 19-20], short sword) or +13/+8 melee (1d4+3 [crit 19-20], dagger); SA Death attack (DC 17), spells; SQ Sneak attack (+7d6), trapfinding, evasion, trap sense +2, uncanny dodge, poison, hide in plain sight, improved uncanny dodge, darkvision, +3 save against poison; AL LE; SV Fort +6, Ref +16, Will +5; Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: Balance +9, Bluff +5, Climb +6, Diplomacy +2, Disguise +4, Escape Artist +9, Gather Information +5, Hide +32, Intimidate +2, Jump +8, Listen +19, Move Silently +32, Perform +5, Search +3, Sleight of Hand +4, Spot +19, Tumble +22, Use Magic Device +1; Blind-Fight, Combat Reflexes, Dodge, Expert Tactician, Improved Initiative, Mobility, Stealthy.

Possessions: +1 improved shadow improved silent moves studded leather armor, dagger of venom, masterwork short sword, *potion of water breathing*.

Spells Known (4/3/1; base DC = 11 + spell level): 1st – *disguise self, jump, obscuring mist, true strike*, 2nd – *cat's grace, fox's cunning, invisibility, undetectable alignment*, 3rd – *deeper darkness*.

Dock Thug: Male Human (Suel) War8; Medium-size Humanoid; HD 8d8+22; hp 65 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +12 melee (1d6+4, club); AL LE; SV Fort +8, Ref +4, Will +5; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +10, Swim +15; Diehard, Dwarf's Toughness, Endurance, Improved Initiative, Iron Will.

Possessions: leather armor, club.

Encounter Eight

APL 6

Burgundy: Female Human (Suel) Clr3/Sor1; Medium-size Humanoid; HD 3d8+1d4+8; hp 27; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +1 melee (1d4-1 [crit x4], light pick); AL LE; SV Fort +5, Ref +3, Will +8; Str 8, Dex 14, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +5, Concentration +3, Knowledge (arcana) +6, Knowledge (religion) +6,

Spellcraft +1; Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment).

Divine Spells Known (4/3+1/2+1; base DC = 13 + spell level; enchantment 15 + spell level): 0 – *create water, detect magic, detect poison, purify food and drink*; 1st – *bless, cure light wounds, doom, protection from good**; 2nd – *calm emotions**, *hold person, sound burst*.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Law (Cast law spells at +1 caster level).

Sorcerer Spells Known (5/4; base DC = 12 + spell level; enchantment 14 + spell level): 0 – *acid splash, daze, flare, ray of frost*, 1st – *hypnotism, ray of enfeeblement*.

Possessions: leather armor, light pick, silver holy symbol [Earth Dragon], snake familiar.

Slaver: Male Human (Suel) Ftr4; Medium-size Humanoid; HD 4d10+8; hp 36 each; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +8 melee (2d4+3, spiked chain) or +6 melee (1d6+2, sap); AL LE; SV Fort +6, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 13, Wis 13, Cha 8.

Skills and Feats: Climb +5, Craft (shipmaking) +2, Intimidate +6, Jump +5, Swim +3, Tumble +1; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Knock-Down*, Weapon Focus (spiked chain).

Possessions: chain shirt, masterwork spiked chain, sap.

**Knock-Down:* Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

APL 8

Burgundy: Female Human (Suel) Clr3/Sor3; Medium-size Humanoid; HD 3d8+3d4+12; hp 36; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +2 melee (1d4-1 [crit x4], light pick); AL LE; SV Fort +6, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +5, Concentration +5, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +3; Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (enchantment).

Divine Spells Known (4/3+1/2+1; base DC = 13 + spell level; enchantment 15 + spell level): 0 – *create water, detect magic, detect poison, purify food and drink*; 1st – *bless, cure light wounds, doom, protection from good**; 2nd – *calm emotions**, *hold person, sound burst*.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Law (Cast law spells at +1 caster level).

Sorcerer Spells Known (6/6; base DC = 12 + spell level; enchantment 14 + spell level): 0 – *acid splash, daze,*

flare, ray of frost, resistance, 1st – color spray, hypnotism, ray of enfeeblement.

Possessions: leather, light pick, silver holy symbol [Earth Dragon], snake familiar.

Slaver: Male Human (Suel) Ftr6; Medium-size Humanoid; HD 6d10+12; hp 54 each; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +10/+5 melee (2d4+5, spiked chain) or +8/+3 melee (1d6+2, sap); AL LE; SV Fort +7, Ref +4, Will +5; Str 15, Dex 14, Con 14, Int 13, Wis 13, Cha 8.

Skills and Feats: Climb +7, Craft (shipmaking) +2, Intimidate +6, Jump +7, Swim +3, Tumble +2; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Iron Will, Knock-Down*, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: chain shirt, masterwork spiked chain, sap.

**Knock-Down:* Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

APL 10 and 12

Burgendy: Female Human (Suel) Clr3/Sor3/MyT2; Medium-size Humanoid; HD 3d8+3d4+2d4+16; hp 45; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +3 melee (1d4-1 [crit x4], light pick); AL LE; SV Fort +6, Ref +6, Will +12; Str 8, Dex 14, Con 14, Int 10, Wis 16, Cha 15.

Skills and Feats: Bluff +5, Concentration +7, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +5; Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (enchantment).

Divine Spells Known (5/4+1/3+1/2+1; base DC = 13 + spell level; enchantment 15 + spell level): 0 – *create water, detect magic, detect poison, guidance, purify food and drink*; 1st – *bless, cure light wounds, doom, magic weapon, protection from good**; 2nd – *calm emotions**; 3rd – *blindness/deafness, prayer, magic circle against good**.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Law (Cast law spells at +1 caster level).

Sorcerer Spells Known (6/7/4; base DC = 12 + spell level; enchantment 14 + spell level): 0 – *acid splash, daze, flare, guidance, ray of frost, resistance, 1st – color spray, enlarge person, hypnotism, ray of enfeeblement*; 2nd – *false life, Tasha's hideous laughter.*

Possessions: leather, light pick, silver holy symbol [Earth Dragon], snake familiar.

Slaver: Male Human (Suel) Ftr8; Medium-size Humanoid; HD 8d10+16; hp 72 each; Init +2 (Dex); Spd

30 ft.; AC 16 (touch 12, flat-footed 14); Atks +14/+9 melee (2d4+6, spiked chain) or +11/+6 melee (1d6+3, sap); AL LE; SV Fort +8, Ref +4, Will +5; Str 16, Dex 14, Con 14, Int 13, Wis 13, Cha 8.

Skills and Feats: Climb +8, Craft (shipmaking) +2, Intimidate +8, Jump +8, Swim +3, Tumble +3; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Trip, Iron Will, Knock-Down*, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: chain shirt, masterwork spiked chain, sap.

**Knock-Down:* Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

Encounter Nine

APL 6

Meetsa: Female Human (Suel) Clr4; Medium-size Humanoid; HD 4d8+8; hp 30; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +2 melee (1d4-1 [crit x4], light pick); AL LE; SV Fort +6, Ref +3, Will +7; Str 8, Dex 14, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Knowledge (religion) +8, Spellcraft +8; Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation).

Spells Known (5/4+1/3+1; base DC = 13 + spell level; evocation 15 + spell level): 0 – *create water, detect poison, guidance, purify food and drink, resistance*; 1st – *bane, bless, cure light wounds, doom, protection from good**; 2nd – *calm emotions*, spiritual weapon, sound burst, sound burst.*

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: scale mail armor, heavy steel shield, light pick, silver holy symbol [Earth Dragon], snake familiar.

Slaver: Male Human (Suel) Ftr4; Medium-size Humanoid; HD 4d10+8; hp 36 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atks +9 melee (1d8+3 [crit 19-20], longsword) or +7 melee (1d6+3, sap); AL LE; SV Fort +6, Ref +3, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +4, Craft (shipmaking) +2, Jump +4, Swim +2, Tumble +1; Dodge, Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chain shirt, heavy wooden shield, masterwork longsword, sap.

APL 8

Meetsa: Female Human (Suel) Clr6; Medium-size Humanoid; HD 6d8+12; hp 45; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +3 melee (1d4-1 [crit x4], light pick); AL LE; SV Fort +7, Ref +4, Will +10; Str 8, Dex 14, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +11, Knowledge (religion) +10, Spellcraft +10; Greater Spell Focus (evocation), Improved Initiative, Iron Will, Spell Focus (evocation).

Spells Known (5/4+1/4+1/3+1; base DC = 13 + spell level; evocation 15 + spell level): 0 – *create water, detect poison, guidance, purify food and drink, resistance*; 1st – *bane, bless, cure light wounds, doom, protection from good**; 2nd – *calm emotions**, *hold person, spiritual weapon, sound burst, sound burst*; 3rd – *blindness/deafness, prayer, magic circle against good**, *searing light*.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: scale mail armor, heavy steel shield, light pick, silver holy symbol [Earth Dragon], snake familiar.

Slaver: Male Human (Suel) Ftr6; Medium-size Humanoid; HD 6d10+12; hp 54 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atks +11/+6 melee (1d8+3 [crit 19-20], longsword) or +9/+4 melee (1d6+3, sap); AL LE; SV Fort +7, Ref +4, Will +6; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +6, Craft (shipmaking) +2, Jump +6, Swim +2, Tumble +1; Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chain shirt, heavy wooden shield, masterwork longsword, sap.

APL 10 and 12

Meetsa: Female Human (Suel) Clr8; Medium-size Humanoid; HD 8d8+16; hp 60; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +5/+0 melee (1d4-1 [crit x4], light pick); AL LE; SV Fort +8, Ref +4, Will +12; Str 8, Dex 14, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Knowledge (religion) +12, Spellcraft +12; Greater Spell Focus (evocation), Improved Initiative, Iron Will, Spell Focus (evocation).

Spells Known (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level; evocation 16 + spell level): 0 – *create water,*

detect magic, detect poison, guidance, purify food and drink, resistance; 1st – *bane, bless, cure light wounds, doom, doom, protection from good**; 2nd – *calm emotions**, *hold person, spiritual weapon, sound burst, sound burst*; 3rd – *blindness/deafness, cure serious wounds, prayer, magic circle against good**, *searing light*; 4th – *greater magic weapon, greater magic weapon, summon monster IV, unholy blight**.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Law (Cast law spells at +1 caster level).

Possessions: scale mail armor, heavy steel shield, light pick, silver holy symbol [Earth Dragon], snake familiar.

Slaver: Male Human (Suel) Ftr8; Medium-size Humanoid; HD 8d10+16; hp 72 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atks +15/+10 melee (1d8+4 [crit 19-20], longsword) or +12/+7 melee (1d6+4, sap); AL LE; SV Fort +8, Ref +4, Will +6; Str 18, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +8, Craft (shipmaking) +2, Jump +8, Swim +2, Tumble +1; Dodge, Greater Weapon Focus (longsword), Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chain shirt, heavy wooden shield, masterwork longsword, sap.

Seeking the Wronged
Critical Events Summary
For Tables Running at the Premiere

- 1. Was the trap activated at Rockshannar's apartment?*
- 2. Were any PCs killed by the assassin? If so, how many and who?
(List the PC and Player Name and RPGA # below)*
- 3. Were any PCs captured? If so, how many and how? (List the PC
and Player Name and RPGA # below)*
- 4. Was the assassin killed, captured, or did he manage to escape?*
- 5. Did any PC earn the Attention of Melina Mumpett? If so, how
many and who? (List the PC and Player Name and RPGA #
below)*
- 6. Did the PCs free Rockshannar and the other slaves?*

If you run this event at its premiere, please e-mail the results from this sheet to Steven Conforti, Circle representative for the Sheldomar Valley, scon40@aol.com, by December 13, 2003.