

VEL1-04

Like Water Under the Bridge

A Three-Round D&D LIVING GREYHAWK®
Veluna Regional Adventure

Version 1

Round 1: Which Way is the Water Flowing?

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The City of Falsridge has a water problem. Seems that travel on the expansive Fals River has stopped. For a city that makes a living by the water, this is bad. It seems that no matter what the city does, The river traffic doesn't return. It seems that whichever way the waters flowing, It is not toward Falsridge. Part I of the Agent of Iuz series. An adventure for character levels 1-8.

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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</u>
Cap					
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 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

DM's Background

Several years ago, agents of Iuz were sent to Veluna on a mission. Their mission was to corrupt the glittering realm. One such agent went to Falsridge to disrupt the city by whatever means he could. He came to Falsridge

as a refuge from the wars. He has since prospered in this land, and has become a respected citizen. After many years undercover, he has begun to work toward the goals of his mission. By means of bandits and humanoids he has begun to squeeze the city. No longer is traffic from or to the city safe from attack. He has struck superstition and terror into the citizenry with the bold attacks on caravans and ships. His mission to make the shining city of Falsridge, a fearful place and ripe for assault is slowing coming to hand...

Adventure Summary

The PCs start this adventure at the Drunken Sailor, an Inn in the city of Falsridge. Here the can interact and learn information from NPCs, about what has been happening in Falsridge. While they are at the inn, A flaming ship crashes into the docks, and most PCs will attempt to stop the flame that ignites on the dock. The flaming boat opens a mystery—are the PCs willing to help solve this problem? Who did this and why? The city will hire them to look for clues. As the PCs travel along the river looking for clues, a body is discovered in the water. It is the meal of a sea lion. Recovering it gives the party clues as to the whereabouts of the river bandits. Glittering stones are found in the scraps on the body. Traveling further upriver, the PCs discover a glittering island that just looks suspicious. And the PCs have a clue, from the body, that leads them there. Part of the puzzle solved, lizardfolk attack the party in a watery cave. After exploring the Island and the lizardfolk lair the PCs should be left with more questions than answers.

Introduction: What do you do at the Drunken Sailor?

The moon, clouded by the thunderheads, moves across the valley. The wind whips the pouring rain to a biting edge. Taking shelter in the first spot you can, you find yourself in the Drunken Sailor Inn—a salty dive in the city of Falsridge. The howling wind and rain is quickly drowned out by the noise of the tavern. Warming yourself by the fire, you feel the dampness ease from your tired bones. Looking around the crowded establishment you find yourself a seat at a crowded table, it seems that others have sought shelter from the weather also.

Let players introduce themselves and describe each other.

As you sit with your new companions a beautiful young lady approaches your table and

asks, “What will you be having this horrid night?”

The waitress's name is Maychel (female human, Com1; Chr 16; Bluff +5, Sense Motive +3). She has dark hair and green eyes, on a slender frame. She wears a low-cut white blouse with a royal blue dress. She is receptive and flirtatious, but will not accept any amorous advances from PCs.

Looking around the tavern, the patrons do not seem as merry as usual for an inn such as this. Some seem downright depressed. It is as if the dreary weather has washed them with its gray.

A dwarf sits propped up at the bar, where he grimly erects a wall of tankards around himself. Another lonely soul sits in a corner, his dark spectacles shielding his eyes from the firelight, as he plays a game of cards quietly with himself. Off in another corner a gaggle of gaily-garbed gnomes seem to be the only ones not affected by the dour weather. They are playing some kind of playful acrobatic game as they tumble around their table. Overall the room is occupied with about thirty men and half as many women, filling the tavern's meager tables. As you sit and enjoy your meal, the walled-in drunken dwarf begins to grumble and yell out to a seemingly invisible companion.

“I tell you, I shouldn't of let them go...” he pauses, as if listening to someone. “But, they was safe here...no reason to go.” The dwarf starts shaking his fist angrily into the air, “It's all my fault, I tells you...all my fault...” With that he slumps against the bar, sobbing loudly. The other patrons do not seem to notice this exchange, or rather are trying very hard not to notice, that is, all the patrons except for the gnomes...

Allow the PCs to react to the situation. As they do a couple of the gnomes stop playing their game and cautiously approach the dwarf. One climbs and peaks over his wall of tankards, and whispers something.

The bleary-eyed dwarf raises his head and swats a meaty fist at the gnome, but the gnome is too quick for him. Diving from the bar, the gnome lands square in the middle of your table. He is so nimble, nay a drop is lost from full taverns, and you barely feel a shake. The dwarf following him is not quite as graceful. He lands face first in a bowl of stew. Realizing what he has done, the dwarf slumps to the ground sobbing, stew and potatoes messing his knee length beard. “It's all my fault...It's all my fault.” He cries as bits of beef mixed with tears fall down his chin.

Information that dwarf has:

- The dwarf's name is Darvak Fireforge.

- He has lived in Falsridge for 20 years.
- He is a respected armorer, and has a shop in town.
- He recently sent away his family because of the “problems.”
- His wife's name is Farina, and son's name is Darsoon.
- The city has been under some dark spell—“you can feel the fear in the air.”
- After two months he changed his mind, and sent for them to return.
- They are weeks late, and he has given up hope that he will see his wife and child ever again.
- They were traveling via riverboat.
- He believes that it's the Falsey a sea serpent that has been reported to live in the Fals River, and that she's been devouring boats.
- She's bigger than a mineshaft and mean as a hot coal in your shoe.

After the PCs have talked with Darvak and have gotten all the information.

As you sit consoling the drunken dwarf, a man in a white smock approaches the table.

“Hello, I am Frac. I am the owner of this fine place. I am sorry that Darvak is bothering you. I will take him to his room.”

If the PCs say nothing, have Darvak and Frac leave and head upstairs.

If the question Frac, information that he has:

- My name is Frac DeLuka.
- My wife, Irma and I have owned this Inn since shortly after the war.
- Darvak is in mourning for his family, believed dead.
- They were on a boat that has gone missing, for over 2 weeks.
- Darvak believes that a sea serpent, which reportedly lives in the Fals River, is responsible for the disappearance.
- If asked about the cities ‘problems,’ he will get closer and whisper.
 - The city seems under a dark curse.
 - No traffic has been seen on the river in weeks.
 - Even wagon trains are scarce these days.
 - Many men are out of work
 - The mood of the city is bleak.

After talking to the PCs he will buy them a round of drinks and then escort Darvak upstairs to his room.

If the PCs approach the gnomes, they can see that they are playing some kind of game. It is some kind of weird dancing and tumbling affair. The gnomes will ignore the PCs unless

there is a halfling or a gnome and then they will invite them to participate.

The game: basically it is a memory/ tumbling game. One player starts by doing a certain move. The next player then repeats the move and adds another move. This repeats its way around the group. There is really no way to ‘win’ a game, only lose. A player loses when they make a mistake. The loser has to drink. The gnomes have been playing for a while and are very drunk.

Information that the gnomes have:

- They just arrived in town.
- They are in a traveling carnival.
- The townspeople seem rather mellow.
- The dwarf was rather rude; all I said was that he should go home instead of making a fool of himself at the bar.

If the PCs approach the lonely man in the corner:

- His name is Palik
- He has been in town a few weeks
- Just hanging out. Does not care what is going on around him at all
- PCs get the idea he is waiting for somebody. Nobody knows who or why though.
- He is a red herring. He serves no purpose other than to pique the PCs interest. After the boat crashes he is no where to be found.

General Rumors that can be gleaned in the tavern with a successful Gather Information check:

- **DC 12:** “It's bandits, I tell you. They been looting all of the caravans. Don't take no guard jobs, it's suicide. Remembers I warned you.”
- **DC 14:** “The Bloody Scythes have been infiltrating and turning caravans rogue. Seems they have a grudge with the city.”
- **DC 16:** “Ket is behind it all, I tell you. I seen that evil mage lurking about, what was his name again?” another voice speaks up “Oxuor, that was who he be...”
- **DC 18:** “The monster, she's back. I'd be staying away from the water if I were you. Falsey is a mean critter.”
- **DC 20:** “A band of humanoids was seen north of the Fals last week. I think that they may be responsible. Where are the Knights when you need them?”

Allow the PCs to learn at least two rumors before going on with the next boxed text.

Suddenly, the doors slam open. As the whole tavern becomes suddenly quiet, you notice that the storm outside must have subsided. The deathly quiet is quickly broken by the man who

rushes into the bar. He shouts, "she's all afire and headed toward the docks!"

As the patrons look at him questioningly, he shouts exasperatedly, "A boat, she is all afire and headed to crash into the docks!" As the situation is realized, people begin rushing for the doors to see what is happening.

The PCs should join the patrons and rush outside to Encounter 1.

Encounter 1: Burning Down the Docks

Rushing outside the tavern, you see what the man had shouted about. A hundred yards from shore is a river sailing ship, her forecastle is ablaze with fire, and she is headed toward the harbor at full speed. She's on a crash course with the main docks. As you watch her approach her forward mast crashes to the deck consumed by the flames. Standing and staring you await the inevitable...

Get the PCs actions for 3 rounds.

Closer and closer the inferno comes, around you hear voices. The sound of the alarm has reached the other establishments along the waterfront. People begin pouring from the buildings nearby, as the ship gets closer still. From fifty yards away the heat from the inferno raises a bead of sweat upon your brow, and yet the ship sails on.

The PCs have 3 rounds of action before the ship crashes, unless the PCs are able to prevent it from hitting the docks. This is not an easy feat, and should require very creative use of skills and spells. If they come up with a viable plan, give it a 10% chance of success unless it is something easy to rule, such as using a wall of force to stop the ship.

By way of a successful Spot check (DC 15) and the PCs notice that the ship seems to be moving purposefully toward the docks, as if it is still being steered.

As the ship draws nearer, the crackling flame engulfs almost all of the ship. As it continues its courses toward the docks it slams into smaller craft setting them ablaze. With a thunderous roar the bow of the ship crashes into the break wall at the base of the pier. A ball of flame rockets skyward from the forecastle of the flame engulfed ship. Flames splash onto the crowded seaside street. Screams of pain can be heard as people splashed by the fire try to douse the flames.

Any PCs in the street make a reflex save (DC 20) to avoid being splashed. If splashed initial

damage is 1d6. The PCs may then catch on fire (See Dungeon Master's Guide, page 86).

Once the PCs put themselves out, and spend some time helping the citizens of the town put out the fire (a task that takes almost 5 hours), read the following:

Working hard alongside the citizens of Falsridge you are able to successfully save most of the harbor. The main pier is burnt and singed but it still stands. Several of the boats in the harbor are nothing but burnt out hulks, adrift on the river. A few of the seaside establishments received some fire damage, but they still stand. Overall, the casualties and damage are light. The citizens thank you warmly for your help.

Glancing at the now extinguished ship, you see an eerie sight, it seems that someone is slumped over the captain's wheel on the stern of the smoldering ship.

Encounter 2: The Ship of Flames

As you approach the smoldering ship you see a strange sight. It appears as if someone or something has been lashed to the captain's wheel. Boarding the ship the smell of burnt timbers, oil, and flesh, mingle in a sickening mix of fragrances. Stepping up to the wheel, you can vaguely identify that it was a man that was lashed to it. He holds the captain's wheel tight in a death grip. His hands and arms are charred black by the intense fire that consumed the ship. A charred captain's hat lies in front of the wheel. The hair on his head is burnt away, except where the captain's hat protected it from the heat and flames. Lifting his head up you can finally see his face. His face is a dark red, colored by the blood vessels that had burst due to the extreme heat of the flames. His mouth is twisted into an insane grin. But the eyes, it is the eyes that will haunt you. Where the eyes of this man were, there is nothing but burnt flesh and gaping wounds.

The PCs may look and ask around for clues.

- The charred body is that of Captain Alark.
- This is the ship that the dwarf's family was on.
- This ship was coming from Bissel.
- It is over two weeks late.
- Piled up in the forecastle are some smashed charred barrels.
- There is no sign of anyone else aboard.
- All of the cargo is missing.
- With a successful Spot check (DC 15) the PCs will notice large claw marks on the top deck.

- A successful Search check (DC 15) reveals a considerable amount of seaweed in the cargo hold.
- A Search check (DC 20) will determine that the barrels were full of oil.
- Healing check (DC 20) will reveal the captain has been dead since just after the ship crashed.
- Detect magic – He faintly radiates of residual enchantment magic (only known with a successful Spell Craft check DC 23).

As you finish your examination of the ship, you notice a man dressed in the uniform of the city watch waiting for you at the end of the pier.

When the PCs approach:

Approaching you with an outstretched hand, the man speaks, "I wish to thank you for all of your help with this unfortunate accident. My name is Roche Valand. I am the captain of the city guard here in Falsridge. May I have a word with you?"

Pause to gauge the PCs reactions.

"For several weeks now, we have been having some problems with shipping upon the river. Ships have gone missing. This has caused some problems with the ship captains. They're a superstitious lot that believes that the city is cursed. They believe that the Fals River Monster is eating the missing ships. Well, with this occurrence, I believe that we can dispel that rumor, but I fear that something more insidious is under way. I have seen you in action, and I admire your competence. I would like to hire you as honorary deputies to track down those responsible for this destruction. Will you do it?"

If the PCs ask about their pay:

"I can pay you at the rate of 5 sp a day, and, of course, there is the reward that the merchant council has offered: 100gp for the capture of those responsible."

If the PCs accept, go to Encounter 3. If they don't accept, continue.

"I am sorry to have bothered you. I thought that you were brave adventurers. I guess I was wrong. If you change your mind, I will be at the city watch headquarters. Good day."

The PCs may continue on investigating the situation, but unless they track down Roche, they will not be deputized.

If the PCs do not investigate the situation, feel free to have them roleplay in the Inn for the rest of the slot. Another party of adventurer's will complete the story.

Encounter 3: Up the River

At this point the PCs should be looking for some way to travel on or along the river. There are several ways available.

- Hire a fishing boat to take them up river. Cost 10 gp each.
- Buy a rowboat. They cost 50 gp
- Travel along the river by horse or foot.

If the PCs search for clues in town they get nothing, except that the ship was coming from Bissel, and that perhaps they should look in that direction.

Once the PCs decide to travel on or along the river, relay the following:

It is a beautiful spring day as you travel west on (along) the Fals River. The trees are just getting into full bloom and the wildflowers that cover the banks of the river give the sight a bright cheerful color. You have traveled for two days out of Falsridge and are beginning to wonder when you will get to the border of Bissel when a commotion in the water startles you.

Encounter 4: A Body in the Water

As you watch the turbulent water you see a small hand rise up from the water.

Spot Check (DC 15): It is a dwarven hand.
Spot Check (DC 20): The hand is a dwarven hand, and it has bite marks on it.

If the PCs attempt to retrieve the body:

Getting closer to the body, you see that it is a dwarven female caught in a clump of roots dipping into the water, about 40 feet from the shore. The branches are preventing the body from washing downstream...

If the PCs are in a boat:

The trees are also preventing your boat from getting any closer to the body. It lies 30 feet beyond your reach.

Get the PCs actions. When someone enters the water and gets within 10 feet of the body, the water creatures attack. Have the PCs on shore roll a Spot check (DC 15) to see the creature's approach from behind the PC in the water.

As you swim toward the body in the water you brush against the branches, and then something brushes against you, something scaly and slimy.

Tier 1 (EL 4)

Sea Lion (1): hp 51, See Monster Manual, page 160 or Appendix A.

Tier 2 (EL 6)

Sea Lion, Advanced, 12 HD (1): hp 102, see Appendix A.

Tier 3 (EL 8)

Sea Lion, Advanced, 12 HD (2): hp 114, 102, see Appendix A.

Tier 4 (EL 10)

Sea Lion, Advanced, 18 HD (2): hp 165, see Appendix A.

Development: After the fight, if the PCs retrieve the body, they will find that it is that of a dwarven woman. She has been dead for a long time. Her body is bloated from the water and numerous bite marks cover her body, from where the river fish have feed. Close examination of the body could reveal the following:

- **Spot Check (DC 15):** She matches the description of Darvak's wife.
- **Healing Check (DC 15):** She drowned.
- **Spot Check (DC 18):** As well as the bite marks she has numerous cuts and scraps on here bare feet and hands.
- **Spot Check (DC 20):** A small sharp stone can be found in one of the cuts. It shines in the sunlight.
- **Dwarven Stonecutting/Profession (mining or stonecutting)(DC 10):** The small sharp stone is quartz. At a DC 15, the PC will know that while that stone is not common here, it is so in the mountains.

When they are done, ask the PCs what they plan do with the body.

Encounter 5: A Shining Island

Continuing along the Fals River and the day passes without incident. The sun slowly begins to set.

Determine which PC has the highest Spot bonus. If that PC has a bonus of +5 or more, they spot the glint of a reflection off a rocky outcrop in the middle of the river. If none of the PCs has a high enough bonus, have the PCs roll the Spot check (DC 15). Read the following to the PC(s) who successfully spot the glint:

Looking closer you can see the sun glinting off of multiple locations on a small island near the center of the river. The island almost sparkles with light as you move closer to it.

If the PCs do not have a boat then they must find another way to get to the island. The island sits 300 feet from the shore. It is calm water (DC 10) so the PCs can take 10, and make it to the island with ease as long as the PC is not weighed down or wearing armor. It takes a character with a movement of 30 ft. 30 minutes to cross the span, about 45 minutes for PCs with a move of 20 ft.

Arriving on the shore of the strange glittering island, you see that the quartz is embedded in the rocky outcroppings of the shoreline.

- **Spot Check (DC 20):** A shoe can be found lodged in between two rocks along the shore. It looks like it would fit a short wide foot.

The Island itself rises up out of the water, looking like a big shining boulder set here by the gods. The rock is a black rough rock with quartz laced throughout.

- **Dwarven Stonecutting/Profession (mining or stonecutting)(DC 15):** This is not a natural occurring rock formation for this location.

A quick search of the shoreline reveals a small cave leading toward the center of the island.

Encounter 6: The Smugglers Blues

This area is detailed on DM's Map #1.

Entering the cave, after the first five feet it is apparent that this has been stone has been worked. The smooth walls lead deeper into the Rocky Island. The floor is still damp with water and a high water line can be seen high on the wall about a foot from the ten-foot tall ceiling. The small cave has enlarged to a ten-foot wide tunnel at this point. Farther up ahead a light can be seen shining from around a corner in the tunnel.

Have PCs that move past point A on the DM's Map 1 make an opposed check of the PCs Move Silently check verses the lizardfolk guard's Listen check. The lizardfolk guards have a Listen of +0.

Any PC who wants to sneak up on the guard needs to make an opposed Hide check verses the lizardfolk's Spot check (+0).

If the lizardfolk wins either check he will sound an alarm. That will cause the other lizardfolk to leave their lair and approach the PCs via the pool.

As the PCs approach the lizardfolk guard's location, read the following.

Peaking around the corner you see that the tunnel expands into a wide cavern. The cavern is sixty feet across with a pool of water thirty feet across at its center. Along the sloping walls, above the high water mark, smashed crates can be seen. At the far side of the cavern is another passage leading up, from it streams a shaft of sunlight, illuminating the cavern.

If the PCs beat the opposed skill checks.

Along one wall sits a scaly green humanoid creature with a long tail. He is sitting upon a smashed crate gnawing on the leg bone of some smaller creature.

There will only be one lizardfolk here if the PCs win both opposed skill checks, and successfully sneak into the chamber. If he is surprised he will fight and forget to sound the alarm, and the other lizardfolk will stay in their lair at the bottom of the pool.

If the PCs failed one of the opposed checks, and have not successfully sneaked into this chamber, have the PCs make opposed Spot check verses the Lizardfolks' (hide +0). Any PCs who make the spot check are not surprised and may take only partial actions the first round. All surprised PCs get no action the first round.

As you enter the cavern from out of the water a scaly green humanoid creatures lunges at you, some rising from the pool in the center of the room with frightening speed. Each is armed with a greatclub.

Tier 1 (EL 3)

Lizardfolk (3): hp 13, 11, 10; See *Monster Manual* page 128, or Appendix A.

Tier 2 (EL 5)

Lizardfolk (5): hp 14, 13 (x2), 11, 10; See *Monster Manual* page 128, or Appendix A.

Tier 3 (EL 7)

Lizardfolk (6): hp 14 (x2), 13 (x2), 11, 10; See *Monster Manual* page 128, or Appendix A.

Lizardfolk, War1 (2): hp 18, 16; See Appendix A.

Tier 4 (EL 9)

Lizardfolk, War2 (6): hp 24 (x2), 23, 22, 19 (x2); See Appendix A.

Lizardfolk, War5 (2): hp 40, 39; See Appendix A.

After defeating the lizardfolk, the PCs can either explore the pool where the many of the lizardfolk came from (Encounter 8) or follow the small passage into the sunlight (Encounter 7).

Encounter 7: Thicker than Water

These encounters use DM's Map #2.

If the PCs fought all of the lizardfolk, then they will have alerted the goblins and ogres here. If alerted the monsters will be waiting in ambush for the PCs. Go to Encounter 7a. If the PCs surprised the lizardfolk guard got encounter 7b.

Encounter 7a - Ambushed!

Stepping into the sunlight, you see a small clearing. In the center of the clearing is a stone slab with strange arcane writings etched upon it. Scattered throughout the small clearing are crates and barrels, obviously looted from the missing ships. Off to the far side of the clearing a large stone hut sits. Smoke wafts from its chimney.

Have PCs make opposed Spot checks versus the goblins' Hide checks (+6).

Any PCs who make the spot check are not surprised and may take only partial actions the first round. Surprised PCs cannot take an action during the surprise round. After the surprise round the ogres residing in the hut join the goblins.

Suddenly from behind one of the crates a goblin steps out and throws a javelin.

Tier 1 (EL 3)

Goblins (5): hp 5, 4 (x2), 3; See *Monster Manual* page 107 or Appendix A.

Ogre: hp 26; See *Monster Manual* page 114 or Appendix A.

Tier 2 (EL 5)

Goblins (8): hp 5 (x2), 4 (x4), 3; See *Monster Manual*, page 107 or Appendix A.

Ogre (2): hp 30, 26; See *Monster Manual* page 114 or Appendix A.

Tier 3 (EL 7)

Goblins, War2 (6): hp 12 (x2), 10 (x2), 9 (x2); See Appendix A.

Ogre (4): hp 30, 26; See *Monster Manual* page 114 or Appendix A.

Tier 4 (EL 10)

Goblins, War2 (6): hp 12 (x2), 10 (x2), 9 (x2); See Appendix A.

Ogres, Bbn2 (3): hp 44, 40, 38; See Appendix A.

Ogre Mage: hp 40; See *Monster Manual* page 144 or Appendix A.

Encounter 7b – Got the Jump!

Peering into the sunlight, you see a small clearing. In the center of the clearing is a stone slab with strange arcane writings etched upon it. Scattered throughout the small clearing are crates and barrels, obviously looted from the missing ships. Off to the far side of the clearing a large stone hut sits. Smoke wafts from its chimney. Several goblins are moving crates onto the stone slab. From within the stone hut you hear a large bellow. The goblins look up in terror and race to get off of the stone slab, as the air above it begins to shimmer with magical energy. Suddenly with a loud rip the air resonates, the last goblin off of the slab screams in agony as you see the lower half of his body vaporize and disappear with the crates on the slab. His limp body drops to the ground, the last gasps of life ebbing from its body.

- **Spot check** (DC 15): The PCs can observe the goblins and get an accurate count.
- **Spot check** (DC 20): Over the top of a pair of crates a PC can make out a giant head (one of the ogres).

Have PCs make opposed Hide checks versus the goblins Spot (+3).

Those who fail are spotted, and the goblins sound the alarm. If the PCs succeed they may have a surprise round on the goblins.

Suddenly from one of the goblins a cry of alarm is sounded...

Use the same statistics that are presented in Encounter 7a.

Encounter 7c – Cleanup!

After they defeat their foes the PCs can take a closer look at the area. The crates and barrels are full of looted goods from the missing ships. Inside the hut there is a pile of crumpled sheets of parchment. Each has writing upon it, but the PCs will probably not be able to read it. The

writing is a bastardized form of Draconic, but it is encrypted, so *comprehend languages* will not help a PC glean its meaning. Nothing less than a Decipher Script check DC 35 will give a PC understanding of the messages. But even then the PC will find it is a rambling discourse that discusses a plan that involves the Old One, gates and a dragon's seat. The entire message is written in a strange stream of conscious form.

There also is a copy of a ship's log in the pile, it can be identified as belonging to one of the missing ships.

If any PC touches the stone slab or steps upon it, they must succeed at a Reflex Save (DC 12 + 2 per Tier) or suffer 1d6 x Tier of damage. The reflex save halves the damage.

Encounter 8: The Lair

This Encounter uses DM's Map #3.

If the PCs did not fight all of the lizardfolk in Encounter 6 then they will be here. See DM's Appendix A, but remove one of the less powerful lizardfolk from each tier.

Getting to the Lizardfolk's lair requires a swim underwater. The PCs must make three successful swim checks (DC 10) to get to the lizardfolk lair. If there are no lizardfolk in the lair and the PCs is unarmed or not weighed down, he or she can take 10 on the Swim check. If the PC misses the check by 5 or more, they begin to drown (see *Dungeon Master's Guide* page 85).

Breaking the surface of the water you enter the lizardfolk's lair. You are in a small pool of water twenty feet across, inside of a cavern that is sixty foot across. Along the far wall a group of humanoid figures are slumped down. Exiting the water the figures become clearer, a couple of humans and some dwarves are chained together along the wall.

These are passengers from the ships. They have been abused but are alive, and will survive the trip back to the city.

- **Search Check** (DC 20): A room off to the left has a watertight container hidden behind some rocks.

Conclusion: Homeward Bound?

Returning back to Falsridge you are greeted by the City Watch. Captain Roche has requested to see you as soon as possible. Leaving your rescued captives with the city watch you head toward the City Watch Headquarters.

As you enter you are ushered into Captain Roche's office. "I see you have returned, did you

discover anything? I heard that you returned with some survivors?"

Allow the PCs to explain what they discovered.

Just as you are finishing your report, the door burst open. Standing in the doorway is Darvak the dwarf, he is clutching a small dwarven survivor from the lizardfolk cave. He rushes in toward you. "Thank you, Thank you" he cries, falling at your feet he grasps your hand. "I am forever in your debt, you have saved my only son. I could never repay you for that. But, did you, did you ... find my wife anywhere?" With that said he looks at you pleadingly...

Allow the PCs to report what they found and did.

After talking with Darvak, a city watch member enters and escorts him out of the office gently.

"The city is glad that you could help us in our time of need. It seems that you may have discovered the cause of the River attacks. You have earned the reward." With that he places a bag of gold upon the desk. "It is yours to spend as you wish."

As you begin to leave, Captain Roche clears his throat. "Perhaps, you would be interested in helping the city again? Not now of course, go to your Inn and get a warm meal and a soft bed. But, If you are interested, I will be in touch..."

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 2

Helping to put out the fire 50 xp

Encounter 4

Defeating the sea lions 125 xp

Encounter 6

Defeating the lizardfolk 75 xp

Encounter 7

Defeating the goblins 50 xp
Defeating the ogres 100 xp

Encounter 8

Rescuing the prisoners 50 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 Six

- 3 greatclubs – value 25 sp ea.
- 3 large shields – value 35 sp ea.
- 1 suit chainmail – value 75 gp

Encounter Seven

- 10 javelins – value 1 sp ea.
- 10 morningstars – value 1 gp ea.
- 1 huge greatsword – value 50gp.

Encounter Eight

- Watertight Case (20 gp; Small; n/a; yes; common; 1 lb). A small metallic box 6 in x 10 in x 3 in. When shut this box seals out water, keeping anything inside dry.

Conclusion

- 100 gp from City of Falsridge
- 5 sp per day from Captain Roche
- Honorary City Watch Membership- from Captain Roche. Awarded if the PC's that were deputed by Captain Roche.
- Favor of the Dwarf Darvak – Darvak is a skilled artisan, He especially skilled as an armorer. Currently he is busy getting his life back together, he is eternally grateful to the PC for saving his son. He will honor this favor to create a set of Masterwork Armor custom fit to the PC for half price. This armor is not tradable, and only the PC named on this cert may redeem this for armor.

[etc]

Appendix A

Encounter 4

Sea Lion: CR 4; Large Beast; HD 6d10+18; hp 51; Init +1; Speed Swim 40 ft.; AC 18 (Touch 10, Flat-footed 18); Atks +7 melee (1d6+4, 2 claws). +2 melee (1d8+2 bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rend; SQ Scent; AL N; SV Fort +8 Reflex +6 Will +3; Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10.

Skills: Listen +7, Spot +7.

Special Attacks: **Rend (Ex)**—A sea lion that its with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+6 points of damage.

Sea Lion, Advanced 12 HD: CR 6; Huge Beast; HD 12d10+48; hp 102; Init +1; Spd swim 40 ft.; AC 18 (Touch 7, Flat-footed 18); Atks +15 melee (1d8+8, 2 claws), +10 melee (2d6+4, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Rend; SQ Scent AL N; SV Fort +13, Ref +8, Will +5; Str 27, Dex 10, Con 21, Int 4, Wis 13, Cha 10.

Skills: Listen +13, Spot +13.

Special Attacks: **Rend (Ex)**—A sea lion that its with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d8+12 points of damage.

Sea Lion, Advance 18 HD: CR 8; Huge Beast; HD 18d10+78; hp 165; Init +1; Spd swim 40 ft.; AC 18 (Touch 7, Flat-footed 18); Atks +21 melee (1d8+8, 2 claw), +16 melee (2d6+4, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Rend; SQ Scent AL N; SV Fort +16, Ref +11, Will +7; Str 27, Dex 10, Con 21, Int 4, Wis 13, Cha 10.

Skills: Listen +19, Spot +19.

Special Attacks: **Rend (Ex)**—A sea lion that its with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d8+12 points of damage.

Encounter 6

Lizardfolk: CR 1; Medium-Size Humanoid (Aquatic, Reptilian); HD 2d8+2; Init +0; Spd 30 ft.; AC 15 (Touch 10, Flat-footed 15); Atk +2 melee (1d10+1, greatclub) and +0 melee (1d4, bite) or +2 melee (1d4+1, 2 claws) and +0 melee (1d4, bite) or +1 ranged (1d6+1, javelin); AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Chr 10.

Skills and Feats: Balance +4, Jump +7, Swim +9; Multiattack.

Lizardfolk, War1: CR 1; Medium-Size Humanoid (Aquatic, Reptilian); HD 3d8+3; Init +0; Spd 30 ft.; AC 15 (Touch 10, Flat-footed 15); Atk +3 melee (1d10+1, greatclub) and +1 melee (1d4, bite) or +3 melee (1d4+1, 2 claws) and +1

melee (1d4, bite) or +2 ranged (1d6+1, javelin); AL N; SV Fort +3, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Chr 10.

Skills and Feats: Balance +4, Jump +8, Swim +10; Multiattack, Power Attack.

Lizardfolk, War2: CR 1; Medium-Size Humanoid (Aquatic, Reptilian); HD 4d8+4; Init +0; Spd 30 ft.; AC 15 (Touch 10, Flat-footed 15); Atk +4 melee (1d10+1, greatclub) and +2 melee (1d4, bite) or +4 melee (1d4+1, 2 claws) and +2 melee (1d4, bite) or +3 ranged (1d6+1, javelin); AL N; SV Fort +4, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Chr 10.

Skills and Feats: Balance +4, Jump +9, Swim +11; Multiattack, Power Attack.

Lizardfolk, War5: CR 1; Medium-Size Humanoid (Aquatic, Reptilian); HD 7d8+7; Init +0; Spd 30 ft.; AC 15 (Touch 10, Flat-footed 15); Atk +6 melee (1d10+1, greatclub) and +4 melee (1d4, bite) or +6 melee (1d4+1, 2 claws) and +4 melee (1d4, bite) or +5 ranged (1d6+1, javelin); AL N; SV Fort +5, Ref +4, Will +1; Str 13, Dex 10, Con 13, Int 9, Wis 10, Chr 10.

Skills and Feats: Balance +6, Jump +9, Swim +11; Cleave, Multiattack, Power Attack.

Encounter 6

Goblin: CR 1/4; Small Humanoid (Goblinoid); HD 1d8; Init +1 (Dex); Speed 30 ft.; AC 15 (Touch 12, flat-footed 13); Atk +1 melee (1d8-1, morningstar), or +3 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; Sv Fort +2, Ref +1; Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6; Listen +3, Move Silently +4, Spot +3; Alertness.

Goblin, War2: CR 1; Small Humanoid (Goblinoid); HD 2d8; Init +1 (Dex); Speed 30 ft.; AC 15 (Touch 12, flat-footed 13); Atk +2 melee (1d8-1, morningstar), or +4 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; Sv Fort +3, Ref +1; Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6; Listen +3, Move Silently +4, Spot +3; Alertness.

Ogre: CR 2; Large Giant; HD 4d8+4; Init -1 (Dex); Spd 30 ft.; AC 16 (Touch 8, flat-footed +8); Atk +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5, huge long spear); Face/Reach 5 ft. by 5 ft./10 ft. (15-20 ft. with the long spear); AL CE; SV Fort +6, Ref +0, Wil +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Listen +2, Spot +2; Weapon Focus (greatclub).

Ogre, Bbn2: CR 4; Large Giant; HD 4d8+2d12+6; Init -1 (Dex); Spd 40 ft.; AC 16 (Touch 8, flat-footed +8); Atk +10 melee (2d6+7, huge

greatclub) or +3 ranged (2d6+5, huge long spear); Face/Reach 5 ft. by 5 ft./10 ft. (15-20 ft. with the long spear); SA Rage 1/day; SQ Fast move, Uncanny dodge (Dex bonus to AC) AL CE; SV Fort +9, Ref +0, Wil +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

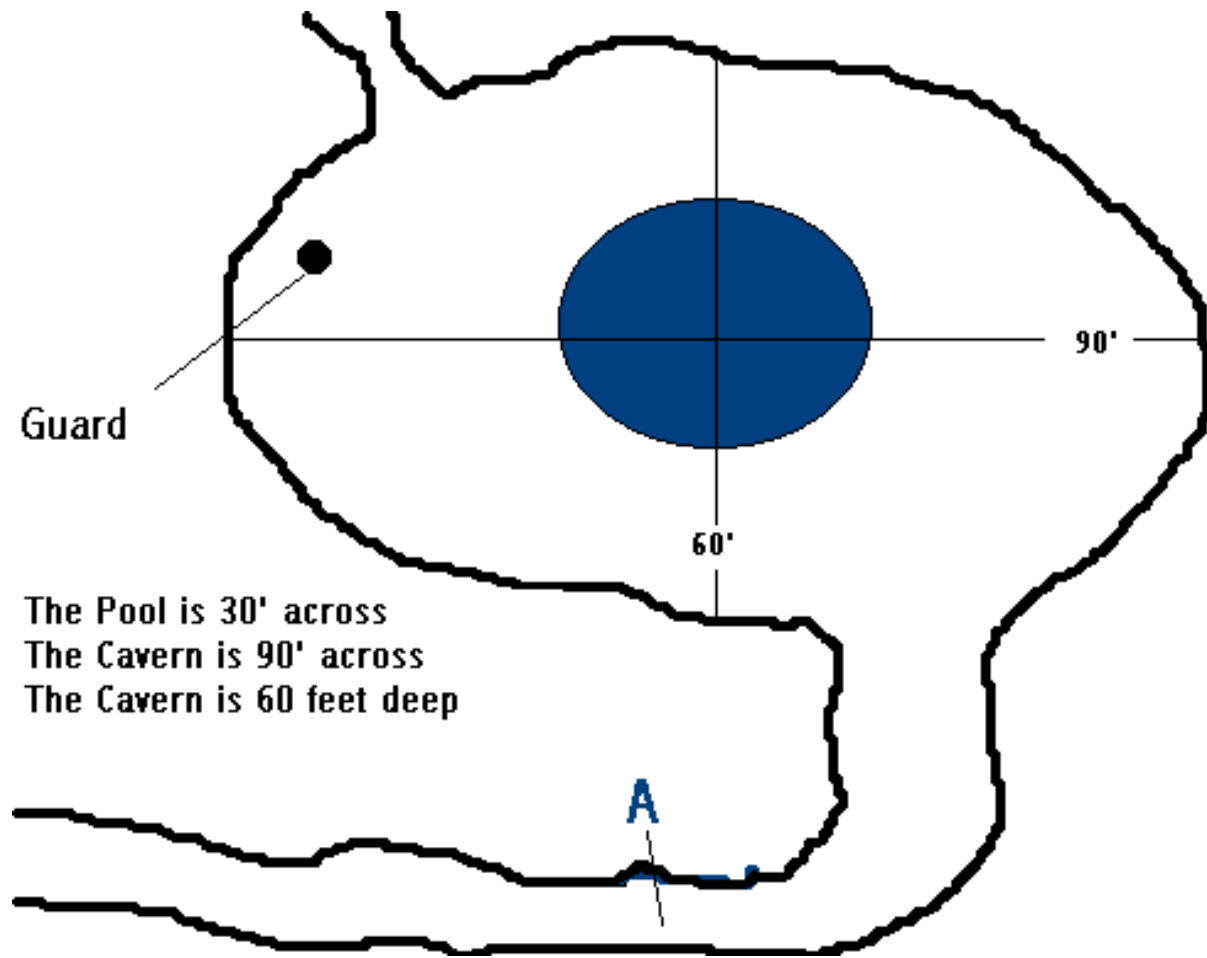
Skills and Feats: Climb +4, Listen +2, Spot +2; Weapon Focus (greatclub).

Ogre Mage: CR 8; Large Giant; HD 5d8+15; Init +4 (Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 18 (Touch 9; Flat-footed 18); Atk +7 melee (2d8+7/19-20, huge greatsword), or +2 ranged (2d6/x3, huge longbow); Face/Reach 5 ft by 5 ft/10 ft.; SA Spell-like abilities; SQ Regeneration 2, SR 18; SV Fort +7, Ref +1, Will +3; Str 21; Dex 10, Con 17, Int 14, Wis 14, Cha 17.

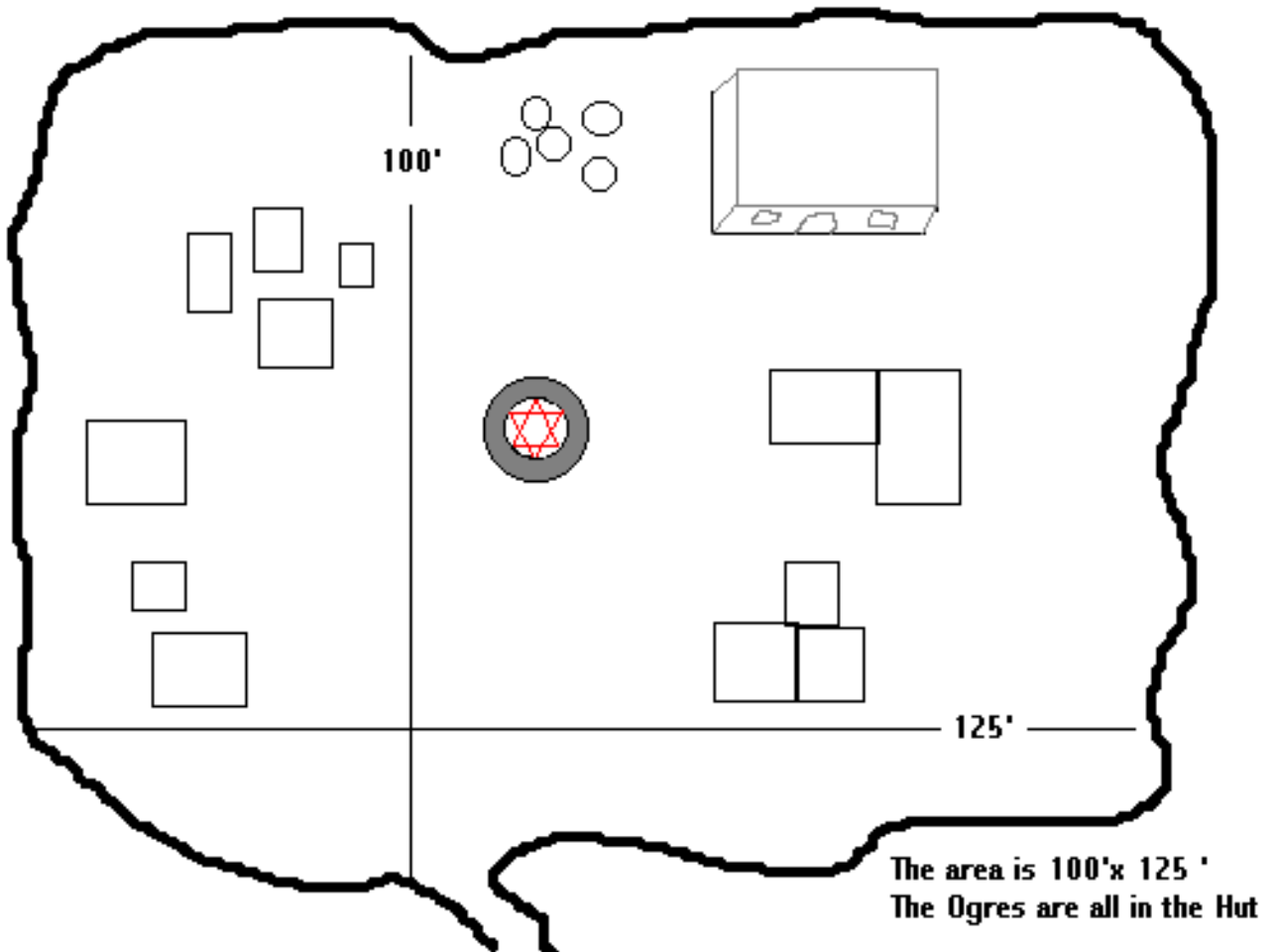
Skills and Feats: Concentration +6, Listen +5, Spellcraft +4, Spot +5; Improved Initiative.

Special Attacks: **Spell-Like Abilities**—at will – darkness and invisibility; 1/day – charm person, cone of cold, gaseous form, polymorph self, and sleep. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

DM Map 1



DM Map 2



DM Map 3

