

Kingdoms of Kalamark



The Fall of Liaven

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THE FALL OF LIAVEN

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A Brief Guide to the Sovereign Lands

The Kingdoms of Kalamar campaign setting is vibrant, alive with rich cultures, imminent dangers and complex intrigues. It is also a world rife with adventure, where fantastic creatures roam the wilderness, evil clerics worship deities hell-bent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids, and technology and industry come face to face with magic and the fantastic.

Combining all the elements of fantasy you enjoy, with a strong medieval world based on real geographical, social and political features, this dynamic world remains enjoyable long after the novelty of the "tourist bazaars" wears thin. Whether you dream of exploring the ruins of a lost civilization, warring with barbarian horselords for control of territory, guarding your elven home against the human threat, or ridding the desert of undead abominations, the Kingdoms of Kalamar provides the where and how, without sacrificing continuity or common sense.

The setting is named after the great Kalamaran Empire, which once covered much of the continent of Tellene. But time weighs heavy upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever.

Many races populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and a variety of monsters. The lands of Tellene are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

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THE FALL OF LIAVEN

The Fall of Liaven is a *Dungeons & Dragons* adventure designed for four to six characters of 5th to 7th level. This adventure has many roleplaying opportunities where charismatic player characters (PCs) and players alike shine. Likewise, several encounters rely on stealth and subtlety. For best results, the party should include at least one PC with the Diplomacy, Gather Information, and Sense Motive skills and at least one PC that excels in stealth and infiltration.

The Fall of Liaven takes place in the *Kingdoms of Kalamar* campaign setting – specifically, in the Privbolsian Islands off the western coast of the Kingdom of Mendarn in the nation of Brandobia – but an experienced Dungeon Master may adapt it to any campaign world. Though not mandatory for the enjoyment of this adventure, it is highly recommended that the DM be familiar with the *Kingdoms of Kalamar* campaign setting sourcebook. You, the Dungeon Master, need to have a copy of the revised *D&D Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual* for this adventure.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Abbreviated monster and NPC statistics are provided with each encounter. Detailed statistics for key Non-Player Characters (NPCs), as well as monsters and other material are included in appendices.

The DM should read this adventure entirely at least once before playing in order to ensure smooth play, as there are many aspects relating to flavor and culture important to this adventure. Be sure to consult the glossary for definitions of common terms and words in other languages. The following information is for the Dungeon Master only.

PROLOGUE

Liamar Nae calmly opened the door to his office and stepped inside. Closing the door behind him, Liamar made sure it was securely locked. He did not think about these actions. They were the product of many years of habit, and he performed them as automatically as he walked or breathed. At the moment he did not dare to think.

Out of habit, he stepped behind his desk and looked out the window at his town. Usually the lights and chaos of Liaven (“his” town) brought him a measure of peace, but right now, he didn’t notice it. His eyes gazed at the window, without looking out of it.

“What have I done?” he murmured to himself. “I told him everything.” Forbidding himself to think any more, Liamar turned to a nearby cabinet, removed his chain of keys and, with one of the tiniest ones, opened a cupboard that had not been opened in over ten years. Inside was a bottle of fine brandy, its contents worth more than most

common men would see in a lifetime of labor. Liamar poured himself a generous glass-full, but he was shaking so hard that more of the precious liquid landed on the floor than in the cup. Liamar neither noticed, nor cared. He downed the contents of the glass in a single swallow, and poured himself a second, this time accurately. With his nerves sufficiently steadied, he allowed himself to review the events of the night, the problems that led up to it, and the terrible things he had unwittingly set in motion...

It began about twenty years ago, when Liamar sold his first business in the city of Aasaer. It was profitable when he left, but long-term business was a risky proposition in that infamous pirate city of Reanaaria Bay. The virtual non-existence of economic law meant that a canny man could make a great deal of money quickly. Of course, the same lack almost guaranteed that he would lose it just as quickly. Liamar chose to quit while he was ahead. Taking the proceeds from his previous business, he looked for a nice safe place to set up shop.

Looking back, the city of Ospolen might not have been the best place to settle, but Liamar truly wanted to take part in the Kingdom of Mendarn’s giant economy. After all, Mendarns were supposed to be more racially tolerant than their northern neighbors. Besides, Liamar’s elven



Liamar

heritage was barely noticeable – just a slight pointiness to his ears. He assumed there wouldn’t be any problem. But he didn’t reckon with the subtlety of the Mendarns’ racism. Though he was allowed to live in the city, his shipping business began losing money almost immediately.

To his credit, he really did do a good job. There was much money to be made in Mendarn, and he was determined to make his business work. But when word got around about the points on his ears, few would do business with him.

Eventually, disgusted, he gave up. He had spent three quarters of his money, and his business showed no signs of increasing – not now, not soon, not ever. This city obviously hated him for reasons he could not control, and he hated it. He wasn’t even surprised when someone broke into his warehouse and stole what remained of his stock and capital. What he was surprised at was the response of the city watch – or the lack of it, to be more precise. As was usual, they took his information, and

made the usual promises about an investigation being made.

But Liamar saw no investigation. He neither saw nor heard of any arrests. The idea of ever having his money returned suddenly seemed laughable. All his hard work seemed to be crumbling to ruins because of blind prejudice. He had believed that businessmen must be above that sort of thing. In hindsight he saw clearly how wrong he had been, and the simplicity of his mistake, the horrid realization of the depths of his own ignorance, made his defeat hurt all the more.

Liamar left town frustrated, furious and broke. But he left a wiser man. There would be more money. There was always more, and sooner or later a chance would present itself to hurt Mendarn. When it came, he intended to twist the knife. The thought of that day lent him determination. He worked his way back up from street vendor to shop owner, until he finally had enough money to really get back in the game. Then, almost a decade later, he achieved one of his life-long goals – he became a member of the Golden Alliance, the largest merchant's guild on Tellene.

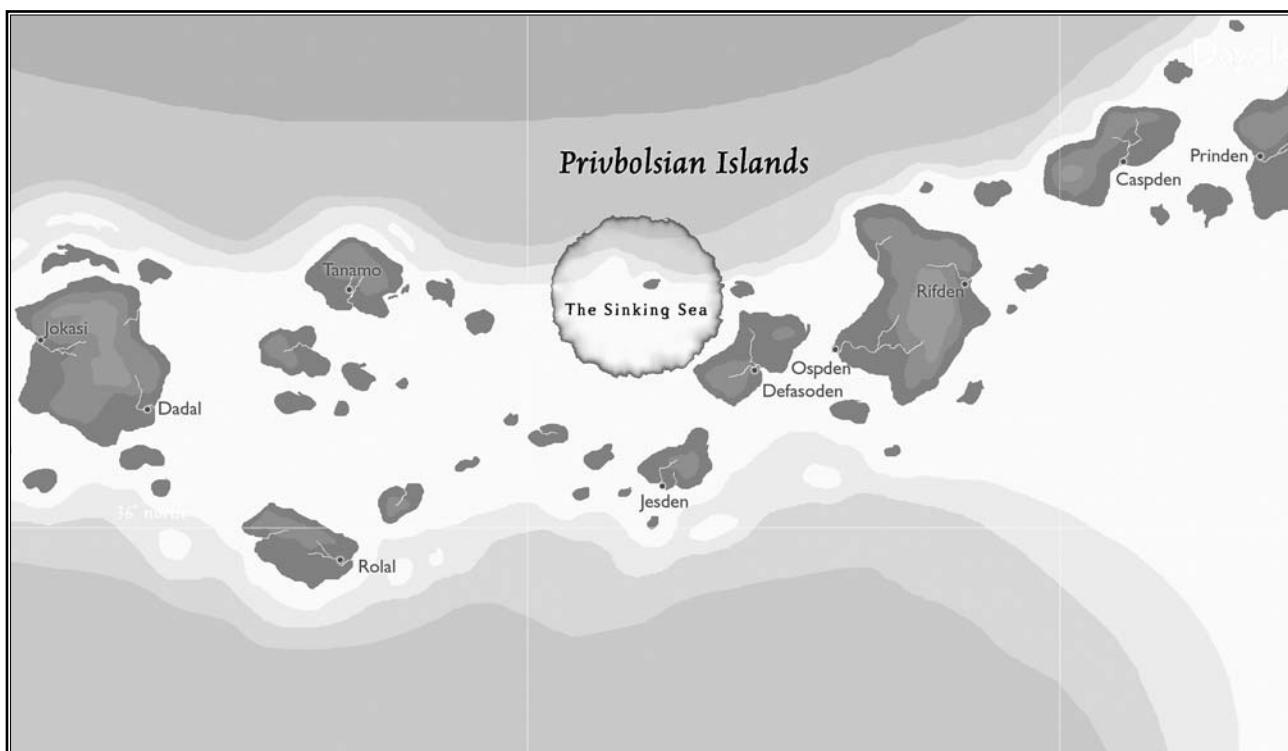
Liamar had always given generously to charities. After all, it fostered good relations within the community. It made him appear to be a good and caring individual, which was good for business. But certain philanthropic interests, like his donations to the local university, also gave him access to information unavailable to others in the business community. Liamar exploited this information ruthlessly whenever possible, and it benefited him enormously over the years.

One such piece of information came when Liamar sat in the confines of a certain semi-private club for the

wealthy, politely ignoring a guest lecture given by an obscure gnomish mathematician by the name of Raxil Gulfort. Suddenly, a piece of information caught Liamar's attention. It seemed that Raxil was describing the location of a nautical deathtrap called the "Sinking Sea." While most sailors claimed it was completely impossible to navigate (thanks to a mythical combination of gigantic sea creatures, living sandbars, compasses that refuse to maintain direction, and other such rumors), Raxil thought differently. His explanation involved no fewer than three chalkboards lined up side-by-side, covered with scrawled sketches of both living whales and theoretical sea-beasts, as well as mathematical and arcane formulas, and a large metal ball that Raxil called a *hydrophonic sphere* (see Appendix D: New Items for full details).

Nearing the end of his four-hour lecture, Raxil calmly announced that he had solved the riddle of the "Sinking Sea." Suddenly, the respectable gathering turned into a near riot. Several sages demanded that Raxil retract his ridiculous and impossible statement, a few wealthy merchants began shouting offers of financial backing, and not a few of the more boisterous (or more intoxicated) members of the club began hurling jeers, catcalls and the occasional biscuit. Raxil not only refused to back down, but went so far as to claim he could prove his point by sailing to the island himself. There was more argument after that, but Liamar didn't notice it. He was already working on the outlines of a new business plan.

By the end of the next day, Liamar had already hired a ship and a crew of desperate malcontents. Within a week, Raxil had been kidnapped and stashed in Liamar's personal cabin. Raxil, under threat of death, explained the secret of navigating the "Sinking Sea." The crew never



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saw Raxil. Liamar kept him in the cramped ship's cabin. It was there, and later in the House With No Doors, that Raxil would be imprisoned for ten long years – ensuring Liamar would always be able to navigate the hazard of the “Sinking Sea.”

And so Liaven was born. Spending all the money he accumulated over the years, Liamar built a port that catered specifically to pirates. He built little more than docks and warehouses, but the rest of the town (named after himself, of course) almost built itself as the pirates came flooding in. Bars and taverns sprang into existence, seemingly overnight, and a thriving local economy established itself (from which Liamar took a generous cut).

The pirates focused their attacks on merchants traveling to and from the Mendarn colonies, and Liamar bought the captured cargo for a quarter of its actual worth. While such a paltry sum may not sound like much, consider the pathetic state of piracy in and around the Mendarn colonies. Mendarn's navy dealt with pirates in a ruthless and effective manner, along with all those who supported or encouraged their activities. Therefore, a pirate vessel might find it nearly impossible to sell cargo at any price, unless they were willing to sail to distant Pel Brolenon or the Svimohzish Isle. The presence of Liamar's friendly port made piracy much easier – and much more profitable.

Liamar then took his cheaply bought goods and sold them in bulk to unscrupulous merchants (usually members of the Golden Alliance). Everyone made money – except for those poor souls that finished their lives on the end of a pirate's blade. Every last piece of gold on Liaven had been earned with spilled blood, but Liamar found he could ignore that fact. After all, most of his victims were Mendarn merchants, and it wasn't like he killed them himself.

Liamar's dreams were coming true. He was making more money than ever, and gouging it all out of the flesh of the kingdom that did him so wrong. Only one thing kept him up at night – Raxil. Liamar's control over Liaven and its population of pirates depended on that single deception. The pirates believed that Liamar was the only being who knew the secret of the metal spheres that kept them safe from the aggressive whales of the “Sinking Sea,” and this gave him control over the island. But Liamar knew nothing about it. He depended on his captive genius, Raxil, to maintain the central sphere and to provide him with the smaller ones. Liamar was, truly, superfluous. He lived in fear that one day someone would discover just how unnecessary he was. After all, if the pirates learned about Raxil, nothing would stop them from bullying the secret out of the gnome just as he had.

Furthermore, Liamar had a deep and hidden fear of the pirates on whom his business depended. What sane man would not? He was trapped on an island with over a thousand vicious killers, from whom he regularly took a great deal of money. One thing and one thing alone kept that bloodthirsty army from his throat – his supply of

those strange metal spheres. The pirates knew that if Liamar did not provide them with the secret of spheres, they would never escape the island. They believed that if they killed him, the waters would be impassable. How soon this would occur after his death no one knew, but not one man on the island was willing to take the chance. This lie was all that kept Liamar alive, the only thing that gave him authority. Without it he would surely die. This knowledge drove him to drink heavily, just to get to sleep.

Soon after arriving, Liamar had a great house constructed on the island's north side. It was also Raxil's home, and his prison. Guarding the house were a group of small, but extremely deadly, golems commissioned from a Brandobian enchanter. The isolation of the house and the danger of the guards ensured that no one but Liamar knew of the gnome's existence, yet Liamar still feared that someday, someone would find out. The thought of it woke him in the night, screaming. This fear drove the merchant to spend a great deal of his now-massive fortune on a new prison – the House With No Doors. It was built on the same site as the last prison, and behind its traps, labyrinths and guardians, his secret was finally safe. But the dreams of discovery continued.

Despite Liamar's fears, Raxil went undiscovered. The years went by, and Liaven became more successful. The friendly and profitable environment that it provided for pirates led to a steady increase in piracy in and around the Mendarn colonies. It was only a matter of time before the Mendarn navy discovered the source of the problem. Though the pirates saw Liaven as an invincible stronghold, in reality it still was not entirely secure. True, no one believed that the “Sinking Sea” could be sailed in safety – but while the whales of the “Sinking Sea” protected Liaven from attack by sea, assault by air or through mystical means (particularly teleportation) was still possible. On a more mundane scale, a large and sufficiently determined fleet could blockade the area long enough to starve its inhabitants to death.

As was to be expected, however, the eyes of the Mendarn military eventually turned to gaze at the pirate problem. Learning of this through discreet channels, Liamar realized that the whole terrifying weight of Mendarn might soon come crashing down on his head – not something he intended to let happen. As soon as it became clear that the situation on Liaven might deteriorate, Liamar began to look for new customers. He sent word through the Golden Alliance that he was interested in renting the island to less “troublesome” persons, little thinking how its current inhabitants could be removed. Eventually, word of this rare opportunity reached Pel Brolenon, and the ears of the Bringers of the New Order. They were very interested indeed.

Though not officially at war, Mendarn and Pel Brolenon were constantly wary of one another. Each would gladly take advantage of the other, and they both knew it. This resulted in skirmishes on the open ocean, border disputes and much sneaking around. Word of an

impenetrable island off Mendarn's coast traveled quickly to Dowond-Brandel, to the very ears of the Grand Mistress of the Whip, Yulan Velsin. However, the idea of renting the island was not acceptable to her. She intended to take it for her own.

She quickly put her words into actions. Some 300 soldiers, including several dozen of Dowond-Brandel's own heavy infantry, were assembled. They were stationed in a variety of transports, to better hide the nature of the enterprise. The transports sailed from the harbor at a leisurely pace, one at a time. No one watching the city would have known that an invasion was being planned.

The Grand Mistress also sent an advance team ahead of the invasion force. It consisted of two well-trained and highly experienced individuals in whom the Mistress had great faith. These were Slave Master Cordrel Brovolm and his slave, Bowenok Kurgar. Their instructions were as follows: *"Prepare the way for the invasion and secure access to the island. Ensure that word of the invasion does not reach the ears of the Mendarn admiralty. Take whatever action is necessary to demoralize the island's inhabitants, and make it difficult or impossible to resist the invasion."*

In the interests of maintaining good relations with the Golden Alliance, Cordrel was authorized to offer a generous price for the purchase of Liaven. He was instructed not to kill Liamar Nae (at least, not at first), but to force from him the methods of navigating the "Sinking Sea."

When Cordrel Brovolm arrived on the island, posing as a cleric of the Eye Opener on a pilgrimage, he went directly to Liamar's house, then revealed his true identity. Liamar admitted him and his companion to their new home, behaving as a friendly host should. He showed Liamar around the island, introduced him to the salient features, played up the advantages and glossed over the disadvantages.

Cordrel smiled and nodded, making astute observations and comments from time to time. Liamar believed that everything was going fine. He treated his guests to dinner at his table, which was excellently prepared as usual. Liamar was very fond of his cooking slave, and Cordrel was kind enough to comment on it.

At the end of the meal, over the last glass of fine, sweet Morleen wine, Cordrel looked into Liamar's eyes and spoke. He said, "TELL ME THE SECRET OF NAVIGATING THE

SINKING SEA." Liamar told him without hesitation. He spoke about Raxil, about how he had bullied the gnome into constructing the *hydrophonic spheres* and continually replacing worn ones to allow ships through the sea. Then Cordrel said "TELL ME THE WAY THROUGH THE HOUSE WITH NO DOORS." Liamar would rather have cut out his own tongue than give that information, but he was unable to stop.

One by one, Cordrel asked for all the secrets that Liamar had nightmares about. And one by one, Liamar spoke them. Oh, he was a strong-willed man. He tried as hard as he could to resist the power of the cleric's voice. He tried to edge around the truth, to tell half of it, or to skip out sections of his life entirely. The harder he tried, the greater the pressure of the command became until Liamar's will bent and broke under the strain. Finally, with Liamar wrung dry of secrets, Cordrel gave him a slip of paper. He said, *"Here is my mistress' offer for the purchase of Liaven. I think you'll find it quite reasonable."*

Without another word, Liamar rose unsteadily from the table and walked to his library, calmly opened the door, then stepped in. He closed it behind him and made sure it was locked securely. He did not think about these actions. They were the product of many years of habit, and he performed them as automatically as he walked or breathed. At the moment he did not dare to think...

ADVENTURE OUTLINE

The Fall of Liaven casts the player characters in the role of heroes (or villains) in search of the secret of the "Sinking Sea" and the pirate town of Liaven. There are far too many enemies (both pirates and Brolenese soldiers) for the PCs to deal with them all personally. Instead, the PCs must act with subtlety and cunning, but also be ready to act with deadly force when needed.

The adventure is divided into multiple parts, described in the order the PCs are likely to encounter them. Event-triggered encounters are also noted in each part. The adventure locales and events are designed to interact with each other. The overall events help guide the PCs towards the adventure locales, while the actions taken in the locales help trigger events.

Part I: Arrival

In this part of the adventure, the PCs reach Liaven. At the time of their arrival, Liaven is celebrating its tenth anniversary, and the inhabitants seem to have gone wild. There is free food, free liquor, and gladiatorial entertainment. If the PCs arrived on a hired ship, the crew disappear into the frenzy and soon become irretrievably drunk, leaving the PCs stranded until the free booze dries up. They may choose to take part in the celebration, fight in the Pit for money (and experience), or investigate Liaven.

Investigation by the PCs foreshadows events to come. Liamar is emptying his warehouses and auctioning off nearly everything. The last food stores from the warehouses are being secretly dumped into the ocean.



Cordrel Brovolm

Behind the cover of the celebration, Liamar and his Golden Alliance mercenary allies are surreptitiously packing to leave. No one knows why, but a few sharp-eyed pirate captains are worried.

The PCs may meet the legendary pirate captains Virda Maleki and Hovarin Gelig, who will likely become important later. They may also encounter the villain Cordrel Brovolm, who will try to charm them into revealing their intentions. If the PCs seem to be close to uncovering the truth, they may face an assassination attempt by Bowenok Kurgar.

It is suggested that the DM run this adventure on a timeline (which can be changed as needed). There are plenty of things for the PCs to do and to learn, but they are unlikely to change the flow of larger events – unless they do something incredibly dramatic (and probably dangerous), which a good DM will be able to manage.

Part I comes to a close only a few days after the PCs first arrive on the island. At night, Liamar Nae slips off from Cordrel to board his ship, Miana's Promise, and leave the island. Upon finding Liamar missing, Cordrel immediately goes to the House With No Doors and stops the resonation of the main *hydrophonic sphere*, making it impossible for anyone else to navigate the "Sinking Sea," and trapping everyone on the island. (Alternatively, you may trap Liamar on the island with everyone else.) There are now seven days remaining until the expeditionary force arrives from Dowond-Brandel.

Part II: Riot and Ruin

At this point, the pirates discover that their spheres no longer function when the aggressive whales of the area destroy the first pirate ship that tries to leave the island. Liamar Nae, the man who everyone knows controls the secret of the spheres, is nowhere to be found. The warehouses are empty of food. The inhabitants of the island react violently, and the PCs must survive the riot. The PCs must find a way to avoid the pirates, control them or kill them.

There are several optional encounters (including a siege on Liamar's mansion and a slave rescue) here. The riot is a rapidly evolving tactical situation, and encounters can be played in any order you deem appropriate.

As always, avoid railroading the players in this situation. Three major NPCs (Cordrel Brovolm, Virda Maleki and Hovarin Gelig) pursue their goals in their own ways. The PCs may help, hinder or ignore the NPCs. Respectively, the NPCs should help, hinder or ignore the PCs, consistent with their goals and personalities.

Both Virda Maleki and Hovarin Gelig command substantial numbers of men. The PCs may also have a sizable following. The riot ends when there is only one power group left, whether by peace or by war. Cordrel Brovolm will do everything in his power to keep the fight going as long as possible. The longer the riot lasts, the fewer pirates the Brolenese invasion force will have to subdue.

ALTERNATE RIOT SCENARIO: ZOMBIES!

If you want to really horrify and challenge the PCs, have the first few pirates killed in the riot rise as the moaning, shambling, flesh-eating zombies common to popular fiction!

Assuming that many pirates are killed during the first hour of the riot, and the curse spreads, we get these rough figures:

End of Hour 1: 150 zombies

End of Hour 2: 270 zombies

End of Hour 4: 500 zombies

End of Hour 6: 700 zombies

End of Hour 9: 886 zombies

End of Hour 13: The entire island is "zombified," with the exception of the PCs and any NPCs barricaded in the Broken Mast, Liamar's manor house, the slave gaol, and The House With No Doors (including its maze). See Part II: Riot and Ruin for details on these NPCs and locations.

To make matters worse (or better, depending on your point of view), the Brolenese will arrive in only a few days, completely unsuspecting of the danger that awaits to devour their fleet!

To simplify game mechanics for such a large number of creatures and races, use the human commoner zombie statistics from the *D&D Monster Manual* for all the walking dead, reducing its speed to 10 ft. (2 squares, can't run), and replacing the club attack with a bite attack (+2 melee; 1d3+1 damage). However, these zombies also create new zombies with a bite!

Zombie Curse (Su): A living creature must succeed at a DC 20 Fortitude save or suffer the following effects: Initial Damage 2d6 Con, 2d6 Int; Secondary Damage rise in 2d4 rounds as an NPC zombie! **Cure:** None (DM's Option), or a *remove curse* or *break enchantment* spell cast by a cleric of 12th level or higher.

Part III: The House With No Doors

This part of the adventure may begin at any time. If the PCs desire to discover why the spheres are not functioning, they must enter the stronghold known as the House With No Doors. They need to find their way through the labyrinth under the house, and to where Raxil's prison, the main sphere and Cordrel Brovolm (who will likely battle the PCs) await upstairs.

Part IV: Escape

If the PCs manage to survive, they learn the secret of the spheres and how to escape the island. Furthermore, though Liamar took most of his treasure with him, a substantial amount remains in both his private home and the House With No Doors. The PCs may also claim a ship of their own, since a great number of the pirates were killed in the riot and there are now too many ships for the survivors to crew.

The PCs may have to consider the moral obligations of what to do with the inhabitants of the island – whether to help them leave or strand them there. Also, if the pirates learn of Raxil's existence and significance as the brains behind the spheres, they will do everything in their power to get him under their control.

CHARACTER HOOKS

Getting the PCs involved with the intricate web of intrigue unfolding in *The Fall of Liaven* may not be easy. The reason the PCs become involved in the adventure ultimately depends on the needs of your campaign, but here are a few adventure hooks to help you do so. Part I assumes that you'll use the Undercover Agents hook (see below), so if you choose a different hook, you may need to make some adjustments to the adventure start.

UNDERCOVER AGENTS

The admiralty of the Mendarn navy are in a bit of a fix. They sent three spies to Liaven, and none of them has yet returned. In truth, two of them are dead, and one is barely alive and recuperating in the small town of Ldunvden in southern Mendarn. (Liamar's contacts with Golden Alliance intelligence and information revealed the presence of the navy's spies.)

To keep from losing any more of their people, the admiralty has quietly let it be known that they need freelance spies. The job pays 1,300 gp per spy, plus expenses. If the PCs take the job, they are expected to find a way onto the island and make a tactical survey of it, including population, defenses and military capabilities, and return this information to the navy. They are also expected to learn how the navy can reach the island (and leave it) in safety.

Use the Adventure Start provided in Part I, with the PCs in a coastal Brandobian city or town (preferably in southern Mendarn).

A GNOME IN NEED

Raxil the mathematician comes from a poor family, but a wealthy patron agreed to send him to university. This patron has also posted a very substantial reward (6,000 gp) for his safe return. The patron is an aging elven sage by the name of Shicarel, in the city of Cosolen. Raxil's fresh attitude and wonder at learning and discovering gave the ancient being the feeling of youth, and he would feel that way again. Academic connections of mages, or the extended family ties of elves, could bring this to the PCs' attention.

LAST REQUEST

Many peoples of the Labroldian and Privbolsian Islands have been taken to Liaven to be sold as slaves. One of these slaves escaped, and stowed away aboard a merchant vessel, eventually reaching the (preferably coastal) city the PCs happen to be in at the time. They encounter this lone Dejj, who is lost, starving and wounded. He speaks an obscure dialect, and has a great deal of trouble communicating. Whether or not he dies of his ailments is strictly up to the DM. He begs them to go to the island and rescue his people. He calls the island "Vonan-Nyl", which roughly translates as "stone of the fishes."

PIRATE PIT FIGHTS

The celebrations on Liaven include gladiatorial contests. Word has been circulating for months among the professional fighting community. Most real gladiators view these unofficial events with contempt, but a great many talented amateurs and few pros will be in attendance. Fighters and rogues may hear about this sort of thing through the professional grapevine.

Though there is little fame to be had from fighting in unofficial events, the top prize is a jeweled platinum medallion worth 1,500 gp. (The DM may wish to substitute another, perhaps magical, item that the party desires or that would be appropriate for his or her campaign.)

RUNNING THE ADVENTURE

THE TIMELINE

As DM, you should keep track of the passage of time when the adventure begins. A timeline is provided for ease of use. As always, feel free to modify or alter this timeline to suit your own campaign.

Day 1: The Dark Glory sets sail for Liaven.

Day 2: The festival begins.

Day 3: The Dark Glory arrives at Liaven.

Day 9: The last day of the festival; Cordrel opens a small door on the main sphere and thus alters its vibrations so that it becomes ineffective; the riot begins.

Day 14: Brolenese forces arrive on the island.

Of course, the PCs may take actions that can disrupt this timeline. For example, if the PCs remain in Liaven until Day 14, they will have to contend with the additional Brolenese forces sent to conquer the town. The statistics for the pirate champions (see Appendix B) should work equally well for the Brolenese soldiers and mercenaries.

UNDERSTANDING CORDREL BROVOLM

Yulan Velsin gave her agent, Cordrel Brovolm, broad discretionary powers with regards to Liaven. As long as he accomplishes her goals, and keeps within certain boundary conditions, he is allowed to do whatever he feels necessary. Velsin wants Liaven as a covert base within Mendarn's sphere of influence, but they need to control the island in a military sense, and to control information regarding the location of, and access to, the island.

Cordrel's first problem is, or was, Liamar. The Reanaarian wanted to retain some control over Liaven. He was willing to rent it to the Pel Brolenese, but not to give it up entirely. He also intended to retain control by keeping the secret of the spheres. This was unacceptable, since Yulan Velsin wants complete control over Liaven. Under magical influence, Liamar eventually told Cordrel everything about Raxil. The gnome was the key to the island. Cordrel quickly established control of Raxil,

which meant that Liamar had lost control of the island. At that point, Liamar had no choice but to accept the token payment offered by the Pel Brolenese, making the island officially theirs.

His second problem is controlling information about Liaven. Its main asset was its secrecy, for the “Sinking Sea” has such a forbidding reputation that few seamen could conceive of there being an inhabited island in the center. Nevertheless, scattered over the Brandobian Ocean are hundreds of pirates who know the rough location of the island and, more importantly, they know that it is possible to get through the “Sinking Sea.” If Pel Brolenon’s secret operation is to stay a secret, all these men must be silenced – in one way or another.

Cordrel conceived of a solution uncharacteristic of a grim champion of the Overlord. He directed Liamar to throw a big, gaudy festival with free booze and entertainment that would attract every pirate crew familiar with the island – and serve three purposes. The first was to round up all the pirates that knew the location of the island, while the second was to cover Cordrel’s preparations to leave. The third was to give Cordrel time to get to know the people that he had to deal with, their weaknesses, their divisions, all the things that can be used against them.

So far, the plan is a success. Every pirate who used the island soon knew of the party. With the whole crew keen on the idea, there was very little their captains could do to stop them from attending – assuming they even wanted to do so. Once the ships landed, the crews disappeared into the festival, where most remain in a drunken stupor. They plan to stay until the free food and booze runs out but, if Cordrel has his way, they will stay much longer than that.

Since Yulan Velsin has a limited number of troops that can be committed to taking Liaven, she sees little reason to fight one-on-one with the pirate forces. Instead, Yulan Velsin trusts Cordrel to reduce the effectiveness of the pirates. Cordrel, in his whimsy, decides to temporarily deactivate the main sphere. This means that any ship that tries to leave the “Sinking Sea” will be destroyed.

According to Cordrel’s plan, this traps the pirates (and the PCs) on the island. Once they discover that there is no food left in the warehouses, they will surely fight with one another over what remains in the ships’ holds. Cordrel hopes that this conflict will consume a large part of the pirate forces, and substantially weaken the rest, making them unable to resist takeover by the Brolenese forces.

Cordrel is present in the town to try to keep the conflict going on as long as possible. He is posing as a cleric of the Eye Opener on a pilgrimage. His only worry is that, in search of food, the pirates may scour the island for Liamar, and attempt to storm the House With No Doors. He left an imp on guard to warn him of this occurrence, and will return to defend the house to his utmost (if he is not already there).

AWARDING TREASURE

Because this adventure runs on a timeline, and the main locale (Liaven) is limited in its number of magic items, PCs should have little opportunity to convert their gold or treasure into magic items. Nor should they have time to fabricate their own magic items with Item Creation feats. However, if they are diligent about ransacking Liamar’s (and perhaps Cordrel’s) possessions, they should find a variety of miscellaneous magic items. You should feel free to customize the treasure awarded, if your PCs want certain magic items (provided that these items are appropriate to your campaign).

ENCOUNTER DESCRIPTIONS

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains various notes and campaign information. New monster and non-player (NPC) statistics are provided with each encounter in abbreviated form, with full statistics in the appendices. Full statistics for standard monsters are located in the *Monster Manual*.

OVERVIEW OF LIAVEN

Liaven is located at 36°25’N, 21°45’W in the midst of the Privbolsian Isles. It is approximately two miles long from west to east, and at its widest point is over a mile across from north to south. To the best knowledge of Tellene’s navigational sciences, the “Sinking Sea” (an area some 24 miles in diameter, with Liaven inside it) is impassable, and isolated from all exploration.

PART I: ARRIVAL

Liaven is easy enough to reach – if you know the right people. The simplest (though not necessarily the safest) way to get there is to book passage on a pirate (or illegal merchant) ship under the guise of a traveling merchant. After all, Liaven is a popular destination for certain merchants dealing in obscure narcotics and the more depraved ends of the slave trade. The introduction presented here assumes that you are using the Undercover Agents character hook. If you prefer to involve the characters in another way, simply adjust the starting material as needed.

Regardless of what character hooks the DM chooses to use, the PCs will no doubt need to secure passage on a ship in some coastal town or city in southern Brandobia. Most players will realize this on their own, but the DM may drop hints as needed. Characters that succeed at a Gather Information check (DC 20) on the docks, in a port tavern or a shipping office learn that merchant Captain Koron Vakhtan (a Kargi hobgoblin pirate in the guise of a merchant) of the Dark Glory may know something that will benefit them.

THE RIGHT SHIP FOR THE RIGHT JOB
(EL 8 if combat occurs)

The first time the PCs reach the docks, or the first time they are actively searching the docks for the captain of the Dark Glory, read or paraphrase the following text.

As you walk along the dock, you see ahead of you an ominously black-stained ship gently swaying to the mild current along the shore. A gruff-looking hobgoblin in nautical gear stands on dock near the gangplank, eyeing the sails. Perhaps he might be a captain inspecting his ship.

Creatures: First mate Parvagh Haagron and six sailors (pirates)

Setup: A ship named the Dark Glory is being loaded at the docks and planning on setting sail with the evening tide between 11 p.m. and 1 a.m. They claim to be heading out on a trading expedition with a shipment of corn, dried beef and mutton, wheat, wine and wool to the island colonies and then on to Vrandol (a distant Brolesene colony on the island continent of Svimohzia).

Interaction: If the PCs approach the crew of the Dark Glory as unsavory merchants, the hobgoblin first mate (Parvagh Haagron) and only crewmember available to deal with the PCs, tells them that they can book passage for 1 gp per mile (per character). A successful Profession (merchant, sailor or navigator) or Intelligence check (DC 10) reveals that this is 10 times the normal amount for passage on a merchant ship. He also charges an additional 1 gp/mile per 200 pounds of trade goods or gear the PCs bring along. The actual mileage will vary depending on what city the PCs start from. Note that the closest and largest Mendarn city to the island is Dayolen (approximately 98 miles away via ship).

If the PCs approach the first mate as pirates in need of passage on a ship, they must make a successful Bluff check. Parvagh receives a +10 bonus to his Sense Motive check to oppose. However, if the PCs disguised themselves to appear as pirates (either with the Disguise skill or through magical means), the DM may reduce Parvagh's bonus to +5, +0 or even a negative penalty, depending on how clever the players are.

If PCs wish to charter the ship for their own use, he cannot help them and tells them they can book passage but only Captain Vakhtan could do more. The captain isn't due back until just before the ship sails, and will refuse to charter his ship unless the PCs are willing to pay some 10,000 gp (in advance).

Captain Koron Vakhtan: hp 30 (not yet with ship; see Appendix B)

HP: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Tactics: Consider Parvagh to have an unfriendly attitude in regards to Diplomacy (or Charisma) checks. He immediately attacks if assaulted. Two pirates watch the interaction from the deck of the Dark Glory. If Parvagh is attacked, they fire arrows from the deck (starting on round 2), while the remaining pirates rush to engage in melee combat (three arrive every round, starting with round 5).

First Mate Parvagh Haagron: hp 26 (see Appendix B)

HP: □□□□ □□□□ □□□□ □□□□ □□□□ □

Pirates, Human (7): hp 12 each (see Appendix B).

HP: □□□□ □□□□ □□

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Pirates, Kargi (7): hp 11 each (see Appendix B).

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Pirate, Sil-karg (2): hp 9 (see Appendix B).

HP: □□□□ □□□□

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THE DARK GLORY

Colossal Sailing Ship*

Hardness: 5 (45 hp), section 5 (45 hp), rigging 0 (4 hp)

Speed: 2 miles/hr., sail 30 ft (good)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging 1

Attacks: 2 light catapults 4d6 (fore, aft)

Space/Reach: 60 ft./15 ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only), hidden towline, sprinter, strong frame

Seaworthiness: 16

Draft/Length/Beam: 2 1/2 ft. (5 ft. w/rudder)/85 ft./25 ft.

Decks: 4

Cargo: 96 tons (105 max.)

Crew: Captain Koron Vakhtan (Kargi hobgoblin), first mate Parvagh Haagron (Kargi hobgoblin) and sixteen crewmen

*See *Salt and Sea Dogs: the Pirates of Tellene* for more information on ships and ship-to-ship combat.

The Fall of Liaven

THE DARK GLORY

The Dark Glory is a well-built sailing ship, able to sail 2 mph or 48 miles per day. Captain Vakhtan hopes to reach Liaven in two days and a “handful of hours” (more or less), weather permitting. The crew is divided into the port (left side) watch and the starboard (right side) watch, with the first mate being in charge of the former and the second mate in command of the latter. The watches change every eight hours.

The captain usually stands with the day watches and keeps a regular schedule. He runs the ship like a military vessel and conducts regular practice drills with the catapults.

Light below decks is provided by lanterns hanging from the ceilings of most rooms. During bad weather, both the galley stove and lanterns are put out. None of the portholes have glass in them, but can be shuttered in bad weather.

Creatures: The ship is manned by Captain Koron Vakhtan and first mate Parvagh Haagron (Kargi hobgoblins), plus sixteen additional pirates. Most of the crew go about unarmed, although there are enough short swords light crossbows to equip the crew.

A few crewmen carry knives, and all of them are proficient with the belaying pins (treat as clubs), of which there are plenty on board.

Locations aboard the Dark Glory include the following.

1. Foredeck: A small rise in the deck leaves space for storage of the 400 pound anchor and chain beneath.

2. Fore Catapult: One ship's catapult stands here. It has the following statistics: 4d6 points of damage, crit x2, range increment 120 ft., crew 1. Next to it is a crate of stones.

3. Deck Cover: The main deck of the ship is taken up by the large hatch cover with a small hatch built into it. When the ship is being loaded or unloaded the entire wooden cover is removed. In bad weather, a tarpaulin is pulled taut over the whole thing to keep water out.

4. Mast: The mast rises over 60 feet above the main deck. Though the vessel has no crow's nest, a masthead usually straddles the gaff to keep watch. There is no boom on the ship. A single ratline goes up to the mast top.

5. Quarterdeck: Twin ladders lead up to this area from the main deck. A door leads from the main deck to the companionway.

6. Aft Catapult: One ship's catapult stands on the quarterdeck. It has the following statistics: 4d6 points of damage, crit x2, range increment 120 ft., crew 1. Next to it is a crate of stones.

7. Helm: A helmsman mans the tiller at all times. Two 8-foot-long rowboats are lashed to the hull in this area. Stored in each is enough oars for three rowers.

8. Companionway: A small hatch leads down into the cargo deck.

9. Sail Locker: The sail locker holds enough extra sail and rigging to completely replace the sheet and rope already used. The ship's extra weapons are stored here.

10. Galley: A small stove and pantry are here. Food is stored in this place as well.

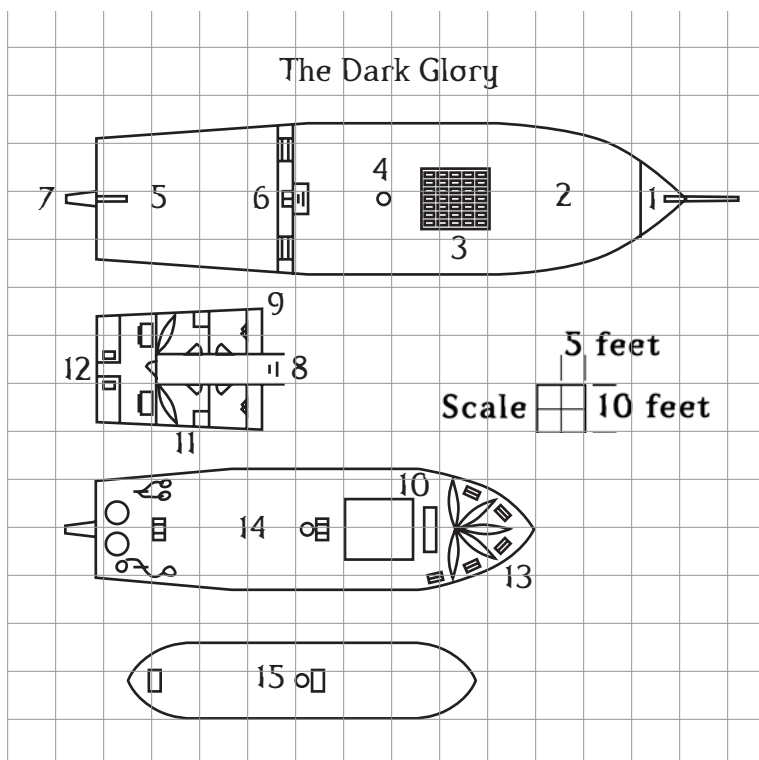
11. Mates' cabins: Home to the two mates of the ship, each of these small rooms holds a hammock, footlocker, desk, and stool. The port cabin is the first mate's and the starboard is the second mate's.

12. Captain's cabin: By far the largest private space on the ship, this cabin has a small desk and chair, a wardrobe, a footlocker, and two small storage cabinets. Due to the curve of the ship's aft deck, the room contains a small loft upon which sits a small bunk – the only real bed on board. Four portholes look out of the room.

13. Crew Quarters: The crew quarters are forward, complete with double hammocks (the highest about 5 feet above the deck). There is also a table and several small sea chests with clothing and personal belongings.

14. Hold: The cargo deck holds water barrels and pumps aft. The hold itself is full of bolts of silk and cotton and large boards of teak and mahogany. This place doubles as a second sail locker, with enough extra sail and rigging to completely replace the sheet and rope already used, and an armory. The ship's crossbows and extra weapons are kept here. Everything is securely lashed down. Ladders lead up to the hatch on the main deck. Two more hatches lead down to the bilge.

15. Bilge: The bilge is only about a foot deep and filled with rocks and sand, as well as water that seeped into the ship. A few rats scurry around the place as well.



SAILING TO LIAVEN

As the Dark Glory makes it way across the waters, the festival on Liaven continues, and the crew become ever more anxious to arrive. If the PCs do not antagonise the crew, shipboard relations should be relatively peaceful. Captain Vakhtan is not displeased to have such high-paying passengers, though he and the crew watch the PCs very carefully to make sure they don't try to hijack the vessel.

PCs are billeted in the aft section of the cargo deck on makeshift hammocks. All of them should make Fortitude saving throws (DC 10) the first day at sea to see if they get seasick. If they fail the roll, they are nauseated (as defined in the *D&D Dungeon Master's Guide*) for 1d4 hours and may make another check after that. Once the PC succeeds, he is considered to have gotten her sea legs and doesn't get sick any longer on this voyage. Any PC who fails four consecutive rolls remains sick the rest of the day, though he can thereafter check every day to see if the sickness remains.

The PCs are warned to stay out of the way of the crew. The first mate also warns them that brawling or cheating at gambling will get them thrown overboard. If they develop a serious problem with one of the crew, a formal duel can be arranged with the captain's permission. PCs should be careful about initiating duels, because none of the crew will back down from a challenge.



LIAVEN

Liaven (Small Town, 36°25'N, 21°45'W): Conventional; AL NE; 800 gp limit; Population 1,474 (estimated; constantly varies); Mixed (human 612, hobgoblin (Kargi) 217, lightfoot halfling 192, half-orc 146, gnoll 80, orc 72, sil-karg 67, half-elf 51, rock gnome 21, hill dwarf 11, high elf 5). Population figures do not include the crew of the Dark Glory or the PCs.

Authority Figures: Liamar Nae, male Reanaarian expert 11, Gem rank in the Golden Alliance

Important Characters: Cordrel Brovolm, male half-elf cleric 7 (Brolenese agent); Bowenok Kurgar, male sil-karg fighter 7 (Cordrel's slave); Virda Maleki, female halfling rogue 6 (smuggler captain); Hovarin Gelig, male Kalamaran fighter 7 (pirate captain); Folnester, male Brandobian expert 4 (blacksmith, merchant); Engerok, female Fhokki (Thar) fighter 4/expert 1 (bartender of Broken Mast Inn).

Others: 144 permanent residents (mostly old and crippled pirates); 72 slaves; 1,198 pirates; 52 Golden Alliance Mercenaries.

Pirate Reactions to the PCs

Liaven is not a tourist destination. The sea dogs and associated scum that call it home do not take kindly to those who look like they don't belong. Suspiciously rich, happy, healthy, or pious characters are going to be in for a rough time. Pirates will ignore them, misdirect and mock them, and generally make life tough for anyone they consider an outsider. Martial PCs who look capable but out of place, such as monks or paladins, suffer a -2 circumstance penalty to all Charisma-based skill checks. Wizards, sorcerers and obviously good-aligned clerics suffer a -4 penalty.

In some cases, this social stigma can be dangerous, since pirates around the pit are liable to mob outsiders and throw them in. Characters on their way through the Slums will certainly be attacked if they look like tourists. Anywhere else on the island, those who look rich may be robbed, those who look out of place may be attacked (see below).

Fortunately, this unpleasantness can be avoided, if the PCs disguise themselves as pirates. It's not hard (a Disguise check of DC 12) and anyone with the Disguise skill, a basic wardrobe and a few hours to spare could easily make the whole PC party look like a rough and salty crew.

The other alternative is to pick a fight with, and make an example of, a pirate. If the first man who insults a mage is reduced instantly to a pile of ash, or a fighter reacts to a casual insult by removing the offender's head, word is going to travel fast. Pirates respect strength and cruelty, so the more spectacularly brutal and bloody the example, the safer the PCs will be.

1) Docks

This is the first location the characters see when they emerge from the ship that brought them to the island. When they first get onto the deck, read the following text. (If the PCs arrive at night, you should paraphrase as appropriate.)

Stepping out from the darkness of the ship's hold, the light seems blindingly bright. The air is thick with the scent of brine, sweat and pine trees. After blinking your eyes a few times, you see that the sky is a uniform grey and highly overcast. Looking around, you see that your ship is secured to a wooden dock stretching from a rocky beach into a bay. There are at least a dozen other ships of all shapes, sizes and qualities at anchor here.

Past the dock, you see what seems to be a small town, with large warehouses and sagging one and two-story wooden buildings. Much of the rest of the island, as far as you can see, seems covered in forest.

If the PCs look at the ships, there are fifteen ships in the harbor, but two catch the eye immediately – Miana's Promise, and an Eldoran Marine scout cutter.

Miana's Promise, Liamar's personal ship, is openly guarded by four well armed and alert-looking Golden Alliance mercenaries and so looks distinctly out of place among the empty pirate ships. In fact, there are twelve more mercenaries below deck. Their well-deserved reputation as capable and ruthless fighters ensures that the pirates give Liamar's ship a wide berth. Miana's Promise now holds just over 130,000 gp in platinum bars (painted gold), gold coins, gems, jewelry and artwork, moved from Liamar's vault and the auction-house.

The Eldoran Marine scout cutter bobs at anchor. It has had its original Eldoran name obscured with a crusty red smear. It is covered in body parts, some skeletal and some fresh, and crude graffiti. This is Hovarin Gelig's ship. Pirates call it the Red Wake.

Golden Alliance mercenaries (16): hp 18 each.

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2) Warehouses

These are some of the closest buildings to the docks – three warehouses, all of them 30 feet high, 100 feet long and 50 feet wide. Each is built of whole logs that have been tarred and treated to withstand the weather, and is accessible by two doors. One door is standard size, while the other is 10 feet tall by 10 feet wide, used for cargo. Both are closed. No pirates can be seen bringing anything to the warehouses, and no one is openly taking anything from them. Each warehouse has a token guard of one Golden Alliance mercenary.

Inside the easternmost warehouse, four Golden Alliance mercenaries are busy loading sacks of food onto wagons, which are snuck out a tarp-covered hole cut into the back of the warehouse, through the forest, and then dumped into the sea on the northeast side of the island. (For more on this, see the Forest Encounters section).

Golden Alliance mercenaries (5): hp 18 each.

- HP: □□□□ □□□□ □□□□ □□
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3) Plaza (EL variable)

When the PCs make their way towards the plaza for the first time, read or paraphrase the following. Do not read text in [brackets] – it is there only for your own reference.

In the middle of the town is a flat, wide circle of dirt. Spread randomly across it are booths, tents and pavilions, all painted in the most garish colors. Filling the spaces between the booths are pirates; muscular, scarred and tattooed.

You can see representatives from many races in this plaza, all colors, breeds and mixtures thrown together here in a great gagging throng. They swarm around massive piles of beer and wine kegs, swilling as fast as they can fill their cups. They push, punch, threaten and swear at each other, although it seems that they are doing it more out of habit than out of malice. There is plenty of drink for all.

As you take in the sights, you realize two things – first, the plaza stinks of everything. You can smell sweat and sandalwood, coal-smoke and dried blood, cooking meat and tattoo ink. Second, the

The Fall of Liaven

pirates seem thickest in the center of the plaza [the Pit]. Something is happening there that draws huge cheers and catcalls from the crowd.

The plaza is a money making opportunity. Pirates who have just received their shares have a great deal of gold, and the plaza gives them a place to spend it. Each booth sells overpriced entertainments ranging from simple food and drink to the outlandish and bizarre. (Imagine a carnival populated by madmen and mass-murderers.)

Did you ever wonder what happens to a pirate that is too old, sick, or crippled to fight? Most of the time they die, but some are lucky enough to make it as far as Liaven, and they support themselves by working for Liamar, selling food, drugs, girls (and boys), addictions and dreams. Inspection of the men manning the booths will show that most seem to be missing at least one obvious body part.

In addition to entertainment, anything too small, cheap or strange to find its way to the auction house is sold here. This might be a fun place for the PCs because any magical item the DM allows can be bought here. If an item exists in a sourcebook somewhere, or it makes sense that it should exist, the PCs can find it here. However, the PC must name the item that he is searching for and then make a Gather Information check (DC 20).

The process of sifting through the chaotic plaza takes two hours, before the PC even learns whether or not he

was successful. PCs can try again as many times as they like, as long as they want to spend the time. At any given time there are 1d6 random minor wondrous items available in the plaza. A PC that wants to find one of them must make a Gather Information check (DC 25), which also takes two hours. However, 50% of these items are fakes.

PLAZA ENCOUNTERS

If one or more PCs have not disguised themselves as pirates, select one of the following encounters:

Looking for Trouble (if all PCs do not appear as pirates; EL 6): A group of pirates doesn't like the look of the PCs. They can be stared down (Intimidate DC 18), talked down (Diplomacy DC 20), or the PCs can fight them. A pirate will run when he loses half or more of his hit points, or if three of them are dead.

Pirates (5): hp 12 each (see Appendix B)

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Pirate Champion: hp 20 (see Appendix B)

HP: □□□□ □□□□ □□□□ □□□□



Belligerent Drunk (if one PC looks suspiciously clean, honest or pious; EL 3): There's always one. A big orc with an axe picks the suspiciously clean, honest or pious-looking PC and insults his mother. This guy is determined to fight, so if the PCs try to reason with him he'll just start throwing punches. This is a fistfight; the orc will not draw his weapon unless the PCs do first.

Pirate: hp 12 (see Appendix B)

HP: ██████ ██████ □□

Pirate Champion: hp 20 (see Appendix B)

HP: ██████ ██████ ██████ ██████

Pickpocket (if a PC appears rich; EL 1): Not all the crippled wretches in the Plaza make their living selling trinkets. Some prefer more direct means of separating people from their money. (See the Sleight of Hand skill in the *D&D Player's Handbook* for details on picking pockets.) If successful, the thief gets away with a PC's money purse/coin pouch. If that PC has not expressly stated he is keeping their coins somewhere else, he loses all his carried coins.

Pickpocket: hp 7 (see Appendix B)

HP: ██████ □□

GATHERING INFORMATION

(IN THE PLAZA OR THE BROKEN MAST)

If the PCs can talk to the pirates, they may learn a great deal about how Liaven functions. If a PC is willing to take 20 minutes to strike up a conversation, he may make a Gather Information check (DC 15). Of course, these are naught but simple random conversations. If the PCs have specific questions that they want answered, the Gather Information check is DC 20. It is up to the DM whether the rank-and-file pirates know the answers.

You should choose these questions as desired, or roll d10 for random answers.

Answer #1: "Only one man runs the show round here. Sure, the captains command their crews, but Liamar owns the island. He's the only one that knows how to get in and out of this place... the only one that knows the secrets of the spheres."

Answer #2: "There's a big house on the hill. Don't go up there. Don't even go near it. Lots of guys tried a few years back, just after it was built. Bits of them washed up on shore few days later."

Answer #3: "There's a big Kalamaran around here by the name of Hovarin Gelig. For your own sake, stay out of his way. Every man on this island is dangerous, but that one, he's a beast."

Answer #4: "Has anyone seen Maleki? Her ship's in the harbor, but I can't find her... owes me money... grumble." If asked, this pirate will provide a description of Virda Maleki (see Appendix A).

Answer #5: "Liamar charges us a pretty penny to land here. Of course, we could kill him and his mercenaries and take the island – but without him handing out them

Local Rumors

Throughout this part of the adventure, the PCs have an opportunity to gather information from the pirates, which could give them a clearer idea of current events on the isle. These rumors all stem from Liamar's and Cordrel's actions.

Rumor #1: The spheres that protect ships away from Liaven don't seem to be making any noise when handled. (Only about 1% of the local pirates have noticed this, since no one has tried to leave, but it worries those who have.)

The Truth: Cordrel has shut down the main sphere, preparing the island for conquest.

Rumor #2: Liaven is celebrating the island's tenth anniversary, and is giving away stores of food and alcohol in celebration.

The Truth: Because Yulan Velsin's plan requires that all those who know about the island be silenced, Cordrel has instructed Liamar to declare a party celebrating Liaven's tenth anniversary, and to give away all remaining stores of perishable food and alcohol to entice pirates to attend. This behavior is out of character for Liamar, who has never given anything away in his life, and is generating talk.

Rumor #3: Liamar is preparing for a voyage.

The Truth: Liamar is trying to salvage as much of his operation as he can, in hopes of escaping the island before the Brolenese arrive. He has sold all of the large items both in his warehouse and in his personal vault, and moved all small items and cash to his personal yacht, ready for his escape. These actions have not gone unnoticed and are generating intense interest among Virda Maleki and Hovarin Gelig, as well as a small handful of the other pirate captains.

noisy metal balls every so often, there's no way out of the Sinking Sea. We'd have a nice island all to ourselves, with a thousand pirates, not enough food and no way off. So we pay him what he asks, and it's worth it."

Answer #6: "The Eldoran Marines? Hah! Let 'em chase us. They can't get it through their thick skulls that they've got no chance of survival in the Sinking Sea. Unless they happen to catch on the open ocean, there's not a damn thing they can do about us."

Answer #7: "Whazzat..? You askin' quesshins?" The man gets a puzzled look on his face, like his tongue is itchy, vomits explosively and loses consciousness.

Answer #8: "Slaves in the gaol this time are worthless. Just skinny Deji boys and ugly girls. No pretty women."

Answer #9: "Don't go too far into the forest. I hear there's tree-men in there somewhere, and they don't like us very much."

Answer #10: The pirate holds up a gorgeous statuette. It depicts a woman filling a water jug. It is four inches tall, carved from bone, and very beautiful. "Got me a piece o'art. Pretty too. Got it cheap at the auction," he says. "I think Liamar's lost his marbles. Sold off damn near everything in the auction house. Don't think there's much left now, but we did get some pretty good deals."

4) The Pit

If the characters want to see what all the excitement in the center of the plaza is about, they will have to elbow their way through the crowd. Explain that there is a lot of pushing and shoving, and that the process is difficult and time consuming. When they make it through to the center, read or paraphrase the following text.

In the center of the crowd, at the center of the plaza, is a hole in the ground, through the dirt and into the bedrock of the island. It looks like something that was formed through nature, and then adapted for a purpose. A slanted wooden fence surrounds the edges of the pit, and below that is a foot-wide overhang. Fifteen feet down to the ground, the floor of the pit is covered in sand. Here you see an ogre, who is happily using a giant club on several frightened and bloody Deji, probably slaves.

The front rank of pirates is right up against the fence, and the ones behind them are pushing hard. As you are watching, the ogre's club connects squarely, turning one of the slaves into goopy red paste. The pirates cheer lustily as the blood sprays up over the pit.

On the north side of the pit, you notice a private box. It is set below ground level, and juts out over the pit slightly, to afford a better view to the privileged few who get to sit in it. They are well-dressed, dangerous looking men who watch the gory display with casual interest.

The dangerous looking men in the private box are pirate captains. An enterprising PC can talk their way past the pirates standing guard outside the box (Bluff DC 22). From there, a subtle man could gain valuable information. It's difficult to do because pirate captains are canny individuals who guard their tongues rather closely (Gather Information DC 23). It's possible to try again, but three times is the limit. After that the captains become annoyed and ask the guards to toss the offending PC back into the crowd. If the PCs succeed, choose an answer or roll a d8 to choose randomly.

If the PCs have specific questions, they may make a Gather Information Check DC 25. It is up to the DM whether the pirate captains know the answer.

Answer #1: "We can't get off the island, you know. Something's happened to my ship's sphere – it's not making noise anymore – and I bet mine's not the only one. Somehow or another, I think Liamar did it deliberately. Maybe he just doesn't want anyone leaving the party early."

Answer #2: "Liamar is giving away free booze. Free. Liamar never gives anything away. He always manages to turn a profit somehow. He is going to come out ahead on this deal, but for the life of me I have no idea how."

Answer #3: "Funny thing – 'hic. There's a man here that I could've swo – 'hic – could've sworn I saw at a slave market in Pel Brolenon."

Answer #4: "I've got an entire hold full of wool just sitting there, and the auction house is closed until the end of the party. Liamar's never done anything like this before. I mean, what's the point in coming here if we can't sell anything?"

Answer #5: "Did you know, one of my men said that he saw Liamar's mercenaries loading small, heavy boxes onto Miana's Promise? That's Liamar's personal yacht. I have a distinct suspicion that that man is emptying his vaults, which would mean he is getting ready to leave the island. It worries me. As soon as my men are sober enough to sail, I'm off to the open sea, and I'll not come back to this rock for some time."

Answer #6: "Did you know that Hovarin Gelig's entire crew is addicted to redberry juice? Scary stuff. Makes a man mean. Makes a man keep fighting until you hack him to pieces. Won't touch the stuff myself. Rots your mind."

Answer #7: "Somebody's crew is drunk, and wrecking the auction house. You'd think Liamar would be angrier, but I hear he's emptied the auction vaults entirely and is selling a great deal more than he normally does. Now, I've seen merchants do this because they expect their stock to be of less worth, or even worthless, soon. Liamar knows something, and he's not telling the rest of us."

Answer #8: "Pathetic selection of slaves this time around. Just an anemic looking collection of island Deji who probably aren't worth the time it would take to train them."

ENCOUNTER: THROWN IN THE PIT (EL 5)

Any PC that is not at least superficially disguised may, at the DM's discretion, get mobbed and thrown into the pit. The most likely targets for this are PCs who look out of place, clerics of good gods, paladins and wizards.

The encounter begins with angry mutterings and sideways glances, followed by random pushing and shoving coming from all directions in the crowd. It is impossible to isolate where the abuse is coming from, because all the pirates surrounding the outsider are taking part in it.

Without further warning, the unfortunate PC is lifted bodily and flung into the pit. There is very little that the PC can do about this – treat the crowd as a single opponent with +20 grapple (+12 BAB, +8 Strength modifier), or as four opponents each with a +5 grapple (+3 Base Attack Bonus, +2 Strength modifier). In order to escape, the PC must beat the crowd's (or all four opponent's) grapple attempts. Any PC thrown into the pit is immediately set upon by Bogi the Ogre.

You land painfully on the ground, a dull thudding in your ears. Getting to your feet, you watch as the ogre stops chasing the slaves and the poor wretches retreat to huddle in the corner. The ogre looks at you from across the pit, hefts his iron wrapped club thoughtfully, and then breaks into an ugly, toothy grin. In gutteral Merchant's Tongue, he speaks.

“They send Bogi something FUN TO EAT!!”

The PC may decide to take the initiative and jump directly into combat. One way or the other, once the fight has begun, read or paraphrase the following.

This ogre doesn't move like a beast. Rather than charging in and trusting fury to carry it through, it moves cautiously, using its club with an economy of motion that speaks of much practice. This is not a wild savage – this ogre has had training.

The character in the Pit may (and should) receive help from his comrades. The pirates in the crowd will complain loudly about “cheating” or “not playing the game properly” but will not move to act against the party at this time – unless they are attacked first.

Bogi: hp 50 (see Appendix B)

HP: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████



RUNNING PIT COMBATS

We all know that fighters love arenas. There's no running about and talking to people, no mucking about with traps and puzzles, just one fight after another. However, no matter how fun it may be, the whole party probably isn't going to want to fight in the pit, so other events may be needed if the rest of the players want to join in.

Each fighter is scheduled for one match every three hours, three matches each day for four days. On the first two days, the PC entrants fight pirates (see Appendix B) on the third they fight pirate champions (see Appendix B), and on the fourth day, the PC that has done the best gets to fight Bowenok (see Appendix A).

Bowenok Kurgar, a sil-karg, has been given special permission to take part in this event. He will not treat it as a fight to the death, but as a contest of skill. If he wins, he will stop short of killing his opponent. He will also surrender if it is clear he is outmatched.

Whether he wins or loses, he delivers this message to the PCs at the end of the fight:

The sil-karg breathes heavily, and rests his bloody hands on his knees.

“Good fight...” he pants.

“Listen closely. Leave this island. Do it today. I would not see so fine a warrior die needlessly.”

He will say no more.

Cordrel is watching from the stands. If it looks like the PC is going to kill Bowenok, he casts *dominate person* in an attempt to prevent this from happening.

5) Folnester's Smithy and Pawnbrokers

Folnester is a lanky Kalamaran ex-pirate. A blacksmith by trade, Liaven is the only place that he can work because there is a hefty price on his head in every civilized nation on Tellene. He manages this shop now, and sells weaponry (both re-conditioned items and his own work) to pirates.

He will purchase just about any armor or weapon that is brought to him, no matter how battered (though he may only pay a tiny fraction of the item's standard cost; 50% of its original value at most). If he can't fix them, he uses them as scrap metal.

To call Folnester's shop disorganized would be an understatement. Teetering piles of sharp metal seem to fill every cranny in the building. His best works (masterwork weapons) are in a small, out-of-the-way pile. His other work is in a few smaller piles, and the items he bought as scrap are stacked on horizontal surfaces from floor to ceiling.

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If told he should organize his shop, he simply replies, "I know where everything is." He does. He can find any item asked for in a few seconds, and is confused when other people can't.

His items cost 3x the standard prices in the *D&D Player's Handbook*, *Player's Guide to the Sovereign Lands*, *Goods & Gear*, or other similar roleplaying product. He doesn't bargain, barter or negotiate. He just shrugs and goes back to work. As the only decent blacksmith on Liaven, he can afford to charge a premium.

Before he was a pirate, Folnester was a weapons smuggler with a bad reputation for selling to both sides, which means that everyone wants to see him dead, and the reward for his head varies from place to place. The highest offer is 1,500 gp in Kalamar. Interestingly enough, the conflict between Kalamar and Karasta is the only one in which he sold to only one side – the dwarves.

Folnester: hp 25 (see Appendix B)

HP: ██████ ██████ ██████ ██████ ██████

6) Auction House

The doors of this great, barn-like building hang open in the breeze. The inside is carpeted with pirates lying in various states of drunken disarray, gambling, drinking, smoking and otherwise amusing themselves. A man stumbles out and stares blearily at you for a moment. Then he gives a short laugh.

"Go 'way," he says. "Auction's closed 'til further notice."

The speaker is simply a drunken pirate with no connection to the auction house – which used to be one of the hot spots on the black market. This is where Liamar and the Golden Alliance bought stolen cargos from pirate captains, and where the captains bought the supplies that they needed. Items of exceptional price, quality or power were also sold here. Now, the vaults have been emptied, and the auction closed down "for the duration of the party."

7) Broken Mast Inn (EL variable)

Once the PCs are directly outside the Broken Mast Inn, read the following:

This roughly circular two-story building resembles nothing more than an oversized pavilion built from wood. A broken mast juts out of the centre like the pole of a tent. Whole trees radiate out from it, forming the beams of the ceiling. The ceiling and walls are built from a motley assortment of planks, crates, driftwood and other, less

identifiable, things.

A sharp-eyed sil-karg at the door looks at you. "You want in?" he asks. No credit, cash on the barrelhead. If you want to fight, have the courtesy to do it outside.

If the PCs enter the Broken Mast, read or paraphrase the following text:

This common room is full from end to end with pirates. Though it is over fifty feet across, low heavy-beamed ceilings and dim lighting make it seem claustrophobic. The tables and chairs are of the type best suited to rough taverns – heavy, ugly and seemingly indestructible with anything short of an axe.

They are crowded with lean, oily men seated so close together that they all touch on three sides. It seems almost impossible that a person could pass through the packed and drunken mass from one end of the room to the other. To the left of you, some industrious individuals are having an axe-throwing contest. Since most of the contestants are too drunk to see the target, the crowd gives them a great deal of space.

In the center of the building, around the broken mast, is a circular bar. It is presided over by one of the tallest women you have ever seen, who pours drink after drink with a skill born of long years of practice. She must be at least fifty years old, and is covered in brutal scars.

Near the center of the room is a large table. Sitting at the table is a large, red-faced Kalamaran. With him are twenty very rough-looking men; pirates are, by nature, a hard and dirty lot, but these men put the rest of them to shame. Around the table in all directions is about five feet of open space, as if no one wants to get near enough to risk touching them.

The woman at the bar is a Fhokki (Thar tribe) by the name of Engerok. Fifty years old, a veteran of just about every major war on the continent, massively scarred, and an ex-pirate, she built the Broken Mast ten years ago as a place to retire. Since she placed this built to last, she often lets things get extremely out of hand, knowing that every brawl eventually burns itself out. If one happens to spring up, she stays behind the bar and watches with amusement. If anyone gets within arm's reach of her,

however, they will be casually knocked senseless with the ironwood club she keeps under the bar.

Although Liamar provided her with common ale and grog to give away during the party, her premium beverages still cost money (fine wine 10 gp/bottle or 2 gp/cup; whiskey 1 gp/mug).

The Broken Mast has a full kitchen, and a surprisingly good cook. Food here costs 2 gp per meal. There are no crops on Liaven, and importing food is expensive, even if it is stolen. It tastes a good deal better than the stuff that Liamar is giving away for free, so several people in here still pay for it.

The man at the table in the center of the room is Hovarin Gelig. He is telling a story. The tale concerns killing people, taking their stuff, raping them, and seemingly all the possible combinations of those three things. It is so overblown that it must be false, although anyone the PCs ask will assure them that Gelig can do (and has done) everything that he brags about.



Hovarin Gelig

The men sitting with him are known as Hovarin's Hounds. It's said that every one of them would eat a live baby just to see the look on its mother's face. They are the worst and most terrible sociopaths, who feel no guilt or pain. They are also all redberry juice addicts (see Appendix D: New Items).

If the PCs want a closer look at Hovarin, read the following:

The red faced man leans over the table, bellowing through a mouthful of half-chewed meat, spraying gobbets of it over everything. He gesticulates with mad, slashing motions, and at the corner of his mouth you swear you can see flecks of white foam.

Because of the noise in the room, and the food in his mouth, it is difficult to hear what he is saying, but you hear the words "take," "kill," "blood," "rape," and "spleen" all in the same sentence, which enough to get the general idea of what he's raving about.

For gathering information in the Broken Mast, use the same rules that apply in the plaza (see above).

Hovarin Gelig: hp 56 (see Appendix A)

HP: ██████ ██████ ██████ ██████ ██████ ██████
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Hovarin's Hounds (20): hp 17 each (see Appendix B)

HP: ██████ ██████ ██████

HP: ██████ ██████ ██████

HP: ██████ ██████ ██████

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HP: ██████ ██████ ██████

HP: ██████ ██████ ██████

Engerok: hp 55 (see Appendix B)

HP: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████

Narkorr: hp 18 (see Appendix B)

HP: ██████ ██████ ██████

INSIDE THE BROKEN MAST

This building resembles a pavillion made of wood. The center of its construction is a ship's mast, snapped off at about two-thirds of its height. The frame of the inn was made by driving piles into the ground around the mast, placing braces across the tops, and running the roof-beams from the mast to the braces on the outer wall. The carpenters then boarded up the frame with scrap lumber. The second story was added later, to provide rooms for those that did not want to live in the shanty town. Since the original roof of the building is slanted, the second story was built by attaching posts to the roof beams, putting a floor over the posts, and then adding walls and a roof. The second story is stabilized by guy-wires running from the mast. The Broken Mast Inn is a miracle of creative carpentry and is quite sturdy – despite its ramshackle appearance.

Wooden Walls: hardness 5, hp 30, break DC 35, Climb DC 17

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Exterior Wooden Doors: hardness 5, hp 20, Break DC 23, Open Lock DC 30

Interior Wooden Doors: hardness 5, hp 10, Break DC 13, Open Lock DC 25

1) STOCKYARD (EL 1)

This fenced in area holds all the supplies necessary to run a large inn. Beer kegs and bags of rice and grain sit in (mostly) neat stacks. In the corner of the north wall of the kitchen and the east wall of the inn there is a small workbench with a well-organized selection of woodworking tools. A tarp strung over the bench keeps the rain off. The south end is taken up by a large wooden block, a cleaver, several filleting knives, a large smoking-rack and several barrels of vinegar for pickling fish. The supplies are guarded by a pair of large, angry looking dogs.

Dog, Guard (2): hp 13 ea (see Appendix B).

HP: □□□□ □□□□ □□□

HP: □□□□ □□□□ □□□

2) KITCHEN

This large kitchen is oppressively hot and humid. There is a large fireplace in the north wall. The center of the kitchen includes a large island, half of which is a cutting board, the other half is a grill, heated by a firebox underneath. There is a third fire in the south corner, under a stewpot, which always contains something unidentifiable, bubbling and slurping suspiciously. The set of exterior double doors on the eastern wall leads to the stockyard. They are heavy, and can be barred. A lighter set of interior doors leads to the common room (Area 3), and a single door leads to the private room (Area 8). Wherever the walls are unoccupied by fires or doors, they are lined with shelves containing dry goods and spices.

3) COMMON ROOM

This is the main gathering place in the Broken Mast. In the center is the large wooden pole that was once the mast of the ship. Sawdust covers the dirt floor. It gets shovelled out and replaced when it gets too nasty. Five large tables and several smaller ones provide seating.

4) STAGE

The stage is little more than a raised platform. The acoustics in the Broken Mast are terrible, giving a -2 penalty to any Perform (vocal or musical instrument) checks performed here.

5) THE BAR

The large circular bar is built around the base of the mast in the center of the common room. It is quite stout, making it proof against the casual abuses of drunken pirates. Engerok (see Appendix B) is frequently found tending the bar. She does not permit any pirate to get behind the bar, or reach over the bar towards the booze. Behind the bar are four tapped ale kegs (contents worth 2d10 gp), a wine rack (with 2d4 bottles each worth 10 gp)

and two kegs containing grog, an alcohol made by fermenting whatever ingredients happen to be handy (contents worth 2d20 gp). There is also a mostly-full cask of decent bitter-korn whiskey (contents worth 265 gp).

6) TARGET

Near the northwest corner is a large (3 ft. wide) target – five concentric rings painted on the wall. Frequent contests take place to see who is the best knife (or axe, or random-sharp-object) thrower. The innermost ring is about the size of a small coin and very difficult to hit. Treat it as having an AC of 23 and being worth 10 points. Treat the second ring as if it has an AC of 17 and is worth 5 points, the third AC 15 for 3 points, the fourth AC 13 for 2 points, and the outermost ring as AC 10 for 1 point.

Contestants get three shots, and the one with the highest total score wins. The standard bet is 3 gp, although the PCs can raise this if they want to. Side betting on each match takes place in the crowd. Bear in mind that if the PCs win too much and too often, or fleece the side-bettors too much, the crowd may become enraged and start a brawl. Accusing another player of cheating is the equivalent of challenging them to a duel.

7) ENTRANCE

This where the PCs can find Narkorr the bouncer (see Appendix B). It is a small iron cage room just inside the main door. The main door can be bolted from the inside. The door leading to the common room is usually open, Narkorr only closes it when things get especially tense on the island. There is a small counter against the southwest wall. Behind the counter is the petty cash box and the door that leads to the upper floor.

8) PRIVATE ROOM

A room furnished with a large couch, a comfortable chair and a threadbare rug. A tapestry hangs from the southeast wall (worth 200 gp). It is a surprisingly realistic rendering of the city of Rosaleta. Engerok got it in Zhanzhmish, as part of payment for services, and it is one of the only reminders of her adventuring days – other than her scars. In the western corner of the room is a secret door (Search check DC 20 when inside the room).

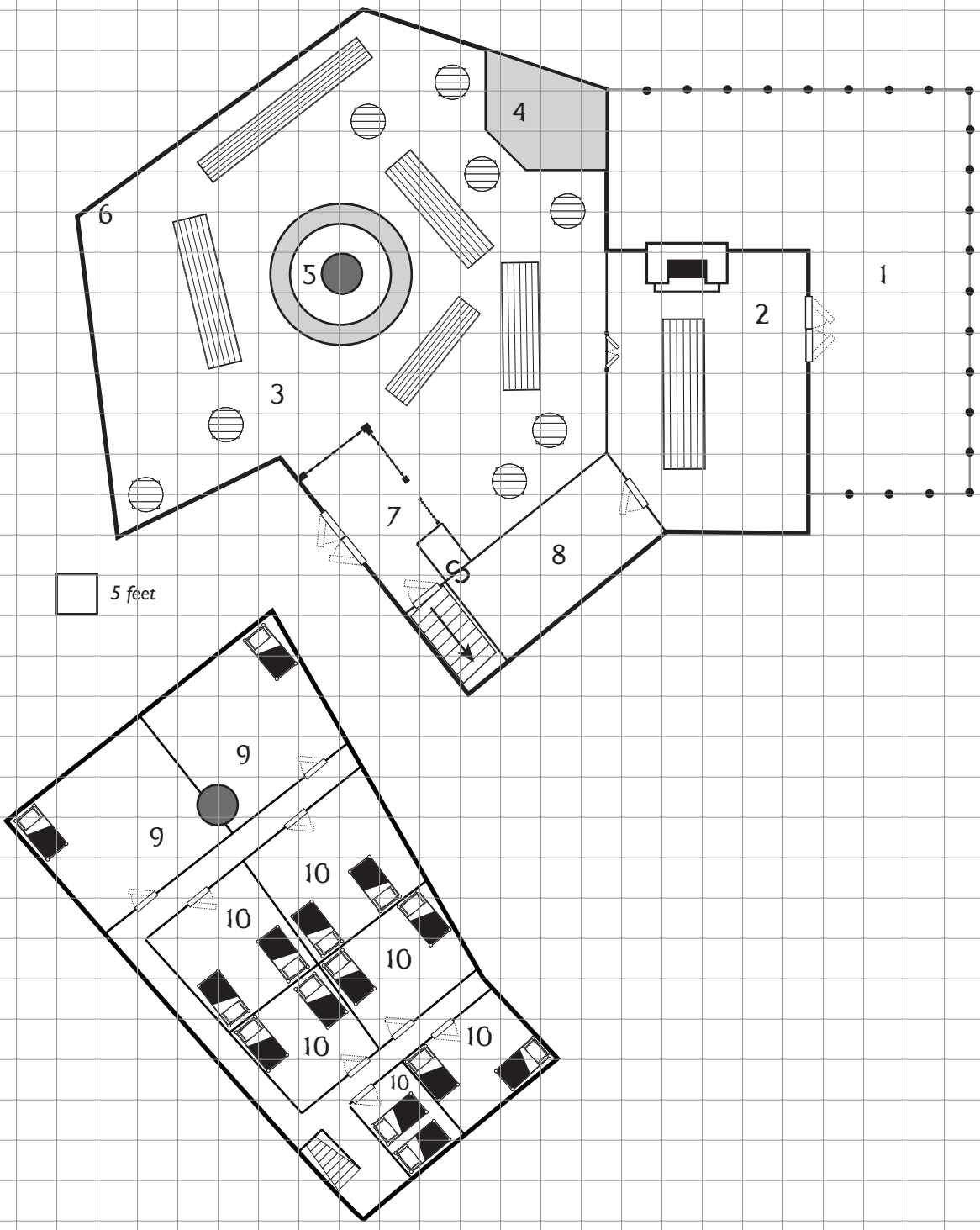
A Search check (DC 30) in Area 3 or Area 7 notices that the wooden wall in Area 7 sticks out further than one might expect – although it could just be part of the unusual design of this place). Behind the secret door is a locked iron cage (Open Lock DC 30). Within this cage is a small chest, also with a good lock (Open Lock DC 30). The chest contains 412 gp and a bag of small gems worth a total of 762 gp.

Iron Bars: 1 in. thick; hardness 10, hp 30, Bend DC 24, Open Lock DC 30

9) PRIVATE ROOMS

The two northernmost rooms in the Broken Mast are some of the only decent private rooms on the island. Since the temperate climate makes it possible to sleep

The Broken Mast Inn



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outside often, and since they can also sleep on board their ships, most pirates don't want to pay to sleep. Each room contains a bed, a chest of drawers, and a small table and two chairs. The beds were once of medium quality, but they are old, stained and smell faintly of mold and other less pleasant things. Renting one of these rooms costs 2 gp a day.

10) BUNK ROOMS

The six southern rooms appeal to the budget conscious who want to sleep inside. Each room has two sets of bunk beds for a total of four. The mattresses are rag-stuffed, and they smell of sour sweat. Renting a bed costs 6 sp a day. An entire room can be rented for 2 gp a day.

8) The Slave Gaol

If the PCs move to investigate the building with the palisade, read the following:

You see a forbidding looking structure – a large wooden palisade with a two-story stone building visible behind it. The palisade seems about eighty feet long and fifteen feet high, with square guard towers on either end.

Most of the inhabitants of Liaven know that all the good slave stock has been sold for some reason, and so they are ignoring the slave market for the time being.

The slave gaol is the headquarters of Liamar's mercenary company. It is the top story of the stone building visible above the palisade. The lower story of the building is slave pens. The palisade also contains a smaller building for higher-quality slaves and a small exercise yard.

The slave pens are currently the "home" of the Adako tribe. The Adako had the misfortune to inhabit an island on which a large pirate ship stopped for supplies. They were a friendly, trusting people, and now they are here. Their leader, Jynko, has managed to keep them from losing hope entirely. She has been patiently awaiting an opportunity to escape. Life has been hard on the Adako, but they have not yet given up.

For more on the Adako and the slave market, look ahead in Part II, under the section "Rescuing the Slaves."

9) Shanty Town

When the PCs first enter the shanty town, read or paraphrase the following:

This place stinks of human waste. Makeshift shelters and tenements occur randomly here, made from all kinds of salvaged building materials. You can see a man curled up in a shipping crate full of blankets, and another with

just his feet sticking out from underneath an overturned rowboat. There are lean-tos made from sticks and logs, and rough shelters of canvas to keep the rain off. Here and there is a dilapidated long house – a structure in the shape of an overturned galley. Years of hard use and neglect have slowly turned the sturdy structures into slovenly pits. You can smell the years of excrement and rot caked onto the walls and sticking to the bottoms of your boots.

Men gather around fires lit in the street. They eye you suspiciously as they pass bottles of some no doubt foul liquor.

This is where the bulk of the population of Liaven resides. When not bargaining in the plaza, watching the sport in the pit, or simply drinking, pirates come here to sleep it off. Liamar's original building plan called for neat longhouses that could each hold many men comfortably. As the population grew, the longhouses became crowded, and the pirates spilled into the streets. They erected whatever shelter they could scrounge, used it until it rotted, and then placed another shelter over the remains of the first. The result is the shanty town.

ENCOUNTERS IN THE SHANTY TOWN

This is a dangerous place for PCs. If they have not disguised themselves as pirates, roll on the following table when they enter the shanty town, and again for every hour they remain there.



1: Ambush (EL 5): The pirates have seen the PCs coming and are waiting for them. They have positioned four archers in cover on top of a shack, and there are three men on the ground waiting to attack the PCs from behind.

Pirates (7): hp 12 each (see Appendix B)

- HP:
- HP:
- HP:
- HP: (archer)
- HP: (archer)
- HP: (archer)
- HP: (archer)

2: Sneak Attack (EL 6): Plaintive moans come from an alleyway, the sound of someone in pain. This is an old trick to lure the unwary into a trap. City-born PCs will see right through it (Sense Motive DC 10), while other PCs may require a Sense Motive check DC 20. If the PCs move into the alley, they are confronted by a group of pirates who have decided that the PCs have a great deal of loot that they don't deserve. Since there are a large number of them, they are difficult to dissuade (Intimidate DC 25)

Pirates (8): hp 12 each (see Appendix B)

- HP:
- HP:
- HP:
- HP:
- HP:

- HP:
- HP:
- HP:

Pirate Champion: hp 20 (see Appendix B)

HP:

3: Pickpocket (if a PC appears rich; EL 1): Not all the wretches in the shanty town are as slow or feeble as they look. (See the Sleight of Hand skill in the *D&D Player's Handbook* for details on picking pockets.) If successful, the thief gets away with a PC's money purse/coin pouch. If that PC has not expressly stated that they are keeping their coins somewhere else, they lose all their carried coins.

Pickpocket: hp 7 (see Appendix B)

HP:

4: Derision and Spite (EL 7): One group of pirates standing around a fire begins hurling verbal abuse (and bottles) at the PCs. A Diplomacy check (DC 18) beats them at their own game using superior insults, while an Intimidate check (DC 20) scares them into silence. Of course, the PCs could always attack them.

Pirates (12): hp 12 each (see Appendix B)

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10) The Bilge (EL variable)

The Bilge is a dive, even for Liaven. It is built out of the remains of a wrecked ship, dragged up on shore. A hole was dug for the keel, and the remains were dropped into it. It is not quite level, and drinks have a habit of slipping off the tables. A great deal of the remains were added onto, to become the main hall, where the bar and most of the patrons can be found, but some of it was left unaltered – which means that there are a great number of small, cramped rooms that are difficult to access.

The usual patrons come here because it's cheap. However, the Bilge is also popular with some of the more entrepreneurial captains, who use its cramped warrens as a place to conduct business uninterrupted. They say that a body can go undiscovered for weeks there.

Cordrel Brovolm, still posing as a cleric of the Eye Opener (light brown robes and a hat with one owl feather) on a pilgrimage, can be found here. He is circulating, quietly dismantling rumors of the truth and replacing them with comforting fiction. He is also engaged in plying the pirates for information. Both of his goals are being pursued with extreme subtlety. He has been there a week, talking and listening, and due to his spells and skills, the people there trust him. They believe what he says and would take his side in a fight.

Cordrel sees the PCs as interesting – and dangerous. He tries to get them talking about why they are here, and quietly assesses whether they are a threat to his plans. He will not use magic on the PCs, unless attacked (and the PCs should have no reason to attack a seemingly LN cleric of the Eye Opener). If Cordrel decides that the PCs are a threat to his plan, he manipulates Gorvrul (one of Hovarin's Hounds) into believing that the PCs insulted/threatened or otherwise challenged him (this is not a difficult task). Gorvrul leaves to gather 2+2d4 Hounds, and later will openly attack the PCs.

Bowenok Kurgar: hp 61 (see Appendix A)

HP:

Cordrel Brovolm: hp 41 (see Appendix A)

HP:

The Fall of Liaven

Gorvrүүл: hp 39 (see Appendix B)

HP: ██████ ██████ ██████ ██████ ██████ ██████
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Hovarin's Hounds (10): hp 17 each (see Appendix B)

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HP: ██████ ██████ ██████ ██

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11) Liamar's Manor House (EL variable)

Read or paraphrase the following text:

At the edge of the forest, you see a manor house. It is small but graceful in construction and design, and sits behind a sturdy wall of mortared stone. Through the open gate, you see that the lower level has a stout double door and no windows, while the upper story has large arched windows that face the sun.

Four soldiers stand guard outside the gate. They are dressed in banded mail, and carry longswords and heavy steel shields. Embossed on the right shoulder plate of their armor is the symbol of a shield with a fat, two-masted sailing ship on a sea of six golden coins.

Characters may attempt a DC 12 Knowledge (nobility and royalty), DC 15 Knowledge (geography), or DC 18 Intelligence check to know that the badge on the guards' shoulder plates is the symbol of the Golden Alliance. If the PCs have encountered the Golden Alliance before, no check is required.

Golden Alliance Mercenaries (4): hp 18 each (see Appendix B)

HP: ██████ ██████ ██████ ███

HP: ██████ ██████ ██████ ███

HP: ██████ ██████ ██████ ███

HP: ██████ ██████ ██████ ███

The house is a comfortable piece of architecture that is easy to defend in times of trouble. The front door can be barred, denying access to the lower story completely, forcing assailants to try to come in through the windows. This sort of thing is of little use against siege weapons or certain magics, but against a simple rabble of armed men, it works quite well.

If the PCs have distinguished themselves in some way that would make Liamar take notice of them, he may have requested their presence. If such a request has been made, the guards let the PCs into the mansion. If not, entrance is refused.

It is difficult to talk one's way past the guards (Bluff check DC 27). One way or the other, if the PCs enter the house, they must wait with two of the guards for a minute or so until Liamar comes downstairs. He is interested in finding out what they are doing there – and whether or not they present any kind of a threat to his plans. He is a craftsman of manipulation, and the PCs may not even realize that they are being pumped for information.

When the PCs talk to Liamar, read or paraphrase the following:

Liamar is a short, wiry Reanaarian man. He is one of those men who seemed to have stopped aging at thirty-five, and could be anywhere between that age and sixty. His eyes are steady and bright blue, and his skin shows the deep tan of a person who spends a great deal of time outdoors. He smells of sandalwood and tobacco smoke.

"Sorry I didn't come down to see you in person-ally," he says, "but as you must be aware, I have a great deal of responsibility. Have a seat."

He strikes up a relaxed conversation with you, and you almost can't help feeling comfortable talking to him.

At this point, the PCs should make a Sense Motive check (DC 25). If they succeed, read or paraphrase the following:

The man is a master of the art of conversation. He seems to flow from topic to topic seamlessly and makes everyone in the room feel as though his contribution is important. It takes you a few minutes to realize that he is probing for information, attempting to find out who you are, and why you are here.

Once the PCs catch on to Liamar's goals, they can mislead him as they choose. He offers no information that he plans to depart the island, or about any of his personal activities, save for various comments about how difficult it is to manage a port town such as this one. The festival is, he claims, merely his way of keeping the pirates happy while discarding some excess inventory that was about to spoil. When possible, he evades

Up ahead, through the trees, you hear the rattle of wooden wheels, and voices. Four men are pulling a cart through the woods. It is piled high with barrels and sacks, and is obviously very heavy. As they get closer, you can hear them talking.

“By the great, big, hairy balls of the Sodomizer! Why do we have to haul this ourselves? Why can’t we just use mule carts?”

“Mules make too much noise. Liamar wants this done quietly.”

“If I wanted to haul sacks of grain, I would’ve stayed on the farm. Why does he want this stuff in the ocean anyway? Who cares what the pirates do when we’re gone?”

“I don’t know. He didn’t tell me. I didn’t ask. All I do know is that your whining isn’t making it any easier. Shut up and pull.”

If the PCs approach them, the mercenaries attack. If the mercenaries are captured, they refuse to answer questions; they do not know the reasons for their orders, and they are confused by them. They do know that they are leaving Liaven at some point in the near future. They have not been told the exact date.

PART II: RIOT AND RUIN

Causes of the Riot

On the last night of the party, when all the alcohol has been drunk and all the feast consumed; when no eyes are open to see them, Cordrel and Liamar close the door on Liaven. Liamar sneaks away quietly as the town goes to sleep. Upon learning this, Cordrel goes quickly to the House With No Doors and stops the main sphere from resonating with each individual ship’s sphere; now no more ships can sail safely through the “Sinking Sea.”

The pirates rise late from their festivities, heads heavy with the aftereffects of drink. The captains gather their crews and get ready to make sail. The first ship to leave is destroyed within sight of the island, instantly and catastrophically. There are no survivors.

There are questions then, as the captains try to ascertain what is going on, but no one seems to know the answers. Someone scoffs at the idea that the ship’s sphere could have been responsible. After all, in ten years a sphere has never failed to protect its ship. So saying, this brave (and foolhardy) captain takes his ship and leaves, and he too is destroyed. After that there is little doubt. Each ship retreats uneasily to the harbour. All suspect the other of treachery. A wave of despair runs through the assembled pirates as they discover the food warehouses are empty.

Somewhere in the mass of frightened men, the first punch is thrown, the first sword drawn and the first blood spilled. After that nothing more is certain. Riot consumes Liaven.

Running the Riot

Since most pirates favor violence when solving a problem, if 1,500 pirates are trapped on an island and told that they are very probably going to starve to death in the near future, wide-scale violence is a natural result. Cordrel knew this, and is counting on it to reduce both their morale and their numbers before his forces arrive.

Small groups of pirates who know each other well, wander in search of a friendly face or commanding officer. Old disputes also flare up, as old enemies find one another. Opportunists begin looting the town; the locals fight them. The fragile truce between the crews breaks down, to be replaced by anarchy.

Use the encounters on Table 2: Riot Random Encounters every time the PCs venture out into the town. Roll more often as the riot grows in intensity and less as it wanes. How often you roll should depend on how tense you want to make the riot for the PCs, and on just how much you think they can survive.

Table 2: Riot Random Encounters

Roll (d100)	Encounter*
01-40	1d4+1 pirates
41-73	1d6+2 pirates and 1 pirate champion
74-80	1d6+3 Hovarin’s Hounds
	HP: ██████ ██████ ██████ ██
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81-100	2d10+10 pirates and 3 pirate champions

*For pirate hit points, use the special sheet in Appendix B.

On Encountering Pirates...

PCs can “look mean” to convince the pirates that attacking them would be more trouble than it is worth (Intimidate DC 10, +2 for each pirate the PCs are outnumbered by, +5 for each champion the pirates have). Larger groups are not easily intimidated, but if the PCs can force them to stop for a second and listen (such as with an *enthrall* spell), then they may be able to reason with the pirates. Treat pirates as Hostile (when referring to the Influencing NPC Attitudes chart in the *D&D Player’s Handbook*).

Special Encounters

Whenever you feel that the time is right, or in place of a random encounter, the PCs may come across one of the following events.

1. ENGEROK AND NARKORR (EL VARIABLE)

Engerok, and her bouncer Narkorr, went down to the docks to see what all the fuss was about. They are now heading back to the Broken Mast at top speed. They won't stop for anything or anyone. If the PCs hail Engerok, and she recognizes them, she will shout over her shoulder as she runs "Can't stop. Got to beat the mob back to the bar." She and Narkorr will try to hold the Broken Mast against the riot. If the PCs do not aid them, their attempt fails.

Engerok: hp 55 (see Appendix B)

HP: ██████ ██████ ██████ ██████ ██████ ██████
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Narkorr: hp 18 (see Appendix B)

HP: ██████ ██████ ██████ ████

2. RUWYS AND THE SMUGGLERS (EL VARIABLE)

Ruwys and thirteen of his crewmates are headed to Liamar's now-abandoned manor house (see Virda's Stronghold, below) to rendezvous with their captain, Virda Maleki. They are going to try to hold off the riot from there. If the PCs have met Ruwys or Virda previously, and made a good impression, Ruwys will permit the PCs to join them. If not, he will just keep running.

Pirates (13): hp 12 each (see Appendix B)

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Ruwys: hp 14 (see Appendix B)

HP: ██████ ██████ ████

3. AMBUSH (EL 12)

Twenty-four raiders have holed up in one of the longhouses in the shanty town. Fourteen of them are in the longhouse, defending the entrance. The other ten are on the roof armed with shortbows. They are in a state of panic, and will not stop to ask questions. They open fire on anyone who comes within range.

Pirates (24): hp 12 each (see Appendix B).

HP: ██████ ██████ ████

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4. GORVRUUL AND THE HOUNDS (EL 8)

Hovarin's lieutenant is running amok. He and six of the Hounds are massacring their way through the town. If they spot the PCs, read or paraphrase the following text:

Down the street you can see a giant of a gnoll, clad in grisly armor made of tanned skin, and accompanied by six blood-drenched pirates. They are all breathing hard, making little grunting noises, and staring around them with wide eyes and dilated pupils. They bleed from a score of minor wounds, and one of them (not the gnoll) is chewing on something disturbingly like a human hand.

The gnoll sniffs the air, and seems to pick up the scent of something. Then he looks right at you. He does not pause for more than half a heartbeat before he screams a challenge and runs towards you swinging a wicked looking falchion.

Gorvrul won't stop for anything. The PCs can run, or they can fight, but the Hounds cannot be reasoned with.

Gorvrul: hp 39 (see Appendix B)

HP: ██████ ██████ ██████ ██████ ██████ ██████
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The Fall of Liaven

Hovarin's Hounds (6): hp 17 each (see Appendix B)

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5. CORDREL BROVOLM (EL 12)

Cordrel is truly in his element during the riot. His mission is to make sure that it goes on for long enough to weaken and demoralize the pirates, but not long enough to destroy them as potential slave stock. The riot was supposed to be a short-lived thing, followed by a long period of morale-breaking tension, starvation and distrust. That way there would have been a large number of pirates alive but unable to resist – perfect material for slaves.

However, Cordrel has let things get out of hand. He is enjoying the chaos, and he seems to be everywhere, always looking like a different person. He'll shout insults that start a deadly fight between two crews of pirates, and then disappear. He'll reappear somewhere else in a different disguise, and throw the first punch that starts another fight. He is actively perpetuating the chaos. If the PCs are using Bluff or Intimidate checks to make their way past the pirates, they should run into Cordrel eventually. He will be travelling in disguise with a small group of pirates. If the PCs use Intimidate to get their way past the group that he is in, he will use stick a dagger or an arrow into his clothing (secretly missing his flesh), and make it look like the PCs attacked his group. This starts a fight whether the PCs want one or not.

Cordrel Brovolm: hp 41 (see Appendix A)

HP: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Pirates (5): hp 12 each (see Appendix B)

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6. WANTON SLAUGHTER (EL VARIABLE)

Use this special encounter when the PCs are engaged with a group of pirates. After about the third round or so, 1d6+4 Hounds come screaming around the corner and enter melee at the beginning of the next round. They attack everyone, which means that the PCs may have to join forces with the pirates they were just fighting!

Hovarin's Hounds (10 max.): hp 17 each (see Appendix B)

HP: □□□□ □□□□ □□□□ □□

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Environmental Effects

The following modifiers can be added to any encounter in this section, as the DM chooses.

Fire and Smoke: A number of the minor buildings have caught (or been lit) on fire. Decide on a wind direction and assume that the smoke cloud from any fire covers a 60-foot-cone in the direction of the wind. Refer to the D&D *Dungeon Master's Guide* for details on hazards from smoke and fire.

Building Collapse: The unstable construction of the area's buildings means that fire or even fighting within them brings them down fairly easily. A building on fire has a cumulative 5% chance per round of falling into the street.

Characters in a one-story building when it falls take 3d6 points of damage (2d6 from heavy objects falling on them and 1d6 from fire (DC 15 Reflex save to avoid fire)). Reflex save DC 12 for half damage.

Characters in a two-story building when it falls take 4d6 points of damage (3d6 from heavy objects and 1d6 from fire (DC 15 Reflex save to avoid fire)). Reflex save DC 12 for half damage.

VIRDA'S STRONGHOLD (MANOR HOUSE)

Liamar's abandoned manor house is the best spot in the town for a small group to take and hold. Virda Maleki and her crew took it just after the riot started, and have been defending it against small incursions ever since.

The grounds of the house are bordered by a stone wall 8 feet tall and 1 foot thick. The wall is 120 feet long on the north and south sides, and 80 feet long on the east and west sides. There is an iron-wrought gate 8 feet tall and 5 feet wide in the center of the west wall.

The grounds themselves are covered in low, well-trimmed grass and small hedges. There is a fountain in the northeast corner fashioned into the shape of weighing scales. Clean water pours endlessly out the bottom of each weighing pan. It comes from a pipe that runs under the north wall into an underground spring.

The house is placed almost in the center of the grounds, being slightly offset towards the east wall, away from the entrance. The front door of the house faces east, away from the entrance.

Stone Walls: hardness 8, hp 90, break DC 35

Iron Gate: hardness 5, hp 30, Break DC 28

If the PCs approach the gate, read or paraphrase the following:

The gate to Liamar's house is closed, but scattered here and there about the open ground in front of the gate are arrow-pierced bodies.

The PCs may make a Spot check (DC 10 during the day, DC 20 at night) to notice that several people are occasionally sticking their heads up from behind the wall and keeping a watch on the area.

If the PCs move within 150 feet of the wall, Virda Maleki hails them from behind the wall. If she knows and trusts them already, she will encourage them to come inside. If she doesn't, read the following.

"You there! Stop!" The bellowed commands issue from behind the wall, and are clearly audible over the noise of the riot. [If the PCs stop, continue reading, otherwise skip this section.]

"Move along, find your own place to hide. If you leave now, I won't waste arrows on you."

Behind the wall are archers ready to take aim. The PCs can talk their way behind the barricade, if they can convince Virda Maleki that their intentions are good (Diplomacy check DC 16).

If they are allowed inside the barricade, read or paraphrase the following. As usual, text in [brackets] is for your own reference – do not read it aloud.

You hear the rattling of keys, and watch as the gate swings open. A halfling steps out, putting a small ring of keys into a pocket. Once you are through, she locks it behind you. Around you, you can see about thirty beings, mostly halflings and humans, as well as a few half-elves. They eye you suspiciously. Leaning up against the house is a tanned elf [Ruwys], who absently strings his longbow while examining you.

The halfling who unlocked the gate turns to you and looks you up and down. "I am Captain Virda Maleki. These people you see around you are my crew. This is the only safe place in Liaven right now, and it is that way because everyone in here does exactly what I say. I intend to survive this night with as many of my crew as I can.

Cross me and I'll throw you back where I found you. Hurt any of my crew, and I'll kill you on the spot. You may make suggestions, but you will not question me. Do we understand each other?"

Virda may annoy some of the PCs, but she is the captain and her word is law. If the PCs can accept that, they find that she is surprisingly open to tactical suggestions about how to defend the little enclave, but she gets very angry if the PCs start giving orders directly to her crew.



Virda Maleki

She introduces them to Ruwys, her first mate. Ruwys looks grim. He's a sailor, not a warrior. Nevertheless, he intends to stand on the wall with the rest of them. He's quiet, self-effacing, and wields a wicked longbow.

If the PCs offer to be useful, she directs anyone with a ranged weapon to the wall, to keep watch.

Cordrel Brovolm: hp 41 (see Appendix A)
 HP: ██████ ██████ ██████ ██████ ██████ ██████
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Ruwys: hp 14 (see Appendix B)
 HP: ██████ ██████ █████

Virda Maleki: hp 31 (see Appendix A)
 HP: ██████ ██████ ██████ ██████ ██████ ██████
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Pirates, Half-Elf (3): hp 9 each (see Appendix B)
 HP: ██████ ██████
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 HP: ██████ ██████

Pirates, Lightfoot Halfling (12): hp 9 each (see Appendix B)
 HP: ██████ ██████
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The Fall of Liaven

Pirates, Human (19): hp 12 each (see Appendix B)

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HP: □□□□□ □□□□□ □□

Talking to Virda and her crew may reveal a few interesting facts.

Fact #1: There is enough food in the house to last everyone here comfortably for two days, three at a stretch. Liamar obviously planned against the eventuality that he might become stuck here on the island.

Fact #2: Hovarin Gelig has taken over the slave gaol. Ruwys heard screams coming from inside the walls, and smelled the odor of roasting meat. He presumes (correctly) that Hovarin has resorted to cannibalism a little early, and has begun cooking slaves.

Fact #3: There is a consensus that the best way to survive on this island would be to live off the land, but no one here knows much about that (except for the Adako, and they are currently being cooked and eaten).

Inside the Manor House

There are twenty-seven wounded pirates in the house. All of them are at 25% of their full hit points (round down). They are lying on the expensive carpets and skin rugs, bleeding on the polished hardwood floors. Patiently, if firmly, tending their wounds is none other than Cordrel Brovolm!

Cordrel wanted to keep an eye on the progression of the riot and Liamar's mansion is the safest place from which to do that. He is continuing his pose as a cleric of the Eye Opener on a pilgrimage. He has a good Knowledge (religion) skill – enough to make a convincing fake. He is aiding the smugglers because he believes them to be the underdogs, and if one faction of the pirates is defeated decisively, it may leave a cohesive and dangerous force for the Bringers of the New Order to deal with.

Cordrel is not happy with the events in the slave gaol (see below), which are chaotic and bestial. He is disgusted with the actions of Hovarin Gelig and his Hounds. He also encourages the PCs to do something about the situation. He feels strongly enough about it that he will offer the services of his man-at-arms, Bowenok Kurgar, to aid the PCs (if Bowenok has already been killed or debilitated, Cordrel will actually go himself).

Exterior Wooden Doors: hardness 5, hp 20, Break DC 23, Open Lock DC 30

Interior Wooden Doors: hardness 5, hp 10, Break DC 13, Open Lock DC 25

1) KITCHEN

There is a large fireplace in the northwest corner, and a counter running down the center of the room. On the north wall beside the fireplace is a set of shelves containing commonly used dry ingredients and spices. Hanging along the other walls on iron racks is an assortment of cooking utensils, pots and pans (worth a total of 23 gp). In the east wall is a set of sturdy double doors that leads outside (unlocked).

2) LAUNDRY

A large laundry counter can be seen along the south wall, with a large iron kettle for boiling dirty clothes resting on the floor. Stairs lead to the top floor on the west end of the room, and there is a door in the north wall. The door has no lock.

3) PANTRY

The many shelves in this room store an assortment of preserved meats, cheeses and sausages (equivalent to 12 days rations for one person).

4) SERVANT QUARTERS

This room has three small beds, and three small trunks at the end of each bed. During the part of this adventure in which Liamar occupies his house, each of the trunks contains the personal possessions of his servants. The contents of the trunks are mostly simple knickknacks, worthless to anyone but their owners. However, the northernmost trunk in the middle a collection of twelve ivory figurines worth 3 gp each. There is a 50% chance that the owner of these figurines (Emeni, a female Svimohz commoner hp 4) died in the riot; otherwise, she returns to the manor house after the PCs have explored and left this room.

5) RECORDS ROOM

This room is only accessible via a ladder leading down from a secret trapdoor in Liamar's office (Area 9). Its shelves contain over a decade's worth of well-organized financial records. A PC with the Profession (merchant) skill could deduce the entire history of the island from these records after a month of study and a Profession (merchant) check DC 15. For a PC without the appro-

appropriate skill the research would take three months. However, there is little that would be of interest to an adventuring party.

The following facts may be gleaned from the records: Liamar made many bribes to highly placed Mendarns, and 14 of them are listed by name. All expenses listed in the records have a clearly labelled purpose except for one totalling thousands of gold pieces (this is the House With No Doors).

6) VAULT

This is an empty stone room. It holds empty shelves and boxes that once contained a considerable amount of wealth. Even at the beginning of the adventure, this room is almost empty. However, a Search check DC 25 turns up some pieces of treasure Liamar left behind in his haste to escape the island.

Treasure: Under the lowest shelf in the left hand corner is a small platinum bar worth 3,000 gp. Jammed into a crack in one of the wooden boxes is a small, perfect star sapphire worth 900 gp.

In one of the boxes is a book (written in Reanaarese) that reveals some of the secrets of the House With No Doors. Most of its contents are mundane (“close deal with Captain Velsom,” “write response to Baesoo,” “pay mercenaries,” etc.), but there is a cryptic note on the inside cover. This is “say ‘private property’ to keep danger off your land.” See the House With No Doors, Areas 1 and 2 to see how this pass phrase works.

7) LANDING

Rickety wooden stairs lead up to an entrance to the second floor. The stairs are weak so that they can be torn down easily in case of attack.

8) LIVING ROOM

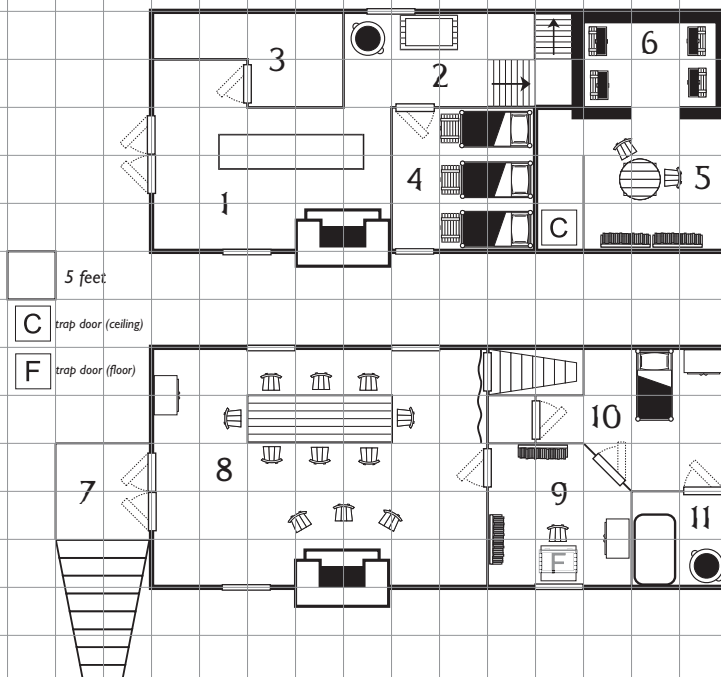
This is where Liamar entertains guests. A large fireplace dominates the north wall. If it is raining outside, there will be burning logs in the fireplace. In the southeast corner is an ornate dish cabinet that contains silverware (40 gp), candlesticks (60 gp), and liquor (35 gp).

A dark stained wooden dining table takes up much of the southern part of this room. The table has geometric patterns carved into its border in popular Reanaarian style, and is supported by large, clawed feet. Eight comfortable armless chairs surround the table. Around the fireplace are three comfortable armchairs with footstools. On the west wall are a door and a curtain. The curtain conceals the servant's entrance to this level.

9) OFFICE

The office has a large picture window on the north wall. There are bookshelves on the east and south walls containing famous works on salesmanship, business, and the manipulation of human beings. There are also copies of The Way of Strategy, The Ledger, Chances, and Subjugation, the canons of The Old Man, The Landlord, Risk, and The Overlord, respectively. On the western wall is a cabinet containing fresh paper, writing supplies, cups,

Virda's Stronghold (Liamar's Manor House)



The Fall of Liaven

and a healthy stock of fine wines and other alcohols (worth a total of 210 gp).

A desk and chair sit in front of the window. The desk is obviously imported, made from a dark polished hardwood. Beneath the desk is a secret trapdoor (Search check DC 25 or Wisdom check to notice the scratches on the floor from the desk having been pushed back and forth, and draw the obvious conclusion). This secret door leads to the records room (Area 5) and the vault (Area 6).

10) BEDROOM

This luxurious room has a large window that looks east. There is a big soft bed and a chest of drawers on the south wall, and a walk-in closet off the east wall, containing various clothing (worth a total of 98 gp). A Wisdom check (DC 10) reveals that someone has recently removed some clothing, and all commonly used grooming utensils.

11) BATHROOM

This room includes a chamber pot, a marble bathtub, two stacked wooden buckets, and a small firebox for heating bathwater brought in from the spring outside.

HOVARIN'S RAMPAGE

Chaos and bloodshed is everywhere. No one knows who is an enemy and who is a friend. There are no commands, no order, and no sanity. In the smoke and confusion, Hovarin and his Hounds reign supreme. They have given themselves over completely to blood lust, and move through the town in small groups, looking for things to kill.

After the initial confusion was over, the Hounds gathered in the plaza in front of the slave gaol. Hovarin identified the slave gaol as a stronghold, and commanded that some men be placed in it, both to secure it and to keep watch on the slaves. No Hound wanted to be on routine guard duty until Hovarin graciously offered them one of the slaves as a plaything. Now twenty Hounds guard the gaol. They have chosen one slave, and are cutting off bits of him to roast over the fire and eat. Worse, he is still alive.

After an hour or so of riotous bloodshed, the Hounds tire. Their legs grow weak and their sword arms heavy. They will retreat to the plaza, to rest and brag about their deeds to the other Hounds. After a time, most of the Hounds will gather in the plaza. Then one of them takes up a chant: a rhythmic, bestial grunting. If the others are rested, they too will take up the chant, until the whole town can hear them. They chant faster and faster. Then one of them runs forward into the town, and the rest follow. After this the plaza will be empty for a time, until the first of the Hounds tires, and returns.

As the riot wears on, there will be fewer and fewer Hounds. Assume that every time they go on a rampage, they lose 10% of their current number, and the rest of them lose 10% of their hit points.

The Hounds may discover Virda Maleki's stronghold (Liamar's manor) and attack it, at the DMs discretion. Remember that ships are equipped with catapults and ballistas, which the Hounds may dismount and use during this attack. Refer to *Goods & Gear*, or to the *Dungeon Master's Guide* for more information on specific siege weapons.

Rescuing the Slaves

The Adako Deji tribe is trapped within the slave gaol. Without help they are doomed to become food for the Hounds. The PCs may have met the Adako previously, or they may have been sent to rescue them. They may even feel the need to rescue a score of innocent (or relatively innocent) people from being eaten by a gang of vicious sociopaths. Whatever their reasons, the PCs will encounter significant challenges in rescuing them. Use the riot encounter table above to see what kind of resistance the PCs encounter on the way to the slave gaol.

The Hounds have a 60% chance of being in the plaza at any given time. If the PCs hide, and watch the Hounds for twenty minutes or so, the Hounds leave the plaza to hunt for more victims, leaving the way to the slave gaol open.

Twenty-three Hounds guard the slave gaol, but they are not doing a very good job. They wish that they could be taking part in the massacre in town. Instead of keeping watch, they are entertaining themselves by roasting one of the Adako alive. This means that most of them (14) are gathered around the cook fire in the exercise yard. Five more are in the cellblock, taunting the captives and poking them with long sticks. Two are on the southwest guard tower, and two are on the southeast guard tower. They are not paying attention, but playing a dice game (-5 to their Listen and Spot checks). The northern guard towers are entirely undefended.

If Bowenok Kurgar is with the PCs at this point, he will be quiet, unassuming and obedient. He is used to following commands. If asked to fight, he does so without hesitation. The PCs may notice that he also kills without hesitation or mercy. If he has time, he will give a fallen enemy an extra hit, just to make sure he stays down. This makes sense from a tactical point of view. It is unwise to leave a live enemy behind you. Still, it may be a little chilling to good-aligned PCs.

If Cordrel is with the PCs, he pretends to be only a low-level cleric, casting non-evil spells that do not reveal his nature, and saving his most powerful spells in case he has to battle the PCs later. He leaves most of the action to the PCs, which is probably the way the players will like it. The PCs can tackle this challenge however they like.

Hovarin's Hounds (23): hp 17 each (See Appendix B)

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The slave gaol sits in the middle of a tract of cleared space, which gives the guards a better view of escaping prisoners and approaching buyers. The compound is some 200 feet long and 120 feet wide, surrounded by a log palisade 15 feet high. There are four guard towers, one on each corner, also built of logs. Each tower is 10 feet on each side, and 20 feet high. There is a 5-foot high stage along the eastern side of the building, facing the plaza. At the rear of the stage, in the middle, is a stout wooden door. This door leads to the slave cells. A second door to the right leads to an interior staircase. In the middle of the north wall are two massive double doors, through which slaves arrive.

Log Walls: hardness 5, hp 60

Exterior Wooden Doors: hardness 5, hp 20, Break DC 23, Open Lock DC 30

Interior Wooden Doors: hardness 5, hp 10, Break DC 13, Open Lock DC 25

1) **LOADING BAY**

This is a walled off area inside the main palisade where wagons bearing slaves are unloaded. The walls are 10 feet high, making it a secure place to take the chains off. Visible around the west and south edges is a 1-foot-tall ledge for guards to stand on, giving them a better view of the slaves. There is a large, barred door in the east wall. Most of the east wall is part of the stone building that houses the cells.

2) **EXERCISE GROUNDS**

Slaves are taken out of the pens and exercised once a day. The guards run them back and forth along the scrubby patch of dirt alongside the south wall of the compound. The exercise grounds also contain poles and archery posts for the Golden Alliance mercenaries to practice on.

3) **PRIZE SLAVE CELLS**

This small wooden building is also built with logs, and contains seven cells 10 feet on each side, with two cells 10 feet by 20 feet. The larger cells are used as a reward for good behaviour. Since Liamar sold all of his prime slave stock already, this building is empty and the doors are unlocked.

4) **HOLDING CELLS**

These four enclosures in this stone building are 40 feet long and 20 feet wide. They stink of human waste. Each cell is divided from the others and from the rest of the

building by iron bars that stretch from floor to ceiling. The bars are set five inches apart. Three iron doors connect the cells to each other, while each cell has a similar door on the south side that allows access by the guards. Cell 4d has an additional enclosure that leads outside. Using the doors that connect the cells, the guards can herd the slaves from one cell to another, and outside to the stage without ever letting them out of the pen.

In these holding cells are all that remains of the Adako tribe, and their leader Jynko. There are not many of them left, as quite a few died during the passage when they were crammed together in the hold of a pirate ship and left to marinate in their own waste for the entire voyage. Jynko and eight warriors inhabit Cell 4b, and there are six more in Cell 4a.

Stone Walls: hardness 8, hp 90, Break DC 35

Iron Bars: 1 in. thick; hardness 10, hp 30, Bend DC 24

Iron Doors: 2 in. thick; hardness 20, hp 60, Break DC 28, Open Lock DC 30

Adako Warriors (14): hp 11 each (see Appendix B)

HP: □□□□ □□□□ □

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Jynko: hp 23 (see Appendix B)

HP: □□□□ □□□□ □□□□ □□□□ □□

5) **STORAGE AND STAIRWAY**

A variety of common tools, along with manacles, prods and hoods are stored in the northwest and southwest corners of this area. The stairs connect the upper and lower levels of the main compound.

6) **KITCHEN**

This kitchen provided food for both the slave stock and the garrison of Golden Alliance mercenaries. It contains a large fireplace, a giant iron pot for boiling gruel, oversized iron pots and pans and disorganized dry goods.

7) **PRIVATE STAIRS**

These steps lead from the master slaver's deck to the small door on the east side of the stage.

The Fall of Liaven

8) LANDING

A pile of manacles, prods and hoods lies in the southwest corner of this landing. Stairs connect the landing to the lower levels of the main compound.

9) GUARD DORMITORY

Accessed by two doors in a long, narrow hallway, these cramped quarters are where the Golden Alliance mercenaries spend their off hours. There are six bunkbeds in this room, for a total of 12 beds.

This room is against the chimney that comes up from the fireplace in the kitchen. Because it is warmer, it appears more lived-in than the other room (Area 10), and the musty smell of men who work hard and don't bathe often is strong.

Treasure: Small chest with 13 sp and 4 gp (Open Lock DC 20), dagger, lock of brown hair; small coin pouch

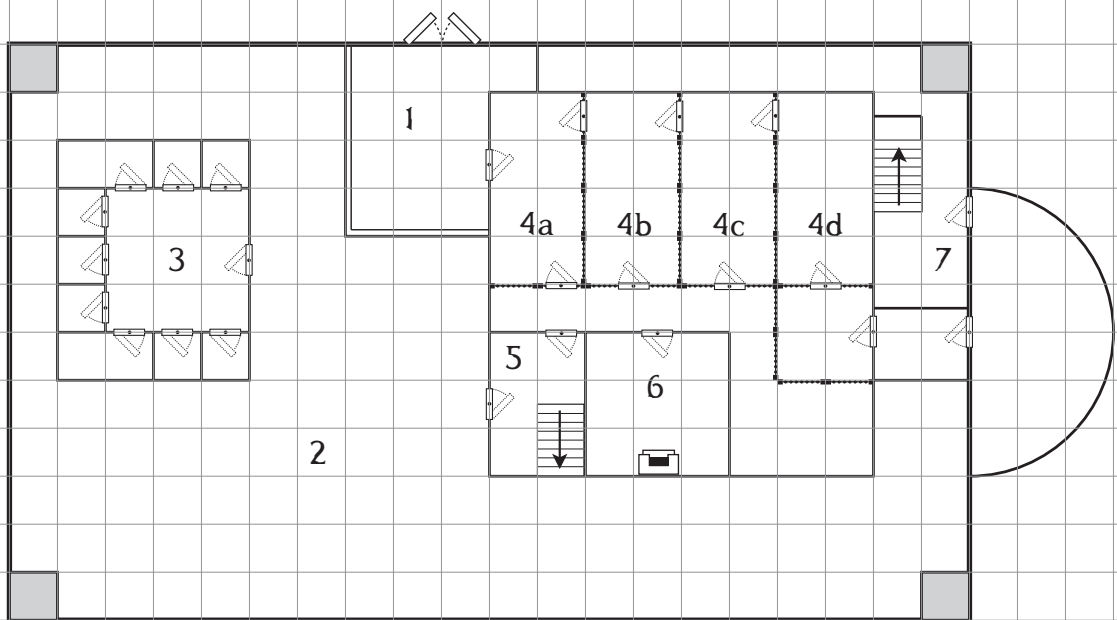
under bed (DC 10 Search check to find) with 8 gp; pair of dice hidden under pillow (DC 10 Search check to find) with 2 sp; medium chest with padded armor, 27 gp, 12 sp, 32 cp, mace and short sword (Open Lock DC 25); various worn clothing and boots.

10) GUARD DORMITORY

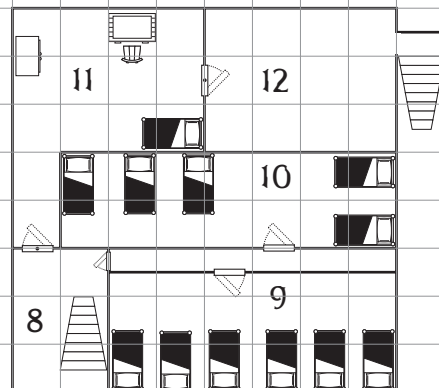
Accessed by two doors in a long, narrow hallway, these cramped quarters are where Golden Alliance mercenaries can spend their off hours. There are five bunks in this room. There are five bunkbeds in this room.

Treasure: Small chest with 24 gp (Open Lock DC 20), *potion of cure light wounds*; small coin pouch inside straw bedding (DC 17 Search check to find) with 3 cp, 12 gp and three small rubies each worth 25 gp; second small chest with 52 sp, 22 cp and a scroll with ribald pictures (Open Lock DC 20).

The Slave Gaol



10 feet



11) MASTER SLAVER'S QUARTERS

A fat Brandobian slaver once lived here. He left Liaven shortly before Cordrel Brovolm arrived, giving rise to suspicions that he may have known about Cordrel's mission. He was a fastidious man, and left his room the kind of clean that only an obsessive compulsive can. The only things remaining are the frame of his over-large bed, his chest of drawers and his desk, both of which are empty.

12) DECK

One of the perks of the slave master's job was a large, open-air veranda on which he liked to stand and glory in his position. Stairs lead down from this deck to the small door on the east side of the stage.

PART III: THE HOUSE WITH NO DOORS

The House With No Doors is a fortress designed by a frightened obsessive compulsive with a seemingly unlimited budget. It imprisons the mathematician who makes Liaven a possibility – Raxil the genius.

Getting There

The house can be reached by following foot prints that begin at the head of the stream. It is not particularly well worn, resembling an animal run more than anything else. An imp in the form of a raven is watching the path, at about the halfway point. If the PCs are using the path, read or paraphrase the following text:

Looking into the distance, the trail seems to wind forever. It is thin and covered with a low blanket of weeds. The trees on either side are close, and thorns snatch at your clothing from the under brush. There is little light here; the branches of the trees strangling it before it ever reaches the ground.

Each PC should roll a Listen check (DC 10) to notice that, in the trees, there is a sudden rustle of wings, then silence. The raven should be hard to see through the branches even on a sunny day and even harder to spot at night. A well-read PC can make a DC 15 Knowledge (arcana) or Knowledge (the planes) check to remember that ravens are not always what they seem (familiars, imps, etc.).

In truth, the imp was summoned by Cordrel (with the *lesser planar ally* spell) to watch the path and warn him of anyone approaching the house.

Imp: hp 13 (see the *D&D Monster Manual*)
HP: ██████ ██████ ████

1) ENTRANCE

When the PCs reach the end of the path, read the following.

As you near the end of the path, you can see a house silhouetted against the grey sky. You can also see that the house is surrounded by a garden, and the garden in turn is surrounded by a low, piled-stone wall. The path runs through an opening in the wall, with no gate. A brass plaque is attached to a large stone sitting just to the left of this opening.

The plaque reads "Private Property" in Brandobian, Merchant's Tongue and Svimohzish. Underneath the three lines of text is a stylized golden weight scale, with coins on the left scale and a tiny bullock on the right (Knowledge (religion) DC 10 to know that it is the symbol of the Landlord). If the PCs took the notebook from Liamar's vault (Manor House Area 6) they will understand why this plaque is here.

2) BIRDBATH

Within this area stands a birdbath, filled with water and topped in the center by a diminutive figurine of a shapely female (holding a longsword). This is where a guardian effigy waits for trespassers. If the PCs pass by the effigy, it follows the PCs (staying about 20 feet behind, and behind cover where possible).

If the PCs give an effigy the code phrase "private property," it returns to its previous position. If an effigy is attacked or if the PCs get within arm's reach of a effigy, all the effigies (see also Areas 3, 5 and 6) move to assist in the attack. If all the effigies are not present when the attack begins, the rest of them move at top speed to join the combat. If the PCs leave the effigies alone, nothing happens.

Guardian Effigy: hp 27 (see Appendix C)
HP: ██████ ██████ ██████ ██████ ██████ ████

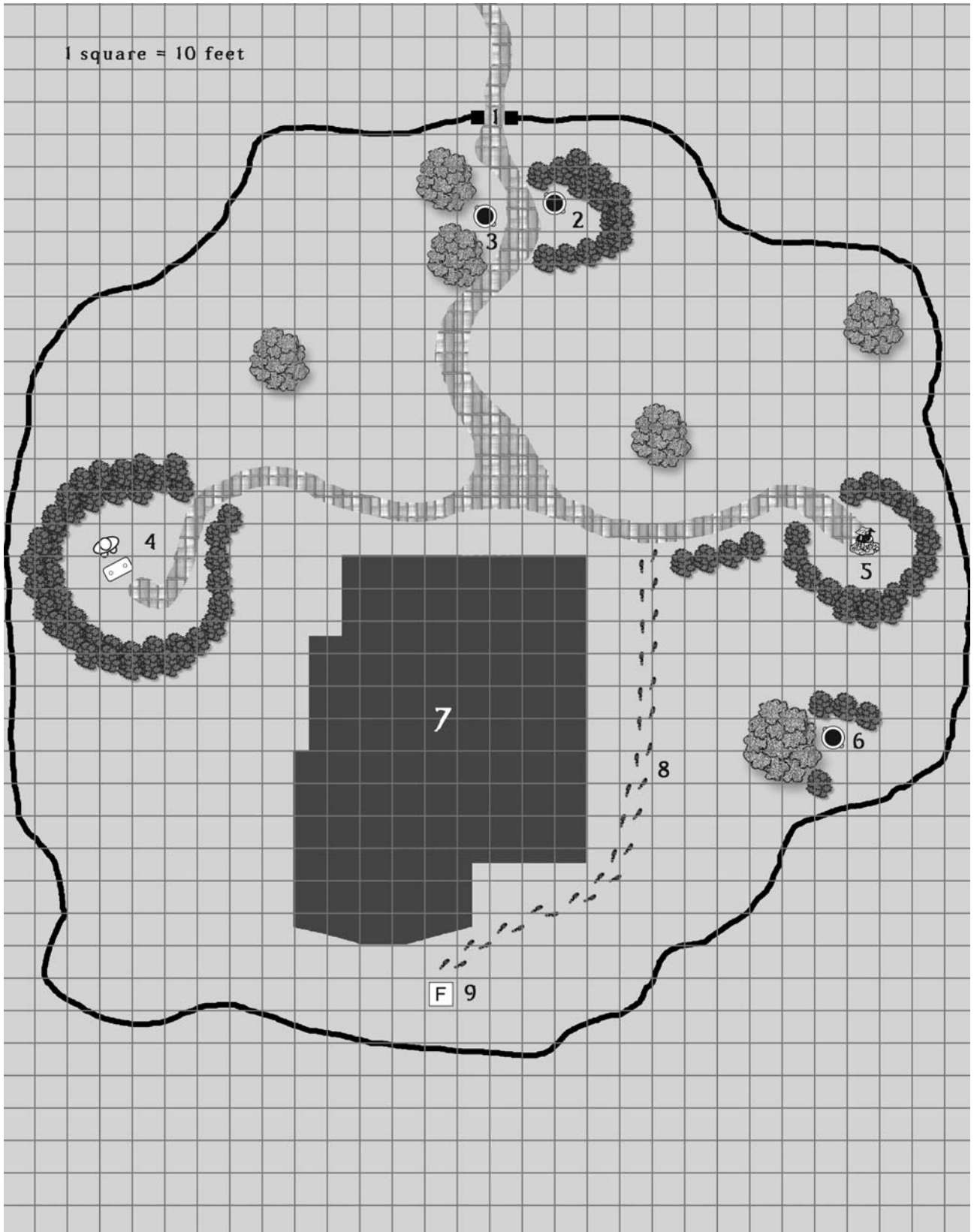
3) BIRDBATH

See Area 2.
Guardian Effigy: hp 27 (see Appendix C)
HP: ██████ ██████ ██████ ██████ ██████ ████

4) SHRINE TO THE LANDLORD

Read or paraphrase the following text.

An extremely lifelike statue of a woman is partially hidden behind a high hedge. An exquisitely carved cape obscures most of her thin form, but one stone hand protrudes to rest on what seems to be a metal walking stick. The most memorable thing about the statue is the look on its face, the expression of an opponent who has already beaten you and is just waiting for you to figure it out. In front of the statue is a stone altar.



The altar is covered in a fine whitish powder (Search check DC 10 to notice) that is actually crushed gem, evidence of sacrifices to the Landlord (Knowledge (religion) check DC 25; no check needed for clerics of that deity). There is a lot of it. Liamar takes his worship seriously.

Examination of the walking stick reveals that the top is covered in carved protrusions in the shape of gems, and (with a Search check DC 25) that there is a cunningly concealed button on the top of the walking stick that releases it from the statue. The walking stick is the spare key to the trapdoor (Area 9). Liamar's walking stick, now in Cordrel's possession, also serves the same purpose.

5) WISHING WELL

A high hedge surrounds this simple stone well. The well is topped by a small guardian effigy (see also Areas 2, 3 and 6). PCs that look down the well cannot see the bottom. If a PC drops anything down the well, he cannot hear it hit the bottom.

This well connects directly with a shaft that runs all the way down to the sea. A *tendriculos* inhabits the shaft, and will attack anyone lowered down more than five feet.

Guardian Effigy: hp 27 (see Appendix C)

HP: ██████ ██████ ██████ ██████ ██████ □□

Tendriculos: hp 94 (see the D&D *Monster Manual*).

HP: ██████ ██████ ██████ ██████ ██████ ██████
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6) BIRDBATH

See also Area 2.

Guardian Effigy: hp 27 (see Appendix C)

HP: ██████ ██████ ██████ ██████ ██████ □□

7) THE HOUSE WITH NO DOORS

This large, two-story stone house is of excellent design. Its proportions are pleasing to the eye. The stone seems cut and fitted perfectly, so that it is a seamless whole instead of a collection of blocks.

Smoke comes out of the chimney, but there are no lights in the windows, only shadows. It takes a heartbeat or so to realize what is strange about the house. Though it is a stunning piece of architecture, it is missing something.

You may want to have each player roll a Wisdom check (DC 5) at this point. If successful, read or paraphrase the following text:

You can see where the main door should be, with stairs leading up to a grand arched entryway, but within the arch there is nothing but rock. There are beautiful carved lintels for the windows in all the right places, but where there should be glass or shutters there is only more stone.

This should be a puzzle for the PCs. There are no secret entrances on the outside of the house. The walls are 5 feet thick, and built with an iron lattice inside (so that clever people can't use stone shape to get inside). In addition, *teleport* spells don't seem to work inside the grounds (thanks to Liaven paying a small fortune to a few clever wizards).

Someone might come up with the bright idea of climbing down the chimney (Climb DC 15 to get up to the chimney, and DC 10 to get down). There is, unfortunately, an iron grate halfway down the chimney, set into the very stone. There is no fire in the fireplace, since that would necessitate bringing wood in, which Liamar couldn't be bothered with. Instead, he paid a wizard a substantial amount of gold to bind two *magmins* within the fireplace. They are very, very bored, and will view the arrival of a PC in their chimney with delight. They will come up to play, but the spell that binds them won't let them past the steel grate. However, their presence will heat the grate, which then affects the PC touching it as a *heat metal* spell.

Magmins (2): hp 11 each (see the D&D *Monster Manual*)

HP: ██████ ██████ □

HP: ██████ ██████ □

8) FOOTPRINTS IN THE GRASS

Liamar and Cordrel were, initially, cautious to take different paths through the grass to avoid leaving a trail. However, routine has led them to repeat their path on frequent occasions. In addition, Bowenok is not so thoughtful, treading the same trail again and again.

A Survival check to track footprints (DC 16) reveals that his boot-prints lead from the path around the south side of the house, and then seemingly vanish. A further Survival check to track footprints (DC 10) reveals that many people have walked to this section of grass.

9) THE TRAPDOOR

This trapdoor is built into the ground, with grass growing on top of it. A Search check (DC 20) lets let the PC find the trapdoor (labeled "F", for "floor", on the map) and the small, round hole in its grass. Inserting the walking stick from the statue of The Landlord opens the trapdoor, which reveals a ladder leading down to an empty stone chamber nearly 10 feet square. A stairway from this chamber leads down through the earth into the labyrinth.

The Fall of Liaven

Fortunately, it is possible to pick the lock (with a DC 35 Open Lock check) if the PCs don't have the walking stick.

10) ENTRANCE TO THE LABYRINTH

When the PCs reach the bottom of the stairway, read or paraphrase the following text. Note that you may have to reword or remove the last sentence based on the PCs' light source. There are no light sources provided in the labyrinth.

Finally, you reach the bottom of the stairs. Ahead, you see a room of stone some 20 feet wide and 15 feet deep. The walls, ceiling and floor connect like the walls of a cavern, though more smooth and rectangular, but no blocks, tiles or tool marks are visible.

Corridors extending east and west from their respective corners, both in shadow. The only light here comes from the torch in your hand.

Close inspection of the walls reveals that the room has somehow been hollowed out of the rock.

The Labyrinth

The labyrinth is constructed in the bedrock of the island. The walls are not of hewn stone – instead, the passages were shaped by application of magic (another task Liamar paid far too much for), so the corridors are more like natural cave tunnels of a surprisingly regular size – roughly 10 feet high and 5 feet wide. The walls are so similar as to be almost identical, so every corridor in the labyrinth looks familiar.

The walls between corridors are solid, but not indestructible, so it possible to smash your way through the maze with Strength and a sledgehammer. There are no light sources in the labyrinth.

Typical Separating Wall: 1 ft. thick, hardness 8, hp 180, AC -1, break DC 35.

Typical Door: Hardness 5, hit points 20, break DC 23, AC 2; Open Lock 30.

Creatures: There are three golems (see Appendix C) wandering the labyrinth, not including the salt golems in Area 11. Pounding on the walls brings these three towards the PCs. The golems do not walk the safe path often, so they will usually be seen only when the PCs go the wrong way.

Each time the PCs enter an unsafe area, roll on Table 3: Maze Random Encounters to determine an encounter. Once all the golems have been destroyed, ignore this table or add random monsters of your choosing.

Twine Golems (3): hp 52 each (see Appendix C)

HP: ██████ ██████ ██████ ██████ ██████ ██████
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HP: ██████ ██████ ██████ ██████ ██████ ██████
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This being a maze, it is designed to prevent access to all, except the person who knows his way through it. However, few people are ever certain that they remember the exact way through a maze, and the better the maze, the less certain they are. If the consequence of forgetfulness is death, then they tend to leave themselves clues so that they can be certain of their way. Liamar is no exception.

Icons: At each intersection indicated on the map is a brass icon about 1 foot tall (or wide) set flat into the stone floor. The icons reveal (to Liamar) the correct path to avoid the traps. Of course, most of these icons may be meaningless to the PCs unless they managed to learn something about Liamar's personality or history while in town. Each icon and any meaning the PCs might have heard of, or recognize, is listed on the Labyrinth Path Icons sidebar.

Traps: The unsafe paths are littered with traps, most of them set in the ceiling – the place where intruders are least likely to look, or be able to reach. Running into a trap is a good indication that the PCs have taken a wrong turn, though they may not realize this (you may allow a Wisdom check at DC 15 to realize this, if the players do not figure it out).

Furthermore, Liamar set additional icons for himself in case he accidentally took the wrong path. In the center of the corridor, at a distance of five feet before the trap is encountered, a dull brass icon is set into the ceiling (Search DC 25). This icon indicates to Liamar how to avoid the trap ahead. (If the trap can be approached from multiple directions, there are multiple icons for each direction. Thanks to poor maintenance, there is a 35% chance that each ceiling icon has fallen down and been swept away, or is obscured by cobwebs, soot or dust.)

Ceiling Blade Trap: CR 3; mechanical; proximity trigger (detect good, detect evil); automatic reset; single target; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 26.

This blade swings down to slash through the area below.

Icon: Snake. A character of Medium size or smaller that crawls through the area will be safe from the blade, which misses anything less than 2 feet in height.

Camouflaged Pit Trap: CR 2; mechanical; proximity trigger (detect good, detect evil); automatic reset (1 hour); DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple

Table 3: Maze Random Encounters

Roll (d6)	Encounter
01-04	No encounter
05-06	Twine golem (or DM's choice)

Labyrinth Path Icons

Path #A (safe): Severed Brandobian head; indicates Liamar's dislike of Mendarns; requires a DC 10 Knowledge (local or geography: any Brandobian area) check, or DC 15 Knowledge (races) check, or Wisdom DC 15 check, for non-Brandobians to realize what human race is depicted (head has a typical Brandobian "bowl" haircut).

Path #B (unsafe): Severed elf head.

Path #C (safe): A flail; Knowledge (religion) DC 20 check for non-members of the faith to know that the dire flail is the weapon of The Landlord.

Path #D (unsafe): A spear.

Path #E (safe): A shirt with diamond buttons; Knowledge (religion) DC 20 check for non-members of the faith to know that The Landlord is said to appear dressed in such a garment.

Path #F (unsafe): A chainmail shirt.

Path #G (safe): Faceted gemstone; DC 20 Knowledge (religion) check for non-followers of The Landlord to know that gems are appropriate sacrifices.

Path #H (unsafe): Large pile of coins.

Path #I (safe): Wide sailing ship riding very low in the waves; DC 10 (Profession: merchant or sailor) check or DC 15 Wisdom check indicates a merchant ship heavily laden with cargo.

Path #J (unsafe): Wide sailing ship on the waves.

Path #K (safe): Cutlass; a common pirate weapon.

Path #L (unsafe): Apple; Liamar dislikes apples.

Path #M (safe): A circle; represents a hydrophonic sphere; Wisdom check DC 20.

Path #N (unsafe): A toothed clockwork gear.

Path #O (safe): A stylized shapely nude female holding a longsword; represents the guardian effigies found in the outside grounds.

Path #P (unsafe): An ogre; Liamar fears ogres.

Path #Q (safe): Stylized image of two men, one handing a bag to another; image on the cover of the Ledger (canon of the Parish of the Prolific Coin); Knowledge (religion) DC 20 check for non-members of the faith to recognize.

Path #R (unsafe): Stylized image of two heads, one male and one female, kissing.

Path #S (safe): An archway; the lack of a door represents the House With No Doors.

Path #T (unsafe): A closed door in an archway.

Path #U (safe): Stylized closed book with a + sign on the cover; Profession (merchant) DC 15 check to recognize symbol for a shopkeeper's ledger showing a profit.

Path #V (unsafe): Stylized open book.

targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device 19.

Icon: The letter B, V, A, or O in Reanaarese script, indicating which wall the approaching person should walk close to, to avoid activating the pit trap. If the pit trap may be approached from two directions, the icons will naturally be different on either side of the trap.

A character that speaks Reanaarese can determine the meaning of this icon with a DC 10 Wisdom check. The translation runs as follows: B = *boupaec* (north); V = *vaotoov* (south); A = *avaitoan* (east); O = *ouoon* (west).

If none of the characters speak Reanaarese, a DC 12 Knowledge (local or geography: any Reanaaria Bay area) check, or a DC 15 Knowledge (races) check, or a DC 20 Wisdom check reveals that the icon seems to be a letter from the Reanaarese alphabet. If a character beats the DC by 10, he or she knows what letter it is, but not necessarily what it means.

Poison Dart Trap: CR 1; mechanical; proximity trigger (detect good, detect evil); manual reset; single target; Atk +8 ranged (1d4+1 plus poison; dart); poison (kobold squeeze, DC 11 Fortitude save resists, initial and secondary damage 1d2 Dex); Search DC 20; Disable Device DC 26.

This trap fires a poison dart at the 5-ft. square beneath it.

Icon: Lizard. A Medium or smaller character walking sideways through the trapped square with his back touching either wall avoids getting hit by the dart (although passage through the square still activates the trap). Liamar chose this icon because the lizard can climb walls.

Poison Net Trap: CR 2; mechanical; proximity trigger (detect good, detect evil); manual reset; multiple targets; Atk +5 melee (DC 14 to avoid grapple by net with Str 18; plus poison); poison (green ape musk, DC 13 Fortitude save resists, initial and secondary damage 1d2 Str); Search DC 15; Disable Device DC 26.

This trap drops a poison-coated net on the area beneath.

Icon: Golden scales with one side slightly lower than the other (though there are no items depicted on either scale). A character that drops or tosses a Tiny or larger object into the second 5-ft square activates the trap, after which the characters can simply step onto and across the net to pass through. If a character touches the net with his bare flesh, he is poisoned.

11) SALT GOLEM ROOM

The double doors leading to this room look promising. In a maze where all the walls look the same, their very difference is encouraging. They have a good lock on them, which is even more encouraging. Unfortunately, this room is merely a lure for the curious.

Doors: Hardness 5, hit points 20, break DC 23, AC 2; Open Lock 30.

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As the double doors swing outward, you see what appears to be... [pause here for suspense] an empty room, about 15 feet deep and 25 feet wide.

If the PCs move into the room, they see the following:

From your new vantage point, you notice that the room opens up to your left. Looking over there, you see an area some 15 feet wide and 10 feet deep. A pile of whitish and semi-clear crystals, some large, many small, lie in opposite corners of this part of the room.

These piles of rock crystal are actually salt golems. They wait until the PCs touch them or affect them in some way (such as with magic) before standing and unfolding their limbs (this takes 1 round). If the PCs ignore the salt golems, they wait until the PCs start to leave the room, then stand up and move to attack.

If the PCs manage to lock or barricade the door to stop the golems from exiting, the golems begin to smash the doors. It takes them two rounds to shatter the doors.

Salt Golems (2): hp 31 each (see Appendix C)

HP: ██████ ██████ ██████ ██████ ██████ ██████
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HP: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: If the PCs defeat the salt golems and re-enter the room, they may find (Search check DC 20) a hidden compartment in the floor, under where the easternmost salt golem was sitting. In this compartment are a *potion of cure moderate wounds* and a *ring of feather falling*, stored there by the hired spellcaster who hollowed out the pits for the pit traps (and then died in one because he forgot where he stored his ring).

12) THE PAINTED STAIR

A brass icon of a monkey is stamped into the floor just outside the entrance (no door) to this room. When the PCs look into or enter the room, read or paraphrase the following:

The room ahead, seemingly some 20 feet wide by 10 feet deep, is empty. The light from your [state PCs light source here] reveals a staircase on the right-hand wall, going up.

The staircase is actually a very realistic “trompe l’oeil” mural (a painting that creates an illusion of three-dimensional space). It matches the color of the stone and the lighting of the room so closely that it takes a keen eye to

tell it from the real thing (Spot check DC 25 or Craft (painting) DC 18). Any character that comes within 10 feet of the staircase triggers a trap. A grated iron portcullis slams down over the entrance, trapping anyone on the inside in, and anyone on the outside out.

The floor of the room rests on an iron pole that runs north to south under the floor. Triggering the trap withdraws the bolts that hold the floor in place. The floor begins to tilt (the western end goes down and the eastern end goes up), dumping anyone on it into a pit to die of starvation. It is possible to stand on the angled floor without falling, but it is difficult.

All PCs in the room must make a Reflex save (DC 20), and after 1 minute standing on the tilted floor make a Balance check DC 12 +2/minute standing on the angled floor). A failed check means the PC starts to slide down the floor into the pit at an average rate of 5 feet per round.

Tilting Floor Trap: CR 2; mechanical; location trigger (10 feet or less from staircase paiting); automatic reset (5 min.); DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 24; Disable Device DC 19.

Portcullis: CR 1; mechanical; location trigger; automatic reset (6 min.); Atk +10 melee (3d6 damage if under portcullis); Search DC 20; Disable Device DC 20; hardness 10; hit points 30; break DC 28; AC 2.

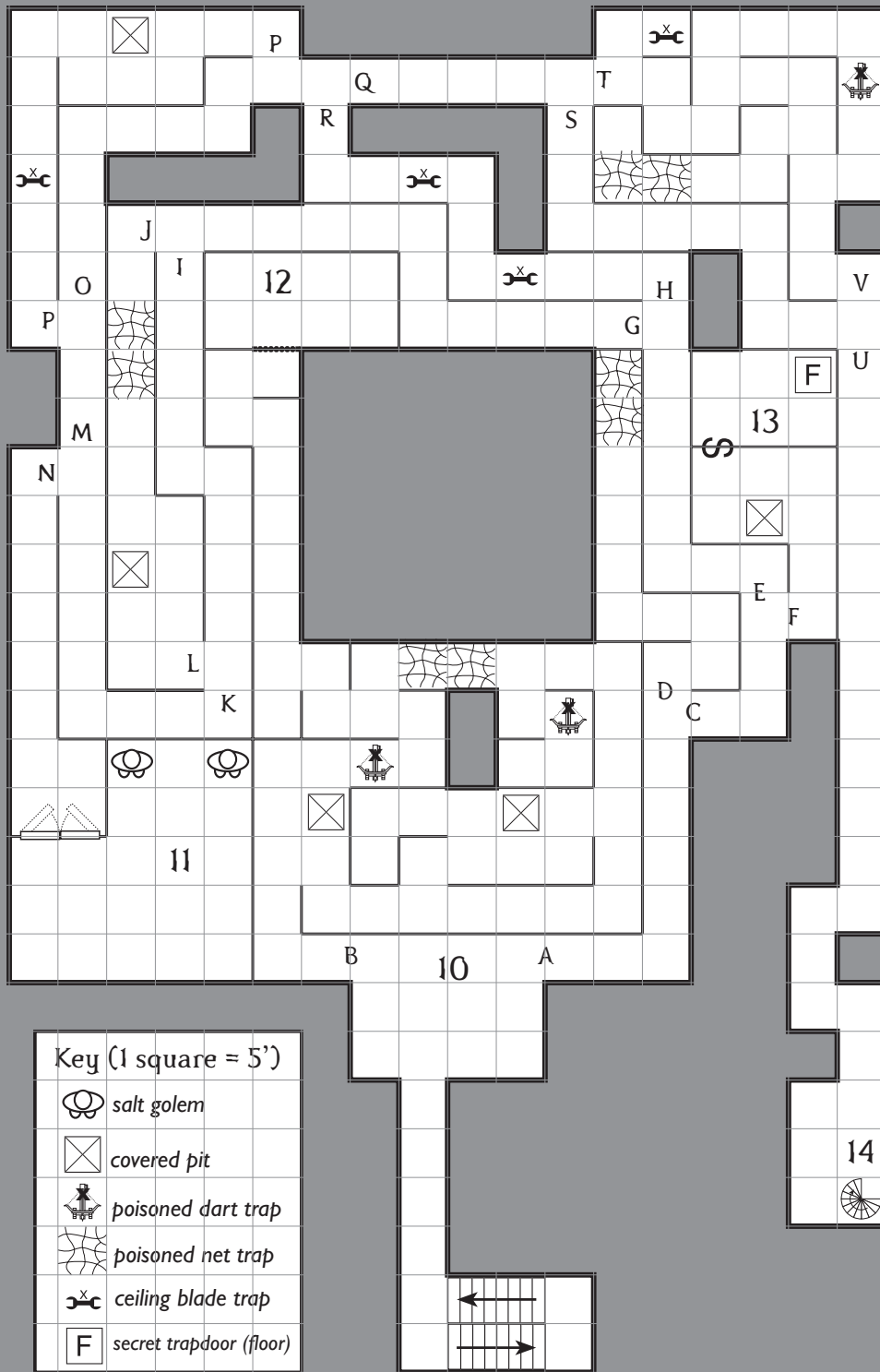
Icon: The monkey icon indicates the fastest solution to this problem – grab hold of the portcullis and remain there until the floor resets itself and the portcullis reopens. Unless a PC is carrying something heavy, no Strength checks to hang on are needed, as there are plenty of handholds and footholds. There is enough room on the portcullis for five Medium characters to hang on, though this requires overlapping bodies.

Treasure: At the bottom of the pit are several skeletons dressed in rotting clothes and armor (pirates who were smart enough to get into the labyrinth, but not smart enough). A Search check (DC 10) finds a metal walking stick (as the one in Area 4, Shrine to the Landlord) and a pair of boots in surprisingly good shape (*boots of levitation*).

13) LIAMAR’S SECRET ROOM

To get to this room one must avoid the pit trap in the hallway outside, and discover the secret door (Search DC 20). This is the room that Liamar set up long ago in case anything went horribly wrong. It functions as both saferoom and escape hatch. It contains a comfortable cot and enough rations for 30 days. There is also a plain cedar chest containing books of histories and plays, as well as clothes – not Liamar’s usual fashionable attire, but sailor’s clothing. Although plain, they are durable and of excellent quality (10 gp). Resting in a torch sconce above the cot is a *continual flame* torch.

Treasure: In the northwest corner of the floor is a secret trapdoor (Search DC 20). It opens to reveal a deep hole, with iron rungs carved into the rock as far down as the players can see. If the PCs climb down (about 50 feet), they come to a hidden cavern, where a tiny sailing yacht



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bobs at anchor. A small, connecting tunnel curves, narrows, and eventually emerges in a sheltered spot on the northwestern side of the isle. Onboard are three months of iron rations, platinum bars (painted gold) and gold coins worth a total of 4,000 gp.

14) STAIRCASE

This spiral staircase leads to the upper level of the labyrinth.

Labyrinth Upper Level

This level is of the same type of construction as the last. Unlike the first level, it is more rooms than corridors. There are no traps in the corridors, but there are no brass icons to show the right path, either. The entire level is occupied by carved gargoyles, which are there to hide the few real gargoyles that wait patiently for prey. Be sure to mention the ugly, leering things when describing the corridors. The DM should feel free to add more living gargoyles as needed, if the PCs need a greater challenge.

All doors on this level are made of iron, and locked unless otherwise noted.

Iron Doors: 2 in. thick; hardness 10; hp 60; Break DC 28; Open Lock DC 30

15) ENTRY

This room contains a staircase that connects this level of the labyrinth with its lower level. When the PCs enter this room, read or paraphrase the following:

The stone staircase ends in a stone room some 20 feet wide and deep. A corridor extends some 5 to 10 feet from the northwest corner, before turning directly north.

Grinning statues of bizarre winged and horned humanoids crouching on columns adorn the corners, and seem strangely out of place.

The creatures are gargoyles, though not true gargoyles (that is to say, they are not alive), but they are well carved enough to give the appearance of life. PCs who have not encountered gargoyles before may attempt to recognize the race with a Knowledge (monsters: monstrous humanoids) check at DC 15.

16) THE BYPASS CORRIDOR

If the players manage to open the secret door, read or paraphrase the following text:

As the secret door opens inwards, you see a new corridor, heading straight for some distance into the darkness.

This corridor leads to Area 22 and bypasses most of this level's dangers, but is hidden by a secret door (Search DC 30). A false rock conceals a keyhole (Open Lock DC 30). Once the lock is undone, the door opens inwards.

17) THE SPIKE ROOM

This twisting corridor looks much like the others you have seen, but for one strange thing – a single square block of carved stone some 5 feet in diameter, resting against the northern wall. On each side is the carved face of a creature just like the statues in the stairway room.

The block of stone has three location triggers to the east, west and south sides of the block. All of these must be triggered within 10 seconds of one another to set off the trap. When the trap is triggered, iron spikes shoot out, attacking all squares adjacent to the block. In addition to searching for this trap, it is possible to hear it in action when the locations triggers are set off.

Each PC that steps on one of the location triggers is allowed a Listen check (DC 25) to hear the soft click of the triggering mechanism. Make these rolls secretly – nothing makes PCs more nervous than the DM rolling dice behind the screen.

Three-Spike Trap: CR 3; mechanical; multiple location triggers; automatic reset; Atk +16 ranged (1d6+4, spike); multiple targets (fires one spike at each adjacent 5-ft. square); Search DC 20; Disable Device DC 18.

18) GAS CORRIDOR

This short 15-foot corridor travels to the east before ending at another door.

Unless the PCs prop the door to this room open, it closes behind them. One round later, the corridor in between then fills with gas. The trap can be detected by searching the corridor (and locating the hidden gas pipes).

The gas itself smells like cooking spices but is harmless, except that it acts as a lure for gargoyles, making them frenzied with hunger and giving them a +4 bonus to Strength rolls and melee attack rolls against a target with that smell. The smell may be washed off with water or camouflaged by another smell (such as perfume). The smell wears off after 24 hours.

Gas-Filled Corridor Trap: CR 5; mechanical; location trigger; automatic reset (1 hour); gas (smells like some sort of spice); multiple targets (all targets in a 15-ft. by 5-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16.

19) GARGOYLE ROOST

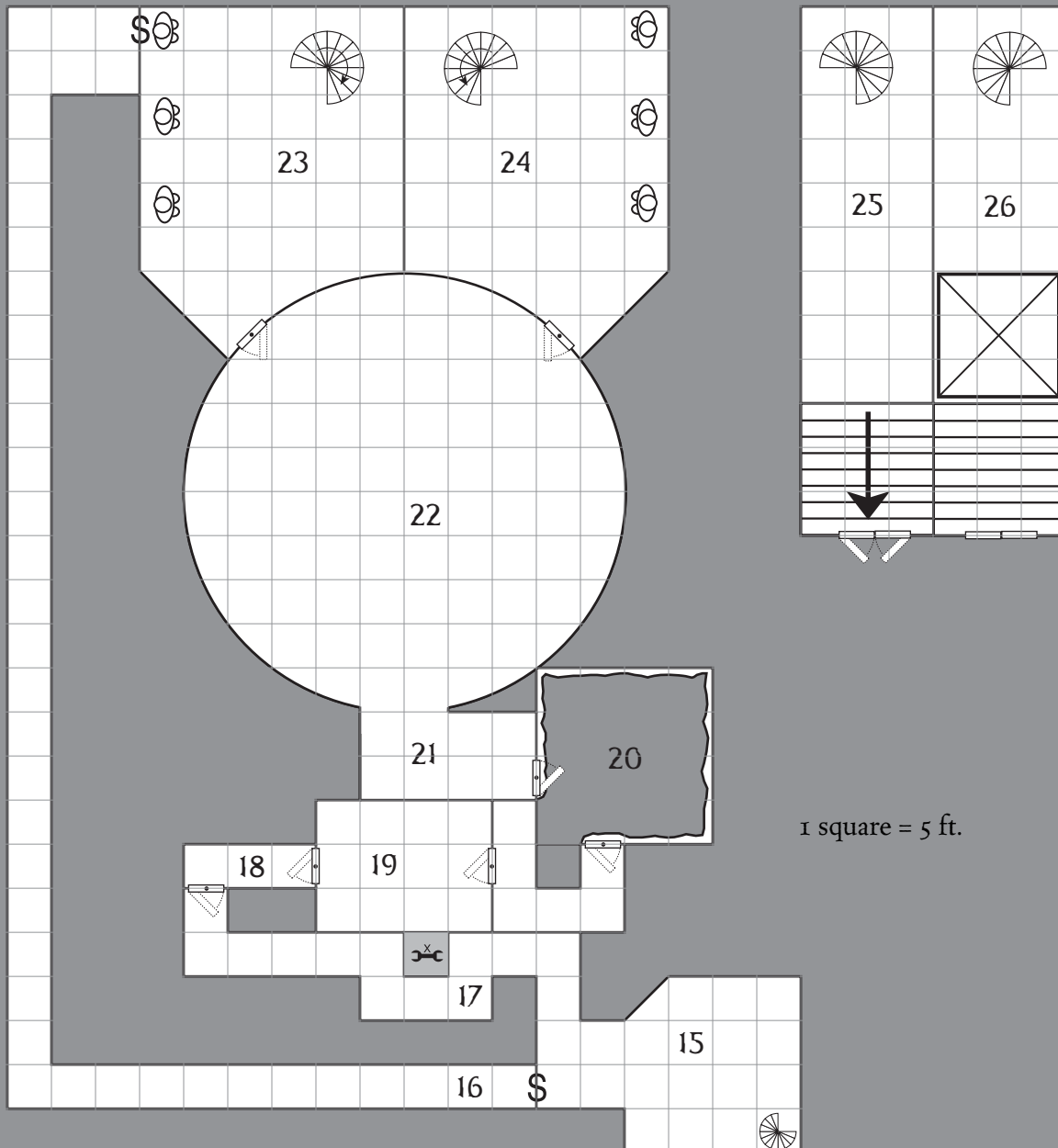
Opening this door, you see before you a high-ceilinged room some 15 wide by 20 feet long, with a door on the far end. Along every wall are tables, covered with bits of granite, half-empty toppled jars of dried and cracked clay, and a variety of small chisels and hammers.

Several man-sized statues, of the same creature you saw statues of earlier, stand in the corners of the room. In addition, each table seems covered with cracked, broken or half-completed statues.

Severed heads and bits of stone limbs lie scattered over the floor as well. Carved stone eyes seem to leer all around you.

If the PCs realized that the gas from the corridor made them smell like food, they should be quite frightened upon entering a room seemingly filled with gargoyle statues. No doubt they expect one or more of the statues to come to life and attack, and will be on their guard against such an event.

In truth, there are only two gargoyles in this room, and they are sleeping, hanging upside down from the rafters of the 20-ft-high ceiling. If the PCs state they are looking



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around, they may notice the gargoyles with a DC 22 Spot check. Otherwise, assume they are too focused on the statues to tilt their heads far back and look up at the high ceiling (DC 12 Spot check to notice even if they are looking directly at the ceiling, thanks to the darkness and the gargoyles' coloration).

If the PCs examine any of the statues, they may notice (Search check DC 12) claw marks that appear frequently on the statues at or around the break.

The gargoyles are currently too far away from the PCs for the scent to affect them, but they will fly down and attack if the PCs wake them up. Roll a Listen check for each gargoyle as the PCs move about the room. (DC 12 if the PCs are trying to be quiet or DC 7 if not; gargoyle's Listen skill modifier +4). If the PCs shatter a statue or make equivalent noise, the gargoyles wake up and fly down to attack.

Gargoyles (2): hp 37 each. Statistics are as defined in the *D&D Monster Manual*, with the following change to languages: Auran, Dwarven, Elven (Low), Giant, Gnome, Halfling, Merchant's Tongue, Terran.

HP: ██████ ██████ ██████ ██████ ██████ ██████
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HP: ██████ ██████ ██████ ██████ ██████ ██████
██████ ██

Treasure: If the PCs succeed at a Search check (DC 15), they find a grappling hook and 15 feet of rope in a pile of stone limbs.

20) DARK SPIKED PIT ROOM

Upon opening the door, you are greeted with blackness. Strangely, the light from your [torch, lightstone, lantern, as appropriate] seems to provide no additional light past the door frame.

Most of this room's floor has fallen away, revealing spikes 10 feet below. A spike in the center of the floor is enchanted with a permanent *darkness* spell cast on it. Any PC entering the room must make a Balance check (DC 10) or fall into the spiked pit (Atk +10 melee, 1d4 spikes per target for 1d4+2 each). A PC with a sufficiently developed sense of hearing could sense that the chamber was large (Listen check DC 25) or that it had no floor (Listen check DC 30) by listening to the echoes.

There is a narrow ledge that leads counter-clockwise around the edge of the room, but it varies in size from step to step. With several Balance checks, a PC could edge his way around the circumference of the room, and reach the door on the western wall. Balance checks are required every 10 feet for Small characters or every 15 feet for Medium characters, and are as follows: southern ledge DC 15, eastern ledge DC 20, northern ledge DC 10, western ledge DC 20.

Alternatively, a PC could use the grappling hook (from Area 19) to catch the door handle on the western wall (Use Rope check DC 15; if successful then roll 20% miss chance; if failed no need for miss chance roll). By dragging a table to the door and tying the other end of the rope to it, the PCs can cross by hanging from the rope and "walking" themselves across with their hands (and with a successful Climb check at DC 15 to avoid falling). A character could also climb the wall (Climb check DC 20).

Even simpler, PCs could lower the tables (upside-down) onto the spikes and just walk across them, then boost a PC on the shoulders of another to open the door.

21) MASK ROOM

You emerge from the darkness into the light. After your experience in the darkness, the light seems so bright that for a moment it almost dazzles you. The blurry images resolve themselves slowly. This room is grey stone, like all the rest, some 10 feet wide and 20 feet long.

A burning torch on the southernmost wall lights your way, and you see a small object hanging on the western wall, directly opposite you.

If the PCs approach within 10 feet of the mask (which has two *magic mouth* phrases cast on it), it speaks in Merchant's Tongue. Read the mask's words only to PCs who understand this trade language.

As you approach, you see that the object is a stylized metal mask, constructed to look like a smiling drama mask. Though its eyes are empty holes, you can almost feel it looking at you. Suddenly, its mouth moves, and it speaks in a rhyming voice:

"Sneak, glide, hush, pride,
sneak, glide, hush, pride,
raucous evil you deride.

Clink, boom, clank, doom,
clink, boom, clank, doom,
all is quiet in your tomb."

The mask speaks when the PCs approach within 10 feet. If the PCs withdraw and return, it repeats itself.

It is extremely unlikely that the PCs realize cryptic message indicates that the birthing place of a sonic spawn lies just ahead, but hopefully (Wisdom check DC 20 if necessary) they will realize that words of quiet are associated with success, and noisy words with failure.

22) THE SONIC SPAWN (CR 4 TO 6)

Years ago, during the construction of the labyrinth, Liamar allowed one of his hired spellcasters to perform elemental summoning experiments here. Though the spellcaster is long gone, the effects of his last experiment remain. For quite some time, a sonic spawn (offspring of an air and fire elemental) has been struggling to coalesce its essence onto Tellene. (Imagine a baby chick breaking out of its eggshell, only the chick is an elemental spawn and the egg is a sphere of mysterious, invisible force energy.) The PCs' noises may give it that last little boost of sonic energy it needs.

As the PCs enter the room, the archway seals itself behind them. Read or paraphrase the following text:

As you enter this room, your [insert PC light source here] shows that you've entered a domed circular room perhaps some 50 feet in diameter. Behind you there is a soft grinding sound, then silence. You can hear your own heart beating, but nothing else.

No matter how much noise the PCs make, they are unable to hear themselves in this room. Unfortunately, making noise gives the sonic spawn the energy it needs to finally bring itself into full being. If every PC in the room can make a Move Silently check (DC 13), they can avoid making enough noise to activate the trap.

If the PCs are noisy, they may have a Spot check (DC 15) to allow them to see what is forming in the center of the room. If no one sees it, you may have the sonic spawn attack them without warning.

In the center of the room, you notice something. It is no more than a ripple in the air, the kind of thing you might see if you were looking through a slightly warped pane of glass. It may be your imagination, but the edges of the distortion resemble a human-like silhouette. It almost seems as if it is growing bigger as you gaze upon it – or perhaps it is just moving closer.

The PCs must now defeat the sonic spawn. It continues to drain all noise from the room until it is defeated or until one of the northern doors is opened, meaning that the PCs cannot hear it, themselves or each other, and all spells that require verbal components do not function, unless the spellcaster has some other way of casting the spell (such as the Silent Spell feat from the *D&D Player's Handbook*). Spellsingers (see the *Player's Guide to the Sovereign Lands*) will have to rely on their skill at armed combat.

If the PCs can see far enough, or when they move to the other side of the room, you can tell them that there are two iron doors on the far side of the circle. There is one to the northeast and one to the northwest.

Sonic Spawn: hp 68 (see Appendix C)

HP: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████
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23) THE EXIT ROOM

This room is resplendent. A plush red carpet leads from the door to an elegant iron staircase that curls its way upward. To the left, three columns sport expensive and tasteful sculptures.

Beside the carpet on either side are three candelabras. There are no candles in them, but they provide a stately and dignified light nevertheless.

Behind the third column is the secret door that leads to Liamar's bypass route. It is fairly easy to find (Search DC 15). The three statues are stylized human forms covered in geometric designs. The staircase leads to Floor 3, Area 25.

Treasure: Each candelabra has a permanent *light* spell cast upon it. Each statue is worth 160 gp.

24) THE WRONG ROOM

This room is a mirror image of the exit room. The staircase leads to Floor 3, Area 26.

Floor 3

25) ENTRY HALL

Unlike most of the previous areas, this location has lighting.

This is a wide, warm hallway. It runs 45 feet south before becoming a wide stone stairway. The flagstones of the floor are covered in red carpet. Smokeless tapers light up the mellow stained wooden walls. A brass plaque is fixed to the right hand wall just beside you.

If the PCs can read Reanaarese, they may translate the plaque as follows:

The drunk staggers rightwards and leftwards
 His footfalls uneven his balance askew
 By moonlight it gets him in trouble,
 Assaulted and hassled and beat black and blue

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But here in the dark there's no moonlight
The drunk's random steps keep him true
It's the straight line that gets you in trouble
Gets you sliced up and turned into stew.

Under the carpet are a series of pressure switches. If they get set off in a straight line or at a regular pace, they trigger a trap. If set off in a zigzag (like a staggering man), they do nothing (you may allow a DC 20 Wisdom check for the PCs to realize this). If you do not already know, ask the players their marching order.

Wall Blades Trap: CR 3; mechanical; multiple location triggers; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (4d4/x4, two scythes); Search DC 25; Disable Device DC 22.

26) RETURN TO SENDER

This hallway is a mirror image of the first hallway, but without the plaque. Walking down this hallway triggers a pit-trap that dumps the PCs back into the Sound-Golem room (Area 22). The stairway at the end of this hall is false, and the doors open to reveal a blank stone wall.

Pit Trap: CR 2; mechanical; location trigger; automatic reset (5 min.); multiple targets (15 ft. square); DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 25; Disable Device 20.

Floor 4

Here begins the house proper. It really is a splendid mansion – large, tastefully decorated, and expensive. Liamar spared few expenses to make Raxil feel comfortable in his captivity. Interestingly, Liamar always felt guilty about the necessity of imprisoning the gnome. Not guilty enough to let him go, of course, but guilty enough to spend a great deal of money to assuage his conscience. For his part, Raxil has little chance to notice the trimmings. He spends much of his time in his workshop, crafting replacement *hydrophonic spheres* for the pirates.

The house is built on a large scale, but most of the chairs and furnishings are gnome sized.

27) SALON

This is an entryway fit for a king. The arched ceiling vaults into the air supported by massive pillars. A stairway curls up to a second-floor walkway that runs east. Under the walkway you a stone archway that leads to another massive room. In front of you is a simply dressed man with a dull, pale face.

“Ah” he says, “visitors. Please come in, make yourselves comfortable in the grand hall. I regret we have no refreshments.”

The man is Bendril, a Brandobian manservant Liamar hired (then captured) to care of Raxil. Though he is as much of a prisoner as Raxil, Bendril comes from a long line of manservants. He is absolutely non-violent, and impeccably (and inexplicably) polite. If asked, he explains that the master is busy at the moment but will be down soon. He reveals Cordrel's location if threatened.

If the PCs question Bendril, he can provide as much of the prologue as the DM desires, since Liamar occasionally poured out his woes to Raxil (no doubt hoping – unsuccessfully – to gain a sympathetic ear). Raxil, in turn, passed this knowledge on to Bendril. Otherwise, Bendril knows next to nothing about Liaven or the pirates.

If the PCs agree to wait, Bendril goes to see Cordrel Brovolm (see Area 35 and 36).

28) GRAND HALL

This room is huge, as big as a small house itself, with a ceiling at least 30 feet tall. Light comes from a fireplace, big enough to roast a boar in, set in the south wall. In front of the fireplace is a tiny chair.

On the north wall, about halfway up, is a railed walkway that connects with the stairs in the salon. On every other wall, stretching from floor to ceiling, are bookshelves. A ladder with short-spaced rungs is attached to the shelves for easy access to the topmost books.

To the west is another archway.

This is the place that would serve as the ballroom in a real mansion, but since Raxil was the only occupant, he used it as a place to store his spare books, and a nice place to curl up in front of the fire and read.

If the PCs look around the room, they may make a Search check (DC 10) to notice that the fireplace contains fire, but no wood. This is the fireplace that contains the two magmins (see Area 7). They are unable to leave the confines of the fireplace, but they will “play” with anyone who comes in to join them.

Magmins (2): hp 11 each (see D&D Monster Manual)

HP: ██████ ██████ □

HP: ██████ ██████ □

29) CLOAK ROOM

This combination cloak room/sitting room contains stacks of chairs (appropriate for the dining table in Area 30), three comfortable lounge chairs, and several shelves and wall hooks.

30) DINING HALL

The dining hall follows the massive design of this place. The table is 25 feet long and made of dark-stained hardwood. On the west wall is a matching hutch that

contains fine plates and cutlery for a banquet. The table, though once fine, is now ugly and covered in scratched mathematical formulas. Raxil will write on anything that's in front of him when he gets an idea. The room is lit by a hanging chandelier of simple design.

31) STOREROOM

This was designed as a kitchen, until Liamar realized that it would require him to constantly bring food and water in from the outside. Instead, he provided each of his captives with a *ring of sustenance*. Perhaps the greatest regret of both Raxil and Bendril is that the only fresh food they receive is what little Liamar (or now, Cordrel) brings in.

32) TAILORING ROOM AND VAULT

This small room is crowded with clothes and tailoring equipment (needles, thread, scissors, etc.), piled on every horizontal surface. It contains a scrub brush, and basic

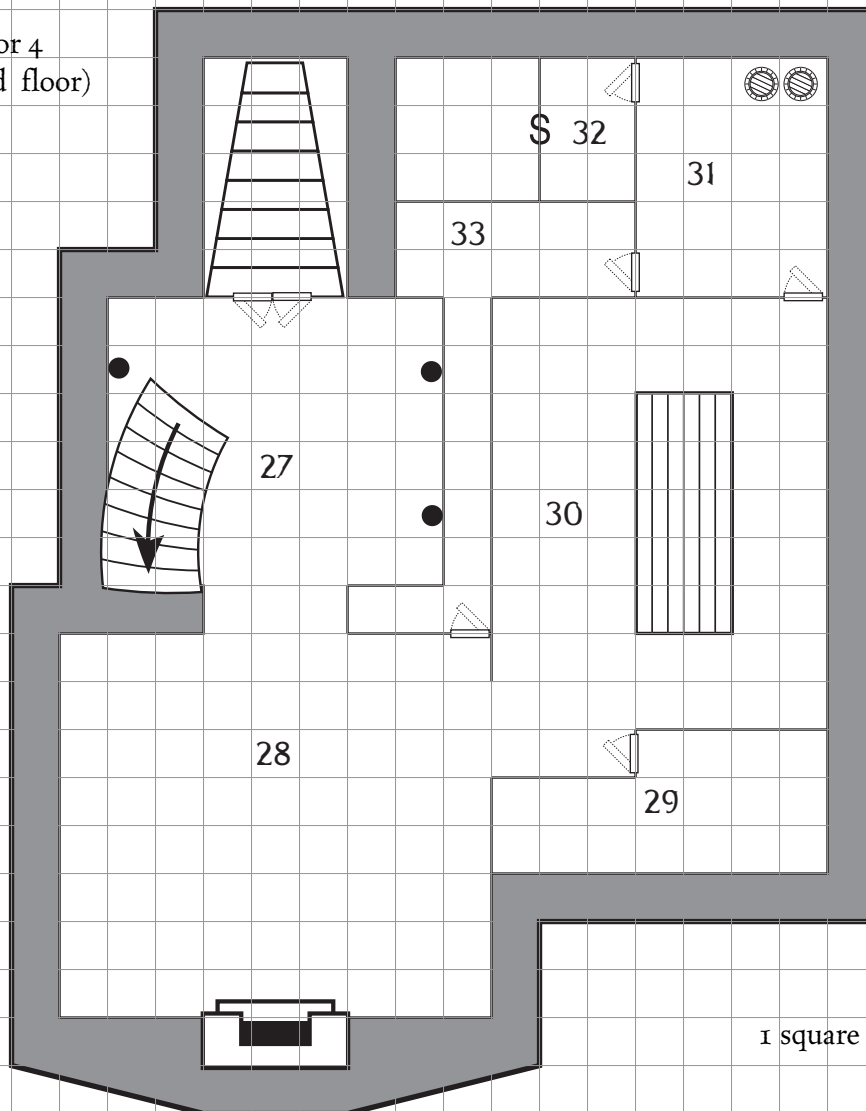
tailoring equipment (needles, thread, scissors, bolts of cloth, etc.). Old clothes are thrown into the fireplace.

A secret door (Search DC 25, Open Lock DC 30) in the western wall leads to one of Liamar's secret vaults. It contains: 10 gold bars worth 500 gp each, a jewelled gauntlet worth 1,200 gp, a set of two gold rings with star sapphires (total worth 1,000 gp each), and centuries-old paintings of a Svimohz female (worth 1,300 gp), an incredibly tall man holding a sea serpent by the neck (worth 925 gp), Kalamaran knight Rovak Fendoral and the Sword of Kings (worth 2,100 gp), and a grove of trees (worth 500 gp).

33) BENDRIL'S ACCESS

This room provides access to the hallway that leads to the servant's door in the Grand Hall. It also contains his bed, clothes and few personal possessions.

Floor 4
(ground floor)



1 square = 5 ft.

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34) UPPER WALKWAY

The walkway is accessible from the stairs in the salon (Area 27). It has railings on either side. The south side overlooks the Grand Hall (Area 28).

35) SPHERE ROOM

Normally, as the sphere turns, persons in this room can feel a deep, pulsating hum filling the room. However, Cordrel has opened a repair hatch on the main sphere, making it spin silently.

As you enter this hemi-spherical room, a great metal ball some three feet in diameter immediately catches your attention. It slowly rotates in mid-air, about a foot above the floor, in the center of the room.

Scattered throughout the room are pieces of parchment and tiny bits of fine metal pieces, some of which seem to interlock. There is a desk with a tiny chair on the south side.

Glancing around, you see two doors to your left.

If Cordrel is still alive, read or paraphrase the following text. Note that if the PCs know Cordrel in another guise, but not his true name, describe him as the PCs know him.

Suddenly, the left-most door opens. Staring at you with cold eyes is Cordrel Brovolm. He seems disappointed.

“So, you did come,” he says. “No matter. I will give you one chance to walk away. Leave this island to the Pel. Let those worthless pirates assume their rightful place as slaves.

Join me, and when my forces arrive, we will leave together. Stand against me and I will kill you.”

All of the PCs should know what the Pel is, and that they might be facing an ambassador whom, if they kill, the theocracy of Pel Brolenon might avenge.

If the PCs accept Cordrel's offer, Cordrel hires them as mercenaries, permitting them to retain any treasure they have found so far, and giving them passage off the island (to the Pel) when the fleet arrives. Raxil remains a prisoner. Everyone else on the island, including Virda Maleki and the Adako, are taken as slaves. Pel Brolenon gains territory within reach of Eldor's colonies, which could mean trouble in the future.

If the PCs reject Cordrel's offer, he will fight. Cordrel heard (or Bendril told of) the PCs approach, and so he

consumed both a *potion of shield of faith* +3 and a *potion of owl's wisdom*. If Bowenok is alive, he consumed a *potion of shield of faith* +3. The slave positions himself on the stairs in front of Cordrel, ready to defend his master to the death. If Bowenok is dead, a bearded devil (summoned in advance with *lesser planar ally*) takes his place.

Cordrel opens combat with the *dominate person* spell. He uses it on the strongest looking party member, who he then commands to attack the weakest looking party member. Cordrel will fight hard, but not to his death (if possible). If it looks like all hope of winning this battle is lost, Cordrel will stall the PCs using his *Imprison* ability, and then attempt to flee back through the labyrinth, using any remaining magics to slow down the PCs.

If Cordrel would make a good recurring villain for the PCs, you may consider having him escape via *teleport* spell.

Cordrel Brovolm: hp 41 (see Appendix A)

HP: ██████ ██████ ██████ ██████ ██████ ██████
██████ ██████ □

Bowenok Kurgar: hp 61 (see Appendix A)

HP: ██████ ██████ ██████ ██████ ██████ ██████
██████ ██████ ██████ ██████ ██████ ██████
██████

Bearded Devil: 45 hp (see the D&D *Monster Manual*)

HP: ██████ ██████ ██████ ██████ ██████ ██████
██████ ██████ ██████

36) LIBRARY

There are hundreds of tomes lined up on the shelves here, in various states of decay. They are all extremely well used, many with broken spines and extensive notations in all the margins. They are in no discernable order.

Cordrel is in here, reading, but exits into the sphere room (Area 35) when the PCs enter it.

37) LIQUOR ROOM

This was one of Liamar's additions. Raxil rarely goes in here, and neither does his manservant. It is cold, and dusty. Two large stands rest against the north wall, which each hold several beer-kegs. The shelves in the center of the room are stocked with whiskey and other expensive alcohols. Everything in here is dusty. There are a few spaces on the shelves where a bottle has been taken down, but they are few and far between. If the PCs somehow get all the treasures of this room out, they



Raxil

would be worth 2,000 gp. Liamar has very good taste, and there is a great quantity here.

38) RAXIL'S BEDROOM

This is a large but comfortable room with a wardrobe, table, chair, and a bed. Raxil sleeps here, and was doing so when the PCs fought Cordrel (if they did so). Even though he heard the noise, he remained in his room rather than face unknown dangers.

Naturally, Raxil is pleased to be released. If the PCs have any further questions about exactly what happened on the island, Raxil can explain it to them.

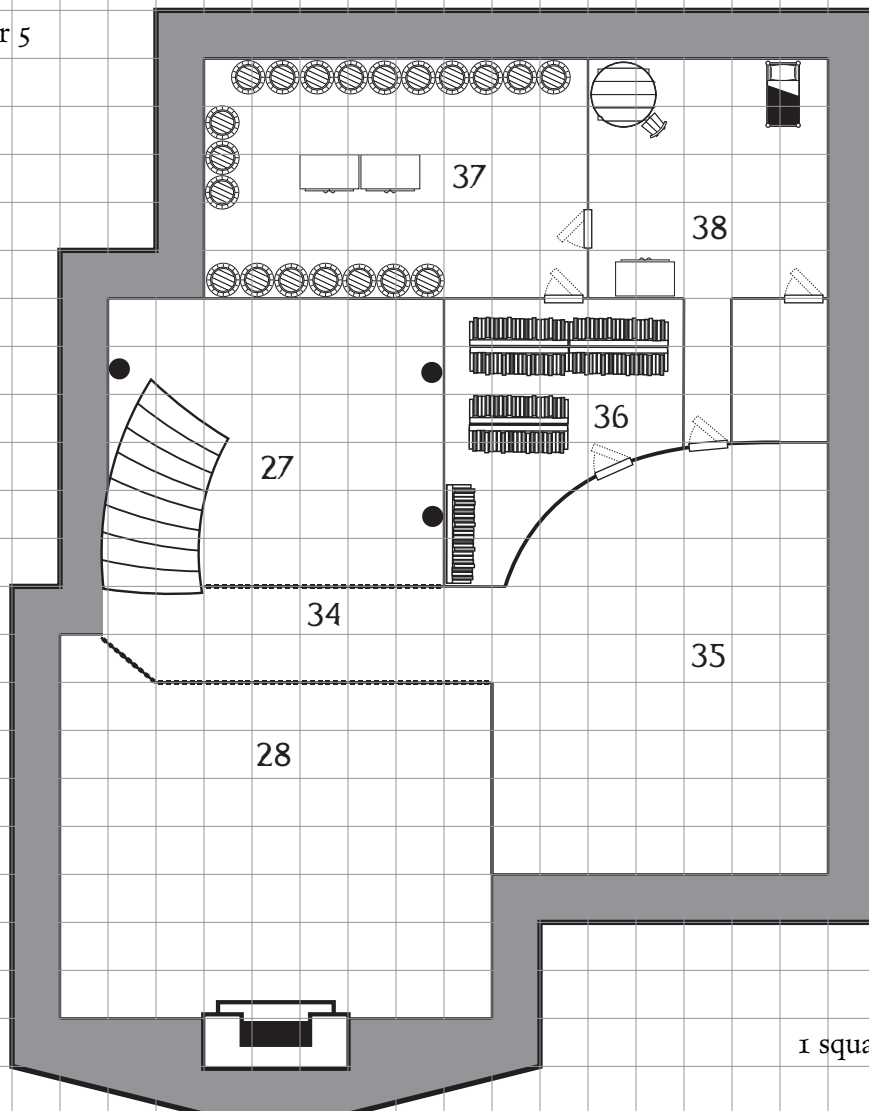
If the PCs rescue Raxil, he is quite grateful but can offer no reward other than to help them escape the island. He will not explain the sphere's construction to anyone, and refuses to help maintain it any longer. Only if the PCs cruelly, physically, torture him will he relent.

ESCAPING THE ISLAND

The only way to escape the island is to keep a working *hydrophonic sphere* in the water beneath or around the escaping ship – or with a *teleport* spell. Thus, PCs without this spell must leave the central *hydrophonic sphere* intact and working, taking one of the smaller units with them. However, without Raxil to maintain the larger unit, and construct and maintain the small ones, the main sphere will eventually cease to function, and the “Sinking Sea” will reclaim its rightful name.

If the PCs do not discover Raxil, but killed most or all of the obstacles in his way, within a month he makes his way out of the house, through the labyrinth and outside. He avoids interacting with any remaining pirates, eventually discovering Liamar's private yacht (if it still exists). If

Floor 5



1 square = 5 ft.

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the yacht is intact, he sails to the main continent, where the PCs (if they survived) may someday encounter him.

APPENDIX A: MAJOR NPCs

BOWENOK KURGAR

Bowenok is Cordrel's slave, but he is also a devout believer in the Overlord. He is fanatically loyal, and cannot be dissuaded from a course of action that his master sets for him. Though he is a ruthless and efficient killer, he is ordinary looking and has a humble and self-effacing demeanor.

Physical Description: Bowenok is tall, lean, with broad powerful hands and long thick fingers. He slopes his shoulders, so he does not look his true height. He has long, straight, black hair, and eyes often half closed.

Tactics: Bowenok's fighting style relies heavily on attacks of opportunity, and so he prefers to fight somewhere where there is at least 20 feet of space on all sides. If space is restricted, he attempts to withdraw to somewhere more suitable. The spiked chain can be used both as a reach weapon and to attack adjacent enemies, and Bowenok uses this to its full advantage. For attacks of opportunity, Bowenok prefers to use the Improved Disarm feat on his opponent, using his initial regular melee attacks on any enemy not holding a weapon.



Bowenok Kurgar

BOWENOK KURGAR

Male half-hobgoblin fighter 7
LE Medium humanoid

Attack and Movement

Init +4
Melee +15/+10 *spiked chain of The Overlord*
(2d4+7/x2)
Base Atk +7/+2; **Grp** +9/+4
Speed 30 ft. (6 squares)

Defense

hp 61

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AC 18 (+4 Dex, chain shirt), touch 14, flat footed 14
Fort +8, **Ref** +6, **Will** +1

Traits

Racial darkvision (120 ft.), hobgoblin blood
Abilities Str 14, Dex 19, Con 14, Int 13, Wis 8, Cha 7
Skills Climb +7, Jump +7, Knowledge (religion) +4, Ride +6, Swim +6

Feats Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Weapon Focus (spiked chain), Weapon Finesse (spiked chain), Weapon Specialization (spiked chain)

Languages Kargi, Merchant's Tongue

Deity Worshipped Grebok-Krokramar The Overlord

Equipment

Spiked chain of The Overlord (Appendix D), *potion of shield of faith* +3 (x2), *potion of bull's strength* (x2), ornate gauntlet (holy symbol)

CORDREL BROVOLM

Cordrel was not born in Pel Brolenon, but in Inolen. His mother was the wife of a powerful merchant, and Cordrel was the child of her lover. She was unwilling to abandon her child, and her husband was reluctant to force her because of the possibility for scandal. As a compromise, the young half-elf was confined to the cellar of his step-father's home, never to leave. He read constantly during the term of his confinement, devouring his father's entire library in short order and making deals with servants to bring him more books. It was in this way that he came across *Subjugation*, the canon of the Overlord. He stayed up for three days reading it the first time. It made sense. He resolved to pledge his service to the Bringers of the New Order.

At the age of fifteen, he left his cellar for the first time with as much gold as he could steal. He arrived in Dowond-Brandel with none of it, but very much the wiser for his experiences. It seemed that the Overlord had taken heed of his supplication, for Cordrel was already beginning to exhibit the powers of a man of extraordinary faith. This was a very good thing for him, since otherwise he would likely have ended up in the slave pits. After visiting the temple, he was taken into the priesthood, and trained in the ways of the Overlord.

Cordrel had a short but intensive career during which he displayed intensive energy and dedication to his god and his ideals. The Bringers of the New Order have begun to see his potential. This adventure is his first major task.

Physical Description: Cordrel is young looking, with tanned skin, short black hair and blue eyes. He has nearly perfect teeth, except for a missing lower right canine, and usually has clean fingernails. People meeting him for the first time get a sense of intensity, as he looks right into the eyes of anyone he speaks to. He has excellent posture.

Tactics: Cordrel prefers to manipulate others into fighting for him. He is not afraid to do so, but must be forced into it. If Cordrel has time to prepare for combat, he casts *shield of faith* and *owl's wisdom* on himself, raising his AC by 3, and the save DC of his spells by 2.

If confronted with a large group of enemies, he uses *enthrall* and his Diplomacy skill to attempt to negate or redirect their hostility. When cornered by a small number of determined opponents (probably the PCs), he uses his

Divine Channeling ability (Imprisonment) and *hold person* spells to paralyze his opponents, and then kill them. If he can catch his foes unaware, he uses *dominate person* on the strongest looking member of the party, and commands him or her to attack the weakest looking member.

CORDREL BROVOLM

Male half-elf cleric 7
LE Medium humanoid

Attack and Movement

Init +1
Melee +5 heavy mace (1d8/x2)
Base Atk +5; Grp +5
Speed 20 ft. (4 squares)
SA cause despair (1/day – verbally threaten seven foes for 1 round to apply –2 to ability checks, attack and damage rolls, saving throws and skill checks for the next three rounds; from Oppression domain in the *Player's Guide to the Sovereign Lands*), imprisonment (use turn check to immobilize enemies within 60 ft. cone as if bound; can break free with a DC 13 Strength check), spontaneous casting, rebuke undead

Defense

hp 41
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AC 21 (+1 Dex, breastplate, heavy steel shield, +3 shield of faith), touch 14, flat-footed 20
Fort +6, **Ref** +3, **Will** +8
SQ immune to sleep spells, +2 to save vs. enchantments

Spells (save DC 13 + spell level, +1 if an enchantment)

0 (6/day) – *detect magic* x2, *light*, *purify food and drink* x2, *read magic*
1st (6/day) – *command* x3 (domain), *cure light wounds* x2, *shield of faith*
2nd (5/day) – *enthrall* (domain), *exile*, *hold person* x2, *silence*
3rd (4/day) – *dispel magic*, *cure serious wounds*, *suggestion* x2 (domain)
4th (2/day) – *dominate person* (domain), *planar ally* (lesser)

Traits

Racial low-light vision
Abilities Str 10, Dex, 13, Con 12, Int 16, Wis 17, Cha 16
Skills Concentration +8 (+32 to cast on defensive), Diplomacy +11, Disguise +8, Gather Information +5, Heal +5, Knowledge (arcana) +7, Knowledge (history) +11, Knowledge (religion) +13, Listen +5, Search +4, Spellcraft +8, Spot +4
Feats Brew Potion, Combat Casting, Divine Channeling*, Spell Focus (enchantment) (bonus feat from Domination domain; see the D&D *Spell Compendium*)

*see the *Player's Guide to the Sovereign Lands*, or replace with Heighten Spell feat.

Languages Brandobian, Kargi, Merchant's Tongue, Kalamaran

Deity Worshipped Velmn The Overlord

Equipment

Vestments of purity (Overlord), *rod of continuity*, heavy mace, breastplate, heavy steel shield, master-work manacles, ornate gauntlet (holy symbol), steel-toed boots, brown robe with four black stripes.

LIAMAR NAE

It was Liamar's capital that started Liaven, his business acumen that shaped and tended its little niche of the market – and now that he has sold it to the Brolenese (for a mere pittance), it will be his hand that destroys it.

Characters meeting Liamar encounter a smooth and polished man at the top of his game. He gives no hint that anything is wrong. Liamar's emotionless face is the result of over ten years of dealing with bloodthirsty pirates, and so he reveals absolutely nothing about his plans. He is impeccably dressed in the latest fashions (about a year behind the courts in Kalamar), and he buys a new wardrobe whenever he gets the chance. The item of his costume which never changes is his metal walking stick, which is always with him. This walking stick is actually the key that allows access to the House With No Doors.

Physical Description: Liamar is a Reanaarian male in his early forties. He is of medium height and weight. His dark hair is now thinning, and his skin is the walnut brown of a man who spends a great deal of time outdoors. He is one-eighth elven. Though he is considered human in terms of game mechanics, he has tiny traces of elf in his face, which was enough to cripple him in Mendarn society. Though his face is beginning to wrinkle with age, his eyes are still sharp, and his mind is active.

Middle age created an odd sort of mixture in this extremely successful merchant. He feels that, in order to keep up with his young, sharp competitors, he must be ruthless and sometimes cruel. Perhaps he is right.

LIAMAR NAE

Male Reanaarian expert 11 (CR 5.5)
N Medium humanoid

Attack and Movement

Init +4
Melee +9/+4 dagger +1 (1d4+1/19-20) or
Melee +9/+4 walking stick (1d6/x2)
Base Atk +8/+3; Grp +8/+3
Speed 30 ft. (6 squares)

Defense

hp 42
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AC 10, touch 10, flat footed 10
Fort +6, **Ref** +5, **Will** +8

Traits

The Fall of Liaven

Abilities Str 10, Dex 11, Con 12, Int 17, Wis 13, Cha 12

Skills Appraise +10, Bluff +8, Decipher Script +5, Diplomacy +11, Forgery +8, Gather Information +7, Hide +4, Intimidate +5, Knowledge (art/music) +8, Knowledge (geography: Mendarn) +4, Knowledge (geography: Reanaaria Bay) +6, Knowledge (history) +6, Knowledge (local: Mendarn) +5, Knowledge (nobility and royalty) +7, Knowledge (races) +8, Knowledge (religion) +9, Listen +6, Profession (merchant) +15, Ride +2, Search +5, Sense Motive +9, Spot +3, Survival +2, Swim +1, Use Magic Device +3

Feats Attentive, Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness

Languages Reanaarese, Merchant's Tongue, Brandobian, Svimohzish

Deity Worshipped Fealain the Profitmaker

Equipment

Dagger +1, *ring of invisibility*, walking stick (key)

HOVARIN GELIG

Hovarin was trained in the Kalamaran legions, although he didn't remain in them long. After a brawl that left two senior officers and a watchman beaten to death, he fled his home country. He lived for a few years doing bits of mercenary work, until he got to the coast, where he fell in with the pirates that ply the waters of the Brandobian Ocean, and there he finally found his home. Through bloody mutiny, he took command of the Red Wake, and slaughtered his way across the ocean ever since.

Life as a pirate suits Hovarin. He is a monster by nature, a man in love with blood and pain. Most men who become pirates kill for money and for fame. Fame and money are just a side effect for Hovarin. He kills people because he likes killing. The crew that Hovarin has gathered is composed of men much like himself. They call themselves Hovarin's Hounds, and constantly try to outdo one another in feats of sadism and atrocity.

Hovarin really isn't that smart. He does not lead his crew through bold plans or intricate strategies, but by making sure they are more terrified of him than the enemy.

Physical Description: Hovarin is a beefy, red-faced, brute. Physically imposing, he stands 6'1" and weighs just over 280 lbs. He has wiry red-brown hair that he keeps cropped close to his skull in the style of the Kalamaran Legions. A thin layer of fat covers his massive musculature. When he is angry, his whole head seems to turn purple, blue veins stand out and he foams at the mouth.

Tactics: Hovarin charges directly into the center of combat, picking the strongest looking enemy, and attacking with his greataxe. He uses his Commanding Presence feat every round against people supporting his opponent, but not on the opponent himself. Hovarin's combat style is all about doing the most amount of damage in the least amount of time. He doesn't really think too hard about defending himself, or anything else

for that matter. He uses his Power Attack feat as much as he can.

HOVARIN GELIG

Male Kalamaran fighter 7
CE Medium humanoid

Attack and Movement

Init +1

Melee +14/+9 greataxe +2 (1d12+10/x3)

Base Atk +7/+2; Grp +11/+6

Speed 20 ft. (4 squares)

Defense

hp 56

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AC 19 (+1 Dex, +5 masterwork breastplate, *ring of protection* +3), touch 14, flat footed 18

Fort +7, **Ref** +3, **Will** +1

Traits

Abilities Str 18, Dex 12, Con 12, Int 8, Wis 8, Cha 15

Skills Climb +2, Handle Animal +7, Intimidate +8, Jump +2, Swim -1

Feats Commanding Presence*, Eyes of Fury*, Fearsome Appearance*, Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (greataxe), Weapon Specialization (greataxe).

*see the *Player's Guide to the Sovereign Lands*, or replace with Skill Focus (Intimidate), Combat Reflexes, and Persuasive.

Languages Kalamaran, Merchant's Tongue

Deity Worshipped polytheistic

Equipment

Masterwork breastplate, *greataxe* +2, *ring of protection* +3

VIRDA MALEKI

A youth spent on the roughest streets in the world gave Virda an early start, and taught her harsh lessons. Prompeldia is not a merciful city. It has no patience for altruism or weakness. She learned much there, but she never talks about it, and only her longest standing crewmembers even know what city she is from. Virda has extended her keenly honed instinct for survival to include the members of her crew. She has extricated them from impossible situations. They trust her and follow her commands without question.

She runs a very efficient band of smugglers. Her ship, the Black Sky, is not recognized in any port of harbor. She has no reputation. Very few people have even heard of her. She maintains her public non-existence painstakingly.

Liaven is a place that she and the crew of the Black Sky come when there's been a close call, and things need time to cool down before they can resume regular business.

Physical Description: Virda is relatively young for a sea captain, only 35 years old (well under middle age for a halfling). She has light brown hair with a few grey strands running through it, that she keeps in a short ponytail. She has excellent posture. She is an experienced commander,

and it is easy to forget that she is not even three feet tall. She gives commands in a booming, brine-roughened voice that makes even hardened sailors flinch.

Tactics: Like most rogues, Virda prefers to fight as part of a group, preferably in a backup position, using constant sneak attacks from a flanking position to inflict the most damage. If she knows that there is going to be trouble, she will prepare an ambush. She doesn't like standup fights at all. "Fair fighting," she has been known to say "consists of rules written by big strong people to make sure that only big strong people win fights. Forget fair fights and fair fighters. Fight how you can. At the end, one person wins, and one loses. One lives and one dies. That's the only thing that really matters."

VIRDA MALEKI

Female lightfoot halfling rogue 6
LN Small humanoid

Attack and Movement

Init +7
Melee +8 rapier +2 (1d4+3/18-20/x3)
Ranged +9 masterwork shortbow (1d4/x3)
Base Atk +4; Grp +1
Speed 20 ft. (4 squares)
SA sneak attack +3d6

Defense

hp 31
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AC 15 (+3 Dex, +1 studded leather, +1 racial),
touch 14, flat-footed 14
Fort +4, **Ref** +9, **Will** +4
SQ evasion, trapsense +2, uncanny dodge

Traits

Abilities Str 12, Dex 16, Con 13, Int 15, Wis 14, Cha 14
Skills Appraise +6, Balance +6, Bluff +7, Climb +6, Diplomacy +11, Disguise +10, Forgery +9, Gather Information +7, Hide +7, Intimidate +8, Jump +8, Knowledge (local) +7, Listen +7, Move Silently +5, Profession (sailor) +9, Search +6, Sense Motive +10, Sleight of Hand +10, Spot +6, Swim +5, Tumble +8, Use Rope +6
Feats Combat Expertise, Improved Feint, Improved Initiative
Languages Halfling, Merchant's Tongue, Brandobian
Deity Worshipped Taktan The Traveler

Equipment

Studded leather +1, rapier +2, masterwork shortbow, soft leather boots, silver star on a chain (symbol of The Traveler)

APPENDIX B: MINOR NPCs

ADAKO WARRIORS

Female or male Deji warrior 2 (CR 1)
CG Medium humanoid

Attack and Movement

Init +2
Melee +3 unarmed strike (1d4+1)
Base Atk +2; Grp +3
Speed 30 ft. (6 squares)

Defense

hp 11 (HD 2d8 +2)
AC 12 (+2 Dex), touch 12, flat-footed 10
Fort +4, **Ref** +2, **Will** +1

Traits

Abilities

Skills Climb +6, Jump +6 Profession (sailor) +5, Swim +8
Feats Endurance, Islander*
*See the *Player's Guide to the Sovereign Lands*, or replace with Self-Sufficient
Languages Deji, Merchant's Tongue
Deity Worshipped polytheistic

Equipment

none
HP: □□□□ □□□□ □
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BOGI

Male ogre fighter 2 (CR 5)
CE Large humanoid

Attack and Movement

Init +4
Melee +12 flail (2d6+7/x2)
Base Atk +4; Grp +15
Speed 30 ft. (6 squares)

Defense

hp 50 (HD 4d8+2d10+18)
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AC 21 (+5 natural, -1 size, +5 chainmail, +2 heavy steel shield), touch 9, flat-footed 21
Fort +10, **Ref** +1, **Will** +2

The Fall of Liaven

Traits

Racial darkvision (60 ft.)
Abilities Str 27, Dex 10, Con 16, Int 7, Wis 12, Cha 6
Skills Climb +3, Listen +4, Spot +4, Swim +4
Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (flail)
Languages Giant, Merchant's Tongue
Deity Worshipped Hilgarr the Prince of Terror

Equipment

Chainmail, heavy steel shield, flail (all Large size)

DOGS, GUARD

N Medium Animal (CR 1)

Attack and Movement

Init +2
Melee +3 bite (1d6+3)
Base Atk +3; Grp +3
Speed 40 ft. (8 squares)

Defense

hp 13 (HD 2d8+4)
AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Fort +5, **Ref** +5, **Will** +1
SQ scent

Traits

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills Hide +3, Jump +2, Listen +6, Move Silently +2, Spot +8, Swim +5, Survival +1 (+4 bonus when tracking by scent)
Feats Skill Focus (Spot)

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ENGEROK

Female Fhokki (Thar) fighter 4/expert 1 (CR 5)
 CN Medium humanoid

Attack and Movement

Init +1
Melee +8 masterwork warhammer (1d8+2/x3) or
Melee +6 club (1d6+2/x2)
Base Atk +4; Grp +6
Speed 20 ft. (4 squares)

Defense

hp 55 (HD 4d10+1d6+15)
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AC 20 (+1 Dex, heavy wooden shield, banded mail, shield specialization), touch 11, flat-footed 19
Fort +6, **Ref** +2, **Will** +3

Traits

Abilities Str 14, Dex 12, Con 16, Int 12, Wis 10, Cha 10
Skills Climb -2, Craft (carpenter) +6, Intimidate +7, Jump -2, Knowledge (military tactics) +5, Profession (bartender) +4, Swim -2
Feats Endurance, Die Hard, Knock Prone*, Power Attack, Shield Specialization*, Weapon Focus (warhammer).

*See the *Player's Guide to the Sovereign Lands*, or replace with Dodge, Improved Overrun.

Languages Fhokki, Merchant's Tongue

Deity Worshipped polytheistic

Equipment

Masterwork warhammer, heavy wooden shield, banded mail, club

Description

Massively scarred, deep of chest and thick of arm, Engerok is every inch the ex-soldier. She's been fighting in one war or another since she can remember, and has a scar and a story for each of them. No one ever tells her what to do in her own bar. She doesn't resort to violence often, but when she does she is serious. Engerok has worked with Narkorr for a decade, and trusts him implicitly.

FOLNESTER

Male Brandobian expert 4 (CR 2)

CN Medium humanoid

Attack and Movement

Init +4
Melee +4 club (1d6+1/x2)
Base Atk +3; Grp +4
Speed 30 ft. (6 squares)

Defense

hp 25 (HD 4d8+4)
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AC 10, touch 10, flat-footed 10
Fort +2, **Ref** +1, **Will** +5

Traits

Abilities Str 12, Dex 11, Con 12, Int 13, Wis 12, Cha 11
Skills Appraise +5 (+7 metalwork), Bluff +3, Craft (blacksmithing) +6, Gather Information +2, Intimidate +3, Listen +2, Profession (blacksmith) +5, Profession (merchant) +4, Search +3, Spot +2
Feats Improved Initiative, Toughness
Languages Brandobian, Merchant's Tongue
Deity Worshipped polytheistic

Equipment

Club, 13 gp

GOLDEN ALLIANCE MERCENARIES

Male human fighter 2

NE Medium humanoid

Attack and Movement

Init +1
Melee +5 longsword (1d8+2/19-20/x2)
Base Atk +2; Grp +4
Speed 20 ft. (4 squares)

Defense

hp 18 (HD 2d10+7)
AC 20 (+1 Dex, banded mail, heavy steel shield, shield specialization), touch 11, flat-footed 19
Fort +4, **Ref** +1, **Will** +1

Traits

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 10
Skills Climb -2, Intimidate +5, Jump -3, Ride +4
Feats Hammer and Anvil*, Shield Specialization*, Toughness, Weapon Focus (longsword)
 *See the *Player's Guide to the Sovereign Lands*, or replace with Power Attack, Combat Reflexes
Languages Merchant's Tongue, plus one other human regional language
Deity Worshipped polytheistic

Equipment

Banded mail, heavy steel shield, longsword

Description

Ruthless, professional, and entirely motivated by profit, these men are Liamar's private army. They serve as his bodyguards, and protect his valuable belongings.

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GORVRUUL

Male gnoll barbarian 3 (CR 4)
 CE Medium humanoid

Attack and Movement

Init -1
Melee +9 falchion (2d4+9/18-20/x2)
Base Atk +3; Grp +9
Speed 30 ft. (6 squares)
SA rage 1/day

Defense

hp 39 (HD 2d8/3d12+12)
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AC 12 (-1 Dex, hide armor), touch 9, flat-footed 12
Fort +8, **Ref** +2, **Will** +0
SQ trap sense +1, uncanny dodge

Traits

Racial darkvision (30 ft.)
Abilities Str 23, Dex, 9, Con 18, Int 10, Wis 8, Cha 6
Skills Climb +5, Intimidate +2, Listen +4, Spot +4, Swim +5
Feats Cleave, Power Attack
Languages Gnoll, Merchant's Tongue (bonus)
Deity Worshipped Prince of Terror

Equipment

Falchion (used two-handed), hide armor (human skin)

Description

Govruul is Hovarin's lieutenant, first among the Hounds. He is vicious, bloodthirsty, evil, and wears hide armor made of uncured human skin to prove it. He is constantly taking redberry, which

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makes him deranged and bloodthirsty. Bear in mind that, as a barbarian, he can also use the rage ability to add yet another +4 to his Strength and Constitution.

HOVARIN'S HOUNDS

Male human warrior 2 (CR 1)
CE Medium humanoid

Attack and Movement

Init +4
Melee +6 battleaxe (1d8+3/x3)
Base Atk +2; Grp +5
Speed 30 ft. (6 squares)

Defense

hp 17 (HD 2d8+8)
AC 14 (studded leather, small wooden shield), touch 10, flat-footed 14
Fort +7, **Ref** +0, **Will** +0

Traits

Abilities Str 16, Dex 10, Con 18, Int 10, Wis 10, Cha 10
Skills Intimidate +4, Listen +1, Profession (sailor) +2, Spot +1
Feats Improved Initiative, Weapon Focus (battleaxe)
Languages regional human language as appropriate, Merchant's Tongue (bonus)
Deity Worshipped polytheistic

Equipment

Battleaxe, studded leather, small wooden shield

Tactics

Hovarin's Hounds always try to consume redberry before entering combat (see Appendix D). They will not retreat, they will give no thought to surrender, and they are too crazy to know when they're dead; they will fight on with their guts hanging out, until they are hacked to pieces or simply expire from loss of blood.

VARIANT HOUNDS

As above, with the following changes:

Male half-orc warrior 2 (CR 1); Melee +8 battleaxe (1d8+5/x3); Grp +7; Str 18, Int 8, Cha 8; Intimidate +2; Languages Orc, Merchant's Tongue; Deity Worshipped: Bolg Creator of Strife

Male human warrior 3 (CR 1.5); Melee +7 longsword (1d8/19-20/x2); Base Atk +3, Grp +6; hp 21* (HD 3d8+8); Fort +7, Ref +1, Will +1; Bluff +2; Power Attack

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*Additional hit points for variant(s) included.

JYNKO

Female Deji ranger 3
CG Medium humanoid

Attack and Movement

Init +2
Melee +5 unarmed strike (1d3/x2)
Base Atk +3; Grp +5
Speed 30 ft. (6 squares)
SA +2 weapon damage bonus vs. aquatic humanoids (favored enemy)

Defense

hp 23 (HD 3d8+6)
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AC 12 (+2 Dex), touch 12, flat-footed 10
Fort +5, **Ref** +5, **Will** +1
SQ wild empathy

Traits

Abilities Str 14, Dex 15, Con 14, Int 13, Wis 10, Cha 12
Skills Climb +6, Heal +3, Hide +5, Knowledge (nature) +7, Listen +4, Move Silently +6, Profession (sailor) +8, Search +4, Spot +4, Survival +6, Swim +8, Use Rope +5
Feats Combat Expertise, Endurance, Islander*, Track, Two Weapon Defense, Two Weapon Fighting

*See the *Player's Guide to the Sovereign Lands*, or replace with Self-Sufficient

Languages Deji, Merchant's Tongue

Deity Worshipped Dofejy The Great Huntress

Equipment

none

Description

Jynko is frustrated. She has been trying to get her people through this ordeal as best she can, but there is a limited amount that she can do. Many of her friends and family have died, wasting away from disease and starvation. She spends her days pacing her cell, trying to think of something she missed; some way to get out.

If the PCs release her from the gaol, she and her warriors will be eager to find weapons and go after Hovarin's Hounds, provided her people are safe.

KORON VAKHTAN

Male Kargi fighter 4
NE Medium humanoid

Attack and Movement

Init +6
Melee +6 cutlass (1d8+2/x2) or
Melee +5 dagger (1d4/19-20/x2)
Base Atk +4; Grp +4
Speed 30 ft. (6 squares)

Defense

hp 30 (HD 4d10+8)
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AC 12 (+2 Dex), touch 12, flat footed 10
Fort +11, **Ref** +4, **Will** +3

Traits

Racial darkvision (60 ft.)
Abilities Str 11, Dex 14, Con 15, Int 10, Wis 12, Cha 12
Skills Climb +2, Intimidate +4, Knowledge (geography: Brandobian Ocean) +3, Profession (sailor) +6, Survival +3, Swim +2, Use Rope +5
Feats Deckhand [+2 to Profession (sailor) and Use Rope], Improved Initiative, Saltwater in the Veins [+1 on attack rolls, saves and checks on ocean/sea (already factored in), but -1 when over a mile from ocean/sea], Weapon Focus (cutlass), Weapon Specialization (cutlass)
Languages Kargi, Merchant's Tongue (bonus)
Deity Worshipped polytheistic

Equipment

Cutlass (or replace with longsword), dagger, 6 gp.

NARKORR

Male half-orc warrior 3 (CR 1.5)
CN Medium humanoid

Attack and Movement

Init +0
Melee +5 quarterstaff (1d6+2/x2) or
Melee +5 dagger (1d4/19-20/x2)
Base Atk +3; Grp +5
Speed 30 ft. (6 squares)

Defense

hp 18 (HD 3d8+3)
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AC 12 (+2 leather armor), touch 10, flat footed 12
Fort +4, **Ref** +1, **Will** +3

Traits

Racial darkvision (60 ft.)
Abilities Str 13, Dex 14, Con 12, Int 10, Wis 12, Cha 10
Skills Climb +3, Intimidate +4, Jump +3, Ride +1, Sense Motive +5, Swim +4
Feats Combat Expertise, Improved Disarm

Languages Orc, Fhokki (bonus), Merchant's Tongue (bonus)

Deity Worshipped polytheistic

Equipment

Quarterstaff, leather armor, dagger

Description

Narkorr is a surprisingly smart-looking half-orc/half-Fhokki who works the door at the Broken Mast Inn. He and Engerok have known each other for years.

PARVAGH HAAGRON

Male Kargi warrior 3
NE Medium humanoid

Attack and Movement

Init +2
Melee +3 cutlass (1d8/x2) or
Melee +3 dagger (1d4/19-20/x2)
Base Atk +3; Grp +3
Speed 30 ft. (6 squares)

Defense

hp 26 (HD 3d10+9)
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AC 12 (+2 Dex), touch 12, flat footed 10
Fort +10, **Ref** +3, **Will** +1

Traits

Racial darkvision (60 ft.)
Abilities Str 11, Dex 14, Con 16, Int 10, Wis 10, Cha 9
Skills Climb +1, Intimidate +2, Profession (sailor) +4, Survival +2 (+4 in tropical climate), Use Rope +4
Feats Combat Expertise, Deckhand [+2 to Profession (sailor) and Use Rope]
Languages Kargi, Merchant's Tongue (bonus)
Deity Worshipped Mravroshka-Khielshor The Dark One

Equipment

Cutlass (or replace with longsword), dagger, 4 gp, 3 sp

PICKPOCKETS

Female or male human expert 2 (CR 1)
NE Medium humanoid

Attack and Movement

Init +7
Melee +1 dagger (1d4/19-20/x2)
Base Atk +1; Grp +1
Speed 30 ft. (6 squares)

Defense

hp 7 (HD 2d6)
AC 13, touch 13, flat-footed 10
Fort +0, **Ref** +3, **Will** +4

Traits

Abilities Str 10, Dex 16, Con 11, Int 9, Wis 12, Cha 8
Skills Appraise +3, Bluff +4, Disguise +1, Escape Artist +6, Knowledge (local: Liaven) +2, Sense Motive +4, Sleight of Hand +10
Feats Deft Hands, Improved Initiative

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Languages Merchant's Tongue, plus one human regional language

Deity Worshipped polytheistic (but favors Risk)

Equipment

Dagger, 2d10 gp, 3d10 sp

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PIRATES

Female or male human warrior 2 (CR 1)

CE Medium humanoid

Attack and Movement

Init +2

Melee +5 scimitar (1d6+2/18-20/x2)

Ranged +4 shortbow (1d6/x3)

Base Atk +2; Grp +4

Speed 30 ft. (6 squares)

Defense

hp 12 (HD 2d8+3)

AC 15 (+2 Dex, +2 leather armor, +1 small wooden shield), touch 12, flat-footed 13

Fort +3, **Ref** +2, **Will** +1

Traits

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

Skills Climb +3, Jump +3, Profession (sailor) +7, Swim +4

Feats Toughness, Weapon Focus (scimitar)

Languages regional human language as appropriate, Merchant's Tongue (bonus)

Deity Worshipped polytheistic

Equipment

Scimitar, shortbow, leather armor, small wooden shield

Description

The warrior class used for pirates in this adventure has a slight modification to it. Instead of the Ride skill, pirates receive the Profession (sailor) skill as a class skill. All Swim skill modifiers are written assuming the pirate will drop his shield before swimming.

VARIANT PIRATE RACES

Pirates are, by their very nature, a chaotic and fractious lot. The idea of them having any kind of consistent statistics, uniforms or weapons is laughable, but space does not permit the inclusion of a thousand individual pirates within the confines of this adventure. By changing their weapons and armor slightly, and/or by varying their sex and race, it should be possible to get the kind of variety that running a vast pirate adventure demands.

Dwarf warrior 2 (CR 1); Speed 20 ft. (4 squares); SA +1 on attack rolls vs. orcs, half-orcs and goblinoids; hp 11; Fort +4; SQ stonecunning, +4 bonus vs. bull rushes and

trips, +2 bonus vs. poison; +2 bonus vs spells and spell-like effects; darkvision (60 ft.); Con 12; Appraise +2 on stone/metal, Craft +2 on stone/metal; no Toughness feat; Languages Dwarven, Merchant's Tongue

High Elf warrior 2 (CR 1); Ranged +5 shortbow (1d6/x3); hp 9; AC 16, touch 13, flat-footed 13; Ref +3; SQ immunity to sleep, +2 on saves vs. enchantment; low-light vision; Dex 16; Listen +3, Search +2, Spot +3; no Toughness feat; Languages Elven (Low), Merchant's Tongue

Gnome warrior 2 (CR 1); Melee +5 scimitar (1d4+1/18-20/x2); Ranged +5 shortbow (1d6/x3); Grp +0; Speed 20 ft. (4 squares); SA +1 on attack rolls vs. kobolds and goblinoids, +1 DC on illusion spells cast; hp 9; SQ +2 on saves vs. illusion, +4 AC dodge bonus against giant type monsters, speak with animals (1/day, 1 min.); low-light vision; Str 12; Climb +2, Craft (alchemy) +2, Hide +6; Jump +2, Listen +3, Swim +3; no Toughness feat; Languages Gnome, Merchant's Tongue

Half-elf warrior 2 (CR 1); hp 9; SQ immunity to sleep, +2 on saves vs. enchantment; low-light vision; Diplomacy +1, Gather Information +1; no Toughness feat; Languages Elven (Low) or regional human language, Merchant's Tongue

Half-orc warrior 2 (CR 1); Melee +7 scimitar (1d6+4/18-20/x2); Grp +6; hp 9; darkvision (60 ft.); Str 16; Climb +4, Jump +4, Swim +5; no Toughness feat

Halfling warrior 2 (CR 1); Melee +5 scimitar (1d4+1/18-20/x2); Ranged +5 shortbow (1d6/x3); Grp +0; Speed 20 ft. (4 squares); hp 9; AC 16, touch 13, flat-footed 14; Fort +4, Ref +3, Will +2; SQ +2 on saves vs. fear; Str 12; Climb +4, Hide +6; Jump +4, Listen +3; Move Silently +4, Swim +3; no Toughness feat; Languages Halfling, Merchant's Tongue

Hobgoblin (Kargi) warrior 2 (CR 1); hp 11; Fort +8; Con 12; no Toughness feat; Survival +4 when in tropical environments; Languages Kargi, Merchant's Tongue

Sil-karg (Kragi breed) warrior 2 (CR 1); Init +3; Ranged +5 shortbow (1d6/x3); AC 16, touch 13, flat-footed 13; hp 9; Fort +4, Ref +3; darkvision 120 ft.; Dex 16; no Toughness feat; Languages Kragi, Merchant's Tongue

VARIANT PIRATE ARMOR

As above, replacing armor statistics with one of the following:

AC 13 (+2 Dex, +1 padded, +1 small wooden shield), touch 12, flat-footed 12

AC 15 (+2 Dex, +2 cord, +1 small wooden shield), touch 12, flat-footed 13; additional -1 to Climb, Jump, Swim when armored

AC 17 (+2 Dex, +4 brigandine, +1 small wooden shield), touch 12, flat-footed 15; additional -3 to Climb, Jump, Swim when armored

The Fall of Liaven

VARIANT PIRATE WEAPONS

As above, replacing a weapon with one of the following:

Melee +5 cutlass (1d8/x2)

Melee +5 longsword (1d8/19-20/x2)

Melee +5 rapier (1d6/18-20/x2)

Melee +5 short sword (1d6/19-20/x2)

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

Ranged +4 shortbow (1d6/x3)

Ranged +4 shortspear (1d6/x2)

PIRATE CHAMPIONS

Female or male human fighter 3

CE Medium humanoid

Attack and Movement

Init +6

Melee +7 halberd (1d10+4/x3)

Base Atk +3; Grp +6

Speed 30 ft. (6 squares)

Defense

hp 20 (HD 3d10+3)

AC 16 (+2 Dex, chain shirt), touch 12, flat-footed 14

Fort +4, **Ref** +3, **Will** +1

Traits

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

Skills Climb +7, Intimidate +6, Jump +7

Feats Cleave, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (halberd)

Languages regional human language as appropriate, Merchant's Tongue (bonus)

Deity Worshipped polytheistic

Equipment

Halberd, chain shirt

RAXIL

Male rock gnome expert 6/wizard 6 (CR 9)

NG Small humanoid

Attack and Movement

Init +5

Melee +7 unarmed strike (1d2-1/x2)

Base Atk +7; Grp +1

Speed 20 ft. (4 squares)

SA +1 attack bonus vs. kobolds and goblinoids

Defense

hp 30 (HD 6d6+6+3)

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AC 12 (+1 Dex, +1 size), touch 12, flat-footed 11

Fort +5, **Ref** +5, **Will** +12

SQ +4 dodge bonus vs. giant-type monsters, summon familiar

Spell-like Abilities (DC 10 + spell level; DC 11 + illusion spell level)

1st (1/day) – dancing lights, ghost sound, prestidigitation, speak with animals (burrowing mammals only; duration 1 min.)

Spells (DC 12 + spell level; DC 13 + illusion spell level; with spellbook)

0 (4/day) – detect magic, light, mage hand, read magic

1st (3+1/day) – comprehend languages, identify, Lerasonul's floating disc*, unseen servant

2nd (3+1/day) – fox's cunning, levitate, obscure object, whispering wind

3rd (2+1/day) – dispel magic, shrink item, tongues

*known as Tenser's floating disc outside of Tellene

Traits

Racial low-light vision

Abilities Str 8, Dex 13, Con 12, Int 15, Wis 14, Cha 10

Skills Appraise +4 (+6 alchemy, glass, instruments, sculptures, woodcarvings, decorative metalwork), Craft (alchemy) +10, Craft (glassblowing) +8, Craft (instrumentmaking) +10, Craft (sculpting) +8, Craft (woodcarving) +8, Craft (whitesmithing) +10, Decipher Script +7, Gather Information +1, Hide +5, Knowledge (ancient languages) +8, Knowledge (history) +8, Knowledge (monsters: aquatic) +10, Knowledge (nature) +9, Listen +5, Perform (chimes) +2, Profession (teacher) +9, Search +3, Spellcraft +7, Spot +3, Survival +3 (+5 in natural surface environs)

Feats Craft Wondrous Item, Diligent, Enlarge Spell, Extend Spell, Improved Initiative, Scribe Scroll, Toughness

Languages Gnome, Brandobian, Merchant's Tongue

Deity Worshipped polytheistic

Equipment

Ring of sustenance, spellbook

RUWYS

Male high elf expert 4 (CR 2)

NG Medium humanoid

Attack and Movement

Init +2

Melee +4 rapier (1d6/18-20/x2)

Ranged +4 longbow (1d8/x3)

Base Atk +2; Grp +2

Speed 30 ft. (6 squares)

Defense

hp 14 (HD 4d6)

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AC 14 (+2 Dex, leather armor), touch 12, flat-footed 12

Fort +1, **Ref** +3, **Will** +5

SQ immunity to magic sleep effects, +2 to saves vs. enchantments

Traits

Racial low-light vision

Abilities Str 11, Dex 14, Con 10, Int 12, Wis 14, Cha 11

Skills Balance +5, Climb +3, Knowledge (geography) +8, Knowledge (nature) +8, Listen +7, Profession (sailor) +13, Search +3, Spot +7, Swim +5, Tumble +5, Use Rope +5

Feats Islander*, Weapon Finesse (rapier)

*See the *Player's Guide to the Sovereign Lands*, or replace with Skill Focus: Profession (sailor)
Languages Elven (Low), Deji, Merchant's Tongue (bonus)

Deity Worshipped Landanna The Traveler

Equipment

Leather armor, rapier, longbow, compass, cartographer's tools.

Description

Ruwys is Maleki's second in command. He serves as first mate and navigator of the Black Sky. The elf is short, thin, light spirited and observant.

APPENDIX C: MONSTERS

For Dungeon Masters that do not own *Dangerous Denizens: the Monsters of Tellene*, we present enough information for the DM to use these creatures in combat. For details about golem construction and other factors, see *Dangerous Denizens*.

ELEMENTAL SPAWN

Because this spawn is just being "born," it initially lacks certain abilities of a normal sonic spawn (these abilities activate after it absorbs enough noise on round 9, or after it escapes from, or defeats, the PCs). It also does not yet make noises to attract its prey, as more mature sonic spawn do.

NEWBORN ELEMENTAL SPAWN (SONIC)

N Huge Elemental (Air, Fire) (CR 4; normally CR 6)

Attack and Movement

Init +12
Melee +8 slam (2d6+4) or
Melee +8 two slams (2d6+4)
Base Atk +6; Grp +18
Speed 30 ft. (6 squares), fly 75 ft. (perfect)
SA shatter, sound mastery (round 10+)

Defense

hp 68 (HD 8d8+32)
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AC 20 (-2 size, +8 Dex, +4 natural), touch 16, flat-footed 12
Fort +10, **Ref** +14, **Will** +2
SQ damage reduction 10/+2, natural invisibility (round 10+)

Traits

Racial darkvision 60 ft., elemental traits
Abilities Str 18, Dex 27, Con 18, Int 6, Wis 11, Cha 11
Skills Listen +6, Spot +5
Feats Flyby Attack, Improved Initiative, Weapon Finesse (slam)
Languages Aquan, Ignan
Deity Worshipped Mother of the Elements

Equipment

none

Tactics Round-by-Round (rounds 1-9)

The newborn sonic spawn attacks on sight, causing the PCs to make noises that it can then drain.

Round 0: Observe opponents approaching.
Round 1: Full attack against nearest opponent.

Round 3: Continue melee against same opponent; or full attack new opponent dealing damage to sonic spawn
Round 4: Repeat from round 3; or flee if endangered.

Round 10: If the fight continues to round 10, the sonic spawn is fully born, and gains sound mastery and natural invisibility (see below).

Combat (Rounds 1-9; CR 4)

The newborn sonic spawn slams its invisible arms into its foes with terrific force.

Shatter (Su): The sonic spawn shatters any non-magical crystalline object it touches, including glass, lenses, flasks and vials. The sonic spawn must succeed at a melee touch attack. Magical crystalline objects receive a DC 14 Fortitude save to avoid shattering.

Tactics Round-by-Round (round 10+)

The invisible sonic spawn waits in ambush, waiting for its constant jumble of strange, crystalline noises to lure in curious victims.

Round 10: Sound mastery to deafen opponents.
Round 11: Full attack against strongest opponent or spellcaster.

Round 12: Continue melee against same opponent; or full attack new opponent dealing damage to sonic spawn
Round 13: Repeat from rd 10; or flee if endangered.

Combat (Round 10+; CR 6)

This fast, invisible creature of fire and air can be a difficult foe to dispatch. Fortunately, it can be detected by the songs that it sings.

The "song" of a sonic spawn is not technically a song, but rather a mostly random construction of sounds. The closest comparison would perhaps be a human who constantly hums or murmurs to himself. These sounds are often repetitions of words or phrases uttered by its victims, mixed in with the sounds of animals and nature.

Shatter (Su): The sonic spawn shatters any non-magical crystalline object it touches, including glass, lenses, flasks and vials. The sonic spawn must succeed at a melee touch attack. Magical crystalline objects receive a DC 14 Fortitude save to avoid shattering.

Sound Mastery (Su): Once per minute, a sonic spawn can emit a high-pitched shriek that forces all living creatures within a 30 foot radius to succeed at a Fortitude save (DC 18) or be deafened for 1d4 hours.

Natural Invisibility (Su): A sonic spawn remains invisible even when attacking. This ability is not subject to the *invisibility purge* spell. However, certain spells will aid in the detection of a sonic spawn. A *see invisibility* spell reveals a cloudy outline of the spawn, while a *true seeing* spell reveals a roiling, glowing red vapor.

The Fall of Liaven

GOLEMS

When Liamar built the House With No Doors, he designed it as a prison that required no guards, so that no outside being knew about Raxil. Leery about relying on traps alone to protect his secret, he hired a golem master (see this prestige class in the *Player's Guide to the Sovereign Lands*) to construct his guardians. Golems were perfect for the job. They would remain on watch forever because they required no food or sleep. Best of all, they could not reveal his secrets, being animate but not sentient.

GOLEM, SALT

N Medium construct (CR 2)

Attack and Movement

Init -1

Melee +2 slam (2d6+1) or

Melee +2 two slams (2d6+1)

Base Atk +1; Grp +2

Speed 30 ft. (6 squares)

SA berserk, corrosion

Defense

hp 31 (HD 2d10+30)

AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11

Fort +0, **Ref** -1, **Will** +0

SQ damage reduction 5/+1, SR 5, vulnerability to water

Traits

Racial construct traits, darkvision 60 ft., low-light vision

Abilities Str 12, Dex 9, Con -, Int -, Wis 11, Cha 1

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Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Charge into melee or full attack nearest armored opponent, attempting to deal corrosion.

Round 2: Continue melee against same opponent; or full attack new opponent dealing significant damage to salt golem.

Round 3: Repeat from round 1 until destroyed; or flee on master's orders.

Combat

Salt golems attack with their two jagged fists, pounding an enemy for all they are worth.

Berserk (Ex): Each round a salt golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The salt golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The salt golem will then move on to cause more destruction. Once a salt golem goes berserk, the creator can try to

regain control as long as he or she is within 60 feet. The creator must attempt to persuade the salt golem to obey his will, which requires a successful Charisma check (DC 19). A salt golem's berserk chance resets to 0% after 1 minute of rest.

Corrosion (Ex): A salt golem that makes a successful touch attack causes the target metal to decrease in hardness. Armors primarily composed of metal (at least 3/4 of the total material) lose 4 points of AC. Armor that drops to 0 AC or less is destroyed. Metal weapons receive a -2 to all attack and damage rolls. Magical weapons and armor are unaffected.

Vulnerability to Water (Ex): Being made of water-soluble materials, these golems are particularly susceptible to water and take double damage from water-based attacks. Furthermore, causing damage to one of these creatures with water may start dissolving it and cause it to take a like amount of damage each round.

GOLEM, TWINE

N Large construct (CR 3)

Attack and Movement

Init -1

Melee +3 slam (2d6+1) or

Melee +3 two slams (2d6+1)

Base Atk +3; Grp +8

Speed 30 ft. (6 squares)

SA berserk, entangle

Defense

hp 52 (HD 4d10+30)

AC 11 (-1 size, -1 Dex, +3 natural), touch 8, flat-footed 11

Fort +1, **Ref** +0, **Will** +1

SQ damage reduction 5/slashing, flammable 10, immunity to cold, SR 7, vulnerability to wind

Traits

Racial construct traits, darkvision 60 ft., low-light vision

Abilities Str 13, Dex 9, Con -, Int -, Wis 11, Cha 1

HP: ██████ ██████ ██████ ██████ ██████ ██████
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Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Entangle nearest flame-wielding opponent or spellcaster.

Round 2: Full attack against entangled opponent; or full attack new opponent if entangled opponent still wields flame.

Round 3: Continue melee against same opponent; or full attack new opponent dealing significant damage to twine golem.

Round 4: Repeat from round 1 until destroyed; or flee on master's orders.

Combat

When attacking, the twine golem lumbers forward, trying to drive an enemy back with the ferocity of its attack.

Berserk (Ex): Each round a twine golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The twine golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The twine golem will then move on to cause more destruction. Once a twine golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the twine golem to obey his will, which requires a successful Charisma check (DC 19). A twine golem's berserk chance resets to 0% after 1 minute of rest.

Entangle (Sp): Three times per day, a twine golem can target a single creature within a 30-foot radius, using its own body to entangle (as the *entangle* spell cast by a 3rd-level druid).

Flammable (Ex): Twine golems are particularly susceptible to fire damage and thus take double damage from fire-based attacks unless a save is allowed for half damage.

Furthermore, causing a certain amount of fire-based damage to this creature sets it aflame, whereupon it continues to take that amount of damage each following round. The statistics block includes the numerical rating for this damage. Total immersion, or thoroughly covering the creature, in water or earth will douse the flames.

Vulnerability to Wind (Ex): A severe or greater wind affects a twine golem as if it were a creature one size smaller.

GUARDIAN EFFIGY

N Diminutive construct (CR 4)

Attack and Movement

Init -1

Melee +6 diminutive longsword (1d3-1/18-20)

Base Atk +3; Grp -10

Speed 20 ft. (4 squares)

Space/Reach 1 ft./0 ft.

SA breath weapon

Defense

hp 27 (HD 5d10)

AC 25 (+4 size, -1 Dex, +12 natural), touch 13, flat-footed 25

Fort +6, **Ref** +5, **Will** +6

SQ damage reduction 20/+1, improved jump, magic immunity, vulnerability to rust

Traits

Racial construct traits, darkvision 60 ft., low-light vision

Abilities Str 8, Dex 9, Con -, Int -, Wis 1, Cha 12

HP: ██████ ██████ ██████ ██████ ██████ ██

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Tactics Round-by-Round

A guardian effigy usually begins combat only if the object or location it guards is threatened.

Round 1: Breath weapon against as many foes as possible, approach worst injured enemy with jump.

Round 2: Full attack against injured enemy.

Round 3: Continue melee against injured enemy, or attack new enemy.

Round 4: Repeat from round 1; attack until death or recalled by master.

Combat

Once activated, guardian effigies are tenacious in combat. Though mindless, they have the “programmed” ability to use strategy and tactics and can react appropriately in combat situations. A guardian effigy's longsword is actually part of its body and cannot be removed. This means that the only way to disarm a guardian effigy is to chop off its hand. A guardian effigy cannot be reasoned with.

Breath Weapon (Su): First round of combat – cloud of poisonous gas, 5-foot cube directly in front of the effigy lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 13), initial damage 1d4 temporary Constitution, secondary damage death.

Improved Jump (Ex): A guardian effigy receives a +30 bonus to all jump-related checks, and may jump as the spell of the same name.

Magic Immunity (Ex): A guardian effigy is immune to all spells, spell-like abilities and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the effigy and cures 1 point of damage for each three points of damage it would otherwise deal. For example, a guardian effigy hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The effigy rolls no saving throw against fire effects.

Vulnerability to Rust (Ex): A guardian effigy is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

APPENDIX D: NEW ITEMS

HYDROPHONIC SPHERE

Through immense study and research, Raxil concluded that this sound would drive away the aggressive whales common to the so-called “Sinking Sea,” at least far

enough that they would keep a safe distance from the sphere. However, the sphere would have to be placed underwater (likely tied to each ship's hull with a rope dragline), which would in turn greatly reduce the distance the sound could travel. In addition, the sphere's inner workings required some passage of air from the outside. Fortunately, Raxil's arcane talents provided the solution to this new dilemma.

By crafting a second, much smaller sphere containing complex metal chimes and a bit of ground (then melted) cinnabar ore, and performing a bit of spellcasting, Raxil created miniature spheres that would magically pick up the sound of the larger sphere and transmit it through its own chimes and out into the waves. The inner workings of this small sphere eventually wear out after 3d4 weeks of underwater travel, meaning that Raxil must continue to create new transmitter spheres for each pirate ship.

Main Sphere: This item is a hollow metal sphere some 3 feet in diameter. Its insides contain an intricate arrangement of wooden cogs, metal chimes and glass tubes. As the sphere turns and rotates in all directions, a strange low frequency sound (described by those few who have heard it as a combination of humming, chimes and ghostly moans) pulsates through the air. Several strategically placed holes allow the passage of air into the sphere, while a few tightly fitting doors allow access to the inner workings. Opening one of these doors is all it takes to change the flow of air and thus alter the noise so it no longer drives away the hard-headed whales.

Faint evocation; CL 4th; Craft Wondrous Item, *ghost sound*, *levitate*, *whispering wind*; Price 24,128 gp; Weight 70 lb.

Small Transmitter Sphere: Each of these hollow metal spheres is about 5 inches in diameter, with a seam but no visible opening. A sturdy metal hook is attached. When buffeted by the waves, its chimes transmit a low frequency sound through the waves, driving off the great whales that dwell in the waters around the island. When not moving around underwater, the object merely emits a faint vibration that can be felt by anyone touching it. Putting one's ear to it reveals a deep humming sound, somewhat like putting a seashell to one's ear.

This smaller sphere only resonates up to 12 miles away from the main sphere, and does not affect the whales at a distance of 900 feet (or further) away.

Faint evocation; CL 4th; Craft Wondrous Item, *whispering wind*; Price 8,016 gp; Weight 2 lb.

REDBERRY JUICE

These small, crimson berries are said to grow mainly in leafy bushes on the slopes of the South Welpremond Downs (see page 30 of the *Kingdoms of Kalamar Atlas*). When a small handful of these berries (at least five) are crushed and mixed with an ounce of liquor, the imbiber can boost certain physical abilities, but at a cost. Redberry juice is both addictive and debilitating, and prolonged use results in permanent brain damage.

Type: Ingested DC 12.

Initial Effect: +2 alchemical bonus to Strength and Constitution for 2d10 minutes

Secondary Effect: -4 Dexterity penalty

Price: 6 gp per dose

Overdose: A second dose, taken while still under the effects of the first, causes the effects to double (+4 bonus to Strength and Constitution, and -4 Dexterity penalty, for 4d10 minutes). Unfortunately, the user also permanently loses a point of Intelligence. This lost point can only be regained by magical means. A third dose taken under the effects of the first one or two has no effect.

Addiction: Medium. A first-time or non-addicted user must make a Fortitude save (DC 10) or become addicted. If addicted, the character must consume redberry juice every two days or suffer withdrawal (1d2 temporary Dexterity and 1d3 temporary Strength damage). Characters naturally heal 1 point per day.

If an addicted user fails to consume a dose of redberry juice at least once every two days, the DC of the Fortitude save increases by +5. If he drinks the juice again, the DC returns to 10 for the next two days. Furthermore, an addict permanently loses 1 point of Intelligence and Wisdom every month until they reach 0, at which point they go irretrievably mad.

An addicted user trying to give up redberry juice must make a successful saving throw once each day for four days in a row, or remain addicted.

ROD OF CONTINUITY

The bearer of this short black rod gains a supernatural level of confidence and concentration. The holder gains +10 on Concentration checks.

Moderate Alteration; CL 10th; Craft Rod, creator must have 10 or more ranks in Concentration; Price 10,000 gp.

SPIKED CHAIN OF THE OVERLORD

This +3 *iron chain* has barbed razors welded onto the links, and each link appears seamless, like the chain was made as a single piece rather than hammered together. In the hands of most wielders, upon striking a successful hit, the chain deals 2d4+3 points of damage. Three times per day, in the hands of a cleric (or devout worshipper) of The Overlord, the chain can deal an additional 1 point of Strength damage.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *ray of enfeeblement*, creator must worship The Overlord; Price 17,078 gp.

VESTMENT OF PURITY

The wearer of these specially blessed and enchanted robes unique to her faith gains a +4 enhancement bonus to checks to turn/rebuke undead. Each vestment applies only to clerics of a specific god. Clerics of other gods gain no bonuses and clergy of opposed deities suffer a -4 penalty to all turn/rebuke checks.

Moderate Evocation; CL 7th; Craft Wondrous Item, Maximize Spell feat, creator must be able to turn/rebuke undead; Price 20,000 gp.

Kingdoms of Kalamar

The Fall of Liaven

Off the coast of Mendarn, so the rumor goes, lies a monster-fraught area from which no ship ever returns. Yet, a wink and a grin from a bloodthirsty pirate gives hint that the rumormongers may be wrong. Could there actually be some place - some island - hidden therein? If so, how long has it been there - and how much longer can it maintain its precarious position?

Let your players beware as they explore the strange island - its woods, its depths and its town of merciless pirates and unscrupulous merchants. Their abilities will be tested in ways they never expected, while competing crews, factions* and foreign kingdoms come head to head in a riotous struggle for control of the hidden isle.

**including an optional zombie outbreak!*

Like all Kenzer and Company products, this adventure was designed with the Dungeon Master in mind. We prepare all the details so you can spend less time flipping pages and more time gaming. Being a DM has never been so easy, or so much fun! With 64 pages of useful background, maps, NPC profiles, and adventure details for 4th to 6th-level characters, this adventure is a must for any DM!

Although easily converted for use in any campaign setting, this book is designed for the official Dungeons & Dragons campaign setting, the Kingdoms of Kalamar - a realistic, dynamic world

where complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

To use this campaign supplement in a Dungeons & Dragons campaign, you also need a copy of the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*.

You can also find further details on the Kingdoms of Kalamar campaign setting in the *Kingdoms of Kalamar campaign setting sourcebook*, the *Player's Guide to the Sovereign Lands*, the *Player's Primer*, and our many other fine sourcebooks and adventures.

For 4th to 6th-level characters.

