

Lost at Sea

A One-Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in Ratik

Version 1.2

by Jon Naughton

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Somewhere off the coast of Marner, a caravel has been lost at sea. No survivors have been located, and the whereabouts of the vessel is unknown. The Maninot family has called for assistance in locating their ship and ascertaining the fate of it and those who sailed upon her. A one-round Regional adventure set in and around Marner in the Archbarony of Ratik for characters level 1-11 (APLs 2-8). Not for those with a dislike of the ocean.

Resources for this adventure [and the authors of those works] include *Magic Item Compendium* [Andy Collins, Mike Mearls and Stephen Schubert], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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

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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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Players Read No Farther

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

Preparing for Play

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

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

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

You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The Maninot family have been a prominent merchant and sea-going family in Marner for decades. Under the patriarch Damek Maninot, the family was both influential and wealthy, but after his death in CY 565, his two sons Seth and Keenan destroyed the legacy Damek left them.

Both men sought the notice of a beautiful young girl, and each used their power and wealth to try and obtain her. Fickle as she was, she enjoyed the attention and played one off against the other, taking pleasure in seeing which one could shower her with the most expensive gifts. Once she had tired of the game, she left Marner but not before intimating to each of the men that his brother was responsible for her leaving.

The feud intensified and each of the men spent the remainder of his inheritance trying to destroy the other. In the end, Seth and Keenan were forced to call a truce to their squabble, but not before the majority of their father's fortune had been squandered.

Seth Maninot eventually found himself a wife, although his ambition to rebuild his lost empire saw him away at sea the majority of the time. On returning from one of his voyages, he discovered that his wife had left him and their young daughter for a couple of adventurers – something that made Seth feel even more of a failure. After that, he pretty much gave up and has become a misanthrope.

Most recently, Seth and his daughter, Lydia, had discovered the existence of something they believe could revive the family fortune and were arranging to have it transported to Marner. Unfortunately, the caravel they were using to transport it was attacked by pirates and has since sunk.

Unable to hire salvage teams via the conventional manner, Lydia has convinced her father they should hire adventurers to recover it for them – offering them a share of the ship's cargo in exchange for their assistance. If all goes well for Lydia and Seth, their branch of the family might be able to recover some of the influence they once had.

ADVENTURE SUMMARY

The PCs are contacted by representatives of a seagoing merchant family in Marner. One of their ships has sunk off the coast near Tinker's Cove and they wish to mount a salvage mission to rescue any goods still aboard the vessel. The family are especially eager to recover a small wooden chest

The daughter of the Maninot family, Lydia, explains that the ship sank several weeks ago, and their attempts in mounting a salvage operation have so far been unsuccessful. For reasons of their own, none of the ship owners in Marner have been interested in assisting the Maninot family. As such, they – or more specifically, Lydia – have decided to hire adventurers to aid them.

The PCs need to work out how to get to the ship and mount a rescue mission. They will also need to work out if they're going to obtain extra services from Marner seafaring folk (such as boats, diving gear, professional sailors, etc). During the trip, the PCs encounter bad weather, and the ship they're aboard takes considerable damage. They also find that a demon has been summoned aboard the vessel and has murdered their captain.

On reaching the dive site, the PCs encounter an annoyed water-elemental. They've accidentally trespassed into its home, and it wishes to drive them away.

Finding the ship, the PCs discover that the ship has come to rest near a deep crevasse. While currently stable and safe, there is no telling if the ship will fall into the abyss – perhaps taking those aboard to Davy Jones' locker. A search of the ship not only reveals that the ship has been attacked by pirates and the majority of the cargo stolen, but that PCs encounter the ghost of the ship's dead captain. Intent on inflicting revenge on any onboard his ship, the ghost attacks the PC.

Victorious, the PCs leave the ship before it falls into the abyss and journey back to Marner. On returning, they are approached by a mysterious stranger who wishes to buy the chest from them. If the PCs accept, they betray their employer; if they refuse, the stranger arranges for the PCs to be attacked and the chest taken by force...

PREPARATION FOR PLAY

This module has a number of NPCs in it that the GM should pay particular attention to when portraying. Lydia Maninot, the primary employer believes that the PCs are the answer to her family's problems. Her father Seth, however, believes that adventurers are little more than scum and doesn't want his daughter hiring them.

While playing up on both sides of the family's personalities, the GM should be careful not to have

Seth antagonise the PCs to the point where they refuse the job. Seth is proud, arrogant and unfriendly but, while he loathes adventurers, he does realise that they are a necessary evil.

Before starting, ask each of the players for their skill modifiers for Spot, Listen, Move Silently, Sense Motive and any other skill you feel might be better made in secret. Have each of the players make 10 or so rolls, and mark off each of the checks as they occur. This allows you to keep the game flowing without drawing attention to something that the PCs might not spot or hear.

Also, the GM should pay particular care to ensure that one or more of the PCs have access to magical weapons and magical items that allow them to breathe underwater. If none of the PCs do (or you feel they could benefit from having additional items), ensure that Lydia provides them with the items she has available, before they embark on their sea adventure.

INTRODUCTION

It was a simple request and one that, unlike a lot of other adventuring tasks, proved to be not only easy, but trouble free.

For reasons of your own, you'd accepted a job to courier a letter from Abonhoth to the harbour master in Marner.

True, it was a low-paying job, but you were at a loose end, and Marner and her environs seemed to be as good a place as any to spend some time.

Arriving at the harbour, you quickly found the harbour master. A harrowed-looking man, he was in the middle of sorting out an animated dispute between two ship's captains when you located him. Noticing your arrival, he quickly told the two men that he needed to take care of some 'urgent business', and that he would attend to them shortly. With a look of relief, the harbour master asked what he could do for you all. Accepting the letter, he quickly read it and frowned. Without explaining further, he gave a deep sigh, placed the letter back into its envelope and paid you the coin you'd been promised.

At this point, the harbour master hands each PC coin to the value of 1xAPL gold pieces.

"Thank you my friends. This is not the news that I'd hoped for, but it was the news I'd been expecting. Still, what's done is done, and needs must be accommodated," he says cryptically. It seems that the words are not so much directed toward any of you but rather toward himself. He looks at the two nearby captains, both looking expectantly at him. "I guess I better resolve this situation," he says to you, giving a tight smile as he does so.

If the PCs ask if there is anything they can do for the harbour master, read or paraphrase the following:

The harbour master gives you a cheerless look and says "I appreciate your offer, but unfortunately

there is nothing that you can do. It seems that one of my ships has been lost up north in a most... unexpected... manner. Unless you possess the ability to reverse time, it seems that I must accept the situation and adjust my business plans accordingly."

He looks toward the two men waiting nearby. "As for those two, this is just another episode in a long-standing disagreement that they have toward each other."

Regardless of whether the PCs have offered assistance, read or paraphrase the following:

He looks up into the sky and says "It's going to be a cold night tonight. Do you have any accommodation in Marner? If you like, I can recommend the Whale and Anchor Inn. I know the owner, and he should be able to do you a reasonable discount. Tell him that Albrecht sent you."

Looking around the harbour, it seems that winter has arrived early. Men, elves and dwarves all hurry to complete their duties before hurrying inside to the comfort of a warm fire and a hearty meal. Although only early autumn, the evening is as cold as any winter's day. Looking out onto the water, you notice that there are no ships in the harbour – all are in dock and their crews already berthing down for the night. Not an unusual level of activity in winter, but certainly not one you'd expect for this time of year with still a couple of hours before nightfall.

It's a reminder that it won't be long before the harbour is littered with icebreakers, desperately battling the environment for control of the harbour before nature freezes it over.

A chill wind crosses the docks and reminds you that it's time to retreat to the warm fire of a Marner tavern.

At this point, the party can choose to take up the recommendation of the harbour master, or find their own accommodation. If the PCs choose not to dine at the Whale and Anchor Inn, then adjust the text as appropriate. Regardless of their choice, a messenger will find and approach them as they enjoy a quiet meal.

You have just found a seat at a table in the crowded tap room of the Whale and Anchor Inn. The rates are more than reasonable, and the price of a room included a free meal of stew and bread.

At this point, allow the PCs to introduce themselves, if they have not already done so.

Your meals have just arrived when a young boy dressed in winter furs bursts through the door and looks around the room. He notices your table and rushes over.

"Excuse me sirs, ma'ams," the boy says. "Would you be the adventurers in from Abonhoth?" Less than a day in town and it would seem that adventure has already found you.

The boy's name is Willem and he has been hired to find the PCs. The boy will explain that his mistress asked him to bring the "Abonotho adventurers" to her house as she has a request for them.

ENCOUNTER 1: THE HIRE

The boy, Willem, leads you to an imposing, yet somewhat rundown, house in the merchant quarters of Marner. The state of disrepair of the building would suggest that the owners have seen better times.

Willem knocks on the door and after a moment you hear approaching footsteps on the other side of the door. A young Oeridean woman, in her early 20's opens the door. "Thank you Willem," she says and gives the boy a silver coin before allowing him to scurry off.

The woman answering the door is Lydia Maninot, the daughter of Seth Maninot. Assuming the PCs introduce themselves, they will be shown into the sitting room.

Lydia leads you into a simple and neat, although sparsely decorated, sitting room. It seems, from the décor, that the residents were perhaps once prosperous. An elderly man, probably in his late sixties, sits in front of the fire, his back to you.

"Father" Lydia says, addressing the old man. "These are the adventurers I told you about."

Her father turns toward the girl and says, "Adventurers? Coxcombs and liars. Cheats and thieves - all of them. They are truck and I will not have them in this house. Do you hear me?"

Lydia interrupts the old man and says to him in a stern, but careful, voice. "Father, we spoke about this. Besides, they are my guests and I have invited them here. If you will not respect them, then at least have the decency to respect me. Your problems are your own, and if you cannot speak to them in a civil tongue, then I will ask you to leave."

The old man appears to take umbrage at this comment. "Daughter - this is my house, and like it or not, you are merely a guest. Do not attempt to instruct me in how I should behave in my own dwelling." He pauses for a moment, considering his words. "This time, however, I will let your 'friends' stay, but..." he turns to you all and says "...make nuisance for me or my kin and you WILL be leaving."

Lydia invites you all to sit. She goes to a table and pulls out a bottle of wine and six glasses. "Firstly, let me offer you all something to drink" she says.

Have the PCs make a DC 12 Spot check. For those players who succeed, read the following.

Her father looks at the bottle, looks at you all and grits his teeth.

A DC 20 Appraisal check reveals that this wine is a rather expensive drop, and certainly one that seems out of place.

Allow the characters to introduce themselves and chat in general to the NPCs. Lydia introduces the PCs to her father Seth, who appears to want to have nothing to do with any of them. He has a long standing bias against adventurers and believes that they will only bring more misfortune upon the family.

When the PCs are ready, Lydia explains her predicament.

"As you are probably aware, our family is a merchant family with strong shipping interests in the Marner region. For the last thirty years or so, we've had an extremely successful business although, of late, it seems that we have earned the ire of Procan.

"One of our ships - a caravel called Lilian - has gone missing. It was a cargo ship carrying trade goods and general merchandise that we were hoping would rekindle our fortune. While we would not ordinarily place such an import on a single ship this time of year, we had little choice.

"We want you to recover it."

The following is a list of possible questions that may come up in conversation. While the information can simply be read to the players, it is better if the information is given to them in a conversation-like style. Either way, it should be ensured that the PCs are fully briefed of what they're required to do - especially the recovery of a small chest belonging to the family.

"What was the cargo?"

"It was mixed goods, Most of it silks, spices and commodities - expensive, but relatively bulky; some precious gems; and a small consignment of magical items. We don't expect much to be salvageable after this time, but the magical objects will certainly still be recoverable. The magic items and gems should be in a chest in one of the lower holds. Keep in mind that it won't exactly be light, but should be fairly manageable."

"Where did it sink?"

"We believe it is somewhere off the coast near Tinker's Cove. From what we've manage to ascertain, it lies approximately five and a half miles off shore."

"We have approached a diviner - of some considerable talent, I might add. His magic told him that the ship was at the bottom of the ocean, not far from here." Lydia unfolds a map and lays it on the table. "From what he said - this is the point where it would have gone down. Allowing for the tide and ocean currents, it's going to be somewhere in this area." She circles an area of around a one mile radius.

"Don't expect it to be easy. We estimate that it sank around four weeks ago - it was about then that the big storm hit Tinker's Cove. It's likely that it sank around then."

"What do you want us to do exactly?"

"While we want you to recover as much as you can from the wreck, we're particularly interested in the recovery of a box – a chest measuring around a foot long, by half a foot deep, by half a foot high. We know from the diviner that this is still on the ship. It's likely to be still in the captain's cabin."

"According to the diviner, the consignment of gemstones and magical goods is also on the ship. Of course, this information is a week old, so there is no guarantee they're still aboard. It's imperative that you get there quickly as possible. We know that there is at least one other group trying to beat us to the wreck site and steal what's there."

"Is the chest trapped?"

"Both this chest and the chest containing the magic items and gems will be locked, both magically and mundanely. Neither will present a risk to you, however under no circumstances should the chest in the captain's cabin be opened. It contains nothing that will either help or harm you and is... shall we say... *personal* and specific to my family. Should you feel the absolute need to open the chest containing the magical items to check you've the right one, I shall not forbid you from doing so."

Seth mutters quietly to himself, "Of course they'll do it *now*, you foolish girl. You've as good as *invited* them to do so."

How much for us?

"We would be looking at offering you a 20% share for you and your team – of everything but the chest in the captain's cabin. We do have some resources that we're able to provide for you – on a loan basis. And of course, we'd be willing to reimburse you for reasonable expenses."

Have the PCs make a listen check. For any PC who achieves a DC 15 Listen check, read the following:

You catch Lydia's father remark to himself, "And I'm sure they'll invoice us for every penny they spend...and more that they don't." It appears that Lydia does not hear the old man's comments.

What do you consider "reasonable expenses"?

"Well, obviously if you want to buy a ship and hire a complete crew for this mission, we won't cover that. But we are more than happy to pay for the hire of a ship if that's what it takes."

She looks at her father for a moment, and then turns back toward you. "If you're after a firm limit, then I'd suggest no more than 800 gold pieces. That should be more than enough."

"Does that keep you happy Father?"

The old man says nothing, but gives a slight scowl.

"Why use adventurers for such a task? Wouldn't sailors or professional salvagers be better?"

"We've tried. Believe me – we've tried." You can hear her father mutter under his breath, "Nice opening negotiation there, girl – tell 'em we're desperate."

She continues, choosing to ignore her father's comments. "There are several reasons that we decided to approach you, rather than go down the more traditional route of hiring a salvage crew. Firstly, and most obviously, winter is approaching quickly and other merchants have their own affairs to get in order. Because we can't afford to pay someone a fixed sum, no-one is willing to take a risk on the cargo being in a salvageable form.

"Secondly, there is no guarantee that other merchants won't simply decide to take advantage of the situation and move in on our territory. Should we not get our cargo back quickly, we risk losing contracts to those merchants and it's likely that they and their families would like to see us fail."

Seth turns towards you and adds "I'd trust any of the merchant families over these rogues any day." The contempt in his voice is obvious.

Lydia retorts "Hush father. Hold your tongue. These people are here to do us a favour."

Her father replies "They're adventurers – mere scum and villainy. They'll do what's in their interests and nothing more."

"FATHER!!!" She gives the old man a long stare, to which he simply scoffs and turns back toward the fire. It seems clear that your involvement in this matter is a long-standing bone of contention between the two.

What sort of ship is it?

"It's a standard merchant ship of the caravel design. We do have plans of the ship should you require them, although it will take a day or two to retrieve them."

Are you sure that it sank of natural causes. What about pirates or similar?

"That's a possibility, and one that we've not entirely discounted. Helder, the captain, was experienced, but it is possible that he was attacked. However, if pirates *had* attacked the ship, no doubt the chest and magical items would have been taken." She looks toward her father. "Of course it could be possible that they were overlooked by thieves."

Can we keep the ship?

"Unfortunately, I think it's beyond repair. If you can raise it, then you are more than welcome to it."

What sort of resources?

"We have contacts that can provide you with some aquatic armour and weapons – should you deem them necessary. We can also make available several potions of water breathing and endure elements."

Are there any specific dangers we need to be aware of?

The ship has no traps on it – if that's what you mean. Aside from the obvious perils – sea creatures and what-not, I'd assume that the ship won't be in the best condition.

Why is your father so against adventurers?

I'm not sure – either way, I hope it won't affect our professional relationship.

Development: Once the PCs are finished with their questions, Lydia will thank them and show them out. At this point, the PC should be advised that they have been given “loan” access to 6 x potions of waterbreathing, one scroll of freedom of movement, 6 sets of sharkskin armour and one +1 trident OR one +1 aquatic longbow. If these are not consumed (or broken), they will need to be returned to the family (although the family will make them available to the PCs for purchase after the adventure). At lower APLs these items will be especially important in Encounter 5, as the PCs may not have any other magical weaponry available to them.

ENCOUNTER 2: WHERE TO FROM HERE?

Once the PCs have agreed to work for Lydia, they have a number of options available to them. They can choose to find out more information on the family, or attempt to hire a ship to take them to the wreck site.

LOOKING FOR LOST SHIPS

It is possible that PCs will try to tie the sinking of the *Lilian* to the loss of the harbour master's ship. These are unrelated, but some PCs will almost certainly see a correlation.

From your investigations, it would appear that some ships have gone missing recently. Rumours abound from the mundane to the fantastic. One thing is clear however: with the exception of the caravel Lilian, all the other ships have gone missing in the north of Ratik. It would seem that this sinking is completely unrelated to the other mysterious disappearances.

RESEARCHING THE FAMILY

Information on the Maninot family can be found by either asking around the merchant quarters, the docks, or in taverns around the waterfront.

A DC 15 Gather Information check will point them in the direction Captain Azure of the Mainstay Inn.

Entering the Mainstay Tavern, you find it deserted except for a few seasoned drinkers. In one corner, an elderly sea captain sits nursing his mug of ale. A dog at his feet looks up at you as you enter the tavern.

“Gaaway!” he slurs as he notices you approach his table.

The drunken man is Captain Azure. A formidable captain in his day, Captain Azure has long since retired and is merely passing the time until death takes him.

“...unless yer here to buyuz a drink, buyuz a drink and I'll be yer best friend” he says to you.

Captain Azure does have some information on the Seth family and is more than happy to impart his knowledge to the PCs in exchange for a drink or two.

Possible questions the PCs may ask have been answered below.

Note: Remember that the Captain is quite drunk, and it is better to paraphrase what's said as it has been written in a more “sober” writing style to better allow the GM to understand what Captain Azure is actually saying.

Who are these people and what's their story anyway?

“The family is one of the oldest merchant families in Marner. They've bin through good times and bad times. Just like most people in their position. Seth... well... he's goin' through a bad patch...” The old man chuckles mid sentence... “Couldn'ta happened to a nicer fella... though that his brother of his... Keenan... he seems to be doing alright for hisself at the moment.

“No doubt with their history, that'll change.” The old man chuckles, burps and then chuckles again.

“Damek would have been disgusted with both those boys”

Who's Damek?

“Their father. He was the successful one.” He raises his finger and points it toward you as if imparting the most important information you will ever hear in your lifetime. “He was the really successful one. He built up a shipping empire the likes I doubt we'll ever see again in Marner.”

He takes another swig of his ale and wipes his mouth on his sleeve. “If Damek were alive today, there's no doubting you'll know the name Maninot. Gods... he might even have owned Marner – the whole damned city – if he'd continued living these last forty years.

“But – even the most successful man can't stave off death forever. When he passed, he left the empire to his two sons – Seth and Keenan. Both-a them worth less than the spit on the ground.”

The two names are said with a degree of loathing – it should be clear to the PCs that Captain Azure holds no respect for either.

So, what happened?

“A girl. Isn't it the way in all these tales? There's always a girl in these tales. Lilian... she was the name of the girl in this story. Pretty as the moon against a night sky she was.” The captain sighs and pauses... lost in

thought. "Well, both Seth and Keenan fell in love with her and both wanted her.

"But, that was where the problem lay. Lilian didn't WANT to choose. She flew and she fluttered from one brother to another, depending on her mood. Both knew about the other, of course – but both were determined to win her. In the end, it got so bad it didn't matter which brother she'd have chosen. Their relationship had soured to the point where the loser would have destroyed the winner, just so the other didn't end up with her."

So what happened to her?

"In the end, she just upped and disappeared. Both of them blamed the other, but I think secretly, as much as both loved and missed her, they were just both glad that the other hadn't won her."

Why are they so poor?

"By this time, both of them had spent most of what their father left them. Their business was in tatters. They just decided to split it down the middle. There are still rumours that old Damek had other money hidden, but if it hasn't been found by now, I doubt it'll ever turn up. I went looking for it, doncha know? Spent the best years of my life lookin' for Damek's money. Never found it.

"These days those two are no more powerful or influential than any other merchant you'd find out there. Not that they'd agree with that though. Imagine both of them still look back at the glory days and wonder what could have been if they'd been an only child."

"How do you know all this anyway?"

"Used to captain for Damek. Back in the old days. Great man that Damek. Salt of the Oerth."

"Could Keenan be responsible for the ship going missing?"

"Wouldn't put it past him. With those two anything could happen. Gods, Seth could have even arranged for it to be sunk. But I guess even he's not stupid enough to do it without insurance."

Why is Seth so against adventurers?

"After Lilian, he found a nice respectable woman – one that he married. Of course, with him out at sea most of the time, she got bored and ran off with some adventurers."

Azure chuckles "Any man could handle his wife leaving him for an adventurer. Problem with old Seth was that his wife left him for THREE adventurers... if you get my meaning. Hurt his pride something bad it did." The old man smiles before adding "Couldn't have happened to a nicer man."

FINDING TRANSPORTATION

The PCs can either attempt to find themselves a ship or choose to go back to the Harbour Master in the introduction and ask his assistance.

If the PCs attempt to find the information by themselves, then read the following:

Finding a ship appears to be more difficult than you'd initially imagined. It seems that most people are already aware of your mission, and are not interested in assisting you.

If they choose to enlist the help of the Harbour Master, then read or paraphrase the following:

It seems that the Albrecht the Harbour Master has solved his problem with the two captains and is tending to paperwork when you arrive. He looks up and gives you a smile. "How can I help you?" he asks.

After listening to your predicament, the Harbour Master thinks for a moment, and then says, "I think I may know of a captain recently in from the South. He's a reliable fellow who should be able to take you to where you want to go. And he doesn't have ties to any of the merchant guilds in town, so he's likely not to have a problem with taking you either. I've some papers to finish, but I'll be seeing him in an hour or so. You're staying at the Whale, no? I'll send him 'round this afternoon."

Regardless of the method the PCs take to find a ship, read the following:

It is late in the afternoon, when a man of mixed Suel heritage, dressed in a greatcoat, approaches your table. He pauses at the table for a moment admiring the wood, before turning his attention to you.

"I hear you're adventurers looking to salvage a wreck off the coast off Tinker's Cove."

The man is Captain Harald Bannen, a man of Suel/Oeridian heritage. Originally from the Sea Barons, Captain Bannen has travelled extensively around the eastern part of the Flanaess.

The captain will explain that he has a ship that's available for a four week hire. His rates, for ship and complete crew, are 300 gp per week or part thereof (600 gp in total). He expects the journey to Tinker's Cove to take no more than two weeks (about four days there, one or two days at the dive site and about four days back). While the rates are not negotiable (he is in a superior negotiating position), he is willing to forgo this sum in exchange for a half share of the shipwreck spoils.

If the PCs are after one-way passage (and decide to walk back to Tinker's Cove once they've found the treasure, that's fine. Captain Bannen will still charge them 600 gp. After all, the ship still needs to come back to Marner, regardless of who's on board.

GM Note: Yes, this does mean that the PCs can make an easy 200 gp by keeping the difference (assuming no other expenses). It is NOT included in the reward section of the adventure as it's assumed PCs will find the sunken treasure and therefore already be over the gold cap. If they're not, then unscrupulous PCs who choose not to refund their employer this amount can split this 200 gp between them (but total rewards should not exceed the treasure cap).

USING THE PC'S OWN SHIP

If the PCs have a ship and no followers to crew it, then read the following.

You spend a couple of fruitless hours trying to find a crew for your ship, but it has been extremely difficult to find people willing to sign aboard – even for a couple of weeks.

All investigations point to the fact that word has gotten around that they're working for the Maninot family. As a result, people are not willing to risk regular work with other merchants for a one off job with out of town adventurers.

If the PCs have a ship and possess the necessary resources to man it themselves, then that's fine. You will simply need to modify Encounter 3 according to the "using their own ship" notes detailed in encounter three. Just be aware that the storm is designed more as storyline and role-playing flavour and be careful not to destroy their ship. After all, they've spent 10,000 gp to get it, and they shouldn't be penalised for using it.

ENCOUNTER 3: SEAWARD HO!

For the last three days, your journey has been uneventful. Life aboard "Perfect Wave", your ship, has been routine - almost to the point of being dull. The crew is extremely efficient and any attempts to assist them have been met with polite but firm refusal. Your "duties" have been merely to sit back and enjoy the scenery. On the positive side though, you have been making good time, and expect to be at the site ahead of schedule.

All that promises to change on the morning of the fourth day, as the weather begins to close and worsen. Ahead of you the skies are grey and a savage storm appears to be in your path.

As efficient as any you'd imagine, the crew set about battening down the ship in advance of the impending storm.

At this point, the PCs may wish to assist the crew. Again, they are asked to stay out of the way as the sailors are all experienced with this type of weather. The sailors suggest that their passengers go below decks as it's probably safer down there. The PCs are, however, welcome to stay above as long as they don't get in the way of the crew.

NOTE: PCs who remain on deck are told that they should secure themselves to the ship as they are at risk of being swept overboard. If the PCs choose to stay on deck and don't use a rope, then the GM will need to wing it accordingly. *Keep in mind that this is a role-playing encounter and should present no risk to the PCs. Scare them by all means, but don't kill the PCs for making a foolish decision... at least, not in this encounter.*

Have the PCs make a DC 18 Fortitude save. Reduce this DC by 1 for every rank of Profession (sailor) they have (as this reflects their experience in this type of weather).

Failure means that they are sea sick and are Fatigued until the storm is over and they get adequate rest.

In addition, those PCs who remain on deck should make three DC 15 Balance checks to remain on deck. Again reduce the DC of these checks by 1 for every rank of Profession (sailor) they have.

One failed Balance check means a PC loses their balance, but is able to stay on their feet.

Two failed Balance checks mean that the PC is able to grab hold of the side of the ship and able to avoid being lost overboard. They do, however, take d6 points of subdual damage as they get battered in the storm.

Three failed Balance checks results in the PC taking d6 points of subdual damage as well as being swept overboard (although they will be quickly pulled back on board by one of the ship's deckhands – assuming they took the option of a rope. Again, note that, in the case of PCs who did NOT take the advice of the crew and who failed to secure themselves to the ship, the GM should be prepared to improvise).

Using their own ship: If the PCs are using their own ship, then have the captain make a DC 20 Profession (sailor) check. Success means that even though the storm has been vicious, there is no significant damage to the ship. Each point of failure below DC 20 results in the ship taking damage equal to 50 gp x APL. For example, a roll of 18 at APL 6 would mean that repairs to the ship will cost 600 gp while a roll of 16 at APL 2 would mean 400 gp worth of repairs needed to be done. Any repairs in excess of the 800 gp expense budgeted by the Maninot family will need to be met by the players (although it can be taken out of overcap treasure if there is some).

For hours, the waves smash against the sides of the ship, as if trying to destroy it. The ship rocks from side to side, and you begin to wonder if it's going to be your coffin. It soon becomes clear to even the most inexperienced sailor among you that this is no ordinary storm. The ship has started taking on water, although it seems that the water is coming in faster than the bilge pump can remove it.

Behind you, in one of the cabins nearby, there is the sound of cracking timber as the ship lurches to one side. Even over the howl of the storm, you hear a scream from on board deck somewhere. Quickly you realise the cry comes from within the Master's Cabin.

One of the crew – a young cabin boy is desperately trying to open the door. It appears as if it's locked... bolted from the inside.

Blood seeps out from beneath the door, but is quickly washed away by the rain and wind.

The PCs can break the door down with a DC 16 Open Lock check. Alternatively, a DC 18 Strength check will knock the door down.

If the PCs have hired a ship, then read the following:

Looking into the Master's Cabin reveals a small creature standing over the body of the captain. At the rear of the cabin is a cloaked figure shrouded in darkness. The figure appears to acknowledge your presence and then disappears. The creature turns toward you and slowly approaches.

If the PCs have their own ship, then read the following:

Looking into the Master's Cabin reveals a small creature standing over the body of a dead crewman. At the rear of the cabin is a cloaked figure shrouded in darkness. The figure appears to acknowledge your presence and then disappears. The creature turns toward you and slowly approaches.

Creatures:

All APLs (EL2)

☛ **Dretch:** hp 16; See Monster Manual p. 42

GM Note: The summoner has teleported off and does not take part in this encounter. His work has been done and he has no further part to play. His group believes that they have done enough damage to the PCs ship that they will need to stop and repair and resupply allowing the summoner's group time to reach the dive site first.

Tactics: For the first round of combat only, have the PCs make DC 15 Balance checks (less any bonuses for Profession (sailor) ranks they might have – as per the previous checks) to remain on their feet. The rain and wind has not let up, and the ship is still pitching and tossing. After the second round of combat, however, the storm abruptly abates allowing the PCs to finish the fight without further penalty; read the boxed text below at this point. (When the summoner teleported away, the storm immediately dissipated.) Yes, that's right... boxed text DURING the combat. Read or paraphrase the following before commencing the third round of combat:

Without warning, the storm abates, as suddenly as it began. The sound of shouting can be heard from above deck and it would appear that, while you're all alive and safe – at least for the moment – all is not well with the ship.

A DC 20 Survival check reveals that this was not a natural storm. A DC 20 Knowledge (arcana) check indicates that it is likely to be a spell similar to *control*

weather. A DC 25 Survival or a DC 25 Knowledge (arcana) check suggests that the ship was at the dead centre of the storm.

Note: The captain is dead and unwilling to be brought back should a PC be of a high enough level to cast *raise dead* or similar.

Once the combat has concluded, read or paraphrase the following:

You surface above-deck to find the ship wrecked. It seems only by a miracle that the ship is still floating. Almost everything on the deck is destroyed and damaged. Seaweed, sand, broken timber and canvas litter the ship, and even moving across the deck is a daunting task. The sea is calm, the sky is blue and there is hardly a cloud to be seen.

"Whatever's out there better be worth it," snarls the one of the crew as he looks around the ship.

Elquar, the first mate comes on deck. "Where's the Captain?" He barks out an order to his crew: "Get that damned mast off the wheel. And Lurgil – get rid of that sail." Looking in the direction of the quarterdeck, you see that the foremast has broken in two, destroying the ship's wheel in the process.

A couple of sailors immediately rush to remove the broken mast. Elquar turns to you and says, "Well, if you do want to help, then I'd more than appreciate it. At the moment, we can use all the hands we can have. Excuse me a moment... I need to find Captain Bannen."

If the PCs do not offer the information, Elquar asks them if they've seen the captain, and listens as they tell their tale. It appears that, in addition to the captain, three other men are unaccounted for. Originally a crew of 16 (all human), there are now only 12 crew members, including the captain. Almost everyone is wounded (below ½ hit points). While the crew are not detailed in the Appendices, assume that, it consists of 2nd-level Expert (sailor)s.

You set about spending the rest of the day repairing the ship. It's amazing just what the ship carries on board – it's almost as if there is a spare ship in the hold. Toward evening, the cabin boy approaches you and informs you that the Elquar wishes to speak with you in his cabin.

Assuming the PCs take up the offer, they get led to the captain's cabin.

"Right then. First of all, I'd like to thank you all for your help. Without your assistance, it's probably likely that we'd still be here repairing the ship. At least we can all get a good night's rest." He closes the journal he's been writing in.

"Secondly, and most importantly, we can't take another storm of that nature. We need to make landfall as soon as possible. We're good for the moment, but we've gone through all our

remaining wood and canvas supplies. Here's my dilemma. We're only about half a day away from your wreck. We should make it there early tomorrow morning, assuming no further delays. We're a lot further from shore. If we can make it to your dive site, we can possibly salvage some of the Lilian's timber – assuming it's salvageable. If we can't, then it's only going to add to the risk of us being on the open seas without spare equipment."

He pauses for a moment. "I believe that the best – and safest – option is to make for Tinker's Cove for supplies and then head out to the wreck. It'll delay us by about a week. But it gets the ship and her crew into safe harbour quicker." Elquar gives a slight frown, weighing up the options.

At this point, a PC can attempt a DC 20 Diplomacy check to convince Elquar to continue directly to the wreck site. If they succeed, then read or paraphrase the following.

"You've paid us to get to your wreck, and there is likely to be salvageable wood amongst the flotsam of your ship. But, as I said, if another storm like that hits us again, we won't likely get off so easily.

"I've also lost four men to the ocean – including our captain – and the others are wounded, or at least exhausted. While we can still crew the ship without them, any assistance you can give will be appreciated."

He does not wait for an answer before reopening his journal. It would appear that this meeting is concluded.

A DC 15 Sense Motive check will reveal that Captain Elquar does not seem too happy with continuing directly to the ship wreck site, but is making a concession to the PCs in exchange for their assistance in crewing the ship.

If the PCs fail (or choose not to make) the Diplomacy check, then read or paraphrase the following.

"Tinker's Cove it is then. As I said – we will need to re-stock and repair the ship which will take about a week, assuming all goes well.

"I've also lost four men to the ocean and the others are wounded, or at least exhausted. While we can still crew the ship without them, any assistance you can give will be appreciated."

He does not wait for an answer before reopening his journal. It would appear that this meeting is concluded.

Note: If the PCs fail to convince Elquar to continue on to the wreck site, then they will spend an uneventful week in Tinker's Cove while the ship is being repaired. See the "If the PCs came via Tinkers Cove" section in Encounter 5 for the effects of this delay on the outcome.

A DC 20 Sense Motive check will indicate that, without the PCs' assistance, the Perfect Wave might not actually have enough crew to be able to get back at all

and that the captain is not telling the entire truth when he says that the ship can still be crewed with only his men.

If the PCs offer their assistance:

Elquar looks relieved at your offer to assist them. "It won't be easy work," he tells you. "If you're happy to lend a hand, then we'd be more than grateful for your assistance. I will, however, make one thing clear now. If you're not happy to work to orders, and accept them without question, then you're on the wrong ship."

If the PCs accept his conditions, then Elquar will continue.

"With Procan's blessings, we welcome you aboard." Elquar soon puts you to work doing all manner of tasks from cleaning the deck to rigging the sails. Even those of you who have never been to sea soon feel an integral part of a ship's crew.

That evening, a short memorial service is held for the lost sailors. The crew is subdued, but for the most part optimistic that the worst is behind them.

The loss of their captain has obviously affected the crew's morale, but Elquar is a very capable sailor and has convinced the crew that they'll make it through despite the loss. The cabin boy, Percival, however is taking the death particularly badly. He has retreated to his cabin and has refused to come out. If the PCs attempt to talk with him, then read or paraphrase the following

"It was my fault," Percival says to you from behind the closed door. "If it wasn't for me, he'd still be alive. I tried to get in and help him, but I couldn't open the door. I just couldn't." You hear sobbing coming from within the cabin.

Percival can be convinced to come out with a DC 15 Diplomacy check, although he is still inconsolable. For the rest of the trip, he is quiet and withdrawn.

ENCOUNTER 4: DOWN INTO THE DEPTHS

Your ship approaches the dive site the next morning just after dawn. Elquar, who has assumed the role of the ship's Captain, says to you that he will remain at the wreck site as long as he can. He stresses that should the weather change dramatically, he will do what he needs to do to ensure his crew's safety, but will do his best to see that their trip is a success.

Captain Elquar sets the crew about recovering any salvageable timber amongst the debris brought up from the shipwreck.

You dive into the waters; keenly aware that time is not on your side. While previously you had the luxury of being able to search the ship at

leisure for the rewards it contained, there is a definite sense of urgency about what you can and can't recover.

During the search, try and give the players a real sense that their mission is time critical, but still ensure they have a good chance of recovering all the significant cargo.

Remember, too, that the light beneath the water will lessen as the PCs descend. The ship is approximately 250 ft. below the surface and is resting on a shelf that could collapse at any time.

After a good hour's searching, you find what appears to be the shipwreck of the caravel Lilian. As you get closer, you can see that it appears to have come to rest at the edge of an underwater precipice. The top two decks, the foc'sle and quarter decks are hanging out over an abyss. A careful inspection of the sea floor indicates that the edge of the abyss could give way at any time.

NOTE: The ship has actually come to rest on its left-hand side, but for convenience's sake, each deck has been grouped into its original, correctly oriented, upright position.

From deep within the chasm, a swirling mass of water coalesces into a vaguely humanoid shape. You are not alone.

Creatures:

APL 2 (EL 2)

🔥 **Water Elemental, Small:** hp 11; See MM p. 100

APL 4 (EL 4)

🔥 **Water Elemental, Medium:** hp 30; See MM p. 100

APL 6 (EL 6)

🔥 **Water Elemental, Large:** hp 68; See MM p. 100

APL 8 (EL 8)

🔥 **Water Elemental, Huge:** hp 152; See MM p. 100

Note: All ELs have been increased by 1 to account for the underwater environment in which the PCs are forced to fight.

Tactics: The DMG pp. 92-93 describes the effects of underwater combat. Specific attention should be paid to the following points:

- Thrown weapons are ineffective.
- Heavy penalties apply to ranged attacks (-2 on attack rolls per 5 feet of water they pass through).
- Possible penalties to slashing and bludgeoning attacks (see table 3-22, DMG p 92).
- Spells with the fire descriptor are ineffective unless a DC 20 + spell level Spellcraft check is made.

- Armour check penalties apply to any swim checks attempted.

At APLs 2 – 6 the water elemental will swim away when it gets below 25% hit points.

ENCOUNTER 5: THE GOOD SHIPWRECK “LILIAN”

The PCs can enter the ship directly through decks (1), (2) and (5), or via the porthole in room (4). They can also swim directly to rooms (3), (4), (6) or (9) via the main deck. In addition, there is a hole in the hull allowing direct access to the lower hold (13).

Any other area is able to be accessed, but must be done so by travelling through one of the above areas.

Alternatively the PCs may, if they're foolish enough to do so, choose to punch a hole through the side of the ship and enter any of the decks on the starboard side.

NOTE: Remember that the ship is lying on its side and the top two decks are hanging over the abyss.

A DC 15 Survival check indicates that, while the ship may appear to be danger of falling into the abyss at a moment's notice, it is actually on fairly solid ground. Seaweed is growing on the side of the ship and it appears that it has been here for some weeks.

During the exploration of the ship, make mention of the absence of bodies anywhere (with the exception of Room 3). The reason for this is simple – everyone bar the captain was on deck fighting when the ship went down (and have subsequently been lost to the sea), but there is no reason that the PCs will immediately jump to this conclusion. As the ship is on its side (overhanging the precipice), all of the bodies have simply fallen into the abyss.

MAIN DECKS

Quarterdeck (1)

The raised, open deck, is hanging over the edge of the precipice. The ship's wheel and life boat – normally accessible from this deck is nowhere to be seen. A closer inspection of the davit reveals that it likely broke away from the main ship when it reached the ocean floor.

The mizzen-mast has been completely destroyed and presumably is at the bottom of the abyss.

Foc'sle Deck (2)

Like the quarterdeck, very little remains. Most of this deck has been lost to the chasm. The only thing that remains is a stump of wood – the remnants of the foremast.

Master's Cabin (3)

This is easily the largest and most comfortable cabin on the ship although, to most people, including yourselves it still appears quite cramped. The port wall (the makeshift floor) is covered with pieces of debris that once was expensive furniture – remnants of a table, some chairs, a bookshelf and waterlogged books can be made out.

From the entrance to the master's cabin, you can see the body of a man pinned under the debris. It would appear that your presence has not gone unnoticed by the small fish nibbling on the dead man's ear. It quickly scurried off before you can react to it.

If the PCs enter the room, a spirit will rise from the body of the dead captain and attack the PCs.

As you swim into the room, a spirit rises from the dead man's body. It has an expression of pure malice on its face as it drifts toward you.

Creatures:

APL 2 (EL 4)

Ghost Captain: Medium undead (human) Expert 3; hp 27; Appendix 1

APL 4 (EL 6)

Ghost Captain: Medium undead (human) Expert 5; hp 45; Appendix 1

APL 6 (EL 8)

Ghost Captain: Medium undead (human) Expert 7; hp 63; Appendix 1

APL 8 (EL 10)

Ghost Captain: Medium undead (human) Expert 9; hp 81; Appendix 1

Tactics: The captain attacks the PCs without remorse.

At APL 2, he simply attacks the PCs without using any of his special powers.

It is possible that the PCs may try to speak with the ghost of the captain through the use of rapid diplomacy.

If this happens, then consider the captain to have an attitude of Hostile toward the PCs. The PCs need to get the ghost to Friendly or Helpful before he will cease attacking them.

If other PCs continue to attack the ghost during the Diplomacy attempts, his attitude immediately reverts to Hostile.

The captain knows the following:

- He works for the Maninot family (Seth's side of it)
- He knows about the box and knows that it's somehow important to the family.
- He is not aware of what's in the box, but knows that Keenan is after it.

- He had made arrangements with Keenan to sell the box to him.
- Pirates attacked the ship, but when he made a move to go with them, they decided that he needed to go down with the ship (i.e. they betrayed him).
- They'd always intended on sinking the ship, but had miscalculated and the ship was sinking too quickly. As a result, they were forced to take whatever they could in as quick a time as possible.
- He is not sure what they've taken and what they haven't (he was in the cabin during the attack), but he feels that they won't have had the time to do a proper search of the ship.

Searching the Captain's body reveals a letter in his pocket (see Player Handout). Although waterlogged, it is still partly readable.

Treasure: The PCs can gain the following treasure here:

👑APL 2: Loot 0 gp; Coin 0 gp; Magic: +1 dagger (190 gp); Total 190 gp.

👑APL 4: Loot 0 gp; Coin 0 gp; Magic: +1 dagger (190 gp); Total 190 gp.

👑APL 6: Loot 0 gp; Coin 0 gp; Magic: +2 dagger (690 gp); Total 690 gp.

👑APL 8: Loot 0 gp; Coin 0 gp; Magic: +2 dagger (690 gp); Total 690 gp.

IF THE PCS CAME VIA TINKERS COVE

If the PCs went to Tinker's Cove for repairs and were delayed by more than **one day**, then the chest has been found and recovered by a second salvage team. Note, though, that the treasure chest in Area 13 is still on the ship regardless of if they were delayed in Tinker's Cove for more than a day.

IF THE PCS CAME STRAIGHT HERE

If, after the storm, the PCs convinced Elquar to continue directly to the wreck site and did NOT go to Tinker's Cove, then they are able to find the chest in the Captain's cabin.

A DC 20 Search check reveals a sealed box. Taking 20 on the Search check of this room is possible but, due to the lighting conditions and amount of debris in the room, it takes approximately 20 minutes. During this time, the PCs should be made to feel that the ship is becoming more and more unstable. It should also be apparent to the PCs that this is NOT the chest containing the magical goods.

Trap: The chest has both a standard lock (DC 30 Open Lock check) as well as magical protection (*arcane lock*). For PCs who insist on betraying their employer, inside the chest is a single envelope. It is sealed with the Maninot family crest. Breaking the seal and reading the enclosed letter reveals the words "I prepared *explosive runes* this morning" before the spell goes off, dealing 6d6 to the PC in question (and also destroying the parchment in the process). If the PCs do manage to bypass the trap and read the letter, then they will find

that it is simply a property deed for an estate outside Marner.

✦ **Explosive runes trap:** CR 4; spell; spell trigger; no reset; spell effect (*explosive runes*, 5th-level wizard, 6d6 force, no save if adjacent, DC 14 Reflex save otherwise); multiple targets (all targets within 10 ft.); Search DC 28; Disable Device DC 28.

Wardroom (4)

This cabin looks like it was the ship's main dining area. As you'd expect, the furniture lies piled up against the port wall, and through the broken table and chairs, you can make out the glint of silver. As you look more closely, though, you can see that it's merely the watery reflection off some metal plates and cutlery.

There is nothing of interest other than the standard kitchen utensils in this room. A DC 5 Appraise check will reveal that these are effectively worthless items.

Main Deck (5)

This bare and empty deck would usually hold a catapult and above-deck cargo – such as livestock. Whatever was on this deck has surely sunk deep into the rift the ship rests over.

Focsle (6)

This room contains little apart from a dozen or so bunk beds. The bunks on the lower side (the port side) contain an assortment of mattresses, as well as an occasional chest.

A DC 15 Search check of the area will reveal half a dozen chests. They contain nothing but clothing and items of a personal nature. They might once have had some value, but have deteriorated in the water to an extent that they are now worthless.

LOWER DECK

Galley (7)

The ship's galley contains little, apart from a small stove and broken shelving. Foodstuffs are strewn against the port wall, and all appear to be unsalvageable. There are two chests against the wall, but inspection reveals that they contain nothing but clothing and items of a personal nature.

Chain Locker (8)

The ship's anchor chain is stored here. A quick search reveals nothing of interest in this room.

Lower Deck (9)

Swimming down the stairs from the main deck to the lower deck, it is immediately apparent that a lot of the cargo that would normally be here has

been taken away. From the information given to you, this area should be laden with goods. While there are a number of crates here, there definitely seems less than you were expecting.

Assuming the PCs were not able to talk to the ghost of the captain of the ship, or have not gotten to that cabin yet, this should be a very strong clue that the ship was actually attacked and didn't sink entirely of its own accord.

A careful DC 20 Search reveals that most of the cargo has been removed from this room at some stage. The majority of the crates that remain do contain trade goods, but most have perished or are ruined (grains, spices, silks, etc). There is a crate of iron and copper but, unless the PCs are particularly skilled at its retrieval, it will be staying on board long after they've left.

Officer's cabins (10)

Each of these cabins contains a bunk bed as well as a footlocker. None contain anything more than clothes and other mundane items.

Ship's Office (11)

The door to this room refuses to open. Whatever is behind it appears to have wedged it tight.

A DC 15 Strength check will be enough to break the door.

As you break open the door, bits of timber and flotsam fall on you but, due to the water resistance, do you no harm. More alarming, however, is the groan of the ship and her subsequent movement as she inches both you and herself toward the abyss.

This room contains a locked cabinet (still in one piece) containing the cargo manifest and pay records. A DC 15 Search of the room reveals the ship's pay-chest is absent.

Sail Locker (12)

This room contains sails, canvas, sewing gear, hawsers, firewood, tools, etc.

Lower Hold (13)

While this room has suffered the same amount of damage as the other rooms, it appears that, unlike the cargo in the Lower Deck, there are a lot of goods still untouched.

Treasure: Hidden among the trade goods, is a smallish chest containing the Maninot family crest. The chest is sealed and appears to have been, as yet, untouched.

A *detect magic* spell reveals that, in addition to a standard lock (DC 20 Open Locks check required to open it), the

chest also has magical protection cast upon it (arcane lock).

Treasure:

👑APL 2: Loot: 0 gp; Coin: 0gp; Magic: everfull mug (16gp), tanglepatch (16gp), everlasting rations (29gp), pearl of power, 1st level (83gp), arcanist's gloves (42gp)

👑APL 4: Loot: 0 gp; Coin: 0 gp; Magic: everfull mug (16 gp), tanglepatch (16 gp), everlasting rations (29 gp), pearl of power, 1st level (83 gp), arcanist's gloves (42 gp), boots of the winterlands (208 gp), ring of four winds (167 gp), helm of gazes (417 gp)

👑APL 6: Loot: 0 gp; Coin: 0 gp; Magic: everfull mug (16 gp), tanglepatch (16 gp), everlasting rations (29 gp), pearl of power, 1st level (83 gp), arcanist's gloves (42 gp), boots of the winterlands (208 gp), ring of four winds (167 gp), helm of gazes (417gp), pearl of power, 2nd level (333 gp), armband of maximised healing (600 gp)

👑APL 8: Loot: 0 gp; Coin: 0 gp; Magic: everfull mug (16 gp), tanglepatch (16gp), everlasting rations (29 gp), pearl of power, 1st level (83 gp), arcanist's gloves (42 gp), boots of the winterlands (208 gp), ring of four winds (167 gp), helm of gazes (417 gp), pearl of power, 2nd level (333 gp), armband of maximised healing (600 gp), ring of wizardry (1667 gp)

GM Note: There is also around 15,000 gp worth of gem stones in the chest as per Lydia's information, but this needs to be split with the PCs' employer in accordance with their agreement. The magical items listed above are calculated as per the PCs share for ease of calculation but in reality each PC only has a 20% share of the above value. If the PCs wish to find other gear to salvage this is possible, but as most of the cargo is not in a salvageable state, it has not been detailed in this adventure.

Leaving the ship

You make your way out of the ship, preparing to return to the surface when, from behind you, you hear a creaking noise, followed by a low groaning sound. You look beneath you to see the remains of the Lilian slip into the chasm. The sea, ever a cruel mistress, threatens to take you with her as the water currents pull you down toward the blackness of the abyss. Fighting with as much determination as you can manage; you pull against the currents and escape.

You surface, and see your ship, still waiting for you. Elquar spots you and beckons his men assist you aboard.

ENCOUNTER 6: THE JOURNEY HOME

Your journey home is relatively uneventful and you arrive in Marner safely. On docking, there is a man nonchalantly sitting on one of the jetty pylons. Dressed in simple but smart clothes, he

appears to have no armour or weapons. As you dock, he stands, awaiting your arrival.

"Greetings," he says. "My name is Alain Delmas. I have a proposition I wish to present to you. In your possession, you have a chest – originally stolen from my employer, and obtained – illegally, in this case, by you – from the ship Lilian. I wish to negotiate its safe return to its rightful owner. Of course my principle, the rightful owner, is willing to compensate you for your troubles. Furthermore, he would be in your debt, and he is a very generous man. Are you interested?"

If the PCs are willing to hear him out, he agrees to meet them in half an hour at the Whale and Anchor Inn (it's one of the ones closest). As the PCs have accepted his offer, he gives a nod to some heavies at the end of the pier and thus calls off the impending attack on the PCs.

If the PCs choose to reject his offer, he politely thanks them, and goes on his way. At this point, the PCs are attacked by some heavies.

NOTE: It is possible that the PCs may choose to accept the offer in an attempt to get both Alain and their employer together. If they do so, then the attack is called off (although PCs still get the XP for effectively defeating the encounter), but Alain does not show up, having realised that something is wrong. Lydia and her father are also unwilling to make the meeting, but will do so under protestation. If this happens, then go to the conclusion.

Troubleshooting: Alain is a professional middleman, and is unaware of who his true employer is. It is also possible that the PCs did not find the chest, however Alain has not been briefed on this possibility (and the offer is made, regardless of whether the PCs have the chest or not).

GM Note: Yes, Keenan is the man behind this offer, but he is keeping a very low profile and while the PCs may suspect him, Alain offers no additional proof of Keenan's involvement.

ACCEPTING THE OFFER

Should the PCs accept the offer, and hand over the chest, then Alain rewards them with enough gold to cover any lost earnings they suffer from not returning the treasure to the family.

Furthermore, they receive the Favour of an Unknown Merchant.

However, the PCs also gain the Disfavour of Seth and Lydia Maninot.

Go to the conclusion.

REJECTING THE OFFER

You have been successful in your mission, but can't help wondering why Alain accepted your rejection so easily.

Any question regarding his intentions are very quickly answered when two thugs step out from in front of you, weapons in hand.

"Surrender the chest to us, and there's no need for violence," says one as he raises his weapon.

APL 2 (EL 4)

☛Merchant's Thug 1: male human fighter 2; hp 18; Appendix 1

☛Merchant's Thug 2: male human rogue 2; hp 13; Appendix 1

APL 4 (EL 6)

☛Merchant's Thug 1: male human fighter 4; hp 36; Appendix 1

☛Merchant's Thug 2: male human rogue 4; hp 23; Appendix 1

APL 6 (EL 8)

☛Merchant's Thug 1: male human fighter 6; hp 54; Appendix 1

☛Merchant's Thug 2: male human rogue 6; hp 30; Appendix 1

APL 8 (EL 10)

☛Merchant's Thug 1: male human fighter 8; hp 72; Appendix 1

☛Merchant's Thug 2: male human rogue 8; hp 48; Appendix 1

Tactics: The thugs are only interested in obtaining the chest, and first attempt to subdue the party. If the PCs use lethal damage, then the fighter thug responds in kind, however. Even then, he first considers sundering any weapon the PCs are using before switching to lethal damage. It's a job and, while he has no qualms about killing, he prefers not to do so in such a public location. The rogue thug only uses lethal damage when he is absolutely convinced his life is in danger (and will first attempt to withdraw from the fight). The fighter fights until the party takes him out, however, the rogue attempts to retreat should the fighter be defeated and the rogue is at less than 50% hit points.

During the fight, the rogue attempts to convince the party to give up the chest (and the thugs will let them live).

Treasure: The PCs can gain the following treasure here:

👑APL 2: Loot 119 gp; Coin 0 gp; Magic 0 gp; Total 119 gp.

👑APL 4: Loot 205 gp; Coin 0 gp; Magic: +1 chain shirt (104 gp); Total 309 gp.

👑APL 6: Loot 42 gp; Coin 0 gp; Magic 615 gp +1 full plate (221 gp), +1 heavy steel shield (98 gp), +1 sap (192 gp), +1 chain shirt (104 gp); Total 657 gp.

👑APL 8: Loot 0 gp; Coin 0 gp; Magic 907 gp +1 full plate (221 gp), +1 heavy steel shield (98 gp), +1 bastard sword (195 gp), +1 sap (192 gp), +1 chain shirt (104 gp), +1 buckler (97 gp); Total 907 gp.

Should the PCs capture the thugs, the men don't know who their employer was. They were paid to retrieve a chest from the PCs and to deliver it to a local dockside inn.

Further investigations (such as trying to see who's waiting to meet them there) fail as word gets back to their employer that the thugs have failed. The failed assault has been witnessed by an associate of the thug's employer and reported the failure as such.

If the PCs do try to Gather Information on who might have arranged the attack, there is no-one who knows. Rumours range from Keenan, to Seth (why pay a reward if you can get it to free?), to any number of other people. No-one has heard of Alain Delmas and most simply figures it was an assumed name.

Similarly, should they ask Seth or Lydia about the attack, neither is aware of anyone else who would be after the chest. As far as they know, no-one else should even be aware of the chest's existence.

While they might have their own opinions or thoughts on the matter, neither is willing to discuss it with the PCs.

CONCLUSION

Depending on whether the party decided to sell the box or return it to their original employer – or failed to find the chest due to delay – read the appropriate conclusion.

NOTE: It is also possible that lawful PCs might decide to simply take it to the Marner courts to decide the outcome. If they choose to follow this path, the courts rule in favour of Seth and Lydia as there is no-one else seeking to claim the chest (at least openly). In this case, the GM should use a modification of the conclusion appropriate to returning the chest to Lydia and her father. Note that the PCs should still get the favour of the Maninot family as they have effectively still delivered the chest to their employer (albeit via an indirect route).

RETURNING THE CHEST

You return the chest to Lydia and her father. Lydia opens a drawer and pulls out a key. Under her breath she utters a word, inserts the key into the lock and turns it. You hear a click as the lock opens.

She opens the lid, and removes an envelope from the chest. Again, muttering something under her breath, she breaks the seal, and quickly extracts and reads a letter before showing it to her father. He scans it, gives her a nod, looks at you, and gives the faintest hint of approval.

Lydia turns toward you and says "My thanks, and my family's thanks to you all. You have performed a great service to the Maninot family today and we will never forget it. Should you ever require our aid, please do not hesitate to ask us."

Having returning the chest to Lydia and her father, you are well rewarded, both in coin and the promise of future benefits and favours from the Maninot family.

You can't help but wonder, however, who it was behind the attempt to wrest the chest from you and deny the Maninot family of it. And what could the letter have contained that was so important?

Troubleshooting: If the one of the PCs attempt to listen to what Lydia is saying, have them make a DC 15 Listen check. Success indicates that it was a word of some magical power. If the PC successfully hears Lydia, a DC 18 Spellcraft check will reveal that she has cast *dispel magic* on the lock (while not detailed as an NPC, she has the Still Spell feat and thus only by successfully hearing her, can a PC fully know that she has just cast a spell).

ACCEPTING ALAIN'S OFFER

It seems that word travels quickly in Marnier. You arrive at the Maninot household to collect your share of the Lilian's bounty only to find a very angry Lydia. Without a word, she throws a coin pouch on the ground at your feet, spits in your face and slams the door.

You wonder if you've done the right thing by accepting Alain's deal, and can only hope that he will keep his promise in the days to come. You pick up the coin pouch at your feet and head off to the nearest tavern. At the very least, tonight's drinks will be paid for by the Maninot family.

Note: If this option is chosen, then the PCs should receive the AR consequence **Unreliable**. If one or more of the PCs is a Paladin (and they gave their word to recover the chest for Lydia and her father), then this should be considered to be a breach of their code of conduct. Depending on the circumstances surrounding this breach of their code, it might be significant enough to warrant an atonement being needed by the PC. If you (as GM) feel that the PC in question has grossly violated their code of conduct, please email the Ratik triad with the details surrounding the paladin's conduct.

Other repercussions might be forthcoming in later adventures, although there are no direct consequences at this time for choosing this option.

FAILING TO FIND THE CHEST

It appears that the time you spent in Tinker's Cove allowed another salvage team the opportunity to recover the chest.

Although Lydia refrains from blaming you directly, it is clear that she is extremely disappointed in your efforts.

"Thank you for your attempt at getting back my family's possessions. I know that you did your best and lay no blame at your feet."

Her father glares at you and says to his daughter "Enough with your simpering, girl. It's clear that these...perfidious poltrools¹ did no more or less than was to be expected. Did I not say you were foolish to place your faith in the likes of them?"

Lydia wipes away a tear and turns back to you. "Regardless of my father's judgement, you have recovered the gems and other treasure. As agreed, we will honour our arrangement and I will see that you get your share of the salvage."

You can't help but wonder what the chest had contained that was so important to Lydia and her father and why they valued it more than the riches you returned to them.

Still, at least you were well rewarded for your troubles and you will be dining well tonight. In time, perhaps Lydia and her father will forgive your mistake.

AWARDS

If the PCs recover and return the chest to Lydia and her father, they receive the **Favour of the Maninot Family**. If they turn the chest over to Alain, they receive the **Favour of an Unknown Merchant**, **Disfavour of the Maninot family** and **Unreliable**.

If they are delayed and do not recover the chest, then they receive none of these four favours.

PCs receive the **Gratitude of the crew of the Perfect Wave** as a reward for assisting Elquar and his crew after the storm.

¹ Poltrools means cowards.

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeating the dretch

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

Encounter 4

Defeating the Water Elemental

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 5

Defeating or talking down the Ghost Captain

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 6

Defeating or bypassing the Brigands

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not

gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Introduction

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

APL 4 Loot: 0 gp; Coin: 4 gp; Magic: 0 gp

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

APL 8 Loot: 0 gp; Coin: 8 gp; Magic: 0 gp

Encounter 5 (Area 3): The Good Ship *Lilian*

APL 2 Loot: 0 gp; Coin: 0 gp; Magic: 190 gp

APL 4 Loot: 0 gp; Coin: 0 gp; Magic: 190 gp

APL 6 Loot: 0 gp; Coin: 0 gp; Magic: 690 gp

APL 8 Loot: 0 gp; Coin: 0 gp; Magic: 690 gp

Encounter 5 (Area 13): The Good Ship *Lilian*

APL 2 Loot: 0 gp; Coin: 500 gp (2500 gp); Magic: 31 gp (186 gp) - everfull mug (16gp), tanglepatch (16gp), everlasting rations (29gp), pearl of power, 1st level (83gp), arcanist's gloves (42gp).

APL 4 Loot: 0 gp; Coin: 500 gp (2500 gp); Magic: 196 gp (978 gp) - everfull mug (16gp), tanglepatch (16gp), everlasting rations (29gp), pearl of power, 1st level (83gp), arcanist's gloves (42gp), boots of the winterlands (208gp), ring of four winds (167gp), helm of gazes (417gp)

APL 6 Loot: 0 gp; Coin: 500 gp (2500 gp); Magic: 382 gp (1911 gp) - everfull mug (16gp), tanglepatch (16gp), everlasting rations (29gp), pearl of power, 1st level (83gp), arcanist's gloves (42gp), boots of the winterlands (208gp), ring of four winds (167gp), helm of gazes (417gp), pearl of power, 2nd level (333gp), armband of maximised healing (600gp)

APL 8 Loot: 0 gp; Coin: 500 gp (2500 gp); Magic: 716 gp (3578 gp) - *everfull mug* (16gp), *tanglepatch* (16gp), *everlasting rations* (29gp), *pearl of power, 1st level* (83gp), *arcanist's gloves* (42gp), *boots of the winterlands* (208gp), *ring of four winds* (167gp), *helm of gazes* (417gp), *pearl of power, 2nd level* (333gp), *armband of maximised healing* (600gp), *ring of wizardry* (1667gp)

Encounter 6: The Journey Home

APL 2 Loot: 119 gp; Coin: 0 gp; Magic: 0 gp

APL 4 Loot: 205 gp; Coin: 0 gp; Magic: 104 gp - +1 *chain shirt* (104gp)

APL 6 Loot: 42 gp; Coin: 0 gp; Magic: 615 gp - +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp), +1 *sap* (192 gp), +1 *chain shirt* (104 gp)

APL 8 Loot: 0 gp; Coin: 0 gp; Magic: 907 gp - +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp), +1 *bastard sword* (195 gp), +1 *sap* (192 gp), +1 *chain shirt* (104 gp), +1 *buckler* (97 gp)

Total Possible Treasure

APL 2: Loot: 119 gp; Coin: 503 gp (2503 gp); Magic: 221 gp (376 gp); Total: 843 gp (2998 gp) max: 450gp

APL 4: Loot: 205 gp; Coin: 505 gp (2505 gp); Magic: 490 gp (1272 gp); Total: 1200 gp (3982 gp) max: 650gp

APL 6: Loot: 42 gp; Coin: 507 gp (2507 gp); Magic: 1687 gp (3216 gp); Total: 2236 (5765 gp) max: 900 gp

APL 8: Loot: 0 gp; Coin: 609 gp (2609 gp); Magic: 2313 gp (5175 gp); Total: 2922 gp (7784 gp) max: 1300 gp

GM's Note: Two totals are presented above for each component in Area 13 and the grand total. The value in brackets is the full value, while the value not in brackets is the 20% salvage that the PCs would generally receive.

ADVENTURE RECORD ITEMS

☛ **Favour of an Unknown Merchant:** You have betrayed your employer in the hope that persons unknown will reward you. Fortunately, your unknown benefactor has kept his word. He, or she, has arranged for you to purchase one non-closed item from table 7-27 in the DMG:

Item: _____

AR Bought: _____

In addition, you may change the access of one of the items found in this adventure from adventure to regional access.

Item: _____

Gratitude of the crew of the Perfect Wave: Captain Elquar and his crew are grateful for your assistance after the death of their previous captain. You may learn one of the following feats from Stormwrack: Old Salt, Sea Legs, Ship's Mage or Storm Magic.

In addition, you have adventure access to the following items from Stormwrack: *magnificent captain's coat* (11,000gp; p133), *captain's lantern* (12,000gp; p131).

Favour of the Maninot family: You have performed a valuable service for the Maninot family, and helped them recover their fortune. For the next three adventures set in Marnar, you will receive free High Lifestyle. Additionally, for returning to them their chest and lost goods, Lydia and her father arrange for you to have regional access to the following armor enhancements: *buoyant* (+4,000gp; MIC p9), *commander* (+2,000gp; MIC p9), and *gilled* (+2,000gp; MIC p9) as well as the spellbook enhancement of *waterproof* (+1,000gp; CA p141).

In addition, you may change the access of one of the items found in this adventure into regional access:

Item chosen: _____

Disfavour of the Maninot family: Your actions have only helped reinforce Seth Maninot's opinion of adventurers as being liars, cheats and coxcombs and will use what little influence he has left to make your life miserable. This disfavour has no immediate effect to your PC, but may have consequences in future adventures.

Unreliable: Your actions have shown you to be too unreliable to be trusted, even in a place as individualistic as Ratik. For a period of one calendar year from the date the Adventure Record was issued, all items purchased in Ratik regional adventures by the PC incur a 10% increase in price. This increase is cumulative with any other such penalties. This includes items purchased specifically for the PC by other characters.

ITEM ACCESS

APL 2:

- *everfull mug* (Adventure; MIC p160; 200 gp)
- *tanglepatch* (Adventure; MIC p188; 200 gp)
- *everlasting rations* (Adventure; MIC p160; 350 gp)
- *pearl of power, 1st level* (Adventure; DMG)
- *arcanist's gloves* (Adventure; MIC p72; 500 gp)

APL 4 (all of APL 2 plus the following):

- *boots of the winterlands* (Adventure; DMG)
- *ring of four winds* (Adventure; MIC p124; 2,000 gp)
- *helm of gazes* (Adventure; MIC p111; 5,000 gp)

APL 6 (all of APLs 2-4 plus the following):

- *pearl of power, 2nd level* (Adventure; DMG)
- *armband of maximised healing* (Adventure; MIC p72; 7,200 gp)

APL 8 (all of APLs 2-6 plus the following):

- *ring of wizardry* (I) (Adventure; DMG)

APPENDIX 1: APL 2

5: THE GOOD SHIPWRECK "LILIAN"

GHOST CAPTAIN CR 4

Male human expert 3

NE Medium undead(human)

Init +5; **Senses** Listen +9, Spot +9

Languages Common

AC 13, touch 13, flat-footed 12

(+0 size, +1 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0 insight, +0 natural)

Miss Chance Incorporeal 50%

hp 27 (3 HD);

Immune: Can be harmed only by other incorporeal creatures/+1 or better weapons/magic,

Fort +1, **Ref** +2, **Will** +4

Speed 30 ft. , Fly 30 ft.

Melee +1 *dagger* +2 (1d4/19-20) (50% miss chance)

Ranged +1 *dagger (thrown)* +4 (1d4+1/19-20)

Base Atk +2; **Grp** +1

Special Actions Telekinesis (Su) DC13;

Combat Gear None

Abilities Str 9, Dex 13, Con *, Int 11, Wis 12, Cha 14

SQ, Always moves silently, Attacks pass through armor, Can pass through solid objects at will, Manifestation (Su), Rejuvenation (Su), Turn Resistance +4 (Ex)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Profession (Sailor))

Skills , Balance +7, Concentration +5, Craft (Sail making) +3, Diplomacy +8, Gather Information +6, Knowledge (Local - Nyrond MR) +4, Profession (Merchant) +7, Profession (Sailor) +10, Swim +3

Possessions combat gear plus *dagger* +1

Class Skills

Balance, Concentration, Craft (Sail making), Diplomacy, Gather Information, Knowledge Local (NMR), Profession (Merchant), Profession (Sailor), Swim, Use Rope

6: THE JOURNEY HOME

MERCHANT'S THUG 1

CR 2

Male human fighter 2

TN Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1

Languages Common

AC 19, touch 10, flat-footed 19

(+0 size, +0 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 18 (2 HD);

Fort +5, **Ref** +1, **Will** +1

Speed 20 ft. in half-plate (4 squares), base movement 30 ft.

Melee masterwork bastard sword +5 (1d10+2/19-20) or

Melee unarmed +4 (1d3+2)

Base Atk +2; **Grp** +4

Atk Options Power Attack

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Exotic Weapon Proficiency (Sword (Bastard)), Improved Initiative, Power Attack

Skills , Climb -2, Jump -8, Swim -11

Possessions combat gear plus half-plate, masterwork bastard sword, shield, heavy

MERCHANT'S THUG 2

CR 2

Male human rogue 2

TN Medium humanoid(human)

Init +6; **Senses** Listen +0, Spot +0

Languages Common

AC 15, touch 12, flat-footed 13

(+0 size, +2 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 13 (2 HD);

Resist evasion

Fort +1, **Ref** +5, **Will** +0

Speed 30 ft. in masterwork studded leather (6 squares), base movement 30 ft.

Melee masterwork sap +3 (1d6+1) or

Melee club +2 (1d6+1) or

Melee unarmed +2 (1d3+1)

Ranged club (thrown) +3 (1d6) or

Base Atk +1; **Grp** +2

Atk Options Sneak attack +1d6

Abilities Str 12, Dex 15, Con 13, Int 8, Wis 10, Cha 14

SQ Trapfinding

Feats Improved Initiative, Toughness

Skills , Balance +9, Bluff +7, Escape Artist +7, Gather Information +7, Intimidate +9, Jump +8, Sense Motive +5, Tumble +9

Possessions combat gear plus club, masterwork sap, masterwork studded leather

5: THE GOOD SHIPWRECK "LILIAN"

GHOST CAPTAIN **CR 6**

Male human expert 5

NE Medium undead(human)

Init +6; **Senses** Listen +9, Spot +9

Aura Horrific Appearance (Su) DC14

Languages Common

AC 14, touch 14, flat-footed 12

(+0 size, +2 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0 insight, +0 natural)

Miss Chance Incorporeal 50%

hp 45 (5 HD);

Immune: Can be harmed only by other incorporeal creatures/+1 or better weapons/magic,

Fort +1, **Ref** +3, **Will** +5

Speed 30 ft. , Fly 30 ft.

Melee +1 *dagger* +3 (1d4/19-20) (50% miss chance)

Ranged +1 *dagger* (thrown) +6 (1d4+1/19-20)

Base Atk +3; **Grp** +2

Special Actions Telekinesis (Su) DC14;

Combat Gear None

Abilities Str 9, Dex 14, Con *, Int 11, Wis 12, Cha 14

SQ Always moves silently, Attacks pass through armor, Can pass through solid objects at will, Manifestation (Su), Rejuvenation (Su), Turn Resistance +4 (Ex)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Profession (Sailor))

Skills Balance +8, Concentration +5, Craft (Sail making) +3, Diplomacy +10, Forgery +1, Gather Information +10, Knowledge (Local - Nyrond MR) +6, Profession (Merchant) +9, Profession (Sailor) +12, Swim +3

Possessions combat gear plus *dagger* +1

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Class Skills

Balance, Concentration, Craft (Sail making), Diplomacy, Gather Information, Knowledge Local (NMR), Profession (Merchant), Profession (Sailor), Swim, Use Rope

6: THE JOURNEY HOME

MERCHANT'S THUG 1 **CR 4**

Male human fighter 4

TN Medium humanoid(human)

Init +5; **Senses** Listen +1, Spot +1

Languages Common

AC 21, touch 11, flat-footed 20

(+0 size, +1 Dex, +0 class, +8 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 36 (4 HD);

Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. in masterwork full plate (4 squares), base movement 20 ft.

Melee masterwork bastard sword +9 (1d10+3/19-20) or

Melee unarmed +7 (1d3+3)

Base Atk +4; **Grp** +7

Atk Options Power Attack

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Dodge, Exotic Weapon Proficiency (Sword (Bastard)), Improved Initiative, Power Attack, Weapon Focus (Sword (Bastard))

Skills , Climb +4, Jump -2, Swim -2

Possessions combat gear plus masterwork bastard sword, masterwork full plate, masterwork heavy steel shield

MERCHANT'S THUG 2 **CR 4**

Male human rogue 4

TN Medium humanoid(human)

Init +7; **Senses** Listen +0, Spot +0

Languages Common

AC 18, touch 13, flat-footed 18, uncanny dodge

(+0 size, +3 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 23 (4 HD);

Resist evasion

Fort +2, **Ref** +7, **Will** +1

Speed 30 ft. in +1 chain shirt (6 squares), base movement 30 ft.

Melee masterwork sap +5 (1d6+1) or

Melee club +4 (1d6+1) or

Melee unarmed +4 (1d3+1)

Ranged club (thrown) +6 (1d6) or

Base Atk +3; **Grp** +4

Atk options sneak attack +2d6

Abilities Str 12, Dex 16, Con 13, Int 8, Wis 10, Cha 14

SQ Trap Sense (Ex) +1, Trapfinding

Feats Dodge, Improved Initiative, Toughness

Skills , Balance +11, Bluff +9, Climb +1, Escape Artist +8, Gather Information +9, Intimidate +10, Jump +8, Sense Motive +7, Sleight of Hand +5, Tumble +11 , Use Magic Device +3

Possessions combat gear plus masterwork sap, +1 *chain shirt*, club

5: THE GOOD SHIPWRECK "LILIAN"**GHOST CAPTAIN** CR 8

Male human expert 7

NE Medium undead(human)

Init +6; **Senses** Listen +9, Spot +9**Aura** Horrific Appearance (Su) DC15**Languages** Common**AC** 14, touch 14, flat-footed 12

(+0 size, +2 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0 insight, +0 natural)

Miss Chance Incorporeal 50%**hp** 63 (7 HD);**Immune:** Can be harmed only by other incorporeal creatures/+1 or better weapons/magic,**Fort** +2, **Ref** +4, **Will** +6**Speed** 30 ft. , Fly 30 ft.**Melee** +2 *dagger* +9 (1d4+1/19-20) (50% miss chance)**Ranged** +2 *dagger (thrown)* +9 (1d4+2/19-20)**Base Atk** +5; **Grp** +4**Special Actions** Telekinesis (Su) DC15;**Combat Gear** None**Abilities** Str 9, Dex 14, Con *, Int 11, Wis 12, Cha 14**SQ** Always moves silently, Attacks pass through armor, Can pass through solid objects at will, Manifestation (Su), Rejuvenation (Su), Turn Resistance +4 (Ex)**Feats** Combat Reflexes, Improved Initiative, Skill Focus (Profession (Sailor)), Weapon Finesse**Skills** , Balance +8, Concentration +5, Craft (Sail making) +3, Diplomacy +12, Forgery +3, Gather Information +12, Knowledge (Local - Nyrond MR) +8, Profession (Merchant) +11, Profession (Sailor) +14, Swim +3**Possessions** combat gear plus +2 *dagger***Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.**Class Skills**

Balance, Concentration, Craft (Sail making), Diplomacy, Gather Information, Knowledge Local (NMR), Profession (Merchant), Profession (Sailor), Swim, Use Rope

6: THE JOURNEY HOME**MERCHANT'S THUG 1** CR 6

Male human fighter 6

TN Medium humanoid(human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 54 (6 HD);**Fort** +7, **Ref** +3, **Will** +3**Speed** 20 ft. in +1 full plate (4 squares), base movement 20 ft.**Melee** masterwork bastard sword +11/+6 (1d10+3/19-20) or**Melee** unarmed +9/+4 (1d3+3)**Base Atk** +6; **Grp** +9**Atk Options** Power Attack**Special Actions** Improved Sunder**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (Sword (Bastard)), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (Sword (Bastard))**Skills** , Climb +6, Jump +0, Swim +0**Possessions** combat gear plus +1 *full plate*, +1 *heavy steel shield*, masterwork bastard sword**MERCHANT'S THUG 2** CR 6

Male human rogue 6

TN Medium humanoid(human)

Init +7; **Senses** Listen +0, Spot +0**Languages** Common**AC** 19, touch 13, flat-footed 19; uncanny dodge

(+0 size, +3 Dex, +0 class, +5 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 30 (6 HD);**Resist** evasion**Fort** +3, **Ref** +8, **Will** +2**Speed** 30 ft. in +1 chain shirt (6 squares), base movement 30 ft.**Melee** +1 *sap* +9 (1d6+2) or**Melee** club +5 (1d6+1) or**Melee** unarmed +7 (1d3+1)**Ranged** club (thrown) +7 (1d6)**Base Atk** +4; **Grp** +5**Atk Options** sneak attack +3d6**Abilities** Str 12, Dex 16, Con 13, Int 8, Wis 10, Cha 14**SQ** Trap Sense (Ex) +2, Trapfinding**Feats** Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Sap)**Skills** Balance +13, Bluff +11, Climb +1, Escape Artist +8, Gather Information +11, Intimidate +12, Jump +8, Sense Motive +9, Sleight of Hand +7, Tumble +13, Use Magic Device +5**Possessions** +1 *chain shirt*, club, masterwork buckler, +1 *sap*

5: THE GOOD SHIPWRECK "LILIAN"

GHOST CAPTAIN **CR 10**

Male human expert 9

NE Medium undead(human)

Init +6; **Senses** Listen +9, Spot +9

Aura Horrific Appearance (Su) DC16

Languages Common

AC 14, touch 14, flat-footed 12

(+0 size, +2 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0 insight, +0 natural)

Miss Chance Incorporeal 50%

hp 81 (9 HD);

Immune: Can be harmed only by other incorporeal creatures/+1 or better weapons/magic,

Fort +3, **Ref** +5, **Will** +7

Speed 30 ft. , Fly 30 ft.

Melee +2 *dagger* +10/+5 (1d4+1/19-20) (50% miss chance)

Ranged +2 *dagger (thrown)* +10/+5 (1d4+2/19-20)

Base Atk +6; **Grp** +5

Special Actions Telekinesis (Su) DC16;

Combat Gear None

Abilities Str 9, Dex 15, Con *, Int 11, Wis 12, Cha 14

SQ Always moves silently, Attacks pass through armor, Can pass through solid objects at will, Manifestation (Su), Rejuvenation (Su), Turn Resistance +4 (Ex)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Profession (Sailor), Profession (Merchant)), Weapon Finesse

Skills , Balance +10, Concentration +5, Craft (Sail making) +3, Diplomacy +14, Forgery +3, Gather Information +14, Knowledge (Local - Nyrond MR) +12, Profession (Merchant) +16, Profession (Sailor) +16, Swim +3

Possessions combat gear plus +2 *dagger*

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Class Skills

Balance, Concentration, Craft (Sail making), Diplomacy, Gather Information, Knowledge Local (NMR), Profession (Merchant), Profession (Sailor), Swim, Use Rope

6: THE JOURNEY HOME

MERCHANT'S THUG 1 **CR 8**

Male human fighter 8

TN Medium humanoid(human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 72 (8 HD);

Fort +8, **Ref** +4, **Will** +3

Speed 20 ft. in +1 full plate (4 squares), base movement 20 ft.

Melee +1 *bastard sword* +14/+9 (1d10+4/19-20) or

Melee unarmed +11/+6 (1d3+3)

Base Atk +8; **Grp** +11

Atk Options Power Attack

Special Actions Improved Sunder

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (Sword (Bastard)), Greater Weapon Focus (Sword (Bastard)), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (Sword (Bastard))

Skills , Climb +8, Jump +2, Swim +2

Possessions +1 *bastard sword*, +1 *full plate*, +1 *heavy steel shield*

MERCHANT'S THUG 2 **CR 8**

Male human rogue 8

N Medium humanoid (human)

Init +7; **Senses** Listen +0, Spot +0

Languages Common

AC 20, touch 13, flat-footed 20; improved uncanny dodge; (+3 Dex, +5 armor, +2 shield)

hp 48 (8 HD)

Resist evasion

Fort +4, **Ref** +9, **Will** +2

Speed 30 ft. in +1 chain shirt (6 squares), base movement 30 ft.

Melee +1 *sap* +11/+6 (1d6+2) or

Melee club +7/+2 (1d6+1) or

Melee unarmed +9/+4 (1d3+1)

Ranged club (thrown) +9/+4 (1d6) or

Base Atk +6; **Grp** +7

Atk options sneak attack +4d6

Abilities Str 12, Dex 16, Con 14, Int 8, Wis 10 Cha 14

SQ Improved Uncanny Dodge (can't be flanked except by a rogue of 12 level), Trap Sense (Ex) +2, Trapfinding

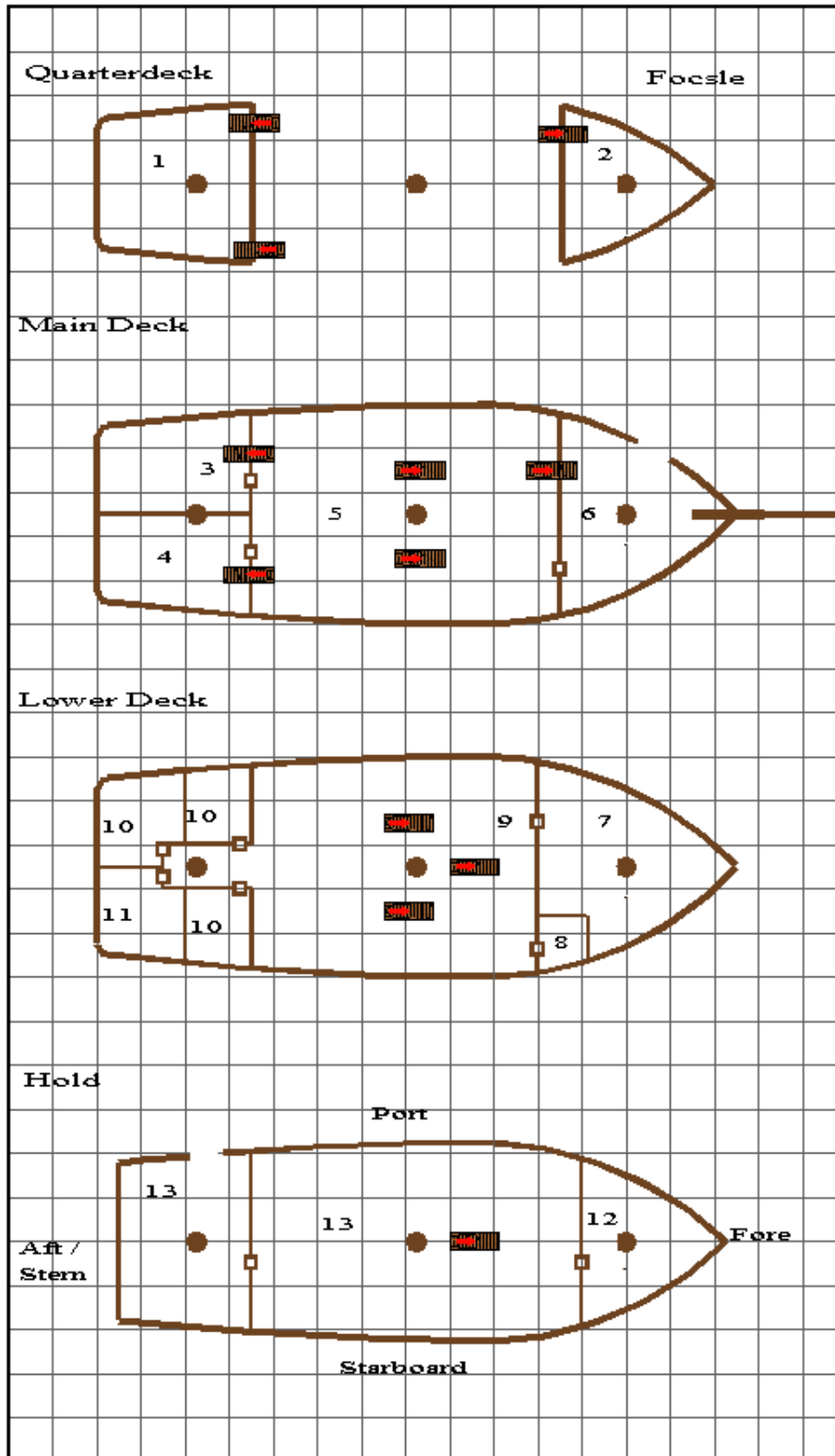
Feats Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Sap)

Skills Balance +15, Bluff +13, Climb +3, Escape Artist +10, Gather Information +13, Intimidate +14, Jump +8, Sense Motive +11, Sleight of Hand +7, Tumble +15, Use Magic Device +5

Possessions +1 *chain shirt*, *club*, +1 *sap*, +1 *buckler*

APPENDIX 1: CARAVAL MAP

The Caravel 'Lilian'



Map by James Dempsey

APPENDIX 2: WATERLOGGED LETTER (WITHOUT DAMAGE)

Heldar,

Once again, your information has proved invaluable. As discussed, I will not put your position in jeopardy and we have arranged an ambush on your ship as you round Tinker's Cove. No doubt the loss of your ship and her crew will still cause you some degree of remorse, but you will be well rewarded as promised.

It would be preferable to simply make the chest disappear, but unfortunately it would tip our hand too early. It is better that Seth believes the ship lost to pirates as he will expend his resources looking in the wrong direction. I also have my own personal reasons for wanting to destroy the ship, but these are unimportant in the grand scheme of things.

Should there be any man loyal to us and our cause, then inform us well before you sail. They too will be well compensated for their allegiance to us.

Keenan

PLAYER HANDOUT: WATERLOGGED LETTER

Held

On ormation has p nvaluable. As discu not
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my own per al reas or wanti destroy t ship, but thes
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Should t man loyal to u r cause, then info
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