

SHE4-01

Red Rendezvous

A One-Round D&D LIVING GREYHAWK® Sheldomar Valley Metaregional Adventure

Version 2.2

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Tragedy strikes a noble Merchant House in Gradsul where there's nothing more deadly than family scorned. Who will be the last Suel standing of Undarian House? A Living Greyhawk Sheldomar Valley Metaregional adventure for investigative PCs for APLs 6-14, and Part Two of the *Union of the Suel* 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 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.

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.

CR of Animal	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
	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

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 Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley (Metaregion One) pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

The noble family of Undarian is a Suel house in Gradsul that has lost some major merchant connections and fallen on hard times. House patron Jeth Undarian tried to enrich the standing of his house by arranging a marriage with another merchant house that had more far reaching financial influence, House Shandor. Jeth's eldest son, Jerech already had a keen interest in the only daughter of Nethin Shandor, a fair young woman named Chivan. When it seemed the two were fond of each other Jeth did everything but say the vows to ensure the couple would wed. In the fall of 592 CY, the two wed and all seemed well.

With Jerech's position as firstborn to the house strengthened, Jeth turned his attention to his other son Malcolm. Malcolm had no head for wine or strong drink, and a series of unfortunate bar brawls convinced Jeth to ship his son out of Keoland for some military discipline. Jeth convinced his son to squire with the Knights of the Watch, believing it would only help his political connections, and keep his son away from the demon drink. With his newfound alliances, Jeth was quite successful at refilling his coffers and making Undarian a wealthy family again. Undarian' trade caravans were once again rolling in the Sheldomar, and soon he was even able to employ Sea Mages as protection in some of his ocean ventures. Malcolm was a dedicated young man and was taken as a squire at the onset of the 593 CY and sent to Bissel with his Knight Mentor. He would return much sooner than expected.

Jeth, already a widower, took a trip with Jerech and Chivan to Gryrax in the Principality of Ulek to talk about some possible trading prospects with a dwarven merchant company. During the return voyage as the sea became calm and the morning fog rolled in, members of the Scarlet Brotherhood slipped aboard from their own vessel. They killed all but Chivan and burned the ship to the waterline. They sailed back to Gradsul with the young woman and under cover of darkness, took her in a longboat back to the shore and left her unconscious on the docks.

Word soon reached Malcolm who, as the surviving son, assumed he would return home and take control of the house. Nethin Shandor had other plans. Nethin claimed that Chivan was with child and that he would help her run the house until such time as Jerech's heir was able to take over the house. Not being used to such dealings and still a bit naïve, Malcolm planned to return to the Knights. That was before he met Werner.

The Scarlet Brotherhood has agents that are scattered about the Flanaess, subtly influencing a great many affairs to weaken Empires for a return to Suel supremacy. Few, if not none, do it better than Werner Von Reiklande. The master spy has circles feeding him information that would make even Old Evil jealous. It was no surprise that when he discovered a failing Suel

house in Gradsul, he would pervert it to his own uses. Werner was under one of his many aliases feeding Jeth his "advice" at the local alehouse and was the instrument behind much of the newfound success of house Undarian. He was always interested in a comment about Malcolm that Jeth had uttered in an intoxicated rant "He's a good son but I fear he lacks the strength of character to succeed on his own. Hopefully the Knights of the Watch will be a good influence."

His accomplice Lemelin, after having gradually gained the family's trust in becoming a "good friend" of Jerech was now in a position to keep an eye on Chivan. Lemelin has been tasked with putting himself in a position to enable the Brotherhood to gain further influence in the Sheldomar. After the return of Chivan to Gradsul, he offered her comfort as a family friend. He used his powers to cast a charm on her in hopes of eventually getting her to marry him and take over both houses.

After Malcolm announced his plans to return to Bissel to some of his friends at the Salty Plank Tavern, another patron (Werner in disguise) called into question the death of the Lord and the Eldest Son of House Undarian. Werner claimed he was on the docks and saw one of the rival House Shandor's merchant ships drop off Chivan just before daybreak. At this news Malcolm became irate and swore a curse on House Shandor if what he heard was true. He vowed to find the truth and seek justice if his family was wronged.

Having set the stage for his next step, Werner helped Malcolm drink himself unconscious and carried him back to the Undarian manor. Taking Malcolm's dagger, Werner met up with Lemelin and gave him the dagger. Later that night, Lemelin, still considered a family friend, went up to house Shandor and paid a visit to Nethin. Shortly thereafter, Nethin Shandor was killed in his sleep. His body was found in the morning with a dagger through his heart.

As this adventure takes place in Keoland, DMs should make sure they are familiar with this nation. Refer to the Living Greyhawk Gazetteer and the Keoland website, <http://keoland.living-greyhawk.com>, for additional information.

Adventure Summary

Important DM Note: The encounter sequence in this module is time focused, not linear. Locations are detailed but certain events will take place even if the PCs are not focusing their efforts on that area. The basic timeline follows (please adjust based on PCs' actions):

Day 1

Morning: The PCs learn of Nethin's death from local scuttlebutt. The City Watch begins to investigate and discovers the dagger.

Afternoon: One of Malcolm's associates from the tavern last night does not believe his tirade and Nethin's death are unrelated. He tells Nethin's son Givens and the Watch. The Watch goes to Undarian House but is told Malcolm left first thing in the morning. The Guardsmen send word to the Knights of the Watch that Malcolm is suspected in the death of Nethin.

Night: The Knights of the Watch escort Malcolm back to Gradsul.

Day 2

Day: Malcolm is brought before trial and admits that the dagger belongs to him. Malcolm's threatening statements and large number of witnesses the night before the murder make the case compelling enough for Malcolm to be convicted. Execution is scheduled for sunrise in two days. Chivan is seen in the courthouse accompanied by Werner's accomplice Lemelin.

Night: One of Malcolm's childhood friends in the City Watch believes his claims of innocence and helps him escape from the stockade.

Day 3

Morning: Malcolm is discovered missing, and the guard on duty is interrogated.

Afternoon: A Reward for Malcolm is posted.

Night: Werner sees more opportunity and tries to kill Givens but misses, killing the servant, Trent.

Day 4

Morning: Werner fears being exposed and leaves Gradsul.

Afternoon: Givens learns of Malcolm's possible whereabouts and plots to get him that night.

Night: If Malcolm is not cleared or Givens stopped, Malcolm is killed in a confrontation at his hideout.

Day 5

Morning: Chivan breaks from Lemelin's charm and realizes something is wrong. She wakes up realizing that Lemelin is pressing her into believing Malcolm is guilty when she truly believes he is not. She begins to suspect that he is using magic to influence her and flees to the Knights of the Watch and Sir Heydon Albright, Malcolm's knight mentor. Sir Heydon informs the city watch and they search for Lemelin. Lemelin discovers Chivan missing and learns that he is now wanted. He flees to port, where he steals a longboat from Shandor Merchants and Co. to an allied Sea Prince Pirate ship waiting outside harbor. Capt. Grady is stabbed as Lemelin takes the longboat but the old captain sends his servant Trog to get help.

Afternoon: Sir Heydon continues to search for Lemelin. Trog finds the PCs and tells them what has happened. If the PCs follow, Capt. Grady will command the Redrum Hunter. The much faster Shandor ship catches the Scarlet Brotherhood's ship in a few hours and a sea battle ensues. After the battle, the captain presses sail hastily back to Gradsul.

Due to the nature of this timeline, some of the encounters should be modified to suit the circumstances. The PCs may not be immediately aware of the situation as events transpire so the DM should make sure NPC reactions are appropriate to the events in the timeline. It is expected that after each event the NPCs involved will be affected and react accordingly while NPCs not directly involved in certain events will get the updated information shortly thereafter through rumors and word of mouth. A good place to fall back on is the Vulgar Griffon Tavern as Hans knows a great many influential people in Gradsul and very little transpires without him knowing soon after.

It is important for the DM to advance the plot and not let the PCs get involved in minutiae that may slow down this game.

Introduction

Though once a highly secretive and insidious organization, there is no doubt that the Scarlet Brotherhood has been setting their ancient plans into motion recently. Political assassinations, the fall of the Sea Princes, border wars and famine have all been attributed to the machinations of the Suel supremacists. It has even been suggested that the great fires in Sterich recently have some connection to Brotherhood activity.

Recently enemy agents have been discovered and executed in Gradsul, a large port city within the borders of the Old Empire, Keoland. This bustling city of commerce and trade is a likely entryway for the followers of Kavelli to the Kingdom of Keoland and her neighbors in the Sheldomar Valley.

These thoughts are with you as you enter Gradsul. After a rainy journey and a late arrival in the port city some rest was long overdue. The temperate and humid climate has taken its toll on even the hardest of adventurers, and respite is much needed from the heat and dirt of days on the road.

The fog is thick this morning in Gradsul. Even the newly constructed three and a half levels of Osprem's Church Tower are veiled in mist. It would seem that the dank weather of the past few days have conspired with the warm waters of the Nyr Dyv to obscure much of the coastal city. Even sitting in the dining hall of the Vulgar Griffon Tavern, with its high open windows to allow the sea breeze in, you can feel the moisture of the air.

The Vulgar Griffon is one of the more favorable Taverns to eat at for adventurers. Not as seedy as the Sirens Song or Salty Dawg, it boasts a fine selection of both food and exotic drink. The owner of the Tavern, Hans Sprungfeld fancies himself a good cook and takes great pride in his fare. As you reflect upon your journey here to Gradsul, a young maiden brings a large tray of fine sausages, bacon and seasoned potatoes. One bite and you are thankful that you heeded the advice of the ships navigator who suggested the Vulgar Griffon as a good place to stay.

The Vulgar Griffon Tavern is a moderately priced inn and breakfast is included in the room rate. The innkeeper Hans, is a mixed Oeridian darkly tanned man in his mid-40s and was at one time a cook for the Sea Mages. He has since retired and taken over his deceased father's inn last year. His two daughters Freida and Heidley assist him, as does Gunther, Freida's husband. They are a vibrant and portly folk.

The Vulgar Griffon is frequented by travelers looking for a good meal and by some higher-level mariners such as ships' officers. Conversation is generally friendly, and people are more open-minded here. Travelers with a good tale to share are always most welcome.

Shortly after the PCs are finishing their breakfast, Jens, a member of the city watch assigned to the dock area is coming in for his usual breakfast. Hans greet him warmly. As Gunther brings a plate of breakfast for the watchman he tells Hans what he heard upon reporting for duty this morning.

PCs will note the serious shift in the conversation and may choose to eavesdrop. No check necessary as the inn is rather quiet as they speak.

You note the visible change in expression of Hans. "You don't say? Old Shandor died? What a tragedy so soon after the Undarian's accident at sea. How?" the innkeeper asks. Jens looks about and notices most of the patrons are listening to the conversation but continues unabated. "I'm told he was found by a chambermaid this morning with a dagger through his heart. A couple of folks think it was his own hand but Givens can't believe his father would do so."

The innkeeper asks a few more questions but Jens has few answers as he continues eating. "That's all I know right now" is his most frequent answer. The watchman takes the last sausage from his plate and begins to stuff his face quickly. "Well Hans, I must be back to my watch. I'll let you know if I hear anything else."

Jens is only relaying information he heard second hand since he has no part in the investigation. His usual assignment is the dock areas and he doesn't have much more info than the PCs heard. Likewise, you can have the Innkeeper Hans or one of the bar maids have a

friendship with one of the PCs and convey the information as gossip.

Any of the staff or Jens knows where the Shandor and Undarian houses are located. They also know that Shandor has a shipping company on the waterfront. Jens will direct the PCs there if they ask or provide directions to Shandor Merchants Company for a few coins.

PCs may ask about the Shandor family:

- Let rogues gather information using Thieves Guild contacts. Luigi Lightfingers, a dapper suit from the Gradsul "Familia" is a Thieves guild representative. His fee would be 100 gp x APL for any information dispersed.
- Cap'n Ijillij is a Sea Elven Mage who would like to see the matter investigated, as he suspects that the two Merchant Houses are being subverted somehow. House Shandor has been using new hull designs from Irongate in an effort to create faster ships that can outrace the local pirates. (This plot element can be introduced as more motivation for Lemelin the spy to steal and escape Gradsul earlier if the PCs are closing in and he is aware of it.)
- A militant halfling guard named Carion used to work for House Undarian and may give warrior or military PCs some insight into the workings of the household.
- Balto Phadian is one of the associates working on the defense of Malcolm at the behest of the Knights of the Watch of Bissel, and may hire or retain investigative adventurers to gather evidence or investigate the matter for him.

Regardless, any feasible attempt reveals the background info about Jerech and his marriage to Undarian Merchant House. They may also learn that Shandor has one son, Givens. Givens is a bit of a playboy. He doesn't really involve himself in the family business other than to hold a position in name and get money to fund his hunts or trips. Givens' location is unknown by anyone at the Inn. However, using either the Rogues or Military contact above may reveal that Givens has been studying with the Gradsul Duelists Society.

DM Note: Feel free to be creative in weaving the most compelling reasons to draw the PCs into the investigation. The NPCs provide here and throughout the adventure are meant to draw the PCs in and propel them along the storyline, but some groups will be harder than others to inspire interest in. As long as you don't deviate too far from what is provided here, you have the entire city of Gradsul to play with.

Which Encounter to proceed to depends on the place to which the PCs head and the time they head to it. The Encounters are listed below in the most likely order of investigation.

Encounter One: Shandor Merchants & Co.

DM Note: Modify this description if the PCs visits after day two as the storms have subsided and the ships will be preparing to get underway.

The docks are rather quiet today. After several days of rather stormy weather at sea, many of the ships are still in port and the departures and arrivals have been few. A small warehouse building along the piers has a large fenced yard with three small ships tied to a dock on the other side of the wall. The gate bears a sign with a carving of a gryphon and the words 'Shandor Merchants & Company.'

The merchant company has three ships in port out of four. The ships have been in port for three days due to a storm at sea so there are not much goods moving in or out of the company today. Only four people are actually working in the yard the first two days and they have background info about the family and the tragedy surrounding Jeth and Jerech.

⌚ **Willem** (mixed Oeridian male 20): Guard who keeps the gate and patrols the yard. He is a bit of a brute and doesn't understand much about the merchant business. Willem is easily confused and irritable. Willem knows the background data about the Shandor family but does not find out about Nethin's death until day three. If PCs observe him before speaking to him, they will notice he constantly looks out to the sea and mumbles, "**Where is that blasted merchant ship...**"

⌚ **Grady** (Oeridian male 51 Yard Master): He has a salty dog appearance with beard and constantly puffing on his pipe. Grady walk with a severe limp and claims he got it fighting off a giant octopus a many years ago during one of his merchant runs. He is a retired sea captain who stayed on as the yardmaster. Grady can tell about the Shandor ships and the Undarian ship that is now allowed to use the yard. He is also overseeing the new Irontate hull designs that are outfitting some of the newer ships at harbor. Besides the Gradsul navy, only House Shandor has received access for this design and refit. Plans are kept locked up in Cap'n Grady's Boathouse.

⌚ **Trog** (half-orc male 24 laborer): Trog doesn't know much about anything. He is good at moving heavy objects and not much else. He doesn't speak Common very well and works for the Shandor after escaping the slave's life in the Pomarj aboard the late Captain Osprey's vessel.

⌚ **Dort** (Oeridian-Baklunish male 27 laborer): Dort is a sneak. He knows more than he lets on in general but only talks to those who pay well. Dort is not directly connected with Werner, but he has provided him information for a fee on a few occasions. Dort was paid for the information about when the Nyr Zephyr was leaving and scheduled to come back from Gryrax,

(common practice amongst rival Merchant Houses and in of itself not an evil act.) He wouldn't recognize Werner or Lemelin in person, as Werner never saw him without a disguise. Dort knows the person who asked him the questions appeared as a pale dark haired Oeridian man who didn't have any real distinguishing characteristics. His next commission is to steal the plans for the Irontate ship hull designs, but he has become nervous and guilt ridden over his recent actions. He will confess if pressed, but stress he didn't steal any plans.

The yard currently has three vessels in port are the Redrum Hunter, the Whirlwind, and the Undarian Mist. The Nyr Zephyr was the vessel lost at sea weeks earlier. The captain of the vessel, Nigel Osprey was the longest tenured captain of the Shandor Company after Grady. Grady recalls Nigel as a fine captain and one who was always careful. He finds it hard to believe that the captain would have allowed his ship to wreck without being able to save it, but the sea is a fickle mistress.

Trog remembers Capt. Osprey fondly while Dort will get visibly nervous (Sense Motive DC 5 + APL to detect) ONLY if the PCs are asking a lot of questions about the tragedy at sea. He is not a bad man, just greedy and he feels his giving info to the stranger for five gold lions played a part in the tragedy. While he has a guilty conscience, he is too much of a coward to come forward with the information unless pressed into it.

Encounter Two: Undarian House

The Undarian home is not a manor of any regard. It is of fine make and craftsmanship but not opulently so. A small iron fence that is more ornate than protective in nature surrounds the home. As you approach you notice the Undarian name wrought into the arch over the small gate in the front of the home. An older Baklunish man stands just inside the gate. He appears to be a groundskeeper or other servant.

The servant is Ramin. He is the property attendant and keeps the grounds. Ramin has been tasked with asking visitors to return some other time. If the PCs ask to see Chivan or anyone in the home he will tell them that the family is not granting any visitors. Ramin will only refuse once or twice before he grows impatient and says "**Very well, wait here a moment, gentlemen if you please!**" before huffing up to the house and fetching Lemelin. Lemelin is consoling Chivan through these difficult times and has her under the influence of a charm person spell so she views him in a most favorable light.

Chivan is deeply saddened by recent events and is not granting any visitors. Unless the PCs have somehow obtained an official order to investigate, they will not be allowed to question her directly. Lemelin will handle matters as a "friend of the family." He will attempt to

dissuade the PCs from any thought other than Malcolm being the murderer. Lemelin lives in a guest room in the home and some suspicious items can be found in his room if the PCs somehow manage to get into it (not likely until later in the timeline.)

Depending on which day the PCs arrive the occupants will be in varying states. After a couple of days Chivan will be much more likely to speak but has no recollection of the ship incident. She remembers going to sleep and then waking up on the docks. If asked about Lemelin, she considers him a trusted friend and believes without him, she would not be able to get through this difficult time.

♂ **Ramin** (Baklunish male 39): Ramin is the handyman of the house. He does yard work, carpentry and odd jobs. He has been with the family for a few years and is happy with his modest life. He is a devout follower of Istus and feels that his fate has put him where he is for a reason. Ramin is deeply saddened by recent events but his faith keeps him from dwelling on it. 'What will be, will be' is his motto from the lady of fate. He hates Lemelin's nasty pet weasel, Jerri.

♀ **Chivan** (Suel female 24): Chivan is an extremely attractive young woman. She was deeply in love with Jerech and is deeply saddened by the loss of her father. She will be too emotional to talk about anything for the first few days, breaking down in tears and shaking uncontrollably. When she calms down a bit, she will be leaning towards believing Malcolm's guilt especially with Lemelin putting such thoughts in her head. She is also three months pregnant with Jerech's child.

♀ **Lemelin**: see Appendix One; Lemelin is an agent of the Scarlet Brotherhood working under Werner. He came at the behest of his master over a year ago and became good friends with Jerech. He is currently keeping an eye on Chivan to further manipulate her. The hope is that with the heads of the Shandor and Undarian House out of the way, he can have Malcolm executed and take subtle control of both houses. Lemelin will do anything to influence the judgment against Malcolm and ensure his place in the Merchant House as per the orders of Werner Von Reiklande. His cover story is that he was abandoned as an illegitimate child of a Suloise noble but he does not know which. He claims to have been raised by a farming family in Gran March and had come to Keoland in hopes of finding his true lineage. A weasel named Jerri is omnipresent when he is about, with a nasty disposition.

Rooms

Living Room: The living room has another pair of more lavish sofas along with a larger coffee table, two end tables and a large fireplace. There are some portraits of various members of the Undarian family and a newly painted portrait of Jerech and Chivan on their wedding day hangs above the hearth.

Guest Bedroom #1: This is where Lemelin has been staying since Jerech's departure. He is well on his way to getting Chivan to play into his hands, using her grief as a way to get close to her. The room has a modest sized bed, a desk, chest of drawers and a small armoire. A small nest for a weasel pet is in one corner. Despite his confidence in the home, Lemelin is still cautious and there is a trap on the locked desk drawer (Lock DC 18 + APL). Touching the drawer or picking the lock will set off the trap; the only way to avoid the trap is to use Lemelin's key or find and disarm the trap.

APL 6

↗ **Cloud of Acid Trap:** CR 6; mechanical; touch trigger; no reset; gas; multiple targets (15 foot radius cloud); never miss; onset delay (3 rounds); cloud of acid (7d6+5 acid, DC 20 Fort save halves damage); Search DC 21; Disable Device DC 26.

APL 8

↗ **Cloud of Acid Trap:** CR 8; mechanical; touch trigger; no reset; gas; multiple targets (15 foot radius cloud); never miss; onset delay (3 rounds); cloud of acid (10d6+6 acid, DC 22 Fort save halves damage); Search DC 23; Disable Device DC 28.

APL 10

↗ **Cloud of Acid Trap:** CR 11; mechanical; touch trigger; no reset; gas; multiple targets (15 foot radius cloud); never miss; onset delay (3 rounds); cloud of acid (12d6+7 acid, DC 24 Fort save halves damage); Search DC 25; Disable Device DC 30.

APL 12

↗ **Cloud of Acid Trap:** CR 13; mechanical; touch trigger; no reset; gas; multiple targets (15 foot radius cloud); never miss; onset delay (3 rounds); cloud of acid (14d6+8 acid, DC 26 Fort save halves damage); Search DC 27; Disable Device DC 32.

APL 14

↗ **Cloud of Acid Trap:** CR 15; mechanical; touch trigger; no reset; gas; multiple targets (15 foot radius cloud); never miss; onset delay (3 rounds); cloud of acid (17d6+9 acid, DC 28 Fort save halves damage); Search DC 29; Disable Device DC 34.

Treasure: There are some notes (see **Player Handout #1** and **#2**) in the drawer, but they will be destroyed if the trap is set off. If Lemelin has not left the house for good yet, the drawer also contains two potions (*invisibility* and *cure moderate wounds*). If the trap is set off, the following items will be unreadable due to the acid.

Guest Bedroom #2: Next to Lemelin's room is a second guest bedroom. It is unmade and locked. Inside, the room has some of Malcolm's belongings that he did not take with him.

Smoking Room: At the top of the stairs is a smoking room with a small hearth and a number of books. The room also sports a small number of varying trophy heads on the wall. A single sofa and chair along with a large smoking tray stand complete the room.

Encounter Three: Shandor House

The Shandor manse is a moderately sized manor. Large by most standards but small compared to some of the other noble houses in Gradsul. It sits on a small hill overlooking the harbor and features an observatory deck atop the two-story structure. The front gate is at the end of a cobblestone walkway and guarded by a man at arms on either side.

The first day, the investigation is ongoing and no visitors are allowed. After Malcolm is captured, Givens will entertain visitors and speak with them regarding matters. He is 100% certain Malcolm is guilty and is somewhat colored by vengeance. It will be near impossible to convince him otherwise unless evidence is presented to the contrary.

The two men at arms have been hired by the family to watch the gate. They will not allow people to enter the gate unless directed to by Givens. The guards will relay any requests to enter to Givens, who will entertain the PCs if they tell the guard they are trying to help find the killer.

On the third night with Malcolm missing, Werner sees an opportunity to remove Givens with Malcolm surely to blame. He sneaks into the house and poisons the stew that Shana is cooking. Unfortunately for Werner, Givens is not hungry and Shana gives the stew to Trent. He succumbs to the poison and dies. With his mistake, Werner decides not to risk further exposure and leaves Gradsul. He does not tell Lemelin in hopes that his accomplice will get things in order and finish the plan.

Givens (Suel male 20): Givens is a young man who has enjoyed the life of a noble with little responsibilities. He spent most of his time hunting or just living the lifestyle he was born into. When Jerech died, he was faced with the prospect of now having responsibilities. The young noble was even more shaken when his father dies and his responsibility increased overnight. He is young, distraught and confused with no sense of patience. The death of his father has left him in an emotional state that is very fragile. Once he learns of Malcolm's possible connection, he is undying in his quest for justice and vengeance. He will use his contacts with the Gradsul Duelist Society to arrange for a "hired champion" to call out and slay Malcolm if possible.

Shana (Oeridian female 42): Shana cooks for the Shandor and does most of the cleaning around the home. She is a very good cook and uses a lot of the exotic spices that the Shandor's import. She generally trusts Lemelin and thinks that Givens is a bit boorish. Shana recalls seeing Lemelin come to visit on the night of the murder and did not see him leave. She does not think much of it though since he does come and go often. If directly asked about anyone in the house that night she will respond that he was there but otherwise does not offer the information since she does not think anything of it.

Trent (Oeridian male 45): Trent is a groundskeeper and steward when the need arises. He thinks highly of Givens, as the younger Shandor would frequently allow him to join a hunt if he did not have pressing matters in the home. Trent generally enjoys his wife's cooking but feels she sometimes experiments too much.

Rooms

This home has twelve rooms, some of which are detailed below.

Foyer: The main entry hall is decorated by a lavish Baklunish style rug and leads off to the receiving room, living room and trophy room.

Receiving Room: This room is obviously used to entertain visitors who will not be staying with the family for any length of time. The room has two couches and a small bar with several decanters and bottles of wine. There are no exits other than the one to the foyer.

Trophy Room: Opposite the Receiving Room is the trophy room. Givens is an avid hunter and all manner of normal game trophies can be found hanging on the wall. In addition, Givens has a few rare trophies, an ettercap head, an owlbear, etc. There are also several paintings of Givens in Gradsul Duelist attire in heroic pose.

Jerech's Room: Nethin kept Jerech's room furnished for occasions when his son would come to visit with his wife and the two would stay the night. The room has some of Jerech and Chivan's clothes as well as a painted portrait of their wedding day hanging over the bed. An armoire, dresser, vanity table and lounging chair complete the room.

Givens Bedroom: Givens' bedroom is much what one would expect from the young playboy. There is a bow hanging on the wall along with a displacer beast pelt rug. The bed also has a large fur blanket from one of his kills. The room also features a chest of drawers and an armoire. Several suits of hunting leathers hang in the armoire.

Library: The Shandor library is well stocked with a number of interesting and rare books in the common tongue and ancient Suel. A ladder leads up to the observation deck. Some of the books cover an organization known as the Stargazers, a traveling knightly order. There are also books on astrology and a few treatises on the Planes written by an Evo Shandor, a

deceased relative who built an observatory on the roof and outside of Gradsul.

Encounter Four: Hangman Heinrich

This encounter deals with the situation of the PCs deciding to attend the trial in the court.

The trial of Malcolm Undarian is to begin at nine in the morning. A number of people have turned out, some personally interested in the outcome such as Givens Shandor and Chivan Shandor. Other folk are just attending out of curiosity. The court hall is crowded as you arrive. With no room left on the benches, you are forced to stand in the back along with about three score onlookers. The court rises as the magistrate enters. He is an ominous Suel Male in his late 50's whose features seem carved in from rock. He has a stiff black collar under pitch-black judge's robes. He takes off a severe broad rimmed black hat, and his hawkish eyes seem to stare into the assemblages' souls, weighing their guilt and sins. Though impossible from this distance, you are sure he took a moment to look directly into the eyes of you and your comrades.

"All rise for Judge Heinrich Hangmein."

Feldor, a city watchman in charge of the investigation presents several witnesses who profess to have heard Malcolm making threatening comments in the Salty Plank pub on the night he was murdered. "He said he cursed Nethin Shandor and that he would pay' one of the witnesses stated.

When brought before the magistrate, Malcolm did not deny making those comments. "I was angry and wasn't thinking right' he said. When presented with the dagger, the young man is asked if it was his. "Yes.' he stated flatly before blurting 'it was stolen by a vagabond that night" The magistrate then asks directly "Did you kill Nethin Shandor in a drunken rage?"

Malcolm breaks down in tears. "I did not! I couldn't have... I... I blacked out down on the docks and woke up there again the next morning... I would never have killed anybody'. Only Sir Heydon Albright, Knight of the Watch and the Knight Mentor of Malcolm's squireship comes forth in Malcolm's defense, Judge Heinrich opens up the forum for anyone with information relating to the trial.

The PCs may make a statement if they choose at this point, but it is almost impossible to offer any redeeming evidence to prove Malcolm's innocence. The magistrate is a sadistic hangman's judge. He will entertain their speech to a point if it is relevant, otherwise he will slam his gavel demanding Silence in his court, and that none

are above Keoish Law! If the PCs are blathering on about judicial issues, morality, reasonable doubt or any other such issues that do not have a direct tie to the trial, the magistrate will reprimand the PC. If a PC wishes to continue any form of debate with the magistrate, he will be ejected, assessed a fine of 25 gp or a night in jail. (DM Note: this would be in a different watch building than Malcolm's cell.)

PCs wishing to see magic used during the trial will run into the stonewall that is Judge Heinrich as well. He will not permit any magic to be used during the trial, as is his right (see Criminal Law in Keoland below).

Once any statements are made, the magistrate will excuse himself and return five minutes later.

The magistrate returns to the room and takes his seat. He then looks to the assemblage and at Malcolm and begins. "It is this, the vilest of crimes that we must issue our harshest punishments for. I only wish we could hang you twice you murderin' coward."

"Malcolm Undarian, through the testimony of these witnesses and by your own omission of owning the murder weapon and being oblivious to your own actions on the night of the murder, this court must find you guilty. Drunkenness is no excuse for the taking of another's life. We must all be responsible for our own actions and so then, must this court hold you responsible for yours. I pronounce a sentence of death upon you, to be carried out at sunrise on the day after the morrow. You will be hanged from the throat until dead. May the gods have mercy on your soul."

With the pronouncement, Malcolm is led away while the assembled people chatter away at what just transpired. "Hang the murderer!" many chant as they leave the court.

Criminal Law in Keoland

The rights of criminal defendants are quite limited. The prosecuting party (either an aggrieved victim or a representative of the lord) only needs to make the case against the defendant stronger than the defendant's defense; there is no equivalent to the standard of proof beyond a reasonable doubt. It is worth noting, however, that criminal cases where new evidence emerges after trial proving that an innocent person was wrongly convicted are one of the most common types of cases for intervention by the royal Courts of Equity. There are no rights against self incrimination. Similarly, there is no right against double jeopardy (although the Court of Equity may intervene if a person is tried repeatedly for the same crime without good cause). Evidence may be seized by representatives of the local lord from the possessions of the accused with or without a warrant, and is always admissible in court. If a person is not convicted of a crime after a warrantless search, they can often bring

a successful action for trespass against the officers who performed the search. A judicially issued warrant immunizes the officer against such a suit, because searching property is a right of a noble over the holding, regardless of the ownership. The courts are, however, regarded as generally fair and just, relative to the Flanaess as a whole. Accused are permitted counsel at trial, if they can afford it, and may call witnesses in their defense, who the court will compel to testify. Torture is forbidden, although imprisonment for refusal to answer the court's questions is common with recalcitrant witnesses or defendants. The use of magic to pry into the truth of the matter is permitted only by direct order of the court, and that is rare, because of the general distrust of magic. Guards who use magic to read minds while investigating crimes expose themselves to serious punishment, and large payments are often ordered to the victims of intrusive magic.

Magic use is generally not a crime, although it aggravates any other crimes committed. Mind reading and mind altering is a crime throughout most of Keoland, although it is often difficult to prove a claim of mind reading magic. Some nobles require licenses to practice magic or at least to brew potions, write scrolls for sale, or create magic items for sale. These licenses are hard to get and expensive. Self defense is considered acceptable. Looting a defeated attacker is also permissible under Keoish law. Also, many nonhuman monsters are not recognized by Keoish law as people; if they are killed, any personal property in their possession can be taken without any legal violation, although if its true owner is known, a court may (or may not) order it restored to the original owner. These provisions allow for much adventuring to be legal within Keoland. Indeed, sometimes bounties are placed on monsters or bandits to frankly encourage the private use of force to deal with threats. Any subject of Keoland also has a right to arrest a fellow subject of equal rank or lower to bring them as quickly as possible to a court for trial for a crime. Abuse of this right, however, is a crime in and of itself, so it should be used carefully, if at all.

Encounter Five: When a Good Knight Goes Bad

This encounter briefly covers the position of the Knights in this matter. The City Watch has information from several witnesses at the Salty Plank describing Malcolm's curse and threats. They have no leads to where he is hiding and his Knight Mentor from the Knights of the Watch is staying with the watch while the matter plays out. The Knight Mentor is Sir Heydon Albright. He can speak to Malcolm's character and his belief that despite the evidence he does not see Malcolm as a killer. Sir Heydon believes that Malcolm is a good person but lacks the self-confidence yet to be a strong knight. He sees a great deal of potential in Malcolm and his future in the Knights of the Watch.

When Chivan becomes free of the charm, she goes to Sir Heydon for help. He gives her a vow of protection and refuses to let her out of his sight until the nature of what is happening is revealed. If the PCs question her at this point, she knows Lemelin was somehow influencing her against her better judgment. She now believes that Lemelin had something to do with the murder and that Malcolm may be innocent.

Encounter Six: Six Adventurers Walk into a Bar

This encounter covers PCs investigating the Salty Plank, the location where Malcolm made his threats.

Along the docks of Gradsul are a number of establishments, some of which are shadier than others. As you reach the Salty Plank, you can see that even the outside appears to be better kept than any of its immediate neighbors. The door is a fine shellacked oak with a brass knob. An embossed sign over the door shows a ship's brow with a frothing mug over it.

Entering the pub, you note that the inside is well kept also. The furniture appears well maintained and clean and the bar, which runs the entire length of the back wall, is a glossy varnished oak. Six barrels of ale hang over the wall behind the bar. The smell of fresh bread is in the air along with the unmistakable scent of hops. A number of patrons are in the pub, some obviously sailors. The barkeep is a hairy Oeridian man with a mane of a beard and unkempt curly hair. He finishes pouring a pair of tankards for some folks at the bar and grabs a few empty ones looking to your direction. "Arrrr.... What'll it be today, swabbies?"

The Salty Plank is where Malcolm is said to have made his threatening comments. The barkeep recalls Malcolm's comments. Depending on when the PCs visit, Werner may be present and will attempt to mislead the PCs further. If the PCs do not learn of Malcolm's hideout from Yennib, they may learn from some of his friends that there is a hunting cabin they built in outskirts of Sanduscar, near Gradsul.

◆ **Ariotle** (Oeridian-Suloise male 37): Ariotle is the barkeep and owner of the Salty Plank. He keeps a respectable if dirty pub well known for the dregs that come through. Ariotle knows Malcolm as a regular before he left for the Knights and can point the PCs to some of his friends that come and go in the bar.

◆ **Waine** (Suloise male 22) and **Garret** (Suloise male 21): Waine and Garrey are two of Malcolm's good childhood friends. They were in the pub on the night of the murder and heard Malcolm's tirade. Waine cannot believe that Malcolm could have actually killed Nethin despite the curses he made the night of the murder. Garret knows that Malcolm does have a wicked temper, especially

when drinking and while he believes Malcolm to be innocent, deep down he knows there is a possibility that he could have lost control. Waine, Garret, Yennib and Malcolm used to hunt frequently together and both know of their hunting cabin on the edge of Sanduscar, a small province on the outskirts of Gradsul. If they are made to believe that the PCs intent is to help Malcolm, rather than hunt him down, they could be persuaded to give up the location of their cabin.

Werner Von Reiklande (Suloise male 35 Rog7/Asn3/SpyMaster4): If the PCs are here before the poison attempt failure at the Shandor house, there is a 35% chance that Werner will be here when they visit. He will be disguised as an alcoholic retired sailor named Heywood who witnessed Malcolm's tirade. He will also claim to have seen Malcolm grasping his dagger outside while Heywood was outside 'bailing out the flooded hold' as he puts it (i.e. relieving himself). If for some reason the PCs are too interested in an old drunken sailor he will do everything he can to leave immediately but discretely. (DM Note: due to his spymaster levels he has undetectable alignment as a supernatural ability and his bluff check modifier is +27 in this cover identity.)

Encounter Seven: Gradsul Hospitality Officers

This encounter covers PCs checking with the City Watch after Yennib has freed Malcolm.

The city watch house near the dock area is a small stone structure with only one visible door. A small window near the door is complemented only by three small slits in the side of the building, barely large enough to let in a minute amount of light. Entering the watch house, you note at least six guards on duty. Two of the guards are in the first cell off to the right. To your surprise, one of the guards is holding a prisoner as the other lets fly with a firm right hand to the gut of the man in custody. "You filthy bastard Yennib! You've disgraced your brothers here at the watch. Letting a murderer go! You'll hang right next to him when we find him!" And he whelps the loincloth-clad prisoner again, this time across the cheek. The other guards notice you and demand you step outside until you have been properly challenged. Two of the guards move to leave with you and assess your intentions.

The guards refrain from beating Yennib any further in the presence of the PCs. They want to know why the PCs are here. If the PCs announce they are investigating the murder or looking for Malcolm, they will insist that the City Watch has matters well at hand. If the PCs persist in their requests, the Captain of the Watch, Feldor, will eventually allow them to question Yennib in his presence.

If the PCs attempt to bribe any of the guards later in private, they will accept, as in Gradsul almost anything is for sale. However, they are in the process of dealing with a guardsman that they feel has betrayed them so any attempt at corruption or bribery now will be seen as an insult.

If the PCs do manage to question Yennib, he will explain what he knows and why he let Malcolm go.

Yennib (Oeridian-Suloise male 23 War2): Yennib is a childhood friend of Malcolm's along with Waine and Garret. He was on guard duty the night Malcolm was brought to the watch house. He began talking to Malcolm, who explained that he had a few too many drinks and passed out on the docks. Malcolm said that he went home, washed up and left that morning with his Knight Mentor. He remembered being carried by a vagabond who he believed stole his dagger and purse since both were missing in the morning.

Yennib could never believe Malcolm was a murderer and after listening to Malcolm's story was convinced that something was amiss. He unlocked the cell and allowed his friend to escape into the night while his fellow guard was at the privy. If the PCs appear sincere in wanting to get the truth he will tell them that he believes Malcolm has gone to hide out in the hunting cabin they used.

Feldor (Suloise-Oeridian-Baklunish male 34 War4): Feldor is the captain of this watch house. He is embarrassed that someone in his unit would allow a prisoner to escape and has been letting the rest of the guards "take care of business." If he feels his authority is questioned he gets easily upset.

Bervis (Oeridian male 29 War3): Bervis is the other guard that was on duty with Yennib the night Malcolm was allowed to escape. He is one of the two men beating Yennib. Bervis is angry that Yennib used his trip to privy to let Malcolm out of the cell. If questioned he will take offense to any suggestions that he was somehow at fault in Malcolm's escape. He remembers Yennib talking to Malcolm at length but never really paid much attention to the conversation.

Netch (Suloise male 25 War2), **Werlik** (Oeridian-Suloise male 28 War2), **Tothis** (Oeridian male 33 War3), **Frel** (Suloise male 20 War1), and **Dargil** (Oeridian-Suloise male 18 War1): The remaining guards in the house. Tothis is holding Yennib while Bervis is beating him. He feels it is his duty as the senior guard to keep the men in line and wants to show an example. They have no real knowledge of much aside from what Feldor tells them.

Encounter Eight: Getting There is No Fun

Following the directions you are given, you work your way along a light trail in the forest on the

outskirts of Sanduscar. Most of the wealthy Nobles of Gradsul have manors and mansions in Sanduscar, including Duke Luschan VIII himself. Approaching through the woods and brush, you see that something else has found it as well! Several enormous spiders appear to have spun a web around the structure and are trying to tear the cabin apart to get at whatever is inside.

APL 6 (EL 8)

⚡ **Ettercaps** (2): hp 34 each; see *Monster Manual*.

⚡ **Monstrous Spiders, Huge** (2): hp 60 each; see *Monster Manual*.

APL 8 (EL 10)

⚡ **Ettercaps** (4): hp 34 each; see *Monster Manual*.

⚡ **Monstrous Spiders, Huge** (4): hp 60 each; see *Monster Manual*.

APL 10 (EL 12)

⚡ **Ettercaps** (4): hp 34 each; see *Monster Manual*.

⚡ **Monstrous Spiders, Huge** (4): hp 60 each; see *Monster Manual*.

⚡ **Monstrous Spiders, Gargantuan** (2): hp 120 each; see *Monster Manual*.

APL 12 (EL 14)

⚡ **Ettercaps** (4): hp 34 each; see *Monster Manual*.

⚡ **Monstrous Spiders, Gargantuan** (4): hp 120 each; see *Monster Manual*.

⚡ **Monstrous Spider, Colossal** (1): hp 240; see *Monster Manual*.

APL 14 (EL 16)

⚡ **Ettercaps** (4): hp 34 each; see *Monster Manual*.

⚡ **Monstrous Spiders, Gargantuan** (4): hp 120 each; see *Monster Manual*.

⚡ **Monstrous Spiders, Colossal** (4): hp 240 each; see *Monster Manual*.

Treasure: The ettercaps have a pair of corpses from a recent kill spun in a web cocoon at the edge of the cabin clearing. The corpses are from a couple of young dandies that were out on a hunt and strayed too far from the trail into the Sanduscar. The PCs can recover some coins and gems from the dandies' corpses.

Encounter Nine: The Duelists

You see that the cabin is a simple, yet sturdy structure. There is a single shuttered window on each wall and a solid looking door on one side. It almost appears as though no one has used it in some time, but the faint wisps of fading smoke from the chimney betray its occupancy.

Malcolm will be wary of anyone approaching and has barred the windows and doors from the inside (Break DC 28 (window) or 32 (door)). When the spiders and ettercaps came, he went into a secret sliding trap door under the wood stove. The fire in the hearth has been burning for some time unattended and is almost burned out.

If the PCs break in, Malcolm will not come out from his hiding spot unless found (Search DC 18 + APL) as he fears they have come to bring him to justice. On the other hand, if the PCs communicate their intent to help through the door, then he will unbar the door and listen to what they have to say.

If the PCs time it just right, they may arrive at the cabin just before Givens. In that case, they must then deal with another extremely emotionally shaken individual.

⚡ **Malcolm Undarian** (Suloise male 20 Ftr1; hp 7): The young man has obviously been through a lot in the past few days. He does not know what to do. He does not want to go back until he finds a way to clear his name.

Soon after the encounter with the spiders, Givens and some of his foppish lisping bawds arrive on horseback in the hopes of enforcing letters of Dueling that have been issued by the Dueling Society of Gradsul. If the PCs are not present and Malcolm is when Givens arrives with his group, the duel takes place here and Malcolm is slain.

⚡ **Givens Shandor** (Suloise male 22 Ftr2; hp 15): Givens is also very emotional right now. Givens will expect his champion to duel Malcolm to the death. However, by the terms of the Dueling Society this duel is supposed to take place in Gradsul under the aegis of the Society and its officials.

Anyone who takes the time to read the Duelist Writ will see this plainly. A Diplomacy, Intimidate, or Bluff check DC 10 + APL will be sufficient to convince the parties to reconvene at Gradsul to see the matter settled legally. In this case, Malcolm returns to the city and is arrested before the duel can take place. If Malcolm fights the duel here, he will be slain.

Encounter Ten: Far Side of the Azure Sea

This encounter deals with chasing after Lemelin once he flees. This most likely occurs on Day Five, after Chivan breaks his *charm* and goes to the authorities. However,

Chivan might flee earlier, if the PCs get close to figuring out his role in the murder, especially if he learns of someone stealing the notes from his desk. As per the timeline in the Adventure Summary, the PCs will be fetched by Trog if they don't head this way on their own. No matter what, Lemelin's experience as a member of the Brotherhood tips him off before the PCs can apprehend him on land; they must make chase by ship or other method on the water.

If the PCs decide to get one of the Shandor ships (Givens will grant one or Grady will offer to take one to get the person that stabbed him) to pursue Lemelin, the Redrum Hunter is decidedly faster and will catch the Scarlet flagged vessel in a matter of hours. Once the chase is a forgone conclusion, the captain of the Scarlet Brotherhood ship 'Crimson Strom' will turn suddenly but the crafty Shandor Captain will make a good maneuver that rams the Scarlet Brotherhood's ship broadside.

The Redrum Hunter is the fastest of the merchant family ships. Captain Grady is pushing the crew hard but the result is obvious, the ship is gaining on the lone ship headed away from the port. In a matter of a few hours the other vessel looms directly ahead. From the crow's nest the lookout cries out, "She bears the Sea Princes sign!" referring to the flag of atop the mast of your quarry.

The captain does not appear deterred by the prospect of the enemy vessels origin. He orders the sheets taken in tighter and the ship seems to pick up even more speed. Suddenly a hand from on the brow shouts "She's turning towards Cap'n!" You look ahead as the other vessel begins to come about to a course directly at the Redrum Hunter.

At this point the vessel is about 300 yards ahead and closing at about 75 yards per round. Allow the PCs any actions they need for 3 rounds. On the 4th round, the maneuvers of the vessel will bring the ships into contact.

Captain Grady appears to have one last trick up his sleeve. He turns the ship hard to port and as the Pirate ship turns to ram broadside, the captain pulls the wheel hard over and the Redrum veers suddenly back to starboard. The other vessel tries to turn back but it is too late. The ship cannot turn in time as Captain Grady rams the enemy vessel with a jarring jolt. "Prepare to board her, step lively men! The action is sure to be a wet one, I'd wager! To the last man!" calls out Captain Grady.

Everyone on either ship must make a Balance check (DC 5 + APL) or fall prone for the first round after the impact. Once the initial contact is made, the Brotherhood fights to the death. There are sailors on each ship that are non combatants, and busy themselves with pulling sheets and putting out small fires, but stay out of the way of the PCs and their opponents. They surrender if the ship is taken.

APL 6 (EL 10)

◆ Lemelin, Male Human (Sulouise) Mnk3/Sor5: hp 45; see Appendix One.

◆ Hendry, Male Human (Sulouise) Clr5/Mnk1: hp 45; see Appendix One.

◆ Giral, Male Human (Sulouise) Mnk5: hp 34; see Appendix One.

◆ Seth, Male Human (Sulouise) Rog5: hp 23; see Appendix One.

APL 8 (EL 12)

◆ Lemelin, Male Human (Sulouise) Mnk3/Sor6: hp 50; see Appendix One.

◆ Hendry, Male Human (Sulouise) Clr7/Mnk1: hp 60; see Appendix One.

◆ Giral, Male Human (Sulouise) Mnk6: hp 41; see Appendix One.

◆ Seth, Male Human (Sulouise) Rog7: hp 32; see Appendix One.

APL 10 (EL 13)

◆ Lemelin, Male Human (Sulouise) Mnk3/Sor8: hp 67; see Appendix One.

◆ Hendry, Male Human (Sulouise) Clr9/Mnk1: hp 75; see Appendix One.

◆ Giral, Male Human (Sulouise) Mnk8: hp 54; see Appendix One.

◆ Seth, Male Human (Sulouise) Rog9: hp 41; see Appendix One.

APL 12 (EL 15)

◆ Lemelin, Male Human (Sulouise) Mnk3/Sor9: hp 72; see Appendix One.

◆ Hendry, Male Human (Sulouise) Clr11/Mnk1: hp 90; see Appendix One.

◆ Giral, Male Human (Sulouise) Mnk10: hp 68; see Appendix One.

◆ Seth, Male Human (Sulouise) Rog9/Asn2: hp 50; see Appendix One.

APL 14 (EL 17)

◆ Lemelin, Male Human (Sulouise) Mnk3/Sor9: hp 72; see Appendix One.

◆ Hendry, Male Human (Sulouise) Clr11/Mnk1: hp 90; see Appendix One.

Giral, Male Human (Suloise) Mnk10: hp 68; see Appendix One.

Seth, Male Human (Suloise) Rog9/Asn2: hp 50; see Appendix One.

Krakens (3): hp 285 each; see Monster Manual.

Tactics: The enemies will use their buff spells for protection and invisibility as they can before combat, and attempt to target any flying or archery characters with their long-range attacks. The rogue and monk will work in tandem, providing flanks. All four Scarlet Brotherhood agents have worked as a team for many years. Use their abilities and their knowledge of tactics to their advantage. They are adept at communicating to each other in combat as well if they note a weakness or a spell effect on an enemy. When possible they concentrate their efforts on spellcasters at the higher APLs. Immobilized PCs will be tossed overboard and left to drown if possible.

At APL 14, the two sailing ships have made an unfortunate choice of location for fighting their battle. Three krakens have gathered here underwater to conduct a secret meeting (on a topic to be revealed in a future Sheldomar Valley Metaregional). It is of the utmost importance that their meeting remains secret, so they feel the ships above them are too big a threat to that secrecy. On the second round of combat, the krakens rise out of the water and begin to attack the PCs and NPCs alike (focusing more on the PCs unless the NPCs are winning the combat). The krakens will fight until all three of them have less than $\frac{1}{4}$ of their hp remaining or until two of them are dead. At that point, any surviving kraken will attempt to flee.

Treasure: After the battle, Captain Grady will give the PCs their share of the take from the enemy vessel and its crew/passengers. He will then order the enemy ship burned and sunk (her keel is badly damaged and unsalvageable). Shortly after a lookout spies two more Sea Prince vessels on the horizon and the captain makes hastily back to Keoish waters. If searched, the enemy vessel will also contain charts marking several islands near the Flotsam and Jetsam Isles (see the Treasure Summary). Written across one of the farthest islands is written "House of Kavelli" in Ancient Suloise. If the PCs failed to recover the notes (**Player Handout #1 and #2**) from Encounter Two, have Lemelin carry copies here for the PCs to recover here.

Conclusion

Things can end in a number of different ways. If Malcolm is killed by Givens, the truth will come out after Chivan is free of the spell and Givens, racked with guilt will become distant and distraught and the company will begin to fail due to a lack of leadership.

If the PCs kill Malcolm, they will collect the reward and learn about Lemelin later. There will be no legal

complications since they were acting under the orders at the time.

If Malcolm is saved and cleared he will be ever grateful and Chivan will grant him control of the House. Malcolm will give the PCs a reward of gold and his gratitude (see the Treasure Summary).

If the PCs capture Lemelin he will not divulge any information or reveal any information about the maps. Lemelin will be executed a few days later.

The maps and charts will be turned over to a sage for further study and no further information will be revealed at this time. PCs may take a copy of the maps and charts with them (see the Treasure Summary).

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.

APL 6 – 180 xp.
APL 8 – 240 xp.
APL 10 – 330 xp.
APL 12 – 390 xp.
APL 14 – 450 xp.

Encounter Eight

Defeat the spiders.

APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.
APL 14 – 480 xp.

Encounter Ten

Defeat the Brotherhood.

APL 6 – 300 xp.
APL 8 – 360 xp.
APL 10 – 390 xp.
APL 12 – 450 xp.
APL 14 – 510 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 6 – 180 xp.
APL 8 – 225 xp.
APL 10 – 270 xp.
APL 12 – 315 xp.
APL 14 – 360 xp.

Total Possible Experience

APL 6 – 900 xp.
APL 8 – 1,125 xp.
APL 10 – 1,350 xp.
APL 12 – 1,575 xp.
APL 14 – 1,800 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 Two:

All APLs: L: 0 gp; C: 0 gp; M: potion of invisibility (25 gp), potion of cure moderate wounds (25 gp).

Encounter Eight:

APL 6: L: 0 gp; C: 50 gp; M: 0 gp.
APL 8: L: 0 gp; C: 75 gp; M: 0 gp.
APL 10: L: 0 gp; C: 100 gp; M: 0 gp.
APL 12: L: 0 gp; C: 125 gp; M: 0 gp.
APL 14: L: 0 gp; C: 150 gp; M: 0 gp.

Encounter Ten:

APL 6: L: 28 gp; C: 50 gp; M: amulet of health +2 (333 gp), bracers of armor +4 (1,333 gp), cloak of charisma +4 (1,333 gp), ring of protection +2 (667 gp), bracers of armor +2 (333 gp), 10 +1 bolts (39 gp), ring of protection +1 (167 gp), bracers of armor +1 (83 gp), potion of bull's strength (25 gp), +1 leather (97 gp), +1 rapier (193 gp), potion of invisibility (25 gp).

APL 8: L: 28 gp; C: 75 gp; M: amulet of health +2 (333 gp), bracers of armor +4 (1,333 gp), cloak of charisma +4 (1,333 gp), ring of protection +2 (667 gp), slippers of spider climbing (400 gp), ring of minor energy resistance – fire (1,000 gp), 2 bracers of armor +2 (333 gp each), 10 +1 bolts (39 gp), periapt of wisdom +2 (333 gp), gauntlets of ogre power (333 gp), cloak of resistance +1 (83 gp), ring of protection +1 (167 gp), potion of bull's strength (25 gp), +2 leather (347 gp), +2 rapier (693 gp), 2 potions of invisibility (25 gp each).

APL 10: L: 0 gp; C: 100 gp; M: amulet of health +4 (1,333 gp), bracers of armor +5 (2,083 gp), cloak of charisma +4 (1,333 gp), ring of protection +3 (1,500 gp), slippers of spider climbing (400 gp), ring of minor energy resistance – fire (1,000 gp), bracers of armor +4 (1,333 gp), 10 +1 bolts (39 gp), periapt of wisdom +2 (333 gp), gauntlets of ogre power (333 gp), cloak of resistance +1 (83 gp), +1 flaming light crossbow (695 gp), ring of protection +2 (667 gp), potion of bull's strength (25 gp), bracers of armor +3 (750 gp), +3 leather (763 gp), +2 rapier (693 gp), amulet of natural armor +1 (167 gp), 2 potions of invisibility (25 gp each).

APL 12: L: 0 gp; C: 125 gp; M: amulet of health +4 (1,333 gp), bracers of armor +5 (2,083 gp), cloak of charisma +4 (1,333 gp), ring of protection +3 (1,500 gp), slippers of spider climbing (400 gp), ring of minor energy resistance – fire (1,000 gp), wand of ray of enfeeblement – heightened 4th level – 7th level caster (1,750 gp), bracers of armor +4 (1,333 gp), 10 +1 bolts (39 gp), periapt of wisdom +2 (333 gp), gauntlets of ogre power (333 gp), cloak of resistance +2 (333 gp), monk's belt (1,083 gp), +1 flaming light crossbow (695 gp), ring of protection +2 (667 gp), potion of bull's strength (25 gp), bracers of armor +3 (750 gp), +3 leather (763 gp), +2 rapier (693 gp), amulet of natural armor +1 (167 gp), boots of speed (1,000 gp), gloves of dexterity +2 (333 gp), 2 potions of invisibility (25 gp each).

APL 14: L: 0 gp; C: 150 gp; M: amulet of health +4 (1,333 gp), bracers of armor +6 (3,000 gp), cloak of charisma +4 (1,333 gp), ring of protection +3 (1,500 gp), slippers of spider climbing (400 gp), circlet of persuasion (375 gp), ring of minor energy resistance – fire (1,000 gp), wand of ray of

enfeeblement – heightened 4th level – 7th level caster (1,750 gp), bracers of armor +4 (1,333 gp), +1 bolts (39 gp), periapt of wisdom +2 (333 gp), gauntlets of ogre power (333 gp), cloak of resistance +2 (333 gp), monk's belt (1,083 gp), +1 flaming light crossbow (695 gp), ring of protection +2 (667 gp), potion of bull's strength (25 gp), bracers of armor +3 (750 gp), +3 leather (763 gp), +2 rapier (693 gp), amulet of natural armor +1 (167 gp), boots of speed (1,000 gp), gloves of dexterity +2 (333 gp), 2 potions of invisibility (25 gp each).

Conclusion:

APL 6: L: 0 gp; C: 50 gp; M: 0 gp.
 APL 8: L: 0 gp; C: 100 gp; M: 0 gp.
 APL 10: L: 0 gp; C: 150 gp; M: 0 gp.
 APL 12: L: 0 gp; C: 200 gp; M: 0 gp.
 APL 14: L: 0 gp; C: 250 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 28 gp; C: 150 gp; M: 4,678 gp – Total: 4,856 gp (900 gp).
 APL 8: L: 28 gp; C: 250 gp; M: 7,852 gp – Total: 8,130 gp (1,300 gp).
 APL 10: L: 0 gp; C: 350 gp; M: 13,630 gp – Total: 13,980 gp (2,300 gp).
 APL 12: L: 0 gp; C: 450 gp; M: 18,046 gp – Total: 18,496 gp (3,300 gp).
 APL 14: L: 0 gp; C: 550 gp; M: 19,338 gp – Total: 19,888 gp (6,600 gp).

Items for the Adventure Record

Special

• Mysterious Maps & Charts

These encoded maps are in Ancient Suloise, marking an unknown set of isles in the Azure Sea. They have been copied from a set of maps & charts obtained from a Sea Prince ship dangerously close to Keoish waters.

• Gratitude of Undarian House

For assisting Malcolm Undarian and clearing his name, this PC has earned the gratitude of the Undarian House and the allied Shandor Merchants and Co. The PC may use this gratitude to have the cost of any Sheldomar Valley Regional or Metaregional scenario reduced by 1 TU, as the Merchants provide for expedited passage for the PC. This cannot reduce the TU cost of a scenario to less than 1 TU. Cross out when used.

Item Access

APL 6:

- ❖ Amulet of Health +2 (Adventure, DMG)
- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ Bracers of Armor +4 (Adventure, DMG)

- ❖ Cloak of Charisma +4 (Adventure, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)

APL 8 (APL 6 Items plus):

- ❖ +2 Leather Armor (Adventure, DMG)
- ❖ +2 Rapier (Adventure, DMG)
- ❖ Gauntlets of Ogre Power (Adventure, DMG)
- ❖ Periapt of Wisdom +2 (Adventure, DMG)
- ❖ Ring of Energy Resistance, Minor - Fire (Adventure, DMG)
- ❖ Slippers of Spider Climbing (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- ❖ +1 Flaming Light Crossbow (Adventure, DMG)
- ❖ +3 Leather Armor (Adventure, DMG)
- ❖ Amulet of Health +4 (Adventure, DMG)
- ❖ Bracers of Armor +3 (Adventure, DMG)
- ❖ Bracers of Armor +5 (Adventure, DMG)
- ❖ Ring of Protection +3 (Adventure, DMG)

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

- ❖ Boots of Speed (Adventure, DMG)
- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Gloves of Dexterity +2 (Adventure, DMG)
- ❖ Monk's Belt (Adventure, DMG)
- ❖ Wand of Ray of Enfeeblement, Heightened – 4th level (Adventure, 7th level caster, DMG)

APL 14 (APL 6, 8, 10, 12 Items plus):

- ❖ Bracers of Armor +6 (Adventure, DMG)
- ❖ Circlet of Persuasion (Adventure, DMG)

Appendix One - Encounters

Encounter Ten

APL 6

Lemelin: Male Human (Suloise) Mnk3/Sor5; CR 8; Medium Humanoid (Human); HD 3d8+5d4+16; hp 45; Init +6; Spd 40 ft.; AC 19, touch 15, flat-footed 17 (+2 Dex, +1 Wis, +4 bracers, +2 ring); Base Atk +4; Grp +4; Atk +6 melee (1d6, unarmed); Full Atk +4/+4 melee (1d6, unarmed); SA flurry of blows; SQ evasion, still mind, summon familiar; AL LE; SV Fort +6, Ref +8, Will +8; Str 10, Dex 14, Con 12 (14), Int 10, Wis 12, Cha 18 (22).

Skills and Feats: Balance +4, Bluff +17, Concentration +12, Diplomacy +16, Disguise +8, Forgery +2, Hide +4, Jump +2, Listen +3, Sense Motive +5, Spot +3, Tumble +6; Combat Casting, Deceitful, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Finesse.

Sorcerer Spells Known (6/8/6; save DC 16 + spell level): 0 – daze, ghost sound, message, open/close, resistance, touch of fatigue; 1st – charm person, disguise self, shield, shocking grasp; 2nd – Tasha's hideous laughter, web.

Possessions: traveler's outfit, amulet of health +2, bracers of armor +4, cloak of charisma +4, ring of protection +2, Jerri.

Jerri: weasel familiar; tiny animal; HD 8d8; hp 22; Init +2; Spd 20 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); Base Atk +4; Grp -8; Atk/Full Ark +8 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SA attach, deliver touch spells; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link, speak with master; SV Fort +4, Ref +6, Will +8; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +12, Climb +10, Hide +12, Move Silently +8, Spot +3; Weapon Finesse.

Hendry: Male Human (Suloise) Mnk1/Clr5 of Pyremius; CR 6; Medium Humanoid (Human); HD 6d8+12; hp 45; Init +6; Spd 30 ft.; AC 17, touch 15, flat-footed 15 (+2 Dex, +3 Wis, +2 bracers); Base Atk +3; Grp +4; Atk +4 melee (1d6+1, unarmed) or +6 ranged (1d8+1/19-20, mw light crossbow); Full Atk +2/+2 melee (1d6+1, unarmed) or +6 ranged (1d8+1/19-20, mw light crossbow); SA flurry of blows, rebuke undead, spells, spontaneous casting; SQ aura; AL LE; SV Fort +8, Ref +5, Will +9; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Diplomacy +9, Knowledge (religion) +9, Listen +9, Spot +9; Alertness, Combat Casting, Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Stunning Fist.

Cleric Spells Prepared (5/4+1/3+1/2+1; save DC 13 + spell level): 0 – detect magic, guidance, light, read magic, resistance; 1st – burning hands*, command, doom, sanctuary, shield of faith; 2nd – death knell, hold person, produce flame*, sound burst; 3rd – contagion*, dispel magic, water walk. *domain spell

Domains: Destruction, Fire.

Possessions: monk's outfit, masterwork light crossbow, bracers of armor +2, 10 bolts +1.

Giral: Male Human (Suloise) Mnk5; CR 5; Medium Humanoid (Human); HD 5d8+5; hp 34; Init +8; Spd 40 ft.; AC 19, touch 18, flat-footed 15 (+4 Dex, +2 Wis, +1 bracers, +1 ring, +1 monk); Base Atk +3; Grp +5; Atk +8 melee (1d8+2, unarmed); Full Atk +7/+7 melee (1d8+2, unarmed); SA flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 20 ft., purity of body; AL LE; SV Fort +5, Ref +8, Will +6; Str 14, Dex 18, Con 12, Int 8, Wis 14, Cha 8.

Skills and Feats: Balance +12, Jump +10, Move Silently +12, Tumble +12; Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

Possessions: monk's outfit, ring of protection +1, potion of bull's strength, bracers of armor +1.

Seth: Male Human (Suloise) Rog5; CR 5; Medium Humanoid (Human); HD 5d6; hp 23; Init +8; Spd 30 ft.; AC 17, touch 14, flat-footed 17 (+4 Dex, +3 leather); Base Atk +3; Grp +4; Atk +8 melee (1d6+2/18-20, +1 rapier); Full Atk +8 melee (1d6+2/18-20, +1 rapier); SA sneak attack +3d6; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL LE; SV Fort +1, Ref +8, Will +1; Str 12, Dex 18, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Balance +12, Bluff +9, Climb +9, Diplomacy +9, Disguise +9, Hide +12, Intimidate +9, Jump +9, Move Silently +12, Tumble +12; Dodge, Improved Initiative, Weapon Finesse.

Possessions: traveler's outfit, potion of invisibility, +1 leather, +1 rapier.

APL 8

Lemelin: Male Human (Suloise) Mnk3/Sor6; CR 9; Medium Humanoid (Human); HD 3d8+6d4+18; hp 50; Init +6; Spd 40 ft.; AC 19, touch 15, flat-footed 17 (+2 Dex, +1 Wis, +4 bracers, +2 ring); Base Atk +5; Grp +5; Atk +7 melee (1d6, unarmed); Full Atk +5/+5 melee (1d6, unarmed); SA flurry of blows; SQ evasion, still mind, summon familiar; AL LE; SV Fort +7, Ref +9, Will +9; Str 10, Dex 14, Con 12 (14), Int 10, Wis 12, Cha 18 (22).

Skills and Feats: Balance +4, Bluff +18, Concentration +14, Diplomacy +16, Disguise +8, Forgery +2, Hide +4, Jump +2, Listen +3, Sense Motive +5, Spot +3, Tumble +6; Combat Casting, Deceitful, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Spell Focus (enchantment), Stunning Fist, Weapon Finesse.

Sorcerer Spells Known (6/8/7/4; save DC 16 + spell level, 17 + spell level for enchantment spells): 0 – dancing lights, daze, ghost sound, message, open/close, resistance, touch of fatigue; 1st – charm person, disguise self, shield, shocking grasp; 2nd – Tasha's hideous laughter, web; 3rd – hold person.

Possessions: traveler's outfit, amulet of health +2, bracers of armor +4, cloak of charisma +4, ring of protection +2, ring of minor energy resistance (fire), slippers of spider climbing, Jerri.

Jerri: weasel familiar; tiny animal; HD 9d8; hp 25; Init +2; Spd 20 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); Base Atk +5; Grp -7; Atk/Full Ark +9 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SA attach, deliver touch spells; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link, speak with master; SV Fort +5, Ref +7, Will +9; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +12, Climb +10, Hide +12, Move Silently +8, Spot +3; Weapon Finesse.

Hendry: Male Human (Suloise) Mnk1/Clr7 of Pyremius; CR 8; Medium Humanoid (Human); HD 8d8+16; hp 60; Init +6; Spd 30 ft.; AC 18, touch 16, flat-footed 16 (+2 Dex, +4 Wis, +2 bracers); Base Atk +5; Grp +7; Atk +7 melee (1d6+2, unarmed) or +8 ranged (1d8+1/19-20, mw light crossbow); Full Atk +5/+5 melee (1d6+2, unarmed) or +8 ranged (1d8+1/19-20, mw light crossbow); SA flurry of blows, rebuke undead, spells, spontaneous casting; SQ aura; AL LE; SV Fort +10, Ref +7, Will +12; Str 12 (14), Dex 14, Con 14, Int 10, Wis 17 (19), Cha 10.

Skills and Feats: Concentration +13, Diplomacy +11, Knowledge (religion) +11, Listen +10, Spot +10; Alertness, Combat Casting, Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Stunning Fist.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; save DC 14 + spell level): 0 – *create water, detect magic, guidance, light, read magic, resistance*; 1st – *burning hands**, *command, doom, protection from good, sanctuary, shield of faith*; 2nd – *darkness, death knell, hold person, produce flame**, *sound burst*; 3rd – *contagion**, *dispel magic, invisibility purge, water walk*; 4th – *divine power, summon monster IV, wall of fire**. *domain spell

Domains: Destruction, Fire.

Possessions: monk's outfit, masterwork light crossbow, bracers of armor +2, periapt of wisdom +2, gauntlets of ogre power, cloak of resistance +1, 10 bolts +1.

Giral: Male Human (Suloise) Mnk6; CR 6; Medium Humanoid (Human); HD 6d8+6; hp 41; Init +8; Spd 50 ft.; AC 20, touch 18, flat-footed 16 (+4 Dex, +2 Wis, +2 bracers, +1 ring, +1 monk); Base Atk +4; Grp +6; Atk +9 melee (1d8+2, unarmed); Full Atk +8/+8 melee (1d8+2, unarmed); SA flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 30 ft., purity of body; AL LE; SV Fort +6, Ref +9, Will +7; Str 14, Dex 18, Con 12, Int 8, Wis 14, Cha 8.

Skills and Feats: Balance +13, Jump +11, Move Silently +13, Tumble +13; Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

Possessions: monk's outfit, ring of protection +1, potion of invisibility, potion of bull's strength, bracers of armor +2.

Seth: Male Human (Suloise) Rog7; CR 7; Medium Humanoid (Human); HD 7d6; hp 32; Init +8; Spd 30 ft.;

AC 18, touch 14, flat-footed 18 (+4 Dex, +4 leather); Base Atk +5; Grp +6; Atk +12 melee (1d6+3/18-20, +2 rapier); Full Atk +12 melee (1d6+3/18-20, +2 rapier); SA sneak attack +4d6; SQ evasion, uncanny dodge, trapfinding, trap sense +2; AL LE; SV Fort +2, Ref +9, Will +2; Str 12, Dex 18, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Balance +14, Bluff +11, Climb +11, Diplomacy +11, Disguise +11, Hide +14, Intimidate +11, Jump +11, Move Silently +14, Tumble +14; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier).

Possessions: traveler's outfit, potion of invisibility, +2 leather, +2 rapier.

APL 10

Lemelin: Male Human (Suloise) Mnk3/Sor8; CR 11; Medium Humanoid (Human); HD 3d8+8d4+33; hp 67; Init +6; Spd 40 ft.; AC 21, touch 16, flat-footed 19 (+2 Dex, +1 Wis, +5 bracers, +3 ring); Base Atk +6; Grp +6; Atk +8 melee (1d6, unarmed); Full Atk +6/+6/+1 melee (1d6, unarmed); SA flurry of blows; SQ evasion, still mind, summon familiar; AL LE; SV Fort +8, Ref +9, Will +10; Str 10, Dex 14, Con 12 (16), Int 10, Wis 12, Cha 18 (22).

Skills and Feats: Balance +4, Bluff +20, Concentration +17, Diplomacy +16, Disguise +8, Forgery +2, Hide +4, Jump +2, Listen +3, Sense Motive +5, Spellcraft +2, Spot +3, Tumble +6; Combat Casting, Deceitful, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Spell Focus (enchantment), Stunning Fist, Weapon Finesse.

Sorcerer Spells Known (6/8/8/6/4; save DC 16 + spell level, 17 + spell level for enchantment spells): 0 – *dancing lights, daze, ghost sound, message, open/close, prestidigitation, resistance, touch of fatigue*; 1st – *charm person, disguise self, hypnotism, shield, shocking grasp*; 2nd – *Tasha's hideous laughter, touch of idiocy, web*; 3rd – *hold person, lightning bolt*; 4th – *confusion*.

Possessions: traveler's outfit, amulet of health +4, bracers of armor +5, cloak of charisma +4, ring of protection +3, ring of minor energy resistance (fire), slippers of spider climbing, Jerri.

Jerri: weasel familiar; tiny animal; HD 11d8; hp 33; Init +2; Spd 20 ft.; AC 18, touch 14, flat-footed 16 (+2 size, +2 Dex, +4 natural); Base Atk +6; Grp -6; Atk/Full Ark +10 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SA attach, deliver touch spells; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link, speak with master, speak with animals of its kind; SV Fort +5, Ref +7, Will +10; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +12, Climb +10, Hide +12, Move Silently +8, Spot +3; Weapon Finesse.

Hendry: Male Human (Suloise) Mnk1/Clr9 of Pyremius; CR 10; Medium Humanoid (Human); HD 10d8+20; hp 75; Init +6; Spd 30 ft.; AC 20, touch 16, flat-footed 18 (+2 Dex, +4 Wis, +4 bracers); Base Atk +6; Grp +8; Atk +8 melee (1d6+2, unarmed) or +9 ranged (1d8+1 plus 1d6 fire/19-20, +1 flaming crossbow); Full Atk +6/+6/+1 melee (1d6+2, unarmed) or +9 ranged (1d8+1 plus 1d6 fire/19-20, +1 flaming crossbow); SA flurry of blows, rebuke undead, spells, spontaneous casting; SQ aura; AL LE; SV

Fort +11, Ref +8, Will +13; Str 12 (14), Dex 14, Con 14, Int 10, Wis 17 (19), Cha 10.

Skills and Feats: Concentration +15, Diplomacy +13, Knowledge (religion) +13, Listen +10, Spot +10; Alertness, Combat Casting, Extra Stunning (three extra stunning attacks per day), Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Stunning Fist.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; save DC 14 + spell level): 0 – *create water, detect magic, guidance, light, read magic, resistance*; 1st – *burning hands**, *command, doom, protection from good, sanctuary, shield of faith*; 2nd – *darkness, death knell, hold person x2, produce flame**, *sound burst*; 3rd – *contagion**, *dispel magic x2, invisibility purge, water walk*; 4th – *divine power, freedom of movement, summon monster IV, wall of fire**; 5th – *fire shield**, *slay living x2*. *domain spell

Domains: Destruction, Fire.

Possessions: monk's outfit, +1 flaming crossbow, bracers of armor +4, periapt of wisdom +2, gauntlets of ogre power, cloak of resistance +1, 10 bolts +1.

Giral: Male Human (Sulouise) Mnk8; CR 8; Medium Humanoid (Human); HD 8d8+8; hp 54; Init +8; Spd 50 ft.; AC 22, touch 19, flat-footed 18 (+4 Dex, +2 Wis, +3 bracers, +2 ring, +1 monk); Base Atk +6; Grp +8; Atk +11 melee (1d10+2, unarmed); Full Atk +10/+10/+5 melee (1d10+2, unarmed); SA flurry of blows, ki strike (magic); SQ evasion, still mind, slow fall 40 ft., purity of body, wholeness of body; AL LE; SV Fort +7, Ref +10, Will +8; Str 14, Dex 19, Con 12, Int 8, Wis 14, Cha 8.

Skills and Feats: Balance +15, Jump +13, Move Silently +15, Tumble +15; Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

Possessions: monk's outfit, *ring of protection* +2, *potion of invisibility*, *potion of bull's strength*, bracers of armor +3.

Seth: Male Human (Sulouise) Rog9; CR 9; Medium Humanoid (Human); HD 9d6; hp 41; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 20 (+4 Dex, +5 leather, +1 amulet); Base Atk +6; Grp +7; Atk +13 melee (1d6+3/18-20, +2 rapier); Full Atk +13/+8 melee (1d6+3/18-20, +2 rapier); SA sneak attack +5d6; SQ evasion, uncanny dodge, improved uncanny dodge, trapfinding, trap sense +3; AL LE; SV Fort +3, Ref +10, Will +3; Str 12, Dex 19, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Balance +16, Bluff +13, Climb +13, Diplomacy +13, Disguise +13, Hide +16, Intimidate +13, Jump +13, Move Silently +16, Tumble +16; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier).

Possessions: traveler's outfit, *potion of invisibility*, +3 leather, +2 rapier, amulet of natural armor +1.

APL 12 and 14

Lemelin: Male Human (Sulouise) Mnk3/Sor9; CR 12; Medium Humanoid (Human); HD 3d8+9d4+36; hp 72; Init +6; Spd 40 ft.; AC 21, touch 16, flat-footed 19 (+2 Dex, +1 Wis, +5 bracers, +3 ring); Base Atk +6; Grp +6; Atk +8

melee (1d6, unarmed); Full Atk +6/+6/+1 melee (1d6, unarmed); SA flurry of blows; SQ evasion, still mind, summon familiar; AL LE; SV Fort +9, Ref +10, Will +10; Str 10, Dex 14, Con 12 (16), Int 10, Wis 12, Cha 19 (23).

Skills and Feats: Balance +4, Bluff +21, Concentration +18, Diplomacy +16, Disguise +8, Forgery +2, Hide +4, Jump +2, Listen +3, Sense Motive +5, Spellcraft +3, Spot +3, Tumble +6; Combat Casting, Deceitful, Deflect Arrows, Greater Spell Focus (enchantment), Improved Initiative, Improved Unarmed Strike, Spell Focus (enchantment), Stunning Fist, Weapon Finesse.

Sorcerer Spells Known (6/8/8/7/5; save DC 16 + spell level, 18 + spell level for enchantment spells): 0 – *dancing lights, daze, ghost sound, message, open/close, prestidigitation, resistance, touch of fatigue*; 1st – *charm person, disguise self, hypnotism, shield, shocking grasp*; 2nd – *invisibility, Tasha's hideous laughter, touch of idiocy, web*; 3rd – *hold person, lightning bolt, suggestion*; 4th – *confusion, crushing despair*.

Possessions: traveler's outfit, amulet of health +4, bracers of armor +5 (+6 at APL 14 only), cloak of charisma +4, circlet of persuasion (at APL 14 only), *ring of protection* +3, *ring of minor energy resistance (fire)*, slippers of spider climbing, *wand of ray of enfeeblement* (4th level heightened, 7th level caster), Jerri.

Jerri: weasel familiar; tiny animal; HD 12d8; hp 36; Init +2; Spd 20 ft.; AC 19, touch 14, flat-footed 17 (+2 size, +2 Dex, +5 natural); Base Atk +6; Grp -6; Atk/Full Ark +10 melee (1d3-4, bite); Space/Reach 2 1/2 ft./0 ft.; SA attach, deliver touch spells; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link, speak with master, speak with animals of its kind; SV Fort +6, Ref +8, Will +10; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5.

Skills and Feats: Balance +12, Climb +10, Hide +12, Move Silently +8, Spot +3; Weapon Finesse.

Hendry: Male Human (Sulouise) Mnk1/Cler11 of Pyremius; CR 12; Medium Humanoid (Human); HD 12d8+24; hp 90; Init +6; Spd 30 ft.; AC 22, touch 18, flat-footed 20 (+2 Dex, +5 Wis, +4 bracers, +1 monk); Base Atk +8; Grp +10; Atk +10 melee (1d8+2, unarmed) or +11 ranged (1d8+1 plus 1d6 fire/19-20, +1 flaming crossbow); Full Atk +8/+8/+3 melee (1d8+2, unarmed) or +11 ranged (1d8+1 plus 1d6 fire/19-20, +1 flaming crossbow); SA flurry of blows, rebuke undead, spells, spontaneous casting; SQ aura; AL LE; SV Fort +13, Ref +9, Will +16; Str 12 (14), Dex 14, Con 14, Int 10, Wis 18 (20), Cha 10.

Skills and Feats: Concentration +17, Diplomacy +15, Knowledge (religion) +15, Listen +11, Spot +11; Alertness, Combat Casting, Extra Stunning (three extra stunning attacks per day), Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Stunning Fist, Weakening Touch (declare use of this feat before attack roll – you deal no damage, but apply a -6 non-cumulative penalty to target's Str for 1 minute, if your unarmed attack is successful – each attempt counts as one use of the Stunning Fist feat for the day – creatures immune to stun effects cannot be affected by this feat).

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; save DC 14 + spell level): 0 – *create water, detect magic, guidance, light, read magic, resistance*; 1st – *burning hands**, *command, divine favor, doom, entropic shield, protection from*

good, sanctuary, shield of faith; 2nd – darkness, death knell, hold person x2, produce flame*, sound burst; 3rd – contagion*, dispel magic x2, magic vestment, invisibility purge, water walk; 4th – dimensional anchor, divine power, freedom of movement, summon monster IV, wall of fire*; 5th – fire shield*, greater command, slay living x2; 6th – harm*, heal. *domain spell

Domains: Destruction, Fire.

Possessions: monk's outfit, +1 flaming crossbow, monk's belt, bracers of armor +4, periapt of wisdom +2, gauntlets of ogre power, cloak of resistance +2, 10 bolts +1.

Giral: Male Human (Sulouise) Mnk10; CR 10; Medium Humanoid (Human); HD 10d8+10; hp 68; Init +8; Spd 60 ft.; AC 23, touch 20, flat-footed 19 (+4 Dex, +2 Wis, +3 bracers, +2 ring, +2 monk); Base Atk +7; Grp +9; Atk +12 melee (1d10+2, unarmed); Full Atk +12/+12/+7 melee (1d10+2, unarmed); SA flurry of blows, ki strike (magic, lawful); SQ evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, improved evasion; AL LE; SV Fort +8, Ref +11, Will +9; Str 14, Dex 19, Con 12, Int 8, Wis 14, Cha 8.

Skills and Feats: Balance +17, Jump +15, Move Silently +17, Tumble +17; Combat Reflexes, Defensive Throw (if opponent you have chose to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent which counts as one of your AoO in the round), Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

Possessions: monk's outfit, ring of protection +2, potion of invisibility, potion of bull's strength, bracers of armor +3.

Seth: Male Human (Sulouise) Rog9/Asn2; CR 11; Medium Humanoid (Human); HD 11d6; hp 50; Init +9; Spd 30 ft.; AC 21, touch 15, flat-footed 21 (+5 Dex, +5 leather, +1 amulet); Base Atk +7; Grp +8; Atk +15 melee (1d6+3/18-20 plus poison, +2 rapier); Full Atk +15/+10 melee (1d6+3/18-20 plus poison, +2 rapier); SA sneak attack +6d6, death attack, poison use, spells; SQ evasion, uncanny dodge, improved uncanny dodge, trapfinding, trap sense +3, +1 save against poison; AL LE; SV Fort +3, Ref +14, Will +3; Str 12, Dex 19 (21), Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Balance +19, Bluff +15, Climb +13, Diplomacy +13, Disguise +15, Hide +19, Intimidate +13, Jump +13, Move Silently +19, Tumble +19; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier).

Assassin Spells Known (2; save DC 11 + spell level): 1st – disguise self, feather fall, true strike.

Possessions: traveler's outfit, potion of invisibility, +3 leather, +2 rapier (poisoned with purple worm poison [Fort DC 24, 1d6 Str/2d6 Str]), amulet of natural armor +1, boots of speed, gloves of dexterity +2.

Appendix Two – Information on NPCs

The Knights of the Watch (from the LGG)

The Knights of the Watch formed several centuries ago, built upon the foundation an earlier organization based in Gran March. Tasked with protecting Keoland, Gran March, Bissel and Geoff from the incursions of Paynims and westerlings, the Watchers, as they are generally known, hold several castles, fortresses and strongholds along the border with Ket, as well as in the western mountains. The order's strongest bases of power can be found in Gran March (Hookhill), Geoff (Hochoch), and Bissel (Pellak), though members of the knighthood are drawn from the best and wisest of the lands throughout the Sheldomar Valley.

The Knights of the Watch are devotees of a near-monastic school of teachings based upon the writings of the philosopher Azmarend, who first chronicled a code of duty and belief known as the Twelve and Seven Precepts. The Twelve Precepts govern how a knight of the order is to carry out his day-to-day activities, with a particular eye toward traditions of battle. The Seven are said to guide the "life beyond the self," to give meaning to the universe beyond the field of battle. These latter precepts are jealously guarded secrets revealed to knights only as they gain station within the organization. The mysterious Seventh Precept, said to reveal ancient secrets about the establishment of the world of Oerth, is known only to the Grandiose Imperial Wyvern, titular head of the knighthood (currently the ailing Hugo of Geoff).

As befits the mysticism that dwells at the heart of their organization, the Watchers are known internally by a selection of fanciful titles. General knights, the lowest in rank, are called Vigils, with minor ranks adding to the base title (Stalwart Vigil, Resilient Vigil, Radiant Vigil, etc.). As knights ascend in rank, a number of adjectives are added to their titles, with "vigil" replaced by the names of fantastic beasts (manticore, hippocriff, griffon, etc.), such that a mid-level commander is known as the Magnificent Elder Gorgon. Few outside the order understand the ranking-system of the Watchers, a fact that gave rise to the peasant saying "frightful as a Watcher's title" to denote someone who wishes to appear grander than he truly is.

Prior to the Greyhawk Wars, the Knights of the Watch claimed more than 6,500 members. War trimmed that number by more than half. Currently, 2,500 Knights of the Watch roam the Sheldomar Valley, protecting the interests of their nations and sussing out agents of the hated west.

The Greyhawk Wars brought a new development for the knighthood, as well, a factionalization of the order into two distinct branches, the traditional Knights of the Watch and the new Knights of Dispatch. The Watchers

continue much as they always have. The Dispatchers, however, have eschewed traditional rites of battle, often forming themselves into scouting bands to range within conquered Geoff (and, until recently, Sterich). The Knights of Dispatch have traded their hatred of the west for a deep loathing of the humanoids who have caused their homelands so much trouble in the last decade. While some within the greater order despise the "cowardly" tactics of this new branch, the leaders of both organizations have pledged support for each other, and share the same (confusing) hierarchy.

Both the Knights of the Watch and the Knights of Dispatch share a common coat of arms, an owl displayed argent.

The Knights of the Watch and the Knights of Dispatch are a selective organization, focused on the defense of the Sheldomar Valley, particularly from humanoids (including giants) and the Baklunish. Though they differ in their tactics and methods, they adhere to the same general principles (as spelled out in the Precepts, above) and share a common organization structure. Prior to becoming a Knight, a candidate must be invited to squire, and serve a full term in the ranks of the squires and senior squires (known as Junior and Senior Obedient Masters, respectively). Once Knighted, a Watcher or Dispatcher may rise through the ranks. The Knights are hierarchical, with the Grandiose Imperial Wyvern setting policy, along with the Great Beasts. The Monsters of the Air are responsible for disseminating information and enforcing discipline, while the Monsters of the Earth are in charge of day-to-day operations.

The current knight headquarters is in Pellak, in Bissel. They also maintain strongholds in Hookhill (Gran March) and Hochoch (Geoff). In addition, they maintain chapter houses in a few other major cities in the Sheldomar Valley.

Major NPCs

House Undarian: A Suel Merchant House in Gradsul in decline. They specialize in small imports from the north and trade in spices with Ekbir.

Jeth Undarian: Patron and Lord of the Merchant House. He has two sons, Jerech and Malcolm. At the start of the scenario, he has been lost at sea.

Jerech Undarian: Eldest son of House Undarian, and married to Chivan Althare to bind the two Merchant Houses together. At the start of the scenario he has been lost at sea with his father.

Malcolm Undarian: Younger son of House Undarian, and a Knight of the Watch in Bissel. He returns home to Gradsul upon receiving word of the loss of his father and

brother. Blond and blue eyed, a sterling example of good Suel breeding.

House Shandor: An influential and prosperous Suel Merchant House in Gradsul. A prominent Import and Export company, which utilizes new ship hull designs from Irongate that produces a faster sailing ship.

Nethin Shandor: Patron and Lord of the Merchant House. Family members all have fair skin and reddish hair with delicate features. At the start of the scenario he is found murdered with the dagger of Malcolm Undarian in his chest.

Chivan Althare: Daughter of Nethin, and married to Jerech Undarian. She is 3 months pregnant with child at the start of the scenario as well, and grieving.

Givens Althare: Dandy and wastrel son of Nethin Althare. He is more interested in gambling and sporting than running the family company.

Von Reiklande Family: Ancient and reclusive Suel family that keeps a Mansion near Sanduscar. Ancient Keoish charters made the family virtually untouchable and above most laws. Though rumored necromancers, vampires or worse, nothing had ever been proven. They are secretly involved with the Scarlet Brotherhood cells, infiltrating Noble Houses and Councils across the Sheldomar Valley.

Werner Von Reiklande: Low-ranking councilman in Gradsul with strong ties to the Merchants Guilds of Gradsul. His family is of ancient Suel lineage, and is also responsible for much unrest amongst Keoland Noble families. Werner is also an imbedded Scarlet Brotherhood sleeper agent. He should escape confrontation with the PCs during this scenario.

Lemelin: Werner Von Reiklande's accomplice and a dangerous agent/assassin.

Player Handout #1

My dearest nephew Lemelin,

I have a mission of great importance for you. After the near disastrous exposure of our brethren in Sterich, I believe I have found an even greater path to follow. As I said in our last meeting, the leadership may be strong but it is not infallible. I was against that foolhardy endeavor from the beginning and I believe that those Pyremians of our kin would stake all on such a quest founded only in rumor. Were the secrets of our forefathers really the gifts of Pyremius then why would he have denied the rightful, their prize? I think the secrets of our kin against the vile Bakluns were lost when they were turned to ash by the very gifts those Pyremians hold so dear. It would seem he gave fire to our enemies and not his servants. But such is the way with the old ones.

I am truly glad to hear that you did not agree to join them as I had suggested. Once again you have heeded my wisdom and are alive today because of it. Now I am convinced that you are truly ready for what I shall need you to do. I have found a way to bring down two Suel houses that do not follow the path and place them under our own control. The masters will be truly pleased and if successful I shall recommend you for leadership in the new Stronghold.

Meet me in Gradsul as soon as you are able. Take a seat at the Salty Plank on the waterfront each night at sundown and I shall keep an eye out for you. Be well with Kavelli.

Regards,
Your Eldest Uncle

Player Handout #2

Ship departing Gradsul 900

Due to arrive 16 days.... leave Gryrax ~3 days before.

new cabin boy

looking for more crew day after the morrow

sending Zednik to boat to prepare.

Calming wind...

send word to rendezvous after midnight and get it done

Girl??? Ask Uncle Werner Von Reiklande