

URC1-06

Mean and Devious

A One-Round D&D LIVING GREYHAWK®

County of Urnst Regional Adventure

Version 1

by Jay A. Hafner

A sleepy little hamlet on the Nyr Dyv is the home of a sinister plot. An adventure for character levels 1-4.

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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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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:

- 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.
- 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.
- 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 will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log 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 Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

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).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor

quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

From the tiny Nyr Dyv port of Ardrinn, Tenha and Shield Land refugees started disappearing about a month ago. At the same time, merchants started using the small fishing village to load and unload their wares, rather than pay the taxes the high-priced docks of nearby High Mardreth.

One of the "merchants" was an evil elven bounty hunter from the lands of Iuz named Vrenna. She's been incapacitating refugees with spells and then shipping them out in her tar-barrels for use as slave labor in the lands of Iuz. Since the people of Ardrinn (pop. 345) are not particularly fond of the refugees that constantly move through here these 'unsavory' folk are not missed.

Sometime in the last month, a spy for the Admiralty of the County of Urnst's navy discovered the evil scheme and was hours from reporting his news when he was found out by Vrenna and captured. As Vrenna's luck would have it, a 10,000 gp bounty has been placed for this man by the Boneheart Mages of Iuz for his thwarting of some of their activities during the Greyhawk Wars. The man's name is Ros Earlis. He summoned the party here to help him uncover the plot, but will never make his appointment with the PCs, as he's been captured and is in chains aboard a ship heading for the lands of the old one.

The pirate ship, *The Spotted Aranae*, is used to smuggle out the slaves. The pirate ship feigns carrying other cargos, mainly tar. The tar gives them access to most ports, as ships require it for repairs. The two main ports it operates out of are Ardrinn and Dominion (via Muddich).

About a week ago, Vrenna learned that one of the knights in the town was the son of the Ambassador of the County of Urnst to Nyrond. What a prize! She also met Mendevious: a bitter ex-convict who is constantly playing mean pranks on the knights. She realized that he could easily be framed for murder, or kidnapping, or both.

Fortunately for the knight, the adventurers are in town.

The party will aid the knights, identify the framed murderer, and save the kidnapped knight from certain doom. They may also learn the fate of Ros Earlis, the man who was to be their employer.

Synopsis for the DM

The PCs are called to the hamlet of Ardrinn by an old acquaintance for "high adventure". Unknown to them, their acquaintance has been captured and placed on a slave ship. While they are at the tavern awaiting their friend, they find out that sea monsters are attacking the knights on the docks. After helping the knight, they discover that during the attack, someone put salt in the priest's bandages and one of the fishermen points out some spell components left on the beach. Footprints lead the PCs to a shallow cave where a swan has been brutally killed. Later, while at a banquet celebrating the defeat of the sea monsters, the villagers reveal that other mean things have been done against them. During the celebration, one of the knights is found poisoned when drinking from a brass and pewter mug. The party spies Mendevious, a local ne'er-do-well, dumping something into the desserts. He escapes, and they chase him to his island. At the island, they pass his weak guards and, confront the man. Mendevious, a local ne'er-do-well, proclaims his innocence and points them toward a tar-trader who recently arrived in town. He has also just received a pewter mug from the trader in town. That mug is also poisoned. After heading back to

Ardrinn, they see a boat being rowed out in rough waters with a barrel and two occupants. The PCs battle the bounty hunters and recovers the knight, but the slave boat escapes. The adventure ends with the knight explaining that there were supposedly enslaved refugees and important people bound for the lands of Iuz and that there is something bigger occurring in the lands of Dominion.

Introduction

The merchant and adventurer, Ros Earlis, has a reputation in Radigast as a traveler to the farthest reaches of the Flanaess in search of adventure. The steely-eyed, blonde-haired human is rumored to have conquered griffins in the Rakers mountains, battled Iuzian ogres in the Shield Lands, befriended a water-spirit on the Nyr Dyv, and found the lost treasures of Noel-Daer in the Pomarj.

Having only met Ros one briefly, you wonder what he had in mind when he sent the parchment and invitation for "high adventure."

It is Oerthday, the 25th of Flocktime 591 and Ros was to arrive here, in Ardrinn, by ship. And although you were supposed to meet him here at the Tar Shanks tavern at highsun, the hamlet's bellman will likely soon be ringing for Works-End.

The tavern appears clean and you've been seated next to the open windows facing the Nyr Dyv. The tavern is on a 60-foot tall cliff that overlooks the small fisherman's docks and a beach on the Nyr Dyv. Through the light rain, the swan-on-green flag of the County of Urnst flies over several men working on tarring their rowboats and fixing nets. It's been misting rain all morning, but the fishermen don't seem to mind. They are singing work songs, and the rain seems to only have brought bring up their voices more.

The food at the Tar Shanks tavern appears adequate. Potatoes, heavily fried fish, and sweet, foamy darkened ale are the special of the day.

There appears to be others waiting in the tavern also, some of them you recognize, others are new faces to you. Perhaps they know something...

This is where the party introductions occur and each player may make up a reason why they knew Ros in the past, or why they think they were invited. There is no one else in the tavern besides the PCs, the proprietor, Cytan, and the cook Hord. No one in the tavern or in town has never heard of Ros Earlis, and doesn't recall having seen anyone of his description come through town. There hasn't been much news of note since the Bandit Prince, Zeech Redhand raided and burned part of High Mardreth a couple of months ago.

Cytan (male human Com1; Gather Information +2; Profession [bartender] +2) is a

thin, balding human in his middle 40's. He has a tendency to ask humans a lot of questions, but tends to avoid conversation with non-humans

Hord (male human Com 1; Profession Cook +2) is typically busy working in the back and complaining to Cytan to "get back to work because orders are piling up."

If asked, the pair offers the following information

- There has been a lack of business since the refugees have been packing up and moving out of town. Some of the refugees have even left town without a lot of their personal belongings. The two think that they must be in a big hurry to get home. The refugees are from Tenh and the Shield Lands, and have been displaced since the war several years ago.
- They note that one to two ships arrive per week to load and unload things such as barrels of grain, barrels of tar, bolts of cloth, and even a few cattle pass through town.
- Although it is a simple fishing village, they note that the tax collector hasn't been bothering anyone shipping things through the small port here. The harbormaster, Sir Giyard, however has been attempting to get them to move their traffic back to the port of High Mardreth and has had some heated arguments with the merchants, especially the elven tar trader, but word has it that he doesn't like elves much.
- When there's no rain, a person can see the port of High Mardreth, which is about 4-5 miles from here. A person can make out the Towers of the Admiralty of the Navy of Urnst and Cathedral to Xerbo. The cathedral is an impressive edifice that stands high upon the hill over the harbor, dominating the hill town, and the gilded dome and the flame that burns atop it are both visible for several miles out on the lake.

Encounter One: Monsters attack the Knights!

Since the light rain lifted in the last half-hour, a man in a green and black checked tabard and chain mail has been out on the dock laughing and joking with some of the fishermen. Lightning crackles off the water about a half-mile away and the man stops laughing abruptly. He cranes his neck seriously toward the water, reaches to draw his sword and yells, "Lake Monsters! Sir Martane make haste. Fellows, to arms!" Three large shapes appear to be moving through the water toward him on the dock.

Moments later, three huge and spotted lake serpents burst from the water and attack the lone knight. The fishermen stand aghast at the monsters. One fisherman runs to the dock carrying a harpoon, but a serpent turns and

hisses at him, sending him tailing it back for shore. Moments later, another man in a green and black checked tabard can be seen running to the aid of the first knight. With this, one serpent turns, knocks several fish boxes off the dock, and begins attacking the second man.

Tactics: See Appendix I – DM's Map of Combat #1. PCs running to help the knights are unable to run quadruple speed because of the turns they must make to get to the dock (down stairs, around fish boxes, etc.). They will be able to move double speed however. There is a rather slippery slope down the ramp to get to the docks, so all PCs moving faster than normal must make a Reflex save (DC 12) or slip and slide down into the fish-head buckets (giving them a –1 circumstance penalty on Bluff, Diplomacy, and Disguise checks until they get cleaned-up). PCs choosing to scale down the wall from the tavern need to make a Climb check (DC 12).

Each map square of water toward the Nyr Dyv deepens by 5 feet, so at the third square out, the water would be 15 feet deep.

If the PCs don't go to help: Cytan and Hord encourage them to go help. If the PCs still refuse, the knights will still defeat the snakes, but barely. Several fishermen have also helped, but no one has died. The celebration later will be the same, except that the people will formally recognize the bravery of the knights and some fishermen, instead of the PCs.

Action Summary by Round:

For ease, the actions and results of the knights have been pre-determined, however the DM must use common sense if she finds some situation where those actions are altered by the PCs.

The PCs can begin their action during their initiative order starting during round 4. For all intents and purposes, it is supposed that the PCs will not fight the third serpent, that serpent will be killed by Sir Martane in round 7, but again use common sense when presenting the battle and PC participation in it.

Round 1

The cowed figure is hiding behind some barrels up the beach, under the effects of *invisibility* and *levitation* spells for 50 minutes. She remains on the ground until she needs to escape up the cliff wall near the cave, then she uses *levitation*.

Round 2

The invisible cowed figure casts *summon monster VI* from a scroll (15th level) to summon three Large fiendish lake serpents to attack the knights. The creatures remain for 15 rounds and then disappear. Lake serpents have the same stats as vipers.

Round 3

Sir Giyard spots the sea serpents and begins yelling for help.

The invisible cowed figure walks toward the cliff and levitates up and sneaks back to her tent in the market.

Round 4

Sir Martane begins running toward the docks from his position at the top of the ramp.

The first serpent attacks Sir Giyard. Serpents two and three move toward the beach.

The players may begin their actions.

Round 5

Sir Giyard fights the first serpent, which is snapping and recoiling at the end of the dock. Sir Giyard yells:

"Where's Canon Aguto? Someone get the priest."

Sir Martane arrives. The second and the third serpent converge on him—the latter bites and poisons Sir Martane.

The fishermen have fled in fear and are hiding behind boxes, barrels, and fishing gear.

Round 6

Sir Giyard continues to battle with the first serpent.

Sir Martane and the two serpents that are attacking him are at the base of the dock. The knight strikes a terrible blow, wounding the third serpent, but he has been terribly wounded and now can only fend off the serpents with his shield (his sword is lost, stuck into the third serpent). A successful Spot check (DC base 10, -1 per each 10 feet the PC is from Sir Martane) will notice that he has a severe chest wound and that he is staggered, weaving, and a successful Listen check (DC base 12, -1 per each 10 feet the PC is from Sir Martane) will catch that he is mumbling incoherent utterances. He is becoming disoriented and delusional due to the poison, and He is unable to help the PCs battle the serpents from here on out.

Round 7

Sir Giyard continues to battle with the first serpent at the end of the dock. He strikes a solid blow, but the monster continues to fight.

Sir Martane is defending himself with his shield, but continues to lose both his strength and his wits.

The third serpent falls due to the mighty blow that Sir Martane dealt last round. It heaps over a dock-post with its tongue hanging out, bleeding into the water. Sir Martane is bitten again by the second serpent.

Round 8

Sir Giyard misses his foe, and so does the serpent attacking him.

Sir Martane is bitten a third time and is barely able to defend himself.

Rounds 9-15

Sir Martane is still defending and nearly unconscious from the poison and his wounds. Sir Giyard hits any remaining serpents for four points of damage each round.

Round 16

The serpents suddenly disappear rather conspicuously, whether alive or dead. The fishermen and observing townspeople cheer, presuming that the serpents sank into the lake. A spellcraft check (DC 21) identifies the creatures as summoned, and some may determine the exact spell (DC 26).

If the PCs do not think to search the beach (DC 12), the fisherman, Aloyarc, calls for their attention. Once he has it Aloyarc shows them that a largely blank piece of parchment with a few meaningless arcane symbols. A spellcraft check (DC 19) identifies the scroll as a used scroll of some *summon monster* spell. Some booted footprints lead to the cliff wall near "the Cave." Track feat, or a successful DC of 10 on search or spot leads the PC to "The Cave."

All Tiers (EL 6)

Huge Fiendish Huge Water Serpents (Vipers) (2): Huge Animal; CR 4; HD 4d8+4, hp 28, 25; Init +4 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft., AC 15 (Touch 12, Flat-footed 11); Atks +5 melee (1d4 + poison, bite); Face/Reach 15 ft. by 15 ft. (coiled)/10 ft.; SA Poison, smite good; SQ Darkvision 60 ft., cold and fire resistance 10, Damage reduction 5/+1; SR 8; AL CE; SV Fort +5, Ref +8, Wil +2; Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +12, Hide +3, Listen +9, Spot +9; Weapon Finesse (bite).

Special Attacks: **Poison (Ex)**—Bite, Fortitude save (DC10); initial and secondary damage 1d4 temporary constitution

Smite Good (Su)—Once per day each serpent can make a normal attack to deal an additional +4 points of damage against a good foe.

Worthy Sir Giyard, Knight Bachelor of the Order of the Swan, Constable of Ardrinn. Male, human **Ftr5**; Medium-size Humanoid; HD 5d10+2, hp 42; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (Touch 12, Flat-footed); Atks +8 melee (1d8+5/19-20, longsword); AL LG; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Diplomacy +2, Gather Information +1; Ride +6, Sense Motive +4; Alertness, Improved Initiative, Mounted Combat, Ride by Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Equipment: Green and black checked tabard, red plume, gold chain of coat of arms, chain mail armor, large steel shield, long sword, and dagger.

Personality: Sir Giyard is in good favor of the people. He is in service of the Countess here to protect this village and act as harbormaster. His logs detail everyone who has come into the bay, and there is no record of Ros Earlis. Giyard has a slight dislike for elves, but any that helped him and Sir Martane defeat the sea monsters are exempt from any of his normal disdain.

Sir Martane, Knight of the Order of the Swan, male human Ftr 3; Medium-size Humanoid; HD 3d10+2, hp 20; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (Touch 12, Flat-footed 17); Atks +8 melee (1d8+3/19-20, long sword); AL LG; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Diplomacy +2, Gather Information +1; Ride +6, Sense Motive +4; Alertness, Improved Initiative, Mounted Combat, Ride By Attack, Weapon Focus (long sword), Mounted Combat.

Equipment: Chain mail armor, large steel shield, green and black checked tabard, bronze medallion of the County of Urnst, long sword (lost in water).

Personality: Sir Martane is known for being friendly and would do anything for anybody. He is in service here to protect this village with Sir Giyard. Unknown to most people is that he is the son of the County's Ambassador to Nyrond, Sir Shandell Damian (Knowledge [local] check DC 15).

Encounter 2: After the Sea Monster Battle

A red-haired, wooly-bearded man dressed in green, with the symbol of a dragon turtle emblazoned on his chest hurriedly arrives and introduces himself. "I am Canon Aguto. Thank you for your aid," he says gratefully. He looks around and says, "dreadful child! Where is that irresponsible child?" A few moments later a girl, who looks about 10 years old arrives carrying a crate of bandages. The priest immediately begins to tend to the injured knight. He frantically tears the knight's shirt open and mutters the words "Sir Martin has been poisoned..." He then begins to chant and pray toward the water. He removes a bottle of orange fluid from his pocket and pours some liquid on a bit of cloth and places his hand over the envenomed wounds on the knight's chest. He then has the knight drink the rest of the potion.

As the knight regains some color, he says to those PCs and fishermen present, "Get away from the water. It's not unheard of for there to be many more of these serpents massed in groups

And, cover up those wounds with the bandages that little Sheera has brought."

A successful Religion check (DC 10) identifies Aguto as a priest of Xerbo, a lake, sailing, and business god popular in this region.

Application of any of the bandages causes sharp pain in whomever they were applied to (suffering an additional 1 point of damage). A successful Search or Spot check (DC 10) identify that the bandages are laced with salt.

If the girl is questioned about the bandages she says:

"I got them from the closet of the church, just like Aguto said."

If the PCs investigate the small church to Xerbo, they find that everything is in order, except for the ceremonial wine bottles, which are all empty. A Search (DC 10) near the church reveals the horse trough has been filled with wine.

If the PCs aided the knights, read the following:

The other knight approaches and introduces himself as Sir Giyard. He begins to shake their hands. He declares that a celebration will be thrown tonight in honor of your bravery and service to this town and to the saving of the Ambassador's son.

If the PCs did not aid the knights, read the following:

The other knight approaches the priest and begins a discussion. Sir Martane, having been healed nearly fully, sits up. The first knight smiles and declares that there will be a celebration tonight in honor of Sir Martane's bravery. All are invited.

Canon Aguto of Xerbo, male human Clr5; Medium Humanoid (5 ft. 9 in.), HD 5d8, hp 21; Init +0; Spd 30 ft.; AC 9 (-1 Dex); Atks +4 melee (1d8+1, trident), +3 ranged (1d8, trident); SA Spells, Turn Undead; AL LG; SV Fort +7, Ref +1, Will +8; Str 13, Dex 9, Con 10, Int 10, Wis 15, Cha 12.

Skills and Feats: Heal +8, Knowledge (religion) +8, Profession (fisherman) +5, Spellcraft +8, Diplomacy +1; Scribe Scroll, Brew Potion, Combat Casting.

Equipment: Blue priest garb, bronze holy symbol of Xerbo (Dragon Turtle), trident, (2) Potions of Neutralize Poison.

Spells Prepared (5/5/4/3; Spell DC = 12 + spell level) 0—create water, cure minor wounds, detect poison, detect poison; 1st—bless water, cure light wounds x3, deathwatch; 2nd—cure moderate wounds, lesser restoration x2, zone of truth; 3rd—cure serious wounds, water breathing, water walk.

Personality Canon Aguto is in charge of religion in this town. Xerbo is a priesthood of the Lake, Sailing, and Business whose motto is "no person should be favored over another." If the PCs request healing, he heals the dying knight first and the rest in no particular order.

Sheera (10 year-old female human, Com 1; +3 spot checks). Sheera is an orphan under the ward of Canon Aguto. She is very observant. She likes to hold hands with anyone short or brave.

Encounter 3: The Cave

A small sandy, 10-foot deep cave is here on the side of the beach. Old boxes, barrels, nets and driftwood have been discarded here. From the light shining in, something white appears stuck between the rocks at the back of the cave.

Closer inspection reveals a swan between two rocks. It has been smashed and its head is hanging down with its tongue hanging out. The rocks each weigh about 50 lbs. A successful religion check (DC 15) will reveal slight evidence that this has been done ritualistically, however no particular religion can be identified.

PCs with a Knowledge (law) may make a DC 5 check to know that as the Swan is a protected bird in the County of Urnst, a crime has been committed.

Encounter 4: The Celebration

The celebration is to begin almost immediately, and the townsfolk are already setting up benches and bringing food from home for a potluck gathering.

As you are all finally seated outdoors at a long head table with drinks in front of you, Sir Giyard stands up and prepares a toast, holding his bright brass goblet in hand, "To Sir Martane and the heroes of the Ardrinn. For they saved us from the monsters of the Nyr Lake. May Xerbo's blessing shine on you for all your days!"

All are invited to hold up a glass and toast. Then the food is served. An extravagant feast is prepared. Everything the Nyr Dyv has to offer has been cooked up, the Ardrinn-renowned charcoal-smoked fish, clams, crab, strange tentacled beasts, potatoes, and vegetable greens. Large, black cooking pots and blazing fire pits prepare tonight's food.

Many children and townspeople crowd around you with plates and bowls of food to hear your tales of the battle. The old women appear to be the most interested in your tales.

After the PCs finish describing their account of the battle, the various townsfolk will reveal the following information. The DM should make sure

that all information is eventually given out with good role-playing.

- No one knows anything about Ros Earlis, and no one of his description has been through town. In fact, more people have been leaving than staying anyway. Most of the refugees have moved on. Some of them moved rather hurriedly and left things behind. Something to the extent of 'good riddance' is spoken from the crowd. The only new people in town are one of those 'elf' people (hushed tone emphasized) and other occasional merchants. Another prejudiced person mentions from the crowd that elves are bad luck. One of the local fishermen notes that she is a tar trader and helps them tar their boats. The elf is not at this party, and none of the townsfolk knows where she is, except that she occasionally sets up a tent in the market.
- If they ask about the scroll or other items found on the beach, they simply get a confused look from the townsfolk, as there aren't any spellcasters of note that could summon two huge sea serpents.
- If the PCs don't mention it, Canon Aguto brings up that the bandages were salted by someone and then angry remarks erupt from the fishermen and townsfolk about events that have happened over the past year
 - Sir Giyard notes, "Last week, someone stole my sister's marriage binding twine, tied it into knots, and laced it with poison ivy."
 - Canon Aguto says, "Someone dumped wine from the local church into the troughs for the knights' horses. Sir Martane was quite offended when his horse fell over and he was thrown." Also my ceremonial oration garb has gone missing. Last time it went missing, I found mice in the sleeves. during the ceremony!"
 - Aloyarc, the master fisherman, notes that two of the fishing dinghies were stolen recently. He thought they were lost in the last storm, but one of them turned up at the marsh north of here by the island with the old tower.
 - Granny Hetch says that her cooking flour at the church was mixed with chalk dust. It happened just while she was going to make a cake for Sir Martane's birthday.
 - Gorban says, "Sir Martane's squire was robbed of his clothes and his little dog was shaved of all of its fur, except for its head."
 - While sitting and holding a mud-stained doll, Sheera says, "this mean man in black came up to me and took my doll, stepped it into the mud. He didn't steal it, he just handed it back to me."
 - Knab the miller notes, "Yesterday, some dark-cloaked man knocked over old Mrs.

Kinnekar into a pile of horse dung when she asked him if he'd seen Sir Giyard's new horse."

- Old man Werner speaks up and notes that "someone screwed holes into the bottom of the fishing boat that Sir Martane and I goes out on every Starday. It was that 'Mendevious' feller' that lives north of here. I knows it."

As they tell their stories and their water/drink's are refilled, a couple of PCs notices that their water tastes kind of stale (Fort save to resist DC 10; mild laxative effect; 1 Con/1 Cha). Anyone with an Alchemy, a Healing, or a Profession (herbalist) skill may make a check (DC 15) knows that their water has been tainted by the herbs Ashbark leaves and Burdock flowers (two herbs used to help clear out digestive blockage).

Encounter 6: Poisoned!

A woman who has been sitting near Sir Martane is speaking, "Sir Martane took a nasty wound but pulled through, didn't you Martane? Martane? Anyone seen Martane?"

PCs who inquire about Sir Martane find that no one is quite sure where he went and Sir Martane is nowhere within immediate sight. He has actually been put to *sleep* & kidnapped by the elf and stuck in a barrel, and has been carted off by her thug. There is an extremely remote chance that the PCs may be able to find the tracks of the Sir Martane and his kidnappers on the well-traveled streets on a Tracking/Wilderness Lore check DC 32. In the event that the PCs are able to track Sir Martane, they immediately proceed to the final encounter.

Sheera, the little girl, grabs one of the PCs and tells them, "There's the man who stepped on my doll," and points to a dark looking man standing in the back of the celebration area. It is Mendevious, and he is currently sneaking live crabs under the towel covering the desert tray (the PCs see him acting suspiciously around the food trays).

Mendevious immediately realizes that he's been spotted when he sees the little girl pointing at him and takes off behind some buildings and into the dark. He immediately drinks a potion of invisibility.

Before the PCs react to Mendevious, read the following, as the next situation happens simultaneously with the disappearance of Sir Martane

One second later...

A woman screams and a circle gathers around the body of Sir Giyard. Canon Aguto reaches down and feels his pulse. He looks up and says, "He's dead." He appears to have been drinking some wine from an ornate brass and pewter goblet.

No one has ever seen the goblet before; examination reveals a symbol on the bottom of a grinning skull with ruby eyes. A successful Knowledge (religion) check (DC 10) identifies it as the symbol of the evil demigod, Iuz. A detect poison spell identifies poison around the lip of the goblet and on Sir Giyard's lips.

PCs who attempt to follow Mendevious do not catch him. It is a foggy, moonlight night and he is riding between houses and along a familiar and careful route. Only a person following the muddy horse-tracks on the ground is able to determine which direction he went (Search, Track Feat, Wilderness Lore or skills DC 4; very soft ground; large creature). The horse tracks are found that head north/northwest along the coast on an old trail. Once found, the trail may be easily followed from horseback for approximately two and a half miles to Encounter 6: The Beach. A DC success of 10 or better determines that there was a cart that traveled up and back down this trail earlier today.

If the PCs are unable to track Mendevious, Canon Aguto draws them a map and explains that they should go investigate Mendevious home north of here and bring him back for further questioning. The PCs have no trouble following the map up the shoreline to Encounter 6: The Beach.

Any who follow Mendevious come across a carefully laid rope trap, designed to trip the followers. To detect it on horseback, the DC is 20 in the dark. On foot, the DC is 10. If anyone hits it, they must make a Riding check DC 15 to stay on horseback. If they fail, they fall into a 1-foot deep pit of horse manure.

Horse Manure Pit Trap 1 ft. deep (-1 to charisma from odor until washed); Reflex save to avoid (DC 20); Search (DC 10); Disable Device (DC 5). If identified, the cart tracks do not appear to have stopped at the manure.

Encounter 6: The Beach

The trail turns toward the Nyr Dyv and ends at a muddy, marshy beach. Two small rowing boats reeking of fish are moored here in the cattails and rushes. The moons are out, and an island is apparent about 300 feet out in the water. A single light seems to shine from a lone tower on the island. A splash and then bubbling is heard, mist-shrouded water. The mist over the water is about 2 to 3 feet thick.

If the PCs inquire, Celene is in a full-moon phase, while Luna is in a waxing-half phase.

A Listen check (DC 10) identifies the sound is the splash of several large creatures in the nearby water. The splash is actually from a school of large carp-fishes feeding in the marshes near the shoreline. Occasionally one of their large grayish-

orange fins poke through the mist, as the water is shallow here. They will tend to stay around the fishing boats, as they have learned to clean up on discarded fish remains. A Profession (fisherman) or Wilderness Lore (DC 10) will reveal that the sounds are coming from fish and not sea-monsters. The carp panic if attacked, and will ram PCs standing in the water. If the water here is stirred up by PCs launching boats, they go into a feeding frenzy, slapping their fins on the water, and making sucking and bubbling sounds. They receive a one-quarter concealment bonus because of the light fog; causing a 10% miss chance by PCs' attacks. Their attitude is unfriendly, however an Animal Empathy check by a druid or ranger may change that (DC 15).

Tiers 1-2

Obnoxious Carp (12); CR 1/8, Small Animal (3 ft. long 2 ft. tall; 45 lbs each); HD 1d8, hp 4 each, Init 0; Spd swim 30 ft; AC 10 (; Atks +0 melee (1d2-subdual damage, ram) SA nil; SQ nil; SR nil; AL N; SV Fort +0, Ref +0, Will +0; Str 5 Dex 10, Con 10, Int 2, Wis 10, Cha 8

Skills: Spot +6, Intimidate +6, Escape Artist +2.

Fishing Rowboats are 12-14 feet long with room for 2-4 people. Movement is roughly 15 ft. (20 rounds to reach the island) if the PCs have Profession (fisherman, sailor, navigator, etc) or 10 feet per round (30 rounds to reach the island) if the PCs do not have any boating-related skills. The boats are equipped with lanterns mounted to the front of the boats on poles. The lanterns are alight when the PCs arrive. Normal fishing tackle boxes and nets are in the boats, and a Search check (DC 10) will reveal that the tackle boxes have the names of local fishermen on them.

Tactics: Mendevious has his two halflings watch the shore for movement (if the PCs have a light source, or move the lanterns on the boats, they will be spotted). The moonlight is bright enough to see boats on the water, and even easier if the PCs are using a light source. If they see the PCs moving through the water, they begin to fire the catapult at the PCs.

- **Catapult shot #1:** From the direction of the tower, a 'caathud' and a whooshing sound comes from the tower. It sounds like something is sailing through the air toward the PCs location. The ammunition is actually a wormy, rotten ham fired from the catapult by the halflings (by the light of the moons). It misses and strikes near the PCs boat, arousing the school of carp into a feeding-frenzy. The splashing from the frenzied-fish occurs very near the PCs boats, and several fins are seen through the mist, almost appearing as a large sea serpent would.

- **Catapult shot #2:** A second 'cathud' comes next round with a sack of rotten eggs and ripe skunk cabbage leaves. This time, it strikes the PCs boat and has the effect of a 'stinking cloud,' delaying the rowing ability of PCs for 3 rounds unless a Fortitude DC 10 save is made.
- **Catapult shot #3:** A last 'cathud' is the firing of a case of pureed eel guts. This also strikes the boat and cling to everything, including the boots of the PCs making standing difficult in the boat—Dexterity check at DC 15, or fall down. If the first check is failed, a second DC 10 check must be made, or the PC falls into the water, causing the school of small fish to go into another feeding frenzy for the eel guts and rotten eggs stuck to the victim, possibly panicking the PC - Make a Willpower check DC 10, and a Swim check, DC 10.

Encounter 7: The Dark Tower

As your boats land on a stony shoreline, you can barely make out a dark, decrepit, and decaying tower looming ahead through the mist-enshrouded, scrubby bushes. Twisting vines creep up the weathered stones, and thorn bushes line the pathway to the front portal. A single light shines from a window 30' above, but suddenly the window is pulled shut. Immediately below that there is a dark-stained, oaken door with torches burning on either side.

Since the halflings know that the PCs are arriving, they await until they hear the PCs approach. Then they have orders to hide in the bushes and then the two so-called guards are to tell the party to beware, as they are 'trespassing on the grounds of the mighty Mendevious.' Remember these halflings have the "Urnst Halfling" accent. A successful Search or Spot check (DC 25) will reveal the location of a halfling. They continue to hide and/or flee if threatened or spotted. They are very difficult to catch while in the foliage of the island (adds +5 to their hide checks) and will use their skills to their fullest advantage. However, if the PCs somehow accomplish the task, a successful Intimidate (DC 15) will reveal that the halflings are working for Mendevious and that he came back tonight feeling like he finally got his just revenge on those annoying knights.

A third halfling, Remy, hides in the bushes most of the time and just preys on anything left behind by the PCs. Namely anything left in their boat, their boat, etc. They may have to swim back if they don't find Mendevious's boat. If the PCs are still covered in rotten eggs and eel guts, more swarming carp (equivalent to the first ones) harass them on the way back.

If any PC approaches using the Move Silently skill DC 15, they will see two short, dark

creatures with spears guarding the door and speaking with each other. A successful Innuendo check (DC 10) will reveal that the halflings are bragging about the brilliant idea of the flour-puff trap in the door entrance. If the PC fails his Move Silently check, Remy will alert the other two halflings.

If a PC attempts to climb the wall of the tower, a Climb check (DC 25). The upstairs window is barred, and with locked shutters. An Open Lock check (DC 25 is required to open the shutter from the outside).

Lisk, male halfling Rogr: Small Humanoid (3 ft. tall); HD 1d6; hp 5; Init +6 (+2 dex, +4 Improved Initiative); Spd 20; AC 15 (Touch 13, Flat-footed 13); Atks + 2 melee (1d6, halfspear), +3 ranged (1d6, halfspear); SA Sneak Attack + 1d6; SD Hide; AL NE; Saves Fort +1, Ref +3, Will +1; Str 9, Dex 14, Con 10, Int 12, Wis 10, Cha 13,

Skills and Feats: Move Silently +8, Hide +10, Climb +6, Jump +2, Disable Device +6, Listen +6, Open Locks +6, Search +4, Spot +4, Use Magical Device +6, Pick Pockets +6, Bluff +6; Improved Initiative

Equipment: Leather armor, dark brown cloak, half spear, sap, coin purse acts as Chinese finger cuff trap (hands useless until removed); Intelligence check to avoid (DC 10), Search (DC 15), Disable Device (DC 15) or Escape Artist (DC 10).

Coen, male halfling Rogr: Small Humanoid (3 ft. tall); HD 1d6; hp 4; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20; AC 15 (Touch 13, Flat-footed 13); Atks + 2 melee (1d6, halfspear), +3 ranged (1d6, halfspear); SA Sneak Attack + 1d6; SD Hide; AL NE; Saves Fort +1, Ref +3, Will +1; Str 10, Dex 15, Con 10, Int 13, Wis 11, Cha 13,

Skills and Feats: Move Silently +8, Hide +10, Climb +6, Jump +2, Disable Device +6, Listen +6, Open Locks +6, Search +4, Spot +4, Use Magical Device +6, Pick Pockets +6, Bluff +6; Improved Initiative

Equipment: Leather armor, dark brown cloak, half spear, sap, coin purse is laced with fish hooks trap (1 damage), Reflex save to avoid (DC 15), Search (DC 18); Disable device (DC 20).

Remy, male halfling Rogr: Small Humanoid (3 ft. tall), HD 1d6-1, hp 4, Init +6 (+2 Dex, +4 Improved Initiative), Spd 20, AC 15 (Touch 13, Flat-footed 13), Atks + 2 melee (1d6, halfspear), +3 ranged (1d6, halfspear), SA Sneak Attack + 1d6; SD Hide; AL NE; Saves Fort +1, Ref +3, Will +1; Str 10, Dex 13, Con 9, Int 11, Wis 10, Cha 14,

Skills and Feats: Move Silently +8, Hide +10, Climb +6, Jump +2, Disable Device +6, Listen +6, OL +6, Search +4, Spot +4, Use Magical Device +6, Pick Pockets +6, Bluff +6; Improved Initiative

Equipment: Leather armor, dark brown cloak, half spear, sap, coin purse holds Mousetrap (no damage, but pain and embarrassment occurs with

the snap), Reflex save to avoid (DC 20), Disable device (DC 5)

Personalities: Lisk, Coen, and Remy are trained vandals. They whine and complain if accosted, pleading for their lives, but be the first ones move silently and paint "kick me" in the back of your armor if you let them go. They encourage you to search their coin purses.

Tactics: These cowards run and hide (using their skill plus the advantage of the mist) at the first sign of a threat. If they are hit with weapons, they immediately surrender and tell the party "Mendevious is upstairs plotting something against the knights he doesn't like." Halflings steal the party's boat(s) if they don't defend them on the beach. Then the party must either must swim back, or ask Mend if there is another boat (of course there is). If the party swims for it and leaves anything behind, a remaining halfling steal the items and take them to town and be caught selling them in the marketplace at the end of the adventure and the PCs have to roleplay to get it back.

Encounter 8: Entrance and Lower Chamber of the Tower

A couple of plank benches, boxes, and two small bunks are scattered about this room. A cooking area is off to one side. A storage pantry is next to the cooking area. A set of smooth, lacquered stairs lead up around the inside wall of the tower. At the top of the stairs is a trap door to the ceiling. A ladder heads up to a trapdoor in the ceiling.

The DM should refer to Map #2: Mendevious's Tower.

The entrance door is trapped with a **Flour-puff trap** +5 ranged (Reflex save (DC 12) or blinded for 10 rounds (as spell Blindness); -5 to hide checks due to being covered with flour); Search (DC 21), Disable Device (DC 20). with a swinging puffball of flour. The trap is embarrassing and inconveniencing, but not deadly. It reduces hide rolls accordingly.

There is nothing of value on the first level. The halflings have hidden their 'treasures' elsewhere, and leave only mundane clothing in the chests on the first floor.

The stairs up to the 2nd-level are somewhat creaky and Move Silently checks suffer a -4 penalty.

PCs who have been hit with the pureed eel guts find it difficult to walk up the lacquered stairs and must succeed at a Dexterity check (DC 10) or fall and take 1d6 points of damage.

Encounter Nine

The Man in the Chair

A man dressed in dark clothing is bent over a table covered with sheets of paper. He appears busy sabotaging the buttons on some priestly ceremonial garbs, when he suddenly stops, turns and looks at you with a rather amusing grin on his face. He speaks, "So, you've come to turn me in for something as petty as happened at that party. It's my nature. I like to do those things. Can I help it? Who could resist? It's fun! I like to see that look on people's faces. No harm was really done; it was just a couple of wimpy knights. They got what they deserved for picking on me all these years. Now I've paid them back. So what if that spoiled ambassador's son Sir Martane got bit in the nose by a crab."

Mendevious simply awaits their actions, but will be truly astonished when he finds out that the knight is dead. He notes that he would never do such a thing because, "murder shows a lack of self-control."

"A couple of days ago, I saw Sir Giyard giving that elf lady a hard time on the dock while she was moving a couple large barrels labeled as "tar" to the wharf. The fishermen were out and there wasn't anybody else around, so I didn't see what the big deal was. She was moving them to that ship, the Spotted Aranae...it must be for repairs. Nothing unusual for a trader, I suppose. Later, I was minding my own business near the church when she and her disgusting half-orc goon came by on the wagon. I was talking with them for a while, but they wouldn't let me near the cart. A big canvas covered some barrels underneath; it sounded like she had chickens or something in there too, judging by the noises. She got a big kick out of when I bragged about how I'd been hassling the knights. They also seemed even more interested when I told them that Sir Martane was an ambassador's son. She wanted details on him. She must really be attracted to him, because I saw her showing him her barrel wagon out back during the party. She also gave me a gift when I stopped to talk to the pair and told me not to open it until I got back to my tower. Look, it's this beautiful pewter and brass mug to drink out of. Told me to have on one them." Mendevious then picks up the mug and is about to drink from it...

If the PCs don't stop him, he drinks and becomes immediately sick, poisoned by Terinav Root (DC 16); 1d6 Dex/2d6 Dex slowly effects the victim over a two-week period). He pleads with the PCs to get him to Canon Aguto. If taken to Canon Aguto, the priest grumbles, but takes Mendevious in.

If the PCs stop him, he will note that the elf woman was planning on leaving soon with The Spotted Aranae, and hoped to take the ambassador's son with her (assuming for the money). As he is very intelligent and knows that he is outnumbered, thus he does not threaten the party, and he does not fight, except to absolutely defend himself (he uses a sap). He gives himself up if "arrested" and claims his innocence.

Success at a skill check for Sense Motive (DC 10) indicates that he is telling the truth.

Mendevious, male human Ftr3/Sor1; Medium-size Humanoid (5 ft. 6 in. tall); HD 3d10+1d4; hp 22; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 dex), Atk +6 melee (1d6+3, sap); AL CN; Fort +3, Ref +5, Will +4; Str 16, Dex 14, Con 10, Int 16, Wis 16, Cha 15
Skills: Alchemy +7, Bluff +8, Craft (locksmithing) +6, Disable Device +6, Hide +7, Knowledge (arcane) +7, Listen +10, Move Silently +5, Pick Pockets +6, Spot +9; Feats: Alertness, Expertise, Improved Trip, Lightning Reflexes
Equipment: Nobles outfit, sap, 10 gp.

Spells Known (5/4; Spell DC = 12 + spell level)
0—arcane mark, detect magic, prestidigitation, daze; 1—"grease, unseen servant.

Treasure: If the room is searched, a brass and pewter mug with a string and label that says, "To Mendevious." There is a symbol on the bottom of the mug of a grinning skull with ruby eyes. A successful Religion skill check (DC 10) identifies it as the symbol of the evil demigod, Iuz. Also found are a rusty longsword, rusty chainmail, and two books and some writing utensils.

A successful Decipher Script check (DC 15) is required to read the books, as they are written in Mendevious's shorthand. The books are "The Mendevious Manuscripts," which detail his activities over the past year, showing how he intended to completely embarrass the knights to the point that they would be transferred. It appears his future plans included greasing Sir Giyard's favorite watch spot on the dock, and pouring tacks into Sir Martane's boots. The latest recording discusses that the salt in the bandages (which was done on a whim), the burdock and ash bark in the water, and crabs in the dessert tray at the party. He considers himself 'brilliant' for having come up with such ideas, and has noted this in the margins of the books.

Personality: This guy turns over turtles, tips bluebird nests, and knocks over old ladies to get ahead in line. He steals from peasants and gives to the rich. He'll drink all of the communion wine and come drunk to mass at the poorest churches. He takes alms in disguise and then unveils himself. He causes mischief just to see people have it hard, especially the knights, who he despises the most. He is mean, but not capable of murder

Encounter 10: Roof

If the PCs heads through the ceiling, they find a light catapult on the roof. There are a couple chairs up here and a tin platter holding some rancid bits of ham.

The view is spectacular. The town lights are off in the distance and cold rain clouds have just covered up the moons. A cold wind is blowing the tower flag, which can barely be made out. It is of an iron fist gripping a plucked-chicken by the neck on a field of black. You can also see the entire island. It appears to be approximately 40-50 yards in diameter with dense scrub foliage.

They are able to see that there is not much else on the island. Any searching for the missing knight demonstrates no tracks except those made by the halflings near the tower, and those leading to the landing beach. There are two additional boats on the shore here (used by Mendevious and the halflings). The strong wind has started to pick up, waves are lapping the shore, and dark clouds have swallowed up the moons. Small flashes of lightning are visible out on the lake.

Encounter 11: Burn the Witch on the Water

As you get back to town, a full-blown storm is underway. Cold rain is coming down sideways and you're soaked to the bone. The water in the bay is a choppy expanse of whitecaps. In the distance, lightning flashes down onto the lake. The trail back to town leads past the beach, and apparently a rowboat is being rowed out into the bay with a lantern swinging violently on its pole. Further illuminated by flashes of lightning, two occupants and what appears to be a large barrel are hastily being rowed out in rough, windy water in a fishing rowboat. They are about 30 feet away from the shore where the other rowboats are beached.

Tactics: Also refer to Map #1, as the PCs will be approaching from the North end of the beach, and the elfen boat will be leaving from the southern dock. If the PCs approach the shore, the elf immediately casts magic missile at whoever is first (visible by lightning strikes and lights from the buildings above). She then kneels behind the barrel on the boat for one-quarter cover (+2 AC, +1 Reflex save bonus).

Fishing Rowboats are 12-14 long with room for 2-4 people. Because of the rough water and wind blowing toward the shore, the movement is 6-8 feet per round. The boats are equipped with unlighted lanterns mounted to the front of the boats on poles. Normal fishing tackle boxes and nets are in the boats.

Using one of the nearby fishing rowboats, the PCs can catch the elf's boat in 4 rounds if they have any boating skills. It takes take 5 rounds if they do not have any boating skills (fisherman, sailor, navigator, or similar skills). If they somehow incapacitate the thug, they catch up with the boat the next round, as the wind is blowing toward shore.

Even if the PCs do not catch the elf, the kidnappers' boat does not make it to its destination because The Spotted Aranae has already left to avoid being discovered.

If ship-to-ship combat occurs and there is no one rowing or stabilizing, there is a 10% chance each round that a boat will capsize, dumping all of it's occupants and cargo into the rough water. The DM should make it clear to the players that the boats are hard to stand up in and the seas are rough.

PCs who attempt to stand while fighting in the boat will suffer severe repercussions in the storm.

First, if someone attempts to stand while fighting in the boat, they must make a Balance check (DC 10) each round or fall overboard. If no one is tending the rowing, the check is (DC 20). The swimming check is DC 15 (rough water). The depth of the water is 10 feet deep for each 10 feet away from shore (e.g. 30 feet from shore is 30 feet deep).

Defenders that are sitting or kneeling are +2 to be hit in melee and -2 to be hit by missile weapons.

Second, PCs without a skill such as Profession (sailor), Balance or another relevant skill will be considered to be 'defenders off-balance' and will lose any dexterity bonus to AC, and will be +2 to be hit in melee and +2 to be hit by ranged weapons. For this special encounter, they will also lose any Dexterity bonus to Reflex saving throws versus spells.

The wind doubles all missile attack penalties due to range and adds a -2 penalty at short range.

Concentration checks are required to cast spells (DC 10 + spell level) while in a rowboat because of the high wind and very rough seas. If casting a spell from shore the DC is 5 + spell level.

The Sir Martane has been drugged and is in the barrel. If the barrel goes overboard, water leaking in causes the Knight to wake up and start screaming for help. PCs making make successful listen check at DC10 hears him. Otherwise his barrel sinks in 10 minutes (60 rounds).

Vrenna casts *summon monster II* (with the Extend Spell Feat [12 round duration] either again from a scroll, or from her own spells, depending on Tier—she automatically succeeds casting in Tier 1) immediately prior to the PCs arrival. The Tier 1 rats will stay on her boat and leap onto the PCs boat. The Tier 2 squid will attack the PCs when they get 20 feet from shore.

Gorblak, the half-orc, rows the boat and fight if caught up with. He uses his falchion two-handed for power.

If the PCs simply observe the kidnappers, they will row out into the storm and then head North about 1/2 mile, where they will land on shore and wait until the following day. When their ship doesn't return, Vrenna heads into town to get the wagon, so they can cart Sir Martin off overland to the Iuzian border with Urnst.

Tier 1 (EL5)

Vrenna, female elven Wiz4; Medium-size Humanoid (5 ft. 4 in. tall); HD 4d4+4; hp 14; Init +2 (Dex); Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks +2 melee (1d4/19-20 + poison, dagger), or +5 ranged (1d4/19-20 + poison, dagger), or +5 ranged (1d8/19-20, crossbow); SA: SD immunity to sleep; +2 save versus enchantment spells or effects. AL CE; Fort +3, Ref +4, Will +7; Str 11, Dex 16, Con 14, Int 17, Wis 16, Cha 15.

Skills and Feats: Alchemy +4, Balance (cc) +6, Concentration +14, Craft (woodworking) +4, Craft (tarring) +4, Knowledge (arcana) +6, Listen (cc) +4, Profession (sailor) +4, Scry +5, Spellcraft +8; Improved Initiative, Combat Casting

Equipment Clothing, dagger, light crossbow, 10 bolts, carrion crawler brain juice poison (Fort save to resist (DC 13); Paralysis/o; if she strikes a PC, she will throw them into the water to drown—there is only one dose of this poison).

Spells Prepared (4/4/3; Spell DC = 13 + spell level): 0—ray of frost (x2), daze, mage hand, 1st—magic missile, charm person, sleep, ray of enfeeblement; 2nd—blur, levitate, invisibility.

Personality: Vrenna profited greatly during the Greyhawk Wars by revealing families of hiding elves in the Felreev to Iuz's Boneheart Mages and is completely and utterly treacherous. She has a complete disrespect for the refugees that she has already kidnapped, a hatred for the knight that she poisoned, and avarice for what she's going to earn by turning over the Ambassador's son. She knows that the refugees are being taken north for use as slave labor in Iuz, but all she's interested in is the gold and magical scrolls she is given to further her cause.

Gorblak, male half-orc Ftr3; Medium-size Humanoid (5 ft. 10 in.); HD 3d10+6; hp 28; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 13); Atks +7 melee (2d4+4/18-20, falchion two-handed); +5 ranged (1d8/19-20, light crossbow) AL N; Fort +5, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 6

Skills and Feats: Balance (cc) +3, Profession (Sailor) +1, Swim +5; Cleave, Improved Initiative, Power Attack, Weapon Focus (falchion).

Equipment: Clothing, studded leather armor, falchion, light crossbow, 20 bolts, dagger

Fiendish Dire Rats (2): Small Animal; CR 1/3, Size (3 ft. long); HD 1d8, hp 5,5,5; Init +3 (Dex); Spd 40 ft., climb 20 ft., AC 15 (+1 size, +3 Dex, +1 natural);

Atks +4 melee (1d4, bite); Face/Reach 5 ft. by 5 ft.; SA Disease, Smite Good; SQ Scent, cold and fire resistance 1; SR 1; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Special Attacks—Filth fever-bite: Fortitude save (DC 12), incubation period 1d3 days, damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Smite Good (Su): Once per day a fiendish dire rat can make a normal attack to deal an additional point of damage to a good foe.

Special Qualities—Scent (Ex): sense prey 30 ft. away with scent.

Tier 2 (EL7)

Vrenna, female elven Wiz6; Medium-size Humanoid (5 ft. 4 in. tall); HD 6d4+6; hp 20; Init +2 (Dex); Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks +3 melee (1d4/19-20 + poison, dagger), or +6 ranged (1d4/19-20 + poison, dagger), or +6 ranged (1d8/19-20, crossbow); SA: SD immunity to sleep; +2 save versus enchantment spells or effects. AL CE; Fort +4, Ref +5, Will +8; Str 11, Dex 16, Con 14, Int 18, Wis 16, Cha 15.

Skills and Feats: Alchemy +5, Balance (cc) +7, Concentration +15, Craft (woodworking) +5, Craft (tarring) +5, Knowledge (arcana) +7, Listen (cc) +4, Profession (sailor) +5, Scry +6, Spellcraft +10; Dodge, Extend Spell, Improved Initiative, Combat Casting

Equipment Clothing, dagger, light crossbow, 10 bolts, carrion crawler brain juice poison (Fort save to resist (DC 13); Paralysis/o; if she strikes a PC, she will throw them into the water to drown—there is only one dose of this poison).

Spells (4/4/4/3): 0th—ray of frost (x2), daze, mage hand, 1st—magic missile, charm person, sleep, ray of enfeeblement; 2nd—blindness, blur, levitate, invisibility, 3rd—hold person, suggestion (take a refreshing swim back to the beach), ~~summon monster II~~ (cast with the Extend Spell feat: duration is 12 rounds).

Gorblak, male half-orc Ftr4; Medium-size Humanoid (5 ft. 10 in.); HD 4d10+8; hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 13); Atks +8 melee (2d4+6/18-20, falchion two-handed); +6 ranged (1d8/19-20, light crossbow) AL N; Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 6

Skills and Feats: Balance (cc) +3, Profession (Sailor) +1, Swim +7; Cleave, Improved Initiative, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Equipment: Clothing, studded leather armor, falchion, light crossbow, 20 bolts, dagger

Squid, Feindish (1): Medium-size Animal (Aquatic); CR 1, Size (10 ft. long); HD 3d8, hp 13; Init +3 (Dex); Spd swim 60 ft., AC 16 (Touch 3,

Flat-footed 13; Atks +4 melee (0, 10 arms), -1 melee (1d6+1, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Improved grab, smite good; SQ Ink cloud, jet, cold and fire resistance 5, darkvision 60 ft.; SR 3; AL LE; SV Fort +3, Ref +6, Wil +2; Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

Special Attacks—Improved Grab (Ex): To use this ability, the squid must hit with an arm attack. If it gets a hold with at least one arm, it automatically deals bite damage to one creature each round the hold is maintained.

Smite Good (Su): Once per day a fiendish squid can make a normal attack to deal 3 additional points of damage against a good foe.

Special Qualities—Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once a minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness. The cloud only works underwater.

Jet (Ex): A squid can jet backward once a round as a double move action, at a speed of 240 feet.

Treasure: Also on the rowboat is a buoyant chest with the following treasure:

Mighty composite shortbow (+2)
10 silvered arrows
10 silvered bolts
6 flasks of acid (60gp)
Arcane scroll of reduce and magic weapon (1st-level caster)
Divine scroll of cure light wounds (1st-level caster)
Divine scroll of invisibility to undead (1st-level caster).
Silvered dagger
Vial of antitoxin
Masterwork thieves tools 100 gp
33 pieces of lapis lazuli (10 gp each)

Also, by defeating this duo, the PCs will gain one influence point with each the ambassador and the knights.

When the PCs examine the barrel in Vreena's boat, go to Encounter 12.

Player's Handout #1-Bounty Record

Encounter 12: The Knight is Recovered

You hear a muffled sound from within the barrel.

If the PCs open the barrel, read the following:

After opening the barrel, you find the knight stuffed inside, gasping for air.

After returning to shore, he explains to them the evil elf's plans to take him to a slave ship, where she noted he'd become a slave like all the others.

"I heard her say that she framed Mendevious. Although the man has caused me much pain, the elf said that Mendevious was an obvious scapegoat, and he'll soon be dead with no one to tell him about it.

She also mentioned something about her man in Dominion and her biggest prizes...Me and someone named Ros Earlis?"

Later, the townsfolk honor you all again as heroes.

Conclusion

Mendevious is fined 200 gp for harassing and endangering the knights, priest, and the townsfolk and is placed in stocks out front of the church. He looks very unhappy...

The End

Experience Point Summary

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

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Aid the knights in defeating serpents 100 xp

Encounter Two

Investigate the salted bandages 20 xp

Encounter Three

Search the cave 20 xp

Encounter Four

Questioning the villagers 10 xp

Encounter Five

Trailing Mendevious 25 xp

Encounter Seven

Getting past the halfling guards 50 xp

Encounter Eight

Searching the first level 25 xp

Encounter Nine

Arresting Mendevious 50 xp

Encounter Ten

Searching the roof 10 xp

Encounter Eleven

Defeating Vrenna and Gorblak and recovering the knight 100 xp

Encounter Twelve

Freeing the Knight 40 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Five

- Brass and Pewter Goblet (10 gp, 1 lb., brass and pewter). Brass and pewter goblet with the symbol of Iuz impressed in the bottom.

Encounter Nine

- Brass and Pewter Goblet (10 gp, 1 lb., brass and pewter). Brass and pewter goblet with the symbol of Iuz impressed in the bottom.

Encounter Eleven

- Mighty composite shortbow (+2)
- 10 silvered arrows
- 10 silvered bolts
- 6 flasks of acid (60gp)
- *Arcane scroll of reduce and magic weapon* (1st-level caster)
- *Divine scroll of cure light wounds* (1st-level caster)
- *Divine scroll of invisibility to undead* (1st-level caster).
- Silvered dagger
- Vial of antitoxin
- Masterwork thieves tools 100 gp
- 33 pieces of lapis lazuli (10 gp each)

[etc]

Player Handout #1

BOUNTY RECORD

Refugees taken to date for the slave mines of the Old One 26.

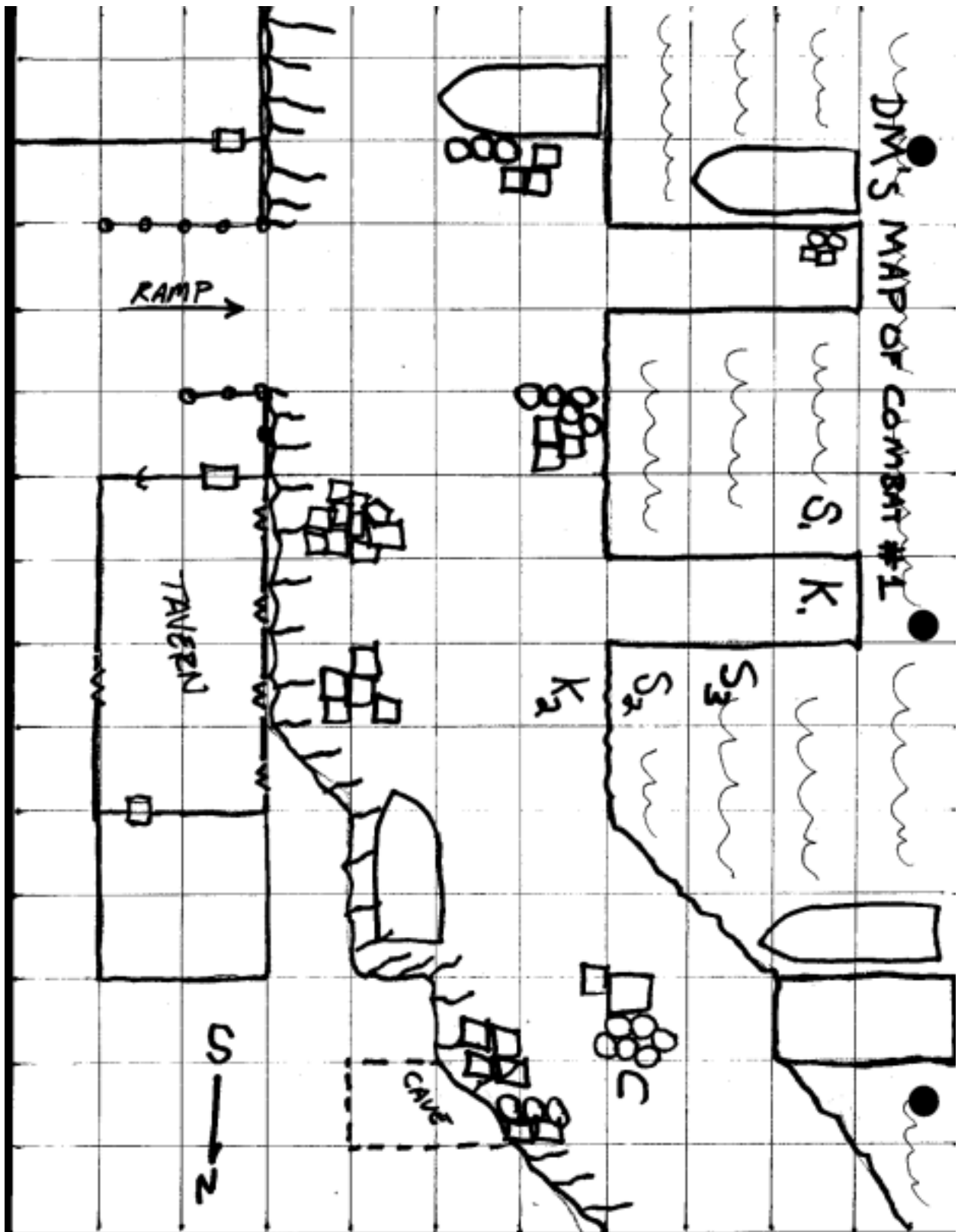
High Priority *1: Enemy of the Boneheart-Ros Earlis. His fate will soon be decided by our man in Dominion.

High priority *2: I have discovered that the County's Ambassadors' son was here. He will take all priority and this will end our activities here for now. The Dreadlord will be pleased.

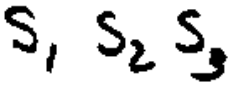
Full bounty payment will be accepted in Dominion...as always.

Vrenna, Loyal Subject of Iuz

Map #1:



KEY TO DM'S MAP OF COMBAT # 1

	- Boat
	- Windows of Tavern
	- Boxes & Barrels
	- Cliff
	- Railing
	- Cowled and Invisible figure
	- Serpents #1, #2, #3
	- Sir Gyard
	- Sir Martane

MAP 2: Dark TOWER

