

VEL1-04

Like Water Under the Bridge

A One-Round D&D LIVING GREYHAWK®

Veluna Regional Adventure

Version 1

Round 2: Borderline

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A boring caravan job takes an odd twist and thrusts the party into the limelight. Can the Heroes of the day live up to the expectations put on them or will the troubled waters claim more lives? An adventure for character level's 1-8.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

- No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

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

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Caravans have been disappearing. A caravan is headed to Thornwood, and the city wants the PCs to accompany it to the border of Bissel. The caravan is leaving in the morning.

The party interacts with a group of teamsters who are unhappy that they are being babysat by fresh new adventures. Each teamster has a different idea of what is happening to the caravans. The caravan comes across an orc raiding party.

The caravan reaches the border to Bissel and the PCs mission is done. The PCs rest at a small border town on the Fals River. A sea monster has

been swallowing fishing boats whole. The townsfolk ask for the PCs help. They want the PCs to accompany a small group fishing boats trying to fish the Fals River.

The fisherman have been afraid since the old man Jemsun's boat was found crashed, and chewed up on Zeal's Point. (It is still there). The fisherman will be setting sail tomorrow

The boat has been tossed upon the rocks, above the high water mark Signs of long gashes and gouges made by claws and teeth are visible. There is no sign of bodies on the boat. The hold is full of rotting fish, and is now the home of carrion crawlers.

The PCs ride in fishing boats, while the small fleet has a quiet day, and the fishing is good. As the boats begin to stop for the day, some very strong 'fish' begin hitting on the boat's lines. Suddenly, from over the side of the boats, several undead attack the fishing boats. The undead are the missing fisherman, arisen as zombies and skeletons by some mysterious force. As the fight goes on, more and more of the undead appear, this should give the PCs an idea to weigh anchor and head home as fast as possible.

A couple of the boats that the PCs are not on are swamped by undead, who strike down the crew. As the boats fade in the distance, the boat the PCs are on is bumped by something under the water. Looking back a dark shape rises from the water and swallows two whole fishing boats at the same time. A fury of turbulent water lashes around and just as suddenly the water is still and no boats are visible. The PCs return defeated to the border town.

The PCs learn that the papers they recovered have given the city a clue that they want them to follow up on.

Introduction

You have been the toast of the town here in Falsridge for the last few days. Your success in rescuing the missing passengers from the lizardfolk, has earned you rest and reward. The food and spirits have been flowing freely, and your coin purse is none the lighter. Around the hearth each night a crowd gathers to hear your tales of adventure. It seems that you have gained quite a following in Falsridge. Each day the tales and stories last deep into the night. The same was last night, and you find yourself a little sore this morning, be it the drink or the dancing, you crawl gently from bed and prepare for breakfast. Sitting at the table with your companions you wonder what the day will have in store for you when the door to the Inn swings open and you see a familiar face.

Entering the Inn, Captain Roche heads directly toward you. "Good morning, I hope I am not disturbing you." he says.

"I have come on behalf of the city to ask you for help again. It seems that the problems facing

us do not confine themselves to the river. Over the past few weeks, several caravans have turned up missing. Normally, the knights would handle a problem such as this, however it seems that all our requests to the capital have been unanswered. There is a caravan leaving today at noon. It is headed to Thornwood. I would like to ask that you escort it to the border town of Delkell. It is a two-day journey, and should not inconvenience you too much. I have heard some strange rumors of trouble out of Delkell so by doing this we can kill two birds with one stone. Protect the caravan and get you to Delkell to see what is happening. Hopefully its nothing but if something did happen having you there would be a big help."

He looks at you expectantly.

Allow each PC to agree.

"Excellent, you will be able to meet up with the caravan at the Silver Star Merchant House in the Warehouse district. It will be leaving at noon. That should give you about three hours to get ready. I am sorry for such short notice."

With that Captain Roche stands, tips his hat and offers you a "good day."

The PCs have 3 hours to prepare for their journey.

Encounter 1: Meet the Teamsters

The large silver star painted on the side of the warehouse is good enough indication that this is where you are to meet the caravan. Shortly before noon you arrive at the Silver Star Trading Company Headquarters in Falsridge. The caravan is being loaded in an enclosed field next to the warehouse. Ten large covered wagons make up the caravan that you will be escorting.

As the PCs approach a guard steps out to stop them.

"Halt! Identify yourselves and state your business."

When the PCs identify themselves they will be allowed to pass, the guard will escort them to the office.

Entering what appears to be the waiting room of the trading company office, you hear the sounds of a heated argument happening beyond a door at the other side of the room. Suddenly, the door opens and a middle-aged fellow with a long dark beard and portly belly steps through the doorway, he turns and yells: "I'm telling you, I won't be held responsible for your foolish actions!" With that he then wheels and stomps out, his ears are burning bright red in anger.

Moments later an elderly gentleman steps up to you.

“Greetings, I am Kanna Silverson, owner of the Silver Star Trading house. You have been sent by Captain Roche, I presume.” He then looks out the door that the other man stormed out of, and remarks, “do not mind my son, he is loud and impertinent at times, foolish at others.”

“Captain Roche, speaks highly of you all. I hope that you will be able to help me. I have a caravan leaving for Thornwood, and I would ask that you escort it as far as the border with Bissel to a small hamlet by the name of Delkelllet. Due to losing several caravans lately we really cannot afford to pay you in gold but heroes such as you should be above such things. We can sell you anything we happen to have in stock at a small discount. The journey should last about two days. Is that agreeable?”

Kanna offers the party 10% off any common item that costs less than 50 gold. Success in Diplomacy can yield more beneficial discounts. (DC 15, a 15% discount, and DC 20 a 20% discount—role play this and give the PCs up to a +2 bonus, or as much as a -2 penalty as a consequence to their roleplaying. Also factor in lifestyle modifiers).

If the PCs spend a lot of time roleplaying with Kanna, the following bullets present some information that he may give the PCs.

- He will not discuss his son, except to say that “the boy” should learn to think with the long-term in mind.
- Ten guards have been assigned to the caravan.
- The caravan carries various crafts made both locally and throughout Veluna.
- The last two caravans sent to Thornwood disappeared.
- Neither of the missing were Silver Stars caravans, but Kanna does not like to take chances.
- The head teamster is Andru,
- Andru doesn’t appreciate ‘help’ in the form of adventures. He told Kanna that he “didn’t babysat,” so the Silver Star patron ask that the PCs try to alleviate his angst.

When the PCs are ready to leave the town with the caravan, read the following:

As the sun shines down upon the caravan, the head teamster signals to move out. The ten-wagon train moves through the streets of Falsridge and heads out the western gate on the Fals-Gap Road headed toward Thornwood.

The first two days of the trip are ineventful, however the PCs will have the opportunity to roleplay with several of the teamsters and get information. The teamsters are listed in Appendix 1, by name and by wagon number. Wagons 9 and 10 are for guards.

Encounter 2: There Be Orcs!

This encounter utilizes DM’s Map #1.

It is well past noon on the second day of your trip to Delkelllet, so far there has been no sign of trouble. Cresting a hill on the roadway, you see that the trail enters a dark copse of woods up ahead.

Have the PCs roll opposed Spot check verses the Orc’s Hide check (+4, modified for being under cover of thick foliage). Failing the check will give the savage humanoids gain a surprise round. In which the goblins hurl javelins and the orcs move up to strike.

You hear the loud cry of a bird, and suddenly from out of the tall grass on either side of the trail a flight of javelins arch toward your position. From somewhere up ahead groups of orcs yell battle cries as they swoop down upon the caravan. The teamsters quickly circle the wagons into a defensive formation as the orcs and goblins attack...

Tier 1 (EL 3)

Goblin (3): hp 5, 4, 3; see *Monster Manual* page 107, or A

Orc (2): hp 6, 4; see *Monster Manual* page 146, or Appendix A.

Orc, Bbn1: hp 10; see Appendix A.

Tier 2 (EL 5)

Goblin (7): hp 5 (x2), 4 (x3), 3; see *Monster Manual* page 107, or A

Orc (4): hp 6, 5 (x2), 4; see *Monster Manual* page 146, or Appendix A.

Orc, Bbn1 (2): hp 10; see Appendix A.

Tier 3 (EL 8)

Goblin (7): hp 5 (x2), 4 (x3), 3; see *Monster Manual* page 107, or A

Orc, Bbn3 (4): hp 28, 25 (x2), 24; see Appendix A.

Worg (1): hp 30; see *Monster Manual* page 184, or Appendix A.

Tier 4 (EL 10)

Goblin (8): hp 5, 4, 3; see *Monster Manual* page 107, or Appendix A.

Orc, Bbn3/Ftr 2 (4): hp 42, 39; see Appendix A.

Worg, Advanced 6HD (2): hp 45, 40; see Appendix A.

Leaving the bodies of the orc raid behind you continue on toward Delkellek. Cresting another in the seemingly endless hills, you finally see your destination in the distance.

Encounter 3: At the Border

Delkellek is a small hamlet of about one hundred and forty people. It is nestled between the nations of Veluna and Bissel on the Great Western Road to Thornwood. It actually lies upon a small island in the Fals River; a situation that makes it easier to defend from outsiders, but the village buildings crowded on the island, with no more room to expand bit up. From the crowd of small boats in the harbor it is apparent that fishing is a staple of the citizens.

The Silver Star Trading Company has a warehouse on the outskirts of town. The local guild master greets you, and congratulates you on a successful trip. As the wagons settle into the trading company's stockade, the guild master asks you about your trip.

The guild master's name is Darin Soortell. He is a rotund man, about five-foot tall. He has a deep rumbling laugh and is a rather joyful guy, for one who has seen many caravans disappear. He seems genuinely interested in the PCs' tale, and is honestly impressed with any stories of valor.

It is late in the day when the PCs make it into town. The PCs may wish to find a warm meal and a soft bed. The only place in town is the Inn of Last Resort. Darin will tell the PCs to mention his name when they get to the inn, if they do they will get the company discount (3 sp instead of the typical 5 sp charge).

The basic information about Delkellek is on the DM's Aid: Village of Delkellek.

Encounter 4: The Inn of Last Resort

The Inn of Last Resort looks like almost any other inn that you have visited in your travels. What does set it apart is the smell—it reeks of fish. Maybe it is the fish stew boiling at the hearth, or the many fishermen who crowd the tables in the main room—whichever, it assaults your nose, and is impossible to suppress.

Finding a seat at a table takes a few minutes; the inn is very crowded. The entire town seems to be here, which is strange since it's the middle of the day...

Moments after you take your seat a beautiful young lady steps up to your table, and asks, "What will you be having for lunch today."

The Waitress's name is Terrasi and she has bright red and ice blue eyes, and has a voluptuous frame. She wears a low-cut white blouse with a dark

emerald green dress. She is cocky and will jest with the PCs and other patrons at any opportunity.

At some point during their meal, read the following to the PCs:

As you sit at your table, the conversation at the next table is impossible to miss.

A ragged looking man, in tattered clothes is recounting a tale of horror and death to a group of worried looking fishermen.

"I tell ya, It was her. Falsey, she be back! I was working on old man Jemsun's boat that day. I had just signed on. He said that he needed a new deckhand. How was I to know what had been happening on the river lately."

He stops and takes a big sip from an offered mug of ale, continuing he speaks softly.

"We were just pulling up the nets. We had a pretty good haul, and our nets were full. Then it happened as we were pulling the nets in, suddenly they gets very heavy, so heavy that we couldn't haul them up. Then the water around the boat begins to boil and froth. Next thing I know the boat deck pitches hard to the side. I grab onto the side-wall, and I hear old man Jemsun screaming. I look over and see him holding on for dear life too. By this time we was hanging straight down as the boat had rolled onto its side. So I look at him and wonder what he is screaming about and I see these wild eyes on his face as he is looking down. So I go and look down, and that's when I see it. It's her I tell you. The Fals River Monster had us. So I looks down and that when I see the big spike sticking through the bottom of the boat, All scaly and sharp the tip of something is sticking through the boats bottom, mmm...Mister Jemsun's son was impaled on it. I could see his insides leaking out, a distant look on his face." He takes another big gulp from the mug.

It was then I realized that we were hanging in mid-air. The boat was completely out of the water and being waved around like some child's toy. As I'm hanging there I see Mister Jemsun's grip slipping. I wanted to reach out to help him, but I was a scared. You don't blame me do you?" He asks looking up with pain on his face.

A chorus of fishermen joins in: "Of course not, you did what you had to." And "Why would we do that?" And "You had it bad enough already" Their comments seem to reassure him, and give him the confidence to go on.

"Then, his hand slipped. I wanted to reach out. I really did. But then he started to fall right into the huge mouth of the beast. I heard him screaming the whole way. Next thing I know the boat slams down into the water. I go under and start to swim. I don't know how long I swam, but finally I made it to shore. When I looked out into the river, there was no sign of the boat or old man Jemsun. They were both just gone, and the water was as calm as had I ever seen it."

After the story is over, you hear another fisherman join in: "I seen old man Jemsun's boat yesterday, It was washed up on shore down by Zeal Point."

Allow the PCs to have fun at the inn. Eventually all of the NPCs in the Delkellert town information sheet will be patrons of the bar. If the PCs do not decide to check out the boat, have Sir Dunagallan approach and speak with them about their recent adventures, suggesting that clues may be found by investigating the boat.

Encounter 5: Old Man Jemsun's Boat

This encounter utilizes DM's Map #2

Heading south from town along the river, the going is comfortable. The low river leaves a wide path to walk along the forests edge at this time of day. The wet sand is hard and compact as you trudge forward. Ahead of you see Zeal Point in the distance. Like some long forgotten tower, the end of the point stretches up into the deep blue sky. Atop it you can see the remains of a monastery. The walls still partially standing, and the empty windows looking like sightless eyes staring down upon you. From the Wet Rocks leading into the expansive river, you can see that at high tide Zeal Point is cut off from the shore by a wide expanse of water. Near the base of the point you see old man Jemsun's boat. Right where the people of Delkellert said it would be. It seems strange that it is considerable above the high water line.

Get the PCs intentions.

As you approach, the smell of rotted and decaying fish assaults you. The boat is tossed on its side a large hole torn in its bottom, spilling from the dark black hole you see hundreds of dead and decaying fish laying upon the rock strewn ground.

When a PC is within ten feet of the wrecked boat, he or she must succeed a Fort Save (DC10) or be nauseated for next one minute. Nauseated PCs are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

PCs with darkvision or low-light vision may attempt a Spot check at (DC15). If they succeed at the check they are not surprised. If they fail the carrion crawler gets a surprise round.

The carrion crawler will target first any PCs that is nauseated, as it appears to be an easy target.

Suddenly from out of the dark hole a writhing mass of tentacle lunges out at <insert PC here>, following the tentacles two large viciously snapping mandibles follow on a large segmented body. The smell of fish is suddenly overwhelmed by the horrific smell of some foul beast as it attacks mercilessly.

Tier 1 (EL 4)

Carrion Crawler: hp 19; see *Monster Manual* page 29, or Appendix A.

Tier 2 (EL 6)

Carrion Crawler (2): hp 22, 19; see *Monster Manual* page 29, or Appendix A.

Tier 3 (EL x)

Carrion Crawler, Advanced 9HD: hp 75; see Appendix A.

Tier 4 (EL x)

Carrion Crawler, Advanced 9HD (2): hp 75, 70; see Appendix A.

As the slimy monster(s) fall(s) dead to the ground you are flush with the exhilaration of combat. Stepping up to the wreck of the fishing boat you are able to discern more details.

- A successful Search check (DC 10) reveals that tiny white splinters surround the hole in the bottom of the boat.
- A successful search check (DC 12) of the boat will reveal a similar hole directly above the one in the keel, only smaller.
- A successful Search check (DC 14) will find a severed hand of a creature that is stuck to the inner hull of the ship by a trident.
- A successful Search check (DC16) will have the PC notice some seaweed that is wrapped around the captain's wheel.
- A successful Heal check (DC 10) will ascertain the splinters to be bone fragments.
- A Religion or Spellcraft check (DC 20) will identify the hand as being from a ghoul.
- A Knowledge (nature) or a Wilderness Lore check (DC 20) will identify the seaweed as not being from the Fals River region.
- The hold of the boat is filled with decaying fish, which the carrion crawler was feeding upon. There is nothing else of interest.

Encounter 6: Old Fisherman Never Die

Returning to Delkellert you relax at the Inn of Last Resort. Some of the younger folk eye you

closely, and whisper amongst themselves. Finally one of them approaches your group.

“Excuse me sir (ma’am), but me and my friends were wondering if you’re adventurers. We haven’t seen many adventurers around here. And if you are, we were wondering if you would tell us about some of your great battles?”

The boy seems genuinely interested and respectful. He is fishing for the story of what they found at old Jemsun’s boat. When they do have several of the older people gather around. Allow the PCs to be generous with their stories. This is a place for the PCs to show off. As the stories continue, have the Fishermen buy rounds of drinks for the heroes. This is truly an adoring crowd as the night goes on. When the heroes have finished their stories, tell that is getting very late and that most of their audience has left. At this point have Waitls approach the PCs table.

As you sit at your table enjoying the warm feelings and friendship flowing through the air, you notice that one of the fishermen is standing at your table hat in hand.

“If you would excuse me, I would like to talk to you. You see, I have a small fishing boat here in town and I would like to go fishing tomorrow to make some coin, but my crew is afraid. I can’t seem to get them to go out with me on the river. I was just sitting here listening to your stories and I had me an idea. If I could hire you to come with me tomorrow, to protect my boat, I could get my crew to come along. I don’t have much to pay you, but I have this ring that I found in the belly of a great big fish. I’m not sure what it does, but the old shaman in the woods says that it’s magic of some kind. I don’t need magic, I need a good day of fishing.

The PCs can examine the ring, and detect that it is magical. It detects as transmutation magic. The ring is a ring of protection +1.

If the PCs agree:

“I am so happy that you are going help me. I’ll send ma boy over early to wake you. Thanks again.

Encounter 7: Defeat!

This encounter utilizes DM’s Map # 3.

Dawn comes early and you are woken by sound of knocking upon your door. Looking out the window you see the early morning sky as if fades from deep violet to an orange-red.

Allow the PCs to answer the door.

Standing at your door is Stevn, the son of Waitls who hired you yesterday to help protect the fishing boats this morning. He tells you that they will be setting sail shortly and that there is a

small breakfast meal prepared for you downstairs. As he turns to leave he says that they will be expecting you in about a half-hour.

Allow the PCs time to eat and prepare, they have 30 minutes before they must be at the docks.

As you near the docks, you see a veritable town meeting. It seems that the whole town has heard of your agreement to protect the fishing boat, and has decided that they will brave the river with you. As you board the fishing boat, Waitls greets you.

“Good Morning to you! It looks to be a fine day for fishing. Make yourself at home. I am sure that all of this is unnecessary, but as you can see it has given the others a spine and the confidence to join us out on the river today.

Get the PCs action during the day of fishing. If they ask Waitls, he will inform them that he expects to be fishing for 8-10 hours. They can help, relax or prepare spells. The boating trip is enjoyable.

You settle in for a day of fishing with your host. His knowledge of the river and the fine points of fishing it are most impressive. He seems to always be one step ahead of the fish, as the nets are always full. After several hours of chasing the fish around the river the hold is starting to become full. Looking around, you can spot many of the other boats from Delkelle around yours. The fishing appears to be very good for everyone. The captain drops anchor casts the nets once again.

- Listen Check (DC 15): screams can be heard coming from one of the boats nearby.
- Spot Check (DC 20 if no one makes a listen check, DC 10 otherwise): from out of the water a mass of putrid looking humanoids are crawling into the boats nearby.
- If no one makes one of the above checks, then the party will be surprised.

Suddenly, you feel the boat lurch to one side, as the lines on the net goes taut. Slowly you feel the boat slipping away, when the anchor rope goes tight. The rear of the boat dips lower from the force of the tension on the net, when out of the water crawl numerous vile humanoids. The stench from them is horrific as you realize that they are dead, well undead now! The captain reels back in horror, crying out loud...“But you’re dead” as he steps back pointing at one of the figures, “Mr. Jemsun, no...it can’t be!”

Tier 1 (EL 4)

Zombie Fishermen (3): hp 20, 18, 16; see *Monster Manual* page 191 (Medium zombie), or Appendix A.

Skeletal Goblins (4): hp 5, 4 (x2), 3 (x3); see *Monster Manual* page 165 (Small skeleton), or Appendix A.

Tier 2 (EL 6)

Zombie Fishermen, Advanced (5): hp 30, 23 (x2), 21 (x2); see Appendix A.

Skeletal Orcs (5): hp 5, 4 (x2), 3 (x3); see *Monster Manual* page 165 (Small skeleton), or Appendix A.

Tier 3 (EL 7)

Zombie Fishermen, Advanced (6): hp 18, 16; see *Monster Manual* page 191 (Medium zombie), or Appendix A.

Skeletal Ogres (4): hp 17, 15 (x2), 13 (x2); see *Monster Manual* page 165 (Large skeleton), or Appendix A.

Tier 4 (EL 9)

Zombie Fishermen, Advanced (5): hp 30, 23 (x2), 21 (x2); see Appendix A.

Skeletal Ogres (5): hp 17, 15 (x2), 13 (x2); see *Monster Manual* page 165 (Large skeleton), or Appendix A.

Skeletal Hill Giant (1): hp 30; see *Monster Manual* page 165 (Huge skeleton), or Appendix A.

Before the PCs finish fighting the undead, at the start of round three read the following:

As the battle with the undead rages, Captain Waitts cuts the anchor rope and begins to get the ship underway. Just as the ship begins moving, it lurches to the side, the deck tilting at a strange angle.

- **Reflex save** (DC 12): Or be thrown prone to the deck. PCs who fail by more than 10 will fall overboard. The boat has started to move and is moving at a rate of 20 feet.
- **Spot check** (DC 12): A large moving object can be seen under the water, it can be reasonable assumed that it just slammed into the boat from below.

As the last of the undead fall, to the PCs attacks read the following description:

As the last of the abominable undead fall to your mighty blows, you realize that a breeze is blowing in your face. It seems that Captain Waitts has been successful in getting the boat underway. Looking back at the cluster of other fishing boats, you see a desperate pitched battle being fought between the undead and the crews of the other boats. Suddenly the water around them begins to

froth and boil, long bony tentacles reach out at the remaining boats, slashing at the sails and decks. Fishermen are tossed from the decks into the dark roiling waters of the river. Suddenly a bubble of water rises up from the center of the cluster, rising high into the air it expands outward, washing over the boats, obscuring them from your view. The wall of water rushes outward racing toward your boat, as the captain urges his craft onward the wall of water gets ever closer. The stern of your boat begins to rise with the wave of water. Then, suddenly the wall of water stops and begins to recede. With a thunderous crash the water slams to the surface of the river. And silence fills your ears. Looking back, you see an eerie sight. The surface of the river is calm, silent and empty. The fishing boats are gone.

With the loss of a dozen fishing boats to the undead attack, it is with much sorrow that you return to the village of Delkellet, defeated.

Conclusion: Look What We Found

Having been defeated by the undead, and unable to protect the fishermen of Delkellet, you are treated coldly back at the Inn of Last Resort. No one wants to be associated with you it seems.

The next day a runner from the Silver Star Trading Company brings you a message from Falsridge.

Give the PCs Players' Handout #1.

Well, it seems that at least someone trusts you still, as you prepare for the ride back to Falsridge.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeating the Orcs and Goblins 125 xp

Encounter Five

Defeating the Carrion Crawler 175 xp

Encounter Seven

Defeating the Undead 175 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

Encounter Five

- Silvered masterwork trident

Encounter Six

- *Ring of protection +1*

[etc]

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter One

- 100 gp each PC

Encounter Two

- 14 sp
- 2 great axes
- 2 sets scale mail
- 3 morning stars

Appendix A

Encounter 2

Goblin: CR 1/4; Small Humanoid; HD 1d8; Init +1; Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks morningstar +1 melee (1d8-1, morningstar) or +3 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

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

Orc: CR 1/2 Medium-size Humanoid; HD 1d8; Init +0; Speed 20 ft.; AC 14 (Touch 10, Flat-footed 14); Atks +3 melee (1d12+3/x3, greataxe); SQ Darkvision 60 ft., light sensitive; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness

Orc, Bbn1: CR 1; Medium-size Humanoid; HD 1d12; Init +0; Speed 30 ft.; AC 14 (Touch 10; Flat-footed 14); Atks +4 melee 1d12+4/x3, greataxe; SA Rage 1/day; SQ Darkvision, light sensitive; AL CE; SV Fort +5, Ref +0, Will -1; Str 17 Dex 10 Con 11 Int 9 Wis 8 Cha 8.

Skills and Feats: Listen +4, Spot +4; Alertness, Weapon Focus (greataxe).

Orc, Bbn3: CR 3; Medium-size Humanoid; HD 3d12; Init +0; Speed 30 ft.; AC 14 (Touch 10, Flat-footed 14); Atks +7 melee (1d12+3/x3, greataxe); SA Rage 1/day; SQ Darkvision, light sensitive, uncanny dodge (Dex to AC); AL CE; SV Fort +5, Ref +1, Will +0; Str 17, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +8, Spot +8; Alertness, Power Attack, Weapon Focus (greataxe).

Orc, Bbn3/Ftr2 (4) CR 5; Medium-size Humanoid; HD 3d12+2d10+5; Init +4; Speed 30 ft.; AC 14 (Touch 10, Flat-footed 14); Atks +10/+5 melee (1d12+3/x3, greataxe); SA Rage 1/day; SQ Darkvision 60 ft., light sensitive; uncanny dodge (Dex to AC); AL CE; SV Fort +9 Ref +1, Will +0; Str 16, Dex 10, Con 12, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +12, Spot +12; Alertness, Weapon Focus (greataxe), Power Attack, Cleave, Improved Initiative.

Worg: CR 2; Medium-size Magical Beast; HD 4d10+8; Init +2; Speed 50 ft.; AC 14 (Touch 12, Flat-footed 12); Atks +7 melee (1d6 +4, bite); SA Trip; SQ Scent AL NE; SV Fort +6, Ref +6 Will +3; Str 17 Dex 15 Con 15 Int 6 Wis 14 Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2; Alertness.

Worg, Advanced 6HD: **Worg:** CR 3; Medium-size Magical Beast; HD 6d10+12; Init +2; Speed 50 ft.;

AC 14 (Touch 12, Flat-footed 12); Atks +7 melee (1d6 +4, bite); SA Trip; SQ Scent AL NE; SV Fort +6, Ref +6 Will +3; Str 17 Dex 15 Con 15 Int 6 Wis 14 Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2; Alertness.

Encounter 3

Carrion Crawler: CR 4; Large Aberration; HD 3d8+6; Init +2; Speed 30ft.; AC 17 (Touch 11, flat-footed 15); Atks +3 melee (paralysis, 8 tentacles), -2 melee (1d4+1, bite); Face/Reach 5 ft x 10 ft/5 ft.; SA Paralysis; SQ Scent; AL N; SV Fort +3, Ref +3, Will +5; Str 14 Dex 15 Con 14 Int 1 Wis 15 Cha 6.

Skills and Feats: Climb +10, Listen +6, Spot +6; Alertness.

Special Attacks: Paralysis (Ex)—Those hit by a carrion crawler's tentacle attack must succeed at a Fortitude save (DC 13) or be paralyzed.

Carrion Crawler, Advanced 9HD: CR 8; Huge Aberration; HD 9d8+36; Init +6; Spd 30 ft.; AC 19 (Touch 9, Flat-footed 17); Atks +11 melee (paralysis, 8 tentacles), +6 melee (1d6+3, bite); Face/Reach 15 ft. x 30 ft./15 ft.; SA Paralysis; SQ Scent AL N; SV Fort +6, Ref +6, Will +8; Str 22 Dex 15 Con 18 Int 1 Wis 15 Cha 6.

Skills and Feats: Climb +16, Listen +9, Spot +9; Alertness, Improved Initiative.

Special Attacks: Paralysis (Ex)—Those hit by a carrion crawler's tentacle attack must succeed at a Fortitude save (DC 16) or be paralyzed.

Encounter 5

Zombie Fisherman (Medium Zombie): CR 1/2; Medium-size Undead; Init -1 (Dex); HD 2d12+3 Spd 30 ft.; AC 11 (Touch 9, Flatfooted 12); Atk +2 melee (1d6+1, slam); SQ Undead, partial action only; SV Fort +0; Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

Special Qualities: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Zombie Fisherman, Advanced (Medium Zombie): CR 1; Medium-size Undead; Init -1 (Dex); HD 3d12+3; Spd 30 ft.; AC 11 (Touch 9, Flatfooted 12); Atk +2 melee (1d6+1, slam); SQ

Undead, partial action only; SV Fort +0; Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

Special Qualities: **Undead**—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Skeletal Goblins (Small Skeletons): CR 1/4; Small Undead; HD 1/2d12; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (Touch 12, Flat-footed 12); Atk +0 melee (1d3-1, 2 claws); SQ Undead, Immunities; SV Fort +0, Ref +1, Will +2; Str 8, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

Special Qualities: **Undead**—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Immunities (Ex)**—Skeletons have cold immunity. Because they lack flesh or internal organs, they only take half damage from piercing or slashing weapons.

Skeletal Orcs (Medium Skeletons): CR 1/2; Medium-size Undead; HD 1d12; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (Touch 12, Flat-footed 12); Atk +0 melee (1d4, 2 claws); SQ Undead, Immunities; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

Special Qualities: **Undead**—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Immunities (Ex)**—Skeletons have cold immunity. Because they lack flesh or internal organs, they only take half damage from piercing or slashing weapons.

Skeletal Ogres (Large Skeletons): CR 1; Large-size Undead; HD 2d12; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 13 (Touch 10, Flat-footed 12); Atk +2 melee (1d6+2, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft. SQ Undead, Immunities; SV Fort +0, Ref +1, Will +3; Str 14, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

Special Qualities: **Undead**—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Immunities (Ex)**—Skeletons have cold immunity. Because they lack flesh or internal

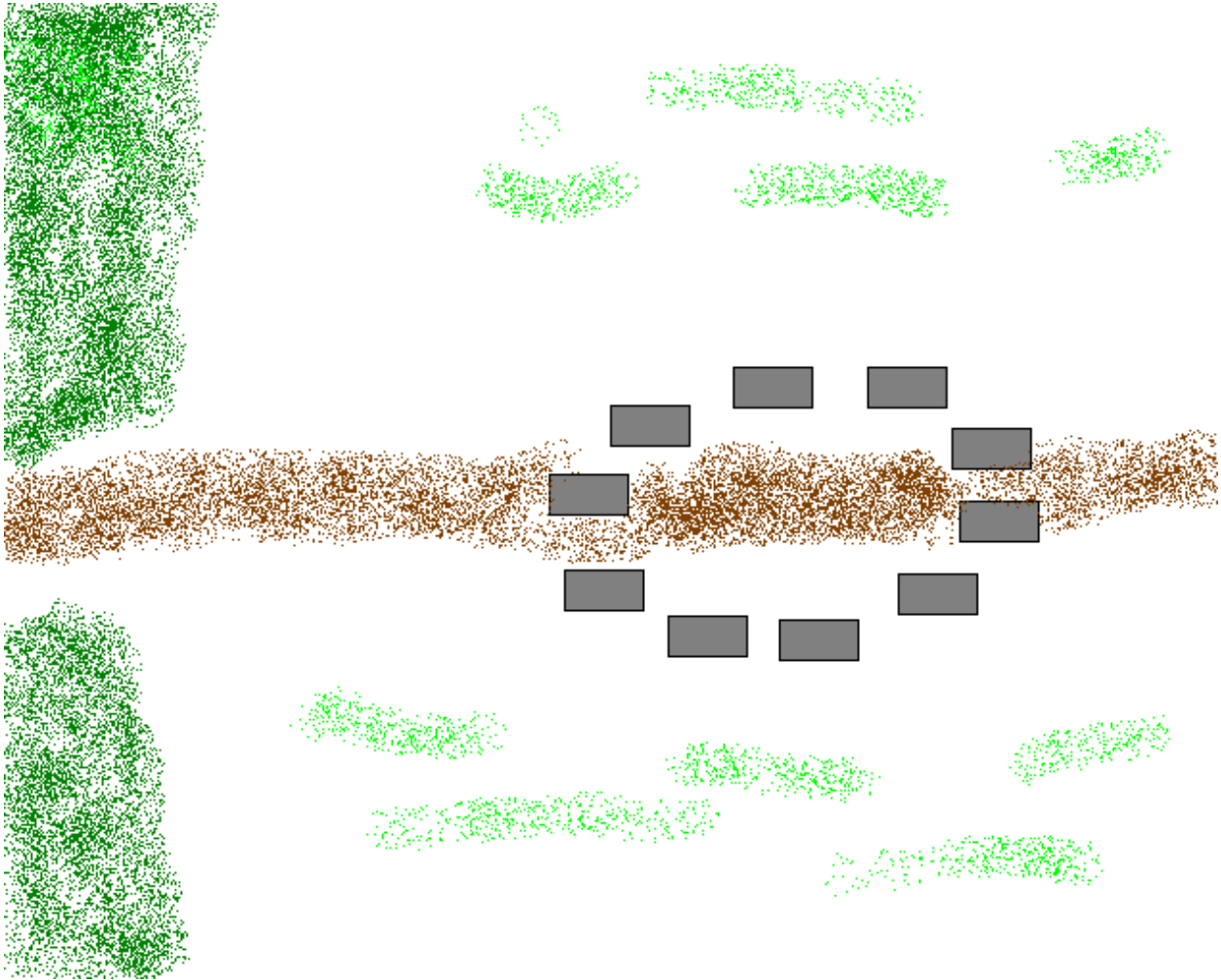
organs, they only take half damage from piercing or slashing weapons.

Skeletal Hill Giants (Huge Skeletons): CR 2; Large-size Undead; HD 4d12; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 13 (Touch 9, Flat-footed 12); Atk +4 melee (1d8+4, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft. SQ Undead, Immunities; SV Fort +1, Ref +2, Will +4; Str 18, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

Special Qualities: **Undead**—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Immunities (Ex)**—Skeletons have cold immunity. Because they lack flesh or internal organs, they only take half damage from piercing or slashing weapons.

DM Map 1



The Wagons have settled in a defensive formation.

Each Wagon is 5 feet wide by 10 feet long.

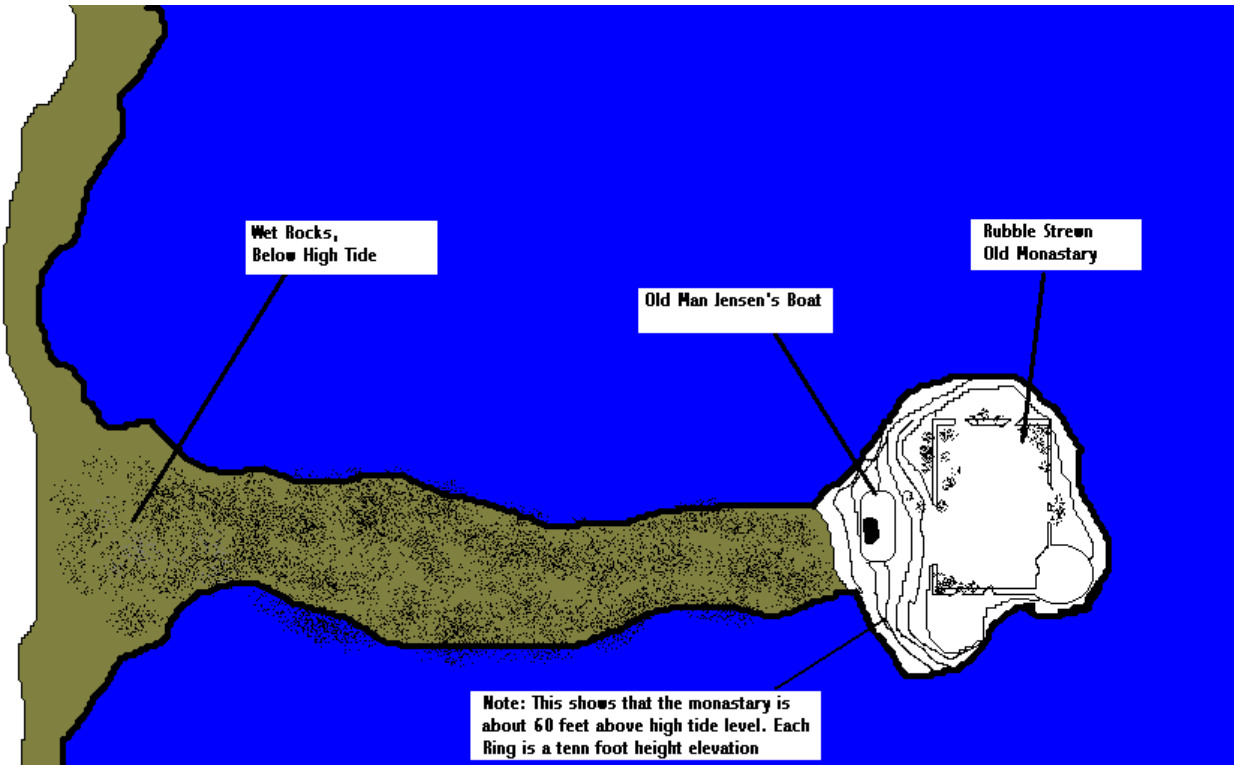
The Forest on the left provides cover (decided by the DM) to those in it.

The Goblins are in prepared positions on the sides of the road, these provide 1/2 cover.

There is one guard at each wagon.

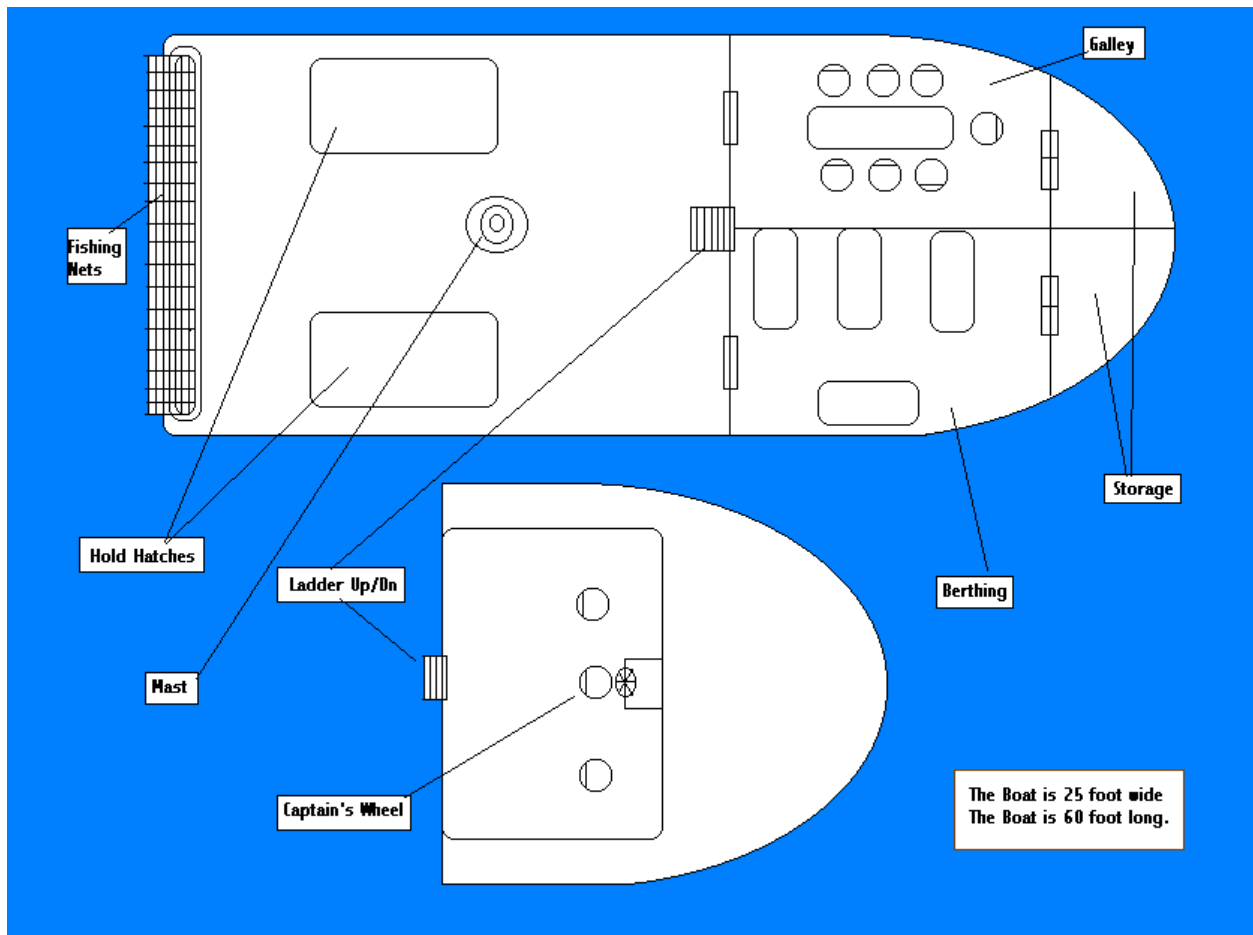
Guard, Ftr1 (10) CR 1; Medium-size humanoids (human); HD 1d10+2; hp 6; Init +2; Spd 30 ft.; AC 14 (Touch 12, Flatfooted 12); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); AL NG; SV Fort +4, Ref +2, Will +0; Str 10 Dex 14 Con 14 Int 12 Wis 10 Cha 11
Skills and Feats: Climb +4, Jump +4, Handle Animal +4; Weapon Focus (crossbow), Point Blank Shot, Precise Shot.

DM Map 2



Note: Zeal Point lies about 100 yards offshore. It is a towering column of dark black rock that rises from the Fals River. Atop it are the ruins of an abandoned monastery. The walls are crumbling and the tower has collapsed in upon itself. The monastery sits 70-80 feet above the surface of the Fals River. At high tide the rocky path leading to the base of the towering edifice is underwater. The remains of the wreckage of old man Jemsun's boat sits upon the slope of the point. The boat is keel up, easily 20 feet above the high water mark on the rocky slope.

DM Map 3



Note: The Zombies will enter the boat from the nets. The skeletons will enter from the sides of the boat. The front part of the lower deck is enclosed. The upper deck, where the captain's wheel stands is above the galley and berthing.

DM's Aid: The Village of Delkellet

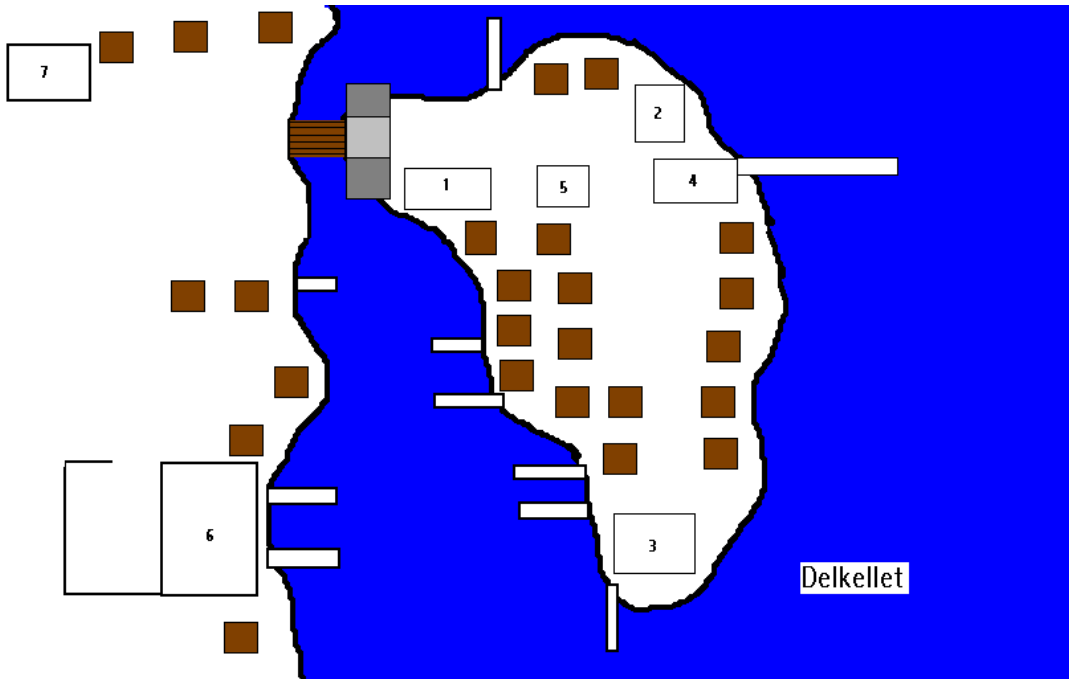
The Village of Delkellet

Population: 102

Situated on an Island in the Fals River, the folks of this village make their living on trade and fishing. Sitting on the boarder of Bissel and Veluna, the village is a safe stop for travelers on the Great Western Road. Though Knights of Veluna do not patrol this area, A former knight holds a small keep in the island-town and serves as guardian of the village. A sturdy gatehouse and a shore sidewall protect the town. There are several docks and piers that jut from the island, that moor the numerous fishing boats. There are several sights of interest within town.

- 1- **Inn of Last Resort:** The only place in town that has rooms available for the night. It also is the local hangout for fisherman. It serves a variety of seafood and strong drinks. When the PCs enter Delkellet the inn will be very crowded; lately the local fishermen are afraid to venture onto the river, and stay in the inn to drink their worry away.
- 2- **Regency Goods:** This place sells mostly fishing and boating supplies. Those kinds of goods are available at 75% of normal cost. Other goods types of goods are available at a 25% premium.
- 3- **Delkellet Keep:** Home of the retired Knight of Veluna, Sir Dunagallan. He is a grizzled veteran of many campaigns against Veluna's enemies. He is about 65 years of age, however he is still strong and skilled. His men-at-arms patrol the local countryside and keep the peace. He is a gracious host. He will also know much of the information available at the Inn of Last Resort, and PCs may get the information from him instead, if they are more inclined to deal with knights than sailors. He will suggest to the PCs that they may find some clues to the missing river traffic at Zeal Point, where old man Jemsun's boat washed up after it went missing for a couple of days. He says that the local fishermen are afraid to venture onto the river due to the mysterious disappearances that have occurred lately.
- 4- **Ship-Shape:** Fitters, builders and, repairers of all sizes of riverboats. PCs may purchase boats: rowboats 50 gp, keelboat 3,000 gp, sailing ship 10,000 gp. If a PC succeeds at a Diplomacy or a Bluff (DC 20) they may buy boats at a 20% discount.
- 5- **Sorrie and Sons Fish Market:** This is the local market where fisherman sell their harvest. It has a trading agreement with Silver Star who ships the market's smoked fish to Thornwood. The building smells strongly of fish. The owner of the market a frail man of 30 years, with beady eyes, and a greasy smile. He will offer no information unless the PCs buy a barrel of smoked fish for 50gp. Otherwise he will send them away in deference to real customers. The supply of fish is getting short as the local fishermen are afraid to venture onto the river as of late.
- 6- **Silver Star Trading Company:** A local trading house of Veluna. This company hired the PCs to escort a caravan from Falsridge.
- 7- **Three Rings Trading Company:** A rival trading house to the Silver Star. If the PCs comment that they escorted a caravan for the Silver Star, they will be treated with distrust by the people who run this trading company. The guild master has not lost any caravans. He will tell the PCs about the Fals River monster, and how it has been messing up the fishing lately. The local fishermen are afraid to venture onto the river as of late, because of it.

Map of Delkelllet



Players' Handout

Dear Heroes,

We have been able to get some information out of the documents that were recovered from the Ogres. We would request that you return to Falsridge as soon as possible. We would like to commission you to finally get to the root of the problem here. We are looking forward to your pro

With Regards

Captain Roche, Constable of Falsridge