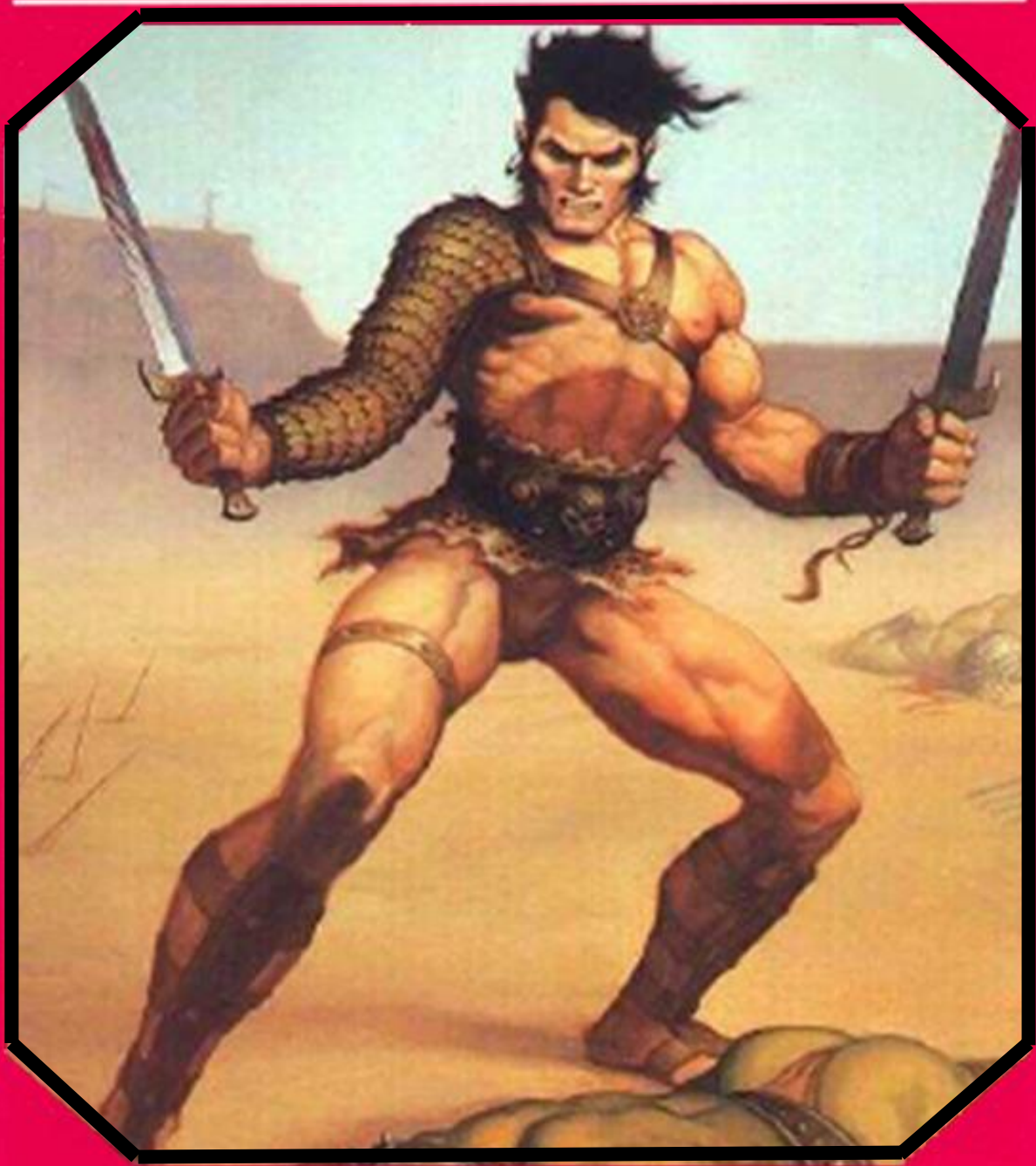

DUNGEONS & DRAGONS®





Prisoners!!!

By Giulio Frandi



Credits:

The author wishes to thank:

- His Players and friends of a lifetime who played this adventure with him: Andrea, Fabio, Francesco, Gianfranco (Ciko) and Mirko.
- The TSR staff who wrote and illustrated the original game modules and gazetteers: Dave J Browne, Don Turnbull (U1), Jim Bambra, Graeme Morris, Phil Gallagher (B10), Carl Sargent, Valerie Valusek, Karl Waller (B11/B12), John Nephew, Gerald Brown (DDA1/DDA2), Aaron Allston (Gaz I), Terry Dykstra (Rules Cyclopedia),
- InWell Ideas Inc for Hexographer Mapping tool,
- Michele C. (Lo Zompatore) for the Myztara font,
- Giampaolo Agosta (Agathokles) from the Vault of Pandius for his detailed entry on the Iron Ring and for his sage advices about this module and its plot.
- Thomas Rosleff Bækmark (Tom Bulls Eye) from the Vault of Pandius for his aid in revising this text.

Please note that, from time to time, the author felt free to modify their work in order to better suit his needs.

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PRISONERS!!!

A second chance

This module is simple and straightforward. Basically, it aims to be used as a tool to offer low-level PCs who have just been overwhelmed a second chance to win back their freedom and restart their careers as adventurers.

For this reason, it is designed both as a sequel to the original modules B11 – King’s Festival & B12 – Queen’s Harvest and as an introduction to B10 – Night’s Dark Terror and the U-collection, notably U1 – Sinister Secret of Saltmarsh. It could also be used as an introduction to DDA2 – Legions of Thyatis.

In order to play this module, it is preferable if the DM has read the modules DDA1 – Arena of Thyatis and DDA2 – Legions of Thyatis and has them at hand.

Having access to GAZ1 – Karamaikos, the Boxed Set Dawn of the Emperors or the modules: B12 – Queen’s Harvest, B10 – Night’s Dark Terror and the U-collection, notably U1 – Sinister Secret of Saltmarsh could give further background to the adventure but this is not necessary.

It is assumed that the PCs failed during the assault to Ilyana’s keep and that they were taken prisoners by the defending forces. Assaulting Ilyana’s keep is a very difficult task. More often than not, low level PCs will not be able to successfully complete B12. This module expands the theme of B12 and lets the DM continue to narrate the tale of a group of low level PCs, let’s say 4/6 of 2nd/3rd level from there on. A few NPCs from B12 are described in more depth and the PCs will be able to interact with them, probably starting to consider them long term antagonists.

Moreover, since this module is very straightforward and offers the PCs a very simple objective (regaining their lost freedom) it could easily be adapted to every campaign situation, where PCs have just been captured by opposing forces.

In the course of this module several NPCs from B10 – The Night’s Dark Terror, and from the U-Series Modules, are introduced. The U-trilogy, originally centered in and around the village of Saltmarsh in the world of GreyHawk, could easily be adapted to happen next to Rugalov Village in Karamaikos. Successfully completing this module will give the PCs reasons and background to be willing to play these adventures later, effectively linking them to an ongoing campaign.

Adventure Synopsis

The adventure is composed of two parts.

In the first the PCs, having being captured by Ilyana’s evil forces will be sold as slaves to the Iron Ring and brought to Thyatis in order to compete as gladiators in the arena.

During this first part, the PCs will be led “by the nose” from one slaver to the next without any real opportunity to determine their own fates. While this could be frustrating the PCs should understand that it is the real life of a slave. However, during their endeavors, they will be able to meet and discuss with several Iron Ring members and, they will visit a few Iron Ring hideouts thus being able to gather intelligence that could be prove useful later.

During the second part of the adventure, the PCs will be sold to Senator Osteropolus, a prominent Thyatian Noble. He will offer them opportunity to compete as gladiators at his private “Bunga Bunga” parties. If they accept, they will gain a chance to win back their freedom and meet important Thyatian VIP NPCs.

Kudos

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PRISONERS OF THE MAD QUEEN

A dark dawn

The PCs start this adventure as prisoners. Prior to this module they have been captured and incapacitated by Ilyana's armies. The guards confiscated all their equipment, both magical and mundane. They have been beaten and abused and each of them has only 1 Hit Point left. They have been tied (this effectively incapacitates spellcasters) and blindfolded. They had been locked in the cells (#27 a-f), each of them alone if possible.

Inside each cell it's dark. There are: a filthy mattress, manacles, and chains. Twice a day the PCs are visited by Hagggk, a gnoll equipped with chain mail and a longsword, who serves them a meal.

Hagggk, Gnoll

AC : 5, **HD** : 2, **HP** : 8,

T0 : 18, **d** : 1d8, **WR** : 9

M : 90' (30'), **XP** : 20

Hagggk is tall and moves like Dingo. He isn't very bright. He carries the keys of the cells in an iron ring tied to his belt.

Obviously, a PC can try to attack the gnoll but, since he is tied, he will first need to make the humanoid approach him close enough. This will require a check of his Escape (Dx) skill. If the PC doesn't have the Escape Skill, he can still try a checking DX with a penalty of 5.

Due to their condition, overcoming the jailer should be difficult for the PCs and even then, they will still have to flee

without weapons or armors. They will probably not go very far, perhaps the simple sight of Segreb the ogre coming out from area #24 with his Owl Bear Pet will convince them to stay put.

Segreb, Ogre

AC : 5, **HD** : 4+1, **HP** : 18,

T0 : 15, **d** : 1d8+2, **WR** : 13

M : 90' (30'), **XP** : 125

Segreb is 10' tall. He wears animal skins for clothes and carries around his neck a thick gold chain worth 200gp. In combat situations, he will beat his foes with a large wooden club.

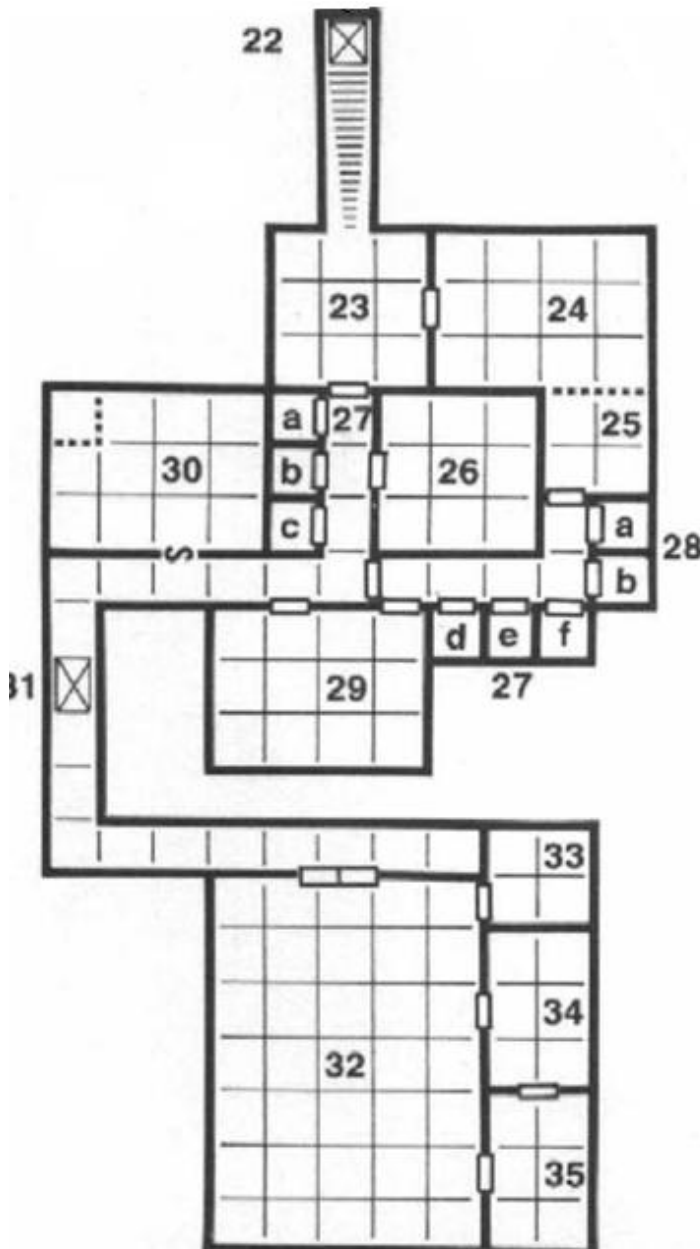
Owl Bear

AC : 5, **HD** : 5, **HP** : 22,

T0 : 15, **d** : 1d8/1d8/1d8, **WR** : 15

M : 120' (40'), **XP** : 125

The owl bear is 8' tall. It looks like a sort of a bear with the head of a giant owl. It is completely furry apart from the head. If both paws hit the same opponent during a single round, the owl bear hugs him for an additional 2d8 HP of damage.



Abused

Note for the DM: this paragraph makes reference to Map#3: Dungeons of the Queen's Keep in the inside cover of B12 – Queen's Harvest. Further background material could be found there.

The abovementioned routine will go on for three days (six meals). Every evening, the PCs are beaten by Blackmaer and some veterans, in order to keep them at 1HP.

On the evening of the third day, Ilyana will choose the highest Charisma PC to indulge her pleasure. She will look through every peephole and then say "I take this one".

At this point the DM should separate the players and have a one-to-one short session with only the player of this PC.

Blackmaer and three Veterans will open his cell and bring him in front of building #21. The veterans will force him to clean himself there using cold water.

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The PC will then be led to area #32. Here he will be able to see the throne room, with the portrait of Ilyana and her father. He will also learn that two nasty war dogs and 7 zombies will stand ready to force him to do his “duty”. Bernal will explain all this to him and then heal him (2 Cure Light Wounds).

The veterans will conduct him to Ilyana’s Chamber (#34) and tie him to the bed. Ilyana will then arrive and take her pleasure of him. If he satisfies her (CN Check at -2) she will be prone to discuss with him. At this moment, a smart PC has an opportunity to discover more about her. This could prove to be useful later on in the campaign.

Meanwhile, Blackmaer and the veterans will wait outside, ready to intervene if needs be. If everything comes out smoothly, when Ilyana is finished, she will call them and they will bring the PC back to the cell.

The DM can now reunite the players and leave them free to discuss. In fact, the PCs are separated by walls but the sound of their voices can pass through and they can discuss if they want to. Please note that there is no way to keep their discussions secret and that everybody walking outside their cells will hear everything and react consequently.

Unbeknownst to the PCs, all this activity left Blackmaer with unfulfilled desires.

After half an hour Blackmaer will come back, this time alone. Ilyana’s affair instigated his desires too but he has different tastes and he will show them to his chosen PC: the one with the lowest Charisma score.

Blackmaer will look too through every peephole and chose his own “mate”. He will not lose time cleaning or healing him. He will bring him tied and blindfolded to his room (#30).

Only once they will arrive there, he will take the fold away from his eyes and force him to have a relationship with Sarala. The DM must not forget to describe Sarala, underlining both her beauty and her “feline” aspect and behavior (scent, movements etc.).

At first, Blackmaer will simply sit in his armchair and enjoy the scene. Sarala is very beautiful and the PC will surely ask himself why this is happening to him. In fact, Sarala had been instructed to bite him during the act and thus he will contract lycanthropy, effectively becoming a weretiger on the next full moon, as described in PC4 Accessory - “The Night Howlers”.

Once Sarala is finished with the PC, Blackmaer will grab hold of him and take his pleasure with him too. As the PC is still bound and he cannot retaliate. Once satisfied, Blackmaer will wait and rest for half an hour and then he will bring the PC back to his cell.

If he wishes, the PC will then have all the night to discuss what happened to him with his friends.

En route to the Iron Ring Camp

Ilyana is well aware of the habits of Blackmaer but she doesn’t care. In fact, she is happy about this because she usually sells her prisoners as slaves to the local Iron Ring cell and she knows that for a weretiger she can bargain an even better price.

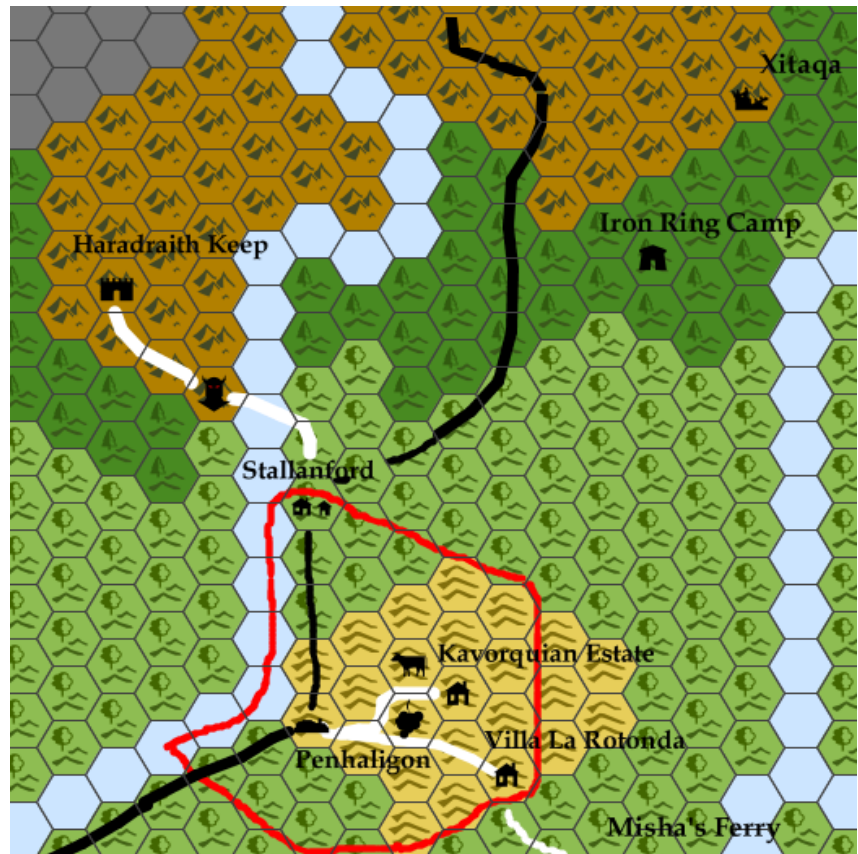
The local Iron Ring cell is led by Golthar from his secret base of Xitaqa. However, he doesn’t allow people external to his organization to visit the old ruins so he maintains a secret camp in the hills north of Penhaligon.

The PC will have to await the next full moon. Blackmaer will then check that the chosen PC has really been infected and then he will organize a short trip to the secret trading camp of the slavers. Again, while waiting for the next full moon, Blackmaer accompanied by three veterans will beat the PCs every night, effectively denying them the possibility to heal.

The infected PC will be put in a small cage alone, dragged by two draft horses. The rest of the party will all be put together in bigger a cage, dragged by another two draft horses. Blackmaer, Segreb, his pet, and five veteran soldiers will escort the party to the camp. All party members will be tied during the entire trip.

The horses can theoretically travel at 18 miles/day but they are loaded so the party will move at only 9 miles/day. Blackmaer will choose a path through the mountains keeping far away from civilization. This means that the small caravan will be able to arrive at the slavers camp in about 4 days.

This is the first time that the PC will not be beaten overnight (they have to be sold!!) and thus they will recuperate 1HP/night.



Slaves of the Iron Ring

The Camp

Note for the DM: This paragraph makes reference to the map and the encounter WE7: Iron Ring Camp from B10 – Night’s Dark Terror. Further background material could be found there

There are 19 slavers in the camp:

- Three of them are Reavers (Rucker - C5, Sydnor - F4, and Sgagast – bugbear),
- Eight of them are Iron Ring Hounds (F1)
- Eight of them are Yellow Fang Goblins from Xitaqa.

All of them report to Golthar, the local master, living in Xitaqa.

During the day each point marked with a star is guarded by a Hound, while the Goblins sleep. During the night, the Hounds sleep and two goblins are posted on each access point.

Ilyana’s minions are well known here and they will easily get access to the camp once they have been recognized.

The Negotiation

Blackmaer will be announced to Rucker who will greet him: “May Caelene always show you her best sight”. Blackmaer will present his respects to the cleric and then they will dine (lunch or supper, according to the hour of the day) together. Only after the meal will Blackmaer show the PCs to Rucker and they will start haggling for a price.

Rucker will rely on the standard price on the Thyatian market and pay only one third of this value because slavery is illegal in Karamaikos and he needs to bring the PCs far away in order to resell them and earn his profit.

0-Level, unexceptional	1
0-Level, one ability above 12	2
0-Level, two abilities above 12	4
0-Level, one ability above 15	8
0-Level, two abilities above 15	16
1-Level, unexceptional	4
1-Level, one ability above 12	8
1-Level, two abilities above 12	16
1-Level, one ability above 15	32
1-Level, two abilities above 15	64
2-Level, unexceptional	32
2-Level, one ability above 12	64
2-Level, one ability above 15	128
>2-Level, unexceptional	50/level
>2-Level, one ability above 12	100/level
>2-Level, one ability above 15	200/level



When Blackmaer announces that one of the PCs is a weretiger, Rucker will not believe him. Blackmaer will then cut the PC with a dagger and collect a sample of his blood. He will put a bunch of dried wolfsbane in it and show the chemical reaction. Convinced, Rucker will pay twice the normal fare for this PC. Both of them will be satisfied by this deal and will loudly express their shared joy in making business together.

At this point, Rucker will ask Blackmaer something, trying to let it fall as a side note. This will be done quite clumsily and every PC making a Detect Deception (or a WS-5) check can notice it and feel that this is more important to Rucker than he wishes it to appear. “By the way, slavery is still our main business and we will continue in it but, as you know, we also trade in fine arts. Recently, my master became enticed with ancient tapestries, especially abstract and geometrical ones. If you find one of them, please do not hesitate to tell me. I think, we can offer you a good price on this kind of objects”. This is a lead introducing B10 – Night’s Dark Terror.

Once the transaction is completed, Blackmaer and his group will leave the camp.

Travelling South

The PCs, now in the custody of the Iron Ring, will be left in their cages. They will be added to a lot of 17 other slaves, most of them normal humans from the countryside. The slavers will travel to the coast where they keep a secret outpost in a safe house believed to be haunted by the local population. The caravan will be led south walking secret paths through the hills and navigating on rafts on the Rugalov River. One day before reaching the coast, the slavers will travel through the woods in order to stay hidden from civilization.

The Slavers are very professional. They will not brutalize the PCs permitting them to heal (1HP/night) but they will take no risk. All the paths they will follow are far from civilized areas and there will be no way for the PCs, who are still tied, to escape. However, if they wish so, they can interact with the slavers and discover something about their background. The DM could use this situation in order to introduce B10 – Night’s Dark Terror if he wishes to play it after this module.

The caravan normally moves at 9 miles/day (6 miles/day in the hills). Reaching the Rugalov River will take 11 days.

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Once there, the slavers will search for some rafts in a hidden spot that they keep here, ready to be used. Normally, the rafts can travel at 12 miles/day but this trip will be downstream so the actual movement is 18 miles/day. The caravan will thus meet the point where they will leave the river in only three days.

From there on the slavers choose to travel hidden in the dense forest so the normal movement rates of 9 miles/day drops again to 6 miles/day. It will take them more than 6 days to reach the safe house.

During this long voyage, the PC affected with lycanthropy will experience another transformation during the days around full moon. For safety reasons, the Iron Ring members will always keep him separated from the other slaves and will even cover his cage during the nights when the moon phase make a transformation possible.

Last Night in Karameikos

Note for the DM: this paragraph and the following make reference to maps and encounters from module U1 - The Sinister Secret of Saltmarsh. The module has been adapted to fit into the Karameikan context. Notably, only the areas visited by the PC are reported on the map. Nevertheless, further background material could be found there.

The caravan will arrive at the end of the day at an abandoned house on the verge of a cliff 70' above the sea. It is surrounded by a wall 6' high which has partially collapsed in a number of places. However, the gate, a heavy and ornate metal construction, is still functional so the party will enter through it.



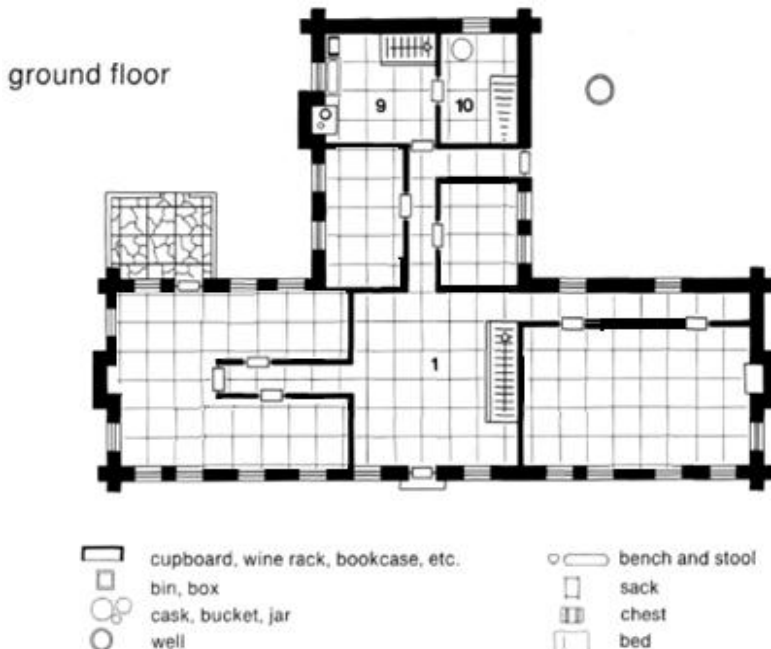
The house is 35' feet high. The roof has many holes from missing slates. The garden is overgrown, as if nobody has cared about it for years. Rucker will enter through the main door and will meet the inhabitants in area #1. Inside the room, the party will see two humans and two gnolls. Each of them is an Iron Ring member.

The local Reaver is called Sanbalet (MU4). He reports to Golthar too and manages one Reaver (Ned Shakeshaft T3), two gnolls and eight hounds. During the PCs visit, they will not encounter Ned Shakeshaft who is away on spying duties.

Sanbalet collects slaves into this exchange point and sells them to Sigurd SnakeEyes, another Iron Ring Master. Moreover, Sigurd is the captain of the Sea Ghost, a ship operating for the slavers. Sanbalet and Rucker will exchange a catchsign, taking each other by the forearm (where the Iron Ring members keep their secret tattoo) and saying in chorus "I'm your slave", then they will greet each other and start exchanging mundanities. Meanwhile, the two gnolls and the goblins will lead the PCs through areas:

- #9 – Kitchen → #10 – Scullery →
- #20 – Winecellar → #21 – Cellar

Here, the PCs will be able to count eight human hounds relaxing. The gnolls will then open the secret door and lead them to area #27 – Natural Cavern, where they will be tied to manacles and left there to wait for the arrival of the Sea Ghost. Again, while staying there, the PC will not be mistreated so they will recuperate 1HP/night. Rucker and his team will soon leave, although the PCs have no way to learn of it. Sanbalet lives quite separated from the rest of his organization and for him it is quite difficult to keep up to date with the news so he will come down to the caverns at least once to discuss with the PCs and learn their history. Obviously, he will be extremely interested about the part in Karvoquian's Cellar and will ask a lot of details about every encounter the characters have had with Iron Ring members.



Apart from him, the PCs will only meet the gnolls who bring food to them and the other prisoners twice a day. Sanbalet thinks that slaves should be kept well fed, lest they lose value.

Once again, the PCs can do nothing to free themselves. They can only wait and wait until the next night without a moon. Obviously, they will continue to be held in their cages, especially the one who contracted lycanthropy. Naturally, if during the abovementioned waiting time there should be a period with a full moon, he will experience his nighttime transformation.

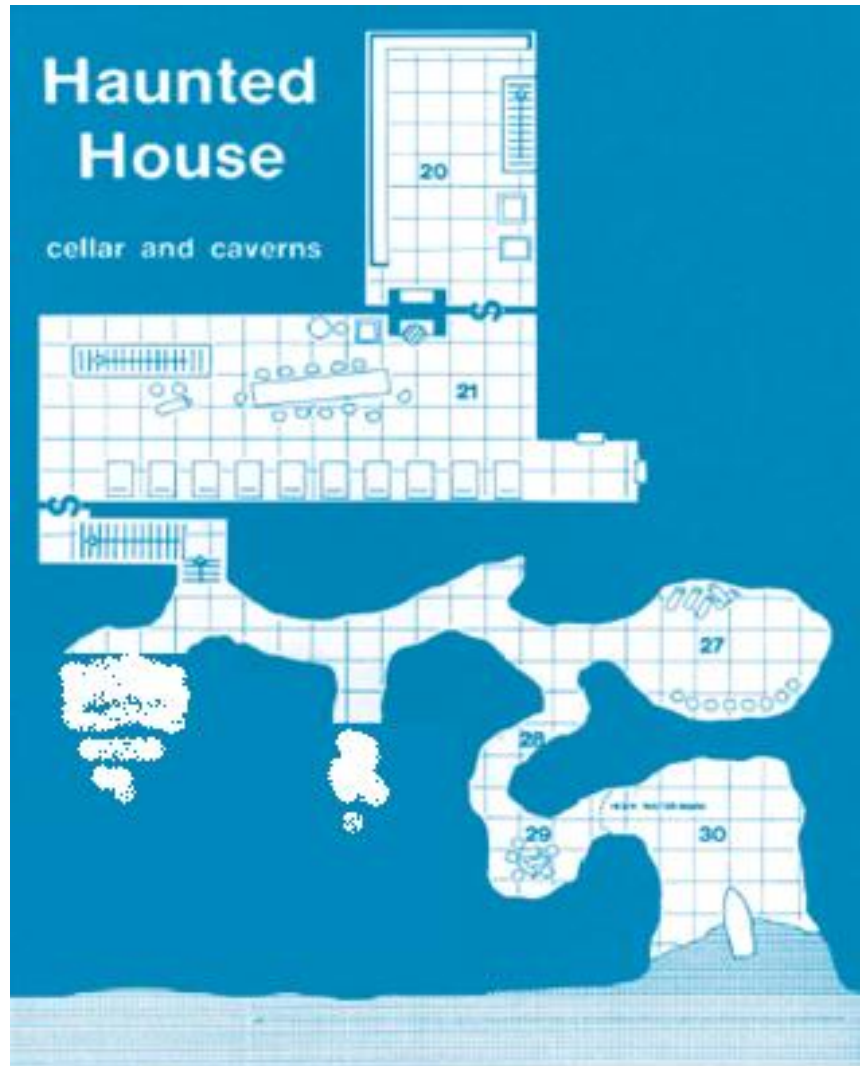
Aboard the Sea Ghost

The Sea Ghost is a small sailing ship operated by another cell of the Iron Ring. The Local Master is called Sigurd SnakeEyes. He is a fighter of 5th Level. He leads a small cell with only three Reavers (the Mate, Blody Bjorn – F3, the Bosun, Foul Frithoff – F3 and the ship mage, Punketah MU3) assisted by eight hounds (the crewmen). However, as every accomplished captain he enjoys great freedom and will not change his assignment with anybody else.

Usually Local Masters tend to compete with each other, both for money and for the attention of the Higher Masters but Sigurd and Golthar are able to cooperate quite well. Their agreement is based on a 50/50 share of the margin they can get on their common slavery trade. This agreement works quite well because both of them let the other screen their respective minds and thus the two know that neither is dishonest with the other.

Once a month, when the night has no moon, the Sea Ghost approaches the haunted house and exchanges signals with it. Three flashes of light from the boat, then two from the house and finally one from the boat. This means that everything is ok. Two small service boats will then depart, one from the ship and one from the cave in the haunted house (location #30). They will be filled with the slaves and with all the other merchandise the smugglers trade. While this happens, the party will be kept in area #30 with all the other slaves and will only be able to see the signals coming from the ship.

The Sea Ghost has a length of 90', a beam of 26', a draught of 8'. The top of the main deck stands 9' above the waterline, the top of the forecastle and poop rails 17'. The name of the vessel: "Sea Ghost" is painted on both sides of the prow.



All the cargo (people and merchandise) will be brought onboard and put in the Hold (area #11). The PCs will be able to see only areas:

- #01 – Main Deck
- #02 – Forecastle
- #03 – Poop Deck
- #11 – Cargo Hold
- #16 – Bilge

These slavers are professional too. They will immediately tie the PCs, effectively inhibiting every chance to escape but they will not mistreat them. At every moment, two sailors will be posted here to keep an eye on them.

As soon as the loading of the cargo is completed, the Sea Ghost sets sails and leaves for Thyatis City. Nobody and nothing will disturb the PCs during the night. PCs who can't or won't sleep will see members of the crew coming and going from their quarters in the stern part of the hold level of the vessel.

The ship is well kept and the morning activity starts already at 6 am. Part of the crew will come out from their quarters and climb to the main deck in order to clean it with sea water.

At 9 am the captain, ends his breakfast and comes out on the main deck. He will order his crew to bring the PCs there in order to meet them.

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The crew will tie the PCs together and force them to kneel in front of the Slave Master.

Sigurd will order them to be washed, letting the crew shove them with buckets of salt water.

The captain brought them to him because he is curious to hear their history: "So you are the ones who disturbed the good old Skinny Legs operations in Penhaligon, eh? You don't seem to be a real threat now. Now, tell me what happened".

He can be friendly, but if they refuse to tell their tale they will discover what happens to anybody who refuses to abide by the captain rules: they will be tied to the mast and whipped by the bosun.

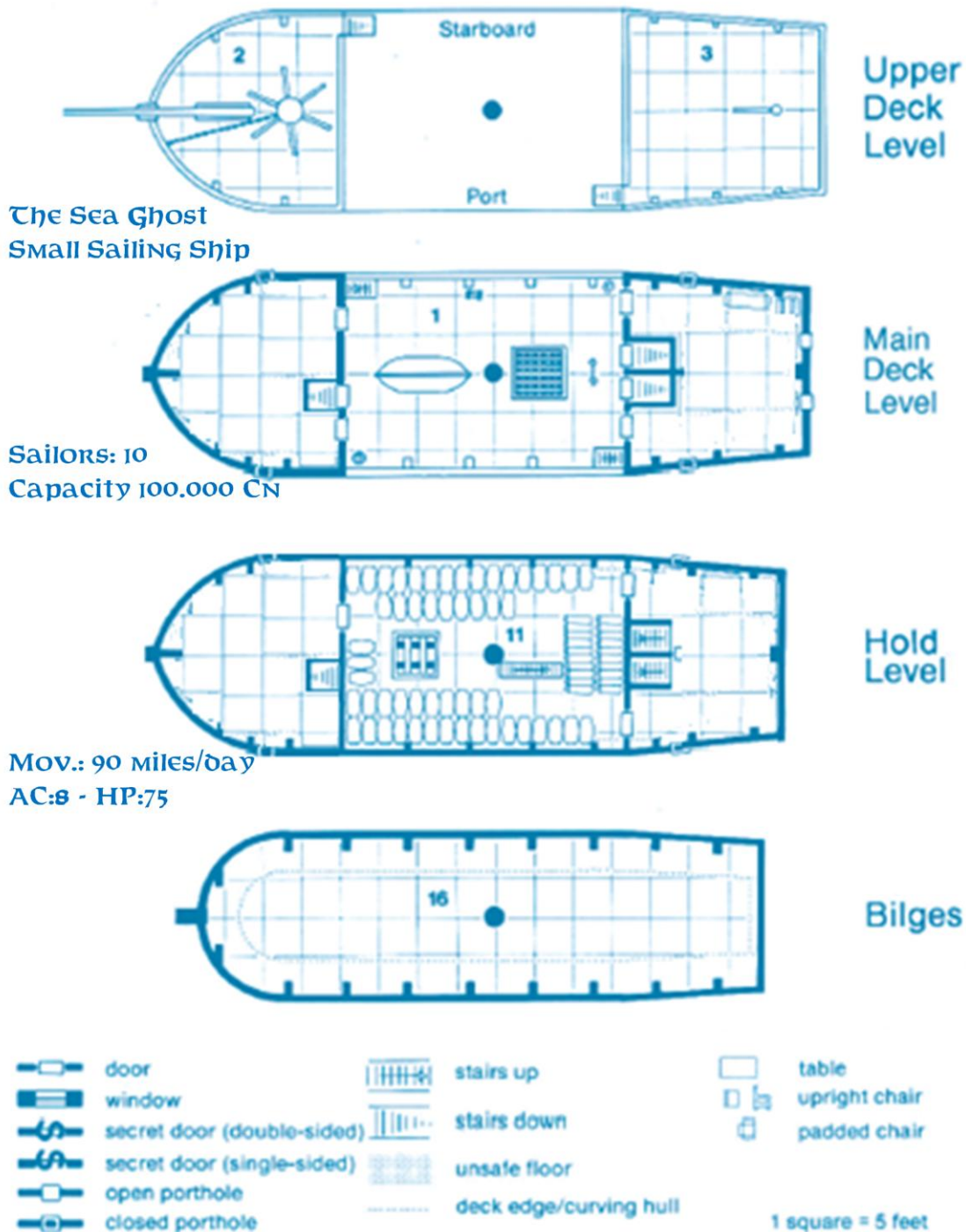
Apart for this chance to interact with the Local Master, the trip will be uneventful and sustained by good weather.

Of course, intelligent PCs will be able to evaluate the forces onboard the ship.

After three days the ships anchors at the main dock of Thyatis City. The captain will organize the turns in order to let one third of his crew go ashore and visit the city.

On the following day, the ship's crew will get up early as usual and will start its daily routine; readying itself for the visit of those merchants who can be interested in purchasing the slaves.

It's a sunny day and the activity in the dock is similar to that of an ant nest.



A NIGHT OF BUNGA BUNGA

Note for the DM: this chapter makes reference to maps and encounters from module DDA1 – Arena of Thyatis and DDA2 – Legions of Thyatis. Further background material could be found there.

The Iron Ring Agent

Sigurd prefers not to go ashore. He is well aware that this is Shadow Hands territory. He conducts no business on the mainland feeling that this could appear as a provocation to his competitors.

Instead, he will dispatch his Mate as a messenger to a local agent of his: Mustafa the Rat. Mustafa is a Thyatian citizen of Alasyan origins, born in Tel Abkir. He is a leech who hangs out at the fringes of Thyatia's Senatorial Nobility. Notably, he has a good relationship with Senator Helenites Osteropolus. He participates in all the parties organized by the old man and often fetches him slaves and beasts, helping him organize his games at the Colyseum.

Mustafa arrives onboard at 3 pm after a conspicuous meal offered to him by the mate in a renowned tavern of the harbor. All the slaves will be put on a line on the main deck and shown to him. Sigurd will take particular pride in showing him the PCs and relating their history to him. Mustafa will show a particular interest in the one affected with lycanthropy.

Mustafa will leave, saying he has to discuss the matter with his purchasers. He will come back after two days with a few guards and will take all the cargo, dispatching different groups of slaves to different final destinations.

At this point, the DM should calculate the fair market value of the PCs on the Thyatian market. This will become useful later on.

Villa Osteropolus

Mustafa himself will lead the PCs to the most important of his purchasers: Senator Helenites Osteropolus. Obviously, three guards will accompany and help him all along. Senator Osteropolus is awaiting the new slaves in his villa, an opulent palatial complex built in the midst of Thyatis City's upper class district.

If you own DDA1 – Arena of Thyatis, he is waiting in area #2 – Feast Hall. He is eating a snack on his favorite triclinium. Since he is enormous (5'8" – 213 lbs), the triclinium is reinforced. He is an old and powerful man as shown by his senatorial toga. He has grey hair (he is 53 years old) and olive skin.

At his feet, the PCs can see his current lover, a young woman from Pear Island, her sight lost in the void and munching something similar to a strawberry. In fact she is a slave and she is addicted to Zzonga.

Senator Osteropolus will wait for Mustafa to greet him properly and then return the salute. Mustafa will then show his merchandise relating their history as far as he knows it and suggesting that they could be excellent material for the games.

Senator Osteropolus will ask him to relate the PCs history and then he will frown:

You see the old man frown. He says:

"Little Alasyan Pest! How dare you come here to my mansion with illegal slaves? You know only too well that I can't show publicly in the arena slaves acquired illegally!"

Mustafa will become even more slyly:

"I've heard about other opportunities. They told me about Bunga Bunga..."

Visibly irate, Senator Osteropolus will close this conversation abruptly: "This is not a matter to be discussed in front of them. Bring them back to their owner and out of my house and come back. We have to discuss".

Mustafa will lead the PCs back to the ship. If they ask him what does "Bunga Bunga" mean. He will say:

"Well... Bunga Bunga is a Nuari word but it is now commonly used in Thyatian. It means "Ludi Privati", private games held during private parties.

Only the richest senatorial nobles can afford it and it is a well known rumor that Osteropolus' Bunga Bunga are the most lavish in town. He has even built a private Colyseum into his town villa... I think he will take you"

The slyly merchant knows his customers quite well. In fact, after a night of sleep onboard, the PCs will see him again at the end of the following morning. Again, they will be brought before the presence of the Senator and discover that he bought them.

Senator Osteropolus will play with the PCs as cats do with mice. He will say that his grandfather had an active role during the campaign for the conquest of Karameikos and that his father was a good friend of Lord Arthurus Penhaligon. He will feign feeling sorry for their current status and offer them help.

He will explain that, by Thyatian law, a slave can own everything he can carry on himself and that if he owns enough to buy his freedom, his master is expected to let him go. He can't force them to sign up for his private games but, if they volunteer, they will soon be able to buy their freedom. Obviously this is the only choice open to the PCs; otherwise they will remain slaves for life.

Training

Once the PCs have accepted Senator Osteropolus's offer, Mustafa will bring them to the Arena and leave them in the custody of Yalag who will become their trainer and their mentor. Senator Osteropolus is a big funder of the games and Yalag is well used to do favors for him so he will accept to keep the PCs here without making a lot of noise. Once the PCs arrive here, they will soon understand that fleeing is almost impossible.

Yalag, Orc Chieftain

AC : 6, HD : 4, HP : 15,

T0 : 16, d : 1d8+2, WR : 14

Yalag is an orc with a flamboyant personality. Despite his ties to the Arena, he is not a member of the Order of the Sand although most of the gladiators will consider him as their best spokesman. Having retired as a gladiator, he still works as a trainer.

While living here the PCs will have a cell for two and they will not be mistreated. The Senator will finance every reasonable request of normal equipment. Yalag will discuss their needs with them on the following morning, while assessing their competences in the training ground. He will pass the information to the Senator.

Moreover, here they will be able to train with the weapon of their choice as long as they like. Training can be found here for almost every weapon and up to Skilled Proficiency Level. This increases to Expert Proficiency Level for classical Thyatian (i.e. Roman) weapons. Senator Osteropolus will finance all the training required by PCs too.

If the PCs behave well, they will be left free to wander the area of the Colyseum where the gladiators usually live and socialize. After some time, Yalag will even invite them to see the cages where the sponsors of the games keep the beasts.

Once the PCs are ready, Yalag will report it to Senator Osteropolus who will lose no time and will soon organize their first session of combat.

PRISONERS!!!

The first Bunga Bunga

After a few weeks, Senator Osteropolus will organize a Bunga Bunga. Since it is the 100th anniversary of the conquest of Marilinev (Specularum) he wants to do something great in order to honor his grandfather who had a prominent role in that military campaign.

The PC will be brought back to his villa and they will wait in area #36 – Enclosed Practice Field.

From here, they will be able to look at Osteropolus' guests. They will see:

- The senator with the usual Nuari girl (Saralasu Nuar). She is very young and she is constantly munching a strange raspberry fruit. In fact this is Zzonga fruit, to which she is addicted.
- A young (30) Thyatian military officer with a blond teenager soldier. This is Theodoric, Tribune of the XIV Legion with his favorite Ascanius. Nominally, Senator Osteropolus is the Prefectum of the Legion but he has no military training. He found in Theodoric an efficient and loyal right hand. With time, the two became friends and discovered a common lust for Bunga Bunga.
- A Thyatian civil servant with a woman of evident Alpathian origins. They are Marcus the acquarium (the water engineer in charge of a section of the city Aqueduct) and Elemaledai, a former crush of Senator Osteropolus. It was this latter who introduced them to each other when he got tired of the Alpathian mistress. She found that the young acquarium had a good position and let her conduct her business in peace. Elemaledai's businesses include trading in Zzonga and presenting courtesans to Senior Thyatian Nobles. In order to acquire even more freedom, she made sure to help Marcus become addicted to Zzonga too.

- Stefanus, a cleric of Lupercus. He is always surrounded by three young girls: an Hinterlander, a Nuari and a Ochalean. Senator Osteropolus always played lip service to the Thyatian Traditional Church (more to Asterius than Vanya or Tiresias) but recently he turned to Lupercus when he met Stefanus. This change of faith was due to real gratitude towards the young cleric. In fact Stefanus knows how to brew potions permitting to the old man to win back his lost virility.

Before the PCs have their chance to make their appearance on the sands, several guest stars will take the scene. Obviously each of them will have a Traladaran flavor.

The others gladiators of the arena will have to fight:

- Goblins from the Dymrak Forest
- Snow Apes from the Black Peaks
- Boars from the Raddlebb Woods
- Dire Wolves from the Altan Tepes,
- Etc.

During these fights, the PCs will see the guests enjoying every kind of pleasure the material world can offer (wine, food, sex, etc.).

It is as if the blood dispersed on the arena excites their lust. However, the PCs are the real "Piece de Resistance" and Senator Osteropolus will keep them for the final game of the day.

When their turn will arrive, the PCs will see Senator Osteropolous stand-up and start speaking. He will describe the history of the PCs who came from rags, were named nobles in Karameikos and then lost their freedom to evil slavers.

The PCs will be hailed as heroes who volunteered to reenact their adventures in this Bunga Bunga in order to entertain the noble Thyatians and win back their freedom.

Senator Osteropolus will describe in detail their first adventure where they had to rescue a lawful cleric from a band of kidnapping orcs.

While he speaks, the PCs will enter the Arena with only their shields, armor, and hand-held weapons.

Meanwhile, a band of orcs will come from the other side. The game will start with the orcs and the PCs looking at each other from a distance of 60 feet.

The orcs, who are slaves too and are trained to kill, will immediately start running toward the PCs.

Orc, Thyatis Arena (3 X PC)

AC : 6, HD : 1, HP : 5,

Short Sword: T0 : 19, d : 1d6

Cestus: T0 : 17 d : 1d4+1

Movement : 120'(40')

XP : 10

Orcs in Thyatis Arena are trained to fight with short sword (Bs) and cestus (Sk). Since the cestus has no off-hand penalty, they come out with two attacks/round.

Once the fight is over, Senator Osteropolous will ask to his guests to throw coins to the PCs in order to help them win back their freedom.

Thanks to this fight, the PCs will collect 10% of the sum required for freedom. Almost all of it will be in Asteriuses, the standard Thyatian silver piece.

At the end of the night, the PCs will be tied and brought back to the Thyatis Colyseum.



The Struggle for Freedom

More Bunga Bunga

Following the first Bunga Bunga night, the PCs' life will go on, following the schedule of Senator Osteropolous' nightly parties. Every two weeks or so, the old Senator will continue expanding the epic of the Karameikan heroes and will go on relating their history to his friends.

Assuming that the PCs played through B11 and B12, each combat day they will have to fight a different group of foes. After each battle, if they survive, they will be healed by the Arena clerical staff.

The Zombies of the Evil Cleric

This combat will simulate the one with the evil Petrides of B11.

Zombies (18)

AC : 8, HD : 2, HP : 9,

Claws: T0 : 18, d : 1d8

Movement: 90'(30')

XP: 20 x 2

Senator Osteropolous will hire two Level 9 clerics of Thanatos in order to animate and control these undeads. Since this control could be done from a great distance, the lieges stand in a lodge at the balcony level of the Arena. They will not take part into the combat. When a character tries to turn pawns, the attempt is checked as if against the liege (in this case, treat the liege as a Vampire). If the attempt fails, the pawns are completely unaffected, even if they would normally be turned or destroyed by the result. If the turn succeeds, the control link is broken, but there is no other effect. A second attempt at turning the same group must be made for the former pawns to be turned with normal chances and result.

Thanks to this fight, the PCs will collect 10% of the sum required for freedom. Almost all of it will be in Asteriuses, the standard Thyatian silver piece. At the end of the night, the PCs will be tied and brought back to Thyatis' Colyseum.

Karvoquian's Gargoyles

In order to narrate the adventures of the PCs in Karvoquian's basement, Senator Osteropolous will ask his former mistress Elemaledai to animate two Gargoyles for him.

For this combat, the PCs will be instructed to go to the center of the Arena. The two gargoyles are there, in a typical gargoyle "rest" position. Only once the PCs approach them, Elemaledai will animate them and make them fight.

Elemaledai will do her best in order to help her old friend but she will nevertheless botch the task because she is addicted to Zzonga.

During the combat, both the PCs and the public will notice that the Gargoyles fight in a clumsy way. Senator Osteropolous and Elemaledai will be hued by their friends and this will anger them.

Gargoyles (2)

AC : 5, HD : 4, HP : 20,

2Claws/1Bite/1Horn: T0 : 16,

d : 1d3/1d3/1d6/1d4

Movement : 90'(30')

Flying: 150'(50')

XP: 175 x 2

Note that these Gargoyles fight at -2 to hit due to the ineffectiveness of their controller who is under the effects of Zzonga.

Since the public will not enjoy this fight, the PCs will gain no financial reward from it this time.

The Prophecy

Luckily for him, Senator Osteropolous has still a surprise ready for the enjoyment of his guests and he tries to use it in order to save the party mood. He will stand up and say:

"My dear friends, unfortunately this combat has not been as challenging as usual. However, I have a little surprise left for you.

As you know, these Traladaran barbarians are quite superstitious and they like to probe the will of the immortals about the future in several ways.

Yesterday one of them, probably a beggar was found dead outside of an inn, near the port. Hoping to let you really enjoy the mood of a Traladaran night, I bought the cadaver and now Stefanus will interrogate him about our future.

As you know, Theodoric will soon lead my XIV legion for a tour of duty in the province; let's ask to this poor fellow if it will be a glorious campaign!"

Stefanus will cast Speak with Dead on the cadaver and ask about Theodoric's future. The cadaver will reply ushering with a creepy voice some very unwelcome news.

Theodoric's future is strongly linked to his favorite's. One of them could achieve immortality, but only one. In fact, in order for one of them to achieve immortality, the other must perish.

The accuracy of this prophecy comes unexpected and everybody will be shocked by it.

Ascanius will become very pale and will ask Theodoric to go home. Senator Osteropolous will be very angry about the unsuccessful Bunga Bunga night and will dismiss the PCs showing a degree of rudeness unusual for the skilled politician he is.

Battle of Haradraith's Keep

In order to narrate the adventures of the PCs in Haradraith's Keep, Senator Osteropolous will stage a huge battle amongst gladiators, letting humans, goblins, gnolls and orcs fight.

For show reasons, this combat will be a little rigged. During the first round, the Orcs will charge the PCs, led by Yalag.

However, both the orcs and the PCs are instructed to only feign the fight. This will go on for three rounds. No damaging blows will be exchanged during this timeframe.

After three rounds, Senator Osteropolous will stop the fight and tell to the Public that the PCs were able to discuss with the orcs and to turn them against their former masters. The orcs will then switch sides and fight together with the PCs.

The public will greatly enjoy this because it fits well with the notorious Thyatian fondness for treachery and it will manifest its happiness with all the cheerful noise a crowd can produce.

This time, Senator Osteropolous will be quite happy. He will send food to the PCs over the night and they will be able to organize a feast with their fellow gladiators.

Gladiator, Thyatis Arena (10)

AC : 7, F: 2, HP : 8,

St: 13 / Dx: 16

Short Sword: T0 : 18, d : 1d6+1

Cestus: T0 : 18 d : 1d4+2

Movement : 120'(40')

XP: 20 x 10

These gladiators are trained to fight with short sword (Bs) and cestus (Sk). Since the cestus has no off-hand penalty, they come out with two attacks/round.

PRISONERS!!!

Goblin, Thyatis Arena (10)

AC : 6, **HD** : 1-1, **HP** : 3,

Short Sword: **T0** : 20, **d** : 1d6

Cestus: **T0** : 20 **d** :1d4+1

Movement : 90'(30')

XP: 5 x 10

These goblins are trained to fight with short sword (Bs) and cestus (Sk). Since the cestus has no off-hand penalty, they come out with two attacks/round.

Orc, Thyatis Arena (10)

AC : 6, **HD** : 1, **HP** : 5,

Short Sword: **T0** : 19, **d** : 1d6

Cestus: **T0** : 17 **d** :1d4+1

Movement : 120'(40')

XP: 10 x 10

These orcs are trained to fight with short sword (Bs) and cestus (Sk). Since the cestus has no off-hand penalty, they come out with two attacks/round.

Thanks to this fight, the PCs will collect 30% of the sum required for freedom.

Prisoners of the Ogre

Before this combat, Senator Osteropolus will explain to the public that the PCs fought against more and more enemies but, after a while, they fell to overwhelming forces. Falling prey to the forces defending the evil fortress, they were taken prisoners, and put in a prison controlled by a brutal ogre. The PC will then be brought in the center of the arena in front of the ogre. The old man will announce that he wants to change the course of the past events and change the outcome of this epic tale.

As everybody was able to see, the PCs are good fighters and he wants to offer them the chance to regain their freedom. In order to regain freedom, they only have to beat their jailer. After this announcement, the public will applaud for a long time. Senator Osteropolus will rejoice in his popularity and then will ask for silence and continue:

“However, as everybody knows, prisoners are deprived of their weapons and armors so, in order to reconquer their freedom, our friends will have to fight their jailer bare-handed”.

At a moment notice, other gladiators will enter the arena and force the PCs to surrender their weapon and armor. The combat will then start.

Gnolls, Thyatis Arena (10)

AC : 5, **HD** : 2, **HP** : 9,

Short Sword: **T0** : 18, **d** : 1d6+1

Cestus: **T0** : 18 **d** :1d4+2

Movement : 90'(30')

XP: 20 x 10

These gnolls are trained to fight with short sword (Bs) and cestus (Sk). Since the cestus has no off-hand penalty, they come out with two attacks/round.

Ogre (1)

AC : 5, **HD** : 4+1, **HP** : 21,

Club: **T0** : 15, **d** : 1d6+2

Movement : 90'(30')

XP: 125

If the PCs win, Senator Osteropolus will have to keep his word and free them. However, they will soon discover that their adventures in Thyatis are not finished yet.



A pure soul

Ascanius Choice

From the beginning of this adventure and up until now, the PCs have met only evil, wicked, or perverted individuals.

It could seem exaggerated but, considering it from another point of view, slavers and corrupt power mongers can't be very different from this.

However, unbeknownst to everybody, there is at least one pure soul among all these corrupt and decadent people: Ascanius. The young lad is really in love with his master and has spent the last weeks worrying about Stefanus' dark prophecy.

In the end, he decided to offer his life to his beloved master. He has chosen to be the one to die, hoping that his master will gain enough honor to become immortal during the approaching military campaign.

While everybody is captivated by the PCs battle with the Ogre, he approaches Marcus the Acquarius who, as usual, is lost in Zzonga induced happiness. The Acquarius has a universal key which opens all of the iron doors leading to the tunnels where the sewer water flows.

Ascanius knows that one of these service doors is not far from here because a few months ago, Senator Osteropolus convinced the Acquarius to open it and let the group of friends visit the service tunnels around the neighborhood.

Ascanius remembers that there is a collecting pit not far from the senatorial villa and desires to go there in order to drown himself.

At the end of the fight, Theodoric will notice that his favorite is missing and also that there is an envelope lying next to him. Opening it, he will read the plan of his favorite and will be shocked. He will immediately turn to the PCs and ask for their help:

You are valiant people and now you are freemen. I can't order you to help me anymore but I still can ask your help as an equal. Please, enter the aqueduct, help us find Ascanius and I will compensate you.

At this moment, even the most lawful PC on earth will probably want to know beforehand what's in it for him. Theodoric is in charge of a huge legion and thus has several magical objects. He will promise the PCs that, if they bring back Ascanius, he will give each of them a magical object. They will be able to choose between weapons, shields, or armor. He can find almost anything and make it enchanted (as a +1 object). **Please note that, caught in this moment of distress; he forgets to ask to bring back Ascanius "Alive". He will limit himself ask the PCs to bring back the lad.**

If the PCs accept, everything possible will be done to have them emerge victorious from this endeavor. Notably, Stefanus will cast two Cure Light Wounds and Senator Osteropolus will even give them two curative potions (again: Cure Light Wounds). The help of the Thyatian nobles, however, will end here. All in all, nobody amongst them, not even Theodoric, will risk his life in a hostile tunnel only to rescue a slave.

Into the Aqueduct

Sections of the aqueduct are composed of bricks. They have vaulted ceilings and they are divided into a conduit to let the water flow and a service passage where only one normal man can walk at a time. The sections are unlit, but Senator Osteropolus can provide torches. Following Ascanius' track is easy because the passage is filled with mud. The PCs must walk into the aqueduct for two turns before arriving at a collecting pit. 100 yards before it they will hear Ascanius screaming. When they enter the pit area, it will be too late: Ascanius has been killed and partially eaten by a crocodile. They still have time to attack the beast and save a few parts of the body but there will be no way to resurrect this pure soul.

Crocodile, Large

AC : 3, HD : 6, HP : 30,

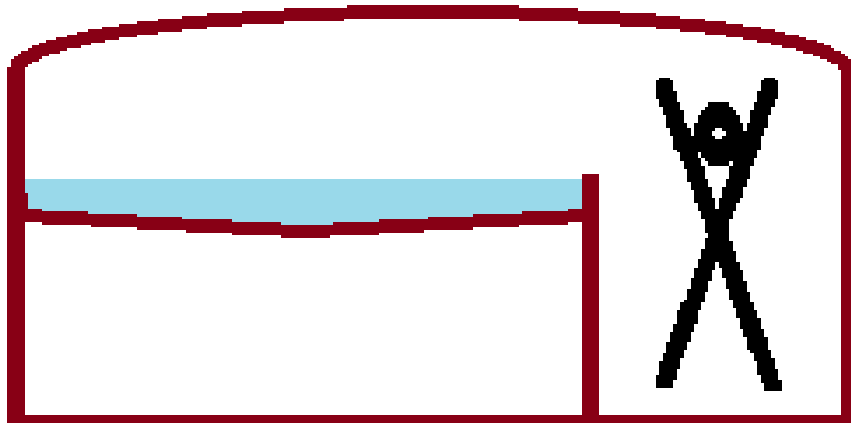
Bite: T0 : 14, d : 2d8

Movement : 90'(30')

XP: 275

This large exemplar is 20' long. It recently killed a lone shadow elf. The PC will find the munched skeleton not far from here. In the skeletons backpack, there is his spell-book, (Read Magic – Sleep – Magic Missile – Continual Light).

If the PCs bring back the corpse, Theodoric will be sad but he will keep his word. The PCs can ask him for the +1 enchanted object of their choice and he will give it to them after three days. Meanwhile, they will be free to stay at Senator Osteropolus Villa as guests and to wander the city.



CONTINUING THE ADVENTURE

After the events described in this module, the PCs will have won back their freedom and are now able to choose what to do with their life.

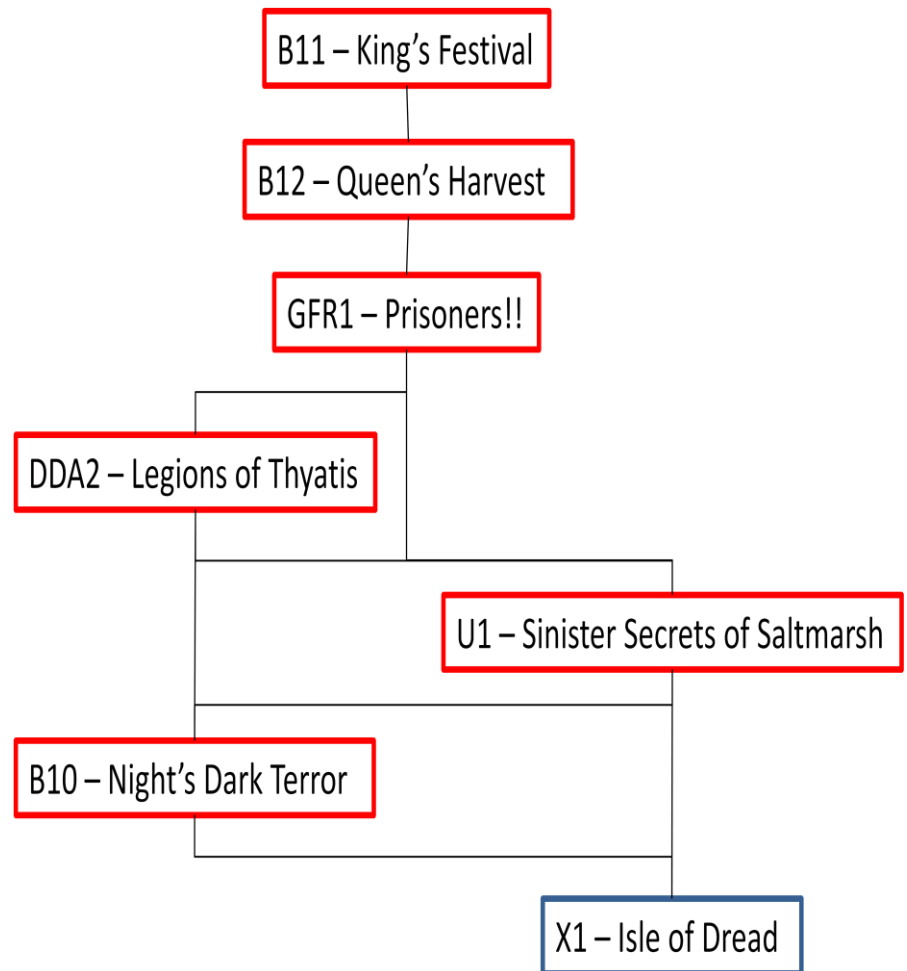
Thyatis city has a big port with vessels sailing almost anywhere in the known world and beyond. It should not be difficult for the PC to hitch a passage for a destination of their choice. Naturally, in order to travel on a ship, they should buy a ticket or ask for a job as mariners.

The most logical choice for them should be to return to Karameikos and notably to Rugalov. From there, they could:

- Research the smuggler's house
→ Play U1 – Sinister Secrets of Saltmarsh
- Go north and try returning to Penhaligon arriving instead at Sukyskin → Play B10 – Night's Dark Terror

However, other choices are possible too, for instance, they could choose to stay in Thyatis for a while → play DDA2 – Legions of Thyatis.

Finally, completing U1 – Sinister Secrets of Saltmarsh and destroying the Iron Ring Cell commanding the Sea Ghost, will give the party ownership of a ship. It will then be quite easy for them to chose to go to the Isle of Dread if the DM let's them find suitable leads to the treasures hidden there.



Non Player Characters

Ilyana's Minions

BlackMaer	F 3		Chaotic		AC	Plate +1/Dx→ 1			
ST	16	IN	14	WS	10	HP	20	WR	8
DX	15	CN	14	CH	9	T0	F3→ 19		Sword 2H +1Sk +3/+2→ 16
Equipment:	Plate +1				Dam.	Sword 2H Sk→ 2d6+2			
	Sword, 2H +1/+2 Vs Lyc (Sk) 2d6+2 – Stun + Deflect (1)				Young Male (23) – Tall (6'2") – Wavy Brown Hair – Dark Brown Eyes Broken Nose, Missing Teeth				
Misc Items:	Potion, CLW				Skills:	Know., Lycanthropy (14)		Animal Training, Dogs & Wolves (10)	
	Bag Of Holding					Animal Training, Lizard (10)		Riding, Lizard (15)	
	Wolfs Bane					Veterinary Healing (14)		X	

Iron Ring Camp & Haunted House

Rucker	C5		Chaotic		AC	Chain Mail→ 5		Mace Sk -1AC/1r	
ST	11	IN	9	WS	16	HP	19	WR	8
DX	11	CN	12	CH	9	T0	C5→ 17		Mace Sk +2/+1→ 16
Equipment:	Chain Mail				Dam.	Mace Sk→ 2d4			
	Mace (Sk) 2d4				Rucker looks Sindian. If the PCs are intrigued, he will explain that he came to Karameikos from his native land in order to serve Hel and provide clerical support to the Iron Ring.				
	Holy Symbol (Hel)								
Spells	CLW		Darkness		Skills:	Cerem., Hel/Kala/Caelene (16)		Healing (9)	
	Blight		Hold Person			Knowledge, Iron Ring (9)		Profession, Smuggler & Slaver (9)	
Clerical Abilities	Can't Turn Undead					Knowledge, Karameikos (9)		X	
	Can Control Undead as a Liege of His Level +3 HD								

Syndor	F 4		Chaotic		AC	Chain Mail /Shield → 4		Sword Sk -2AC/1r → 2	
ST	16	IN	11	WS	10	HP	25	WR	8
DX	12	CN	14	CH	9	T0	F4/Strength→ 15		Sword Sk +2/+1→ 13
Equipment:	Chain Mail		Shield		Dam.	Sword Sk/Strength → 1d12+2			
	Sword, (Sk) 1d12 – Deflect (1) + Disarm				Syndor is Sindian too. He came from there with Rucker and has worked with him in the iron ring organization since then.				
Misc. Items:	X				Skills:	Muscle (16)		Intimidation (16)	
						Knowledge, Iron Ring (11)		Profession, Smuggler & Slaver (11)	
						Mystic., Hel/Kala/Caelene (10)		X	

Sanbalet	MU4		Chaotic		AC	Natural/Dx → 7		Dagger, Sk -1AC/1r → 6	
ST	9	IN	15	WS	10	HP	11	WR	13
DX	16	CN	10	CH	14	T0	MU4→ 19		Dagger Sk +2/+1→ 16
Equipment:	Dagger (Sk) 1d6 – Doub Dam (20)				Dam.	Dagger Sk→ 1d6 – Double Damage (20)			
	Throwing Dagger (Sk) 1d6 (15/25/35) – Double Damage (20)				Typical Traladaran Complexion – Small (5'9") – pale skin, dark hair, brown eyes Old, faded robe. Soft shoes. – Sanbalet is probably a false name chosen by him.				
Spells	Magic Missile		Sleep		Skills:	Knowledge, Iron Ring (15)		Profession, Smuggler & Slaver (15)	
	Invisibility					Cheating (16)		Gambling (10)	
	Spell Book also has Read Magic and ESP					Riding, Horse (16)		X	

Typ. Hound	F1		Chaotic		AC	Leather Armor→ 7			
ST	12	IN	9	WS	9	HP	7	WR	13
DX	10	CN	12	CH	9	T0	F1→ 19		
Equipment:	Leather Armor				Dam.	Sword, Normal (BS) → 1d8			
	Sword, Normal (Bs) → 1d8				Typical Traladaran Complexion – Small (5'9") – pale skin, dark hair, brown eyes				
Misc. Items:	X				Skills:	Knowledge, Iron Ring (9)		Profession, Smuggler & Slaver (9)	
						Cheating (9)		Gambling (9)	

PRISONERS!!!

The Sea Ghost

Sigurd	F 5			Chaotic		AC	Chain Mail/Dx → 4		Sword Sk -2AC/1r → 2		
ST	17	IN	11	WS	10	HP	41	WR	11		
DX	15	CN	15	CH	7	T0	F5/St → 15		Sword +1 Sk +3/+2 → 12		
Equipment:	Chain Mail					Dam.	Sword+1, (Sk) 1d12+1 - Deflect (1) + Disarm				
	Sword+1, (Sk) 1d12+1 Deflect (1) + Disarm					Ostlander, 5'11" – Blond Haired and Blue eyes. Loose hygiene, affecting his charisma. Wears a typical horned helm but prefers lighter clothes in warm waters					
Misc. Items:						Skills:	Labor, Captain (11)		Navigation (11)		
							Piloting, Water vessels (15)		Artillery (11)		
							Kn.dge Sea of Dread (11)		X		

Bjorn	F3			Chaotic		AC	Chain Mail/Dx → 4		Sword Sk -2AC/1r → 2		
ST	17	IN	10	WS	11	HP	21	WR	10		
DX	15	CN	15	CH	8	T0	F3/ST → 17		Sword +1Sk +3/+2 → 14		
Equipment:	Chain Mail					Dam.	Sword +1 Sk/St → 1d12+3				
	Sword, (Sk) 1d12+1 – Deflect (1) + Disarm					Ostlander : 5'9" – Pale skin usually sunburned, blond hairs and blue eyes Wears a typical horned helm but prefers lighter clothes in warm waters					
Misc. Items:	X					Skills:	Labor, Mate (10)		Navigation (10)		
							Piloting, Water vessels (15)		Craft, metals (10)		

Frithoff	F 3			Chaotic		AC	Chain Mail/Dx → 4		Sword Sk -2AC/1r → 2		
ST	17	IN	8	WS	10	HP	19	WR	10		
DX	15	CN	13	CH	7	T0	F3/ST → 17	Sword Sk +2/+1 → 15		Iron Hook (Left H.) → 19	
Equipment:	Chain Mail					Dam.	Sword Sk/St → 1d12+2		Iron Hook 1d3		
	Sword, (Sk) 1d12 – Deflect (1) + Disarm					Ostlander : 5'9" – Pale skin usually sunburned, blond hairs and blue eyes Wears a typical horned helm but prefers lighter clothes in warm waters His left hand is missing and he has an iron hook					
Misc. Items:						Skills:	Labor, Bosun (8)		Navigation (8)		
							Piloting, Water vessels (15)		-		

Punketah	MU3			Chaotic		AC	Ring +1 / Dx → 5				
ST	8	IN	17	WS	9	HP	8	WR	13		
DX	18	CN	11	CH	9	T0	MU3 / St → 20		Dagger Sk +2/+1 → 16		
Equipment:	Dagger (Sk) 1d6 – Doub Dam (20)					Dam.	Dagger Sk → 1d6 – Double Damage (20)				
	Throwing Dagger (Sk) 1d6 (15/25/35) – Double Damage (20)					Punketah is Sindian. Even after several years spent onboard, he still wears dhoti, a long loin cloth wrapped around the hips and thighs making it look like baggy, knee-length trousers.					
Misc. Items:	Ring of Protection +1 Wand, Magic Detection (37 ch.)										
Spells:	Magic Missile					Skills:	Healing (17)		Knowledge, Anatomy (17)		
	Sleep						Kn., Sea of Dread (17)		Profession, Smuggler & Slaver (17)		
	Web						Knowledge, Iron Ring (17)		X		

Sailor	F 1			Chaotic		AC	Leather Armor → 7				
ST	12	IN	9	WS	9	HP	8	WR	8		
DX	12	CN	16	CH	9	T0	F1 → 19				
Equipment:	Leather Armor					Dam.	Sword, Short (Bs) 1d6				
	Sword, Short (Bs) 1d6 Dagger (bs) 1d4					According to race / place of origin. Most of the crew is Thyatian or Traladaran. A minority comes from Minrothad.					
Misc. Items:						Skills:	Labor, Sailor (9)		Craft, wood, sails, ropes or metal (9)		
							Piloting, Water vessels (12)		Cheating or Gambling (9)		

PRISONERS!!!

Thyatis City

Mustafa		NU		Chaotic		AC	9	
ST	9	IN	11	WS	9	HP	4	WR 9
DX	8	CN	11	CH	8	T0	NU → 20	
Equipment:	Dagger (Bs), 1d4				Dam.	Dagger (Bs), 1d4		
Misc. Items:	X				Skills:	Bargaining x2 (9)		Profession, Merchant & Slaver (11)
						Kn.dge of Thyatis City (11)		X

Osteropolus		NU		Chaotic		AC	Ring of Protection +3/Dx → 7	
ST	8	IN	15	WS	12	HP	3	WR 6
DX	6	CN	7	CH	18	T0	NU/St → 21	Dagger+2 (Bs) → 19
Equipment:	Dagger +2 (Bs) – 1d4+2				Dam.	Dagger+2 (Bs) / St → 1d4+1		
Misc. Items:	Ring of Protection +3				Skills:	Profession, Advocate (15)		Law & Justice, Thyatis (12)
						Profession, Politics (15)		Knowledge of Thyatis City (15)
						Leadership (18)		X

Saralasu		NU		Neutral		AC	9	
ST	9	IN	9	WS	9	HP	2	WR 10
DX	12	CN	12	CH	16	T0	NU → 20	
Equipment:	Dagger (Bs), 1d4				Dam.	Dagger (Bs), 1d4		
Misc. Items:	X				Skills:	Labor, Slave (9)		Profession, Courtesan (9)
						Music, (16)		Singing (16)

Theodoric		F 11		Neutral		AC	Chain Mail+4/Shield+2/Dx → -2	
ST	16	IN	11	WS	12	HP	45	WR 13
DX	9	CN	12	CH	14	T0	F11/St → 11	Sword+3 Sk +5/+4 → 6
Equipment:	Chain Mail +4		Shield+2		Dam.	Sword +3 Ex / St → 2d8+5		
	Sword +3, (Ex) 2d8+3 Deflect (2) + Disarm+1 Bow, (Ex)				Skills:	Military Tactics (11)		Knowledge of Thyatis (15)
Misc. Items:	X					Leadership (14)		Riding, Horse (9)
						Profession, Politics (11)		Healing (9)

Ascanius		F3		Lawful		AC	Leather/Shield/Dx → 5	
ST	13	IN	13	WS	13	HP	12	WR 11
DX	13	CN	9	CH	16	T0	F3/ST → 19	Dagger+1 Sk +3/+2 → 16
Equipment:	Leather		Shield		Dam.	Dagger+1 (Sk) 1d6+1 – Double Dam (20)		
	Dagger+1 (Sk) 1d6+1 Double Dam (20)				Skills:	Labor, Slave (9)		Knowledge of Thyatis (13)
Misc. Items:	X					Profession, Courtesan (9)		Military Tactics (13)

PRISONERS!!!

Marcus	F 3		Neutral		AC	Leather/Dx →6		Dagger, Sk -1AC/1r →5		
ST	13	IN	16	WS	8	HP	15		WR	11
DX	13	CN	12	CH	9	T0	F3 → 19		Dagger Sk +2/+1 → 17	
Equipment:	Leather				Dam.	Dagger (Sk) 1d6 – Double Dam (20)				
	Dagger+1 (Sk) 1d6+1 Double Dam (20)				Young Male (29) – Average Height – Olive Skin, Light Brown Hair, Dark Brown Eyes Dates Elemaledai - Addicted to Zzonga					
Misc. Items:	X				Skills:	Engineering (16)		Profession, Acquarius (16)		
						Science, Mechanics (16)		Knowledge of Thyatis City (16)		
						Profession, Politics (15)		Leadership (9)		

Elemaledai	MU8		Chaotic		AC	Normal / Dx →20				
ST	9	IN	16	WS	9	HP	20		WR	12
DX	8	CN	10	CH	16	T0	MU8 → 17		Dagger Sk +2/+1 → 15	
Equipment:	Dagger (Sk) 1d6 – Double Dam (20)				Dam.	Dagger (Sk) 1d6 – Double Dam (20)				
Magic Items	Potions (ESP + Human Control) Amulet Vs Crystal Balls & ESP				Female (28) – Red Blonde Hair – Pale Skin Used to date Osteropolus - Dates Marcus - Addicted to Zzonga					
Spells (Book)	Charm	Light	Pr.fr.Evil		Skills:	Alchemy (16)		Profession, Courtesan (16)		
	ESP	Invisibility	Ph.Force			Acting (16)		Knowledge of Thyatis City (16)		
	Fireball	Fly		Knowledge, Drugs (16)		Knowledge of Sundsvall (16)				
	Confusion	Dim. Door		Riding (8)		X				

Stefanus	C6 - Lupercus		Chaotic		AC	Leather → 7		Mace Sk -1AC/1r		
ST	11	IN	9	WS	16	HP	28		WR	10
DX	9	CN	13	CH	13	T0	C5 → 17		Mace Ex +4/+2 → 14	
Equipment:	Leather				Dam.	Mace Ex → 2d4+2				
	Mace (Ex) 2d4+2 Holy Symbol (Lupercus)				Young Male (32) – Average Height – Olive Skin, Light Brown Hair, Dark Brown Eyes Always surrounded by 3 girls (Hinterlander, Nuari & Ochalean), Brews potions					
Spells	CLW	CLW		Skills:	Ceremony, Lupercus (16)		Alchemy (9)			
	Bless	Hold Person			Hunting (9)		Knowledge of Thyatis City (16)			
	Speak With Dead				Knowledge, Anatomy (9)		X			
Clerical Abilities	Speak With Animals Skill: Knowledge, Nature (9)									

