

DYVINTRO6-03

A SAILOR'S LIFE FOR ME

A One-Round Dungeons & Dragons® Living
Greyhawk™

Dyvers Introductory Adventure

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Your teacher has said you are ready. It's time to make your own way in the world. The sun is shining, and the waters of the Nyr Dyv beckon as the bustle of Dyvers surrounds you. All you need now is a job. A one-round introductory adventure set in Dyvers for first-level characters

Although the DM will not need a copy of *Stormwrack* to run this adventure, access to it may make running the adventure easier.

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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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 two (2) points.

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

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
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. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3.

| | Mundane Animals Effect on APL | # of Animals | | | |
|--------------|-------------------------------|--------------|----|----|----|
| | | 1 | 2 | 3 | 4 |
| CR of Animal | 1/4 & 1/6 | 0 | 0 | 0 | 1 |
| | 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| | 1 | 1 | 1 | 2 | 3 |
| | 2 | 2 | 3 | 4 | 5 |
| | 3 | 3 | 4 | 5 | 6 |
| | 4 | 4 | 6 | 7 | 8 |
| | 5 | 5 | 7 | 8 | 9 |
| | 6 | 6 | 8 | 9 | 10 |
| 7 | 7 | 9 | 10 | 11 | |

4. 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.
5. 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.
- 6.

TIME UNITS AND UPKEEP

This is a standard one round Regional adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Between the efforts of the Dyvers Anti-Slavery League and the machinations of the Alliance, independent slavers in Dyvers have little room to operate. Thus, they are forced to be innovative in finding their victims. One group of slavers has hit upon the scheme of taking people from Dyvers and selling them far down the Nyr Dyv, reasoning that in such a large and bustling city the loss of a few individuals at a time would go unnoticed and unremarked.

Their method of operation is to hire themselves out as sailors on small craft, then find a means to steer the craft into the path of a waiting slave ship. They then join with the slavers in overpowering the crew. In this fashion, they profit not only from the slaves but also from the value of the captured craft.

One such slaver has succeeded in hiring himself out to a small group of Dyvers Navy sailors about to take possession of their converted Rhenee slave barge, war booty from the Battle of Admundfort. If the opportunity presents itself, he

steers the barge to his waiting compatriots. The best-laid plans, however....

ADVENTURE SUMMARY

Encounter 1: Out Of The Mouths Of Babes

The PCs are lured to the Jolly Tar Tavern, a somewhat rough bar in the Docks area, by a false offer of employment.

Encounter 2: What Do You Do With A Drunken Sailor?

The PCs encounter a group of sailors on leave. They chat up the PCs and buy a round of drinks, celebrating their spoils from the Battle of Admunfort.

Encounter 3: Send in the Marines!

A group of drunken Free Marines comes to the Jolly Tar looking for a fight. They settle on the sailors and the PCs.

Encounter 4: The Fake By The Lake

The PCs meet with Captain Finch, a slaver associate who specializes in captaining craft into the path of slaver ships. While his disguise holds up, he pilots the barge to Drown Town.

Encounter 5: At Drown Town

The PCs are invited to a party, where they can mingle and have a fun time.

Encounter 6: I Think I've Got A Bite

This encounter happens if Captain Finch's disguise has not been penetrated. The ship is cut loose and is attacked by Anguillians on the open lake.

Encounter 7: They're Still Biting

This encounter happens if the PCs see through Captain Finch's disguise. They are either tied up in the ballast and are thankfully overlooked by the ravaging Anguillians, or they are attacked by Anguillians at Drown Town.

Encounter 8: Aaarrrrgh Ye Ready?

At some point the next day the slavers' barge rendezvous with the PCs craft, and a fight ensues.

PREPARATION FOR PLAY

Make sure each player reads The Laws of Dyvers prior to starting the adventure.

INTRODUCTION

It's a beautiful day in Dyvers. The sun is shining, the day is warm, and the breeze off the Nyr Dyv is cool and refreshing. Even with the windows open, the cheap and nameless boarding house that has been your residence seems stuffy and cramped. Perhaps today is the day you earn enough money for better lodgings.

ENCOUNTER 1: OUT OF THE MOUTHS OF BABES...

You have just finished your breakfast when a young girl runs up to you and hands you a note. She stares at you expectantly.

Give the players Handout 2.

The message is a fake. The owner of the Jolly Tar, a retired rogue called Johnni Nines, is working a scam with the aid of the messenger girl, who calls herself Larissa (her real name is Lily, but she is known to her contacts as Nancy). Larissa delivers fake messages to lure unsuspecting characters to the inn (and collects healthy tips), and Jonni insists that they eat and drink or get out. Gullible characters have even been known to come back the next day to try and contact the non-existent Mr. Dotog.

If any PC asks how she knew how to identify him/her, Larissa has a little speech memorized about how "the man who gave her the note" gave her a complete description of the PC and where to find him/her.

Larissa, Female Human Expert Skill 1: CR 1; Medium Humanoid; HD 1d6(Expert); hp 6; (See Appendix 2)

Any character making a successful Sense Motive check against her bluff realizes her primary motivation is to secure a good tip.

If the PCs fail to go to the Jolly Tar, the adventure is over.

PCs now have several hours to kill before the meeting. Some or all may wish to make Gather Information checks. The information received depends on the check:

DC 5: Dyvers is a good place to be robbed or swindled. Keep a good grip on your purse.

DC 7: Strange things are happening in the Gnarley Forest. Waves of humanoids are attacking the Dyvers Free Army.

DC 10: Many speculate that Greyhawk is secretly encouraging the humanoid attacks in order to weaken Dyvers militarily and economically.

DC 12: Dyvers Navy anti-slavery operations are ongoing.

DC 15: The Dyvers Navy is gearing up for naval exercises in the next few days.

DC 17: The Dyvers Anti-Slavery League is offering rewards for the capture of slavers.

DC 20: Other young adventurers have received similar notes from Cetbek Dotog in the past few months.

ENCOUNTER 2: WHAT DO YOU DO WITH A DRUNKEN SAILOR?

When the PCs proceed to their "meeting", read the following to the first PC to arrive:

Following the instructions in the note, you locate the Jolly Tar Tavern. It is a rough-looking place directly on the waterfront. The picture on the signboard over the door is either a sailor doing a jig or a man with a bad flea infestation in his clothing. The tavern inside is decorated in Early Salvage style, with a wide array of tables and chairs of varying styles and materials.

If any PC asks for Dotog, the bartender tells him he should sit at Mr. Dotog's table and points to a large circular table in the rear of the common room.

Modify the description for subsequently arriving PCs to describe the other PC(s) now seated at the table. This is where the PCs get to introduce themselves to each other.

As soon as each PC is seated, a waitress arrives to take their orders. Any PC attempting to decline food or drink has his attention directed to a large sign over the bar. The sign reads in bold letters: "NO LOITERING! EAT, DRINK, OR GET OUT!"

The tavern sells fairly decent beer, bad ale, good rum, and terrible wine. Today's menu is fish chowder, "beef" (actually dog) stew, bread, boiled cabbage, boiled potatoes, boiled clams, and salt pork.

The waitress is very attentive to refilling drink orders, etc. PCs should feel a little pressure to keep ordering.

After two hours or so, or when the PCs are getting ready to give up and leave, bring in the sailors.

The door flies open, and four sailors in Dyvers Navy uniforms come reeling in. It is clear from their gait and demeanor this is not the first tavern they have visited today. They take a table adjacent to yours and loudly order drinks for the house. It is impossible not to hear their conversation, which seems to be a recounting of their roles in the Battle of Admunfort.

While other patrons come and go, the sailors may attract the attention of the PCs. The sailors are on a final binge before reporting for duty in the morning for the naval exercises. They are drunk, happy, and eager for an audience to tell of their exploits. They immediately strike up a conversation with the PCs.

Sailors (4) (Bill, Davey, Jon, and Waldo): male human rogue 1/fighter 1; hp 15, 15, 15, 15; see Appendix 2.

Use this encounter to pass along whatever recent history you feel the sailors would know, keeping in mind that the glorious victory at Admunfort is their primary interest at present.

ENCOUNTER 3: SEND IN THE MARINES!

Suddenly, the tavern door again bursts open, this time to reveal a half dozen Dyvers Marines. They are obviously in the mood for some recreational brawling, and when they see the sailors (and you), they make a beeline for your table. The sailors jump up, and the few other patrons in the bar take cover.

The Marines, like the sailors, are carousing before reporting for duty. Since this is a recreational fight, the military types deal only nonlethal damage with fists, saps, beer mugs, pitchers, and other improvised weapons. If a PC does lethal damage, the sailors don't cover for him; he is arrested by the constabulary, and the adventure is over for that character. Impose the appropriate TU and GP penalty on the AR.

Four Marines square off against the sailors, while the two remaining Marines advance on the PCs.

APL 2 (EL 4)

Marines (4) (Homer, Jethro, Benny, and Clyde): male human fighter 2; hp 20, 20, 20, 20; see Appendix 1.

Tactics: The Marines' first actions are to move and grab improvised weapons. All improvised weapons do 1d4 nonlethal damage, plus strength bonuses, Power Attack, etc.

The sailors draw their saps and attempt to take flanking positions to inflict sneak attack damage.

Due to prolonged drinking, both sailors and Marines are considered sickened for the duration of this fight. If any PC has been drinking heavily (3 rum, or 6 beer, wine, or ale, or an appropriate combination), have that PC make a Fortitude Save (DC 15) to avoid the same effect. Sickened characters suffer a -2 penalty to attack rolls, weapon damage, saving throws, skill checks, and ability checks. The stat block numbers do not reflect the sickened penalty.

The Dyvers Constabulary prudently waits for the noise to die down before making an appearance. Because the fleet is sailing soon, the Constabulary is under orders to turn over all sailors with current ship assignments and Marines to their commanding officers, and thus can't be bribed to let the sailors and Marines go. On learning this, the sailors bribe the constables to let them have a few moments to talk to the PCs before being taken away.

Note: This is just a friendly bar fight, so the sailors object to any PCs attempting to loot the Marines (or sailors). Anyone caught stealing is arrested, and the adventure is over for him.

HAVE I GOT A JOB FOR YOU!

Choose one sailor to speak for the rest, and read the following:

"We brought back a Rhenee slave barge from the Battle of Admundfort. We've had her in dry-dock for modification, and we were supposed to pick her up this afternoon and sail her out to her berth at Drown Town. We even hired an expert barge sailor to skipper her out there.

"Now it looks like we won't be able to go get her, and the shipyard storage fees are

steep. We'll pay your constabulary fines now and pay each of you 50 gold pieces to crew her out to Drown Town and wait there for a week until we get shore leave again. She's fully provisioned and ready to go, so it'll be easy money, and all you have to do is follow the skipper's instructions. We'll pay you 10 gp now, and the rest when we come to take possession. What do you say?"

If any PC declines the offer, the sailor asks him to reconsider, pointing out that the PC must either pay his own fine or go to the constabulary lockup. If a PC still refuses the offer, the adventure is over for that PC. Note on the AR any fines and/or time unit loss as a result of the fight.

When the PCs accept the offer, the sailor continues: ***"Good! Let me write you a note of introduction. Oh, it would be a good idea to swing by a butcher shop and pick up a bone for the Admiral."***

If any PC asks for an explanation, the sailor explains that the Admiral is the barge's watchdog.

SORRY, BUT WE'RE WAITING FOR A BIGGER JOB

If the PCs wish to decline the sailors' offer because they intend to meet with Dotog, the sailors laugh and say, ***"Is Jonni still tricking landlubbers into buying his cheap swill with the fake message gag? Come with us, and we'll give you some real pay."***

Some PCs may try to reclaim the gold from Jonni, but they did pay for legitimate service. Since Jonni is current on his taxes (bribes), the PCs have no legal recourse against him; Jonni's Spot check is only +6, if the PCs wish to take illegal recourse against him.

ENCOUNTER 4: THE FAKE BY THE LAKE

PCs accepting the offer are directed by the sailors to the Maltrus shipyards. When they arrive, read the following:

The Maltrus shipyards are busy, reflecting the economic good times currently enjoyed by Dyvers. Your ears are filled with the sounds of hammers and saws at work, punctuated by the occasional workman's oath. A harried clerk in the shipyard office directs you to a wharf on

the perimeter of the yard. There, a large craft strains at her moorings, as though eager to be off.

The fresh coat of white paint gleams in the sun, and her reddish sails are furled on the yardarms of her two masts. Her brightwork is polished, her ropes are new, and the waves lap steadily at the stern, where the name "Battle of Admundfort" is handsomely lettered. The flag of Dyvers flaps loudly on the mainmast. Clearly, you have found your destination. As you approach, a large wolfish-looking dog rushes to the edge of the barge and barks furiously at you.

A man lounges on a coil of rope on the main deck. He looks every bit the grizzled seadog. He wears leather armor and carries a dagger and club. A light crossbow and a quiver of bolts lie within arm's reach. He raises a hand as you approach. "Ahoy, can I help ye?"

This is "Captain" Jared Finch, the slaver agent described above. He was expecting the four sailors, but after some initial suspicion and examining the note, decides a slave is a slave and allows the PCs to board.

Winning over the Admiral is easy—anyone who feeds him is a friend for life. In addition, PCs may befriend the dog with appropriate skills and feats.

"The Admiral": male wolf/dog hybrid: hp 15, use wolf stats from *Monster Manual*, page 283.

The Admiral is the offspring of a deceased adventurer's riding dog father and a Gnarley Forest wolf mother. After the mother was killed by loggers, a Druid located the den. She determined that the pups were crossbreeds and therefore not a part of the natural order of the forest, so she took them to Dyvers and gave them into the care of a trainer of guard dogs.

If PCs indicate a desire to Sense Motive, any PC making a check of 23 senses that Captain Finch has some sort of ulterior motive.

The PC with the highest skill modifier in Profession: Sailor is appointed lookout and stationed in the bow. Four PCs are assigned as rowers and Finch takes the wheel. If there are only four PCs in the party, the lookout position is left unmanned.

Finch affects the manner of a hard-bitten old seadog in order to discourage conversation. He disparages the PCs' seamanship skills, makes

sour remarks about their intelligence, threatens to ask the barge owner's for more money for being stuck with such a sorry lot of lubbers, and in general acts as unpleasant as necessary.

Note: Barges of this size normally require a crew of 40 rowers to move at a normal speed of 1/2 mile per hour. With just four rowers, the barge moves at 5 feet per round. It is the PCs' job here to move the barge far enough out into the Nyr Dyv to have room to maneuver while under sail. It takes a full minute of rowing to get the barge up to speed under the current circumstances. The DM may wish to emphasize the effort involved and the sluggish nature of the barge.

After ten minutes or so of rowing, Captain Finch orders the mainsail to be set with a cry of "Hoist the yardarm." This can be done by two PCs with one rank or more each in Profession: Sailor. If there aren't two PCs that meet this requirement, Finch turns the wheel over to a PC with a growled instruction to "Steer straight," and assists in setting the sail.

With a sharp "crack!" the breeze fills the sail. Slowly, the nose of the barge turns eastward. The late afternoon sun begins to slip behind a bank of clouds, and the air becomes noticeably cooler. The waves slapping rhythmically against the hull and the cries of the wheeling gulls form a kind of wild music, the music of wind and water. If only all jobs were this pleasant!

ENCOUNTER 5: AT DROWN TOWN:

After a pleasant journey under thickening clouds, you arrive at the small sheltered bay that is the site of Drown Town. The clouds have thickened, and the sky is overcast and gloomy. Drown Town consists of a scattering of cottages at the head of the bay, and perhaps a dozen ships and barges moored in the harbor. Most seem deserted, but on one black-hulled barge there seems to be a party happening. The barge is festooned with lanterns, kegs have been set up on deck, music is playing, and people seem to be having a great time. In the light from the lanterns you can just make out large, untidy letters painted on the stern—Meroc's Barge.

A tall, lean, half-orc at the party notices your arrival. Cupping his hands around his

mouth, he bellows "Welcome! Come join the party!"

The captain orders you to drop sail and run out the oars. As you do so, a rowboat with four rowers and a coxswain (pronounced cox'sun) pulls away from shore and comes out to meet you. The coxswain turns out to be the harbormaster, and his boat leads you to your assigned berth. This turns out to be a pair of mooring buoys. His rowers assist you in securing mooring lines fore and aft on the barge, then row quickly in the direction of the party barge.

The captain orders watch lamps to be lit bow and stern, and the larger of the ship's boats deployed. It's party time!

The beer, wine, ale, and rum are all first rate, the food is excellent, the musician's talented, and the night is filled with stories so outrageous they must be exaggerations.

This is an all-night party. When it begins to rain about midnight, the party moves below decks to the cargo hold.

The DM may use this encounter to pace the playing time for the module. If the DM is pressed for time, the encounter may be skimmed over quickly. Otherwise, the DM may run the encounter with appropriate NPCs used as flavor.

The clouds and cooler weather are indicators of a few days of rainstorms of increasing intensity.

Captain Finch waits two days, and then, during a rainstorm, attempts to follow his original plan of surreptitiously casting *sleep* (Listen check of DC 0, modified by distance, walls, and distractions) on the late watch and letting the barge drift out into the Nyr Dyv, to be carried downlake to the waiting slave ship. He plans on claiming that he too was bespelled and then casting *sleep* on the entire party when the slavers show up.

Finch's tactics: He positions himself on the quarterdeck after ordering any PCs standing watch to positions in the bow and amidships. He then casts *change self* and, using the darkness and sounds of the storm to his advantage (+4 circumstance bonus to Hide and Move Silently), he attempts to subdue the PC amidships with his *sleep* spell or a sneak attack, as appropriate. He then attempts to do the same to the PC on bow watch, then bind, gag, and inflict subdual damage sufficient to keep them unconscious for several hours. He then inflicts visible subdual damage to himself (bloody nose, bruise over an eye, etc.).

After a few hours, when the barge is well out on the Nyr Dyv, he rouses everyone with a tale of being attacked and overwhelmed by three figures,

one of whom cast *silence* on him (Sense Motive check DC 24 to figure out he's lying). To bolster his tale of thieves, he has relieved the unconscious PCs of their funds and emptied his own purse, hiding all the money in the bottom of a keg of flour in the galley (Search check DC 25; must search the galley specifically).

Note that the dog did nothing in the nighttime. Give the PC a +2 bonus to the Sense Motive check above if this is pointed out. If a PC raises this issue with Finch, he claims that the dog was sheltering below decks to avoid the storm. A *speak with animal* spell can convince the Admiral to tell the truth about the "trustworthy" human.

If he is successful in his initial efforts, the Anguillians attack under the cover of darkness and the storm (see Encounter 6). Regardless of the outcome of fighting between Anguillians and the PCs, Captain Finch is speared, bitten, and dragged overboard to his death.

If the PCs foil the captain's efforts at Drown Town, he attempts to escape over the side of the barge and swim to the island. If he is successful in his initial attacks, but the PCs succeed in the Sense Motive check above, he sticks to his story, protesting his innocence and asserting his authority as Captain. He does not resist if taken into custody, as he plans to try to escape when the barge returns to shore. In this case he becomes Anguillian food in the next encounter (see Encounter 7).

In either case the Anguillian attacks still occur later, as described below.

APL 2 (EL 4)

Jared Finch: male human rogue 3/sorcerer 1; hp 19; see Appendix 1.

ENCOUNTER 6: I THINK I'VE GOT A BITE

If the PCs have been successfully deceived by Captain Finch, run this version of the encounter. If the PCs have fought Captain Finch, skip to Encounter 7.

You awaken to the heavy rolling of the barge. Rain pours down in a steady drumbeat and whitecaps rock the barge as she floats in the inky darkness. You hear the voice of Captain Finch bellow "All hands on deck!" When you reach the main deck you see by the light of the stern watchlamp the captain wrestling the

wheel back and forth, trying to keep the barge headed downwind, running before the storm.

He shouts instructions to you, but the content of his words is drowned out over by the wind and the sound of the rain pounding the deck. Suddenly his voice rises in a shriek.

You can see in the light of the watch lantern the upper portion of a huge eel, its jaws closed on the Captain's right shoulder as its body squirms for purchase on the stern.

Before you can react, another creature climbs over the stern and stands on the quarterdeck. It resembles a cross between a humanoid and an eel. It has two fleshy upper appendages tipped with bony pincers, two stubby hind legs, and a hideous circular mouth filled with rings of teeth.

This Anguillian team consists of three Anguillians and a dire eel (not included in this combat). The Anguillian on the quarterdeck takes advantage of the eel's grapple on the Captain to initiate its bite/blood drain attack. On the following round, eel, Anguillian, and Captain disappear over the stern and underwater.

In the meantime, the remaining two Anguillians have climbed the side of the barge and are coming aboard amidships. A DC 15 Spot check by a PC with lowlight vision sees them as they climb over the gunwale. A PC with Darkvision may also make this check when within range for his Darkvision

The Admiral follows the PCs up to the main deck. In order to lessen the difficulty of this encounter, if no PC spots the Anguillians boarding, the dog gives warning. In combat, The Admiral's wolfish heritage asserts itself and he attacks from a flanking position (if possible) and attempts to drag down an enemy with his Trip feat.

Difficult Terrain: Although the barge is stable when berthed at Drown Town, when on the lake in the storm she rolls heavily. Movement modifiers from **Stormwrack**, page 20, are as follows:

The barge rolls in a cycle, with the high and low sides of the barge reversing, with an intermittent round when the deck is level. Characters moving uphill must spend two squares of movement to travel one square. Characters running or charging downhill must succeed on a DC 10 balance check. Failure to do so causes the character to stumble to a halt 1D2x5 feet later. Failure by 5 or more means the character falls prone in the square where he stops. All Tumble checks when the ship is not level have their difficulty increased by 2.

If the PCs survive this encounter, go to **Encounter 7**.

APL 2 (CR 4)

Anguillian (2): male medium aberration (Aquatic); hp 28; 28. See Appendix 3.

ENCOUNTER 7: THEY'RE STILL BITING

BOUND AND GAGGED

Run this version of the encounter if the PCs have seen through the Captain's deception and have fought him and lost. They are manacled, with their feet tied together in the lower cargo hold and the barge is drifting in the storm, rolling heavily. Under these circumstances, read the following, otherwise skip to **Without a Captain**.

You regain consciousness in total darkness. The clink of metal and the weight on your wrists tells you that you have been manacled. Your feet are also immobilized, probably tied together with rope. The layer of rocks on which you lie tells you that you are in the barge's ballast hold. The barge rolls heavily from side to side, and you can hear the waves, wind and rain pounding on the deck and hull. From the warmth of bodies surrounding you and a few faint groans, you guess all of your party are in a similar predicament.

Then, faintly, you hear a scream and wolfish snarling. After a few minutes you hear footsteps and a dragging sound on the deck above your head, accompanied by an alien language that seems composed of hums, buzzes, clicks, and whistling noises. After a few minutes the footsteps recede, then cease.

The Anguillians have killed the captain and The Admiral, and make a cursory search of the mid-deck and cargo deck looking for additional victims. The dragging sound is the Anguillians' tails scraping on the deck as they walk.

Once the Anguillians have departed, the PCs are able to free themselves from their leg ropes with an Escape Artist check DC 25 or a Break DC of 23, and from the manacles with an Escape Artist check of 30 or a Break DC of 26. Alternatively, the PCs may climb out of the ballast hold and cut or abrade their legs ropes against a solid surface (doing 1 hit point of damage plus strength bonus per round to the 2 hit point ropes), then locating the keys to the manacles in the

Captain's cabin (Search check DC 15) or using the tools on the barge to cut the manacles free.

If they PC are unable to free themselves, they are captured by the slavers the next day.

The barge drifts throughout the night, the storm blows out, and the slavers' ship shows up the next day. **Go to Encounter 8.**

WITHOUT A CAPTAIN

This version of the encounter assumes that the PCs saw through the Captain's deception and defeated him. If the barge is still anchored in Drown Town it does not roll in this sheltered anchorage, but the storm effects and darkness still apply. If the barge is out on the Lake, then the difficult terrain modifiers in Encounter 6 apply here.

Two Anguillians attempt to slip aboard the barge and attack the PCs on watch. Due to their good Hide scores and darkness, it is more likely that the PCs hear them than see them (although PCs with darkvision or lowlight are better able to spot the boarders). In this version of the encounter the Anguillians are actively hiding as they board, so the spot DC is 24 and the Listen DC is 16 (these numbers include the storm modifiers). When the Anguillians come within 30 feet of a watchlamp, the spot DC drops to 15.

In order to lessen the difficulty of this encounter, if no PC spots the Anguillians boarding, the dog gives warning. In combat, the Admiral's wolfish heritage asserts itself and he attacks from a flanking position (if possible) and attempt to drag down an enemy with his Trip feat.

If the PCs find out Captain Finch's plan and are skilled enough to sail the barge away from Drown Town into the slaver trap, then they have the option of Encounter 8. Otherwise, skip to **Conclusion.**

ENCOUNTER 8: ARRRGH YE READY?

This encounter normally occurs at midmorning, the day after the battle against the Anguillians in Encounter 6. If the party is down on hit points to a moderate or greater degree, extend the storm for another day, having it end just after sunset and run the encounter at midmorning of the next day.

Unless the PCs subdued and interrogated Captain Finch, the party has no way of knowing that a slaver ship is looking for them. The slavers

are expecting to see a barge with sails furled and Captain Finch waving to them. When they see the barge under sail, they know that he has failed, but try to bluff the PCs until they can attack them.

Do not suggest Sense Motive checks to the players but if a player desires to make such a check, they may do so when coming face to face with Iris Flamehair (she does all the talking in the encounter). The DC for this check is 12. Since the slavers were expecting to take only four prisoners plus Finch onboard, a pinnace was dispatched from the main slaver ship.

From **Stormwrack**: A pinnace is a small, two-masted sailing vessel. It's sturdy enough to undertake long open-water voyages and handy enough to use close to shore. A pinnace is fully decked, but its sterncastle is hardly worthy of the name; it's little more than a cramped cabin. A pinnace carries a maximum of 15 people.

A pinnace is 30 feet long and 10 feet wide and draws five feet of water. The deck of the pinnace is five feet above the waterline, so due to the relative motion of the two vessels, anyone on the pinnace must make a DC 10 climb check to transfer to the barge. Anyone on the barge may easily jump down to the pinnace.

Tactics: The pinnace comes alongside the barge, hails the PCs, and asks if assistance is required. If the PCs agree, Iris offers to bring her navigational equipment and charts aboard to show the PCs their current location. Two of her warriors climb up onto the barge and then assist her up.

She shows the PCs the location as promised, while the two warriors casually assume good attack positions. At her signal, the two warriors attack while the remaining warrior boards the barge. While her warriors are attempting to appear unruffled, they are a little nervous at attacking a larger party. On Iris's signal, allow the PCs a DC 12 Spot check to notice hands reaching for swords, hostile body language, and the like. PCs making the check may act on the surprise round. She uses her scroll of *magic missile* at the first opportunity to do so.

APL 2 (EL 4)

Bob, Ted, and Alex, Warriors (3); hp 13, 13, 13, see Appendix 1.

Iris Flamehair; hp 6, see Appendix 1.

When the fight is over, the PCs discover four prisoners below decks on the pinnace. These are four fishermen, brothers who fell victim to a scheme similar to Finch's and were picked up by the pinnace the evening before, just after the storm abated.

Joe, Michael, Kevin, and Igor. Fishermen (4): male human expert 1 (Profession [Sailor] +7).

CONCLUSION

SUCCESS

If the PCs defeated Captain Finch and/or the slavers and took them alive, read the following conclusion:

When you turn over the slavers (and Captain Finch) to the authorities and tell your story, the officer in charge asks you to wait. He leaves the room, only to return shortly with a sealed scroll tube. He hands it to you with instructions to deliver it to the headquarters of the Dyvers Anti-Slavery Guild.

At the DASL headquarters, you hand over the scroll tube. The person speaking to you, who calls himself Atticus Sparrow, opens the tube and reads the sheet of parchment therein.

A broad smile crosses his face as he looks up at you. "Excellent work! Wait here while I get the reward money."

He departs briefly, returning with a small chest and a ledger book. He opens the ledger, and requests each of you to sign a page headed "Rewards Paid." When you do so, he gives each of you a bag containing 300 gold pieces.

"Keep up the good work", he says, "We're always happy to pay for the capture of slavers."

The End

CAPTURED!

If the PCs are captured by the slavers, read the following conclusion:

It's been nearly two months since you were captured by the slavers. After a few days in the pinnace with other slaves, you were transferred to the hold of this larger ship in the dead of night. Two months in chains. Two months with the reek of unwashed bodies around you. Two months wallowing in your own filth, watching weaker individuals around lose the will to live.

Suddenly an alarm is raised on deck. There is the sound of running feet, then explosions, loud poundings, shouts, and screams. The ship shudders as something scrapes along the outer hull inches from your

head. Faintly you here a voice shout "Marines commence boarding!"

For what seems like an eternity the sounds of combat rage on. Metal clangs on metal, arcane words are intoned, and bodies thud as they fall to the deck above you. Finally, there is silence.

All at once sunlight pours in to the hold as the hatch cover is ripped away. Figures wearing the uniform of the Dyvers Free Marines are backlit by the sun as they move through the hold, fitting keys to manacles and freeing prisoners.

As you stare through eyes made blurry by the bright light, a figure stops over you, then does a doubletake as he stares at your face. "Well", he laughs, "I guess you won't be getting into any more bar fights for a while." You recognize your rescuer as one of the Marines you battled in the Jolly Tar so long ago."

The PCs' nonmagical equipment is stored aboard, and the freed captives are allowed to find and claim their belongings. Any magical equipment has already been used or sold by the slavers.

You are assisted aboard the Dyvers Navy vessel Slavers' Bane, where food and rest are provided. A few days later you are stumbling down the gangway onto the docks of Dyvers, still gaunt and hollow-eyed. Will your further adventures have a happier ending? Will you ever get your chance for revenge against the slavers still roaming the Nyr Dyv? And more importantly, where's the nearest tavern?

The End

Assess a cost of 8 time units on the AR if this is how the module ends.

EXPERIENCE POINT SUMMARY

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

Encounter 3

Overcoming the Marines
APL 2 120 XP

Encounter 4

Defeating Captain Finch
APL 2 120 XP

Encounter 6 or 7

Defeating the Anguillians
APL 2 120 XP

Encounter 8

Defeating the slavers
APL 2 120 XP

Story award

Not losing the barge
APL 2 90 XP

Note that the total XP award could exceed 450. In this case, congratulate the players on a job well done and award the maximum.

TREASURE SUMMARY

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

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

value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Encounter 3

APL 2: Loot: 1 gp; Coin: 12 gp; Magic: 0 gp

Encounter 4

APL 2: Loot: 6 gp; Coin: 42 gp; Magic: 0 gp

Encounter 6 or 7

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

Encounter 8

APL 2: Loot: 500 gp; Coin: 120 gp; Magic: *scroll of magic missile* (4 gp each)

Conclusion

APL 2: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 509 gp; Coin: 524 gp; Magic: 4 gp;
Total: 1037 gp (only possible if the PCs loot the Marines without getting caught, defeated Finch, and can sail the barge away from Drown Town).

ITEMS FOR THE ADVENTURE RECORD

Influence point with the Dyvers Anti-Slavery League (cross out if the PCs did not earn the DASL reward money).

APPENDIX 1: APL 2 FOES

ENCOUNTER 3:

Benny and Clyde, Marines (2): male human fighter 2; CR 2 Medium humanoid (human); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +5; Atk +1 melee (1d4+3, beer stein) or +5 melee (1d3+3 nonlethal, unarmed); AL N; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8, Swim +8; Cleave, Dodge, Power Attack, Weapon Focus (longsword).

Languages: Common.

Possessions: Dagger, 12 gold.

ENCOUNTER 5:

Jared Finch: male human rogue 3/sorcerer 1; CR 4; Medium humanoid (human); HD 3d6+3 plus 1d4+1; hp 19; Init +7; Spd 30 ft.; AC 15, touch 13, flat-footed 15; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, club) or +5 melee (1d4+1/19-20, dagger) or +3 melee (1d4, sap) or +1 ranged (1d8, crossbow); SA spells (10% ACF), sneak attack (2d6); SQ uncanny dodge; AL N; SV Fort +2, Ref +6, Will +3; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +9, Climb +6, Hide +9, Jump +5, Move Silently +6, Profession (Sailor) +9, Sense Motive +7, Spot +7, Tumble +9, Use Rope +10; Dodge, Improved Initiative, Skill Focus: Profession (Sailor).

Languages: Common.

Spells Known (5/4; base DC = 12 + spell level): 0— *daze*, *detect magic*, *light*, *mage hand*; 1st— *change self*, *sleep*.

Possessions: dagger; light crossbow, 20 crossbow bolts, club, leather armor, 6 sets manacles (hidden below decks), 250 gp.

ENCOUNTER 8:

Bob, Ted, and Alex, Warriors (3): male human warrior 1; CR 1 medium humanoid (human); HD 1d8+2; hp 13; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +3; Atk +4 melee, (1d6+2 nonlethal, sap) or +3 (1d8+2, mace, heavy) or +2 (1d8, crossbow); AL NE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Escape Artist +2, Intimidate +2, Profession (Sailor) +1, Swim +4, Use Rope +2; Toughness, Weapon Focus: Sap.

Languages: Common.

Possessions: sap, dagger, heavy mace, light crossbow, 20 crossbow bolts, leather armor, buckler, 13 gp.

Iris Flamehair: female human wizard 1; CR 1 medium humanoid (human); HD 1d4+2; hp 6; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d4/19-20, dagger); SA spells; AL NE; SV Fort +2, Ref +2, Will +2; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Climb +1, Concentration +6, Craft (Shipmaking) +2, Knowledge (Arcana) +4, Knowledge (VTF) +7, Knowledge (Navigation) +7, Profession (Sailor) +4, Spellcraft +7; Combat Casting, Dodge.

Languages: Common, Orc, Goblin, Draconic.

Spells Prepared (3/2; base DC = 13 + spell level): 0— *daze* x2, *detect magic*; 1st— *color spray*, *obscuring mist*.

Possessions: *scroll of magic missile* (1st-level caster), dagger, quarterstaff, 80 gp.

APPENDIX 2: APL 2 NPCS

APPENDIX 2: NPCS

ENCOUNTER 1

Larissa, female human expert 1: CR 1 Medium humanoid (human); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed, 10; Base Atk +0; Grp -1; Atk -1 melee or +2 ranged (1d4-1/19-20, dagger); AL N; SV Fort +0, Ref +2, Will +3; Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +7, Disguise +7, Perform +5, Search +4, Sense Motive +3, Sleight of Hand +4, Spot +3, Tumble +4, Use Rope +4; Skill Focus: Bluff, Skill Focus: Disguise.

Languages: Common, Halfling, Dwarven

Possessions: Dagger

Larissa is 15 years old, but small for her age. She uses her Disguise skill to make herself appear a few years younger. She carries a small dagger hidden in her clothing, but she only uses it to bluff her way out of tight situations.

ENCOUNTER 2:

Sailors (Bill, Davey, Jon and Waldo) (4), male human rogue 1/fighter 1; CR 2 Medium humanoid (human); HD 1d6+1 plus 1d10+1; hp 15; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, Sap); or +3 ranged (1d4+2, Dagger); AL N; SV Fort +3, Ref +5, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +10, Climb +9, Jump +9, Profession (Sailor) +6, Spot +5, Swim +7, Tumble +10, Use Rope +8; Dodge, Point Blank Shot, Skill Focus: Climb.

Languages: Common.

APPENDIX 3: APL 2 NEW RULES ITEMS

ANGUILLIAN (MONSTER)

Anguillian (2): [male] Medium Aberration (Aquatic); HD 3D8+6, HP 28; 28 Init +6; Spd 20 ft, Swim 40 ft;

AC 16 (+2 Dex, + 4 natural), touch 12, flat-footed 14

Base Atk +2; Grapple +4; Atk +4 melee (pincer 1D4+2) or (spear 1D8+3/x3) Full Attack 2 pincers and bite +2(1D4+1) or spear and bite.

Special Attack: Attach and blood drain.

Special Qualities: Darkvision 90 ft, landwalking, light blindness, speak with eels, vulnerability to fire.

Alignment: LE

Saves: Fort ++5, Ref +3, Will +3

Abilities: Str 15, Dex 14, Con 15, Int 10, Wis 14, Cha 6.

Skills: Hide +10 (+14 in coral, rock, or kelp), Listen +2, Spot +10, Survival +6, Swim +10.

Feats: Improved initiative, Multiattack

Languages Dialect of Sahaugin.

APPENDIX 4: THE BATTLE OF ADMUNDFORT

The **Battle of Admundfort** is a former Rhenee slaver barge captured at its eponymous event and converted for use as a floating residence. It has a length of 100 feet, a beam of 40 feet, and draws 10 feet of water with a full load. Currently it is empty of cargo but still draws 10 feet due to the extra ballast carried to improve seaworthiness.

As a slaver barge, she was made more seaworthy than the standard barge by the addition of extra ballast and the bracing effect of the iron cell bars of the middeck slave cells. During her most recent conversion, the bars were retained but covered with wall panels to create cabins, portholes were added to her middeck, her weapons were removed, and the sterncastle was converted to a salon, galley, and mess. A sanitary facility, bath, and pantry were added to the middeck, and a large water storage tank was installed at the stern of the cargo deck.

Due to no longer having the large number of oarsmen (40) required to effectively row the barge long distances, her primary propulsion method is now her two square sails. For very short distances (a few hundred yards at most) she can be moved at a very slow pace (5 feet every round) by as few as four oarsmen or (in shallow waters) polemen.

Appearance: The **Battle of Admundfort** is fresh out of drydock and everything about her appears new and shiny. Her brass is polished to a high shine, she has a fresh coat of white paint, and all of her ropes, lines, oars, ship's boats, watch lamps, and the like are new. Her new owners were sailors at the battle and chose her from among the sturdiest and best-kept barges in the captured fleet.

Description by deck: See Figure 1 for a side profile of the barge. On all barge illustrations, each square measures 5 feet. A low (36") wooden railing circles the topside of the barge.

Topside--Forecastle. The forecastle occupies the front of the barge. The top of the forecastle is the foredeck, and contains two mooring points (port and starboard) and the smaller (capacity 8 medium creatures) of the two ship's boats. The boat is held in an inverted position by deck clamps, and the oars are stored within the boat. A ladder (stairway) provides access to the foredeck on both the port and starboard sides

Access to the interior of the forecastle is provided by port and starboard doors. The interior at present is mostly empty space, although the hooks formerly used for crew hammocks remain. The spare ropes, lines, and chains are stored here, as are heaving lines, life buoys, some fishing nets, spare sails, tarps, and a few buckets. Headroom is about seven feet.

Topside--Main Deck. A ladder (stairway) to the middeck descends from the main deck at the forecastle. A large cargo hatch with a wooden lattice is positioned between the foremast and mainmast. When the hatch cover is removed, a permanent ladder

attached to the sternward side of the hatch provides access to the middeck and cargo deck. In stormy weather, the hatch cover is itself covered with a tarp to prevent rain accumulating in the cargo hold.

To the stern, the ship's bell is attached to the front wall of the sterncastle. Ladders (stairs) provide port and starboard access to the quarterdeck, and a ladder (stairway) descends to the middeck.

Topside--Sterncastle. The roof of the sterncastle is the quarterdeck. Rhenee barges use a wheel for steering rather than a manual rudder, and the steersman's position is here. The larger ship's boat (capacity 12 medium creatures) is clamped here in the same manner as the boat on the foredeck. Similarly, there are port and starboard mooring points.

The starboard half of the sterncastle is the main salon. The salon is equipped with a table and eight comfortable chairs, artwork, and a well-supplied liquor cabinet. Built-in cabinets hold chess and checker sets, dice, decks of cards, and other amusements. A fold-down wall desk contains pens, ink, parchment, sealing wax, and other scribal necessities. Doors provide direct access to the mess and galley. A small wood-burning stove is vented through the wall at the stern. The ship's steering cables pass downward from the wheel above through a duct built into the wall between the salon and the mess/galley.

The port half of the sterncastle is divided fore and aft into the mess and the galley. The mess has a small table, bench seating along its forward, port, and stern walls, and cabinets containing trenchers, mugs, and tableware. The galley contains a sink with handpump, storage for pots, pans, and kettles, storage cabinets for food, spices, and cooking and cleaning utensils. A wood-burning cook stove is vented in the same manner as the one in the salon.

Middeck. The middeck holds five simply furnished cabins, each containing a bed, desk, chair, wardrobe, swivel-mounted oil lamp, and sea chest. Currently, all cabins are unoccupied and all furnishings empty, but the lamps are fully fueled. The pantry is fully stocked with preserved foods as well as potatoes, onions, apples, various nuts, and the like.

The bath contains a tub, a chest of drawers, a supply cabinet with soap, sponges, several pumice stones, and a number of wall pegs. A wall-mounted hand pump draws water from the tank in the cargo hold. The bath drains through a pipe extending through the port side of the ship. The pipe has a shut-off valve both for bathing and to keep heavy seas from flooding the room.

The head features a commode chair secured to the deck and small pail on a swivel mount. The pail contains water and a sponge on a stick. The stern ladder from the main deck descends between the bath and head, and a trap door beneath the ladder gives access to the cargo hold.

Amidships, the cargo hatch between the masts provides access to the cargo hold. Forward is the original sail locker, now empty, and the ship's workshop. The workshop contains all the tools needed to repair and maintain the barge under normal circumstances. The forward ladder from the main deck descends here, with a trap door beneath it as in the stern.

In steerage, the cables from the wheel on the quarterdeck run along pulleys on the ceiling and halfway down the sides of the room, then meet at the rudder extension in the center. Pipes from the water tank in the cargo hold ascend here, with one going through the ceiling to the galley above, and the other running forward to provide water to the pump in the bath chamber.

Cargo Deck. The cargo deck is accessed by three ladders, one in the central cargo hatch and shorter ones from the trap doors fore and aft on the middeck. Currently there is little stored here--40 oars, some timber, a few kegs of nails, some brass sheeting, caulking, tar, firewood, and a few casks of beer. All cargo is secured to the deck or hull to prevent shifting. Two trap doors give access to the ballast hold.

Ballast Hold. This area has a 5-foot ceiling. The bottom is filled with ballast blocks--basalt cubes two feet on a side one layer deep across the entire area.

FIGURE 1--PROFILE

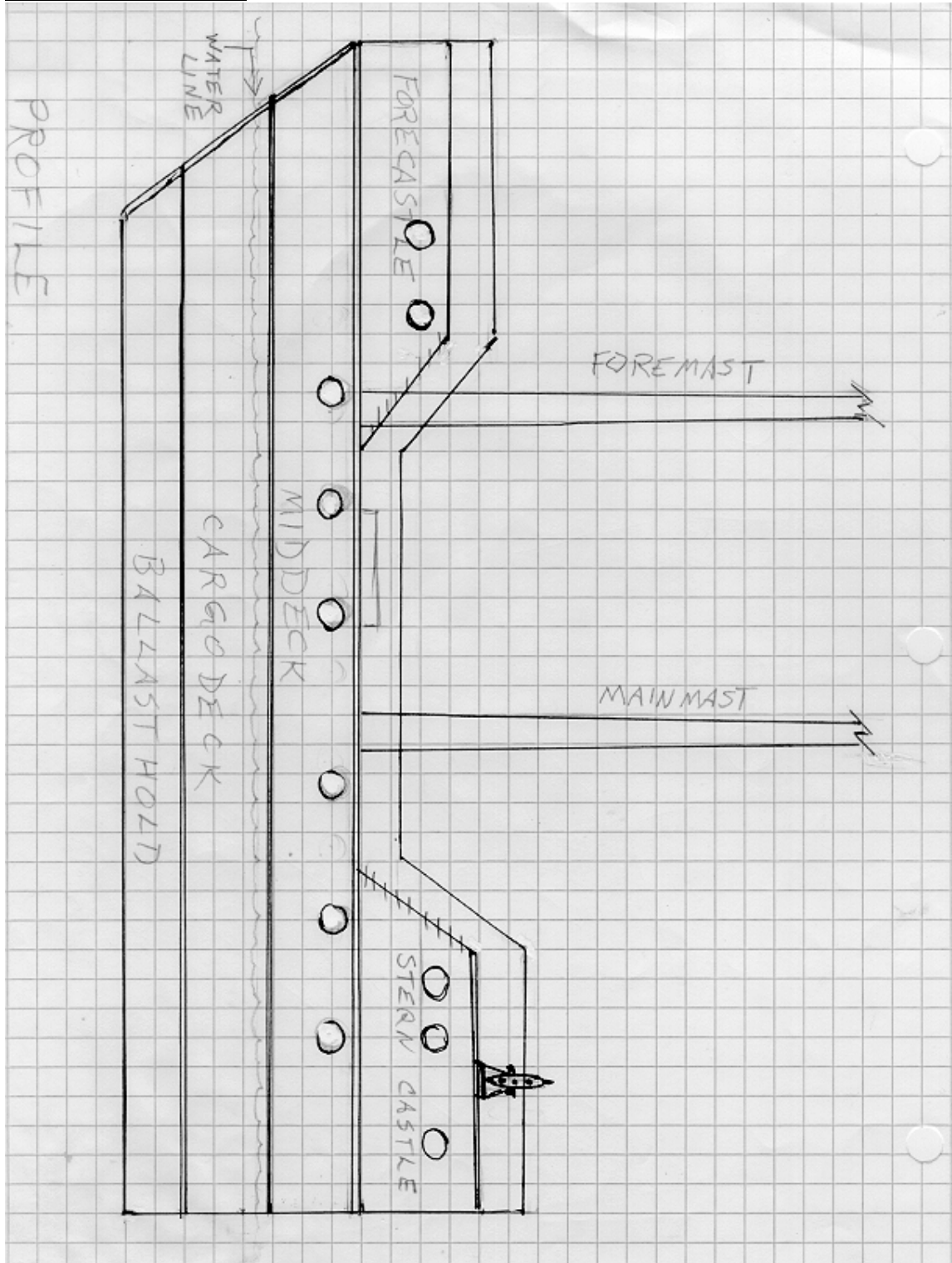


FIGURE 2--TOP VIEW

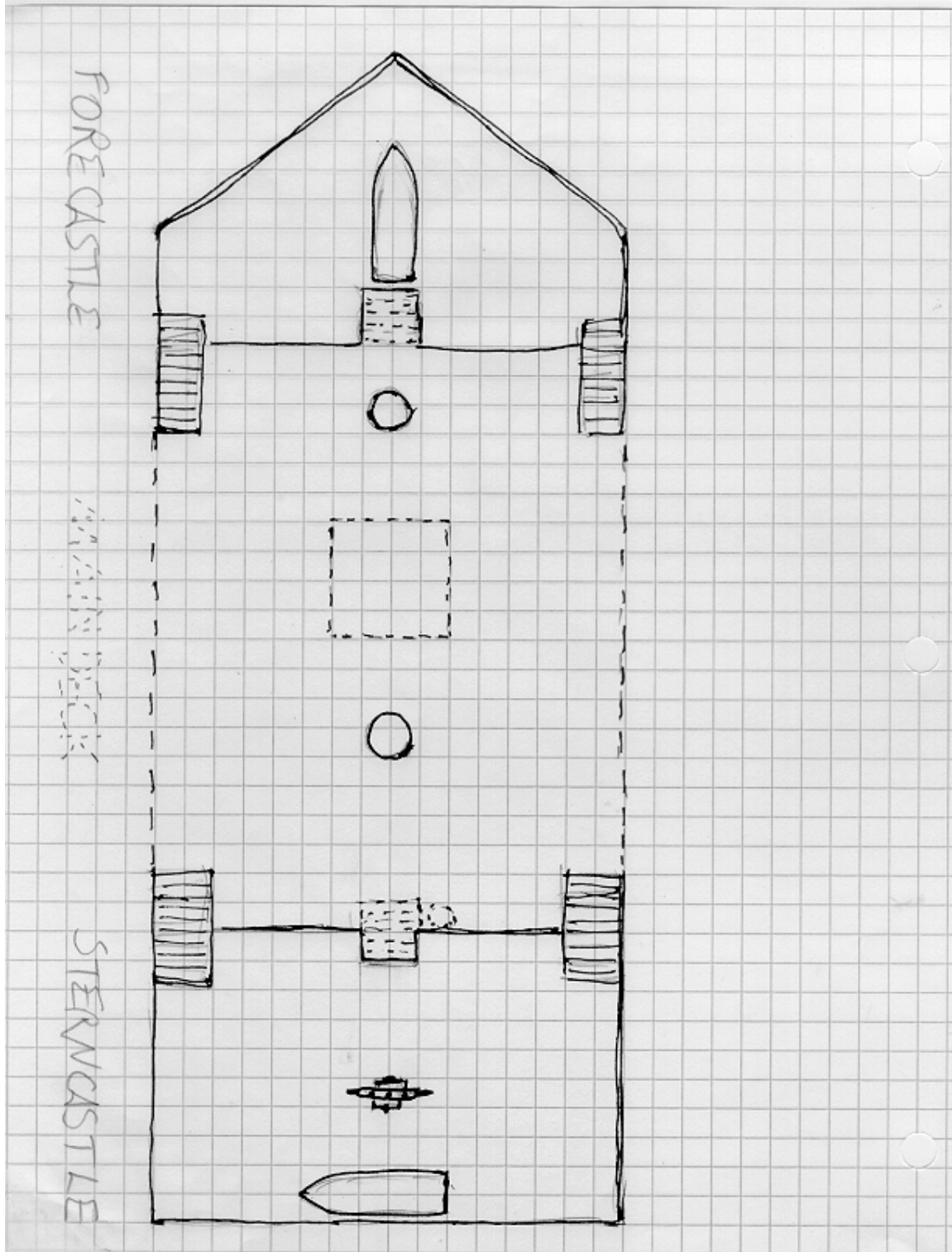


FIGURE 3--MAIN DECK

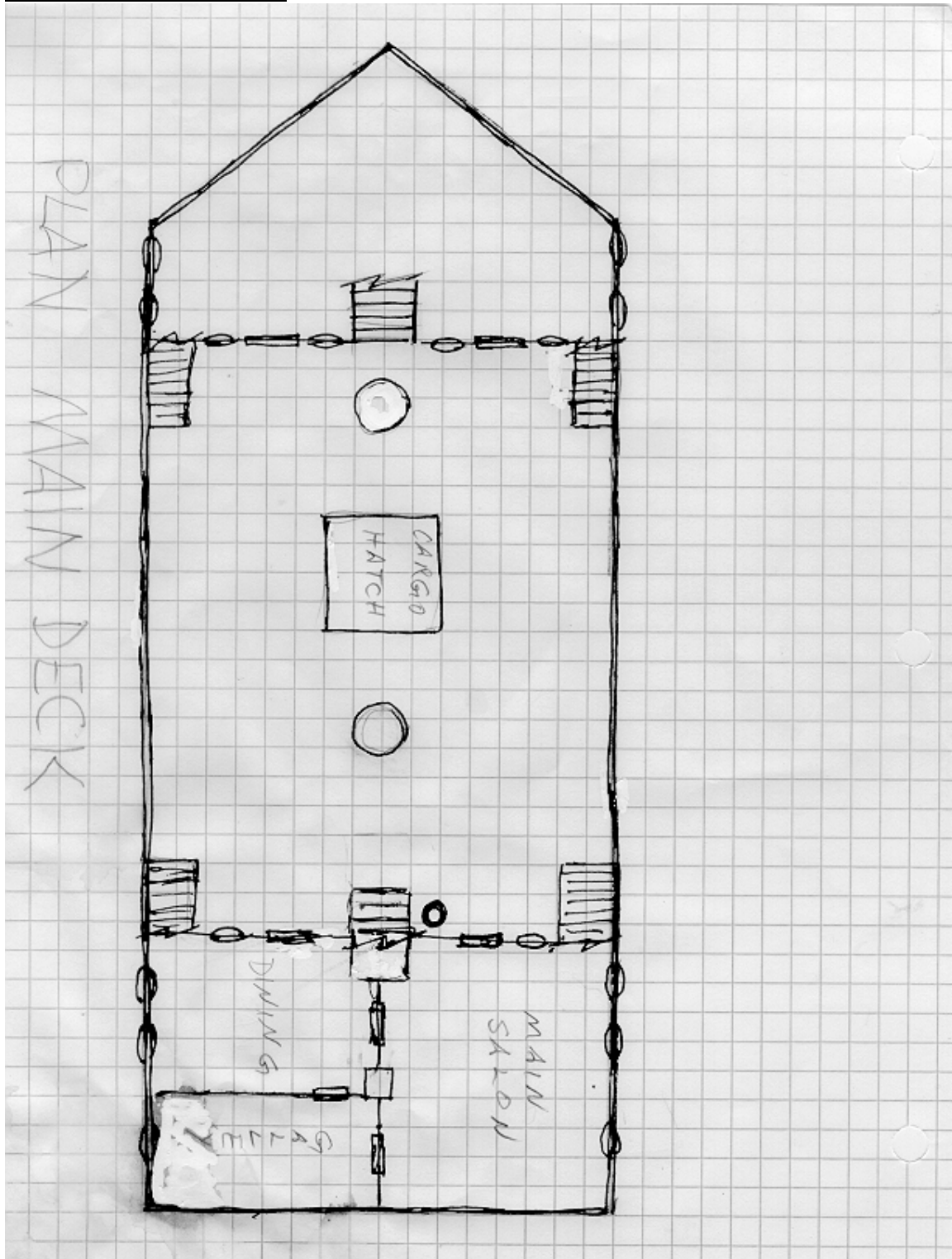


FIGURE 4--MIDDECK

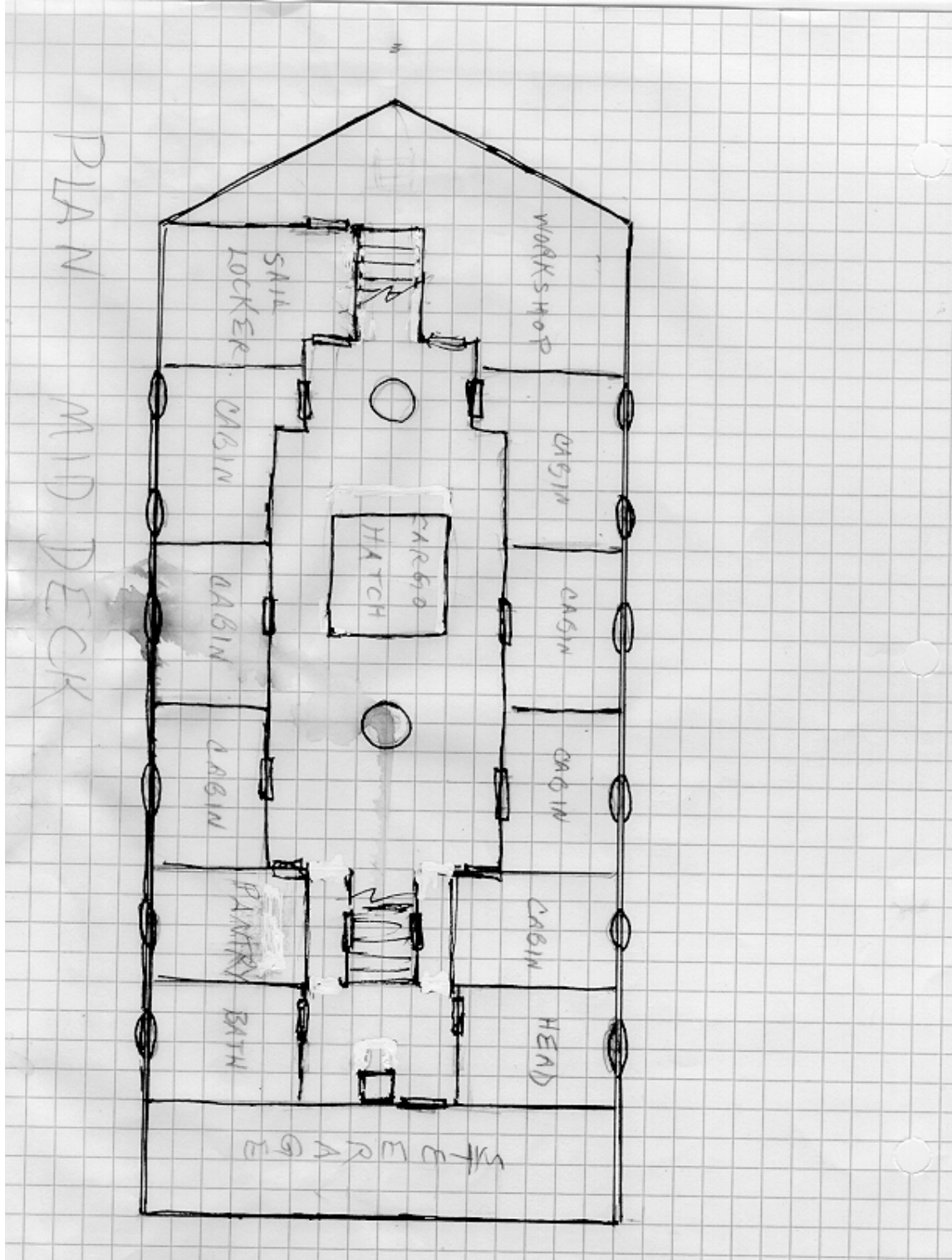
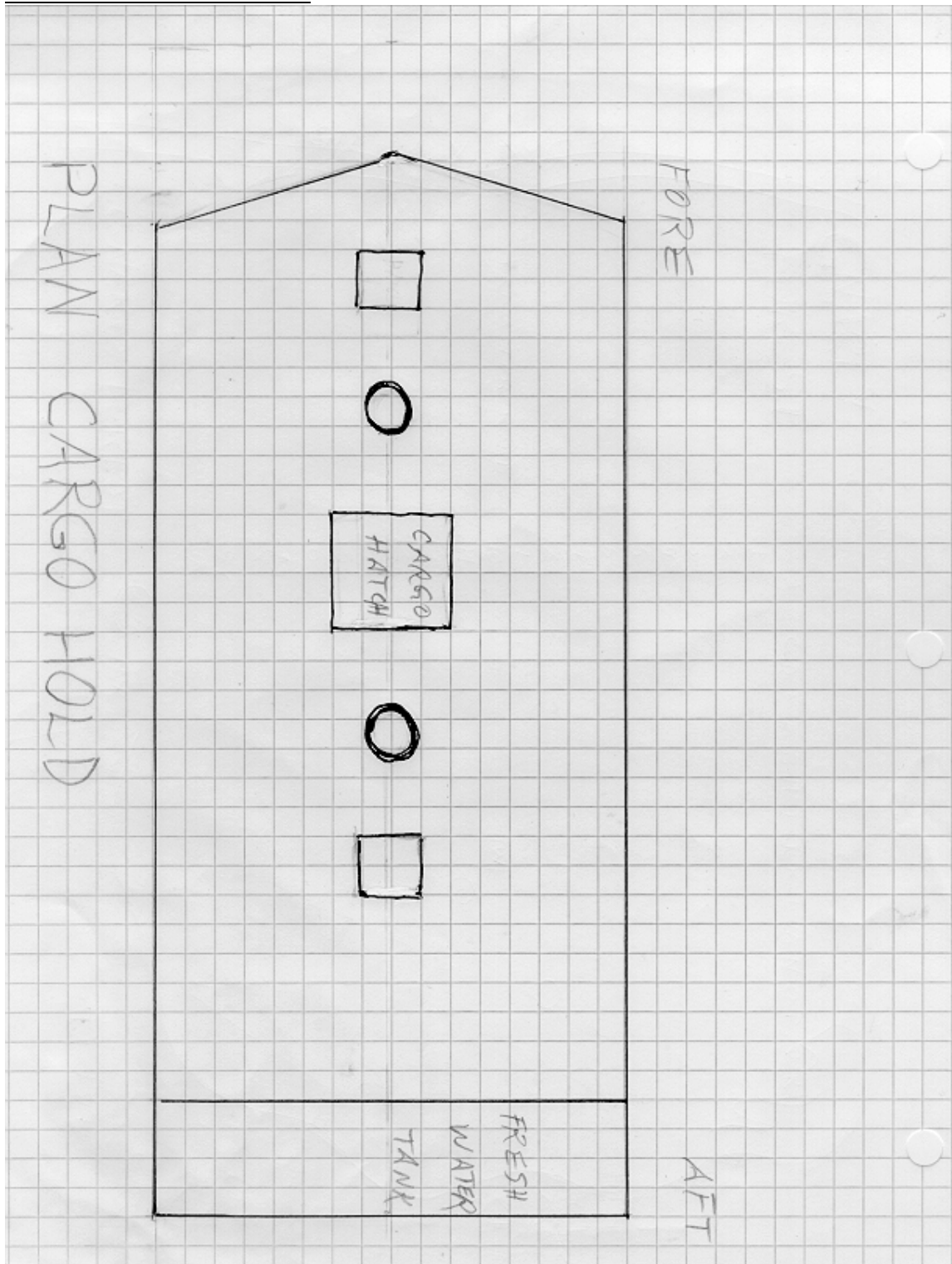


FIGURE 5--CARGO DECK



RHENNEE SAILING BARGES

While the standard sailing barge of European origin measured from 60 to about 100 feet in length, with a beam width usually a third to a quarter of its length, Rhenee barges are somewhat different. In the *Greyhawk Player's Guide*, they are described as about 60 feet long and 15 feet wide, but similar in style to a junk, and sporting one or two masts. See illustrations below. On the left is a Chinese junk, on the right is a European sailing barge.



In both instances the vessels are fully decked, as would be expected for any use other than cargo transfer between ships and shore facilities.

For game purposes, it becomes necessary to reconcile the above description with the statistics for barges given in *Stormwrack*, and the revised stats for the captured Rhenee slaver barges from the siege of Admundfort.

Stormwrack barge: Passenger and crew capacity 120, minimum crew requirement 5, rowers required 40. Speed 1/2 mph (rowed--poor maneuverability), no sail speed, cost 6000 gp, size 100 feet x 40 feet, Height 10 feet, Draft 10 feet. Seaworthiness +0, Shiphandling -6. Hull sections 80 (sink 20), AC 3, hardness 5, cargo 50 tons.

Admundfort barge: as above except seaworthiness +2, shiphandling +2, sailing speed 15 feet (poor), cost 10,000 gp.

The primary discrepancies between the real world examples and the D&D version are beam width and therefore, draft. Beam width can be explained as a matter of design preference. Because the Rhenee live on these barges, they choose a wider hull both for stability and living space.

Draft, however, is not so easily explained. The standard European hull configuration of about 3 to 1 produces a draft of six feet. A broader hull must therefore have a shallower draft. Rhenee barges must therefore carry far more ballast than other sailing vessels, probably for purposes of lateral stability.

Given all of the above, what does an **Admundfort** barge look like? Rather than the handheld rudder of the European sailing barge, it probably has a wheel for steering, mounted on an elevated quarterdeck, like a junk. Under the quarterdeck would be two cabins, one for the captain and one for the Rhenee wise woman. A forecastle would probably be present, as much for shedding bow waves as anything else.

On the main deck, one would expect at least three entrances to the lower deck--probably ladders (stairs) from the forecastle and quarterdeck areas and a cargo hatch amidships. Below decks, iron bars would have been installed to create cells for holding slaves. Crew cabins and a galley would also be found here.

Given the 20-foot distance from main deck to the bottom of the hull, a lower deck is likely--probably used for cargo and additional slave cells. Indeed, the internal bracing effect of the cell bars may account in part for this barges improved seaworthiness and handling characteristics. This deck would have relatively low headroom, as the ballast in the bottom of the hull would require a foot or so of depth.

Modifying an **Admundfort** barge into living space could require either little effort or a great deal, depending on the wishes of the new owner. Some of the cell bars could be left in place, either exposed or paneled over, to improve stability. Portholes would probably be desired for cabins the middle deck, and a water tank and bathtub would add further refinement.

PLAYER HANDOUT 1

THE LAWS OF DYVERS

Below is a list of fines and punishments a DM is most likely to deal with during a Dyversian adventure. All GP fines are assessed as a "tax" and must be paid directly to the arresting constable at the time of apprehension.

Assault: The fine is 5 gp. Also, if weapons were used the weapons are confiscated.

Breaking and Entering: The fine is 250 gp and 2 TUs in jail.

Casting Without A Guild License: The fine is 100 gp. If the spell caused damage, the fine is added to that of other laws broken.

Destruction of a Gelatinous Cube: The fine is 100 gp and 2 TUs public service finding a new cube

Destruction of Private Property: The fine is 150% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 gp of the fine.

Destruction of Public Property: The fine is 200% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 gp of the fine.

Drawing Weapons: The fine is 2 gp, plus 1 TU doing civic duties, which can be completed at the end of the adventure. If self-defense can be proved, the fine is 1 gp.

Endangering Innocents: The fine is 4 gp per innocent endangered.

Manslaughter (Accidental Death): Adjudicated by the Triad acting as an in-character "court". Outcomes could lead to as many as 208 TUs in prison.

Murder (Intentional Death): This is an evil act. The character should be turned in to the Triad for removal from the campaign.

Performing In A Tavern Without A Guild License: The fine is 100 gp.

Poaching: The fine is 100 gp and 1 TU in jail.

Theft--Petty (up to 100 gp value): The fine is 200% of the total value, as well as 2 TUs doing civic duties

Theft--Grand (over 100 gp value): The fine is 200% of the total value, as well as 100 gp of the total value.

Unlawful Imprisonment: The fine is 300 gp and 2 TUs in jail.

PLAYER HANDOUT 2

Word has reached me of your abilities. I have need of someone with your talents. Come to the Jolly Tar Tavern in the Docks District at midday. Sit at the red table. I will join you there. Please tip the messenger to ensure his or her silence.

Cetbek Dotog