

FUR6-03

Shadows on the Coast

A One-Round D&D LIVING GREYHAWK[®] Furyondy Regional Adventure

Version 1.0

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Shadows are spreading in Willip. Now they've reached the coast. A simple delivery trip down to Keristen uncovers some unwelcome visitors. Will you help the town out? This adventure begins the Shadowgate series and is recommended for members of the Furyondy Royal Navy. A Furyondy regional adventure for PCs levels 1 to 7 (APL 2 to 6).

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at DRGNMSTR97@aol.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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 one (1) point.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 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.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Animals with different CRs are determined separately

using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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 scenario.

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 Survival check (DC 20), 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

For decades, evil lurked in Bronzeblood Haunt. The Master of Bronzeblood, a powerful lich, was uneasy in his rest and this was reflected in the lands around him. Problems began increasing in the area of Bronzeblood Haunt in CY593. Adventurers have made several forays onto the forbidden grounds during the Bronzeblood series. This series concluded with FUR6-01 Master of Bronzeblood, in which PCs learned that the Master has created a gate to another plane. He used the gate to bring minions into Furyondy as part of his plan to defeat King Thrommel I of Furyondy (the long-dead king of his time who he is unaware is no longer in the living).

Now the trouble (e.g. undead from the gate) is spreading towards the coast of the Nyr Dyv. In addition, the increasing undead around Bronzeblood have chased some other monsters closer to the coast. This adventure begins the Shadowgate series.

Adventure Summary

This is a low level Furyondy regional adventure which begins in the city of Willip. Most of the adventure, however, takes place along the coast of the Nyr Dyv and near the small village of Keristen.

Encounter One: PCs are approached by Sergeant Argon Krestil, a naval officer who asks them to deliver a dispatch to his family and fiancé in Keristen, as he is being sent to Fort Belvor and cannot go himself.

Encounter Two: PCs travel to Keristen. They encounter some monsters along the way, with the type depending on if they travel by land or sea.

Encounter Three: PCs reach Keristen and can interact with the townsfolk and learn a little about happenings in the area.

Encounter Four: Undead attack the village, having been drawn by the nearby water.

Encounter Five: PCs call on Argon's family and deliver the missive.

Encounter Six: PCs travel further inland to check on the Argon's fiancé and find her home under attack as well.

Conclusion: PCs receive gratitude from those they've saved.

Preparation for Play

Prior to beginning play, check the PCs immediately previous AR as "standard procedure." Primarily, you should check to see if they have noted payment for a license to practice magic in Willip. In addition, note any meta-organizations in which the PCs are members as this may come into play in the course of the adventure.

Introduction

Although Chendl is the capital, Willip is actually the largest city in Furyondy. It is quite a metropolis and a major trade center. Willip is home to the main arsenal of the Furyondy Royal Navy as well as numerous fishing vessels and frequent merchant liners. Followers of Mayaheine or Procan may have come to pay their respects at the large, established temples here. Others may have come to enjoy the lovely gardens. Whatever your reason, you have found a bustling if lawful city with many fortifications built within the past couple of years.

Encounter One: Willip

PCs are approached by Sergeant Argon Krestil, a naval officer, who requests their assistance in delivering a missive/dispatch to his family and fiancé in Keristen. Before continuing, verify PCs have selected spells and allow character introductions as the group begins together. If there are only four or five players at the table, and ALL PCs present are first level, introduce Caius (see Appendix Four) as being present as well as he agrees to accompany the PCs.

The amount of activity in the docks of Willip is amazing. In addition to merchant ships and large fishing boats, an entire wharf area is dedicated solely to ships of the Furyondy Royal Navy. Rumor says

many of the ships are in the north on the Veng, and several others are patrolling in the Nyr Dyv. Despite that, the wharf boasts three galleons, fifteen caravels and almost thirty other vessels. All are busy with naval personnel...some appear to be readying for departure while others have just arrived. Several of the ships appear to be undergoing repairs.

As you stand gazing at the ships, a young man spots you and moves purposefully toward you from one of the ships which appears to be readying for departure. He is dressed in the uniform of the Furyondy Royal Navy bearing insignia of some type of rank therein. "Ho There!" he calls to you. "I don't suppose you know anyone heading south down the coast?"

A DC 13 Knowledge (local [Iuz Border States]) reveals the insignia is that of a sergeant. Members of the military recognize this immediately and if they are of lower rank (e.g. private or corporal) they SHOULD salute immediately. Any that do not do so receive a severe tongue-lashing from the sergeant, who mentions he should report their lack of respect to their superior officer. A quick apology as well as agreement with the request below (at no pay!) convinces the sergeant to look the other way, assuming the PC is respectful from that point forward. PC members of the military who do not show basic respect are placed in the brig (1 TU penalty) for insubordination.

Sergeant Argon addresses first any PC member of the military, followed by any PC with an influence point from the military, any knights or squires of the Hart then any Green Jerkin rangers or scouts. If none of these groups are present, select the PC who appears most lawfully oriented (e.g. holy symbol of Mayaheine, followed by a symbol of Heironeous or another lawful diety) as the PC he focuses upon. He introduces himself and also asks the PCs for their names, trades, etc. After such brief small talk and only after PCs have at least given their name and profession, if the PCs ask him the reason for his inquiry, he continues:

"Well, I am looking for someone who could make a short stop for me in Keristen. I have a couple dispatches to be delivered there. If you are headed that way, would you be willing to help a sailor out and drop them off for me? My vessel is due to ship out later today and I haven't the time to deliver them myself."

Assuming PCs agree to do so he pulls out a couple of small packages (each contains a note as well as 25 gp). One is addressed to Warren Krestil (his father) and the other to Violet Farrin (his fiancé). Before handing the

dispatches to them, however, if any of the PCs indicated themselves to be a magic-worker when they introduced themselves, he suddenly pauses, turns to them and says:

“Oh, excuse me I almost forgot. You DO have your license, do you not?”

If PCs express any confusion, he explains:

“Well, all wizards and magic-using types are required to be licensed in this Barony, of course. I really couldn’t hire someone who isn’t legally licensed. Now if you were to obtain a license from the clerk just off the dock over there (pointing), there’d be no trouble at all with you doing this task.”

Despite his eagerness to obtain assistance, the sergeant remains very lawful and therefore desires to make sure all PCs are following local laws. A DC 15 Knowledge (local [Iuz Border States]) confirms this is the law in Willip. Argon does check the license to make sure it is valid and up to date. PCs who do not currently have a license (likely all of them; this must be noted as purchased on their last AR to be valid) can purchase one that is good for a month, (e.g. the module), for 10 gp.

PCs who succeed at a Sense Motive check (opposed by the sergeant’s Bluff) realize he appears quite worried. Initially, he attempts to pass this off as worry about his assignment but an additional Sense Motive check reveals this is due more to concern over his family and Violet. PCs who confront him with this are informed of the rumors of undead in the area and his resulting worry about his family and fiancé.

Note that if he is asked Argon has no discomfort at all in revealing the identity of the individuals to whom he is sending the dispatches and gives physical descriptions of them if asked (although he waxes a bit about Violet’s beauty).

Creatures: Having grown up the son of a fisherman, Sergeant Krestil is at home on a boat as on land. Recently, through rumors in the military he has heard of problems with undead in the area around Bronzeblood Haunt. Now Sergeant Krestil’s family lives on the coast in Keristen but his fiancé lives a little further inland...hence, closer to Bronzeblood. He is concerned about her as well as his family and thus arranges for the PCs to check on them, using as his stated reason a need to deliver a dispatch to them (some of his pay for their expenses...his family is struggling financially).

Sergeant Argon Krestil: Male human Ftr6 (Bluff +2). Sergeant Krestil is an Oeridian standing just less than six feet tall with short-cropped black hair and honest brown eyes. He is in his mid-twenties.

Treasure: He agrees to pay the PCs for their services five wheatsheafs each, minus of course all applicable taxes (1 gp each, for a total net gain of 4 gp for each PC). The pay he is offering is rather high for simple delivery of a dispatch but this is because he is worried about possible problems with undead.

APL 2 to 6: Loot – 0 gp, Coin – 4 gp, Magic – none.

Development: If PCs do not accept the mission, the adventure is effectively over for them. The player may be given the option to select a more appropriate PC. If the PCs decide to set out by land, proceed to Encounter 2A. If they attempt to charter passage on a boat, proceed to Encounter 2B.

Encounter Two A: If By Land

This encounter occurs only if the PCs chose to travel across land to the village of Keristen. If they have chartered passage on a boat, use Encounter Two B instead. If PCs somehow manage to transport themselves to Keristen in another manner, modify the box text but have them meet with these creatures as soon as they leave the village of Keristen.

Traveling along the coast is rather pleasant, if a bit chill. Leaving behind the excitement of Willip, the area you are in now seems quite peaceful. The water splashes gently on rocks near the road and trees across the road sway in the breeze.

At APL 2 and 4, PCs who succeed at a DC 20 Spot check notice the webs on the road before walking into them [as per the ettercap description in the *Monster Manual*]. Give a +2 circumstance bonus to PCs for each 10 feet they are behind the leader to avoid stumbling into other webs, now that they are aware some are in the area. Note a PC more than 30 feet in front of the next PC or more than 15 feet from the road cannot be seen by the other PCs (due to the heavy underbrush and trees in the area) and thus provides other PCs no bonus (until the PC in question reaches that point). At APL 6, PCs should instead be given a Spot check opposed by the harpy’s Hide check. PCs need to make a DC 16 Will save or be captivated by the harpies’ song.

Creatures: These creatures have moved from further inland in the swamps between Bronzeblood and Blackwell to their current location. At APLs 2 and 4, PCs encounter some ettercaps with their pet spiders while at APL 6 they encounter a couple of harpies.

APL 2 (EL 4)

Ettercap: hp 27; see *Monster Manual* page 106.

Small Monstrous Spiders (2): hp 5, 3; see *Monster Manual* page 288.

APL 4 (EL 6)

Ettercap (2): hp 29, 25; see *Monster Manual* page 106.

Medium Monstrous Spiders (3): hp 12, 11, 10; see *Monster Manual* page 288.

APL 6 (EL 8)

Harpy (2): hp 29, 33; see *Monster Manual* page 150.

Tactics: At APLs 2 and 4, the ettercaps and spiders attempt to remain hidden and ambush the PCs immediately after the PCs either avoid or become entangled in their webs. The ettercaps begin twenty feet above the party but move to ten feet (one range increment for the web) during their first action. To begin, the ettercaps focus on any PCs separated from the rest of the party, beginning with the web attack to entangle them. They do not use their other attacks until all PCs are entangled or they run out of web attacks. Once they decide to move into melee, they do so with a charge. All focus on one PC at a time, waiting until that PC drops before moving to the next. If PCs are relatively close together (e.g. separated by no more than fifteen feet), they attack the lightest armored PC, assuming they can reach them without provoking excessive attacks of opportunity. PCs who wish to climb the trees after the ettercap and spiders may do so with a successful DC 10 Climb (remembering PCs cannot “take 10” on this check during combat).

At APL 6, the harpies continue singing (PCs should have already had to make their saving throw) and lure any PCs who failed their save away from the rest of the group. If unable to do so, they focus first on any obvious bards in the party, followed by archers, using their flyby attack. If neither of those groups are present, they instead focus on obvious spellcasters, choosing those with lightest armor first. The harpies attack from just above the PCs, thus using height to their advantage to gain the +1 to hit and -1 for PCs below.

Treasure: Nearby are some valuables taken from previous victims. At APLs 2 and 4, in addition to the magic items and coin listed below, this includes a masterwork greatsword, a masterwork greataxe, masterwork banded mail, a masterwork chain shirt, a magnifying glass, masterwork thieves tools, masterwork studded leather, a shortsword, a longsword, a longbow, quiver with 40 arrows and a light wooden shield.

APL 2: Loot – 150 gp, Coin – 150 gp, Magic – 0 gp.

APL 4: Loot – 150 gp, Coin – 10 gp, Magic – *helm of comprehending languages and reading magic* (433 gp each).

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *helm of comprehending languages and reading magic* (433 gp each), *boots of striding and springing* (458 gp each).

Development: Once the PCs have defeated the creatures, continue to Encounter 3.

Encounter Two B: If By Sea

PCs can arrange passage to Keristen on a keelboat. The keelboat has a crew of eleven including the captain, eight rowers and two men on look-out. The keelboat does not have room for horses or large creatures of any type (including centaurs!) and the captain does not allow them on board. PCs are charged 10 wheatsheafs (gp) total for passage one way to Keristen. Animals (unless size tiny) are not allowed on the boat. Captain Flemmin is headed that way but typically does not take passengers. There are no other boats heading that direction for at least two days.

Earlier in the week, a group of lizardfolk decided an effective way to slow traffic was to arrange to move some large coral and rock into the main path taken by smaller ships such as this one. The ships would need to go around the coral and rocks to avoid sinking and would subsequently get stuck...just long enough...on the shallows next to them. The lizardfolk then set scouts in rotation to watch the area and gather valuables from the ships passing by.

Traveling along the coast is rather pleasant, if a bit chill at times. Leaving behind the excitement of Willip, out on the Nyr Dyv the day seems quite peaceful. The water splashes gently against the side of the boat as the oars move in unison. Suddenly, the captain gives a shout: “What the...! Quick, pull starboard! Starboard I say!” With a sickening swish the boat grounds to a halt. Looking over the side you see sand just feet below.

The captain approaches your group. “Sorry about that maties! That blasted sandbar’s grown since last I was through here. And those rocks...I don’t recall them there either. We almost found ourselves with a hole in the boat but my good crew were able to turn just in time. It’ll take a good three – maybe four – hours to get us off this bar. Of course, if you were minded to help, we could prob’ly get moving a bit quicker.”

The captain would like the PCs to get out of the boat and help by pushing it forward while the rowers work the oars. He stays aboard to direct the situation. If the PCs decline to help, half the rowers move out into the water and the other half man the oars. This doubles the time needed to free the vessel (as the captain noted already). It also means these sailors are the first ones attacked as they move into the water. Note that there are only two extra crew members (the look-out) who can man the oars so if the PCs do not move quickly to assist they may find themselves at the oars in order to reach their destination!

Keelboat: gargantuan vehicle; seaworthiness -2, shiphandling +2, hull sections 3 (sink one section), hardness 5; section hp 50; section AC 3.

Creatures: Patrolling the coast in this area are some lizardfolk. At APL 4 and 6, they have enlisted aid from sea cats. The captain and his crew are sailors, not warriors. They attempt to defend themselves with daggers if needed but are not particularly skilled at it and should be treated as non-combatants.

All APLs

Captain Flemmin: Male human Exp5 (Profession Sailor +8).

Crew (10): Male humans Exp1, hp 8 ea.

APL 2 (EL 4)

Lizardfolk (3): hp 12, 11, 10; see *Monster Manual* page 217.

APL 4 (EL 6)

Lizardfolk (3): hp 12, 11, 10; see *Monster Manual* page 217.

Sea Cat: hp 51; see *Monster Manual* page 220.

APL 6 (EL 8)

Lizardfolk (7): hp 12, 12, 11, 11, 11, 10, 10; see *Monster Manual* page 217.

Sea Cats (2): hp 50, 51; see *Monster Manual* page 220.

Tactics: The creatures are hiding in the water and attack the PCs (or the rowers, if the PCs refused to help) as soon as they exit to move the boat past the shallows. Luckily, the combination of the rocks/coral and sandbar area mean the PCs are in an area of light current and the day is warm enough they suffer no effects of cold. The ten foot wide area on which the boat is banked is only three feet deep. It then drops rather suddenly to twenty feet deep. PCs moving off the sandbar area find themselves needing to make a DC 10 Swim check to stay afloat and move about (See Swim description in the PHB p. 84). Note that PCs attacking from the sandbar are considered attacking

from land (see DMG p 93). While they suffer no penalties to movement, AC, attack or damage regardless of weapon used, the creatures being fought do gain cover due to the water, thus receiving a +4 AC bonus. The creatures attempt to remain in the deeper water, attacking the closest party members. Any PCs who move off the sandbar they attempt to grapple and pull underwater, knowing the surface dwellers cannot breathe water and will likely drown quickly (see Swim in the PHB p 84 and Drowning in the DMG p. 304).

Treasure: Nearby are some valuables taken from previous victims. At APLs 2 and 4, in addition to the magic items and coin listed below, this includes a masterwork greatsword, a masterwork greataxe, masterwork banded mail, a masterwork chain shirt, a magnifying glass, masterwork thieves tools, masterwork studded leather, a shortsword, a longsword, a longbow, quiver with 40 arrows and a light wooden shield.

APL 2: Loot – 150 gp, Coin – 150 gp, Magic – 0 gp.

APL 4: Loot – 150 gp, Coin – 10 gp, Magic – *helm of comprehending languages and reading magic* (433 gp each).

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *helm of comprehending languages and reading magic* (433 gp each), *boots of striding and springing* (458 gp each).

Development: Once the PCs have defeated the creatures, continue to Encounter 3.

Encounter Three: Keristen

PCs reach the village of Keristen as evening is falling. They likely need to stay that evening at the inn, as there is not enough time before nightfall to call on the sergeant's family, especially as PCs would need more specific information on the location of their home.

Evening is falling as you arrive in Keristen. As you approach, you note the wharf district seems to monopolize the town, although it is nowhere near the size of the docks of Willip. Across from the docks and looking out to sea is a temple of Procan, roughly a block from a shrine to Osprem. A couple warehouses sit near the fishing docks. The naval barracks are but a short distance away and a couple taverns can be spotted within a short walk.

At this time of evening, several the fishermen are heading in again from an evening catch and other areas appear to be winding down for the night.

The town consists of a naval base, a couple inns, a general store, fish packing warehouses, a small temple to Procan

and a shrine to Osprem. Each of these areas is further outlined below. Note that it is not necessary or expected that PCs will visit all of the locations below; this information is presented as a guide. Most of the men in town are either in the Furyondy Royal Navy or fishermen.

PCs need to Gather Information to discover where the Krestil family lives. This may be done at any of the locations listed here, with the results noted below. The same information is available at all locations, unless otherwise noted. PCs may make one check in each location. Once PCs have visited one location, proceed to Encounter Four, as the undead make their way into town. PCs may visit additional locations the following day, if they so desire.

Successful Gather Information checks reveal:

- **DC 5:** The Krestils? Good folk; Warren and his youngest son are fishermen. The eldest is off in the Navy somewhere.
- **DC 8:** Violet Farrin? She and her family are weavers and tailors. Make some excellent sails and nets.
- **DC 10:** The Krestils live on the south end of town, not far from the docks.
- **DC 12:** Violet Farrin lives some distance inland from town. Old man Farrin got a bit distant when he retired from the Navy. He doesn't really like visitors.
- **DC 14:** Strange, unnatural creatures have been spotted nearby lately. (PCs have already fought them but the villagers would not know this).
- **DC 17:** Some of the Navy men were called inland a few days ago. Travelers came into town with tales of undead.
- **DC 19:** Couple fishermen from the south came into town the other day looking for Lorinn (the cleric of Procan); some type of trouble down that way.
- **DC 19 (Lorinn ONLY):** The fishermen had come seeking assistance with some undead spotted nearby – zombies and skeletons. I was able to put them to rest.
- **DC 22:** There were some problems over by Bronzeblood a few months ago...some kind of attack on the outpost over there.
- **DC 25:** The Mage Council in Chendl are supposedly recruiting adventurers to help get rid of that evil blackness. About time, too, as the undead seem to be spreading (the source of the undead locally is something else but the villagers do not realize this).

LOCATION: TAVERNS/INNS

The Red Sail: This common tavern and inn is most often frequented by fishermen. Outside the inn is a red sail hung rather than a sign. On the front door is a black bird painted surrounded by a circle with a line across it. Written in common below are the words “*No familiars allowed. Birds of ill omen killed on sight.*”

The inn is fairly large but simply furnished. The food is tolerable but simple fare, typically consisting of fresh baked fish, fish stew and casseroles served with bread. Basic beverages only are provided (e.g. nothing exotic, no fine wines, no racial drinks like dwarven, elven, halfling, etc). In fact, drink choices are limited to ale (with the kick of a mule and the smell of a Baklunish armpit) or beer (which is little better and can remove stains from armor). PCs asking for expensive and/or exotic drinks (e.g. wine or special racial drinks like dwarven mead) are given an odd look and the explanation (varied based on who they are asking) that these drinks are not available. Meals and drinks (assuming nothing excessive) are covered by adventurers standard.

One wall features a large cloth with numerous holes on which is a crude drawing of what appears to be a wizard (complete with robes and a pointed hat) with a demonic looking creature perched on his shoulder. There are several nails stuck in various points through demonic creature as well as the wizard, whose face is drawn in an evil-looking grimace. Crudely written above the wizard are the words “*Pin the imp and win a prize!*” PCs wishing to participate in this activity/game can pay the bartender 1 or 2 cp and receive a single small nail. They are blindfolded, turned around several times then pushed in front of the cloth. The object is to stick the nail in the imp; if they do so they win an ale or an ale and a meal (give a 15% chance of pinning the imp; allow the player to roll percentage dice). What is not advertised are any players who stick the wizard directly between the eyes (5% chance) are given not only a free ale but a 1 silver “bounty.”

Creatures: Depending on the time of day, feel free to improvise other villagers in the inn. During the main part of the day, it is empty except for Nigel and Elinor. At lunch time, all employees are present as well as a selection of townsfolk. In the evening, the inn is pretty full with fisherman and all employees are present as well.

Nigel “Fuzzy” Rearden: Male Suel human Exp2. Nigel is the barkeeper, and fits in very well with the sailors, as he used to work on a boat himself. He is completely bald as a result of an argument with a wizard, who cursed him such that he is now missing the uppermost layer of skin. PCs who make a DC 15 Spot check or a

DC 10 Heal check notice this as the reason his skin always looks as though it is rubbed raw. Note that Nigel does not discuss the reasons for this and becomes agitated if the PCs ask him. He does not know the exact nature of the curse and knows only that he tried to get it removed and was unsuccessful, so he believes it cannot be removed. In actuality, the cleric was not high enough level to be successful (needs a 12th level caster).

PCs who are persistent in discovering the story behind the curse may be able to get the wait staff to discuss this, (but only well out of earshot of their employer) with a successful DC 15 Gather Information check. What actually occurred was that Nigel was asked by a wizard, accompanied by his imp familiar, to take a dangerous trip (bad weather on the seas). Now, despite the fact that Nigel was pretty sure he was a smuggler, he had previously agreed to take him for a good bit of coin. When the weather turned bad, Nigel refused to ferry him and indicated he was going to delay the trip. Nigel insisted that as the captain of the boat, it was his decision. This angered the wizard (who was in a hurry), thus resulting in the curse.

At any rate, as a result of this unfortunate matter, Nigel is jokingly referred to as “Fuzzy” by the sailors who live in town...a fact which angers him tremendously. Nigel insists on being referred to as Nigel and it takes a brave man to call him Fuzzy to his face, as such an individual is likely to find themselves on the street as the product of his wrath! This curse has also caused Nigel to be extremely mistrustful and intolerant of arcane casters of any type (he designed the imp and wizard game as an outlet for his anger).

Big Bertha: Female Rhenee human Exp1. Bertha is called big because of her attitude and sharp tongue. Sarcastic and defiant, her spirited manner results in much ribbing with the sailors. Bertha is actually a short, frail looking woman whose appearance disguises her actual strength. She is a relatively attractive woman (Cha 13) who enjoys male company immensely and is not averse to receiving additional compensation for her time.

Elinor: Female Oeridian human Exp2. Elinor is a matronly woman with a pleasant personality who serves as the upstairs maid as well. She sees to the needs of those renting rooms, arranging for baths and massages (at an additional fee, of course!). Elinor is not the brightest bulb, but her kindly nature causes many of the sailors to feel protective toward her.

Posie: Male Baklunish human Exp1. Posie is an effeminate transvestite man originally from the lands

of the Wolf Nomads where his inclinations were heavily constrained. A successful DC 15 Spot check identifies him as a man. Posie fawns over the biggest/strongest looking warrior in the PCs group (“*oh, you have such rippling muscles.*”).

The Kingfisher: This upscale tavern and inn is most often frequented by Navy officers, merchants and traveling nobles or emissaries, etc. Outside the inn is a finely painted sign of a kingfisher, with the word “kingfisher” painted below. The inn is a three-story structure with stone walls surrounding the original wood building. A DC 25 Spellcraft check identifies that the walls were created using the *wall of stone* spell. The structure is topped with a clay tile roof and trimmed with wood painted red and white.

The inside of the inn is comfortably furnished with good quality products. PCs not paying at least high lifestyle must pay additional monies for their food or beverages here. In fact, they are required to pay a wheatsheaf upon entry for their first two drinks (average quality beer or ale). The inn does serve fine quality wine, ale, beer, cider and liquor. Snacks (e.g. pretzels, oysters, crackers, cheese) are set out for patrons to nibble on, included in the cost of their first two drinks. However, should they desire a fine meal; there is an additional 10 gp cost.

The first floor of the tavern and inn consists of the kitchen, bar and a large dining room. A prominent spiral staircase in one corner of the dining hall, near the bar leads up to the second floor. The second floor has privacy rooms of varying sizes, furnished somewhat better than the more public rooms below. These rooms contain a large couch/lounge (big enough to sleep on), comfortable chairs, rugs, side tables and chairs and are set up to hold meetings for different sized groups. The rooms can be rented by the hour (1 gp) or the day (5 gp). The third floor contains the living quarters of the owner, Vandros, and the Ducal Suite. The Ducal Suite is typically used by visiting dignitaries, traveling nobility or extremely wealthy merchants. It consists of three rooms: a sitting room complete with a fully stocked sidebar, couches, fireplace, fine rug and side tables; a small bedroom for servants or children and a larger bedroom well furnished with a curtained bed, standing mirror, wardrobe and comfortable chairs.

Creatures: The staff include the owner, three barmaids and twin bouncer-doormen. In the evening, the bar is hosting a pair of merchants heading north with cloth for sale as well as a four naval officers.

Vandros: Male Oeridian human Brd3/Exp1. Vandros, the owner, is just over 30 years of age. Like his cousin

Belgros (who PCs may have met at the Crockpot Inn in Crockport), he has black hair, hazel eyes, and a dark mustache. Vandros, however, also wears a neatly trimmed beard and has better manners than his cousin, although driving no less of a hard bargain. His ears are always open for interesting bits of information. Vandros has developed a fondness for the finer things in life and his establishment caters to this desire in others. Vandros plays the trumpet reasonably well (Perform +10) and entertains his customers with jazz-type music a couple times a week.

Geneveve: Female Oeridian human Com1. Geneveve is an attractive brunette in her early 20s. She is still learning her trade (barmaid) in many ways.

Lanna: Female Oeridian human Com1. Lanna, also a barmaid, is a matronly woman in her mid-40s who helped train the other two and still becomes a bit bossy at times.

Makaya: Female Baklunish human Com2. Makaya is an attractive lass in her early 20s who despite her youth has several years experience waiting tables and is skilled in that area.

Joxan and Jonas: Male dwarves Ftr3. Joxan and Jonas are the twin bouncers who have been working for the establishment a couple years now. Oddly, these young adults are somewhat hot-headed and quick to fight. Despite this, they know their job and stay focused on it.

LOCATION: STORES & WAREHOUSES

Drysooth's Dry Goods: This store supplies the needs of the town in most areas. Arcane casters who have not purchased their registration may do so here for 10 gp. The proprietor receives weekly shipments from Willip and can obtain most non-magical items within two weeks (one week to send to Willip and another week to await its arrival). Although he does not regularly carry armor or weapons (which must be ordered from Willip), he does carry standard equipment (see PHB p. 128-129, includes adventuring gear, special substances, tools and skill kits and clothing) as well as occasionally have some more esoteric items in stock. In addition, he carries a variety of scrolls and potions (any DMG listed scroll or potion with a value of 100 gp or less). Currently the following items are in stock: *cloak of protection +1*, *ring of protection +1*, *wand of knock*, *Quall's feather token: anchor*, *Quall's feather token: bird*, *Quall's feather token: fan*, *Quall's feather token: swan boat*, *elixir of swimming*. Only items listed in the tables or list mentioned above are available and may be purchased at this time. All items are sold at standard PHB or DMG prices.

Creatures:

Blacin Drysooth: Male Oeridian human Exp5. Blacin is a large, jolly man who, as a follower of Zilchus, nonetheless drives a hard bargain. He is probably the wealthiest man in town and travels to Willip monthly himself to obtain supplies and pay his respects at the temple there.

Fishpacking and Smoking Warehouses: There are four of these located in the dock area. Fresh fish is brought from the boats here where it is cleaned and then salted or smoked and packed. Fresh, salted and smoked fish can be purchased here. All the warehouses consist of a large, open area where men work on cleaning and processing the fish. The buildings all have an area set aside to store salt as well as barrels or crates for storage and wood to fuel the smokehouses. The large smokehouses are located outside. All are in use during the main part of the day but the workers are busy and not inclined to chatter. Most of the warehouses are owned and used by two or more families, who have schedules worked out for timing in using the facility and separate areas inside for storage.

Creatures: The workers are primarily (85%) men and all are human, mostly (80%) of Oeridian descent although a few are Suel and Rhenee.

LOCATION: TEMPLES

Both temples are in the dock area and are only a block apart, which leads to some interesting rivalry.

Temple of Procan: The temple of Procan is the larger of the two temples in town with living quarters as well as a large area for public worship. Procan has the larger following. Located in the dock area, it faces the Nyr Dyv and has a view of most ships coming in. However, many of the sailors pay respects to both Procan and Osprem at some point during their work week. The temple is tended by a single cleric who enjoys immense popularity in town.

Creatures:

Lorinn: Male Oeridian human Clr5. Lorinn is quiet but no-nonsense man who served on a merchant ship for many years before deciding to settle in Keristen and minister to the people here. However, he does have a small fishing craft of his own and many days find him out on the water. In fact, if PCs come during the day he is not at the temple but is out on the waves. He has considerable competition with Cephas, who counts among his faithful many of the Naval men stationed here while Lorinn holds sway in town. (Lorinn has one *lesser restoration* memorized if PCs desire spell casting on the night of their arrival. He also

has two first level spells and one third level available as *cure* spells for the typical donation).

Shrine of Osprem: The small shrine to Osprem contains only an altar and room to hold a small service. Although it is small, it is orderly and well built, evidence of its tending by a very structured (some would say compulsive) man. Located in the dock area, it faces the Nyr Dyv and has a view of most ships coming in. However, many of the sailors pay respects to both Procan and Osprem at some point during their work week.

Creatures:

Cephas: Male Suel human Clr4. Cephas is a loud and rather rigid man who revels in the discipline apparent in the Navy. Most of his time is spent at the Navy compound or in the Kingfisher. He has a strong dislike of Lorrin, who he considers irresponsible. (Cephas also has one *lesser restoration* memorized if PCs desire spell casting on the night of their arrival. He has one other second level and two first level spells available to cast as *cure* spells if the PCs request and make the appropriate donation).

LOCATION: NAVAL COMPOUND

The Naval Compound covers a lot of space in the town. PCs need authorization to come here (e.g. must be members of the Furyondy military, Green Jerkins or Order of the Hart). The entire compound is surrounded by a fifteen foot tall stone wall. PCs without authorization are stopped at the gate and sent away. A DC 18 Gather Information check here (for authorized PCs only) discovers there have been large numbers of undead coming out of Bronzeblood lately and there was a recent attack on the outpost there. While the place has been said to be haunted for years, this is the first time there has been such a large number of undead coming from that area.

Barracks: The barracks is a three level structure, one level of which is located below ground and used for storage. The building houses all enlisted men currently stationed in town.

Officers Quarters: A smaller building provides somewhat better accommodations for the base commander and his three lieutenants. The base healer stays in his own rooms here as well with easy access to the attached sick bay.

Mess Hall: The mess hall is located in its own building.

Training area: There is a large open space in the center of the compound used for training troops.

Dedicated docks: The Naval docks have room for ten ships as well as ship repair facilities.

Brig/Prison Area: The brig can hold up to ten prisoners at a time. There is a guardroom inside as well.

Headquarters: The offices for the commander and his three lieutenants are located here, as is the armory and quartermasters office.

Creatures: At any one time, at least three ships worth of seamen are staying on the base. The base commander is Royair Bartleeno, a captain in the Royal Navy. Also stationed here are three lieutenants and a healer (a cleric of Osprem who tends to the shrine in town as well).

Royair Bartleeno: Male Baklunish human Scout7/Ftr2/Legendary Captain 3. Royair is in his late 30s. He has wavy black hair and dark eyes. Wiry and lanky, Royair is a self-professed ladies-man and as a follower of Trithereon is something of an anomaly among those he commands. However, Royair was captured and spent some time as a slave to the Scarlet Brotherhood, still bearing scars from the torture and harsh treatment he experienced during that time. Therefore, he is especially wary of Suel travelers and foreigners although he has become comfortable with local Suloise.

Development: Once PCs have visited one location, proceed to Encounter Four, as the undead make their way into town. Following conclusion of that encounter, PCs may visit as many other locations as desired, assuming time allows this. When PCs go to meet with the Krestil family, go to Encounter Five. Once they indicate they are seeking out Violet (and have directions to her home), go to Encounter Six.

Encounter Four: Alarm Bell

At some point shortly after the PCs arrive, the town is the subject of an attack by undead. Note that this occurs while most of the fishermen are out on the water (and both clerics are out on the water).

Pausing a moment in your conversation, you hear a ruckus of some sort in the distance, followed by the clanging of a bell. "That's the alarm bell!" The individual you are speaking with exclaims. "The town is under attack!"

Once the PCs move toward the source of the sound, they see a couple Navy men dropped by the undead. The individual they are speaking with also sees what has happened and rushes to go get Lorinn, the cleric of Procan. The individual has trouble locating him (as he is

out for a boat ride) and he does not show up until the battle is effectively over.

Creatures: Desiccators are small, salt-covered humanoids from whom a hot breeze seems to blow. The voidwraith is moving behind them and attempting to stay in their shadow so as to remain hidden and surprise the PCs (allow opposed Hide vs. Spot checks).

APL 2 (EL 4)

Desiccators (2): hp 26; see *Appendix One*.

APL 4 (EL 6)

Advanced Evolved Desiccators (2): hp 54; see *Appendix Two*.

APL 6 (EL 8)

Advanced Evolved Desiccators (2): hp 54; see *Appendix Three*.

Voidwraith: hp 39; see *Appendix Three*.

Tactics: See GM Aid for a general map of the area. At APL 2, the desiccators attack whomever gets in their way, starting with their breath and affecting as many PCs as possible. At APL 4 and 6, the desiccators begin with their spell-like ability (one using *haste* and the other with *confusion*), targeting all the undead with the *haste* and as many PCs as possible with the *confusion*. The desiccators then use their fatiguing touch to gain as much temporary hit points as possible by draining Constitution. The voidwraith attempts to surprise the PCs and first attacks the closest PC who seems unaware of it (e.g. is flatfooted). On subsequent rounds the voidwraith uses its steal breath ability.

Treasure: PCs are given a reward from monies pooled together by the townfolk.

APL 2: Loot – 0 gp, Coin – 155 gp, Magic – *none*.

APL 4: Loot – 0 gp, Coin – 65 gp, Magic – *none*.

APL 6: Loot – 0 gp, Coin – 25 gp, Magic – *none*.

Development: After defeating the undead, the PCs likely need some rest. Keep in mind any PCs who took ability damage do recover this as normal, or they may wish to seek out one (or both!) of the clerics in town for their assistance. PCs with the Track feat who ask may determine with a successful DC 16 Survival check that the undead appeared to have been coming from the direction of Bronzeblood Haunt. In the morning, they may choose to explore the town a little more. In that case, use Encounter Three for information on the town. Note that townspeople are a little warmer toward them (+2 circumstance bonus to Charisma related checks) after their defeat of the undead. PCs also likely meet with the

sergeant's family and can gain information on the location of his fiancé. When they go to meet with the Krestil family, go to Encounter Five. Once they indicate they are seeking out Violet (and have directions to her home), go to Encounter Six.

Encounter Five: The Krestil Family

PCs have obtained information on where the sergeant's family lives and have come to deliver the dispatch.

Following the directions you obtained to the Krestil home, you locate a modest home which appears to be in good repair. Nets dry off to one side of the home, while on the other is a good size smokehouse, which currently appears to be in use.

This is primarily a role-playing encounter and can be shortened as necessary if time is running short. PCs basically drop off the dispatch and can easily obtain directions to Violet's home (no Gather Information check needed). Note that if PCs remove any of the monies from the note, the family is aware since the dispatch does specify the amount enclosed. Note also that as the note/package was sealed, the family notices if PCs opened it and require an explanation. In that case, give PCs a DC 20 Diplomacy check. Failure means that they report this to Argon.

Creatures: Depending on what time of day the PCs arrive, the house may contain all the family members or only the mother. Note the locations specified after the individual to determine whether they are home when PCs come calling.

Warren Krestil: Male human Com4. Warren, Argon's father, is in his late forties and is a common man. He is a hard working fisherman and spends much of his time on his boat. He works several hours in the early morning, comes home for a couple hours around noon and then heads back out in the late afternoon for a few hours on most days. Following arrival in dock, he drops his fish at one of the warehouses before coming home so he is typically not in until late.

Patela Krestil: Female human Com2. Patela, Argon's mother, is in her early forties and a bustling, matronly woman who works hard while her men are on ship. She is home most of the day, barring short absences for errands but should be home regardless of when the PCs come to call.

Semmell "Semml" Krestil: Male human Com2. Semmell, Argon's younger brother, is 22 years of age

and works in one of the packing warehouses. A hard worker, but not especially fond of fishing and starting to think maybe he's interested in looking elsewhere for a career in life. He works from morning until early evening, when he can be found at home. He typically lunches with his friends.

Kaderik “Kad” Krestil: Male human Com2. Kad, Argon's youngest brother, is 20 years of age and works with his father on the ship. He is happy with life at sea and in the town and is an avid follower of Procan, a source of some disagreement with Argon (who reveres Mayaheine).

Treasure: None.

Development: If PCs chose to explore the town a little more, use Encounter Three for information on the town. Once they indicate they are seeking out Violet, go to Encounter Six.

Encounter Six: Violet

PCs travel inland some distance to the home of the sergeant's fiancé, which they discover under attack by additional undead creatures. PCs have the opportunity to save her if they act quickly.

After traveling inland about a half hour you crest a hill to see a small home nestled in the valley below. Smoke rises from the chimney, so someone must be home. Between the house and you, as expected, is a good size barn with a wagon parked alongside. It would be a peaceful scene, were it not for the scream you hear coming from inside the house.

The scream was made by Violet as she watched her father fall dead and the undead who slew him turn towards her. At this point, PCs are thirty feet from the closest door to the house, just rounding the corner of the barn. Once PCs enter, continue with the read aloud text below, adjusting as needed if Violet has been injured. Note that in order to enter the home, PCs must step over the body of Violet's father. While this does not cost extra movement it does prevent them from charging into combat (and also prevents the undead from charging Violet).

Reaching the doorway, the first thing you notice is the body of a Suel man sprawled dead at your feet. The second thing you notice is a blond-haired Suel girl in her late teens brandishing a frying pan at several undead creatures as they move toward her. Tears stream down her face from her blue eyes but she stands her ground firmly.

See map (DM Aid) for a rough layout of the Farrin home as well as location of the creatures as the PCs enter. Violet and her parents are (or were!) the only people living here as her older sister, Rose, is now married and lives in town. The family members are weavers and tailors, making materials such as sails for the boats and nets as well as more traditional things such as clothing. Violet specialized in sewing. Violet's father was a retired Navy seaman who felt he could protect his family fine so was not worried about settling outside town, where there was more space and privacy.

Creatures: The girl is Violet Farrin, Argon's fiancé and the individual the PCs are to deliver the package. The dead man is her father and if PCs come into the room they eventually notice her mother's body just outside the door.

All APLs

Violet: hp 22; see *Appendix Four*.

APL 2 (EL 4)

Human Commoner Zombies (3): hp 10, 9, 8; see *Monster Manual* page 266.

Ghouls (2): hp 14, 12; see *Monster Manual* page 119.

APL 4 (EL 6)

Bugbear Zombies (3): hp 41, 42, 43; see *Monster Manual* page 267.

Ghast: hp 29; see *Monster Manual* page 119.

APL 6 (EL 8)

Minotaur Zombies (3): hp 80, 81, 82; see *Monster Manual* page 267.

Mummy: hp 55; see *Monster Manual* page 190.

Tactics: Determine initiative, being sure to include Violet in the order. At the point when the PCs hear the scream, the undead have just dropped her father in the doorway. The next round, they move to attack Violet unless PCs intercede. Violet begins uninjured but if the undead win initiative they attack her first (as PCs are not yet inside). Violet, meanwhile, after watching both parents fall dead (her mother while fleeing and her father fighting) has grabbed the closest thing available (a frying pan) which she is using as an improvised weapon (penalties are taken into account in her statistics). She is fighting defensively but once the PCs enter she immediately steps back if they indicate in any way that they have the situation in hand. She recognizes them as adventurers and knows her own limited abilities! Once she moves back, consider her in a full defense position.

Once the PCs attack the undead, their attention is turned to the PCs and they no longer attack Violet.

Treasure: None.

Development: Once the undead have been defeated, clarify with the PCs their actions before proceeding to the appropriate Conclusion. PCs with the Track feat who ask may determine with a successful DC 15 Survival check that the undead appeared to have been coming from the direction of Bronzewood Haunt. Note whether the PCs deliver the dispatch (whether its open or not!) and whether or not they think to ask Violet about moving into town. This should NOT be suggested to them, however! Find out if there is anyone to whom the PCs are making it a point to pass along this information.

Conclusion

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Conclusion A: PCs escort Violet back to town.

Leaving the Farrin home you travel back to Keristen. The townspeople are happy to see you and grateful for your assistance earlier. Violet is also thankful for your assistance and assures you she will let her fiancé know of your help. It is reassuring to know she will be safe. Now, you just need to see that these undead problems don't spread further...

PCs have saved Violet and brought her into town to stay either with her sister or with Argon's family. PCs receive the Favor of Argon Krestil and are considered Heroes of Keristen. If the PCs made it a point to pass along information of the undead presence and that the undead seem to be coming from Bronzewood area, they receive an influence point with one of the groups informed. If PCs informed multiple groups, allow them to chose the Influence Point they'd like and circle it on the AR.

Conclusion B: PCs leave Violet at her home.

Leaving Violet at her home you travel back to Keristen. The townspeople are happy to see you and grateful for your assistance earlier. Now, you just need

to see that these undead problems don't spread further...

PCs have saved Violet but then left her at her home. PCs do not receive the Favor of Argon Krestil since Violet is killed by undead within a week and Argon discovers this on his return home. However, PCs are considered Heroes of Keristen. If the PCs made it a point to pass along information of the undead presence and that the undead seem to be coming from Bronzewood area, they receive an influence point with one of the groups informed. If PCs informed multiple groups, allow them to chose the Influence Point they'd like and circle it on the AR.

Conclusion C: PCs are unable to save Violet.

Leaving the Farrin home you travel back to Keristen. The townspeople are happy to see you and grateful for your assistance earlier. Unfortunately, you were unable to save Violet and you wonder what Sergeant Krestil will say when he finds out. Hopefully, these undead problems don't spread further...

PCs were unable to save Violet so they do not receive the Favor of Argon Krestil. However, PCs are considered Heroes of Keristen. If the PCs made it a point to pass along information of the undead presence and that the undead seem to be coming from Bronzewood area, they receive an influence point with one of the groups informed. If PCs informed multiple groups, allow them to chose the Influence Point they'd like and circle it on the AR.

The End

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 Two

PCs defeat the monsters while traveling

APL2 120 xp

APL4 180 xp

APL6 240 xp

Encounter Four

PCs defeat the undead.

APL2 120 xp

APL4 180 xp

APL6 240 xp

Encounter Six

PCs defeat the undead.

APL2 120 xp

APL4 180 xp

APL6 240 xp

Story Award

PCs save Violet and convince her to move into town

APL2 60 xp

APL4 90 xp

APL6 120 xp

Discretionary roleplaying award

APL2 30 xp

APL4 45 xp

APL6 60 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

Treasure Summary

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

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

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

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

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

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

Encounter One:

APL 2: L: 0 gp; C: 20 gp; M: 0 gp

APL 4: L: 0 gp; C: 20 gp; M: 0 gp

APL 6: L: 0 gp; C: 20 gp; M: 0 gp

Encounter Two:

APL 2: L: 150 gp; C: 150 gp; M: 0 gp.

APL 4: L: 150 gp; C: 10 gp; M: 433 gp – helm of comprehending languages and reading magic (433 gp each).

APL 6: L: 0 gp; C: 0 gp; M: 891 gp – helm of comprehending languages and reading magic (433 gp each), boots of striding and springing (458 gp each).

Encounter Four:

APL 2: L: 0 gp; C: 140 gp; M: 0 gp.

APL 4: L: 0 gp; C: 50 gp; M: 0 gp.

APL 6: L: 0 gp; C: 10 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 150 gp; C: 310 gp; M: 0 gp - Total: 460 gp (maximum 450 gp)

APL 4: L: 150 gp; C: 80 gp; M: 433 gp - Total: 663 gp (maximum 650 gp)

APL 6: L: 0 gp; C: 30 gp; M: 891 gp - Total: 921 gp (maximum 900 gp)

Special

Influence Point: In thanks for providing important information, you have gained an influence point with one of the following organizations (GM should circle the appropriate MO; only one MO may be circled): Furyondy Royal Navy; Green Jerkin Rangers; Twilight Hunters; FAST-C; Church of Heironeous; Church of Mayaheine. This influence is expended once used.

Favor of Sgt. Argon Krestil: In thanks for your assistance during the attack on his home town of Keristen and for saving his future bride, Sgt. Krestil has granted you a commendation. This commendation may be used as a one-time bonus of +5 to a Charisma related check with one of the following Furyondy government organizations: Military or Navy, Order of the Hart, Green Jerkins, FAST-C or Church of Mayaheine. This favor is consumed when used.

Hero of Keristen: The PC is known and recognized as a hero of Keristen. They receive a +2 circumstance bonus to Charisma related checks in the Barony of Willip for the duration of two years from the date on this AR, while their actions are remembered and praised. In addition, Drysooth agrees to locate for them one of the following items, which PCs may purchase at any time during those years for standard price: +1 keen cutlass (SW), buoyant leather armor (SW), buoyant chain shirt (SW), buoyant chain mail (SW), captain's lantern (SW), ring of waterwalking, cloak of the manta ray, necklace of adaption.

Items for the Adventure Record

Item Access

APL 2:

- Wand of Knock (Adventure; DMG; 4,500 gp)
- Quall's Feather Token – Anchor (Adventure, DMG, 50 gp)
- Quall's Feather Token – Bird (Adventure, DMG, 300 gp)

- Quall's Feather Token – Fan (Adventure, DMG, 200 gp)

- Quall's Feather Token – Swan Boat (Adventure, DMG, 450 gp)

- Elixir of Swimming (Adventure, DMG, 250 gp)

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

- Helmet of Comprehending Languages and Reading Magic (Adventure; DMG; 5,200 gp)

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

- Boots of Striding and Springing (Adventure; DMG; 5,500 gp)

Furyondy Royal Navy Meta Organization:

- Pearl of the Sirines (Regional; DMG; 15,300 gp)

FAST-C and Church of Mayaheine Meta Organizations:

- Holy Water Sprinkler (Regional; LM; 62 gp)
- +1 Keen Bastard Sword (Adventure, DMG, 8,355 gp)

Appendix One – APL 2

Encounter Four

Desiccator: CR 2; Small undead (water); HD 4d12; hp 26; Init +5; Spd 20 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk/Grp: +2/+1; Atk +6 melee (1d6+fatigue, slam); Full Atk +6 melee (1d6+fatigue, slam); SA Desiccating breath, fatiguing touch; SQ Darkvision 60ft., elemental turning vulnerability, inescapable craving, undead traits; AL NE; SV Fort +1, Ref +2, Will +4; Str 16, Dex 12, Con -, Int 8, Wis 11, Cha 13.

Skills and Feats: Listen +7, Search +7, Spot +7; Ability Focus (desiccating breath), Improved Initiative.

Desiccating breath (Su): 15 ft cone of desiccating air every 1d4 rounds, damage 1 Con, DC 15 Fort save negates. Creatures with water subtype take -4 penalty on this save.

Fatiguing Touch (Su): The slam of a desiccator, in addition to dealing 1d6 points of damage, makes living creatures fatigued. A DC 13 Fort save negates the fatigue but not the damage. Creatures with a water subtype take -4 penalty on this save. If the victim fails the save, the desiccator gains 5 temporary hit points, which last for up to one hour. A creature already fatigued cannot become exhausted as a result of this touch.

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn water creatures gains a +2 bonus on turning checks against the desiccator. A character who can rebuke undead and also rebuke water creatures gains a +2 bonus on turning checks to rebuke a desiccator.

Inescapable Craving: A desiccator has an inescapable craving for water, which is absorbed using its fatiguing touch ability.

Encounter Four

Advanced Evolved Desiccator: CR 4; Small undead (water); HD 8d12; hp 54; Init +5; Spd 20 ft., swim 60 ft.; AC 16, touch 12, flat-footed 15; Base Atk/Grp: +4/+4; Atk +9 melee (1d6+4+fatigue, slam); Full Atk +9 melee (1d6+4+fatigue, slam); SA Desiccating breath, fatiguing touch, spell-like ability; SQ Darkvision 60ft., elemental turning vulnerability, inescapable craving, undead traits, fast healing 3, positive energy resistance 10; AL NE; SV Fort +2, Ref +3, Will +6; Str 18, Dex 12, Con -, Int 8, Wis 11, Cha 16.

Skills and Feats: Listen +11, Search +11, Spot +11; Ability Focus (desiccating breath), Improved Initiative, Positive Energy Resistance.

Desiccating breath (Su): 15 ft cone of desiccating air every 1d4 rounds; damage 1 Con, DC 17 Fort save negates. Creatures with water subtype take -4 penalty on this save.

Fatiguing Touch (Su): The slam of a desiccator, in addition to dealing 1d6 points of damage, makes living creatures fatigued. A DC 15 Fort save negates the fatigue but not the damage. Creatures with a water subtype take -4 penalty on this save. If the victim fails the save, the desiccator gains 5 temporary hit points, which last for up to one hour. A creature already fatigued cannot become exhausted as a result of this touch.

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn water creatures gains a +2 bonus on turning checks against the desiccator. A character who can rebuke undead and also rebuke water creatures gains a +2 bonus on turning checks to rebuke a desiccator.

Inescapable Craving: A desiccator has an inescapable craving for water, which is absorbed using its fatiguing touch ability.

Spell-Like ability (Sp): The evolved undead can use its spell like ability once per day with a caster level of 8. The save DC is Charisma based. The desiccators can cast the following spells, each one casts one of these: 1/day- *haste, confusion*.

Appendix Three – APL 6

Encounter Four

Advanced Evolved Desiccator: CR 4; Small undead (water); HD 8d12; hp 54; Init +5; Spd 20 ft., swim 60 ft.; AC 16, touch 12, flat-footed 15; Base Atk/Grp: +4/+4; Atk +9 melee (1d6+4+fatigue, slam); Full Atk +9 melee (1d6+4+fatigue, slam); SA Desiccating breath, fatiguing touch, spell-like ability; SQ Darkvision 60ft., elemental turning vulnerability, inescapable craving, undead traits, fast healing 3, positive energy resistance 10; AL NE; SV Fort +2, Ref +3, Will +6; Str 18, Dex 12, Con -, Int 8, Wis 11, Cha 16.

Skills and Feats: Listen +11, Search +11, Spot +11; Ability Focus (desiccating breath), Improved Initiative, Positive Energy Resistance.

Desiccating breath (Su): 15 ft cone of desiccating air every 1d4 rounds; damage 1 Con, DC 17 Fort save negates. Creatures with water subtype take -4 penalty on this save.

Fatiguing Touch (Su): The slam of a desiccator, in addition to dealing 1d6 points of damage, makes living creatures fatigued. A DC 15 Fort save negates the fatigue but not the damage. Creatures with a water subtype take -4 penalty on this save. If the victim fails the save, the desiccator gains 5 temporary hit points, which last for up to one hour. A creature already fatigued cannot become exhausted as a result of this touch.

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn water creatures gains a +2 bonus on turning checks against the desiccator. A character who can rebuke undead and also rebuke water creatures gains a +2 bonus on turning checks to rebuke a desiccator.

Inescapable Craving: A desiccator has an inescapable craving for water, which is absorbed using its fatiguing touch ability.

Spell-Like ability (Sp): The evolved undead can use its spell like ability once per day with a caster level of 8. The save DC is Charisma based. The desiccators can cast the following spells, each one casts one of these: 1/day- *haste, confusion*.

Voidwraith: CR 6; Medium undead (air, incorporeal); HD 6d12; hp 39; Init +9; Spd fly 60 ft. (perfect); AC 22, touch 17, flat-footed 17; Base Atk/Grp: +3/+4; Atk +8

melee touch (1d4+1d2 Con drain, incorporeal touch); Full Atk +8 melee (1d4+1d2 Con drain, incorporeal touch); SA Steal breath; SQ Airless aura, darkvision 60ft., elemental turning vulnerability, incorporeal traits, inescapable craving, undead traits; AL NE; SV Fort +2, Ref +7, Will +6; Str 12, Dex 21, Con -, Int 8, Wis 13, Cha 15.

Skills and Feats: Hide +18, Listen +10, Spot +10; Improved Initiative, Lightning Reflexes, Weapon Finesse.

Airless Aura (Su): A voidwraith's body is surrounded by an aura of near vacuum at all times. This means that any creatures adjacent to the voidwraith have no air to breathe and must hold their breath (see Suffocation, p. 304 DMG).

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn air creatures gains a +2 bonus on turning checks against the voidwraith. A character who can rebuke undead and also rebuke air creatures gains a +2 bonus on turning checks to rebuke a voidwraith.

Steal Breath (Su): Living creatures hit by a voidwraith's touch attack must succeed on a DC 15 Fortitude save or take 1d2 points of Constitution drain. When a voidwraith drains a victim's Constitution, it gains 5 temporary hit points. Temporary hit points gained this way last for up to one hour.

If the target creature is holding its breath and fails the save, the number of rounds of remaining breath is reduced by 2 per point of Constitution drained. If this reduction exhausts all of the victim's remaining breath, they must begin making Constitution checks or start to suffocate (see Suffocation, DMG p. 304).

Inescapable Craving: A voidwraith has an inescapable craving for Constitution, which it satisfies using its steal breath ability.

Skills: A voidwraith has a +4 racial bonus on Hide checks.

Appendix Four – All APLs

Encounter One

Caius Arrin: Male Oeridian Clr1 (Mayaheine); CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 16; BAB/Grp: +0/+0; Atk: +0 melee (1d10/19-20, bastard sword); Full Atk: +0 melee (1d10/19-20, bastard sword); AL LG; SV Fort +4, Ref +0, Will +5; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +11, Diplomacy +4, Heal +7; Combat Casting, Exotic Weapon Proficiency (bastard sword).

Possessions: Splint mail armor, heavy wood shield, light crossbow, 20 quarrels, bastard sword, wood holy symbol.

Spells Prepared (3/2+1; base DC = 13 + spell level): 0—*create water, guidance, light, 1st—sanctuary**, *magic weapon, detect evil.*

*Domain spell. *Domains:* Nobility (Once per day as a standard action, you can inspire allies, giving them a +2 morale bonus on saving throws, attack rolls and damage rolls, ability checks and skill checks. Allies must be able to hear you speak for one round. This effect lasts for a number of rounds equal to your Charisma bonus); Protection (You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is a abjuration effect with a duration of one hour that is usable once per day).

Physical Description: Caius is an Oeridian human in his early twenties standing just under six feet tall. He is lanky with brown hair that tends to flop into his hazel eyes. His face is tanned and weathered but smiles frequently. His armor is shiny and new and his shield is painted with the holy symbol of Mayaheine.

Encounter Six

Violet Farrin: Female Suel Exp3; CR 2; Medium humanoid (human); HD 3d8+9+3; hp 22; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp: +2/+2; Atk: -2 melee (1d6, frying pan); Full Atk: -2 melee (1d6, frying pan); AL LN; SV Fort +4, Ref +1, Will +5; Str 10, Dex 11, Con 16, Int 12, Wis 14, Cha 12.

Skills and Feats: Bluff +5, Craft (weaving) +10, Diplomacy +7, Knowledge (local [Iuz Border States])

+5, Knowledge (religion) +3, Profession (tailor) +8, Sense Motive +9, Speak Language (Common, Elven, Dwarven, Old Oeridian, Flan, Orc, Rhopan, Touv, Ancient Suel, Halfling, Gnome), Spot +6, Use Rope +5; Negotiator, Skill Focus (craft – weaving), Toughness.

GM Aid: New Rules Items

Feats:

Positive Energy Resistance [Monstrous]

You are resistant to the damage dealt by positive energy effects.

Prerequisite: undead type.

Benefit: You gain resistance 10 against positive energy effects, such as cure spells.

GM Aid: Map of Farrin Home and Grounds

KEY:

One square = 5 feet

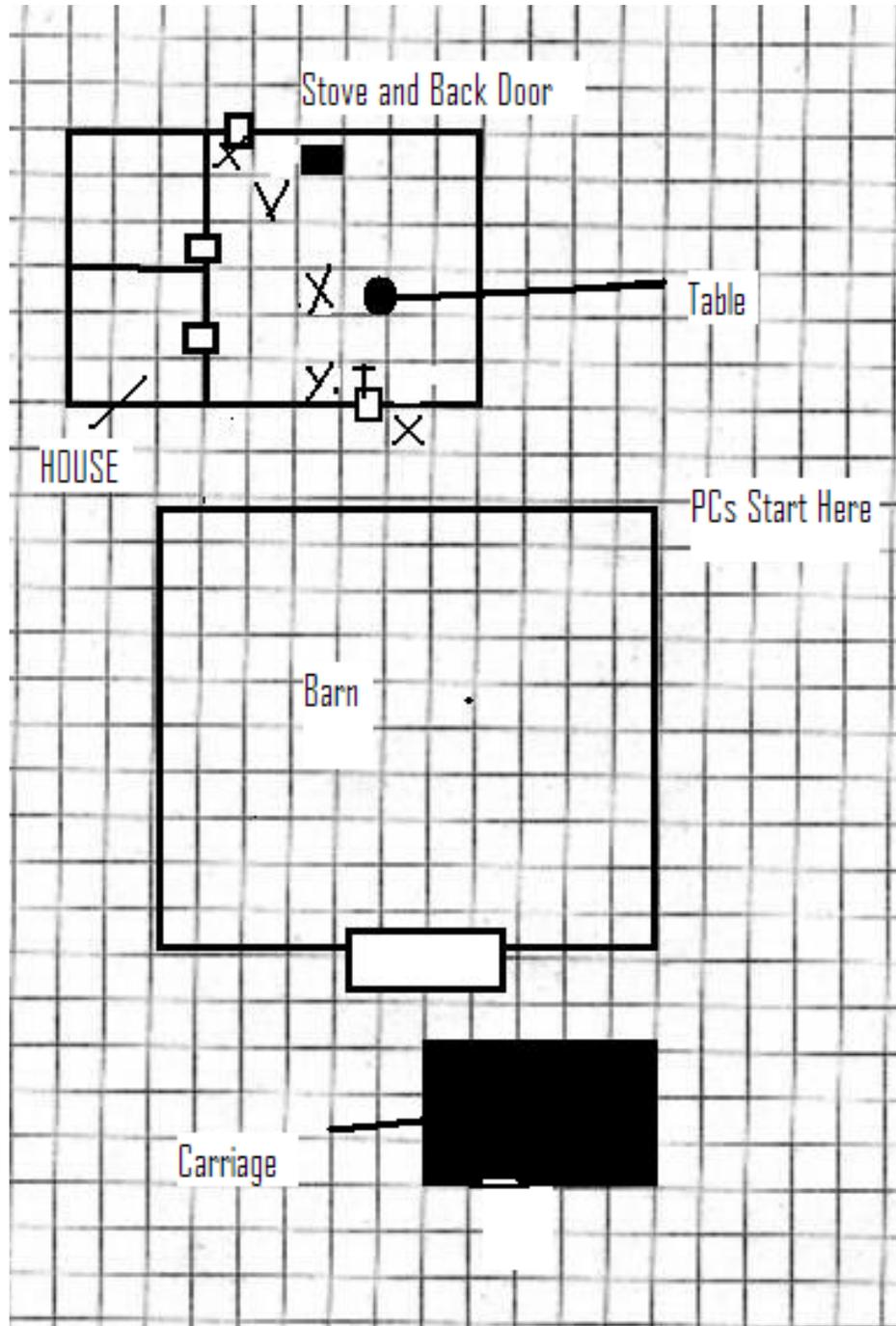
V = Violet

X = Zombies

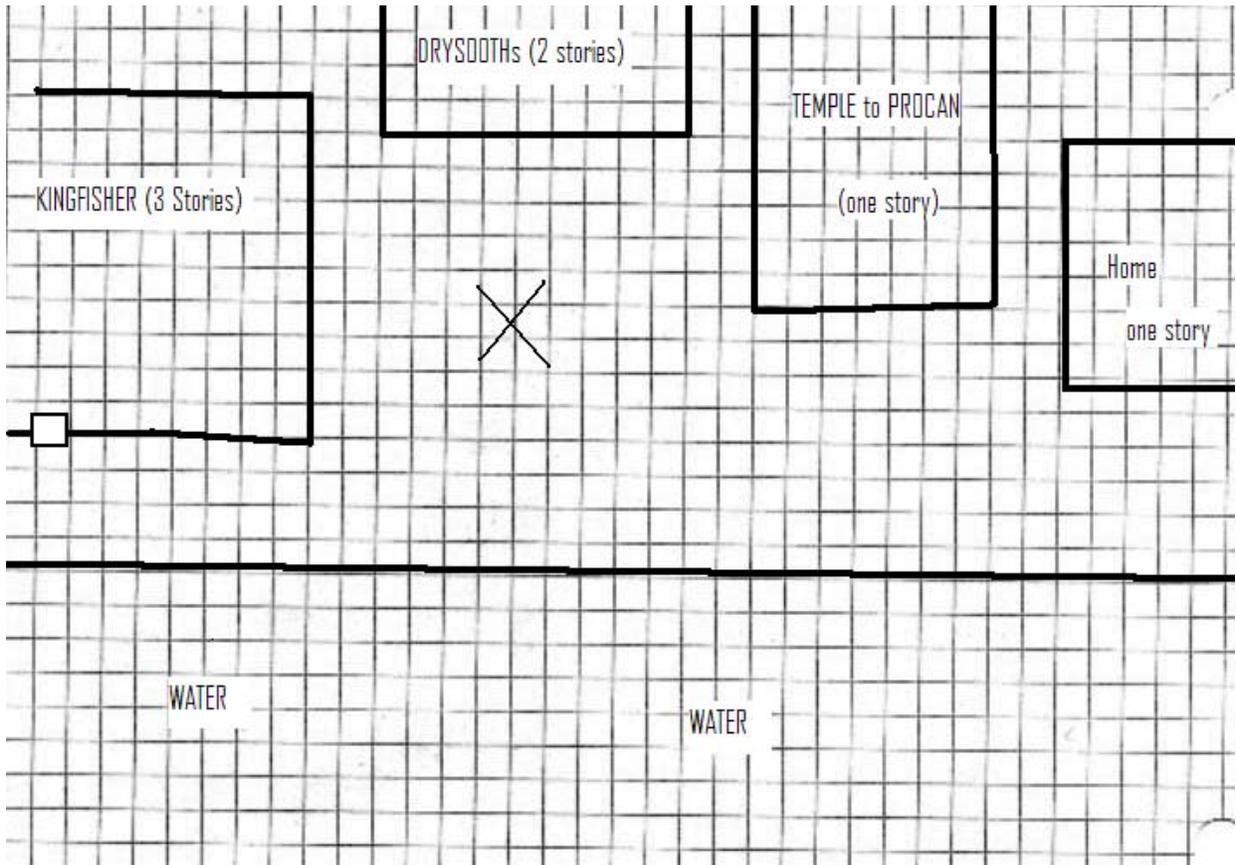
T = Toughest undead

(Ghoul, Ghast or Mummy)

Y = Other Ghoul at APL 2



GM Aid: Map of Area of Keristen Under Attack



All squares are five feet. "X" marks the general area where the undead are located when the alarm goes off. Assume PCs enter between the Kingfisher and Drysooths, unless they are in one of the named areas on the map.

Player Handout #1

Contained in a sealed package are this letter and 20 gp.

Father

I've just received word that I'm to be dispatched north on the Veng so I will have to delay my trip home. Give my love to mother and greetings to Kaderik and Semmell. I've enclosed 20 sheafs to help you all out. I am sending a dispatch to Violet as well. I am worried about her given rumors of unrest in central Willip near Bronzeblood. Please ask Kad or Semm to check on her now and again.

I will come home as soon as I can. I pray Mayaheine will watch over you all.

Your son,

Argon

Player Handout #2

Contained in the package is this letter, 25 gp and a pendant made of silver and sapphires.

My dearest Violet;

I hope this letter finds you and your family well. Give my respects to your parents, please, and my greetings to Rose. I hope she and Tomas are happy and doing well.

I have enclosed a small token for you. I thought of you when I saw it...the blue matches my memories of your beautiful eyes. When you wear it I hope you will think of me and remember I am working toward the day we can be together. Soon, beloved, soon. Once the wedding is finalized perhaps I can get a more permanent station closer to you. In the meantime, I am sure there are many things you are thinking we may need or want as we start our new life together so I am sending you 25 sheafs toward their purchase.

I am sorry I cannot be there with you in person. Unfortunately, I am again sent on assignment some distance from you. Do not worry about me but keep me in your prayers and Mayaheine will protect me. Know that you are always in my thoughts and prayers as well. Again I ask you to consider moving closer to town. Though I trust the Shield Maiden to watch over you, I have heard rumors of trouble lately and I would not want you to come to any harm. I believe it would be safest for you in town. I hope you will consider that.

I look forward to seeing you again, as always...

With all my love,

Argon

Critical Event Summary

FUR6–03 – Shadows on the Coast

(Return to HQ or to Michelle Sharp)

Please be sure to answer all questions. Thanks.

1. Did the PCs travel by land or sea (circle one)?

2. Did the PCs eliminate the creatures on the way to Keristen? Yes No

3. Did the PCs open the dispatches before delivering them? Yes No

4. Did the PCs rescue Violet? Yes No

5. What was Violet's final status?
 Left at home Dead Convinced to move to town

6. Describe the information the PCs relayed about the situation in Keristen:

7. List any MOs notified of information on Keristen:

8. Comments (Optional). Please explain any unusual circumstances