Living Greyhawk

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MEMENTO

A One-Round D&D® LIVING GREYHAWK®
Onnwal Regional Adventure

Version 1

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Adventure and danger lay waiting aboard the Red Talon. Can you retrieve a forgotten item that may lead to the ruin of Free Onnwal?

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each characters animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S *Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Onnwal. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Laying low in a fishing village called Zinos on the Storm Coast, the characters are approached by Cordo Gent, an aging bard. He was researching Rakehell Chert's career when he came across a sword that was made specifically for Chert. It is called "The Silver Left", and was a gift to Chert when he was a young man. He shared his knowledge of the sword with the wrong people, and had it stolen from him by agents of the Scarlet Brotherhood. The Brotherhood's plan is to get the sword to Scant, where Maranefel Toktot can use Bigby's magical equipment in conjunction with a personal item of Chert's to locate and assassinate him. The blade is currently onboard the Red Talon, a small patrol ship bound for Scant. It is moored in Goval to restock and resupply for the final voyage to Scant. This is the characters last chance to retrieve the sword before it falls into Toktot's hands.

Cordo's plan is to anchor his small craft about a mile outside of the harbor to avoid detection. He then provides the characters with a potion of swimming each. The characters must swim into the harbor, board the ship, retrieve the sword and swim back before the potion wears off, in 1 hour.

Getting to the ship should be a major problem for the characters. During the voyage, a storm breaks, and swimming in the rough waters is hard, Swim check (DC 20), which almost certainly requires the characters to imbibe the potions provided by Cordo. Weight should also be a big factor, as it really inhibits swimming over long distances.

Luckily for the characters most of the ship's compliment of marines has descended on the local tavern after two weeks at sea. Only a few of the unruly ones are left on guard duty as punishment for breaking rules during the voyage. Unluckily for the characters, the original thieves who stole the sword are also onboard, Mizeel Adeff, a sorcerer, and Foko, his monk associate. To aid the two, Mizeel has cast an *alarm* spell on the sword.

After defeating those onboard, the characters must swim all the way back to Cordo's boat, with the same difficulties it took to get there. The scenario concludes when they land back in the original village and Cordo writes a sonnet about them and offers them Chert's sword, provided that they do not let it fall into the Scarlet Brotherhood's hands.

INTRODUCTION

The characters are in the small coastal village of Zinos, minding their own business and enjoying a few drinks at the only tavern in town. Read aloud or paraphrase the following:

It is one hot day. There is no sea breeze in this tiny village, and the air is thick with humidity. The late afternoon temperature and the offshore thunderheads continue to rise, and it looks like you may get a big storm tonight. You are attempting to cool off in the tavern with a few drinks. The fishermen grumble about the coming storm, and the bartender frowns with their displeasure.

In walks an old man with a badly sunburned face. "Who here is for Free Onnwal?" his loud, baritone voice is full of panic. When none of the locals respond, he questions again, "Will any of you help to free us from the Red Menace?" He is now looking at you.

If the characters offer to help, proceed to *Encounter 1*.

ENCOUNTER 1: CORDO GENT

The old man smiles at you as he signals the bartender for the next round. He explains, "Greetings, I am Cordo Gent, I travel the islands of the Storm Coast to hear and tell tales to the people of the villages and islands. Because time is precious, I must get straight to the point. I need your help to recover and item stolen

from me. Had I known its real value, I would not have spread word that I found it.

It is a sword known as "The Silver Left." It is a local story that Rakehell Chert used to carry a silver short sword in his left hand. He apparently lost it in a game of cards to some sailors many years back. Well, I found that sword, and bought it for a tidy sum. I used it to show the people of the islands that Free Onnwal meant freedom for them, as well.

However, word of my discovery got out, and the sword was stolen from me. I have spent the last month tracking the sword, only to find it at this late hour. Apparently, officers of the ship, "Red Talon" are in possession of the weapon, and are taking it to Scant to use it against Chert. It has something to do with the idea that having a personal possession of his will help them find and assassinate him.

Tonight, not ten miles from here, the "Red Talon" is moored, taking on supplies before she begins her final voyage to Scant. I must retrieve that sword, for it is both a weapon in the hands of our enemy, and a symbol of freedom for our allies. As time is very short, we must depart within the hour. I do have a plan, but I lack the time to explain in now. Are you with me?"

⚔Cordo Gent: Male human Brd6; hp 26; see Appendix I.

If the characters agree, they must depart immediately, with only thirty minutes or so to purchase gear. Note that Zinos is a Hamlet and therefore has a maximum limit of 100 gp on the value of items that can be purchased here.

Encounter 2: Cordo's Plan

After quickly purchasing a few supplies, the characters meet Cordo at the end of the pier to board his "ship", the "Wanderer". It resembles the "Keelboat" in the Dungeon Master's *Guide*, except it has a covered cabin, and is a little larger. Read aloud or paraphrase the following:

To call this twenty foot-long vessel a ship is to give it a high compliment. Holes riddle the sails, and loose ropes adorn the mast, which has obviously been poorly repaired. "Welcome aboard!" Cordo shouts, and ushers you quickly into the covered cabin. The inside of the cabin has a single hammock and a large chest. Several discarded wine bottles float in about three inches of water. "It's not much to look at, but she gets me where I want to go."

After casting off, Cordo tells the characters of his plan. Read aloud or paraphrase the following:

"I have been following the "Red Talon" for three weeks, looking for an opportunity. None has presented itself until now. They are moored in the nearby harbor of Goval, only 10 miles from here, and it should only take us about five hours to reach them. The harbor already has two war galleys anchored there, but the "Talon" is just a small scout ship, only about thirty men and officers onboard. They have been at sea for two weeks, and I am sure that most of the compliment will be onshore to procure food and other supplies. I have a few elixirs in the chest that will allow you to swim up to the "Talon" without causing too much fuss. I'll sail us close to the harbor, and you'll swim the rest of the

way, taking the remaining guards by surprise. These "Straw-hair" Marines are a tough bunch, and not afraid to fight, you're sure to have your hands full with them. Also, these potions last about an hour, so you'll have to move fast. Recover the sword and swim back to the "Wanderer" and we'll be on our way!"

Allow the characters to come up with a plan of their own; the coming storm may force them to change it.

Encounter 3: The Trip to Goval

The voyage commences as the sun sinks below the horizon.

With the coming of night, the wind picks up, rain comes down in sheets and waves break over the bow of the boat. A change overcomes Cordo, he is now the Captain, and it is his ship. He barks orders at you, "TIE DOWN THAT JIB!" "REEF THE SAILS!" "HARD TO STARBOARD!"

If the characters fail to comply, he mutters about landlubbers and does it himself. He is actually quite a good sailor, and does manage to keep the "Wanderer" afloat and on coarse. Cordo states that this is a bad storm, but he and his ship have seen worse. One or two of the character must bail water to keep her afloat. Due to the rough seas, however, the characters must all make successful Fortitude saves (DC 10) or be sickened, receiving a -2 circumstance bonus to all attacks, saves, and skill checks for the entire time they are on or in the water and for one hour after.

Arriving at Goval, you can barely make out three ships moored in the harbor. Two are large, nearly immobile, war galleys, and the third is smaller and rocks violently in the heavy seas. Cordo speaks again, "Douse the lights, mates, and we'll sneak in close." After an eternity in the pitch black, Cordo weighs anchor, saying, "We lost some time, it must be about two hours from dawn, but there's the "Talon" alright. Well, this rough weather has been bad, but it also works in our favor. With these crests so high, and the night so black, swimming up to her undetected will be no problem. Well, no time like the present, so here's your brews and off you go!"

He reaches into the chest and presents each of the characters with a potion of swimming. If they ask what he'll be doing, Cordo explains:

"Well who's going to stay here and make sure me ship doesn't capsize in these swells? A captain doesn't abandon his ship in the middle of a storm."

He reminds the characters of the urgency of the mission, but under no circumstances can he accompany them. He urges the characters to quickly decide what gear to leave behind and drink their potions before they get in the water.

ENCOUNTER 4: SWIMMING AND THE STORM

This should be a major issue for the characters. The DC for swimming in these rough waters is 20. If they take the potion and take 10 all the way to the ship, it should take them about 20 minutes of swimming for small-size creatures, and 15 for medium-size individuals. The party has to go the speed of its slowest member.

For every 5 lbs of equipment that a character carries on their person, they receive a −1 penalty to their swim check, so it is important that they travel as lightly as possible.

Characters must make a successful Concentration check (DC 10), to cast spells while outside during the storm. Characters receive a 50% miss chance concealment bonus while in the water, though this is applied to missile attacks only.

ENCOUNTER 5: THE RED TALON

This is a small scout ship with a compliment of thirty sailors, including officers. The Red Talon is ninety feet long and twenty feet wide at the stern. She resembles the "Sailing Ship" in the DUNGEON MASTER'S *Guide* only there is one rear upper deck (aft castle), and one fore upper deck (forecastle). There are essentially 3 levels of the ship. The hold, the lowest level is below decks, and has most of the supplies for the ship. The Deck is where most of the "sailing" takes place. The Fore deck is above the crews' quarters and galley, and is where the Marines have taken shelter during the storm. The Aft Deck is where the helm is located. It covers the captain's quarters, the wardroom, and the officers' quarters. Below the Aft Deck is where Mizeel Adeff, Foko, and the sword are. Both the fore and aft decks are armed with two ballistae each, but these are covered and wrapped due to the storm.

All doors on the "Red Talon" have the following statistics:

◥**Ship Doors:** 2 in. thick; Hardness 5, hp 20; Break (DC 25).

◥**Ship Hull:** 4 in. thick; Hardness 8, hp 60; Break (DC 28).

Climbing up the sides of the "Red Talon" is easy, as they have several ropes and lines hanging in the water, and requires a successful Climb check (DC 10).

The Scarlet Brotherhood marines are all trained as rangers, and use leather armor, scimitars, short swords, and light crossbows. They train in teams. Each member either focuses on hand-to-hand or missile combat. They are also trained in handling a naval combat ship.

APL 2 (EL 3)

🏹Scarlet Brotherhood Marine (Infantry) (2): Male human Rgr1; hp 11; see Appendix I.

🏹Scarlet Brotherhood Marine (Archer): Male human Rgr1; hp 11; see Appendix I.

APL 4 (EL 5)

🏹Scarlet Brotherhood Marine (Infantry): Male human Rgr3; hp 27; see Appendix I.

🏹Scarlet Brotherhood Marine (Archer): Male human Rgr3; hp 27; see Appendix I.

APL 6 (EL 7)

🏹Scarlet Brotherhood Marine (Infantry): Male human Rgr5; hp 39; see Appendix I.

🏹Scarlet Brotherhood Marine (Archer): Male human Rgr5; hp 39; see Appendix I.

Tactics

The Marines are clustered on the forecastle in an effort to get some shelter from the storm. This is an unruly bunch, and they have been put on watch as punishment. Presently, they are focused on a dice game, and are not paying attention to their duties. If they happen to hear the characters before they get onboard, the archers fire their light crossbows until the characters begin to climb up the ropes. At that point, the infantry draw their weapons and try to cut the ropes the characters are using. Attempts to warn other ships do not succeed, as the wind and rain drown out any sounds or signals. Only explosive magic alerts the other vessels. If alerted they close in, spoiling the adventure for the characters. If the characters have managed to get aboard undetected, allow the marines a final Listen and Spot check to see if they are alerted to them. If they succeed, one marine takes up a position on the stairwell of the forecastle, while the other fires light crossbow at the characters. If the marines fail this Listen/Spot check, allow the party to surprise the marines while they are dicing.

Remember to include all seasickness penalties and Concentration checks for casting in the storm. Being invisible in a rainstorm is helpful, but not perfect. Other people are able to locate the invisible person, as the water outlines their body. The invisible figure still gains 50% miss chance concealment bonus, as well as +4 AC bonus. One cannot, however, retain the ability to sneak attack while invisible, as the target knows your location.

Development

If there is a combat that lasts more than four rounds, Mizeel and Foko are alerted.

APL 2

If alert, Mizeel casts *mage armor* and *invisibility* on himself and Foko.

APL 4

As APL 2, plus *cat's grace* and *haste*.

APL 6

As APL 4, plus *bull's strength*, *enlarge*, and *improved invisibility* on both instead of *invisibility*.

Mizeel begins casting spells as soon as his familiar alerts him to the sounds of combat. He continues casting, alternating between himself and Foko, until he has cast all the appropriate spells, or the characters discover the two. They then move to attack. Foko attempts to melee any obvious spellcasters, and Mizeel tries to keep hidden and either cast spells or fire his crossbow.

ENCOUNTER 6: MIZEEL ADEFF

Mizeel Adeff is a handsome sorcerer from Kro Terlep. He and Foko encountered Cordo while traveling incognito on the Storm Coast Islands. Cordo was eager to show him the sword, and even more eager to recite a long poem about how Chert had lost the sword in a game of chance to some cheating sailors. The next day, Mizeel was able to distract Cordo in a bar for several hours while Foko acquired the unguarded sword. They immediately contacted other Brotherhood agents, and got passage on the "Red Talon" bound for Scant, and Toktot. They are now asleep in the guests' quarters of the ship, but Mizeel's toad familiar is on watch, and he alerts them to the party's presence. While the party is busy with the marines, Mizeel and Foko are preparing to greet them. They attempt to attack when the party is occupied with the marines, but do not forgo casting spells to do so. They are both skilled Brotherhood agents, and fight to the death, as they have no place to go. The "Silver Left" is in a trapped chest in their room.

APL 2 (EL 5)

🏹Mizeell Adeff: Male human Sor4; hp 22; see Appendix I.

🏹Foko: Male human Mnk2; hp 13; see Appendix I.

APL 4 (EL 7)

🏹Mizeell Adeff: Male human Sor6; hp 32; see Appendix I.

🏹Foko: Male human Mnk4; hp 23; see Appendix I.

APL 6 (EL 9)

Mizeell Adeff: Male human Sor8; hp 42; see Appendix I.

Foko: Male human Mnk6; hp 33; see Appendix I.

ENCOUNTER 7: BELOW DECKS

Rooms 1 and 2
The forecastle sits atop the crew quarters and the galley; nothing of value is here, as the crew is in town, squandering their pay.

Rooms 3, 4 and 5
Below the Main Deck is the Hold. It contains tons of supplies including timber, oil, canvass, rope, mallets, food, grog, and other goods needed to keep a warship afloat. The characters may wish to scuttle the "Red Talon" and are able to do so with the items found here. They need to simply punch a hole in the hull and she sinks, slowly. The characters must do 40 pts of damage for the ship to sink before repairs can be enacted by the returning crew. A successful skill check for either Profession (carpentry) check (DC 15) or Profession (shipwright) check (DC10) allows them to estimate how quickly the ship sinks.

Room 6
This is the Wardroom, it holds the ship's log, star charts, and a map of the region spread out over a nailed down table. This is also where the officers and guests dine. There is nothing of value here.

Room 7
This is the captain's bedroom. Here, characters can find his sea chest, which is locked, requiring a successful Open Locks check (DC 25) to open. It contains both his personal wealth and the ship's payroll, which is also locked requiring an Open Locks check (DC 20). It holds 1000 sp.

Room 8
This is the junior officers' quarters, it hold three hammocks and three empty, unlocked chests.

Room 9
This is the guest quarters, where Mizeel and Foko currently reside. Two hammocks are suspended over a nailed down chest. Inside the large chest is the case containing the "Silver Left". It is locked, requiring a successful Open Locks check (DC 25) to open. It is also trapped as follows:

APL 2 (EL 2)
Poison Needle Trap: CR 2; +8 ranged (1 plus black adder venom); Initial/Secondary damage (0/1d6 Str); Fortitude save resists (DC 12); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)
Poison Needle Trap: CR 4; +10 ranged (1 plus large scorpion venom); Initial/Secondary damage (1d6 Str/1d6 Str); Fortitude save resists (DC 18); Search (DC 23); Disable Device (DC 23).

APL 6 (EL 6)
Poison Needle Trap: CR 6; +12 ranged (1 plus deathblade poison (1d6 Con/2d6 Con); Fortitude save resists (DC 20); Search (DC 25); Disable Device (DC 25).

At APL 4 and up it also as an alarm spell cast upon it. The password is Wee Jas. Also inside the case are three arcane scrolls: *enlarge, alarm* and *change self*.

CONCLUSION

After retrieving the "Silver Left," the characters must return to Cordo with their loot. Again, make sure they can all pass the swim checks, so they must not be weighed down, especially with looted equipment and unconscious characters. Water damage certainly occurs to scrolls the characters are carrying, unless precautions are taken, and it takes clever characters to float 20 lbs of silver back across the water. It takes small characters twenty minutes to swim back, and medium characters only need fifteen minutes. If they spend too long onboard, things could get very ugly for the characters, as Cordo cannot risk detection by getting too close. He can, however, cast message, and warn the characters that they must hurry or they run out of time. He can also use this spell to help guide them through the black water to his craft. If the characters have alerted the war galleys, there is little hope for them. The ships of the Brotherhood run them down and imprison the occupants, perhaps torturing them for information.

Assuming the characters successfully make it back to Cordo's ship, he immediately weighs anchor and set sail. As the sun rises, the storm lifts and clear skies allow for smooth sailing back to Zinos. During the short voyage, Cordo composes a poem about the characters' bravery. This he recites far and wide in Onnwal, giving the characters 1 Influence Point with Rakehell Chert. Cordo also suggests that the characters keep Rakehell's old sword, as "he probably has a better one, and I might just end up loosing it again."

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 to each character.

Encounter 5: The Red Talon
Defeat the Scarlet Brotherhood marines.

APL 2	60 XP
APL 4	150 XP
APL 6	210 XP

Encounter 6: Mizeel Adeff
Defeat Mizeel Adeff and Foko.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

Encounter 7: Below Decks
Find and defeat the poison needle trap.

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

Discretionary Roleplaying Award
Good roleplaying and information gathering.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

Total Possible Experience

APL 2	300 XP
APL 4	540 XP
APL 6	750 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 6: Mizeel Adeff
Defeat Mizeel Adeff and Foko and take the ruby earring and silver armband, as well as their gold.

APL 2: L: 0 gp; C: 39 gp; M: 0
APL 4: L: 0 gp; C: 39 gp; M: 0
APL 6: L: 0 gp; C: 39 gp; M: 0

Encounter 7: Below Decks
Find and open the chest and take the "silver left," the three scrolls, and the silver, if the characters can figure a way of transporting it back.

APL 2: L: 41 gp; C: 20 gp; M: *scroll of alarm, scroll of change self, scroll of enlarge* (Value 4 gp per scroll per character).

APL 4: L: 41 gp; C: 20 gp; M: *scroll of alarm, scroll of change self, scroll of enlarge* (Value 4 gp per scroll per character).

APL 6: L: 41 gp; C: 20 gp; M: *scroll of alarm, scroll of change self, scroll of enlarge* (Value 4 gp per scroll per character).

Conclusion
1 Influence Point with Rakehell Chert

Total Possible Treasure

APL 2: 112 gp
APL 4: 112 gp
APL 6: 112 gp

ENCOUNTER 1: CORDO GENT

⚔**Cordo Gent:** Male human Brd6; CR 6; Medium-size humanoid (human); HD 6d6; hp 26; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d6/19-20, short sword), or +6 ranged (1d8/19-20, light crossbow); AL CG; SV Fort +3, Ref +7, Will +4; Str 11 Dex 14 Con 12 Int 14 Wis 8 Cha 17.

Skills and Feats: Bluff +12, Diplomacy +12, Gather Information +12, Knowledge (local history-Onnwal) +11, Perform (poetry) +14, Profession (sailor) +8, Swim +9; Brew Potion, Dodge, Mobility, Skill Focus (perform)

Possessions: light crossbow, 20 bolts, short sword, money pouch with 15 gp and 8 sp

ENCOUNTER 5: THE RED TALON

APL 2 (EL 3)

⚔**Scarlet Brotherhood Marine (Infantry) (2):** Male human Rgr1; CR 1; Medium-sized humanoid (human); HD 1d10+1, hp 11; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6+1/18-20, scimitar) and +1 melee (1d6/19-20, short sword); AL LE; SV Fort +3, Ref +2, Will +1; Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +5, Knowledge (Nature) +5, Profession (Sailor)+5, Use Rope +6, Swim -2, Wilderness Lore +5; Weapon Focus (scimitar), Weapon Focus (short sword)

Possessions: leather armor, scimitar, short sword

Favored Enemy: Humans +1 to Bluff, Listen, Sense Motive, Spot and Wilderness Lore. They get the same bonus to damage and attack rolls when using melee attacks or ranged attacks within 30 ft. of the target.

⚔**Scarlet Brotherhood Marine (Archer):** Male human Rgr1; CR 1; Medium-sized humanoid (human); HD 1d10+1, hp 11; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +5, Knowledge (Nature) +5, Profession (Sailor)+5, Use Rope +6, Swim -2, Wilderness Lore +5; Weapon Focus (light crossbow), Weapon Focus (short sword)

Possessions: leather armor, short sword, light crossbow, case with 10 bolts.

Favored Enemy: Humans +1 to Bluff, Listen, Sense Motive, Spot and Wilderness Lore. They get the same bonus to damage and attack rolls when using melee attacks or ranged attacks within 30 ft. of the target.

APL 4 (EL 5)

⚔**Scarlet Brotherhood Marine (Infantry):** Male human Rgr3; CR 3; Medium-sized humanoid (human); HD 3d10+3, hp 27; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-

footed 12); Atk +3 melee (1d6+1/18-20, scimitar) and +3 melee (1d6/19-20, short sword); AL LE; SV Fort +4, Ref +3, Will +2; Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +7, Knowledge (Nature) +7, Profession (Sailor) +7, Use Rope +8, Swim +0, Wilderness Lore +7; Improved Initiative, Weapon Focus (scimitar), Weapon Focus (short sword)

Possessions: leather armor, scimitar, short sword

Favored Enemy: Humans +1 to Bluff, Listen, Sense Motive, Spot and Wilderness Lore. They get the same bonus to damage and attack rolls when using melee attacks or ranged attacks within 30 ft. of the target.

⚔**Scarlet Brotherhood Marine (Archer):** Male human Rgr3; CR 3; Medium-sized humanoid (human); HD 3d10+3, hp 27; Init +6; Spd 30 ft.; Atk +5 melee (1d6/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +3, Will +2; Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +7, Knowledge (Nature) +7, Profession (Sailor)+7, Use Rope +8, Swim +0, Wilderness Lore +7; Improved Initiative, Weapon Focus (light crossbow), Weapon Focus (short sword)

Possessions: leather armor, short sword, light crossbow, case with 10 bolts.

Favored Enemy: Humans +1 to Bluff, Listen, Sense Motive, Spot and Wilderness Lore. They get the same bonus to damage and attack rolls when using melee attacks or ranged attacks within 30 ft. of the target.

APL 6 (EL 7)

⚔**Scarlet Brotherhood Marine (Infantry):** Male human Rgr5; CR 5; Medium-sized Humanoid; HD 5d10+5, hp 39; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +5 melee (1d6+1/18-20, scimitar) and +5 melee (1d6/19-20, short sword); AL LE; SV Fort +5, Ref +3, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +9, Knowledge (Nature) +9, Profession (Sailor) +9, Use Rope +9, Swim +3, Wilderness Lore +9; Improved Initiative, Weapon Focus (scimitar), Weapon Focus (short sword).

Possessions: leather armor, scimitar, short sword

Favored Enemy: Humans/Dwarves +2/+1 to Bluff, Listen, Sense Motive, Spot and Wilderness Lore. They get the same bonus to damage and attack rolls when using melee attacks or ranged attacks within 30 ft. of the target.

⚔**Scarlet Brotherhood Marine (Archer):** Male human Rgr5; CR 5; Medium-sized humanoid (human); HD 5d10+5, hp 39; Init +7; Spd 30 ft.; Atks +7 melee (1d6/19-20, short sword) or +9 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +5, Ref +3, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +10, Knowledge (Nature) +10, Profession (Sailor) +10, Use Rope +11, Swim +3,

Wilderness Lore +10; Improved Initiative, Weapon Focus (light crossbow), Weapon Focus (short sword)

Possessions: leather armor, short sword, light crossbow, case with 10 bolts

Favored Enemy: Humans/Dwarves +2/+1 to Bluff, Listen, Sense Motive, Spot and Wilderness Lore. They get the same bonus to damage and attack rolls when using melee attacks or ranged attacks within 30 ft. of the target.

ENCOUNTER 6: MIZEEL ADEFF

APL 2 (EL 5)

Mizeell Adeff: Male human Sor4; CR 4; Medium-size humanoid (human); HD 4d4+12; hp 22; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d8+1/x3, shortspear) or (1d8+1, morningstar) or +4 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +4, Ref +3, Will +5; Str 12, Dex 14, Con 16, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +10, Knowledge (arcana) +5, Listen +2, Spellcraft +5, Spot +2; Combat Casting, Dodge, Point Blank Shot.

Possessions: travelers' outfit, morningstar, light crossbow, 10 bolts, shortspear, ruby earring worth 75 gp, money pouch with 10 gp.

Spells Known (6/7/4; base DC = 13 + spell level): 0 – *daze, detect magic, light, mage hand, ray of frost, read magic;* 1st – *burning hands, mage armor, magic missle;* 2nd – *invisibility*

Familiar (*toad*): Diminutive magical beast; HD 4d8; hp 11; Init +1; Spd 5 ft.; AC 17 (touch 15, flat-footed 16); Atk –3 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

Foko: Male human Mnk2; CR 2; Medium-size humanoid (human); HD 2d8; hp 13; Init +6; Spd 30 ft.; AC 15 (touch 15, flat-footed 13); Atk +4 melee (1d6+2, unarmed strike) or +3 ranged (1, shuriken); SA Unarmed strike, stunning attack; SQ Evasion, deflect arrows, still mind; AL LE; SV Ref +5, Fort +3, Will +6; Str 15, Dex 14, Con 10, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +7, Hide +7, Listen +8, Move Silently +7, Tumble +7; Weapon Focus (unarmed strike), Improved Initiative

Possessions: 15 shuriken, monk's outfit, silver armband worth 50 gp, money pouch with 10 gp

APL 4 (EL 7)

Mizeell Adeff: Male human Sor6; CR 6; Medium-size humanoid (human); HD 6d4+18; hp 32; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d8+1/x3, shortspear) or (1d8+1, morningstar) or +5 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +5, Ref +4, Will +6; Str 12, Dex 14, Con 16, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +12, Knowledge (Arcana) +7, Listen +2, Spellcraft +7, Spot +2; Combat Casting, Dodge, Point Blank Shot, Precise Shot.

Possessions: travelers' outfit, morningstar, light crossbow, 10 bolts, shortspear, ruby earring worth 75 gp, money pouch with 10gp.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – *daze, detect magic, light, mage hand, ray of frost, read magic, resistance;* 1st – *alarm, burning hands, mage armor, magic missle;* 2nd – *cat's grace, invisibility;* 3rd – *haste*

Familiar (*toad*): Diminutive magical beast; HD 6d8; hp 16; Init +1; Spd 5 ft.; AC 18 (touch 15, flat-footed 17); Atk –2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

Foko: Male human Mnk4; CR 4; Medium-size humanoid (human); HD 4d8; hp 23; Init +6; Spd 40 ft.; AC 15 (touch 15, flat-footed 13); Atk +7 melee (1d8+3, unarmed strike) or +5 ranged (1 hp, shuriken); SA Unarmed strike, stunning attack; SQ Evasion, deflect arrows, still mind, slow fall (20 ft.); AL LE; SV Ref +6, Fort +4, Will +7; Str 16, Dex 14, Con 10, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +9, Hide +9, Listen +10, Move Silently +9, Tumble +9; Blind-Fight, Weapon Focus (unarmed strike), Improved Initiative

Possessions: 15 shuriken, monk's outfit, silver armband worth 50 gp, money pouch with 10 gp

APL 6 (EL 9)

Mizeell Adeff: Male human Sor8; CR 8; Medium-size humanoid (human); HD 8d4+24; hp 42; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d8+1/x3, shortspear) or (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +5, Ref +4, Will +7; Str 12, Dex 14, Con 16, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +14, Knowledge (arcana) +9, Listen +2, Spellcraft +9, Spot +2; Combat Casting, Dodge, Point Blank Shot, Precise Shot.

Possessions: travelers' outfit, morningstar, light crossbow, 10 bolts, shortspear, ruby earring worth 75 gp, money pouch with 10gp.

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0 – *daze, detect magic, ghost sound, light, mage hand, ray of frost, read magic, resistance;* 1st – *alarm, burning hands, enlarge, mage armor, magic missle;* 2nd – *bull's strength, cat's grace, invisibility;* 3rd – *haste, hold person;* 4th – *improved invisibility*

Familiar (*toad*): Diminutive magical beast; HD 8d8; hp 21; Init +1; Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atk –1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4.
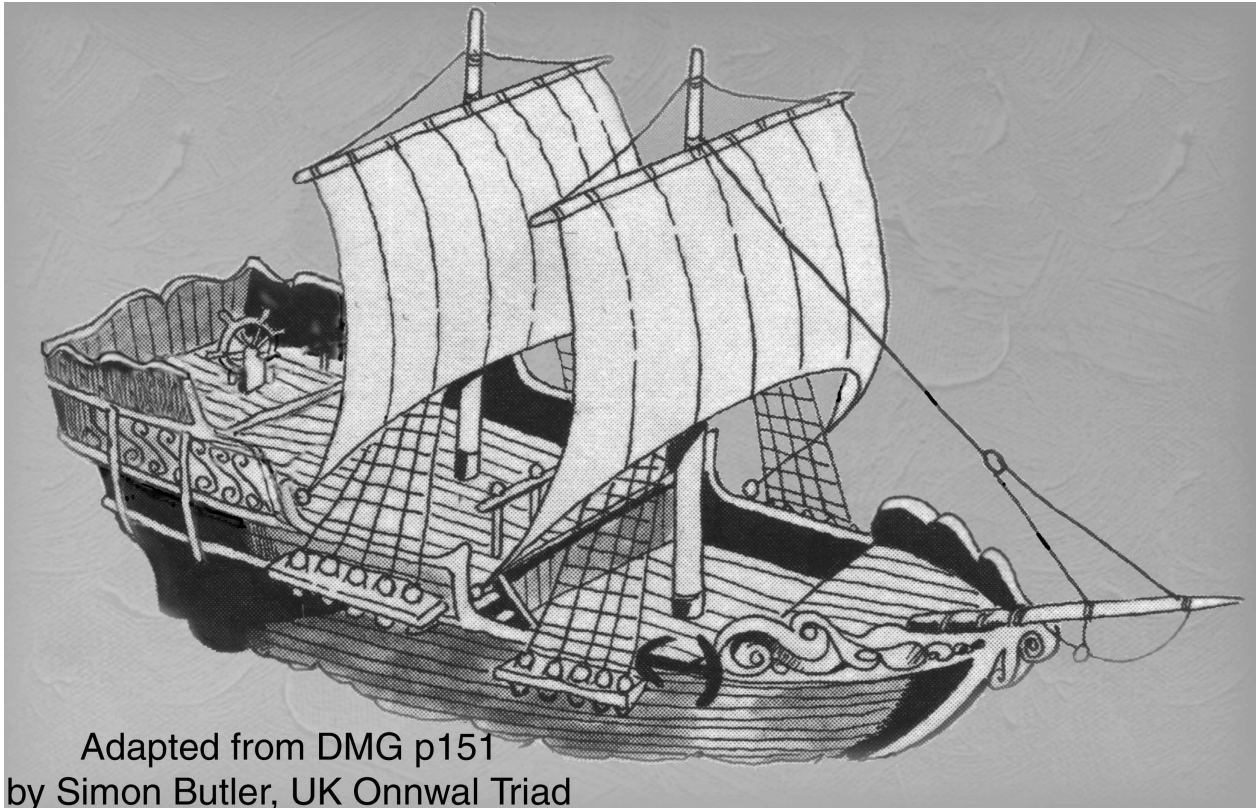
Skills: Hide +21, Listen +5, Spot +5.

Foko: Male human Mnk6; CR 6; Medium-size humanoid (human); HD 6d8; hp 33; Init +6; Spd 50 ft.; AC 16 (touch 16, flat-footed 14); Atk +8/+5 melee (1d8+3, unarmed strike) or +6 ranged (1 hp, shuriken); SA Unarmed strike, stunning attack; SQ Evasion, deflect arrows, still mind, slow fall (30 ft.), purity of body, improved trip; AL LE; SV Ref +7, Fort +5, Will +8; Str 16, Dex 14, Con 10, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +11, Hide +11, Listen +12, Move Silently +11, Tumble +11; Blind-Fight, Combat Reflexes, Weapon Focus (unarmed strike), Improved Initiative.
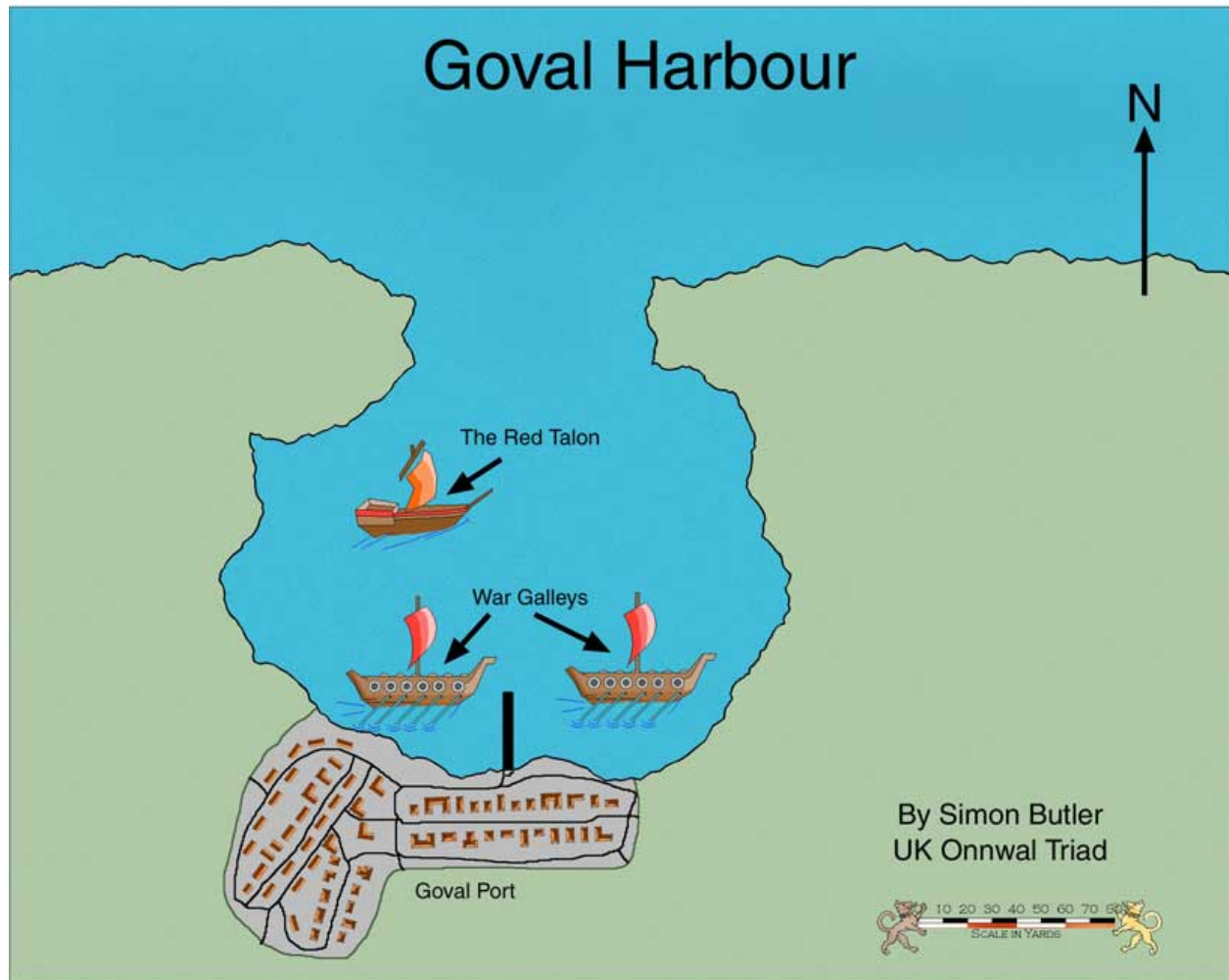
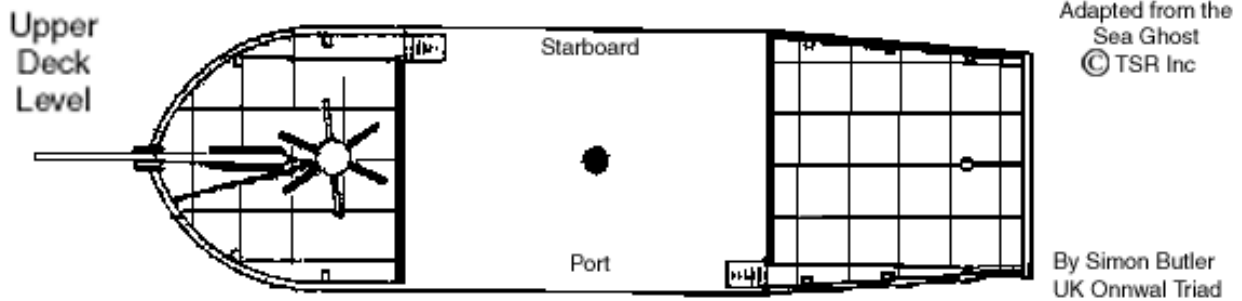*Possessions:* 15 shuriken, monk's outfit, silver armband worth 50 gp, money pouch with 10 gp

Adapted from DMG p151
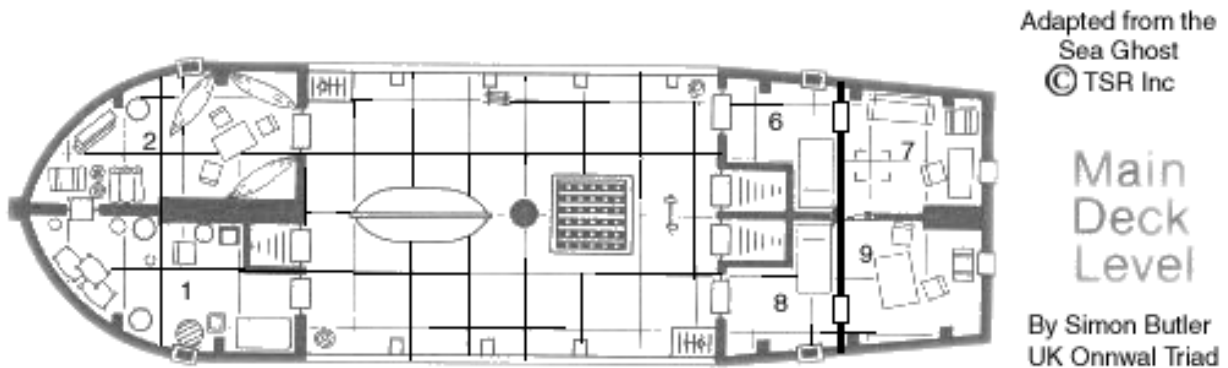by Simon Butler, UK Onnwal Triad

RED TALON UPPER DECK
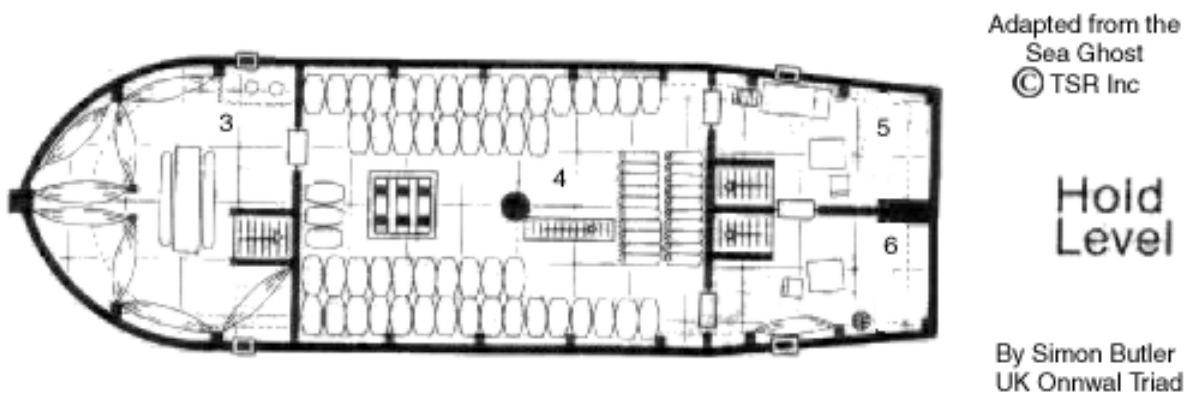
The Sea Ghost originally appeared in U1 The Sinister Secret of Saltmarsh
by Dave J. Browne and Don Turnball, 1981.
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Upper Deck Level

Starboard

Port

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RED TALON MAIN DECK

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Main Deck Level

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RED TALON HOLD LEVEL

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Hold Level

By Simon Butler UK Onnwal Triad

❧Tordek, male dwarf Ftr1: CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

❧Mialee, female elf Wiz1: CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic;* 1st—*mage armor, sleep.*

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I.*

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

❧Lidda, female halfling Rog1: CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, theives' tools hooded lantern, 3 pints of lantern oil.

❧Jozan, male human Clr1: CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic;* 1st—*bless, protection from evil*, shield of faith.*

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.