

The Lion and The Blades.

Weston Latimer Prestage - agentfestaskull@hotmail.com

This Adventure I made when I was 14 and I am converting it 3.5, yet preserving it with the zaniness of the ideas I had back then...

It is written in the twisted yet simplistic style of the mind of a 14 year old Dungeon Master who ran a group of four players in a small town in rural New Zealand in the year 1991, but it has been edited for comprehensibility. This could be a difficult adventure to run, so give it a thorough read through and don't attempt it unless you are a Dungeon Master of at least 15th level.

The adventure is designed for a party of 2nd or 3rd level adventurers. But of course can be modified to suit your group using your 15th level DMing skills. There are no maps. As a 15th level DM you can create maps on the fly.

Important Note:

In reading this Adventure, be very certain you don't go past a word you don't fully understand.

"The only reason a person gives up a study or becomes confused or unable to learn is because he or she has gone past a word that was not understood."- Basic study manual. LRH.

The confusion or inability to grasp or learn comes AFTER a word that the person did not have defined and understood.

A good resource for definitions is www.dictionary.com

May your vocabulary and understanding be only equaled by your wisdom.

I would Love to hear from you on how my adventure played out.

Any questions / comments can be directed to me- Weston Latimer
Prestage at agentfestaskull@hotmail.com

THE ARRIVAL.

The PCs arrive by boat at the port city, just as night is beginning to fall. I have used Mulmaster for this adventure but any neutral or evil port city will do. Mysteries of the Moonsea would be useful for this adventure if you set it in Mulmaster, but not essential.

A note on Mulmaster: Mulmaster is a predominantly evil place filled with evil people. It is a decadent sprawl riddled with crime and corruption. Mulmasterites believe their neighbors plot against them and the city has long felt isolated from the rest of the Moonsea. Adventurers are generally viewed as interlopers and fools, whose lofty ideas are more likely to get them killed than accomplish anything. - Mysteries of the Moonsea.

In front of the players spreads the dock area, where the docks and jetties of the harbor jut out into the Moonsea. Here, an interesting mixture of warehouses, businesses and homes creates an air of constant bustle and variety, a seeming haven to travelers and foreigners within this natural fort of a city. For, a natural fort it is, as the mountain range hugs Mulmaster, protecting it to the south while the great Moonsea itself guards its northern boundaries. The night and the air is clear, as a salty breeze blows into the city from the sea. In the distance and outside of the city one can hear the soothing sound of the sea as it caresses the beach, shuffling sand and crabs before it as it rolls gently along the shoreline. Looking out across the grand city of Mulmaster, one can easily see the spires and walls of the nobles homes and castles lit by candles, torches and magical lights along a piece of land known as the Towers of the Blade. The whole city

is built upon the slopes of a mountain range, and the quality of the architecture slides with that natural grade. The further down one goes from the Towers of the Blade, the more common and, eventually, ramshackle the domiciles become.

The fort guarding the road into the city itself is an impressive structure of impassive, hard granite. It stands like a forbidding giant before the city gates in the south, ready to deny any plunder of Mulmaster's riches. Dark walls tower above the road and, looking up; you can easily see the outline of archers walking their length.

Upon disembarking from the boat, the players are accosted by two of the harbor guards.(N human warrior 3) They are grey bearded old salty sea dog types who are paid by the city to check arrivals by questioning. There is also an entry tax of one gold coin for non residents. If the players cannot pay this and still want to enter they could pawn or sell an item. Questions they will ask the players are the following.

- Place of origin?
- Reason for visiting and proposed length of stay?
- If they are carrying any powerful magic?
- If any among them is a spell caster above the rank of Conjurer?
(That means 4th level or above by the old 1st edition rules).

Any PC answering yes to this last question will be advised to join the Brotherhood of the Cloak, the powerful wizard group of the city.

Anyone who chooses not to join and is then caught casting a spell is dealt with harshly; penalties include torture, maiming and often death. If you are running this adventure with wizards higher than 3rd level then this part is for you the DM to sort out.

The harbor guards are tired old drunkards and are easily bribed, to look the other way if any difficulty arises.

INTO THE CITY.

It is midsummer and the snow from the surrounding mountains has mostly melted. There are puddles on the muddy streets as well as running in rivulets off the houses and along the gutters. There are a few people about and the city has a hurried, blaming atmosphere, which you can feel as you walk about the docks.

THE NEEDELED HEART.

The first thing of interest the PCs see is a tattoo parlor. A salty sign depicting a heart with a needle piercing it, swings above the door. A gathering of rough looking sailors gather around and on the three short steps leading up to the door. They will see the PCs and target them for abuse and ridicule. One of the sailors will flick his pipe full of burning ash out at the nearest player and then they will leap forward as one, to bash and steal.

There are five LE Human Pirate 1, armed with whacking sticks and two LE human Pirate 2, armed with rusty cutlasses.

After two rounds of combat Hangis, (CG Human Fighter 5) the owner of the shop, will burst forth with his two handed stick of whacking which he is a master of and will lay about with it beating and scattering the pirates as he yells at them for being bilge water spawned barnacles.

The pirates will flee as soon as it looks like they are losing.

Hangis will invite the PCs into the shop for tattooing once the pirates are gone.

THE MINSTREL.

A raggedly looking minstrel hails the PCs. (LE Bard 3) He has a battered lute and its' discordant strumming resonates throughout the street. He wears minstrel clothes that were once bright but are now faded and grime spattered. His name is Bezzin and he is a member of the Hard Drinking, Fighting Pirates: a loose confederation of street gangs, thieves, thugs, and outcasts of all sorts.

Despite his dirty appearance he is singing a well constructed epic tale of a Paladin called Wyn the Younger and his part in leading Midnight to ascendancy during the Time of troubles. He will beg donations into his shabby old hat on the conclusion of his tale, and then try to sell the players a magical lucky charm, for 500 gold coins or other treasures of equal value. The charm is a silver leprechaun figurine and will allow a re-roll of a "1" once per week. The DM chooses which "1" through the week is re-rolled. The charm radiates powerful Divine Fey magic if detected for.

As the players are walking away he will create the illusory sound of him launching into another tale. This will give him a + 5 on his Slight of hand check when he cuts a PCs purse, steals the charm back or somehow rips them off as they head off. His base Slight of hand is + 10. If caught or threatened in any way he will use a combination of barding singing and pitiful begging in an attempt to calm the PCs.

The players may roam the city shopping and loitering, without further incident. The weather is uncharacteristically warm for Mulmaster.

As it gets darker and more nighttime the PCs may wish to find a Tavern.

THE OX PIT.

The tavern they find is called The Ox Pit. Famous for its rough and tumble atmosphere, it is known for its ale and its roasted Ox. A room and a meal costs 7gp. - Mysteries of the Moonsea

The tavern is crowded and quite old and the smell of spilt ale and roasted meat fills the air. A skinny scabby looking barman will rudely ignore any spell caster looking PCs.

Any PC looking around and making a spot check DC 15 will see a large clean skinned and yellow bearded man with a long mane of blond hair. He wears a grey leather trench coat and a brown knitted woolen sweater with matching leather pants. He is playing with a silver amulet and looking around the room. His gaze settles on a group of swordsmen at a table in the corner and he goes over to them.

Ask the players what they do.

After a few moments of this yellow-maned man talking with the swordsmen, they seem to refuse whatever he is offering them and he sits back at his booth and scans the room again, frustratedly fiddling with his amulet.

He then looks at the PCs and comes over to them.

DM note: This is Leon the Lion Heart. He is a paladin of freedom and he is scanning the crowd using his detect evil power, to find a group of good or neutral people to help him. The amulet is what he is using as a cover so no one knows he is a paladin and can detect good. If none of the players are good or neutral then Leon does not approach them and the adventure ends here. The amulet is actually a holy symbol of Tymora but he never lets anyone see all of it. He holds it covered by most of his hand, and when it is not in use he tucks it away.

LEON.

He smiles, pulls up a chair and buys himself a large ale. He is just about to say something when a wild haired drunken maniac sailor crashes into

him, spilling the ale all over the nearest player. Leon grabs the sailor and squints at him for a second, (detecting the evil in the sailor) before nodding to the PCs and dragging the struggling swearing sailor out side for a fight!

Conduct this fight between the drunken (-4 to attack rolls skill checks, ability checks and reflex saves. But he has 6 temporary hit points) sailor (Human LE Pirate3) and Leon. No weapons are used in the first round but on round two the sailor pulls out a rusty fish gutting knife! And Leon disarms him (or attempts to) in a flourish of street fighting style.

In the unlikely event of Leon being killed here, the adventure ends and his body is looted by the onlookers before being rolled into the gutter.

After Leon delivers the final devastating head butt, driving the bad sailor to the cobbles he heads back inside and resumes drinking. Once settled again he turns to the PCs and says "My little buddy here *taps amulet* says you may be willing to help me, and if you are currently in search of riches you may be wanting to help me."

He explains that his name is Leon and he is a retired adventurer. Now he makes weapons and sells them to some temples and some adventurers. To this he adds in a whisper "By some temples I mean good temples and by some adventurers I mean good adventurers."

He just had a crate of 40 magical throwing knives made at great expense and two nights ago they were stolen by the Night Masks: A band of thieves, assassins and enforcers who operate largely by night, they are mainly established in Westgate. They are led by a being known only as *the Faceless* and a handful of merchants, who take to calling themselves the Night Masters. The guild, whose symbol is a domino mask, quickly came to control most of the illegal doings in that city and have started to organize the freelance rogues of Mulmaster, although

the Hard Drinking, Fighting Pirates: a loose confederation of street gangs, thieves, thugs, and outcasts of all sorts is resisting assimilation. He managed to find out (by paying some people and threatening others) that his knives were sold to a team of pirate smugglers who are leaving tomorrow morning for Calunt (Or other nearby port city) to sell their stolen cargo. He wants to get onto the ship, grab his stuff quietly and get off as quickly as possible. For the quick and efficient search of the ship he needs help.

He is offering one of the following to anyone who helps him.

He will make masterwork weapons for them: either 4 small, 2 medium or 1 large weapon. These will be crafted to have a + 1 attack bonus or a + 1 damage bonus of the players choice. It will also be crafted in the style the player specifies.

- He will offer 350 gold coins of Mulmaster mint, in a yellow satin bag.
- He will offer training in weapon smithing or unarmed combat.
- He will offer one of the magical throwing knives.

Or

- He will offer to perform 2 days of work for them in the non evil and non gay way of their choosing.

One of the above choices will be paid to each player upon successful completion of the mission. If the mission is unsuccessful there will be no payment at all. He explains "There can be no ideas of getting caught or doing a half done job in this city, it's a tough city, only the lions and the snakes survive, and even they have a hard time."

LEONS HOUSE.

If they accept he will take them through the streets and up a hill to a nice moderately posh neighborhood, with clean cobble streets and tall brick houses with gardens on their roofs. The night is cool, clear and comfortable, a fine evening for strolling down the boulevards or sitting out on a veranda for a glass of chilled wine as some people seem to be doing in this district.

The area is patrolled by small but powerful groups of watchmen who are well paid to keep this area safe and crime free. A group moves to intercept the party but they nod and move on when they recognize Leon.

Leon's house is tall and thin and he is met at the door by Jeeves- his old butler and Jemima- his Thayan cook.

He has them fix food and beds for all.

He wakes the players about 3 hours before dawn. So it seems that the player's heads have just hit the pillow before they are awoken.

Some of the players may be fatigued (especially if they had a tough day previously) as they can only get about 4 hours sleep. Spell casters will only have the spells they had remaining from the day before. He takes the PCs down into the secret workshop / basement where he has a few random masterwork weapons that the PCs can borrow. He also does not recommend anyone carry too much or wear heavy armor, explaining that swimming will take place at one point.

UP AND OUT.

After a quick breakfast of apples and porridge he grabs two back packs and two large sacks and leads the players out into the foggy dark streets.

Leon is wearing a very dark blue suit of finely made leather armor, embroidered with tiny crimson lions on the left sleeve and has a finely

made dark grey handled broadsword with a lion headed pommel strapped to his back.

Unnoticed by any authorities the PCs follow Leon through the twisting alleys, passing the occasional passed out drunk beggar, until he lifts aside a large manhole and motions for them to follow him down into the sewers. Once the PCs have climbed down the rusty iron ladder they find themselves in the dark, until Leon blazes up a tinder twig and from that, a torch.

THE SEWERS.

Mulmaster, like most cities, contains a massive sewer system beneath the city. Like many other cities, the sewers quickly became a favored way to travel unseen throughout the city by those conducting business that city officials would frown upon. - *Mysteries of the Moonsea*

The sewer system is a maze of tunnels and rooms that mostly serve as lairs for monsters. The main sewage tunnels are 15 feet wide, with a 5-foot wide walkway on either side of the 10 foot wide and 10 foot deep trench through which waste water and sewage flows. Bridges made of metal grating cross over the sewage in some areas. Exposure to the filthy sewer water could cause a disease if the DM chooses.

Leon leads the party along the stinky grimy mucky sewer for about 100 yards, on the path along side the sluggishly moving stream of muck. Ladders, pipes and passages are passed on both sides.

He Says " If we see any Night Masks, just calmly walk by."

SKELETON ROGUE BATTLE.

He has just finished this sentence when a Clashing and Crashing is heard from up ahead. Two dark clothed and spry looking figures, (LE Human rogue 3) are fighting a losing battle against a crowd of eight

rusty weapon wielding muck covered skeletons on the ledge/path ahead. There is a loud crack as one of the thieves gets a skeletons rusty mace in the side of the head and cartwheels weakly into the sewer. The other rogue spots the light and screams for help. He whacks a skeleton in the ribs with his rapier but it does nearly nothing.

Leon is holding his amulet and watching the man. He blocks the path and motions for the PCs to stay back and not interfere. Moments later the rogue is overwhelmed and driven, crushed and dying to the ground. The skeletons tramp over him and head toward the party. Leon holds his amulet forth and silently calls down its power to drive the skeletons away. If this does not work he and the players will have to battle them.

DM note: As stated previously, the amulet is non magical and does nothing by itself. Here Leon is secretly using his paladin turn undead powers.

SHUFFLING ALONG.

By now the players would be completely lost within the twisting turns of the sewer system. Leon however knows the way perfectly. After traveling for about ten minutes without anything more interesting than two freshly killed giant rats (examination will reveal that the rats were killed by short bow arrows, which were then removed), and a bloated near naked body, bobbing face down in the grimy water, the players will hear a plink, plink sound from one of the pipes.

THE JOR.

A commando team of two Jor (See appendix) have set up an ambush here. The plinking sound is a carefully designed diversion.

They both have 20 hp and have rusty scale mail, bucklers and scimitars. Their hide in the murky waters is + 6 and Move silently is + 5.

The lead one will pop up and fire at anyone looking down the pipe, using his poison sneak attack. The other one will fire at the PCs from 60 ft down the tunnel. Both of the Jor are $\frac{3}{4}$ hidden in the sewer water and should be very difficult to fight. If the fight turns against them they will dive under the water and sneak away.

SUPER GOBLIN AMBUSH.

After continuing through the sewers a ways, Leon says "We are almost there." Then he crouches in readiness as a strange dying sound is heard from up ahead.

This sound is made by a cunningly concealed goblin (Bunzwik the Power Goblin to be exact) wailing through the elaborate pipe systems of the sewers. As the players creep forward, the cunning Bunzwik will burst from his hidden cubby kicking out at the weakest looking PC. That PC will have to make a spot check DC 20 to see him exploding forth. If seen, the rush to send the PC into the sewer can be resisted on an opposed check vs. his bulrush attempt or a reflex save DC 14. If Bunzwik the Power Goblin is not seen at all, the player must make a reflex save DC 20 or go flying into the sewer.

Bunzwik will then whistle and his mangy wolf will come bounding down the path from behind the PCs. The wolf was hiding in a pipe back a ways.

Bunzwik will also fire his loaded crossbow into the face of the nearest PC, or the PC he was rushing if that PC did not go into the sewer. A brutal fight will ensue with the goblin in the middle and the wolf nipping at the players from the back. If badly hurt, Bunzwik the power goblin will try to back away telling the PCs that they have passed his

test and he may help them when they least expect it at some time in the future. Leon will tell the players to let this honorable goblin go. If Bunzwik is killed, Leon will take the gold and agate ring he wears.

If anyone has been badly hurt in the fight Leon will use his Paladin Lay on hands healing ability to heal them.

After he gives his prayers of freedom to Tymora, he explains to the PCs that he is actually a paladin of Freedom and has been secretly judging them all along. He shows them his holy symbol and explains that it was just a trick so he can keep his paladin powers secret in this horrid evil city.

THE BLACK AND BLUE LASS.

The party comes to a large pipe with sea sounds and sea smells from the sea shore issuing from it- a salty and refreshing change from the slimy sewers. He asks if someone would scout surely ahead to make sure the coast is safe. If anyone has anything that water would ruin, to leave it here as now they will be swimming a ways.

After 20 feet of crawling, the pipe ends underneath a wharf. Leon jumps out and starts swimming strongly through the cold dark salty seawater, towards a huge and terrifying galleon, bristling with gun hatches and vicious barnacles. The wooden pillars that support the wharf are spaced 20 feet apart and the players must swim through the freezing water with attendant penalties from the cold, to each of these, on the way to the galleon.

A solitary early morning fisherman (LE Human Commoner 3) must be avoided; by dodging behind a pillar (DC 5 hide check). If the players are seen he offers them a lift in his boat. If the players get in, he will row them around to the side of the galleon furthest from the wharf and yell up to the pirates "These guys were sneaking toward your ship!"

What ever happens then is up to the DM. May I suggest a huge old rusty cannon hurled over the ships side and down onto the players, booshing them and sending the boat to down to the Davey Jonsey depths.

If the players make it to the final pillar (pillar number three and only 10 feet from the huge moored galleon), Leon will take a glowing purple potion from a pouch around his neck and quaff it. He will then use its magic to climb like a spider up the side of the ship and into an open port hole. Seconds later a knotted rope is fired down and he beckons the PCs up. The DC to climb this rope is 4. But as the PCs have probably removed their shoes their feet may be slashed to ribbons by the cruel and unforgiving barnacles...

INSIDE THE LASS

The players find themselves in the ships galley, bundles of food hang all over the place and there are many sharp kitchen knives as well as rolling pins and cleavers.

Leon sneakily leads the players down a windy wooden stair toward the bottom of the boat. Snoring can be heard from behind doors that lead along a thin passage that ends at the ships store room.

Such is the pirates' confidence that the room is not guarded and as long as the players are quiet they will not be spotted. The heavy wooden storeroom door is locked and unless one of the PCs can open it Leon will have to bust it open with his crowbar- this has a good 27 % chance of waking the 10 sleeping pirates (LE Human Pirate 2) that lie heavily hung-over in the nearby bunk rooms. If woken one will stagger and lurch out of his hammock to see what the noise is. Upon spotting the busted door he will yell for help and the rest of the badly hung over pirates (With any penalties you wish to give them) will stagger and lurch out of their hammocks to fight the PCs. If the going goes badly they will run, yelling and alerting the ship. If the whole ship of 100 or

so pirates is alerted and brought to bear on the players you may as well have them just hand over their characters and pass out new blank sheets.

THE STOREROOM.

The cramped storeroom is full of boxes and bags of goods and bads, stolen and otherwise.

Leon will start wrenching things open in search of his throwing knives and encourage the PCs to do also. Finding the knives requires 11 rounds or a search check of 25 - which ever comes first. There is too much junk on top of the crate of knives to be able to spot it though a detect magic in the first 3 rounds of searching, but after 3 rounds of moving junk about the glimmer of magic can be seen. The other Items in the room are;

Fine dinnerware of silver, pewter and copper.

Large and gothic paintings of dark surreal seascapes.

Masterwork small shields.

Crates of fine short swords.

Crates of masterwork halberd and pike heads.

Crates of masterwork ring and scale mail.

Stacks of 30lb silver ingots, stamped with the symbol of a spiked sun with an evil face.

Rolls of bear furs.

Bundles of masterwork woolen blankets of light blue embroidered with a black unicorn killing a white unicorn in a horrid and bloody display.

Crates of Masterwork daggers.

AND finally the crate of 40 magical throwing knives- THE FLYING

CLAWS OF THE LUCKY LION. Detailed in the appendix.

ESCAPE FROM THE BLACK AND BLUE LASS.

If the party make into and out of the storeroom and up to the galley and down their rope unseen and undetected through the entire mission then they won't be being chased.

In the likely event that they are being chased, they will hit the water and realize that there are a bunch of harpoon and rusty cutlass wielding pirates screaming "YARRRRRRR!" at them from the sides of the ship while another bunch is lowering a long boat.

The sailors will throw two harpoons at the players as they swim to the relative safety of the below wharf area. The wickedness and the power of these harpoons and their ability to hook into the players and drag them back toward the ship foot by painful foot is up to the DM. At the DMs option the Pirate captain "Spack Jarrow" may be leading his men and shoot a harpoon at the players getting the full benefit of his "Cannons Demon" special ability.

As the party nears the pipe leading back into the sewers the longboat splashes down and a boatload of jeering and evilly "Yo Ho Hoing" wicked pirates row hard in pursuit of the players.

The long boat contains one LE Human Pirate 4, three LE Human Pirate 2, and eight LE Human and Half Orc Pirate 1. they are armed with a few light crossbows, cutlasses, and the leader has a shiny red +2 knife clenched between his teeth, making it quite hard for him to yell out orders.

Barring any critically failed swim checks, the party should make it to the pipe with the pirates still in pursuit.

Once the party gain the pipe Leon empties a bag of sharp and rusty caltrops into the pipe to slow the pursuers.

He then blazes up a torch and leads them jogging onward into the sewers in escape from the pirates. Surprised Pirate screaming is soon heard funneling out of the pipe and echoing through the sewers.

THE CONJURER.

After a short while a strange looking fat man (Balgur the CN Human Conjuror 6), with a shock of red hair and a blue painted face emerges from a side tunnel. He is holding up a green wooden staff with a brightly glowing yellow crystal on the end, illuminating him in his outfit of weird orange jacket and balloon style multi colored foreign pants. He has many flashy rings and necklaces and will seem overly friendly in his dealings with the party.

He asks why the party is jogging along briskly and suggests they stay and face whatever it is they are fleeing from. He tells the party that he is down here hunting Bullywugs for the bounty on their tongues. (Which is 15 coins of gold per tongue). He is possessed of a $\frac{1}{4}$ staff +2 which is ensorcelled to shed light on command up to three times per day. He has two potions of extra healing as well.

He has a mouse familiar which gives him alertness and a + 6 to move silently and he has created two new spells, Burning Grease and Summon Pecks which the players may get to see him cast a little down the path. They are detailed in the Appendix.

He will join the party here to keep them safe from their enemies. Leon agrees saying we need all the help we can to get out of this place.

BULLYWUG AMBUSH.

The bullywugs enraged at Balgurs hunting of them are waiting in ambush for him. He is with the party and so the party gets ambushed too.

Ten Bullywugs will burst out of the sewer water, leaping up onto the walk way in an evil frog like way. The spot DC is 22 to not be surprised by this.

One will land in front of each party member and any left over will land on the left and right of the party and attack from there. They will beat down on the party croaking hideously. Balgur will shout in glee and cast his spells in an effort to take down as many as he can at once. He does not care if he endangers the players as he is chaotic neutral.

If any Bullywugs are killed he takes a moment to cut out its tongue and stash it away. If any of the players challenge him for the tongues he will try to intimidate them and threaten them. Leon will say "Let him have the bounty - it is easier for a camel to pass through the eye of a needle than for a rich man to enter the paradise of the gods".

Balgur will reply "Yes but while it may be difficult for a camel to pass through the eye of a needle, it is still possible. It just takes a pot of grease and a lot of pushing."

When half of their number is killed, the Bullywugs will flee and Balgur will run after them, thus leaving the party. If they are all killed he gathers up the tongues and then leaves anyway... laughing insanely.

THE BOX.

On a spot check DC 21 a player may see a sealed wooden box floating down the sewer. If fished from the sewer and opened it will be discovered to contain a bright yellow suit of Gnome or Halfling-sized masterwork leather armor and two square packets of something sealed in red wax with a windmill seal imprint on it. These are food rations. While they look and smell perfect in every way they are cursed rotten food, blearch ! One hour after being eaten the food will force a fort save DC 15 on the player. If it is made the player will only suffer ten minutes of blindness and a horrid sick feeling. If it is failed the player will go blind and be confused for half an hour before dying of food poisoning.

There is also a small gnomish book of the religious ceremonies of the good gnomish gods. It is written in gnome of course.

THE RAT.

On a spot check DC 5 a player may see a few burned giant rats floating face down in the sewer.

THE GRAFFITI.

The players will see the words "Nightmasks forever!" painted in red paint on the wall. The words are surrounded by a number of domino masks and they lead down one branch of the sewer.

Suddenly echoing down that sewer branch, the players hear a high pitched squeal- suddenly cut short.

That branch of the sewer leads into the territory of the night masks and is beyond the scope of this adventure.

THE SCRAG TRAP.

Along the sewer the party sees a long plank stretching across the sewer. Sparkling in the torch light are six pale yellow water worn gems (Irtios worth 100 gp each). This is an aquatic troll's trap. The troll will burst out and attack anyone who goes near the gems. If no one goes for the gems, once the party passes it will burst out of the sewer and start climbing up onto the passage, roaring dangerously.

Leon will fish a flaming oil jar out of his sack and throw it at it. If he hits he will rush the troll and try to set it ablaze with his torch.

OUT OF THE SEWERS.

If the party survives this encounter, Leon leads them onward until he hears horses clip clopping along the street above. He will find a ladder nearby that leads up into an alley. He will then throw his torch into the water and clamber up into the alley.

He tells the PCs that today is a festival market day and gives them the option of going to the market right now, or going with him to his house to collect their reward and getting cleaned up and then going to the market.

I do not know of a player in existence that will choose not to go to the market.

His house is at 3 Kezzer Street. He reminds the PCs of the evil of this city and not to get into trouble.

Back at his home Leon will have hot soup, bread and beer as well as a warm bath and blankets for all.

The market is on all day.

THE MARKET.

The following are some things the players may see and interact with at the market or about town.

- A lot of food being sold as well as animals, weapons and simple armor. Everything is 160 % PHB cost.

- There is a richly appointed and well guarded specialty cheese stall being run by a 20th level merchant of incredible skill. The cheeses available are listed in the appendix.

- Many expensive herbal antidotes and medications are for sale.

- A legal duel to the death has gathered a large betting crowd. The fight is between a large bearded man (LE Human Fighter 4) wielding a broadsword and a skinny rogue type (NE Human Priest of mask 8) who fights with two daggers. The duel is being adjudicated by a city Cloak (LE Human Wizard 6) and eight soldiers (LE Human Fighter 1, 2 or 3). Players may bet if they want, and you the DM may conduct the combat.

-There is dog fight going on, with much onlooking, shouting and betting.

-Cheers come from a side alley and the PCs see an unconscious and bloody faced man being dragged out by his friends. This is an illegal street fighting arrangement, with much betting and prizes for the winner.

-A lovely smell is coming from a pie cart. A pie man is selling dog or cat or fish pies for 3 silver each.

-A group of soldiers marching down the street on a daily drill.

-A platinum piece sits on the road. As a PC tries to grab it, it will be pulled away on a near invisible string. It will be pulled down an alley. If the players follow it into the alley they will discover that a large sealed barrel filled with water is falling on them. If they say they are looking up or if they make a spot check DC 16 then they will see the kid pushing the barrel and will be allowed a reflex save DC 12 to escape being hit by the barrel for 10d4 damage. The barrel will explode drenching everyone within 30 feet and the evil kid will run away across the roof tops. The string leads up on to the roof where the kid was. The platinum coin can be grabbed off the street once the kid runs away.

-The PCs take wrong turn down into a dead end alley. At the end of the alley is graffiti proclaiming it to be the turf of the Hard Drinking, Fighting Pirates. The PCs will then hear the gang members coming out of hidden doorways and popping up from sewer grates (and at the DMs option, whizzing down from the roofs of houses on ropes). The gang members will form up into an intimidating group and start asking the party why they are on their turf, why they are so ugly and if they can take a beating. All the gang members are pretty weak 1st level rogues, thugs or outcasts. Years of debased living has left none of them with more than 6 hit points. But there are ten of them. They are each armed with a different weapon.

They are: club, rusty rod, knife, dagger, chain, brass knuckles, spade, bent short sword, rake and hoe. The gang will scream "No retreat! No surrender!" as they charge. They will run away as soon as the battle even slightly turns against them.

If the players spend all day at the market, they must make their way back to Leon's place in the dark. At night the players will be approached by many "ladies of the night", who wear huge fur coats, and are under the watchful eye of their watchers.

That is unless your players are under the age of 18 or you believe that this sort of thing should have no place in your game. In which case, compelled by an unseen force, the ladies of the night disappear into the shadows before the PCs approach.

THE NEXT DAY.

Leon will thank the players for their help and arrange to get the players their items if he was making them something, or he will pay the players what he owes them. The players may have to wait around to get any masterwork items.

The adventure ends with the players slumming about in Mulmaster or whichever evil city you set this adventure in.

This adventure can easily lead into my one:

"Gateway to the Great Evil of the North".

APPENDIX:

Personalities:

Name: LEON THE LION HEART.

Size: Med.

Race/Sex: Human.

Class/Level: Paladin of Freedom 5

Alignment: Chaotic Good.

Hit Dice: 5d10 + 20 HP: 60

Initiative: + 0

Speed: 30

Armour Class: Touch: 10 Piercing 13 Bludgeoning 15 Slashing 15
Possibly more if he uses his defensive blow feat.

Attacks: Broadsword Hack +11 Dam 1d8+7 crit 19-20 X 2

Base Att: +5

Saves: Fort : 11 Ref: 4 Will: 7

Abilities: Str: 19 Dex: 10 Con: 18 Int: 10 Wis:16 Chr: 16

Skills: Armor Check Penalty : 0 Balance : +2 Concentration +6,
Diplomacy +6, Jump +5 , Knowledge (Nobility) +3, Knowledge (local)+6,
Heal +5, Spot +6, Sense Motive +6, Bluff +6, Listen +4, Swim +10

Spells. 1 first Level paladin spell per day.

Feats and Class abilities:

Aura of Good, Detect Evil 60', Smite Evil 2x day, Divine Grace,
Lay on hands, Aura of resolve (Immune to compulsion effects. Each ally
within 10 feet of him gains a +4 morale bonus against compulsion
effects), Turn undead, Divine health.

Feats: Improved unarmed strike, Improved disarm,

Defensive Blow [General, Combat]

Leon has learned to sacrifice some of the power of his blows in exchange for improved defense.

Prerequisites: Wisdom 13+

Benefit: On Leon's action, before making attack rolls for the round, he may choose to subtract a number from his damage rolls and add that number to his AC. This number must never exceed his wisdom bonus (3). The penalty on damage, and the bonus to Leon's AC apply only until his next action

Equipment: Two back packs and two large sacks, a very dark blue suit of finely made leather armor (Leather +3), embroidered with tiny crimson lions on the left sleeve, a finely made dark grey handled broadsword with a lion headed pommel (*Good* broadsword +2), A holy symbol of Tymora, three torches, 6 tinder twigs, a crowbar, ajar of highly flammable oil, a glowing purple potion of spider climb in a pouch around his neck and 2 masterwork daggers with lion headed pommels.

Note: The above equipment is just the items he has on him when he goes on adventures. He has lots more stuff back at his house.

Languages: Common.

Description: A large clean skinned and yellow bearded man with a long mane of blonde hair. He usually wears a grey leather trench coat and a brown knitted woolen sweater with matching leather pants.

Personality: Leon is dumb and kind of boring with an out of control love for nicely made things. He is a really good guy though and cannot be faulted in his pursuit of freedom for himself and others. Yet he drinks too much and he also hates gambling which brings him at odds with his deity Tymora on occasion. He enjoys fine dining and cleaning things.

Name: Bunzwik the Power Goblin.

Size: Small..

Race/Sex: Goblin.

Class/Level: Fighter 4

Alignment: Chaotic Neutral.

Hit Dice: 4d10 +4 HP: 40

Initiative: + 2

Speed: 30

Armor Class: +1 size Touch:13 Piercing 18 Bludgeoning 19 Slashing 20

Attacks: Scimitar Hack +8 Dam 1d8+3 Crit 18-20 X 2

Medium crossbow + 7 Dam 1d10 Crit 20 X 3

Base Att: +5

Saves: Fort: 5 Ref: 3 Will: 3

Abilities: Str: 17 Dex: 14 Con: 13 Int: 10 Wis: 15 Chr: 12

Skills: Armor Check Penalty :- 5 Balance : +2 Concentration +1, 6, Jump +5, Knowledge (The sewers) +3, Spot +6, Sense Motive +6, Listen +4.

Feats and Class abilities: Improved bullrush, Power attack, Run, All out attack. [General: Offense]

Bunzwik may attack recklessly, throwing caution to the wind.

Benefit: He may take a -4 penalty to Armor Class to add +2 to all attack rolls this round. The changes to Armor Class and attack bonus last until his first action next round.

Equipment: Scimitar, ring mail, mangy wolf, Medium cross bow, Goblin body shield, shrunken dwarf head, 25 sp, 42 gp and a gold/agate ring

worth 157 gp.

Languages: Common, Goblin

Description: A Goblin dressed up like a dangerous fighter.

Personality: Bunzwick is a cunning and wise, raging evil lunatic.
Just walk away.

NEW CORE CLASS.-By Blas De Leso

PIRATE

The pirate is an expert on the sea. It is not that he is uncomfortable on land but he feels deeply powerful when he is on a ship.

Adventures: The pirate gives his life to the sea, he risks his life stealing other's possessions, assaulting small (or big) cities, and spending his booty in one night of drinks and women. His only fatherland is the sea, his family their companions and his life usually ends when they are arrested (and probably hanged).

Characteristics: A pirate lives by assault, so he needs to be a good warrior in order to survive. But he also is a great navigator: no-one can be so skillful, in all the ways, than a pirate on a ship.

Alignment: Their life consists in plundering, assaulting, and murdering, so pirates are usually evil. There are neutral or chaotic neutral pirates that are not as bloody as the common ones, although their way of life also requires violence. Although very weird, there are also good pirates. These ones steal from the rich and usually give the profits to the people who really need that money, they usually don't kill their targets but have a lot of fun laughing at them in many ways. Good pirates also like adventuring and fighting tyrannical governments and oppressive laws, although legal good pirates are extremely rare. Legal

pirates are usually privateers (optional rule, see below), and they follow orders from a kingdom, city, republic, confederation or any other system of government to do "legal" piracy for its profit.

Religion: Pirates are not very religious. Those who pray usually worship gods of the wind, sea or war.

Background: Pirates normally come from port cities and from families with very low incomes or oppressed ones, so they learn how to gain his life in the streets since kids, but sooner or later piracy comes into their lives as the best and funniest way to live.

Races: Humans tend to like the pirate's style and are the most common race between them. Half-elves usually find their homes in a ship and feel comfortable between other pirates, where comradeship is more important than race. Other races can be also found between pirates, especially renegades (such elves that don't follow traditions or dwarves disliking caves and mines) and evil creatures.

Other classes: Depending of their alignment, pirates get along well with many classes. Chaotic evil pirates like to team up with evil rogues and evil sorcerers (better if they know how to control the elements). On the other side, a neutral good pirate can team up with a paladin so they can bring freedom together to the most oppressed countries or villages.

Role: Although a pirate companion can be very useful while adventuring on land due to his skills and combat abilities, he truly shines when sailing on a ship far away from the coast, where no law can stop him.

GAME RULE INFORMATION

Pirates have the following game statistics.

Abilities: Charisma is very important for many of the pirate's special abilities, but also for his renown, reputation, self confidence and

leadership if he wants to be a good captain. Dexterity is important for many skills and for having more success of surviving in a fight, as pirates can only use light armor. As a combatant class, pirates also benefit from a high Strength and Constitution.

Alignment: Any (*Optional*: legal pirates are privateers instead, see above).

Hit Die: d8.

Class Skills

The pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Geography) (Int), Knowledge (Local) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Class Features

All of the following are class features of the pirate.

Weapon and Armor Proficiency: Pirates are proficient with all simple weapons, all light and one-handed martial weapons, plus all firearms (only if your DM allows firearms in his campaign. See DMG for more details). In addition, he is proficient with the cutlass. Pirates are proficient with light armor, but not with shields.

Skill Focus (Profession): At 1st level, a pirate receives the feat Skill Focus in Profession (Navigator).

Boarding Charge (Ex): Pirates can use the charge attack while balancing with a rope (or any other object that allows a pendulum-movement). In order to benefit from this ability, the pirate must grasp the rope with one hand and have a weapon in the other. Pirates like

using this ability when boarding an enemy ship, although it can be used in other situations (such as balancing on hanging lamps, etc).

Bonus feat: A 2nd level pirate receives a bonus feat that must be chosen from the fighter list, but excluding those available only to fighters (such as weapon specialization).

Steel Liver (Ex): Starting at 2nd level, a pirate can swallow massive amounts of alcoholic drinks. He receives a +4 bonus to fortitude saving throws related to avoid getting drunk or falling unconscious. This bonus increases in +1 every 4 levels after the second.

Bravado (Ex): At 4th level a pirate is so confident in himself that he receives an AC bonus equal to his Charisma bonus (if any). This bonus to AC applies even against touch attacks or when the pirate is flat-footed. He loses this bonus when he is immobilized or helpless or when he wears any armor other than light. This bonus cannot be higher than +1 every four pirate levels.

Cannon's Demon: At 5th level, when firing a ship's cannon, a pirate deals an extra 1d6 damage to the target. This damage increases by 1d6 every five pirate levels thereafter. (If your DM doesn't allow cannons in his campaign, see optional rule below).

Pirate With Style (Ex): At 6th level, a pirate must choose a combat style between the following (the benefits of the pirate's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor):

- Fencer: He is treated as having the Weapon Finesse feat.
- Defense Master: He is treated as having *Uncanny Dodge*:

he can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a pirate already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

-Gunpowder Addict: When fighting with pistols or other one-handed firearms, he is treated as having the Precise Shot feat, even if he does not have the normal prerequisites. (If your DM doesn't allow firearms in his campaign, see optional rule below).

-Reckless Fighting: He is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites. (Pirates usually consider this reckless because not having any free hand while fighting on a ship is rather risky).

-Cutlass' Comrade: When fighting with a cutlass, he is treated as having the Cleave feat, even if he does not have the normal prerequisites.

Wit (Ex): At 8th level, the pirate has the ability to think quickly and accurately when needed, so he can find solutions in just a moment's thought. He can take 20 in all Knowledge (Geography) and Knowledge (Local) checks as a move action, and even while distracted. He also receives a +2 to initiative rolls.

Crew: At 9th level, if the pirate owns a ship and he is the captain, he receives the feat Leadership, but the cohort and followers come as loyal crew (at least initially). If he owns no ship and/or is not the captain he does not gain this benefit until he meets those prerequisites.

Piracy: On attaining 10th level, and at every two levels thereafter (12th, 14th, etc), a pirate gains a special ability of his choice from among the following options. He cannot choose the same ability twice:

Evasion (Ex): If a pirate makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a pirate is wearing light armor or no armor. A helpless pirate does not gain the benefit of evasion.

Dirty Play (Ex): When a pirate fights unarmed or with improvised weapons (such as broken bottles, chairs, etc.) he deals an additional 1d6 damage per successful hit.

Pirate With Manners (Ex): His chosen style improves (the benefits of the pirate's chosen improved style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor):

- Fencer: When fighting with finesseable weapons, he is treated as having the Improved Feint feat, even if he does not have the normal prerequisites.

- Defense Master: He is treated as having *Improved Uncanny Dodge*: he can no longer be flanked. This defence denies a rogue the ability to sneak attack the pirate by flanking him, unless the attacker has at least four more rogue levels than the target has pirate levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

-Gunpowder Addict: He is treated as having the Quick Draw feat. (Pirates with this combat style usually have their belts full of pistols).

-Reckless Fighting: He is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites.

-Cutlass' Comrade: When fighting with a cutlass, he is treated as having the Improved Disarm feat, even if he does not have the normal prerequisites.

Looting (Ex): Just with a glance, a pirate can discern the most valuable item in a treasure. If he has success in an Appraise check (DC 15) he knows what item has the highest price, although he does not know the exact price. He must be able to see the treasure to use this ability. Using this ability requires a standard action; if the item is in within reach, he can pick it up(usually throwing it to a sack he holds) as a move action. He can go on rolling each round to know the second most valuable item, third, etc.

Sea Dog: The pirate becomes so certain in the use of certain skills when he is on a ship that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. He benefits from this ability only when he is on a ship.

Intimidating Gaze (Ex): This ability can be chosen only by a pirate with 12 or more ranks in Intimidate. Intimidating gaze allows the pirate to use the Intimidate skill just staring at his opponent, without need to talk. Doing it this way, he receives a +2 bonus on his roll. He

must be able to have eye contact with the target to use this ability.

Scurvy Dog (Su): This ability can be chosen only by a pirate with Intimidating Gaze. A Scurvy Dog is continually surrounded by a fearful aura with a radius of 10 feet. Any creature that enters into the area becomes frightened. If the subject succeeds on a Will save (DC 10 + $\frac{1}{2}$ the pirate's level + the pirate's Charisma modifier), it is shaken for 1 round instead. Creatures with 6 or more Hit Dice are immune to this effect.

Hoist the Flag! (Su): This ability can be chosen only by a pirate who has the Scurvy Dog ability. If a pirate with Hoist the Flag! is the captain of a ship and orders his crew to run up the pirate flag, each creature who sees that flag (excluding the pirate's allies) becomes panicked unless it succeeds on a Will save (DC 10 + $\frac{1}{2}$ the pirate's level + the pirate's Charisma modifier). If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round instead. Creatures with 10 or more Hit Dice are immune to this effect.

Lord of the Seas (Ex): This ability can be chosen only by a pirate of at least 17th level with 20 or more ranks in Profession (Sailor) who has the Sea Dog ability. If the pirate is the captain of a ship and the crew follows his orders, the pirate is able to use the skills Hide and Move Silently with the whole ship. Furthermore, the crew may take advantage of the pirate's Cannon's Demon damage modifier while following his commands.

Table: The Pirate

	Base	Fort Ref Will			
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+2	+2	+0	Skill Focus (Profession), Boarding Charge
2nd	+2	+3	+3	+0	Bonus Feat, Steel Liver
3rd	+3	+3	+3	+1	—
4th	+4	+4	+4	+1	Bravado

5th	+5	+4	+4	+1	Cannon's Demon +1d6
6th	+6/+1	+5	+5	+2	Pirate With Style
7th	+7/+2	+5	+5	+2	—
8th	+8/+3	+6	+6	+2	Wit
9th	+9/+4	+6	+6	+3	Crew
10th	+10/+5	+7	+7	+3	Cannon's Demon +2d6, Piracy
11th	+11/+6/+1	+7	+7	+3	—
12th	+12/+7/+2	+8	+8	+4	Piracy
13th	+13/+8/+3	+8	+8	+4	—
14th	+14/+9/+4	+9	+9	+4	Piracy
15th	+15/+10/+5	+9	+9	+5	Cannon's Demon +3d6
16th	+16/+11/+6/+1	+10	+10	+5	Piracy
17th	+17/+12/+7/+2	+10	+10	+5	—
18th	+18/+13/+8/+3	+11	+11	+6	Piracy
19th	+19/+14/+9/+4	+11	+11	+6	—
20th	+20/+15/+10/+5	+12	+12	+6	Cannon's Demon +4d6, Piracy

Starting Gold: 6d4 x 10 gp

Starting Age: Same as Ranger

Optional Rules:

If there are no firearms in your campaign, make the following changes:

WEAPON AND ARMOR PROFICIENCY

Pirates are proficient with hand crossbows instead of firearms.

CANNON'S DEMON

Choose one of these two options:

OPTION 1:

You may use big mechanical weapons (such as ballistas or harpoon shooters) instead of cannons and still get the benefits of Cannon's Demon ability.

OPTION 2:

-Remove Cannon's Demon.

-Replace it for Boarding Charge but add +1 to damage when using this attack.

Level

5th	Boarding Charge, +1 to damage
10th	Boarding Charge, +2 to damage
15th	Boarding Charge, +3 to damage
20th	Boarding Charge, +4 to damage

GUNPOWDER ADDICT

You may use hand crossbows instead of pistols and still get the benefits. Change the name to "Treacherous Shot".

EPIC PIRATE

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

Cannon's Demon: The epic pirate's Cannon's Demon damage increases by +1d6 at every five levels.

Special Abilities: The pirate does not gain additional Piracy special abilities after 20th level, but can choose one of the Piracy special abilities instead of a bonus feat.

Bonus Feats: The epic pirate gains a bonus feat (selected from the list of epic pirate feats) every three levels after 20th.

Epic Pirate Bonus Feat List: Blinding Speed, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess,

Epic Skill Focus, Epic Speed, Epic Toughness, Epic Weapon Focus, Improved Combat Reflexes, Improved Whirlwind Attack, Instant Reload, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Storm of Throws, Superior Initiative, Two-Weapon Rend, Uncanny Accuracy. The pirate may choose a Piracy special ability instead of a bonus feat.

Code:

Table: The Epic Pirate

21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	Cannon's Demon +5d6
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	Cannon's Demon +6d6

NEW MONSTER.

Jor

Medium Humanoid (Orc)

Hit Dice: 2d8+4 (13 hp)

Initiative: +4

Speed: 20 ft in scale mail (4 squares); base speed 30 ft

Armor Class: 15 (+4 scale mail, +1 light shield), touch 10, flat-footed 15

Base Attack/Grapple: +1/+4

Attack: Scimitar +4 melee (1d8+3/18-20) or light crossbow +1 ranged

(1d8/19-20)

Full Attack: Scimitar +4 melee (1d8+3/18-20) or light crossbow +1 ranged (1d8/19-20)

Space/Reach: 5 ft/5 ft Special Attacks: Poison, poison use, sneak attack +1d6

Special Qualities: Darkvision 60 ft, light sensitivity

Saves: Fort +5 (+9 against poison), Ref +0, Will +0

Abilities: Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 9

Skills: Disguise +1, Hide -4*, Listen +0*, Move Silently -3*, Spot +0*

Feats: Improved Initiative.

Environment: Any marsh Organization: Gang (3-12), squad (11-20 plus 2 3rd-level sergeants and 1 3rd-level leader), band (30-60 plus 1-4 3rd-level bodyguards plus 1 3rd-level subchief plus 1 4th-level master jor), or tribe (20-200 plus 100% females and 150% noncombatant young plus 4-16 3rd-level bodyguards and 12-15 3rd-level leaders and 2 3rd-level subchiefs and 1-6 4th-level master jors and 1 4th-level chief)

Challenge Rating: 02

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2 T

his primitive humanoid has a stooped posture, low forehead, and a swine like face with prominent lower canines. It has a greenish blue tinge to its skin.

The Jors are a powerful and cunning breed of orcs that live in swamps. From childhood, they are trained to kill, and many become assassins. Their mind set and society of these humanoids, also known as swamp orcs, is very similar to that of the more common type of orc. Rumors

suggest that jors have formed their own assassins' guild, meant to destroy the more numerous humanoid races over time. Jors and lizardfolk are great rivals for swamp territory, with a mutual hatred that often causes them to attack each other on sight.

Jors speak Orc and Common.

COMBAT

Jors are capable of fighting as well as any orc, but make sneak attacks whenever possible. Jors prefer lighter weapons like the scimitar and crossbow, but many commonly carry bastard swords, battleaxes, spears, and flails. Like orcs, Jors hate sunlight and only come out of their lairs after sunset.

Jors usually coat their arrows with a potent toxin made from swamp plants and waters.

Poison (Ex): An opponent hit by a Jor's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d6 rounds. A typical jor carries 1d4-1 doses of this poison. Jors typically coat both crossbow bolts and melee weapons with this poison. This poison only works once per application, and must be applied to the weapon again to be reused.

Poison Use (Ex): Jor are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Sneak Attack (Ex): Any time a Jor's opponent is denied its Dexterity bonus to AC, or if a Jor flanks its opponent, it deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations. If a jor gets a sneak attack bonus from another source (such as rogue or assassin levels), the bonuses on damage stack.

Light Sensitivity (Ex): Jors are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: The skill modifiers given in the statistics block include a -5 armor check penalty for wearing scale mail and carrying a light shield.

*A Jor has a +6 racial bonus on Hide, Listen, Move Silently, and Spot checks in any marsh terrain.

JORS AS CHARACTERS

A jor's favored class is rogue, and jor leaders tend to be rogue/assassins.

Jor characters possess the following racial traits.

- +6 Strength, +4 Constitution, -2 Intelligence, -2 Charisma.
- Medium size.
- A Jor's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A jor begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0. A jor has a +4 racial bonus on saves against poison.
- Racial Skills: A Jor's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Disguise, Hide, and Move Silently.
- *A jor has a +6 racial bonus on Hide, Listen, Move Silently, and Spot checks in any marsh terrain.
- Racial Feats: A Jor's humanoid levels give it one feat.
- Special Attacks (see above): Poison Use, Sneak Attack.
- Special Qualities (see above): Light Sensitivity.
- Weapon and Armor Proficiency: A jor is proficient with all simple weapons and scimitars. It is proficient with light and medium armor and with shields (but not tower shields).

- Automatic Languages: Common, Orc. Bonus Languages: Draconic, Giant, Undercommon.
- Favored Class: Rogue.
- Level Adjustment +2.

1989 Wizards of the Coast, Inc. Originally found in Dragon Magazine #141 ("The Dragon's Bestiary," January 1989, Michael J. Szarmach).

NEW SPELLS.

Burning grease.

Conjuration (creation).

Level: Sor/Wiz 2

Components: VSM.

Casting time: 1 standard action.

Range :Close (25ft. +5ft/2 levels).

Target or area: One object or a 10ft. square.

Duration: 1 round/level (D)

Saving throw: As grease for slippery part of spell. Successful reflex save reduces the fire damage to $\frac{1}{2}$.

Spell resistance: No.

A greasy slippery pool forms in the area you point, it glows red for a second and then rips up in bright orange FIRE!

This spell creates a *grease* effect that rips up into flames! Doing 1-3 fire damage per round per five levels of the caster.

Components: A small pot of flammable oil.

Summon Pecks.

Conjuration (creation).

Level: Sor/Wiz 3

Components: VSM.

Casting time: 1 standard action.

Range: Close (25ft. +5ft/2 levels).

Target or area: One 10ft cube.

Duration: 1 round/level (D)

Save: Special.

Spell resistance: No

This spell summons a cloud of vicious crows to peck out the eyes of the enemy. Creatures within the cloud may choose to defend fully and do nothing else (that means do nothing but hunch down into a little defending ball) to suffer no effects from the spell. (Constructs are unaffected by this spell, as are people in full helmets. The crows attack with the casters hit roll using his Int as a modifier vs. the touch AC of all creatures in the cloud. A hit roll blinds the creature for 1d6 rounds and they take 1d4 eye trauma damage. The blindness is cumulative. The caster can either move the cloud at 30 feet per round with concentration or he can let it stay where it was summoned. It is impossible to see into or out of the cloud. The cloud is treated as a swarm of bats for dispersal purposes. Components: A handful of birdseed.

New Magic Item:

THE FLYING CLAWS OF THE LUCKY LION.

The knives are of a metal with a nice silvery yellow sheen and have tiny lion headed pommels. They are + 2 *piercing, returning* throwing knives of *distance* and *speed*. Thus their stats are + 2 to hit with an additional +2 luck bonus to hit evil opponents, 1d4 +2 damage, Crit 19-20 X2 and their piercing quality lets them ignore two points of an opponents armor bonus.

CHEESES.

Prices are for a small one pound wheel.

Death : 10gp A cheese, milked from the deadly catoblepas. It is a very soft, rich tasting cheese with its own personality.

Damarite Red : 12 sp Strong and pungent, wrapped in black wax. Notable for its flavored wax rind, which is often used to suck on for its flavor.

Elturian : 14sp A strong, yet tasty, pungent sheep's cheese. A special mixture is added while churning which produces vein like streaks of extreme goodness.

Farmer : 5sp A commoner's staple, this cheese does not last long, and is served in small moist portions. It is normally stored in small waxed tins or waxed sheep's bladder.

Green Calishite : 7gp A very rare cheese, at a glance it appears to be normal cheese. This mild cheese has generous portions of curry mixed in. The curry provides for an excellent taste, which greatly enhances the flavor and generates a slightly green coloring.

Mist : 20gp An extremely rich white Elven cheese; this delicate cheese and its taste have never been able to be replicated. Mages have tried but to this day none have succeeded.

Nut : 1gp A hardy sharp hard cheese, very favored in the Savage Frontier, this cheese is known for the nuts within it. Only the most favored of nuts are used.

Pepper : 2gp Much as the north prizes its nut cheeses, the lands about Tethyr have a fond appreciation for its spice cheeses, and best known is the pepper cheese. A mixture of cow and goat milk forms this tangy, supple concoction. The leathery rind is dotted w/ peppercorns to give the pepper cheese its own unique flavor.

Suzailian : 3gp A powerful sharp white cheese, flavored with a mild white wine ornamented with shavings of roasted garlic cloves and chunks of onion, slowly basted and roasted in a cinnamon and poppy seed oil. It is rumored that people who eat this cheese daily can ward off all but the most powerful or starved of vampires .

Thavian : 4gp The people of Thay have developed their own concoction, in which maple streams are swirled into the liquid cheese form, so as it hardens interesting and tasty waves decorate the inner portions of the cheese.

Turmish : 6gp A crumbly burgundy cheese made with a heavy red wine. Wrapped in red wax.

Dedicated to Mik for Creating the Legions of Count Legerm and running the only game that I ever played and was swallowed by surrealistic majesty and kaleidoscopic pageantry at the same time.