

SBN2-01

Howl in the Storm

A One-Round D&D Regional LIVING GREYHAWK Adventure

Version 1

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During a storm a vessel bearing no insignia is stranded on a coral reef off the northern coast of Oakenisle. Who can be so desperate to sail during a storm and why do they decided to go incognito? Is there a party of proud adventure who will accept the challenge of investigating the ship before the storm sinks both the ship and its secrets?

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes.

It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. It players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and

then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three

character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round regional adventure, set on Oakenisle. All Sea Baron characters pay one Time Unit to participate in the adventure. Adventurer's Standard Upkeep costs 12gp. Rich Upkeep costs 50gp. Luxury Upkeep costs 100gp.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

About Water Dangers

From time to time the PC could find themselves trapped underwater or have to act while half sunk.

Before you go on we suggest to carefully read how to manage such particular situation as movement difficulty due to high waters, underwater breathing and holding your breath, referencing the appropriate sections of the *DUNGEON MASTER's Guide*.

Adventure Summary and Background

Great storms are not very common across the temperate islands of the Sea Barons, but the few that hit these islands are of uncommon strength, lasting for many days and preventing any seagoing activity. (Or, at least, they should...) A vessel, the *Joker's Ruby*, sailed from the Lordship of the Isle port of Sulward heading northward towards the Thillonrian Peninsula. Whilst sailing the easternmost waters of the Solnor Ocean the crew fended off an ambush by a pack of sahuagin, killing many of them. Shortly before a second group of sahuagin attacked a severe storm struck the vessel. Hoping to find shelter in the calm waters of the Bay of Gates, the *Joker's Ruby* suffered a second, successful, attack by a larger band of sea devils. Due to the storm and the battle raging onboard, the ship drifted and beached itself upon the northern coast of the Oakenisle.

Sahuagin have taken their time to personally torture and kill any of the captured crewmembers, but, in the meantime, the incident has not gone unnoticed.

Fearing raids from northern barbarians, Baron Jamzeen arranged for a network of permanently manned observation towers along his coast. Crendom (one of the warriors garrisoning the post) was surprised when he first saw the windswept hull bearing no insignia stranding on the coral reef. Uncaring of the rain he hurried to his commander to inform him of his sighting. Unable to communicate their discovery by standard methods, the commander of the fort ordered Crendom to ride to Oakenheart and inform the captain of the watch. And so he did, after a beer or two in one of the cities cheapest inns...

The Voyage of the Joker's Ruby: Master Frantzet was one of the oldest and most experienced captains of the Lordship fleet. Travelling to the Thillonrian Peninsula is still a dangerous trip however, which requires a great knowledge of the sea perils a ship could face. But even the most experienced mariners, sometimes, commit a mistake. Frantzet sailed to Krakenheim to take on goods and northern barbarians for the Scarlet Brotherhood Breeding Program.

Instead of avoiding the fight with the sea devils, Frantzet considered them a minimal threat and killed them all. Or so he believed. The few survivors reported directly to their lord, who ordered a larger party to attack

the ship during the uprising storm. He ordered them not to kill the crew, but to painfully torture them to the death in revenge for the death of so many of his warriors. The leader accepted his order gladly.

Adventure Synopsis

The day after the spreading of the news of the mysterious wreck, Jaskan, a young fellow speaking in name of Jerion Ketzgernad, one of the major merchants from Oakenheart, contacts the adventurers. Jaskan wishes to clear up the mystery before the ship breaks up and hopes to add the vessel to his personal fleet. Jaskan offers a rich reward to the PCs if they investigate the ship.

But first they have to get there. During the trip the PCs are attacked by a band of baboons, escaped from their cage during the storm and now in search of food and a secure place to rest.

Once they make their way to the cliff running around the small bay where the *Joker's Ruby* has become stranded, the PCs have to face the perilous climb down to the beach.

On the beach they will meet, and fight, a centipedes that claim the area for their own.

Once on the bridge the party will notice the absence of any kind of life, although the signs of a raging battle marks the area. They will have the possibility to explore the first deck of the ship where they face a couple of sahuagin patrolling the higher decks searching for surviving crewmembers. Exploring further the PCs will discover the captain's room where they will find the ship's logbook missing the final pages (which Captain Frantzet tore out in order to write his final will).

Believing to have discovered a Suel ship with a dark mission as Jaskan believed, the PC should decide to head home just to be stopped by the dying cry of the last crewmember (Captain Frantzet himself). Should they decide to investigate the cry the PC will have to climb down to the ship's lowest deck where they will have to face the last remnant of the Sea Devils' raiding party.

Player's Introduction

Once the players have settled themselves read the following:

Words spreads like the chilling touch of winter's winds, and everyone in the inns common room is talking about the bad news reported by a watchman resting in one of Oakenheart's cheapest tavern

before he had to present himself to the watch commander.

A ship, a galley bearing no insignia, has become stranded on a coral reef in front of one of the many small beaches off Oakenisle northern coast. It was certain that no ships have sailed from any of the Barons' ports, at least none bearing no insignia. Many talk about the possibility of a raiding party from northern barbarians.

Getting the PCs Involved: This adventure assumes that they the PCs have already met in previous modules, and have become companions. Should this prove false, we suggest gathering the PCs at the same table in the Silver Dolphin Inn common room and get them to introduce themselves

If the PCs are already companions: Jaskan will know of the party as they will have successfully investigated previous affairs and he will ask the PC to investigate the ship.

If the PCs have only just met: Jaskan will simply go to the Silver Dolphin Inn, the place where he knows he will find the best and most courageous adventurers on the island.

Encounter One: The Hiring Lord

Once the PCs have introduced each other read the following:

You have spent the last three days drinking and talking in the common room of the Seaside Inn, Oakenheart's most famous Inn among adventurers, waiting for the savage storm raging outside to pass.

Here you have seen and met some of the most interesting character you have ever seen. You are sitting in what common people call the Adventurer's Corner, an old mahogany table where adventurer used to gather while searching for an employment.

If the PC are working together for the first time give them the chance to describe themselves before introducing them to the adventure.

You would never believe that the rumours regarding a flag-less ship stranded on one of the hundred coral reefs warding the northern coastline of Oakenisle would have sparked so much interest among common people. Just like the fear you can clearly read deep in their eyes.

Many argue that this is just the vanguard of an invading force from the Lordship of the Isles; few

believe the ship to be a mercantile vessel wrecked by the storm that begun three days ago.

You are enjoying your dinner of oysters and grey mussels, when you see a rain covered figure dressed in a dark leather mantle entering the Inn common room.

When he puts off his mantle you clearly see he is half-elven and of noble lineage. He nears the bar and attracts the bartender's attention. In a few minutes he leave the bar heading straight towards your table.

Give player a few moments to react before continuing:

The young man walks straight to you table and, once he is near enough, he speaks:

Greetings ladies (if any are present in the party) and lords, may I sit with such honourable looking adventurers and offer you something to drink? First let me introduce myself. My name is Jaskan and I represent Jerion Ketzgernad, one of Oakenheart most famous and wealth merchants. I am sure that you have heard recent rumours regarding a ship that has been stranded on a coral reef just off a small northern beach.

Many believe the ship is just a cargo vessel captured by the storm but a few fear it could hold something different. My lord is among these and he has ordered me to find a party of adventurers interested in earning some gold barons investigating the ship before the storm ends.

Are you interested?

Jaskan will give the PCs a couple of minutes to make their decision, even leaving the table if they ask. He has been ordered to offer a maximum reward of 75 gold barons for each PC, but only after a hard bargaining. Jaskan will begin offering just 25 gold barons and will increase accordingly to bargaining developments.

He will also refuse any percentage of the treasure the PCs will eventually get during their investigation.

When they have made their decision read the following.

If the PCs ask for further information both to Jaskan or any other guest of the inn, these are the piece of news they can obtain. Roll Information Gathering checks for these rumours, but try to role-play these interactions.

DC 10 This is a ghost ship and I would not got near it if I were you - False

DC 15 Only smugglers sail during a storm - False

DC 20 I pray for the ships crew which have been surely killed by sea devils - True

I am really glad you have accepted the mission on behalf of my lord, I am sure I would hardly find adventurers more suitable and courageous.

In order to get at the Siren's Beach you have to follow the northern woodcutter's path straight to the Cliff of Myrmidons and there climb down to the beach.

Anyway whenever you get on the cliff top you will clearly see the ship hull stranded on the reef.

I suggest you to leave tomorrow, early in the morning if you want to get there soon. I wish you a good and safe travel and I hope to see you soon with good news for both my lord and me.

🐉 Jaskan, half-elf male Exp3: hp 12, see Appendix One for further details.

Encounter Two: The Travel Northward

Once the PCs indicate they are ready to leave read the following:

As dawn breaks you prepare to set out through the rain for the Siren's beach and the coral reef where the bannerless ship have stranded.

In normal condition the trip to Siren Beach would take you two days but you know for certain that it will last three or more ones.

You are just checking the last pieces of your equipment you have decided to take with you, when a gypsy nears and taking the hand of (use the name of the PC with the highest Charisma) says:

"I foresee that you are leaving for a long trip. Pay attention to your steps, it can be a very dangerous one, but you are a lucky man and you will overcome any danger you will have to face. Pay attention, not everything is as you see and remember, benevolent spirits walk with you."

This encounter should have no effect except the one to introduce the Rhennee folk inhabiting the islands.

Roll for random encounters for the first and second day of travel, although none will occur, until the third one.

If you want you can again roll for rumors. You can use those indicated in the previous paragraph or you can create your own.

The travel, and the rain, will last for two days, and nothing will change.

Encounter Three: Baboon in the Storm

On the third day of their journey read the following:

You are walking through the deep oak woods that fill the heart of the island. Rain, mud, and wind make every step you take an epic mission. The cold rain has found its way down to your flesh, chilling your soul. Lightning occasionally lights the surrounding area giving it a dark nature.

Have the PCs make a Spot check in order to know who (if any) have noted the presence of the baboons.

Suddenly you see several dark figures rising from the woods. These figures walk using all four limbs, and have a vaguely humanoid figure. As soon as they get close to you, you identify them as baboons.

The baboons are scared by the storm, and are in a frenzied rage and will attack anything they encounter, even the armored PCs.

APL 2 (EL 2)

🐵 Baboons (4): hp 6 each; see *Monster Manual* page 193 and Appendix One.

APL 4 (EL 4)

🐵 Baboons (8): hp 6 each; see *Monster Manual* page 193 and Appendix One.

Treasure: The baboons carry no treasure. Once they are slain or driven off continue to Encounter Four.

Encounter Four: The Cliff

Read or paraphrase the following:

You have finally reached the top of the great cliff facing the coral reefs where the ship has been stranded. Far to the west you can see the lines of the watchtower that first reported the hull of the ship.

Among the storm you can clearly hear the noises of the ship warping under the water pressure – a hint that the hull will not last for long.

The only way you have to get access to the ship is to climb down to the small beach beneath you but getting down to the beach could have been a very hazardous task in normal weather condition, but under a storm it seems a very epic one.

The Cliff is 60 feet high and the PCs are free to decide the way they want to get down. Since they are low level spells such as *fly* should be beyond them.

If they decide to climb down, normally the DC is 15 but it increases to 20 due to wind strength. Should the PCs not make any safeguards like being roped together and they fail a Climb check (DC 20) they will fall down to the beach suffering damage accordingly. When they reach the beach read the following:

Finally you have reached the beach. It has been hard and dangerous climb but you have done it. A couple of boats have been left on the sand by fisherman before the storm struck and you fear that you have to use these vessels if you really want to explore the ship.

Once they reach the beach centipedes will attack them.

APL 2 (EL 2)

🐛 **Monstrous Centipede, Large (2):** hp 9 each; see *Monster Manual* page 207 and Appendix One.

APL 4 (EL 4)

🐛 **Monstrous Centipede, Large (4):** hp 9 each; see *Monster Manual* page 207 and Appendix One.

Treasure: If the PCs search the beach for the nest of the giant centipede they need to succeed at a Search check (DC 15). If successful they will find a small hole in the sand hiding the centipede's treasure gathered from previous victims.

APL 1: Loot ogp; Coin ogp; Magic *potion of jump* (5gp).

APL 2: Loot ogp; Coin ogp; Magic *potion of jump* (5gp), *potion of cure light wounds* (5gp).

Development: There is nothing else of interest on the beach. Once the PCs take a fishing boat and proceed to the ship continue to Encounter Five.

Encounter Five: On the Ship Deck

This encounter occurs as soon as the PCs board the vessel. Read or paraphrase the following:

All around you can clearly see the signs of a bloody battle raged on the ship deck. It looks as someone took over the deck and killed many of the crewmembers. What is strange is the fact that you see no corpses, just large blood marks leading to a small wooden door that gives access to ship interior. It

seems as someone have dragged the corpse down to ship's lower decks

Give the players a couple of rounds (1d4) before the arrival of the sahuagin that, once he hears the noises made by the PCs, will come upstairs to investigate.

The sahuagin is not stupid and he will not reveal himself. If he understands that the PCs are going to investigate the lower decks he will try to ambush them, awaiting for them at the end of the stairs.

A Note on the Ship Interior: The Sahuagins have sacked quietly all the rooms usually occupied by the crew and thrown overboard any furniture and useless objects, so most of the first deck cabins are empty. Along all the floors of the deck the PCs will clearly see the trails of blood left by the feet of heavy injured crewmembers while the sea devils took them down to the hold. When the PCs head down the stairs read the following

The stairs lead into a small corridor leading to a couple of doors. Another set of stair open down to the shipload. Of the two doors, the one in front of you lies opened and you can clearly see a richly furnished room. The second one lies, instead, closed on the left wall.

The richly appointed chamber is the captain's cabin. For more information regarding this area refer to Encounter Six.

The second door gives access to a small cabinet where captain Frantz used to have his lunch. It is also the place chosen by the sahuagin to ambush the PCs. He is holding the door so that it seems stuck and will come out and attack the PCs as soon as they access the captain's room.

APL 2 (EL 2)

🐉 **Sahuagin (1):** hp 10; see *Monster Manual* page p157 and Appendix One.

APL 4 (EL 4)

🐉 **Sahuagin (2):** hp 10; see *Monster Manual* page p157 and Appendix One.

Treasure: The sahuagin has the following items dependant on the APL of the table:

APL 1: Loot 1gp; Coin 25sp; Magic ogp.

APL 2: Loot 52gp; Coin 20gp

Encounter Six: The Captain's Room

This encounter takes place after the PCs open the door. Note that the sahuagin from Encounter Five will choose this moment to attack.

You open the door and walk into what you assume is the captain's room. A selection of richly decorated furniture fills the room from which you can clearly see the waters at the back of the ship.

A canopy bed is set near the left wall. Water stained furniture lines the right wall while a large table, surrounded by four large chairs, occupies the center of the room. On this table you can clearly see a lot of parchments spread chaotically.

If the PCs make a Spot check (DC 15) among the parchments and nautical charts on the table they will find the captain's log, which is missing the last few pages. It is obvious that these have been pulled out in haste.

They should eventually assume that the captain tore the last compromising pages from his log. In truth captain Frantzet simply removed them to write his last will before being slaughtered by the sahuagins, but he was captured before he could hide it.

A second Spot check (DC 20) will reveal the presence of a moved board on the ceiling over the large table.

This is where Captain Frantzet hid his gold. He removed it during the fighting but was captured while trying to flee his ship. Unfortunately he, and his gold fell into the hands of the sahuagin.

Development: When the PCs have searched the captain's chamber proceed to Encounter Seven.

Encounter Seven: A chilling Cry

This encounter takes place while the PCs are in the captain's cabin. Read or paraphrase the following:

You are still wondering on the secret hidden on the lost pages from the captain's log when you hear a chilling cry rising from the ship hold.

If the PCs decide to not investigate, Captain Frantzet will die in terrible pain - sahuagin can be dreadful torturers when they want to. Should the PC decide to investigate, they can descend to the hold just in time to see Captain Frantzet's last breath. Read the following:

The ship's hold is filled with the lifeless and leech covered corpses of the crew. The stench of blood from

the corpses mixed with salt and water fills your nostrils. In the center, tied to the mast, a large wooden staff forms a crucifixion cross. Nailed to the crucifixion cross, under the satisfied sneer of a sea devil, lies the dying body of a Suloise middle-aged man.

Should the Sahuagin from the upper level have escaped the attack of the party, he will have set an ambush with the sahuagin commander.

APL 2 (EL 3)

➤ **Tzassh'on, sahuagin male** Rgr1: hp 14; see *Monster Manual*/page 157 and Appendix One.

APL 4 (EL 5)

➤ **Tzassh'on, sahuagin male** Rgr1: hp 17; see Appendix I and Appendix One.

➤ **Sahuagin (1):** hp 10; see *Monster Manual*/page p157 and Appendix One.

Treasure: The sahuagin have some personal treasure. In addition the PCs will discover Frantzet's treasure in a small sack; brought here by the sahuagin.

APL 1: Loot 26gp; Coin 375gp; Magic arcane *scroll of magic weapon* (2gp)

APL 2: Loot 27gp; Coin 375gp; Magic arcane *scroll of magic weapon* (2gp)

Development: Once the PCs have slain Tzassh'on and his minions they have cleared the vessel of all sahuagin. Their only course of action is to report to Jaskan. Continue to the Conclusion.

Captain Frantzet's injuries, both physical and mental have proved too much for him and he will perish – no matter what actions the PCs take.

Conclusion

The fear and idea that motivated Jaskan's patron seemed to be excessive, although the fact that a ship from the Lordship of the Isle has so simply reached the northern shores of Oakenisle proves that Baron Jamzeen fears are not so foul.

Security is the priority of the Baron and his project to raise watchtowers on the Island coast could really avoid, or at least uncover, the landing of an invading force from the enemy states.

Jaskan will thank the PCs for their efforts and gladly pay them the money he owes. He will also bestow on them each one influence point.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter Three

APL 2

Baboons 60 xp

APL 4

Baboons 120 xp

Encounter Four

APL 2

Giant Centipede 60 xp

APL 4

Giant Centipede 120 xp

Encounter Five

APL 2

Sahuagin 60 xp

APL 4

Sahuagin 120 xp

Encounter Seven

APL 2

Sahuagin Commander 90 xp

APL 4

Sahuagin Commander and minion 150 xp

Total experience for objectives APL 2 270 xp

Total experience for objectives APL 4 510 xp

Discretionary role-playing awards

Encounter One

All APLs

For any piece of Information gathered 30 xp

Encounter Two

All APLs

For any piece of Information gathered 30 xp

Encounter Six

All APLs

For Information gathered and returned to Jaskan 30 xp

Total Possible roleplaying experience 90xp

Total possible experience APL 2 360 xp

Total possible experience APL 4 600 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Meta-regional scenario, characters from Meta-region 5 may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2: 400gp

APL 4: 600gp

Encounter Four

APL 1: Loot ogp; Coin ogp; Magic *potion of jump* (5gp).

APL 2: Loot ogp; Coin ogp; Magic *potion of jump* (5gp), *potion of cure light wounds* (5gp).

Encounter Five

APL 1: Loot 1gp; Coin 25sp; Magic ogp.

APL 2: Loot 26gp; Coin 20gp

Encounter Seven

APL 1: Loot 26gp; Coin 375gp; Magic arcane *scroll of magic weapon* (2gp)

APL 2: Loot 27gp; Coin 375gp; Magic arcane *scroll of magic weapon* (2gp)

Conclusion

ALL APLs: Coin var. (max 75gp).

Adventure Certificate

Please include

- masterwork sahuagin trident
- Influence Point with Jerion Ketzgernad, merchant of Oakenheart.
-

Appendix One

NPC Statistics

Introduction

All APLs

Crendom: Male Human Warri; CR 1/2; Medium-size Humanoid (5 ft. 9 in. tall); HD 1d8; hp 8; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +3 studded leather, +1 small steel shield); Atks +3 melee (1d8+2, heavy mace), +1 ranged (1-4, sling); AL LE; SV Fort +2, Ref +1, Will +0. Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +4, Intimidate +5; Iron Will, Power Attack.

Equipment: studded leather, small steel shield, heavy mace, sling, 15 sp

Description: Crendom is a little man, about 35 years old. He spent his life as woodcutter but he suffered a hard lose. While he was away for job his family was attacked and killed by a raiding party of sea devils. When Crendom heard the rumours regarding Baron Jamzeen recruiting plan he happily joined the watch-force hoping to have, one day, the possibility to take his revenge on the sahuagin.

Encounter One

All APLs

Jaskan: Half-elf male Rog2; CR 2; Medium-size Humanoid (5 ft. tall); HD 2d6-2; hp 7; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atks +1 melee (1d3 subdual, unarmed strike); SQ sneak attack +1d6 damage, evasion, immune to magic sleep spells and effects, +2 on saves vs. enchantment spells or effects; AL CN; SV Fort +0, Ref +6, Will -1. Str 10, Dex 16, Con 8, Int 14, Wis 8, Cha 12.

Skills and Feats: Disable Device +7, Hide +7, Listen +7, Move Silently +7, Open Lock +7, Pick Pocket +7 Search +6, Spot +7; Improved Initiative.

Description: Jaskan is a thin half-elf with deep-blue eyes and long blonde hair, while his skin is lightly greenish, hinting at his aquatic heritage. He is currently working as first assistant to Jerion Ketzgernad one of Oakenheart most wealthy and famous merchants, although he hopes, one day, to built his own trade company. For the moment he feels happy to serve the merchant, not without his own profits, that he considers the beginning of his future as merchant.

Encounter Three

All APLs

Baboon: Medium size Animal; HD 1d8+1; hp 5; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 13 (+2 Dex, +1 Natural); Atks Bite +2 melee (1d6+3, Bite); Face/Reach

5 ft. x 5 ft./5 ft.; SD Scent; AL neutral; SV Fort +3, Ref +4, Will +1. Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4.

Skills: Climb +13, Listen +5, Spot +5,

Encounter Four

All APLs

Giant Centipede: Large Vermin; HD 2d8; hp 9; Init +2 (Dex); Spd 40 ft.; AC 14 (-1 Size, +2 Dex, +3 natural); Atks Bite +2 melee (bite 1d8-1 and poison); Face/Reach 5 ft. x 5 ft./5 ft.; SA Poison; SD Vermin; AL N; SV Fort +3, Ref +2, Will +0. Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +3, Spot +8; Weapon Finesse (bite)

Encounter Five

All APLs

Sahuagin: Medium-Size Humanoid (aquatic); CR 2; HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +3 melee (1d8+2, trident) or +3 melee (1d4+2, rake x2) and +1 melee (1d4+1, bite); SA Blood frenzy; SD Speak with sharks, underwater sense, light blindness, amphibious, fresh water sensitivity; AL LE; SV Fort +4, Ref +1, Will +1. Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6*, Listen +7*, Profession (hunt) +2, Spot +7*, Wilderness Lore +1*; Multiattack.

Blood Frenzy: Once per day, when injured, sahuagin can go into a frenzy on the following round, biting and slashing wildly. It gains a +2 Constitution and +2 Strength bonus but suffers a -2 AC penalty. The sahuagin cannot end this frenzy voluntarily.

Skill Bonus: Sahuagin gain an additional +4 bonus to * skills.

Equipment: sahuagin trident.

Encounter Seven

APL 1

Tzassh'on, sahuagin male Rgr 1; CR 3 Medium-Size Humanoid (aquatic); HD 2d8+2 and 1d10+1; hp 17; Init +1 (Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +4 melee (1d8+2, trident) or +4 melee (1d4+2, rake x2) and +2 melee (1d4+1, bite); SA Blood frenzy; SD Speak with sharks, underwater sense, light blindness, amphibious, fresh water sensitivity; AL LE; SV Fort +6, Ref +1, Will +1. Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +4, Handle Animal +4, Hide +6, Intuit Direction +4, Listen +7, Move Silently +4, Profession (hunt) +4, Ride (sharks) +4, Spot +7, Wilderness Lore +4; Favored Enemy (human), Multiattack.

Skill Bonus: Sahuagin gain an additional +4 bonus to * skills.

Equipment: masterwork sahuagin trident, arcane scroll of magic weapon

Description: Young by sahuagin standards, Tzassh'on proved himself worthy to command a raiding party against land dwellers. Bloodthirsty and savage, he enjoys torturing his victims, which usually die in terrible pain. When the raiding party survivor returned to the sahuagin city he was appointed to guide a new band of Sahuagin against the attacker and destroy them.

APL 2

Tzassh'on, sahuagin male Rgr 1; CR 3 Medium-Size Humanoid (aquatic); HD 2d8+2 and 1d10+1; hp 17; Init +1 (Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +4 melee (1d8+2, trident) or +4 melee (1d4+2, rake x2) and +2 melee (1d4+1, bite); SA Blood frenzy; SD Speak with sharks, underwater sense, light blindness, amphibious, fresh water sensitivity; AL LE; SV Fort +6, Ref +1, Will +1. Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +4, Handle Animal +4, Hide +6, Intuit Direction +4, Listen +7, Move Silently +4, Profession (hunt) +4, Ride (sharks) +4, Spot +7, Wilderness Lore +4; Favored Enemy (human), Multiattack.

Skill Bonus: Sahuagin gain an additional +4 bonus to * skills.

Equipment: masterwork sahuagin trident, arcane scroll of magic weapon

Description: Young by sahuagin standards, Tzassh'on proved himself worthy to command a raiding party against land dwellers. Bloodthirsty and savage, he enjoys torturing his victims, which usually die in terrible pain. When the raiding party survivor returned to the sahuagin city he was appointed to guide a new band of Sahuagin against the attacker and destroy them.

Sahuagin: Medium-Size Humanoid (aquatic); CR 2; HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +3 melee (1d8+2, trident) or +3 melee (1d4+2, rake x2) and +1 melee (1d4+1, bite); SA Blood frenzy; SD Speak with sharks, underwater sense, light blindness, amphibious, fresh water sensitivity; AL LE; SV Fort +4, Ref +1, Will +1. Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6*, Listen +7*, Profession (hunt) +2, Spot +7*, Wilderness Lore +1*; Multiattack.

Blood Frenzy: Once per day, when injured, sahuagin can go into a frenzy on the following round, biting and slashing wildly. It gains a +2 Constitution and +2 Strength bonus but suffers a -2 AC penalty. The sahuagin cannot end this frenzy voluntarily.

Skill Bonus: Sahuagin gain an additional +4 bonus to * skills.

Equipment: sahuagin trident.

Player Handout #1

Captain Frantzet's Log

Fireseek 3rd 593 C.Y.

Today I have received from my superior the order to sail to north to the Fruztii town of Krakenheim. The order seems clear. We have to onboard goods and some Fruztii from the brotherhood breeding proram, but I fear there is something behind.

No one would eventually arrange for a commercial ship during the period of the year when more common are the storms. Anyway I am not planning to meet the Inquisitors so if they ordered to sail on next waterday I will sail on next waterday.....

Fireseek 10th 593 C.Y.

I have decided to navigate out of the eastern coast of the sea barons but it seems as the gods themselves dislikes my opinion. As the crew have already understood a large storm is approaching from the east. Should it prove too strong, I fear that we will have to face to the Bay of Gates and hope that no Barons' vessel is on sail.....

Fireseek 11th 593 C.Y.

I known that I had to refuse this voyage. A new dark omen has singed us. We have been attaked by a raiding party of Sahuagins but we have easly defeated them. Were they waiting for us ? I don't know but I hope to don't have to face them again during this voyage.

Fireseek 12th 593 C.Y.

The storm is increasing and I have decided to detour to the Bay of Gates. I hope that Osprem blessed our voyage and avoid us the meeting of Barons' warship, should Ralishaz don't place his bet....

Player Handout #2

Frantzet Last Will

These could be the last words that I write since the Sahuagin have got access to the ship decks. The men are fighting with courage but I know that we have no chance to escape alive their attack. I have ever know that this would have been an unlucky voyage. Too many dark omens signed it but orders are orders and my fear of the inquisitors was too deep to decided to refuse.

Should someone find this parchment, I want to beg the pardon of the families of my crewmembers. It is my fault and I will pay in the flames of hell.

But it is something I never do voluntarily. Please forgive me....

Escrow Frantzet captain of the Joker's Ruby.

DUNGEON MASTER's Map of the *Joker's Ruby*

The *Joker's Ruby* Interior

