

Profits From Beneath the Waves

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Introductory Adventure

Version 1.0

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A ship has been lost on the river. A journey into the Gnarley Forest is dangerous enough, but with orcs seen prowling the woods, adventurers must be wary at all times. Adventurers need to be hired to help recover the cargo before all is lost forever, beneath the waves of the Nyr Dyv. Make it through the woods, brave the river, and bring the cargo back to Dyvers and you will be rewarded.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

- Enlist a sixth player.
- Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round introductory adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Gregor gazes around the deck of a stranded Rhennee barge, bodies lay everywhere. Here and there a few of the men lay surrounded by orc scum. He can tell where the men died to protect this ship, but to know avail. He continues to clear off the deck by dumping the bodies into the river, cursing the orcs and saying prayers for the Rhenn.

The weather in the upcoming weeks should wash away the rest of the gore. He searches carefully the Rhenn bodies before slipping them into the water for their final rest.

Gregor then finds a well dressed body, an Olman merchant by appearance, and finds a contract on his body. Scanning it over, he grins, thinking to himself, if the cargo is indeed in the holds below deck, then this contract should bring the clan quite a lot of coin. Definitely someone could turn a profit here.

Setting off after this overdue barge has been a worthwhile endeavor. The Bargewright had been a friend of Gregor's, and his barge had been due in Drown Town two weeks ago. Gregor had a general idea of the route his old friend was going to take, so it didn't take much to track down the missing ship. The orcish raid is a blow to the dwindling number of Rhennee around Dyvers, but the cargo is another story. If Gregor can get it delivered, the contract he found promises a huge payout. He cannot afford to pass by the opportunity.

He forms some plans as he returns to disposing of the bodies. He will need to get back here and claim this ship soon before any other scavengers find it. He will send his nephew up here and hire a bunch of adventurers to protect him. Yes, they should be able to bring back the cargo.

Spending the day here clearing off the barge turns up a few other interesting items that Gregor also pockets. With the contract and these items his trip is definitely not a waste. The log book from this ship, with its list of crew will be handed over to the Veth back in Drown town. They will be mourned. Gregor will send someone back for the cargo and profits will flow into his Clan's coffers. Life, like the great river must flow on

ADVENTURE SUMMARY

The party arrives in Drowntown and is hired by a Rhennee Bargewright to accompany his nephew to recover a statue off of a Rhennee barge grounded upriver on the Nyr Dyv. While accompanying the young Rhennee in the Dyvers market they see how shoddily the merchants treat him. They are accosted by a group of goblins in the Gnarley on the way to the ship. Once past them they find the ship defended by a cleric and a pair of elementals. After ridding the ship of the cleric, they recover the statue and head back to Dyvers. A Gnarley ranger warns them of an orc attack, and they shortly encounter the orcs. Finally they accompany the Rhennee back to the Temple of Xerbo to deliver the statue to the rightful purchasers of it. The temple does not want the statue however. An argument occurs over who holds ownership.

ENCOUNTER 1---A LOST SHIP

The adventurers travel to Drowntown. A Rhennee Bargewright has a small favor to ask

them. Will they accompany his nephew to retrieve a cargo from a stranded barge?

ENCOUNTER 2--- SHOPPING TRIP

The party travels with the bargewright to Dyvers to purchase supplies for the trip. They see first hand the disgust shown to the Rhennee.

ENCOUNTER 3--- TRAVEL TO THE SHIP

While traveling to the ship overland, the party is attacked by a group of goblins led by a hobgoblin.

ENCOUNTER 4--- FINDING THE JUSTAINE

The party reaches the ship and Sashin, a cleric of Xerbo warns them off. If they continue to approach he dumps a bowl of tiny vipers into the water to prevent the party from reaching the ship.

ENCOUNTER 5--- A CLAIM IS MADE

The half-elven cleric Brother Sashin of Xerbo has 2 elemental companions, and they will attack the party and defend the cargo if the party board the barge.

ENCOUNTER 6--- BLACKTHORN ORCS

Asa Thornbriar a Gnarley Ranger warns of an orc patrol following her, the party gets caught in the middle and attacked.

ENCOUNTER 7---REWARD

The party is presented with a choice when the statue is brought back to the temple. Do they support the claim of the Rhennee, Andros Neff whom they have adventured with? Or they can support Sister Sabaan and the Cathedral of Xerbo.

INTRODUCTION

Drown Town, a ramshackle collection of cottages overlook a jumble of docked barges. This view of Dyvers does not give you the best first impression of the Jewel of the Flanaess. The location of Drown Town on an island in the Velderdyva River provides natural protection for the growing town, from the threats of an orcish attack from the Gnarley Forest if you can put up with the Rhennee. With one hand

on your coin-purse you make your way down to the shore, passing over one of the bridges leading to Drown Town, the letter your received earlier said work (Player Handout 1) was to be found here. You are looking for a ship called the Sunchaser, and a Captain called Gregor.

ENCOUNTER 1: A LOST SHIP

You approach the Sunchaser docked along the bank at the far end of town. A young Rhenn lad stands in front of the plank leading up to the deck. He watches you approach and studies your group. He holds a trident in both hands and bars your entry on the ship.

If the party tells the boy they are looking for Captain Gregor, he will laugh at them, but he will have the party wait and go fetch him. The party will be escorted on deck and introduced to the captain.

An older Rhenn man with white hair, dressed in leather trousers and a loose fitting jerkin addresses you and says "Don't you know anything about our barges? As the owner and master of this barge, I'm a Bargewright, not a Captain. If you're here because of my letter, then I do indeed have work for you of a sensitive nature. Come below decks and we can discuss this."

The party is ushered into the bargewright's private quarters, where a younger Rhenn man is waiting, he lounges in a hammock strung in one corner of the room.

Gregor snaps a look at the young man in the corner, and says "Andros, get up, I've asked these people to help you, and you will show them some courtesy."

The young man jumps to attention and says "Yes Sir!"

*Gregor continues on,
"This is Bargewright Andros Neff, son of my sister. His barge has had some bad luck and has run aground. I would like you to help him retrieve the cargo he left behind, and deliver that cargo before the contract runs out on it. I will pay you to get to the barge and protect the cargo while a wagon travels more slowly up to the barge's location. The men I have hired will*

transfer the cargo to the wagon and you will escort it back to Dyvers."

Gregor will willingly share the following information.

- Gregor is not happy with his nephew; he has abandoned his barge, its cargo and returned to Drowntown as a failure and a disgrace. However he is family and Gregor feels he must help him to save face.
- He is vague about the cargo to be recovered; he says it is supplies for the temples here in Dyvers. Not that he believes in your local gods.
- The reason for the rush, he does not want anyone else to lay a claim on the cargo, before he can get back to the barge. Also the deadline on the contract will expire shortly and to receive payment, the cargo must be delivered to the temple before a fortnight has passed.
- The Barge's name is the Justaine.
- He will pay 50 Gold, per adventurer. Also Andros has a limit of 100 gp to spend on the shopping trip for common goods and supplies, he will not buy arms or armor.

If the players agree to help read or paraphrase the following:

"Good, good I'm glad this is settled then. Andros is going to Dyvers to purchase some supplies, he has been sheltered against my wishes, and I would like you to escort him there and keep him out of trouble. After all these are the supplies for your trip and you may wish him to buy certain things."

Development: Should the PCs agree to help continue onto Encounter 2. If they are not interested in helping, the adventure ends here.

ENCOUNTER 2: SHOPPING TRIP

Andros leads the party through Dyvers to shop for goods. He purchases the standard food stuffs a barrel of water, nothing fancy. The PCs may

suggest up to 100 gold worth of equipment to buy. This equipment is Andros' property and the PCs may not retain any of it beyond the play of this adventure. He will not purchase arms or armor for the party.

Andros leads your group into the Dyvers market, with Dyvers being such a large trade city practically anything can be purchased here for the right price. Andros eagerly tells you about the Rhennee life and listens to your tales as well.

Andros will work each of the following into the conversation:

- Each Rhennee barge is crewed by a "lord" who shares his cabin with his family, and "cousins" (who may or may not be related by blood) who find living space on or below deck.
- Their society is one with very strictly observed customs, which can be highly confusing to outsiders. For a start, they have their own language, a variety of the Thieves' Cant, although they can speak the common tongue also.
- The leaders of Rhennee society are called "lords" or "nobles." These titles may have originally adopted in mockery of true aristocrats, but the nobles are the Rhennee's major decision-makers, together with their wise women.
- It is the nobles who are the most knowledgeable about tides, winds and currents, and they know the secret bays and sites where Rhennee meet in large numbers or take shelter during winter, when severe winds make travel difficult for them.
- Below the nobles are the bargewrights- the men who own the barges the Rhennee travel on. Each bargewright is responsible for, and protects, the people on his barge. The Rhennee on each barge are more or less an extended family, although several barges together may often be an even larger "family" under the leadership of a noble traveling with the group.
- The wise woman is a symbol of the odd role of women in Rhennee society. A wise woman is between 35-85 years old, which makes her a

major source of advice and comfort to the superstitious Rhennee folk. Wise women have skill in herbalism and healing as well as minor access to healing spells.

- Wise women are the real power in Rhennee society, for their word will not be knowingly contradicted even by a Rhennee noble. They do not use this power for leadership, however. They suggest, insinuate, and use cryptic prophecy to influence their men, whom (basically) they can twist around their little fingers.
- While in towns, the Rhennee usually live on board their barges, conducting their business of trading and selling in nearby wharf areas. Rhennee males visit taverns often, but usually stay in or near the harbor district. A wise woman with a suitable entourage of handmaidens and male escorts also visits the city to tell fortunes and such for additional income.
- On rare occasions, outsiders who perform some important service for the Rhennee, or who have valuable skills and gain an exceptional reaction from them, may be treated as "honorary Rhennee" and given some token of this fact. Future interaction with any Rhennee will be enhanced- how much depends on the nature of the service, the status of the Rhennee for whom the service was performed, etc.
- His people are not native to Oerth, they are accidental travelers from Rhop, another plane. Not much is remembered about Rhop, however, there is one wise woman rumored to still be alive, and to have made the journey from Rhop. Ruling over a council of Wise Women, it is said nothing truly gets done without her approval, and all Rhennee nobles have knelt before her. How a human woman has lived this long is uncertain. She must control potent magics indeed.
- They appeared in the Great Kingdom in the Ardi Forest about 450 years ago, fleeing from the Arch Enemy, the fled west to the shores of the Lake of Unknown Depths where they took to life on the water.

- Drown town is one of several islands encampments they have, but the rest remain hidden to non-Rhennee.

Andros gets many disproving looks from the merchants, some even bar his way into their shops, as if his money is no good. When asked, Andros says this is common treatment for the Rhennee. You notice many of the prices he is charged are raised. Being charged extra for common goods seems part of the Rhennee life as well. The open scorn Andros is treated with is obvious, and just be travelling with him, you are treated poorly as well.

ENCOUNTER 3:

TRAVEL TO THE BARGE

It's a miserable day in the Gnarley, rain drums down incessantly from above and occasional gusts of wind drive the water deeper into your clothes. Not much left on you seems to be dry at all. The road Andros's wagon seems to be following appears to be nothing more than a soup of mud. Frequent stops are made to help pull the wagon out of deep ruts of mud. Travel is slow, but with a deadline looming ahead your group progresses on.

A cloaked figure steps out onto the shoulder, and shouts out in common, "I see yous 'ave brought our stuff, leave the wagon, and get back to Dyvers with your lives". "Da cursed rain hides my forces, but dere is moor of us, den yous, and we got'cha trapped." With his threat delivered two goblins join this figure on the side of the road.

The party will be attacked on the road through the Gnarley. Make Spot checks vs the goblins Hide checks, the two on the left have a Hide of 17, the two on the right have a Hide of 14.. The road is 15 feet wide with a grass shoulder of 5 feet running down the left side, light woods after that. The road is treated as difficult ground, and the grass shoulder providing normal movement

Vrag Elfeater and a party of goblins wait in ambush along the road. The hobgoblin will attempt to disarm combatants while leaving the goblins to do the actual killing. The hobgoblin steps out onto the shoulder a short distance in

front of the wagon. Two goblins are with him. The other four are trying to hide in the woods along the road, two on each side.

APL 2 (EL 4)

Goblins (6): hp 6, 6, 5, 5, 5, 5; *Monster Manual* 133.

Vrag Elfeater: Hobgoblin male; See Appendix 1

Tactics: Vrag will try to disarm the party, letting the goblins to actually kill them off.

ENCOUNTER 4:

FINDING THE JUSTAINE

After another dreary day of tromping through the mud you crest a small rise, and Andros checks his log book, and says, 'Here is where we need to move towards the river. My ship was beached just a short distance from here.'

The party must travel a short way through some scrub to the beached boat. It is only about a 5 min walk off of the road at this point. **Map A** shows the local area.

The players may only access the boat by wading through about 20 feet of shallow water where the ship has run into some submerged rocks.

Characters may wade into the water, but movement will cost more. While in the water, this will be counted a difficult terrain and all movement costs are doubled.

Cresting a low hill you see the Justaine has run aground on some rocks. The river flows freely around the barge, 20 feet of water stands between you and the rocks jutting up into the bow of the barge. A deeper channel lies along on the other side of the ship. The barge has a large rent just under the bow, and you believe it continues underneath the ship to the other side.

The top side of the barge is littered with broken boxes and cargo containers; they have all been pushed against the railing in an effort to keep people off the deck. A voice shouts at 'Be gone intruders, this ship is now part of my

fleet. I'll make sure it never leaves here before I give it up.'

Andros shouts "Your daft, this is my barge or I'll nail your sorry arse to the deck." He then pulls his short sword and a hand crossbow, wading into the water between the bank and the grounded barge.

A hand reaches out between two crates on the deck, spills a bowl of something in the water, and disappears back behind the containers.

Brother Sashin is a half-elven cleric of Xerbo, dressed in robes and a very ornate breastplate. Until the party makes a Spot check (DC 17) they will not notice his holy symbol or that he is really a half elf instead of a full elf.

Brother Sashin has released a bowl of tiny vipers into the water. If the party wants to wade to the barge they must cut their way through them. Give the party a Spot check (DC 10) to see something swimming in the water.

Brother Sashin has gone below decks with his water elementals to smash more holes in the bottom of the barge. He will sit out the rest of this encounter. He will appear again after the party gets onto the barge.

The party could pass by the snakes as they cannot climb up the sides of the barge. If so they still get full XP for this encounter, as the snakes will lose interest and leave after about an hour. They would have to move to the barge and make a Climb check (DC 15) to move up the side of the barge.

APL 2 (EL 2)

Tiny Vipers (6); 1, 1, 1, 1, 1, 1; See page 280 of the Monster Manual

ENCOUNTER 5:

A CLAIM IS MADE

Around the barge you see crates smashed open all over the deck, puddles of water are also scattered over the deck. Someone was obviously looking for something. Did they find it? Sounds of wood smashing come from below decks, and you can hear someone giving commands. "Itzit, Watzit, tear up those

planks, quickly, I fear our little friends did not slow down those fools long."

In the hold, Sashin has a pair of Vardigs (see Appendix 2) summoned. He is having the elementals smash open crates and they are now tearing loose planks in the bottom of the ship to make sure the barge never leaves. Sashin is looking for a golden statue of Xerbo.

See the **Map B** for the layout of the hold and the positions of the Vardigs.

APL 2 (EL 4)

Vardig (2); 19, 19; See Appendix 2

Sashin will not fight the party at all, he will use his Elemental Healing Feat to heal the Vardigs. The elementals however will go all out. If the elementals are beaten, Sashin will surrender.

Cowering in the remains of a smashed crate you find the Cleric of Xerbo. He wails pitifully "Don't hurt me please...I was just trying to force you to leave, I didn't try to hurt you. I was sent to keep everyone away from this statue. My church doesn't want it brought back."

"A fellow cleric of Xerbo contracted an artist to create a statue of Xerbo. This statue is to grace the temple of Xerbo in Dyvers. Well it turns out the artist was a bit mad, and the statue is a disgrace. Xerbo is displayed as a greedy money changer. He is shown as a shady character, holding a bag of coins, with a woman in tears clutching a child at his feet. While Xerbo is a god of business, this is not the image that the temple wants to project."

"However, a contract was signed, and it must be honored, if the statue is ever delivered. I was to stop the ship from reaching Dyvers with the statue, by any means necessary. Upon failing this mission I cannot advance further in the Xerbo's service. I will walk into the Nyr Dyv and seek Xerbo's grace."

Sashin at this point will break down with grief. He will leave peacefully if allowed. Andros will show the party the statue and wait until the wagons and the cargo handlers show up to load it on the wagon.

ENCOUNTER 6: BLACKTHORN ORCS

Read or paraphrase the following based on the players actions:

You have stayed at the grounded barge overnight. The cargo handlers Gregor has to load the statue on your wagon, Andros is anxious to leave, and collect for the delivery of this obviously expensive statue. He will let the men load the rest of the salvageable cargo onto the wagons and they follow a few days behind.

The rain still dogs your trip back to Dyvers, with the muddy roads and the heavy load on the wagon, this return trip is taking forever. Suddenly a young Halfling riding on the back of a dog spills out of the woods and onto the road a short distance ahead of you. You notice two arrows are lodged in her shoulder and thigh. She spies you and shouts weakly 'Look out, they are right behind me.' She then turns the dog and heads in your direction.

Asa Thornbriar (female halfling ranger 3; 21 HP) is an International Halfling Society rider. While on patrol, she is being chased by a small group of Blackthorn Orcs. She has broken through the Gnarley forest onto the road about 60 feet in front of the party. She will move towards the party (half movement rate) seeking protection. The orcs will burst out of the woods 2 rounds after Asa does. The party has a few rounds to waste or prepare for the attack. Asa will stay out of the fight tending the wounds of her mount so she can continue her ride.

APL 2 (EL 2)

Orcs(3); 5, 5, 5; See page 203 of the Monster Manual

Orc Archer(1); See Appendix 1

Tactics: The three orcs will stay back a round and throw their javelins, and then charge in to finish off the party. The archer will stay back and fire arrows until he is engaged in melee.

If the PCs defeat the orcs, read or paraphrase the following.

With the orcs defeated, Asa thanks you for your help. "I suggest you hurry toward the safety of city. I do not know I would have made it away from here in one piece. My faithful mount and I have been running from different orc scouting patrols for days. He is getting tired of carrying me and deserves a rest, but I'm a rider for the International Halfling Society and must deliver my parcels as soon as possible. Thank you my friends, you will be in my prayers to Yondalla."

With that being said, she takes her leave and guides her faithful mount Milo, down the road away from your party and back into the Gnarley Forest. With Asa's warning in mind you hasten the wagon along as best you can, but traveling is still slow. However the gates of Dyvers draw near with no further trouble.

ENCOUNTER 7: DECISION TIME

Now that the wagon is back on the paved roads leading to the city of Dyvers, it is but a short time before Andros pulls the wagon up to the Cathedral of Xerbo.

A human cleric in blue vestments with a green seaweed design on the sleeves steps out, and directs Andros to pull the wagon in to a secluded side yard. She introduces herself as Sister Sabaan, she has striking red hair, and she has obvious Suel beauty. She looks over your group grimly and says "'I see Sashin did not keep the statue from arriving, he will be punished for his failure when he gets back."

She starts to pace as she lectures Andros. "If we do not hold true to the contract, word will reach the common folk, and as Xerbo is a god of business we will lose face and people will not trust us. The Cathedral of Zilchus will grow in power, and in profits, while our coffers will suffer. That we cannot abide. So we will pay you as the contract requires, however do these people know that the statue and the barge were never yours? Somehow you have gotten your hands on the contract and you have "acquired" the statue, so you will be paid."

Andros looks at her and says, "That right, I do have the contract and you will pay me. On

behalf of Bargewright Gregor Neff, I hear-by present the Golden Statue of Xerbo the Merchant and this signed contract for it's delivery, I demand payment."

Sabaan looks at you, and says "We don't want to pay him but are bound by the contract, and with you here as witnesses our hands are tied. But if you leave and forget what you have seen, the Cathedral guards and myself will handle this matter. Otherwise we are bound to pay this pirate."

Andros looks aghast, "'Pirate? I claimed this statue by right of salvage, I boarded no ship at sail, I am no pirate. I am making a legal claim and fulfilling a legal contract. These adventurers traveled there and back with me, we salvaged an abandoned barge and it's cargo, they are my witnesses.'" Looking at you he asks "Friends, we have bled for this statue, surely you will not abandon me now? Won't you stay and be my witness?"

Both Sister Sabaan and Andros stand looking at you as if you hold the final answer.

A DC 15 Profession (barrister) or DC 20 Knowledge (local) reveals that this is at best a grey area of the law and neither side has a clear claim.

The party must choose to support someone. If the party just leaves they will receive the disfavor of both sides as they feel the PCs should have supported them. The adventure simply ends here.

See Conclusion A if supporting Xerbo

See Conclusion B if supporting Andros.

If they choose neither the adventure simply ends with them leaving.

CONCLUSION

CONCLUSION A

Sister Sabaan, beams at you, 'My thanks to you good people, you know Rhennee are the lowest of mankind and cannot be trusted. We put up with their kind here in Dyvers, but know better then to trust them. They don't even believe in any of the gods, why the Magister allows them within the lands of Dyvers is beyond me. I would drive them out. The only

thing they have going in their favor the fact they try to live their entire lives on the water. That doesn't redeem them, but it does make them more bearable. '

Andros spits at the ground, and slinks off while glaring at you. 'I'll remember your names, I'll see to it all Rhennee remember your names.' And he flees through the gate into the passing crowds.

Sabaan smiles gloating, "I'm not sure what you were to get paid by that scoundrel, but I will make sure you are compensated. Your actions will also be noted by the church, I will speak favorably of you to our leadership."

After getting paid, you are free to exit the cathedral, and wonder what danger could lie in the threats of a Rhennee.

END

CONCLUSION B

"Ha," claims Andros, 'I knew my friends would not abandon me. Now you are legally bound to pay me my wheatsheaves you red haired wench."

Sabaan is turning as red as her hair. She glares at you, and makes a gesture to a guard in the shadows, he runs to her and she whispers something in his ear. "He will bring your coin out, wait here". She leads the guard into the cathedral, but says to you as she passes by, "You will be remembered here in this cathedral adventurers, pray you never need healing or any other favor, the memory and reaches of Xerbo are as vast as the seas themselves."

Andros is elated as a couple of guards return shortly with a large cask of coins, and load it onto his wagon "Thank you again my friends, here is your wages as promised. I'm sorry for the deception, but my uncle was afraid you would lay claim to the statue and try to return it yourselves. He doesn't trust anyone not born of the Rhennee. He has been treated so badly by the land walkers he trusts no one. But you have proven yourselves as true friends of the Rhennee today. I will make sure your names are held in high regard. I

must return to Drowntown. Your services are no longer required."

And with that he guides the wagon out of the yard, several Rhennee men leap out of the shadows in front of the Cathedral, and they take places on the back of the wagon, it rumbles on into the crowd on the street and out of sight.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 3

Defeated the Goblins
APL 2 120 XP

Encounter 4

Made it past the Vipers onto the Ship
APL 2 60 XP

Encounter 5

Defeated the elementals
APL 2 120 XP

Encounter 6

Defeated the orcs
APL 2 60 XP

Discretionary role playing award

APL 2 90 XP

Total possible experience:

APL 2 450 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 3: Travel to the Ship

APL 2: Loot: 100 gp; Coin: 3 gp; Magic: 0 gp

Encounter 5: A Claim is Made

APL 2: Loot: 95 gp; Coin: 12 gp; Magic: 238 gp 2 scrolls of sleet storm

Encounter 6: Blackthorn Orcs

APL 2: Loot: 199 gp; Coin: 6 gp; Magic: 0

Conclusion

APL 2: Loot 0 gp; Coin: 90 gp; Magic 0 gp

Total Possible Treasure

APL 2: Loot: 394 gp; Coin: 111 gp; Magic: 238 gp; Total: 743gp

Special

Favor of The Rhennee: For siding with Andros Neff over the Followers of Xerbo, you are held in high regard by all the Rhennee in the Free Lands of Dyvers. Until this favor is expended, the character is deemed to have an Influence Point with the Rhennee of Dyvers.

Ire of the Rhennee: Andros spreads word of your betrayal. You receive a permanent -2 penalty to all Diplomacy checks when dealing with the Rhennee of Dyvers.

Favor of the Dragon Turtle: For siding with Sister Sabaan over the Rhennee known as Andros Neff, Sabaan has brought your names to the attention of her leadership of the cathedral. Until this favor is expended, the character is deemed to have an Influence Point with the Cathedral of Xerbo in Dyvers.

Ire of the Dragon Turtle: The church does not forget easily slights against it. You receive a permanent -2 penalty to all Diplomacy checks when dealing with the Cathedral of Xerbo in Dyvers.

APPENDIX 1: APL 2

ENCOUNTER 3: TRAVEL TO THE SHIP

Vrag Elfeater: male hobgoblin fighter 1; CR 2; Medium humanoid(goblinoid); HD 1d8+2 plus 1d10 +2, hp 19; Spd 30 ft; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +2; Atk +5 melee(1d3+2, masterwork whip) AL LE; SV Fort +6, Ref +1, Will -1; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +3 Spot +4, Exotic Weapon Proficiency (Whip)

Possessions: masterwork whip, chainmail, heavy wooden shield, lucky rabbit's foot, throwing axe(3), 16gp

Goblin possessions(all size small): leather armor(6), morningstars(6), light steel shields(6), javelins(12), 24gp

ENCOUNTER 5: CLAIM IS MADE

Brother Sashin: male half-elf cleric 2; CR 2 Medium humanoid (elf); HD 2d8+2, hp 16; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d6/19-20, Quarterstaff) SA spells, spontaneous casting, spontaneous healing, turn undead; AL N; SV Fort +4, Ref +1, Will +6; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Heal +6, Knowledge (religion) +2, Listen +4, Spot +4 ;Knowledge (arcana) +3, Elemental Healing

Languages: Common, Elven, Aquan.

Turn Undead (Su): 5/day; 1d20+2; turning damage 2d6+4.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—*detect magic*, *light* (2) *resistance*; 1st—*bless*, *command**, *sanctuary*, *shield of faith*,. *Domain spell.

Domains: Water You can: turn or destroy fire creatures; rebuke, command, or bolster water creatures 5 times per day as a Supernatural Ability

Pact: Add Appraise, Intimidate, and Sense Motive to your list of cleric class skills

Possessions: masterwork breastplate, quarterstaff, holy symbol of Xerbo, *scroll of summon monster II*, iron rations, *potion of protection from evil*, *potion of protection from good*

ENCOUNTER 6: BLACKTHORN ORCS

Orc Archer: male orc CR ½; Medium humanoid(orc); HD 1d8+1, hp 6; Init +1; Spd 30; AC 15, touch 12, flat-footed 13, Base Atk +1; Grp +4; Atk +3 ranged (1d8, 20/x3, masterwork longbow) AL CE; SV Fort +3, Ref +0, Will -2; Str 14, Dex 14, Con 12, Int 8, Wis 7, Cha 6.

Languages: Orc, Common

Possessions: masterwork longbow, 27 arrows, studded leather armor, dagger, iron rations, waterskin, 18 gp

APPENDIX 2: NEW RULES ITEMS

MONSTERS, AS PRESENTED IN THE COMPLETE ARCANES

Vardig: Medium Elemental (Evil, Extraplanar, Water) CR 2; HD 3d8+6, hp 19; Spd 30; AC 14, touch 11, flat footed 13; Base Atk +2; Grp +4; +4 melee(1d6+3, Slam; 20/x2) AL NE; SA dark vision, elemental traits, immunity to cold spell disruption, water jet SV Fort +5, Ref +4, Will +1; Str 14, Dex 12, Con 14, Int 7, Wis 11, Cha 8

Skills and Feats: Hide +3, Listen +4, Spot +4, Swim +10, alertness, Lightning Reflexes

Languages: Aquan

Spell Disruption (Su): The very presence of an elemental grue interferes with spells that affect the grue's associated element. Any spellcaster within 40 feet of a grue who casts a spell with the same descriptor as the grue's element (earth, fire, air, water) must succeed on a dc 15 caster level check or have the spell fail. Within the same area of any such spell currently in effect, a grue has a chance to dispel the effect as a free action, as if casting a targeted dispel magic(caster level 10th).

Water Jet (Sp): As a standard action, a water grue can create a tremendously powerful 30-foot line of water. Any creature in the area of the line takes 2d6 points of damage(Reflex DC 11 negates). A creature failing the saving throw must succeed on a Strength check (DC 5 + damage dealt) or be knocked prone by the force of the blast.

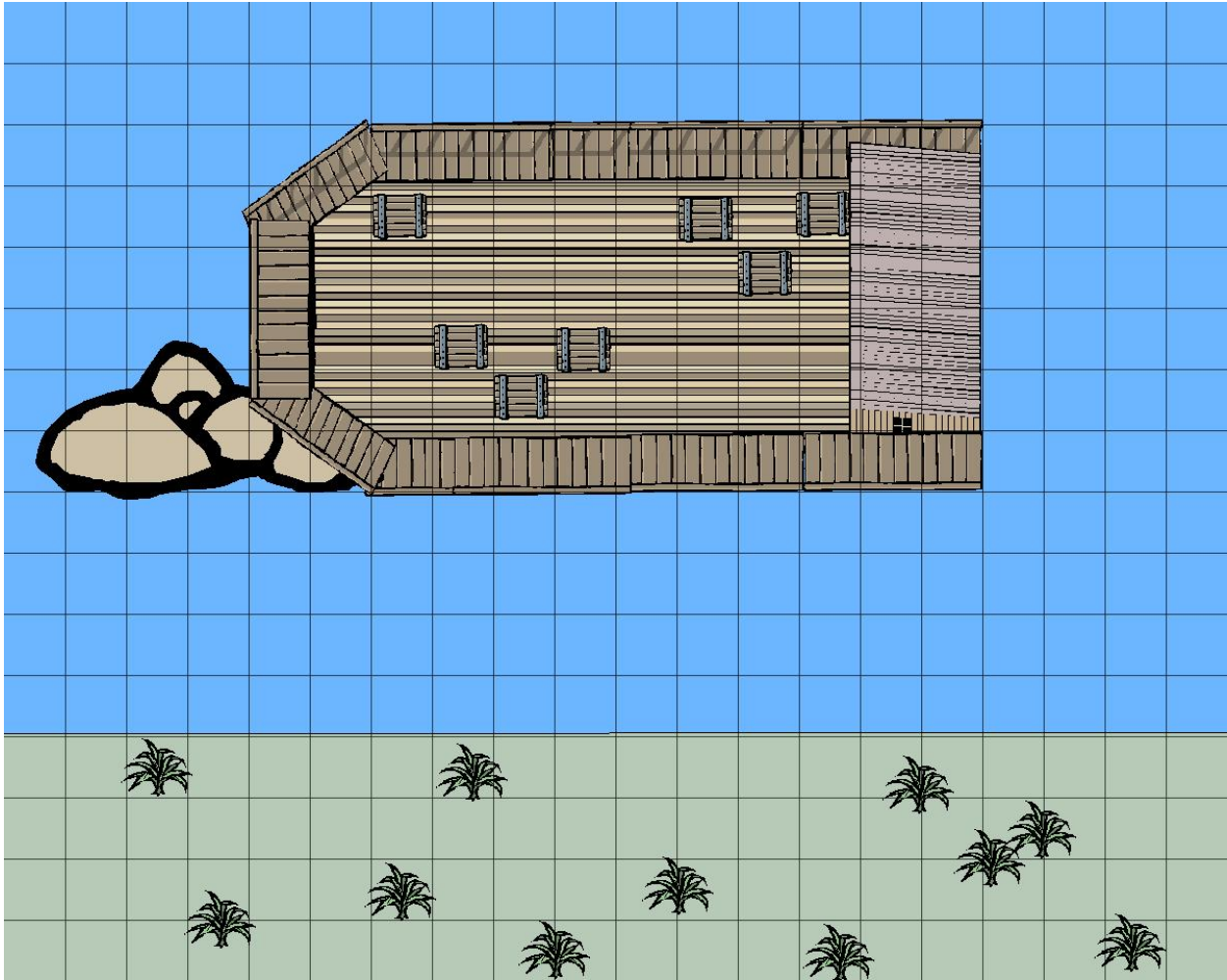
Possessions: When defeated it drops a scroll of sleet storm, and it vanishes.

This foul creature resembles a loose, frigid mass of tainted water encased in a dripping membrane. Streams and pseudopods of liquid flail away from it's shapeless body, while dark malignant eyespots drift across its surface.

FEATS, AS PRESENTED IN THE COMPLETE DIVINE

Elemental Healing: You can spend a rebuke attempt as a standard action to send a burst of healing energy in a 60 foot burst. This affects all creatures with the elemental subtype that you could normally rebuke; such creatures are healed of 1d8 hit points per two cleric levels.

DM'S MAP



I, Gregor Neff of the Barge Sunchaser am in need of a small group of hardy individuals to provide protection while my family travels in the Wilds of Dyvers. We wish to leave immediately , so present yourself at my barge, which is docked in Drown Town by the end of the week.