

URCI-09

JEUX DE VAGUES

A Two-Round Continuous D&D LIVING GREYHAWK[®]
Count of Urnst Regional Adventure

Version 1

by Gene “Zag” Head

The County of Urnst has been host to Shield Lands refugees since before the Greyhawk Wars. A foothold has been made in restoring their homeland and the Countess has put out a call for brave souls to sign on to Urnst Navy ships and escort many of the refugees home. You take up the challenge and set sail on the Nyr Dyv for a month of lake-borne adventure! An adventure for characters level 1-6.

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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 rulebooks 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:

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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

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WHAT'S WITH THE NAME?

Jeux de vagues is a French phrase taken from a movement in a piece of music by Debussy entitled *La Mer* (The Sea). The approximate pronunciation is zher de VAG-uh, with a silent r in zher and VAG pronounced as in "bag." The "uh" sound should be pronounced only slightly. The English

translation of this phrase is "play of the waves" or "games with waves."

BACKGROUND

The Shield Lands, a nation across the Nyr Dyv to the northwest of the County of Urnst, was completely conquered during the Greyhawk Wars. This was the final event in that small country's generational struggle for existence. During its short existence, holy warriors of Heironeous guarded the Shield Lands: the Knight of Holy Shielding. Until the onslaught of Iuz, they had successfully reclaimed their overrun land several times in their history.

During those many incursions, the Shield Lands felt its population dwindle. Many residents fled from the near-constant border wars and raids by nearby evil powers: the merciless bandit lords, the Hierarchs of Molag, the minions of Iuz, and who knows what sinister powers from within the Rift Canyon. For years, the refugees fled to safer nations nearby, many choosing the County of Urnst, a nation with plentiful resources.

Within the past few years, events have turned back in the favor of the Shield Landers. Their knights have retaken their land. Their leader is reforming their lands and feudal structure. Critwall Bridge, connecting the Shield Lands to Furyondy, has been rebuilt. Refugees living in the County petitioned Countess Belissica, and asked to be brought home. The Countess devoted some of her Navy ships to the humanitarian task and put out the call for adventurers to safeguard the passage of the refugees.

This adventure is set on the Nyr Dyv, the Lake of Unknown Depths. The PCs are considered part of the Navy ship's crew. The ship, *The H.N.B. Kroesus*, travels from the County of Urnst naval base of High Mardreth to the southern shore of the Shield Lands, outside Critwall. It travels the southern route along the lake, mostly following the shore. This is because the northern route is dangerous. The waters there are patrolled by the hostile and opportunistic sailors of Iuz-controlled Bandit Lands and Iuz's orcish navy itself.

This is primarily a water-borne adventure, with several stops along the way, some planned, some not. The PCs will have opportunities to defend their nation's honor, as well as the lives of the refugees and crew under their protection. They may even earn glory.

Although this scenario includes APL 2, it is not recommended for parties of all 1st-level PCs.

ROUND 1 TIMELINE

Introduction – the PCs arrive at the docks in High Mardreth to volunteer for the humanitarian mission of returning refugees to their homeland. They can store their gear at this time.

Encounter 1 – Welcome Aboard? (day 0). The PCs meet the first officer of *The Kroesus* and get a briefing from him on the basics of Naval etiquette.

Encounter 2 – Lake Sickness (days 1-8). Seasickness strikes the party for several days. They travel the safer, southern coast of the Nyr Dyv and should start getting to know the refugees.

Encounter 3 – Nyrstran and the Duchy (days 2-3). The ship stops overnight in Nyrstran. PC action may cause more refugees to try to board the ship. The County ship passes a Duchy ship and words are exchanged.

Encounter 4 – Rhennee (day 4). The group encounters a community of Rhennee bargefolk and must avoid a hostile confrontation between them and the County sailors. If handled well, the Rhennee will trade with the ship.

Encounter 5 – Never Volunteer (days 5-8). After sailing around “The Cliffs of Woe”, the ship anchors overnight near a sea hag’s cove. The party goes ashore for water, but how many will return?

Encounter 6 – A Soul Adrift (day 8). The sea hag inspires the refugee America to discuss her life.

Encounter 7 – Sighting (days 9-10). Stuck in a calm, the *Kroesus* spots a ship unaffected by the lack of wind.

Encounter 8 – A Nose in the Dark (day 10). The mystery ship waits until sunset to harass the County ship. It is Zagyg’s Ship of Fools, here to exact a price for protecting the *Kroesus*.

Encounter 9 – The Noble Alchemist (days 10-11). The Ship of Fool’s encounter causes concern on the part of Bartael Riniet, an alchemist on board who has a strange background.

Encounter 10 – Something Afoul Fouls the Rigging (days 12-15). Caught again in a calm, the *Kroesus* falls victim to opportunistic sea trolls who try to dismantle the rigging.

DM NOTES FOR ROUND 1

The DM must be familiar with the scenario, each Appendix, and the DM Aids and maps in their entirety. This adventure takes place predominantly on board a ship so an ill-prepared DM will struggle through the scenario.

Additionally, take time to ensure each PC knows the weight of their equipment and how this modifies their Swim skill checks. Also ensure armor check penalties are denoted on the character sheets for relevant skills.

Permanent death is a distinct possibility during this scenario. If a PC dies early on and does not want to wait for possible *raise dead* in Furyondy, allow them to create a new PC at the table. Assume this new PC is one of the refugees who has stepped up to become an adventurer, perhaps inspired by the noble (or otherwise) death of the previous PC. Alternatively, a new PC may come aboard at Willip in Furyondy.

INTRODUCTION

Before the adventure starts, the DM should record the god (or gods) worshipped by each PC. The DM may wish to couch this question in humorous light, “So I know where to send your PC’s soul if you die during this scenario”. This information is crucial for Encounter 8. Make sure to record any “atheist” PCs as well.

A cold, wet wind blows into your face as your approach the docks in High Mardreth, the County of Urnst naval base. Ice crystals cluster on your clothing and equipment. Fortunately, this winter will soon come to an end. In the west, the high walls of the County’s Admiralty fortress rise up out of the bay known as the Mardreth Water. Past the fortress walls, two marine towers stand guard over the water’s entrance into this secure port. Beyond those towers lies the vast expanse of the Nyr Dyv. Maps label this giant body of water a lake. But it looks more like an ocean from here. It must be at least the size of the County itself. You can only guess at what trouble might befall you out on such a large expanse of fresh water. You will no doubt find out soon enough.

Finding your way down to the military docks, you locate The Kroesus <KREE-sus>, the ship you’re supposed to sail on today. Small groups of men, women, and children huddle together against the cold while sailors load crates and supplies onto the ship. These must be the war refugees from the Shield Lands. Today, the Kroesus is taking them back to Critwall. You are here to protect them, as an volunteer member of the crew for this voyage.

Other docks reveal other Navy ships, perhaps with different assignments. It is clear that your ship will sail alone today, though you’ve heard other ships have already departed, and more are scheduled in the weeks to come.

During this time, the PCs have a few hours to run errands and purchase equipment in High Mardreth. Ship’s stewards and dock attendants tell the PCs that they should store their heavy equipment here with the Admiralty. Horses and carts, for example, should be stored here. Each PC gets a small area on the ship to store personal items. The area is large enough to hold a suit of armor, some weapons, and gear weighing no more than 25 pounds.

The Admiralty provides storage service here in High Mardreth for a reduced cost. Stabling of mounts costs 2gp per week. Storing gear (unless overly large) costs 2sp per week. This charge is in addition to living expenses. The PCs will be fed and housed on the ship during their journey.

This journey will take 5 weeks for the PCs. If a PC’s equipment is left here for 2 weeks longer than they’ve paid for, it is gone when they return, sold for half cost. The Admiralty will give them this money.

ENCOUNTER 1: WELCOME ABOARD? (DAY 0)

Suggested Length: 5-10 minutes.

Something about your appearance catches the attention of a Naval officer. He is a sturdily built man of average height wearing his uniform proudly despite the weather. He motions for you to wait where you are as he approaches. Following behind him are a motley assortment of people who don't seem to fit well into the hustle and bustle of the dockyard; adventurers like you, no doubt. The officer shuffles you into this group and tells you to wait for further instruction. In about an hour, your little band has fully assembled. He addresses the lot of you:

Hello there, I'm First Lieutenant Logner Paldin. First, I would like to thank you all for volunteering. This is a noble mission, yes, but more importantly, it's the will of the Countess and the order of the Admiralty. This ship behind me here is Her Noble Brilliancy's Kroesus. She's a fine and sturdy ship, I assure you. On deck there is her commanding officer, Captain Amilart. I am here to brief you on the rules of the ship.

First, and foremost, this is a military vessel. We follow the chain of command out here. If we don't, sailors die and ships are lost. While you are on board you are part of the crew and will follow orders issued by your officers. Your officers are Captain Amilart and his three Lieutenants: Mr. Rammon, Ms. Emblem, and Myself. You will always address the Captain by his rank. You will address the lieutenants as Mister or Ms.

Also on board is our Waveweaver, Minda. She's a sharp little spellcaster who assists the crew with her magical prowess. You will show her the utmost respect because she is Lady Admiral Maerhist's liaison out here. She prefers to be called simply Minda. I doubt that's her real name, but such is the way of wizards.

Now, as for the sailors, you should treat them decently, but do not flatter them. Most of these sailors are lake-hardened scoundrels. I don't suggest socializing with them much. They will undoubtedly sour your reputations. Exceptions to this rule are the three senior enlisted Chiefs: Roulbart, Ronilda, and Eldrin.

All right, now to explain what you're here for. We have orders from the Admiralty to perform a humanitarian mission. We've got a cargo hold full of refugees. About 50 of them or so, plus all their baggage and additional relief items like grain, building materials, tools, that sort of thing. We are sailing from here along the southern coast of the Nyr Dyv all the way to Willip in Furyondy. That's Furyondy's naval base. From there, we will sail under military escort up to Herechel in Furyondy. Herechel is just across the Veng River from the Shield Lands. Once we get our passengers to Herechel, our mission is over. This trip should take us about 2 weeks.

One last word of caution: Out here on the Lake, it's a long way to the bottom. They don't call it the Lake of Unknown Depths for nothing. Those of you wearing that heavy armor, well, you'll sink as surely as a stone if you go overboard. So be careful when you're strolling around on deck. Personally, I'd store it on the ship.

Now, I understand each of you has your own reason for being here. I gather some of you even volunteered for this journey. So, I'd like to know from each of you what brings you

aboard the Kroesus. I've got to brief the Captain on his new sailors.

Allow each PC to talk about themselves for a bit, explaining to Mr. Paldin why they are here. They should come knowing that they've volunteered. If the PC still cannot conjure a reason to be on board this vessel, consult Appendix 1 to choose (or have the PC pick) a reason for the PC. Inform the player what they're doing here.

Give the PCs the Player's Map at this time. The ship sails a few hours after dawn. It travels in Winter because prevailing winds in the Spring and Summer blow predominantly from the west, forcing the ship to sail into the wind from Urnst to Furyondy. In the Fall and Winter, these winds ease a little, making the voyage shorter.

ENCOUNTER 2: LAKE SICKNESS (DAYS 1-8)

Suggested Length: 10-15 minutes.

One of the minor perils of water travel is the penchant for the inexperienced to get seasick. Seasoned sailors rarely get seasick, but most PCs aren't seasoned sailors. For the first several days of the voyage, PCs struggle against the waves to hold their stomach contents inside.

Three hours after dawn, the Kroesus sails directly west from High Mardreth. Mr. Paldin explains that you will sail 24 hours a day when you are on the open water, and today is one of those days. The strong wind makes the ship very unbalanced. It seems like it's going to tumble over at any time. No matter where you stand, your stomach lurches from side to side with each heave of the ship . . . It's going to be a long journey.

Seasickness checks. Every day for the first 8 on the lake, each PC must make a Constitution check (DC 8) or get seasick. Some factors may modify this ability check:

PC Characteristic:	Check Modifier
Dwarf	-4
Profession (sailor)	+8 (automatic)
Cleric of: Fharlanghn, Geshtai, Osprem, Procan, or Xerbo	+4
Professed worshipper of god listed above	+1
Balance skill ranks	+1 per 2 ranks

The propensity for dwarves to get seasick despite their reputed constitutions is one of those well-kept secrets why dwarves hate the open water. PCs may negotiate with the DM for a bonus to their rolls (or even a penalty, if they are really role-playing).

Have each PC make 8 rolls now and have the players use the seasickness cards in Appendix 6 to keep a record of whether or not they are sick each day. A PC who makes 3 checks in row does not have to check again, they are attuned to the lake. A PC who fails three in a row will be seasick for more than two weeks (until arrival in Willip;

Encounter Twelve). Note: Encounter 5 occurs on day eight, so this is the last time the typical PC will have to worry about being seasick.

Anyone seasick on a given day is teased by the crew as a “landlubber” while they retch on and off during the day. Seasickness comes and goes with good periods and bad periods. Each day brings a new opportunity to get sick. While seasick, the PCs suffers a –1 penalty to all attack, damage, saving throw, and skill checks. It is hard for the PC to concentrate or do anything productive all day. The PC prefers to lie in a bunk in the hold near a bucket. While seasick, PC spellcasters must make a Concentration check to prepare new spells (DC10 + level of highest spell prepared).

For the next day, you sail for 14 hours, following the coast all the while. Ms. Emblemé explains that this pattern of daylight travel and nighttime stops will continue for the whole journey. This is because traveling at night near the shore is dangerous. Shoals, sandbars, and reefs that are easily spotted during the day become invisible at night. The open water, on the other hand, while admittedly safer from a navigation point of view, presents the even greater peril of large lake monsters that don't hesitate to attack ships.

During this day (and the next few during lulls) encourage the PCs to learn about the passengers and crew (See Appendices 4 and 5). If they need encouragement, the DM should first pick a crewmember (other than the Captain) to introduce them to the workings of the ship. Then, pick a passenger (other than Bartael or Ameria) to thank the PCs for coming aboard to protect them. One of the many parents on board is a good choice. It is important that the PCs feel something for these refugees. Give them a chance to role-play here. Aspects of the DM background should be revealed at this time to the PCs through their use of skills and interaction with NPCs.

ENCOUNTER 3: NYRSTRAN AND THE DUCHY (DAYS 2-3)

Suggested Length: 15-20 minutes.

No R&R:

By evening of the second day, you spot the harbor lights of the city of Nyrstran in the Duchy of Urnst. The Kroesus sails into the harbor to anchor for a safe evening. Mr. Paldin addresses the crew, “We're only here for the night, and we sail at dawn. If you aren't aboard, we sail without you, and if you ever show your faces in the County again, you'll be tried for desertion!”

Every sailor stays on board. PCs may leave the ship. If they do, they will probably wind up at a local tavern called Charters. If they aren't careful, word will spread to the patrons of their mission and a few former Shield Landers living here will try to negotiate their way onto the vessel

in the morning. This delays the ship and annoys the crew, souring their relationship with the PCs.

Back on the water:

The third day brings more travel along the stretch of coast known as Nyrstran. The tall yet rolling hills here form the highland region of the Duchy. Steep hills descend abruptly into the water at times, while other hills seem to flow gently into the water. Beaches are brief and ill formed. The occasional settlements here eke out their existence by fishing. This region no doubt holds several hidden coves and concealed harbors.

You spot several ships during the day, most on their way from Greyhawk to the Duchy, or vice versa. A Duchy war galley rows very close as it passes you heading east.

The sailors on the Duchy and County ships exchange gestures and foul language. There is considerable patriotism involved in such lake-borne encounters. The Duchy ship has an easy time with insults:

- “Hey, what is that I see on top of their ship? Is that a giant duck up there? Boy, that oughta strike fear into the hearts of the enemy, ha! Look out boys, it's gonna quack at us!”
- “Looks like the chicken has come home to roost!”
“Maybe the Countess' sailors like living underneath a giant duck, the air underneath smells better than their stinkin' ships!”
- “Hey duck-boys! I need some help over here. I'm trying to lay an egg overboard, do you have any advice?”

Hopefully, the PCs will be able to defend their country's honor and dignity by giving it back as good as they're getting it. Unfortunately, the Duchy's standard is a fearsome growling bear—nothing to be ashamed of. The sailors resort to vulgarity and obscene gestures as the ships pass in the daylight.

Captain Amilart does not contribute to the banter but explains:

“Did you realize the Duke didn't sign the pact against Iuz? Boy, that just makes me boil . . . Well, at least he's helping Nyrond out so Ahlissa doesn't get any closer to us. Plus, they do patrol the Nyr Dyv with us, not something I can say about Greyhawk City, those selfish, greedy thieves!”

The Duchy not signing the pact is according to the Duchy website. Even if not true, it serves the purpose of tainting PCs from the County against Duke Karll. There is always a rivalry between the County and the Duchy concerning the status of proper authority.

By the end of your third day on the water, the highlands grow into peaks that rise up to 3000 feet above the lake. You are now at the eastern edge of the Cairn Hills.

ENCOUNTER 4: RHENNEE (DAY 4)

Suggested Length: 20-25 minutes.

In the afternoon of the fourth day, a break in the Cairn Hills reveals the entrance to the halfling region of the Duchy known as The Vale. The forceful yet steady Whitehorse River dumps into the Nyr Dyv here, replenishing its supply of fresh water. The river flows out of a steep and thin valley. At the entrance to this river is a small Duchy naval outpost.

Progress is slow today across the wind. Several miles past The Vale, the Kroesus has to sail directly into the wind to get around the geographical feature called The Cliffs of Woe.

(This is County of Urnst Navy jargon for these cliffs, not an official name. County sailors call it this due to the legendary Isles of Woe, reportedly somewhere on or under the Nyr Dyv.) *Instead, the Captain opts to wait out the remainder of the day safely near the shore. Up ahead in a cove, the lookout spots several floating wooden structures. There is a small settlement here, half on the water and half on the broken shore. It seems to be a winter settlement of Rhennee bargefolk. There are three large barges moored here where the border between Duchy land and Greyhawk land is unclear.*

Setting:

About 60 Rhennee are living here until Spring. Their leader is Bulibasha Hernabas Zarva (Bulibasha means leader or noble in their language, Rhopan). He is the lord, or head, of this Rhennee 'family'. The wise-woman (or veth) of the family is Vidia. The Rhennee speak with a Hungarian (or eastern European) accent. Use these Rhennee names if the need arises:

Men: Joltir, Muszko, Siliando, Ilben, Palbir, Zanak, Csarzsake, Ezo.

Women: Klostvala, Borea, Geltine, Tanra, Kroszta.

Conflict:

Sailors on the Kroesus make derogatory remarks about "the hoodlums and scoundrels of the lake" and their roguish lifestyle; "They steal children, you know". Captain Amilart and his officers have no such prejudices. In fact, the Captain likes the opportunity to swap information with the Rhennee, and intends to replenish his supplies with the bargefolk. The Captain, Mr. Rammon, and Ms. Emblemet head out to negotiate with the Rhennee leader. Mr. Paldin heads below decks to take a nap. The Rhennee will trade fresh water for a keg of the County's famous brandy.

While the Captain is away, the crew stirs up trouble with the Rhennee who gather around the ship on some of their smaller rafts. At first, these Rhennee are eager to trade. Their mood changes as the Urnst sailors, led by Hurk, make catcalls and lewd remarks about the Rhennee women, and insult the Rhennee men for their short and wiry stature. The Rhennee, led by a man named Joltir, take great offense to this treatment and climb the ship to get retribution (a fist fight) with sailors who have offended them. The Rhennee calls slanders back in their language, "You pompous gadje! Spoilers of the waters!

You will pay for this insult." (Gadje is Rhopan for "non-Rhennee".)

☞ **Rhennee male human Rogr** (8): CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +1 melee (1d3+1 subdual, fist) or +1 melee (1d4+1/19-20, dagger); SA Rog sneak attack +1d6; AL N; SV Fort +1, Ref +4, Will -1; Str 12, Dex 14, Con 13, Int 9, Wis 8, Cha 8.

Skills and Feats: Balance +5, Climb +4, Hide +3, Swim +5, Intimidate +3, Intuit Direction +1, Listen +3, Move Silently +2, Pick Pocket +3, Profession (sailor) +3, Spot +5; Alertness, Improved Unarmed Strike..

☞ **Kroesus sailors human Warr** (10+): CR ½; Medium-size humanoid (human); HD 1d8; hp 6; Init +0; Spd 30ft.; AC 13 (touch 11, flat-footed 12); Atks +3 melee (1d6+1/18-20, scimitar) or +2 melee (1d3+1 subdual, fist); AL varies; SV Fort +2, Ref +1, Will -1; Str 12, Dex 12, Con 11, Int 9, Wis 9, Cha 8.

Skills and Feats: Balance +5, Climb +5, Jump +3, Profession (sailor) +3, Swim +2; Improved Unarmed Strike, Weapon Focus (scimitar).

This is not meant to be a combat encounter. The 8 hostile Rhennee men are led by Joltir, but are backed up by Muszko (see below). Though they may be dealt with physically, the best solution lies in calming both parties. With all the officers either below napping or out with the Captain, the PCs must get involved. Easing tensions may be done with a Diplomacy skill check. This must be done between the PCs and both groups: the Rhennee and the sailors. For these rolls, a DC 15 changes the group's attitude from unfriendly to indifferent, which is good enough to stop trouble from that group. A DC 25 makes the group downright friendly towards the PCs. If all PCs assist in easing the tension, use the Cooperation rules on p. 62 of the *Player's Handbook*.

Peaceful Settlement and Trade:

If the situation is handled peacefully (including physical restraint without coming to blows), PCs will be allowed to trade with the Rhennee. They have much in the way of roguish items and items useful on the water. If PCs barter, the DM will have to judge whether the Rhennee have what they're looking for. If the Rhennee are offered jewelry (including "cheap" or costume-grade), they will sell their wares for 80% of list price. They are very also interested in trading for alcoholic beverages (10% off). Some masterwork items may be purchased from the Rhennee: dagger, scimitar, spear, harpoon (see Appendix 4), thieves' tools, tinker's tools, manacles, and musical instruments. No certificates are available for these items; just write them on the PC experience log sheet.

A PC may notice the following (Spot, DC 20):

One of the Rhennee men carries an unusual looking weapon. It is two-pronged, broad bladed spear-like object, much like a harpoon.

If interacted with, this man (Muszko) explains that it is called a “darkha” and it is the noble weapon of his people. Muszko is a member of the Darkhagard Prestige class (LIVING GREYHAWK Journal, Issue 2). If a PC asks permission to handle his weapon, he is hesitant, but eventually allows it for a short time.

The evening and night passes in song and dance with the Rhennee. Few sailors participate, but PCs are welcome depending on how they handled the fight earlier today. The Rhennee have no gods, but Vidia may tell their fortunes for a price (5 sp). Most fortunes are cryptic and nebulous (“I see clouds of fire opposing clouds of water . . . earth and air hang in the balance”), but some are a little more focused; “The axe-blow must swing out before it strikes home.” This is a reference to the gale force winds in Encounter Thirteen. “You will be killed by a woman acting alone.” (Reference to Encounter 5). The DM must improvise other fortunes.

ENCOUNTER 5: NEVER VOLUNTEER (DAYS 5-8)

Suggested Length: 40-45 minutes.

The PCs are in for a violent encounter, masked behind the seemingly simple task of filling water barrels. The sea hag living here, Ingamund, is motivated primarily by hunger. She prefers to drag a single unconscious or dead PC underwater (or to her lair) to feed, but will fight if forced. Any merrow here (Tiers 2-3) obey her in their mutual need for food. They will eventually be part of any covey she joins.

- Some PCs may still be seasick during the hag encounter

- The hag encounter takes place in a border area between the Duchy and the Domain of Greyhawk. There is almost no civilization here.

- If PCs intend to split the party, Mr. Paldin encourages them to stick together by saying; “Our ships don’t sail in this area very often. This might not be the right cove. The shore may not be secure.”

Departing the Rhennee on your fifth day on the lake, you spend all day zigzagging into the wind trying to get around the Cliffs of Woe. By the sixth morning, you round the cliffs and spend the next two days sailing west. On the seventh day, the wind picks up as it blows from the North. For half the sailing day, the ship tacks west across the wind. Then, the captain orders, “Ms. Emblemet, set the sails for starboard broad reaching, and be smart about it.” The 3rd Lt passes the order on to Ronilda, the Topsailman. Her sailors climb the rigging and masts to reposition the sails. The resulting steering sends the ship on a Southwesterly course to a small cove. The captain declares, “Aha, there it is. That cove ahead marks where we turn and head west across Midbay. Mr. Paldin, steer us in to shore so we can drop anchor. And, oh yes, Eldrin has informed me we’ll be needing to refresh our water supplies. Round up some volunteers, Mr. Paldin.”

It is approaching dusk when the ship drops anchor about half a mile from shore. Assuming the PCs volunteer, Mr. Paldin instructs them to:

“Get in the skiff. Row ashore with the barrels, and fill them up with the water from a freshwater stream. This is just like when we resupplied with the Rhennee, though it may take a few trips. If you don’t like it, blame those damn Shielders who refuse to drink perfectly good brandy.”

Logistics:

The judge should present this encounter as a logistics problem as follows. There are 40 barrels to refill. Each weighs 45 lbs. full and holds about 5 gallons of water (the size of a glass carboy). Empty, they weigh 5lbs each. The skiff is a rowboat measuring 16 feet long by 5 feet wide, with 4 oars. It holds 4 people and 500 lbs. of cargo. Each person removed adds another 250lbs to the cargo capacity (or vice versa). If the boat is loaded with 600 or more pounds (of PCs plus cargo), it requires two rowers. For loads below 600lbs. one rower is sufficient. Additionally, due to volume considerations, the skiff cannot hold more than 20 barrels at a time.

The water barrels may not be filled from lake water. It is unpalatable and tastes like glacial silt or dirt. As if that isn’t bad enough this is a shipping lane, so ship’s waste has essentially polluted the lane making it fairly revolting and unwise to drink.

If the PCs ask, a sailor named Munch will go with them to steer the skiff, row, or just to help.

Terrain:

The PCs row to an unsecured shore. Wise PCs will row themselves ashore first, secure it, then return for barrels. This cove isn’t the one the captain intended. Refer to DM Map 3. As the PCs row ashore for the first time, they will see a rock-cairn shelter, apparently man-made, about 100 yards from the shore. This cairn is connected to the shore by a thin strip of black, gravel-like rock loosely piled, almost as if poured into place. Observant PCs (Spot DC 15) may notice this strip of land from the skiff. Such a PC will detect it by observing how the water breaks in the area. The approaching dusk makes it impossible to discern more about the cairn without rowing the skiff towards it. The strip of 5-foot wide gravel sticks up from the water by about 6 inches.

The cairn is entirely made of loose fitting flat shale rocks piled carefully together. It is about 18 feet in diameter and 12 feet high. This is the igloo-like home of Ingamund, the sea hag. The cairn and gravel strip are submerged during high tide, emerging from the water during low tide. The PCs are here during low tide. The hag is not used to visitors, though she is pleased about her good fortune tonight. She has already spotted the PCs (Spot +9, Listen +9) and waits for them. The rest of this encounter is dependent on the size and Tier of the party.

APL 2 (EL 4)

➤ **Sea Hag** (1): hp 16; see *Monster Manual* page 115.

APL 2 Tactics:

If there are four or fewer PCs in the skiff:

The hag initiates contact when the PCs reach the shore. She shrouds herself with tattered clothing, covers her face with a hood, and crouches like an old woman to conceal her height (8 feet tall). She slowly shambles outside her cairn and along the shore. When she is within about 50 yards of the PCs, she calls to them with the voice of an elderly woman, "Is somebody out there? Please, is somebody out there? I've been here alone for so long." Allow any PC who requests it to make a Wisdom or Listen check to ponder the situation. With a Wisdom DC 15, the PC thinks the woman is a little ungainly in the way she moves and seems to be concealing her height. With a Listen DC 16, the PC detects an odd accent in the voice that is not Urnstian or Greyhawkian.

If the PCs ignore her or attack at range (likely an evil act since there is no provocation), she closes to within 90 feet of the PCs. She needs to be in visual range (at dusk) to use her *Horrific Appearance* ability on them. As she closes, all PCs get an action before the hag can use her abilities.

If the PCs close to talk with her, she gets the drop on them with her *horrific appearance* before they can act. She does this when she is 80 feet from the PCs.

In both cases, she moves during the ensuing melee, trying to stay within 10 and 30 feet of the nearest PC. The hag uses her *evil eye* ability (30 foot range) until she runs out. She then engages in melee with both claws. She tries to use her 10-foot reach to her advantage. The hag's reach typically gives her an attack of opportunity on a PC moving into melee range with her (from moving within a threatened space from 10 feet away to 5 feet away).

If the PCs flee from melee combat or attack purely with ranged attacks, she dives into the water and swims away, hoping to attack the PCs when they get back in the skiff (see below).

If the hag sees 5 or more PCs in the skiff: The hag lights a small fire inside her cairn so dim lights shine through the cracks between the rocks. She intends to draw the PCs towards the cairn, so she can come upon them from the shore direction and ambush them. This leaves the PCs with a fight on the thin gravel strip, with the shore direction blocked by the hag. If the majority of the PCs investigate her cairn, she ambushes them before they enter it. Using her *horrific appearance* from 90 feet away, she screams to attract attention before closing to use her *evil eye*. She then uses the tactics above. However, if the PCs surround her and she is losing the fight, she dives into the water to escape.

APL 4 (EL 6)

➤ **Sea Hag** (1): hp 16; see *Monster Manual* page 115.

➤ **Merrow (Aquatic Ogre)** (2): hp 26 each; see *Monster Manual* page 144.

The hag has the loyalty of two aquatic ogres who will eventually be part of any covey she forms or joins. These merrow cooperate with her in combat for the mutual benefit of satisfying their hunger for humanoid flesh.

APL 4 Tactics:

As she stands on the gravel strip outside her cairn, the hag draws the PC boat towards her by pleading for their assistance as in APL 2. The two merrow lay in ambush behind the hag, with their heads barely poking above the water (Spot DC 20). When the PCs approach (either in the skiff or by walking from the shore), she will use *Horrific Appearance* on them when they are 90 feet away.

If the PCs approach by skiff: The merrow swim out (after the *horrific appearance*) to the boat, attacking them while they are still on the water; the hag waits on the gravel strip. In this case, the PCs will be 25-30 feet from the gravel strip in 10-foot deep water. It is possible for armored PCs to go overboard, sink to the bottom, and walk up to the surface. Drowning is not likely unless the PC panics.

If the PCs approach from land: The merrow take a double move towards the PCs by swimming 70-80 ft. then emerging to engage in melee with the party (with Reach, of course). The hag closes with the party by taking a double move on the gravel strip. She uses her *evil eye* on PCs in melee. She will enter melee with both claw attacks after three uses of *evil eye*.

APL 6 (EL 8)

➤ **Sea Hag** (1): hp 16; see *Monster Manual* page 115.

➤ **Merrow (Aquatic Ogre)** (4): hp 26 each; see *Monster Manual* page 144.

The two sea hag sisters (Ingamund and Helga) with their four merrow are well on their way towards forming a covey. They need another hag and a few giants to complete the foul triune.

APL 6 Tactics:

Similar to APL 4, but one hag lies in wait. While the first hag and four merrow undertake the APL 4 actions, the second hag stays in the water, waiting to attack the rear of the party. If she meets strong resistance, she enters the water, swimming around to fight next to her sister.

Treasure: The hag cairn contains a slightly damaged and worn darkha, exotic spices contained in clay pots, herbs wrapped in a water-resistant roll of leather, magnifying glass, a small steel mirror, 360 gp, 28 sp, 43 cp, and some salvageable equipment and remnants from hag's other victims.

Combat Complications:

If the hag gets the drop on the party and the PCs are getting decimated, a contingent of tough sailors arrives (using a tiny dingy) to assist them. They saw the problem using the ship's spyglass and have arrived to save the day. Make sure this only happens if a party kill seems imminent. This encounter should not kill off the party, but die rolls something have scary results.

After the Fight:

The water supply on shore is a small creek that trickles into the Nyr Dyv about 350 yards from where the PCs land. This is several minutes of walking from where the skiff comes ashore.

PCs may flee from this encounter, but the hag pursues them unless she has a victim to munch on. The group is only safe while they remain on land. The hag (and merrow) swims underwater out to their skiff to surprise them by lurching up from the water, into their field of view to use her *evil eye* on the PCs. She may surprise the PCs unless they are taking appropriately precautionary measures. This turn of events should be described in appropriately frightening detail. The hag attacks with her *evil eye* until she runs out, at which time she may decide to leave the PCs alone, if they are still somewhat strong. If they are weak, the hag (and merrow) will be merciless.

If the PCs cannot defeat the hag (and merrow), they cannot obtain water supplies here. If the PCs lose the skiff, the captain buys a new one in Willip, Furyondy (Encounter 12). If the skiff is intact and still in their possession, the *Kroesus* sails a few miles south in the morning so the PCs can set ashore for water.

Catatonic PCs may whimper through Encounters 6 and 7. Those with ability damage heal 1 Strength point per day of normal rest, 2 per day for full bed rest. These rates are doubled if another PC can succeed at a Healing skill check of DC 15 while tending them with long-term care. Recall that a PC reduced to 0 Strength cannot move at all. They lie helpless on the ground.

ENCOUNTER 5: A SOUL ADRIFT (DAY 8)

Suggested Length: 5-10 minutes.

Refer to the Appendix 5: Passengers for more background on this NPC.

When the party returns to the ship from its encounter with the hag, their story draws the interest of the refugee Ameria (ah-MEER-ee-uh).

A strong yet calm female voice rises above the discussions on the deck. A woman in her mid-twenties approaches you. Her eyes tell you that she means to speak with you about a topic of great importance. "That creature you fought on the shore, what was it?"

She continues the conversation to understand the nature of the ugliness of the hag. The topic of beauty and ugliness interests her greatly and she engages the PCs in conversation about beauty and what it means. The DM will have to use much of Ameria's story (see Appendix 5) to improvise discussion. She has a complicated and tragic personality.

Ameria introduces her unusual ideas to the party. She believes the world is full of too much evil to deserve beauty. She is disdainful of the female weavers and clothiers on the ship, saying things like "you see that poor, poor woman, teaching her daughters to bring beauty into the world? She is wrong. She should show them instead to hide it away and protect it, or even better, destroy it altogether. Our wretched world deserves only ugliness, we aren't ready for beauty yet."

She does not enjoy ugliness, but she thinks creatures like the hag are the proper order of things. "Beauty is such a fickle thing. There is no real beauty in the world anymore. Sometimes, I think beastly creatures like that hag are the natural order of things. The precious has no place in the world, we don't deserve it."

Some of Ameria's philosophy comes from her childhood when she lost all she ever loved. But during her time in Urnst, she has become a student of literature and philosophy and adopted a worldview that embraces enlightenment ideals: freedom, individual rights, and liberty. She is a renaissance woman and nearly feels pain at the deplorable state of the world. She longs for a future so far advanced that she will never be truly happy in her lifetime.

Ameria refuses to engage in an arguing match regarding her ideas. If a PC disagrees with her or tries to debate, she will listen first, and then say, "I would not expect you to really understand. Do not worry. I am used to it."

Ameria asks a PC if she can examine something of theirs that they find beautiful or attractive. She wants to know why. She talks with the PC for a moment, then hands back the item. She shows the PC a ruby ring she carries, but does not wear. She introduces the ring as, "the only thing close to beauty I have left in my life. My mother gave me this before Zeech's men killed her." If a PC asks, she relates the story of how her parents died at the hands of the Bandit Lords of Redhand (see Appendix 5).

Ameria then makes a dramatic point. She whispers that "beauty should be spared from suffering in this world" and, with a gentle flick of her index and middle finger, she drops her mother's ruby ring carelessly into the lake. She looks down at the water for a moment, and then meets the PCs' eyes with a distant stare. She returns to her bunk below decks without saying a word.

ENCOUNTER 7: SIGHTING (DAYS 9-10)

Suggested Length: 10-30 minutes. (Depends on PC curiosity)

Day 9 is a pure travel day, making good progress. Day 10 catches the *Kroesus* in a calm. The PCs are about to encounter a powerful, yet wildly chaotic artifact of the Flanaess, Zagyg's Ship of Fools (see Appendix 3). While it is unlikely the PCs will be able to determine this, the Ship of Fools is actually *helping* them along their journey. The Ship has been with them for a few days, either invisibly or over the horizon. It has been keeping larger lake monsters away from the *Kroesus*. Iuz and Zagyg have a hostile history and Zagyg's "minion", the Arch-fool, wants the Shield Lands' refugees to make it safely home, because they will be a thorn in Iuz's side. However, the Arch-fool's insanity and peculiar sense of humor will not allow the *Kroesus* to receive this aid for free.

The Ninth day of your lake voyage brings a change in the direction of the wind. It blows from the Northeast. The Kroesus raises anchor before dawn and sets sails directly away from the shore. Behind you, the morning sun casts an eerie shadow on the water. The Kroesus and its sails look elongated on the choppy surface of the water. You are crossing Midbay now, out into the real open water for the first time. You are bound for the tip of the Great South Peninsula, and then on to Willip in Furyondy. With a good wind, you should make it there in a week.

The day passes with good progress. But, late in the evening the 3rd Lieutenant, Ms. Emblem, seems to be having trouble coaxing wind into the sails. She and Ronilda (the Topsailman) change the sail hangings every 15 minutes or so. After two hours of this, it is evident the wind is dying. As the crew stows the sails, Mr. Rammon drops the anchor for security. Out here in Midbay, far from the sight of land, the anchor does not touch bottom. As the darkness surrounds the entire ship, the only light comes from lanterns and candles in the fore and stern castles. Hours before dawn, the quiet lake carries the sailors' chatter easily to your ears. You hear tales of horrible lake creatures attacking defenseless ships at night. The ship is vulnerable now, and the crew and refugees are on edge.

Allow the PCs a break to digest the information and ask questions. Give them an opportunity to take actions before proceeding. The moon Luna is nearly full, so it's not overly dark tonight.

Dawn breaks, bringing warmth and reassurance to the superstitious sailors. Captain Amilart stands resolute in the calm. He must have endured countless calms on the lake waters, and he uses the time to read his books and consult his charts without the motion of the ship disturbing him.

Around noon, the sailor on watch in the crow's nest calls down to Mr. Paldin. "Sir, I swear there's something out there I've been spottin' for a while. You'll have to forgive my eyes if I'm seeing somethin' but, sir, it looks like a huge cog with three masts . . . and, sir . . . its sails are full."

Lots of skill checks:

Allow PCs to make spot checks for the ship. Standing in the crow's nest gives the PC a +5 circumstance bonus to the check. The ship itself can be spotted with DC 12. It is indeed a large, three-masts ship. It is actually a schooner, very advanced for its day. It is at least twice the size of the *caravel*, and hangs more sail. The sails are indeed full of wind right now.

Spot DC 15: The PC notices that The Ship has multiple levels below the deck, including portholes above the water.

Spot DC 18: The PC notices an eye in a pentagram on one of the sails. A Knowledge (Religion) check of DC12 reveals this is the holy symbol of Boccob.

Spot DC 20: The PC notices two thick, squiggly lines on one of the sails. A Knowledge (religion) check of DC16 reveals this is the holy symbol of Zagyg. Or, a Knowledge (arcana) check of DC13 reveals this to be the rune of insanity.

A PC may figure out what this ship is on a Knowledge (religion) check, DC 20 or a Knowledge (arcana) check, DC 23. The DM should then summarize the information on the ship for the PC. A Boccobian cleric gets a +4 bonus to this Knowledge check. In the unlikely event that a PC worships Zagyg, they know immediately what The Ship is. It figures perhaps too prominently in Zagygian "religious theory". Give them Appendix 3 describing the Ship of Fools.

PCs may take 10 on all Knowledge checks, unless seasick or otherwise distracted.

The Ship Causes Concern:

When the crew finds out the other ship has wind in its sails, a crewman exclaims, "It's cursed Rhennee magic . . . or worse!" To which Minda, the Waveweaver replies:

"Calm down dare, Gamus, dare's nothing to fear. Dat' ship is far away and could be in a stray wind dontcha know, or maybe even under de influence uva gust a' wind spell."

After an hour Minda announces:

"Now dis here is odd. We've done spotted it off de bow and now dat darn old ship is aft of stern. Eider dat ship is circling us or we are spinnin' 'round right here in de place we've been a-sittin'."

The captain announces:

"I've had quite enough of this. Ms. Emblem, Ronilda . . . dammit, get those sails up and into this 'faerie-wind'. If that ship can sail, then our ship can sail, and we're getting out of this bit of ill luck." Unfortunately, no wind catches the sails of the *Kroesus* no matter how they are hung.

Investigating the Ship:

Allow the PCs all day to investigate, if they desire. If they choose to do nothing, the ship circles the *Kroesus* all day but does not come closer. Advance to Encounter 8.

If PCs use the skiff (or similar means) to investigate, the PCs get close enough to The Ship to make any previous Spot check automatically. The Ship pulls away slowly (and paradoxically, considering the full sails and no wind) enough to make the rowers think twice about what they are doing.

If the PCs continue to approach The Ship it allows them to get within 50 yards. It then grows arms, legs, tentacles, mandibles, tongues, etc . . . They swat and twist and slap maniacally at the water around the boat sort of like a desperate, flailing man trying to play the bongos really fast. This stirring causes very restless waves that may overturn the PC boat. Allow each PC a Strength or Dexterity check of DC 10. [Similar to the seasickness checks, this is not level dependent and thus is not a saving throw.] If a PC has Profession (sailor) as a skill, or they have convinced a crewman to come with them, they make this check automatically. Failing PCs go overboard (See Overboard Checks in DM Aid 3) and must start swimming. If all PCs fail, the skiff is overturned as well, and the PCs must make a Strength check of DC 15 to turn it upright again, though they can use it to float (+5 circumstance bonus to Swim checks).

Whether overturned or still afloat, any further attempt to get closer to The Ship draws the ire of the boat's passengers, a motley collection of idiots, harlequins, and fools. They look as if dressed for a clown ball. They boo, hiss, and throw food (mostly pastries) at the PCs. The Ship turns a quick 180 degrees to wash the skiff out with a huge wake. This overturns the skiff unless all PCs make a Strength or Dexterity check of DC 20. Under no circumstances should a PC be allowed to touch or board the ship. It takes any action necessary to prevent boarding, to include lurching up out of the water and crashing down next to the PC skiff.

ENCOUNTER 8: A NOSE IN THE DARK (DAY 10)

Suggested Length: 15-20 minutes.

All catatonic PCs have recovered by now. Those with Strength losses may not have recovered, per the rules on healing ability damage.

This encounter preferentially targets the following types of PCs:

- 1) Worshippers or clerics of Olidammara, Wastri, Zuoken, Merikka, or Rudd.
- 2) Bard, druid, and/or monk.
- 3) Those who have not chosen a deity.

If no such PC is aboard, then the DM can choose a PC (or player) to be picked on. Use any criteria you wish, but aim for those who deserve some "humorous justice".

Encounter Criteria Explained:

Zagy and his followers have a sort of grudge against certain types of deities and people. He once imprisoned Wastri, Iuz, Rudd, Merikka, and (possibly) Zuoken in his quest for power and knowledge, or perhaps just his insanity. He and Olidammara have had blood from some old capers where Zagy turned him into a turtle-like creature. He dislikes druids because they refuse to participate in the annual Feast of Fools in Greyhawk City (Reference: *The Adventure Begins*, page 41). Bards and Monks are picked on only because the nose (see below) is inaccurate and mistakes them for worshippers of Olidammara and Zuoken, respectively. Lastly, he picks on atheists (those who have no patron deity) because only a fool more foolish than himself would be foolish enough not to believe in the gods. He is a little jealous of their bold foolishness, those fools!

If no PC aboard the ship meets the specific encounter criteria, then the DM should just pick whichever *player* has been the most annoying or disrupting to overall game play. Use whatever random criteria you like, because it's time to stick it to the player. This is your reward as a DM. If the table experience has been very good, then it's fine to completely ignore the "bumper sticker" aspect of this encounter and press on with the scenario.

The mysterious ship circles the Kroesus all day long. By evening, it must have circled you 4 or 5 times, each time staying on the horizon. But now as darkness falls, a frantic call comes down again from the sailor on watch in the nest, "Captain! That ship. I see it. It's moving, Captain. It's moving again. Captain, I think it's heading towards us!" Lo and behold, you see the 3 masts and full sails of the ship silhouetted against the red sun. As the sun sinks into the water in the west, the ship grows larger and larger as it closes the distance.

Allow PCs to act before continuing. The ship closes to 40 yards from the *Kroesus*. By now, any Spot checks for the symbols on the sails or other ship details are automatically successful. Knowledge checks, of course, are not automatic.

The large ship approaches to within 40 yards of your vessel. Its giant sails still appear to be pregnant with wind. The ship is easily over 120 feet long, with its main mast rising another 50 feet above your ship's crow's nest. The Kroesus looks like a dingy next to this giant ship. It bears no name on its prow, but the bowsprit is adorned with a curious carving. The masthead is wood carved into the shape of a old, laughing wizard. The figure's eyes are squinted, apparently from laughing so hard. The mage is chubby and balding. Straddling the masthead is the only person evident aboard the vessel. He is a man of average height and build, wearing sharp-looking pantaloons and a loose-fitting dark blue shirt. His arms are folded across his chest as he leans back against the ship. His face wears a slight frown as he scans the deck of your ship, apparently looking for a familiar face.

He will only pause his scanning to look at the face of a PC worshipper or cleric of Boccob or Zagyg. To them, he smirks a little as he shakes his index finger twice in their direction. (**Note:** This is a gesture of friendship towards someone in on a joke, as in “do not worry about what is about to happen”.)

The man stands up on the mast, gives an exaggeratedly bad salute to the ship and starts walking on the railing towards the center of his ship. As he walks, the bow rotates away from you to reveal its port side. Most of the sailors on your ship duck for cover, expecting ballistae to be brought to bear on the Kroesus. Instead, you see two rows of small portholes on the side of this immense ship. The man hops off the railing and heads below deck. Loud ratcheting and cranking sounds emerge from the other ship as something emerges from the hold. A large flesh-colored blob grows out of the center of the other ship. The object elongates and stretches closer to the Kroesus, like half the arc of a rainbow. Ten yards from your ship, it molds itself into the shape of a huge nose, attached to its own ship by a long strip of fleshy skin-like material. Most of your crew scatters for cover below deck. The captain, officers, and Minda remain. Mr. Paldin manages to demand of the nose an abrupt, “What do you want?” At this, the nose zooms over to your ship and starts sniffing Mr. Paldin up and down.

The Nose and Its Motives:

The 5-foot long nose is sniffing out religion. It is careful not to actually touch anyone. Even the strand (1.5 foot diameter) attaching it to The Ship carefully weaves in and around other people. This is the PCs only clue that the nose means no direct harm. The nose thoroughly and embarrassingly sniffs each person on deck for one round. The DM should describe the sniffing of the officers and PCs individually. When done sniffing the deck personnel, it will hover over the two holds to draw in a huge breath of what’s down there (only a PC meeting the criteria in the hold causes it to act, including catatonic ones). If anyone asks, the nose itself smells faintly of child’s modeling clay.

The nose takes action against PCs meeting the criteria above (or the PC chosen by the DM). None of the refugees or crew draws the nose’s attention. The tip of the nose rubs up against each PC in turn. It leaves behind a 4-inch by 12-inch piece of adhesive parchment (like a bumper sticker). The parchment says one of the following at the DM’s choice:

- 1) “I have spent the better portion of my youth praying to a weak god.”
- 2) “My deity visited Zagyg and all s/he got was imprisoned.”
- 3) “Kick me, I deserve it.”
- 4) [DM Improvisation] – make something up!

Adorning the parchment are runes indicating imprisonment. The sticker can be removed but it reappears at inconvenient moments (during conversations, turning checks, when the PC needs to

concentrate, etc...) until the PC spends three consecutive days on land.

A Special Gift:

A PC cleric of a qualifying god will also receive a cursed ring. The ring cannot be removed without magical aid and confers a –1 competence penalty to Turning Checks [this item cannot be traded].

The nose will give a PC worshipper or cleric of Zagyg the same ring, but it has different powers. This ring provides a +1 competence bonus to skill checks relating to Charisma. This is a gift from the Arch-fool himself (the Arch-fool of the ship, not Zagyg).

Messing with the Nose:

Anyone touching or disturbing the nose in any way, physical or magical, is subject to sticky and disgusting punishment. (Yes, the ever popular “let’s poke it with a stick” technique deserves punishment.) Upon any molestation, the nose pours 1-inch thick rope-like goo strands from each nostril. (“It’s kind of like rope. No, it’s snot.”) The strands immediately wrap up all offending PCs (Reflex save DC 20).

If the PC *still* interacts forcefully with the nose, it bats them into the water (Melee touch attack +10 [slam], subdual damage 1d4). The nose hits the PC repeatedly until he/she goes overboard, also pouring snot and hitting any PC who uses force against the nose to help another PC. Although it shouldn’t matter, assume the nose has AC10, with 15/+2 damage reduction and 100 hit points. If damaged, it does not bleed or leak snot. The nose retracts back to The Ship before being destroyed.

Rules on staying afloat in the calm Nyr Dyv are below under Overboard Checks in DM Aid #3. A tied-up PC cannot use their arms to swim and suffers a –10 circumstance penalty to swim checks to stay afloat. They can still wriggle a little with their legs. Minda casts *Float* on a struggling PC, giving them a +12 to Swim checks. The crew may try to help, but most of the sailors are afraid to get involved, for fear of sticky retribution.

For the Truly Devout:

Award a PC Zagyg worshipper an additional 50 XP if she proudly declares this to be the Ship of Fools, starts trying to convince other PCs that this is a wonderful event and that they should board the ship, followed by throwing herself into the water with reckless abandon in an effort to swim out to meet the Arch-fool. This is the essence of Zagygian behavior and should be rewarded appropriately. At the DM’s discretion, similarly loony actions may also be rewarded. This Ship of Fools sighting is a momentous event for the PC and will affect her whole future. The DM must avoid prompting the PC in this matter. This must be pure role-playing.

The Ship Leaves:

After the scrutiny is over, the Ship “winks” away. It goes entirely invisible, though it leaves a depression in the water. The depression travels hastily on into the night.

If any PC got a sticker, the crew must be punished another day by the vagaries of Zagyg and the lack of wind. It will be a long and boring day. Read the following:

After the ship disappears, the Kroesus sits alone in the water, waiting and hoping for wind . . . It doesn't come.

ENCOUNTER 9: THE NOBLE ALCHEMIST (DAYS 10-11)

Suggested Length: 5-15 minutes.

Note: Luna is full on Day 11.

Refer to the Appendix 5: Passengers for more background on this NPC.

Bartael's introduction takes place while the PCs wait out the calm.

One of the refugees seems agitated about the encounter with the nose and the ship it was attached to. He refuses to agree with any talk of how lucky the Kroesus was in escaping largely unharmed. He steps forward to voice his opinion. He is Bartael Riniet (see Appendix 5). "My shipmates and countrymen, I recognize what we have just witnessed and feel compelled to share my knowledge with you. That vessel is a relic of Zagygian design, a product of the Mad Archmage's whims known as the Ship of Fools. I know Zagyg's style well as I once traveled with a cleric who sang his praises. That ship has claimed no few lives, and we should give praise to Heironeous that we are still here to bring him glory. Please allow me to lead the prayer."

If a PC cleric of Heironeous is present, he will allow the PC to lead the prayer. The crew prays politely and the ship sails on. After the prayer, Bartael may elaborate on Zagyg and the Ship of Fools if the PCs are interested. He will, however, be much more interested in steering the discussion into an alchemical light.

"Oh, oh, where are my manners, indeed! Allow me to introduce myself. I am Bartael Riniet, alchemist by profession. Pleased to me you. Now, what troubles me most about that Ship of Fools is that it doesn't even fit the pattern of the usual perils of the sea."

Bartael speaks metaphorically of "the sea" when he clearly means the lake. If interested, Bartael will explain the four deadly fears of traveling by ship: earth, wind, fire, and water. He claims to have drawn this parallel while traveling on the ship these past few days. Earth is your enemy if you run aground, or smash on the rocks. Air can blow in a fury, tear your sails apart, and set you adrift. Water, clearly, will cause you to drown, and the ship itself is entirely designed to keep your precious life above the water, not under it. Fire on a ship lights the vessel up like dry grass, and can destroy it in the blink of an eye. Bartael goes on about how it is amazing that these four elements are same ones from which all things are made. And that he, as an alchemist, spends his life trying to learn about them. Interestingly, here on the water the raw elements could kill you, just as they might in the laboratory.

"We should be lucky we tend to live in a world of mixed elements, for the pure elements are as truly horrible as they are inspiring."

Bartael will talk about this and other topics, but tends to stick to mundane or alchemical subjects. His history is very intriguing (per Appendix 5) but he will discuss almost nothing about it. PCs may detect his avoidance of questions, leading them to wonder about his motives (Sense Motive DC 10 reveals he is hiding something about himself). The DM ought to play upon any suspicions regarding Bartael.

Bartael will also sell PCs alchemy items (see his description) should they raise the subject. He will absolutely not mention it. When the party is finished talking to Bartael, continue.

The remainder of the night goes by in the eerie calm and the ship moves nowhere. The next day and night pass similarly. Finally, after two days of calm, the morning brings a light wind from the Northeast and the ship sails westward towards the Great South Peninsula. It is the beginning of your 12th day on the lake.

Allow the party to rest and re-prepare spells.

ENCOUNTER 10: SOMETHING FOUL AFOULS THE RIGGING (DAYS 12-15)

Suggested Length: 35-45 minutes.

Another day and a half passes on the lake. The lookout spots land off the bow. Brown hills and rough patches of ground reveal themselves under the cold winter sun. The shore is not very habitable. The Great South Peninsula is the northernmost spur of the Cairn Hills that surround Greyhawk City. As the ship nears the shore, the crew reminds you of the many burial cairns in the region, but also of a few shipwrecks.

PCs may again discuss the situation and change out spells, if they so desire.

The Kroesus has to sail straight into a northerly wind to get around the tip of the peninsula. It then sails across the wind to continue west to Willip. On the 14th day, the wind picks up and your vessel makes even better speed towards Furyondy. But, overnight, the wind utterly dies. The Captain drops anchor to wait it out. It is now your 15th morning on the water. You are halfway between the peninsula and Willip . . . once again stuck in a calm.

Preparation and Spotting:

Allow PCs to take action during today's calm, draw the ship and allow PCs to place their miniatures. Their actions may affect the upcoming attack. A particularly intelligent scrag (underwater troll) spots the motionless ship from underneath the surface and devises a plan:

Around dusk, it will cripple the ship by climbing aboard and fouling the rigging. Once crippled, the scrag will swim away to muster a few more scraggs who will assault the ship full of “food” (refugees) in order to have a ready source of meals for a while.

A PC on guard who makes a Listen check (DC 15) will hear slight sounds of water moving, like fish biting at the surface of the water for food. PCs carefully watching overboard will see the scrag coming from the depths on a Spot check of DC15. This will give that PC a single action before the scrag starts climbing the side of the ship (there is a net-like web of ropes there for just such a purpose, usually for climbing down into the skiff or loading passengers without a plank).

The Scrag Climbs Aboard:

Note: there is no boxed text for the scrag climbing aboard, but it makes a loud splashing sound as it leaps out of the water, and onto the ship.

Just before dusk, the scrag climbs straight up the side of the ship, then along the rigging connecting the railing to the main mast. It stops at the crow's nest. If an observant PC decides to get in the scrag's way, the scrag performs an Overrun attack option. If the overrun fails, the scrag attacks from the side of the ship (only one claw and bite because it needs to hold on to the ropes). In this situation, it will surely plop in the water to regenerate, only to return to try again later (and angrier).

Upon reaching the crow's nest, the scrag attacks the lookout. It casually tosses the sailor there overboard or onto the deck, unless the sailor flees of his own accord (a heart-wrenching sight, either way). The scrag descends to the main yardarm and starts to dismantle the rigging of the main sail.

Ship Damage Caused by the Rigging Scrag:

The scrag on the yardarm tears apart the sails and pulls down ropes, pins, and tackle. The ship is damaged in any round in which the scrag takes no damage from melee, acid, or fire attacks. Keep track of how many rounds of damage the rigging takes.

PCs Engage in Missile Fire Only:

For determining projectile or thrown weapon ranges, the yardarm is 40 feet above the deck.

If the PCs engage the rigging scrag with only ranged attacks, it throws rope, cloth, and metal pieces of the rigging onto any PC who uses ranged attacks against it. This distraction effectively means one PC must make concentration checks in order to take offensive action during this encounter. The scrag does not throw things if the PCs have chosen to take the same initiative result (see 'Cover' below). Additionally, arm or near the mast, the scrag has cover from missile fire (see below) while on the yardarm or near the mast.

Cover From Missile Fire:

This section applies whether or not a PC has engaged the scrag in melee. If the scrag is taking missile fire from only one direction, it has one-half cover (+4 cover bonus to

AC). If the scrag is attacked from two or more positions on deck, it gets one-quarter cover (+2 cover bonus to AC) to each position. The scrag keeps moving so PCs firing from different deck locations still allow the scrag some cover. If the PCs synchronize their ranged attacks (PCs refocus or delay to take the same initiative result), only one PC will have to fire at the scrag through cover (one-quarter cover). [Author's note: the lesson of teamwork.]

Engaging the Scrag by Climbing the Mast:

Climbing the mast requires a Climb check (DC 7) to make a full-round move action at one half speed. A result of DC 2 or lower means the PCs falls. The scrag tries to kick climbers from above before they reach him [Atk +6 melee (1d6+2), foot slam, 10 ft. Reach]. A PC climber who takes damage must make a Climb check (DC 7) to avoid falling to the deck below.

A PC fighting the scrag from below him on the mast faces a foot slam attack only once. The scrag then uses both claws [10 ft. Reach] while holding onto the mast with its feet. The scrag is smart enough to take full advantage of its claw Reach. A PC below the scrag who takes melee damage must make a Balance or Strength check (DC 5 + damage taken) or fall to the deck below.

Engaging the Scrag by Climbing the Rigging:

Climbing the rigging requires a Climb check (DC10) to make a full-round move action at one half speed. A result of DC 5 or lower means the PC falls. Ascending the rigging allows the PC to reach the main yardarm, 10 feet outward from the mast.

The scrag must decide whether to climb over to face a PC who is climbing the rigging. It *only* does this if no PC is climbing the mast as well. The scrag has a Balance check DC 15 to walk along the yardarm (due to its size), though it can climb/crawl without a skill check. Similar to above, the scrag tries to kick climbers from above before they reach him [Atk +6 melee (1d6+2), foot slam, 10 ft. Reach]. A PC climber who takes damage must make a Climb check (DC 10) to avoid falling to the deck below.

A PC walking along the yardarm must make a Balance check (DC10) to move half their move rate as a full round action. Crawling along the yardarm does not require a check, but the PC moves at one-quarter speed per round.

The scrag uses both its claw attacks against a PC on the yardarm. Fighting on the yardarm requires Balance checks each round, plus an additional check if the combatant takes damage. Balance DCs are same as above (DC10 for PCs, DC15 for scrag). Fighting while crouched or holding on with one hand gives the combatant a +4 bonus to the check, but a -2 attack roll penalty. Fighting in this manner still allows the scrag both claw attacks (or a claw/bite), but a PC doing this may not make a full-attack action while holding on.

This scrag cannot use its rend while up in the ship's rigging because it needs balance to stay on the yardarm.

Falling:

If a PC falls, they take 1d6 damage per 10 feet fallen (4d6 for a fall from the yardarm). They are stunned and prone for one round (they cannot act, lose their Dex bonus to AC, are +6 to be hit in melee). Falling damage may be reduced by a Tumbling check or other class abilities.

If the scrag falls from the yardarm, it takes 4d6 damage and is stunned and prone for one round. The stunned and prone scrag cannot act for one round. While unable to act, PCs are +6 to hit it with melee attacks, -2 to hit it with ranged attacks.

One round later, the scrag must take a move-equivalent action to stand up or face a -4 penalty to attack rolls.

Acid Good; Fire Bad:

Acid. Bartael Riniet (the noble alchemist) is carrying four vials of acid in his *Bag of Holding*. He can retrieve them in 2 rounds. He will volunteer them if the PCs seem to be clueless.

Fire. A PC who shows the desire to use fire against the scrag(s) is strongly cautioned against it: **"You fool! Don't you dare try to light that arrow on fire, it will set the rigging ablaze!"** If they persist, the PC is browbeaten, yelled at, and scolded by Captain Amilart after the encounter. Captain Amilart then locks them in irons (manacles) and puts them in the hold until the storm hits in Encounter Thirteen. If a PC (or PCs) resist this confinement in a violent or threatening manner, the Captain orders him to be thrown overboard. Any PC trying to assist an overboard PC is locked in chains as well. The captain is the law on his ship. He acts with the full authority of the Urnstian government.

The use of fire immediately causes at least 10 rounds worth of damage (see 'Development' below). Acid causes only minor damage.

A PC who uses fire and is shackled loses 50XP. PCs going further and causing a general ruckus lose 100XP for this scenario, if they somehow live through this.

What causes the 'rigging scrag' to flee:

- If the scrag takes any acid, fire, or melee damage, it tries to leap into the water to escape when reduced to 25 hit points or lower.

- If the scrag takes damage only from ranged weapons, it gets angry and jumps on a PC (or PCs) when reduced to 18 or fewer hit points. The scrag can jump 15 feet out from the yardarm, in either direction. The target PC(s) must make a Reflex save of DC 12 or take 5d6 points of damage (500 lb. scrag falling 40 ft.). The scrag takes 2d6 damage and is stunned for one round (scrag loses Dex bonus to AC and foes gain +2 to hit it). It then makes every effort to get overboard, fighting fiercely to get there.

- the scrag leaves on its own (jumping into the water) if it is able to damage the ship for 10 rounds. This is only likely if the PCs do little or nothing to stop the rigging scrag. Damage from this fall is quickly regenerated. Since the ship is unable to sail, the scrag returns in a few days (possibly with another scrag) to assault the ship again. However, the crew is ready this time (guarding the sides

of the ship with spears) and the battle favors the PCs. Don't dwell on it, allow them to win, but penalize them in experience points.

Assistance:

If the PCs need it, Minda casts whatever may help in this situation. Of the useful spells, she has memorized *levitate*, *magic missile*, and *spider climb* today. She doesn't risk her own life by climbing the rigging.

The crew may fetch shortbows and arrows to assist, but the sailors are pretty frightened and tend to cower. Officers protect the refugees from harm.

The ship's artillery cannot be turned to aim at the scrag. It is not mounted for that possibility. It may be dismounted at the DMs discretion, but will take much time (20 minutes) and requires a Knowledge (Engineering) skill check DC10.

The DM must judge any alternative means of solving this problem.

APL 2 (EL 5)

➤ **Scrag (Aquatic Troll)** (1): hp 57; see *Monster Manual* page 180.

APL 4 – (EL 7)

➤ **Scrag (Aquatic Troll)** (2); hp 63, 57; see *Monster Manual* page 180.

APL 6 – (EL 8)

➤ **Scrag (Aquatic Troll)** (3); hp 63 (x2), 57; see *Monster Manual* page 180.

Development: After the melee, Bartael the Alchemist scours the deck to collect troll blood. He says he uses this to help him make potions of healing. PCs may use his acid to destroy the scrag(s) or they may be disposed of in a cooking fire aboard the ship.

If the scrag damaged the ship for a total of 5 rounds, the ship will be delayed by one day for repairs. 10 rounds of damage delay the vessel for 3 days, and expose the *Kroesus* to further scrag attacks (at the DM's discretion) before the ship can sail again. The ship carries spare sailcloth and rope, but it takes time to get seaworthy again as the sailors make new sails and re-rig the ship.

ROUND TWO TIMELINE

To make life easier on the DM, all experience points are given at the end of this scenario. Therefore, no PC can "level up" in between rounds. The reason is because the mission is to return the refugees and this hasn't been accomplished at the end of Round One.

Encounter 11 – The Hope of the Future (day 16). The children aboard the ship come out to play, having been couped up for so long. They immitate the PCs and hopefully flatter them.

Encounter 12 – Exporting the County’s Problems to Furyondy (day 16). The *Kroesus* arrives in Willip, the Furyondian naval base. PCs may be *raised* from the dead here.

Encounter 13 – The Tempest (days 17-18). A storm blows the ship off course, and into hostile territory.

Encounter 14 – Trouble on the Shore (day 19). While sailors make repairs to the *Kroesus*, the party is asked to search for a landmark on the shore. On the way, they find a family being held captive by a cleric of Iuz who revels in pure and base destruction.

Encounter 15 – At Least It’s Not Pirates (day 20). On the final leg of this perilous voyage, the *Kroesus* cannot avoid a naval action with an Iuzian ship full of orcs. It’s a desperate fight for life.

Conclusion – (days 21-22). The ship and its passengers are safely delivered to the Shield Lands’ shore. The return voyage takes two weeks in a good wind.

ENCOUNTER 11 – THE HOPE OF THE FUTURE (DAY 16)

Suggested Length: 5-10 minutes.

The PCs have the rest of the night to rest and recover. On the morning after the scrag encounter, the winds pick up and the ship sails on. Sailors guard the ship’s sides against further boarding from the water. The children aboard the *Kroesus* take advantage of this opportunity to engage in play. They chase each other around on deck, climb rigging and sail, and get into mock sword fights with each other. Most importantly, many of the children are closely imitating PC behavior. Boys tend to pick a male PC and girls a female PC but the children aren’t too picky about gender, or race for that matter. The children play-act out a summary of the PCs exploits of the previous days on the lake. Some of the children may even approach the PCs to ask more about them, and how to be like them. Some of them will openly admire PCs, “I want to grow up to be a holy warrior of High-ro-nee-mus, too!”

The four children of the Pretard family are the most prominent play-actors. Oland Pretard, for example, emulates the most noble or toughest fighter in the PC party. He is a 13-year old boy. The Pretards try to apologize for the behavior of all the children, but implore the PCs, “It’s almost too much for them to be cooped up on a ship this long. They need some time to be children. The games will stop when we make our new home in Critwall.” It hurts all the parents here to bring their children to a war-torn land, but they feel they must do it for the sake of the future.

The main children engaged in play are: the Pretards (Oland, Arisa, Chanielle, Antin), Linard Thasinnard,

Ludin Bandart, Ranould Livachard, Petern Mirbrot, and Arvin Mirbrot. When an enemy is needed in the play-fighting, other children step in to be the aggressors.

ENCOUNTER 12: EXPORTING THE COUNTY’S PROBLEMS TO FURYONDY (DAYS 16-17)

Suggested Length: 20-30 minutes.

This encounter has two parts. The first is a brief fight with skeletons made by the cult of Kyuss (a serious problem in the County). This is an easy fight that serves to remind the PC group that the Kyuss cult is still active and causing trouble. The second is the ship’s arrival at Willip. There, the PCs may be *raised* from the dead. Willip is Furyondy’s naval base, and the *Kroesus* picks up an escort of Furyondian galleys (rowed warships). The escort intends to bring them to Herechel, a northern Furyondian port.

The children have run themselves out of energy as the 16th day wears on. The entire ship seems excited to be so close to a safe port. Upon your arrival in Willip, the Furyondian Navy will escort you to Herechel, and this puts everyone’s mind at ease.

CRACK!!! The snap of breaking wood startles you. The sound came from a sailor who was opening a water cask on the deck. He stands in shock as skeletal fingers emerge from a hole in the barrel he was opening. CRACK, CRACK!! Bony white hands break open the top of a water cask and skeletons clamber out onto the deck of the ship!

The skeletons immediately attack the sailor nearest the barrel. This happens quickly because it is all within a surprise round. The PCs may now roll initiative normally.

APL 2 (EL 1)

Medium-size Skeleton (3): hp 6 each; see *Monster Manual* page 165.

APL 4 – EL 3

Medium-size Skeleton (8): hp 6 each; see *Monster Manual* page 165.

APL 6 – EL 4

Medium-size Skeleton (12): hp 6 each; see *Monster Manual* page 165.

These skeletons were placed in this barrel by followers of the cult of Kyuss. The barrel was stored below decks, but got moved recently to a position strapped to the deck. It seems clear that the cultists intended this barrel to be off-loaded with the refugees in Herechel.

The PCs can piece some of this puzzle together by locating the Ring of Kyuss that one of the skeletons wears (see the LIVING GREYHAWK scenario *Secrets of Zodal’s Temple* by Tim Creese). This copper ring has little value

(5 cp), but serves as a clear symbol of worshippers of Kyuss.

With the curious intrusion of the County's Kyuss problem behind you, the ship sails on, westward towards Willip. The light wind makes sail easy, but the Captain seems anxious to arrive. Apparently, you are late for your rendezvous with Furyondy's war ships. Dusk approaches and the night's darkness surround the ship. It is after midnight when you spot the port of Willip.

From out here on the lake, the darkness allows you to see the eerie glow of fires atop watchtowers. They cast light down onto artillery batteries, which stand guard over this military port. You feel vulnerable, as if you could quickly come under fire from the massive ballistae, catapults, and even trebuchets on the shore. And, although you are at least a half hour out from docking, these machines of war seem to be able to reach you from where they lie, in wait against their enemy.

The ship arrives in Willip at 2am in the morning, just after midnight on their 16th travel day. In the morning, the 17th travel day starts early. The crew and passengers of the *Kroesus* do not have time for shore leave. However, *raise dead* opportunities may take place here.

In Willip, the caravel (*The Kroesus* is a caravel) does some minor resupplying (water stores, for example). This Furyondian naval base is heavily defended with catapults, trebuchets, and ballista on shore batteries. The PCs are totally safe here. The *Kroesus* is here to pick up a Furyondian naval escort of 4 war galleys. These galleys are long ships manned with sail and oar. They aren't as seaworthy as a caravel or cog, so they tend to stay close to shore. The escort is ready by 8am on the morning of the 17th day. They are used to short notice duty assignments and have been expecting the refugee ship. These escort ships are bound for blockade duty around Admundfort Island in a few days. They will accompany the PCs to Herechel, the northern port on the Veng River, just across the river from the Shield Lands. They won't make it to Herechel, due to weather, but Herechel is the intended destination. From Herechel, the refugees can be readily transported over the Veng River to the Shield Lands, thus completing the mission.

The DM may elaborate on some Furyondian chatter and rumors. Furyondians sound French to the Urnstian ear. In fact, we are the ones with the French accent, and the "Old-Ferronds" speak a proper English. Perhaps some terms and slogans will be learned here like "may the axe grow great", an appeal made to Shield Landers that their homeland may once again be a powerful nation. The talk here is mostly about the Furyondian blockade of Admundfort Island, Iuz's troops, the pathetic nature of the "navy" of orcs, humans, and half-breeds that Iuz employs, and similar military banter. The sailors don't seem to care much about the Shield Lands or the refugees. They are battle-hardened and callous sailors. They don't feel at all threatened by the County of Urnst Navy vessel here. The Furyondians clearly think they are superior to the Urnst states.

The PCs get no shore leave, but Captain Amilart and his senior officers bring PCs ashore with them for the sole purpose of bringing a dead PC back to life. They do not even let a cleric off the ship to worship.

The naval base has the following major temples: Heironeous, Pelor, Procan, Rao, Mayaheine, Celestian, and Fharlanghn. Allow *raise dead* here at a cost of 950n gp. A deceased worshipper of the one of the gods above will be fairly simple, requiring little negotiation. If the deceased doesn't qualify, Captain Amilart may decide (depending on his opinion of the PC) to negotiate with the temple clerics of either Heironeous or Pelor regarding the noble mission his ship is on. His entreaty is backed by his considerable reputation as a Navy captain. His actions allow County of Urnst favors to be used in bringing the cost of *raise dead* down. As such, County of Urnst favors may be used to offset the cost by 100 gp per favor. More than one favor may be used per PC, including the dead PC, but a PC cannot expend "half an Influence Point". Per the *raise dead* spell, a *raised* PC loses one character level or 1 Con point.

ENCOUNTER 13: THE TEMPEST (DAYS 17-18)

Suggested Length: 10-15 minutes.

Ship departs from Willip in the morning of the 17th day on the lake. This is the first opportunity for an escort and the Furyondian officers are pleased to help, since it may assist in the war effort against Iuz. However, an ill wind blows all the ships off course, and sets up the PCs for serious trouble on the shore of Iuz.

On the 17th day, the Kroesus sets sail today under the escort of four Furyondian war galleys. Each galley is twice as long as your ship with two dozen oars on each side. You hear a steady drumbeat as the oars elegantly sweep forward and aft, with disciplined rowers keeping time. Even the hardened sailors of your ship are impressed with the military precision demonstrated.

Atop each galley waves a red and blue banner with three crowns on it. This is the heraldic symbol of the Kingdom of Furyondy, champion of the Great Northern Crusade against Iuz. This reminds you that these war galleys have seen more than their fair share of combat on the waters of the Nyr Dyu.

At the DM's discretion, an NPC may comment on the Wars, Furyondy, or another topic that comes to mind from the scenery.

The crew and passengers gain an immense sense of comfort and security from this escort. The perils of the previous weeks are already being spun into stories of daring on the high seas. You hear your names mentioned on occasion in the sailors' chatter.

The five-ship armada sails Northeast along the coast of Furyondy. The galleys row and sail in a wedge with the Kroesus in the middle, like a duckling among older ducks, protected from the waves by the experience of the elders. A very strong wind picks up from the West, carrying the ships a tremendous

distance. The refugees declare this a wonderful omen: “The Breath of Heironeous”. The sailors are inclined to agree. Mr. Paldin estimates you cover over seventy miles today.

Again, the DM may interject with some banter here from NPCs, or allow the PCs to discuss this good weather. A priest, paladin, or worshipper of Heironeous ought to have something to say, for example.

As the night progresses, the winds intensify, bringing with it a heavy, pounding rain. By morning, your ship is being tossed loosely on the water. The crow's nest swings violently to and fro, and the sailor in it holds on tightly against the force that could easily throw him overboard. He is nearly cast overboard like a rag doll before he finally descends to the deck for safety.

Allow the PCs to declare how they want to ride out the storm. Then proceed. They are completely safe below decks. If they say they are “holding on to something”, they get a +2 to the overboard check roll. If they use rope to lash themselves to the deck, this gives a +5 to the overboard check. Assign bonuses along these lines.

Below deck, people and luggage slam into each other recklessly as the ship tosses from side to side on the choppy waves. Refugees are getting sick as they hold on for dear life. Your stomachs drop out from under you several times as the ship rides up a wave, then crashes down on the water with a heavy blow.

Pause, look at the PCs, give them one chance to say something, and proceed. Anyone on deck now is subject to an overboard check with DC 13 (see DM Aid 3). If no PC is thrown overboard, then a sailor (or sailors) goes overboard now. Minda casts two *float* spells to assist, but there is little more she can do.

After the PC(s) and/or sailor(s) are back on board, the storm continues.

On deck, Captain Amilart and the crew struggle to safely steer the ship into land. They fight with the wind as they try to reach the shore of Scragholme Island to shelter themselves from this tempest. A gloom passes over the ship when Mr. Paldin declares that the lighthouse at Bright Sentry cannot be spotted through the storm. And they've lost sight of one of the Furyondian galleys. The ship's aggravated swaying gets even worse when the Kroesus changes course, heading straight North across the wind in a desperate attempt to land on the rough eastern shore of the island. As night falls, the shore can only be seen as a line of darkness above the scattered, shimmering grey of the storm-tossed lake. No landing is possible.

Captain Amilart makes a fateful decision. “Ms. Emblemet, change the sails, and do it rightly! Make our heading ‘port running free’. We're landing on those soft beaches in the Shield Lands. I'm not losing my ship to no damn storm.”

The ship's tossing calms slightly as the night passes in darkness and fear. No one sleeps, no one eats, and hardly anyone speaks a word. Sailors move below decks on occasion to check on the water-soaked passengers, shivering in their huddled masses. Before dawn, an abrupt force jolts the ship. Everything inside lurches forward and water from the deck dumps down into the hold, carrying with it a sailor who was caught off guard. The

ship has run aground in the storm. You have landed on a beach on the southern shore of what used to be the Shield Lands, now occupied by Iuz's forces. The sky is dark . . . and everyone knows orcs prowl at night.

Captain Amilart comes below deck, “Mr. Rammon, give me a run down of our weapons and artillery stores. I need to know how we can defend ourselves here. And, by Procan's beard, man, clean this hold up! It looks like a hurricane went through here.”

Give the party a chance to collect their thoughts before proceeding.

ENCOUNTER 14: TROUBLE ON THE SHORE (DAY 19)

Suggested Length: 40-50 minutes.

When the sun finally rises, the storm is gone. The sky is as clear as you've ever seen it. The sandy beach looks like a graveyard of broken bits of ship, large clumps of seaweed and driftwood. But you see no other ships nearby.

A refugee's voice can be heard, lamenting aloud, “All of us. We are being punished for our cowardice. We fled our homeland in time of need. Now, we are deemed unworthy to return.” Among the refugees, a discussion takes place where they consider the rightfulness of their return to the Shield Lands. A voice rises over the rest: “My family is from a small fishing port on this shore. I bet it's not far from here. Maybe the gods intend for me to make my way home by myself, instead of sitting here letting foreign sailors cart me home in the hold of a ship like a sack of grain.”

The man speaking is Jourel Bandart <zhur-EL band-ART>. The fishing port he refers to is Pecheville <PEH-che-vil>.

Captain Amilart, normally a solid figure of determination, appears slightly agitated. He gathers your group together in his cabin. “I have to ask this of you because you are the only suitable people on board who are not part of my normal crew. I can't risk undermining their discipline by allowing the crew to know this: The Furyondian galleys are lost and I don't know where we have landed. It's going to take a good while to prepare the ship for departure and make repairs. But I don't know how much time we've got. I need a landmark bearing to compare to our charts. Can any of you read a map? . . . I can't send my sailors 'cause they'd figure out we're lost and that'd destroy their morale. We're in enemy territory here . . . I could have a panic . . . or a mutiny. I need your services in scouting the land and making a full report. I must stay with my ship. Mr. Paldin will be taking a small group to scan up and down the shore to look for the galleys.”

Setup: Captain Amilart entreats the PCs to scout the area in order to find a place indicated on his nautical charts: the towns of Axepport, Pecheville, or Southkeep. With this information, he can get a bearing and depart the shore safely. He gives the PCs his relevant charts. The only obvious geographical high point in sight will take hours

of travel inland to the north, but it provides an excellent view of the countryside. Jourel Bandart can be convinced to come along (he knows the area somewhat) though his departure might rouse suspicions among the refugees.

The objective is to find out where they are in relation to a place the Captain has on his charts. This turns into a search and rescue mission, but only for PCs who are willing to free the Pagot family. If the PCs are not interested in doing so, allow them to find Pecheville after 6 hours of scouting the terrain (less if a tracker is present).

The Boy:

After half an hour scouting, the PCs encounter the young boy Esou (Es-OO). Esou lives near here with his family, some undead, and Velzik, the cleric of Iuz that holds them captive.

This morning, after the storm broke, Esou was sent to the shore to find driftwood or other valuables that may have washed ashore. When he sees the ships on the beach, he thinks he may have a chance to be free of the cruelty of Velzik. He doesn't immediately consider the safety of his parents or siblings. He won't approach the ships because he realizes they may be full of orcs. Instead, he follows the PCs when they scout the area. A Spot check of DC 18 (made only once per PC) will reveal Esou before he instigates an action on them.

In order to determine the intentions of the PCs, Esou throws a rock at a PC wearing armor. In his life, he has known only harshness and violence, and does not understand that this is a bad way to get someone's attention. He is a little mentally unstable and doesn't think about the consequences of his rock throwing. He throws until he strikes the armor of a PC [ranged atk -2, range increment 10 ft., damage 1d2]. After the strike, depending on the actions of the PCs, he will flee into the distance, heading towards home and the protection of Velzik and his parents.

If the PCs capture the boy, he will be fairly forthcoming with information regarding his own predicament. He thinks of himself first, forgetting totally about his parents, brother, and sister. He asks the PCs to be allowed to go on the ship with them when they leave. He must be questioned to find out about his parents, siblings, and Velzik. He always refers to the cleric simply as "Velzik". He isn't really aware that he is a cleric of Iuz, nor that Velzik's position as slave master of his family is particularly unusual. Esou will discuss Velzik as an authority figure that he really doesn't like but he knows no other way of living so it doesn't occur to him how wicked this man is.

The Family:

Esou's family, the Pagots (pah-GOES), is comprised of: Garrin (father, age 32), Asena (mother, age 30), Esou (son, age 12), Kiena (daughter, age 10), and Aldard (son, age 7). Their alignment is Neutral. To ensure they don't flee, Velzik made the father blind and the mother deaf by casting *Blindness* and *Deafness* spells. He is amused by their attempts to communicate to each other through their disabilities. Sometimes, he dispels the magical afflictions

in order to switch their ailments. When he is angry, he makes Garrin or Asena blind *and* deaf, to emphasize who is in charge.

Farmstead and Perimeter:

Velzik and the Pagots live on a 20-acre farmstead about half an hour from here. It is nestled in between some gentle, rolling hills. The fenced-in area of the farm sits on 2 acres, with a barn, a house, and two tiny huts. The farm has all the usual trappings of a farm: cows, a few horses, fields, a garden, etc. The fence itself is hardly a deterrent. It consists of aged wooden posts about 4 feet high and 6 feet apart. Between each post are 2 long, thin wooden "poles" made from driftwood remnants of small trees and branches. The fence has many places to make an easy entry. The fence has a gate, protected by a *glyph of warding* set to go off if anyone passes through the gate without speaking the phrase, "the weary road ends here". The trap can be detected by two means. One, a rogue can Search for it (see below). Two, casting *read magic* on the (nearly-invisible) glyph followed by a Spellcraft check of DC 13 would reveal the *glyph* to a PC. The glyph causes acid damage based on Tier.

➤ **Glyph of Warding:** 5 ft. acid spray (1d8 for APL 2, 2d8 for APL 4, 3d8 for APL 6); Reflex save for half damage (DC16); Search – rogue only (DC28); Disable Device – rogue only (DC28).

Velzik hopes the screaming from the acid burn will alert him to any intruders. A PC may choose not to scream in pain with a Concentration check of DC 10 + damage taken. Esou, if asked, does not know how to bypass this trap, he knows to climb through the fence wire, an easy feat for most anyone.

Breaching the Fenceline:

Entering the fence line almost surely alerts the undead that guard the farm. If the undead are alerted, Velzik is alerted shortly thereafter due to the commotion they make. The undead are only commanded to protect the area within the fence. A PC is noticed automatically unless taking precautions to avoid being seen. The undead have Spot +0 and Listen +0, and half of them get a chance to detect the intruder. Setting off the glyph alerts them automatically. The undead reside in the two small huts attached to the farmhouse. Once alerted, at least one undead heads to the other hut to rouse the rest of them. They defend the house until Velzik orders otherwise. If the undead are alerted, Velzik is aware of intruders and takes precautions.

There is another *glyph of warding* (with stats the same as the one above) on the doorframe to the farmhouse. It can be avoided by the means above or by speaking the phrase, "the dead never rest". Esou knows to speak this before entering the house, but will not volunteer this information; it is an ingrained habit to him that he barely realizes.

Combat Tactics for All Tiers:

Velzik defends himself against intruders from inside the house. The parents, Garrin and Asena, assist him. [Velzik easily convinces them the house is under attack by orcs, bandits, or the like. Their minds are weak from years of slavery so they don't resist his commands.] Velzik's first action is to bolster his undead (see *Player's Handbook* page 140). If his bolster attempt isn't very good, he bolsters again. The undead protect the exterior of the farmhouse, trying to prevent entry. After bolstering, Velzik casts offensive spells until pressured to go on the defensive. He stays in the house if possible. He casts offensive spells from the half-cover of a window and defense spells from the full cover of the interior of the house. When he runs out of spells, he allows the first PC to storm through the door because this probably sets off the glyph. He then engages in melee with the acid-ridden PC (who is *shaken* for one round, a condition that gives them a -2 morale penalty on attack rolls, damage rolls, and saving throws). Velzik holds his ground in the doorway while forcing the parents to block the windows so that few PCs can enter the building. Velzik makes the best use of his Power Attack and Sunder feats (in combination) as well as his *shatter* spell. He revels in pure and base destruction and loves to destroy weapons. If desperate, he takes Asena hostage and threatens her life by holding a dagger to her throat.

APL 2 (EL 5)

➤ **Velzik, male human Clr5:** Medium-size Humanoid (human); HD 5d8; hp 28; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atks +5 melee (2d6+2/19-20, greatsword) or +5 melee (1d4+2/19-20, dagger), +3 ranged (1d4+2/19-20, dagger); SA rebuke undead; SQ spontaneous casting of inflict spells; AL CE; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 10, Int 8, Wis 16, Cha 14. Height 5 ft. 7 in.

Skills and Feats: Bluff +6 Concentration +8, Heal +5, Hide +2; Power Attack, Sunder, Martial Weapon Proficiency (greatsword)

Possessions: Greatsword, 2 daggers, masterwork breastplate, 3 black onyx gems (50 gp each)

Spells prepared: (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, guidance, mending, purify food and drink, resistance*; 1st—*cause fear, change self⁶, cure light wounds, detect law, shield of faith*; 2nd—*invisibility^{*}, shatter (x2), spiritual weapon*; 3rd—*animate dead, blindness, magic circle against law^{*}*.

**Domain spells; Deity:* Iuz; *Domains:* Chaos (+1 caster level chaos spells) and Trickery (Bluff, Disguise and Hide are class skills).

35-year-old Velzik has dark brown hair and a scraggly beard. He didn't have the political inclinations or savvy to rise in the ranks of Iuz's priesthood, but he has nonetheless staked out a small portion of Iuz's realm for his own depravations. During the years since the Greyhawk Wars, he happened upon a tribe of orcs clearing out the fishing village of Pecheville. By his

authority as a cleric of Iuz, he convinced the orcs to leave him some bodies and a family to hold hostage. So, for years, Velzik has kept this small family under his control. The family fishes and farms to keep Velzik well fed and in return, he spares their lives and keeps the undead from harming them. It's a nice life for a washed-up cleric of Iuz. Velzik needs the black onyx gems to create undead.

➤ **Medium-size Skeleton (2):** hp 6; see *Monster Manual* page 165.

APL 4 (EL 6)

The undead here were once Shield Lands families. 6 medium skeletons and 4 small skeletons were animated from men, women, and children.

➤ **Velzik, male human Clr5:** Medium-size Humanoid (human); HD 5d8; hp 28; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atks +5 melee (2d6+2/19-20, greatsword) or +5 melee (1d4+2/19-20, dagger), +3 ranged (1d4+2/19-20, dagger); SA rebuke undead; SQ spontaneous casting of inflict spells; AL CE; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 10, Int 8, Wis 16, Cha 14. Height 5 ft. 7 in.

Skills and Feats: Bluff +6 Concentration +8, Heal +5, Hide +2; Power Attack, Sunder, Martial Weapon Proficiency (greatsword)

Possessions: Greatsword, 2 daggers, masterwork breastplate, 3 black onyx gems (50 gp each)

Spells prepared: (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, guidance, mending, purify food and drink, resistance*; 1st—*cause fear, change self⁶, cure light wounds, detect law, shield of faith*; 2nd—*invisibility^{*}, shatter (x2), spiritual weapon*; 3rd—*animate dead, blindness, magic circle against law^{*}*.

**Domain spells; Deity:* Iuz; *Domains:* Chaos (+1 caster level chaos spells) and Trickery (Bluff, Disguise and Hide are class skills).

35-year-old Velzik has dark brown hair and a scraggly beard. He didn't have the political inclinations or savvy to rise in the ranks of Iuz's priesthood, but he has nonetheless staked out a small portion of Iuz's realm for his own depravations. During the years since the Greyhawk Wars, he happened upon a tribe of orcs clearing out the fishing village of Pecheville. By his authority as a cleric of Iuz, he convinced the orcs to leave him some bodies and a family to hold hostage. So, for years, Velzik has kept this small family under his control. The family fishes and farms to keep Velzik well fed and in return, he spares their lives and keeps the undead from harming them. It's a nice life for a washed-up cleric of Iuz. Velzik needs the black onyx gems to create undead.

➤ **Medium-size Skeleton (6):** hp 6 each; see *Monster Manual* page 165.

➤ **Small Skeleton (4):** hp 3 each; see *Monster Manual* page 165.

APL 6 (EL 8)

The 4 large and 6 medium skeletons here were animated from ogres, orcs, and battlefield dead in the region.

➤ **Velzik, male human Clr7:** Medium-size Humanoid (human); HD 7d8+7; hp 45; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atks +7 melee (2d6+2/19-20, greatsword) or +7 melee (1d4+2/19-20, dagger), +5 ranged (1d4+2/19-20, dagger); SA rebuke undead; SQ spontaneous casting of inflict spells; AL CE; SV Fort +5, Ref +1, Will +7; Str 15, Dex 10, Con 12, Int 8, Wis 16, Cha 14. Height 5 ft. 7 in.

Skills and Feats: Bluff +7 Concentration +11, Heal +5, Hide +3; Combat Casting Power Attack, Sunder, Martial Weapon Proficiency (greatsword)

Possessions: Greatsword, 2 daggers, masterwork breastplate, 3 black onyx gems (50 gp each)

Spells prepared: (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*create water, cure minor wounds, guidance, mending, purify food and drink, resistance*; 1st—*cause fear, change self**, *cure light wounds, detect law, sanctuary, shield of faith*; 2nd—*cure moderate wounds, hold person, invisibility**, *shatter* (x2), *spiritual weapon*; 3rd—*animate dead, blindness* (x2), *magic circle against law**. 4th—*confusion**, *summon monster* IV.

*Domain spells; *Deity:* Iuz; *Domains:* Chaos (+1 caster level chaos spells) and Trickery (Bluff, Disguise and Hide are class skills).

35-year-old Velzik has dark brown hair and a scraggly beard. He didn't have the political inclinations or savvy to rise in the ranks of Iuz's priesthood, but he has nonetheless staked out a small portion of Iuz's realm for his own depredations. During the years since the Greyhawk Wars, he happened upon a tribe of orcs clearing out the fishing village of Pecheville. By his authority as a cleric of Iuz, he convinced the orcs to leave him some bodies and a family to hold hostage. So, for years, Velzik has kept this small family under his control. The family fishes and farms to keep Velzik well fed and in return, he spares their lives and keeps the undead from harming them. It's a nice life for a washed-up cleric of Iuz. Velzik needs the black onyx gems to create undead.

➤ **Large Skeletons** (4): hp 13; see *Monster Manual* page 165.

➤ **Medium-size Skeleton** (6): hp 6; see *Monster Manual* page 165.

Development: If a PC is blinded, one of the ways to cure them is to capture Velzik and force him to voluntarily drop the spell (see the spell description). The Pagot family members will mention this if the PCs discuss their problem aloud, recalling their own experience with blindness and deafness caused by Velzik.

The Pagots willingly leave their homestead in order to be free. They know where Pecheville is, so this information fulfills the PCs mission on shore.

ENCOUNTER 15: AT LEAST IT'S NOT PIRATES (DAY 20)

Suggested Length: **35-45 minutes.**

Make this final encounter an epic pitched battle between the PCs and the orcish shotputters. PCs should "dig deep" and be using potions, scrolls, spells, and magic items until they are nearly out of resources. If the PCs obey orders and defend the stern of the ship, give them a hard fight, but make sure they live through this. If the PCs disobey orders, feel free to let them die in the swirling melee, overwhelmed by foes.

Mr. Paldin's scouting has located two of the Furyondian galleys. They are similarly stuck on the shore and need to be pulled off the beachhead. The other two galleys are nowhere to be found. The three captains have a private meeting on shore. Afterwards,

Captain Amilart returns to the ship and announces, "We will set sail as soon as the wind eases. Although we were lucky enough to land in an unoccupied region, this cleric you've encountered gives me little confidence in the safety of my passengers. We are sure to be found soon enough by a patrol. We will sail for Lady Katarina's restored realm. With any luck, we shouldn't meet any enemy ships so soon after a storm. If we do, we will take flight while the galleys engage the enemy."

The day passes as the sailors and crews of the galleys labor constantly to make repairs and remove the ships from the sand bars they lie in. The night passes nervously but uneventfully.

Allow the PCs time to heal, prepare spells, and collect their thoughts.

A few hours after dawn on the 20th day, the wind eases, though it blows unfavorably from the west. The two galleys and the Kroesus head directly away from shore for two hours, then turn straight into the wind to head west. The Kroesus tacks monotonously back and forth all day, as the anxiety and stress on board the ship rises. The galleys have an easier time with the wind; they drop their sails and row casually along the Kroesus to defend her.

In the late afternoon, the lookout calls down, "Captain, we've got four ships on the horizon in the west. The galleys have spotted them and are maneuvering for a better look." With this, Captain Amilart steers his ship further out from shore. The unknown ships open full sails when they near the Furyondian galleys. They are running with the wind. The galleys turn to give chase. Mr. Paldin declares, "Look. No banners. No country

claims these ships. It's either pirates or orcs. Either way, those galleys will put them to the ballista, ha HA!"

The First Lieutenant knows what the galleys will do because he's reading the signals from the small pennant flags that the Furyondian galleys use to communicate with the Kroesus.

The Kroesus watches as four ships hesitantly engage two ships. Catapult shots and ballista rounds launch from ship to ship, dropping in the water as often as dropping on the enemy. The wind carries the four cogs quickly eastward and the galleys give over to rowed pursuit. Into the distant east, the somber sky is livened by flapping sails and gliding oars.

An hour of further sailing brings a single ship into view in the distance. Dusk is near but the crew is alert. "Captain, it's just like those four other cogs. No markings, no flag, nothing." The captain responds, "This one is ours. Man the artillery. We're not going to be taken by surprise. Minda, that spell if you would."

Minda casts *protection from arrows* on the Captain. Allow each PC a moment to decide if they want to stay on deck during artillery fire. If they do, they must make a Reflex Save (DC7, includes partial cover) every minute they spend on deck or be hit by ballista or catapult fire. The artillery shelling lasts for ten minutes. If it hits, the ballista or catapult shot does 3d6 points of damage. For the record, the Pallruk fires the first shot.

Ballista rounds appear with little notice from the sky. They rain down like spears on the vessel, some dropping in the water, some piercing sail, some sticking in the hull. The Kroesus fires back with its catapults and ballistae. This exchange lasts for a full ten minutes. All the while, the enemy ship closes with the Kroesus. It's running with the wind straight for you, as if it intends to ram.

With a hundred yards between ships, you can see several humanoid figures stalking along their deck, keeping down out of the way of missile fire. The ship is longer than yours, with a simpler design and fewer sails. When it closes to about 40 yards, Minda stands up to hit it with some kind of spell. The enemy cog's sails go limp for a moment, and then fill up in the opposite direction. The cog starts to spin and rock wildly. The orcs on the other ship scurry to hold on to something. Minda shouts, "Lookee dare, it's up in irons! We've got dem now for sure! Darn tootin'! Dat'll teach 'em."

Just then, the nameplate of the enemy ship comes into view as it swings around. The Pallruk. The sailors on your ship, still manning the artillery, cannot react in time. The side of the Pallruk gets exposed to the side of the Kroesus. You hear the sound of a spinning rope as the orcs launch grapples onto your ship. Some stick fast in the deck, others are dragged along until they grip the railing. The orcs pull in the grapples furiously and draw the Kroesus in towards the Pallruk.

Allow PCs to reposition themselves on the deck.

Sails, masts and rigging tangle as the Pallruk's starboard hull smashes into the starboard stern of the Kroesus and bounces off it again. Armed orcs and sailors engage each other across the decks.

Refugees fly out of the hold in rage, wielding whatever they can, "It is our time, it is our destiny! We must fight for our home."

Captain Amilart shouts at you through the chaos. "You there! All of you! Hold the stern! Whatever you do, damn it, hold the stern!"

Mass combat ensues. Refer to Judge Map 5. This is the final combat of the scenario; make it challenging. If the PCs make short work of the shotputters, then give them orc sailors to fight.

Orders Are Not To Be Taken Lightly:

The right sides of both ships touch, but the front of the Pallruk doesn't quite touch the back of the Kroesus. The PCs are told to hold the rear of the ship from orcish shotputters on the bow of the Pallruk. This is challenge enough. If the PCs do not follow orders, they may perish along with the crew and refugees.

If the PCs obey orders, make sure they survive this encounter no matter how poorly dice rolls affect them. Refugees and sailors will fill in their ranks and drag the wounded out of melee in order to save them.

If they aren't following orders, sailors will yell at them to keep them in line, but one or two warnings is enough. In such a case, surround the PC group with orcish sailors and see to it that the Kroesus is boarded by the orcish shotputters and plenty more orc sailors, who then hold the sterncastle and surround the crew of the Kroesus. Very bad indeed. If they still survive, penalize them by 50 XP and do not hand out the influence points with the Admiralty. In the case of just a few "rogue" PCs who stray from their group, penalize them accordingly, but do not penalize the group.

The General Battle Situation:

In the chaos of battle, do not reveal enemy numbers unless someone spends time counting them (2-3 rounds). There are at least 70 combatant orcs on the Pallruk. From the Kroesus there are 30 sailors, 20 refugees, 3 officers, and Minda to engage them.

The Pallruk's captain is a half-orc named Ulukh (any PC targeting him is disobeying orders). Captain Amilart carves his way towards him with Mr. Paldin at his side. Ms. Emblemet and some of her sailors work at cutting loose the grapples and freeing the rigging and sails. Mr. Rammon guards the refugees with the chief Bosun and Quarter-master. Minda casts what she can, though she avoids fire-based magic because The Pallruk may be taken as a prize. Bartael Riniel (Pal/Wiz) enters the melee by protecting refugees. He then starts healing wounded and dragging them to safety. Finally, in an act of righteous glory, he draws his bastard sword from his bag of holding and wades into the thickest action, completely armorless (but possibly pumped up on potions).

As a judge, do not focus on NPC actions. Roll dice only for orcs the PCs are fighting. Do not roll dice for Kroesus sailors and refugees. Describe the rest of the ship battle in a dramatic manner similar to how well the PCs are doing. Or, in the case of renegade PCs, describe the battle lines closing in on them.

The Tactical Situation for PCs:

The Orcish shotputters are on the forecastle of the Pallruk. The PCs are told to defend the sterncastle of the Kroesus. There is a 5 ft. gap of open water between the ships because the grapples pulled the ships together awkwardly. There is also a 3 ft. height difference between the orcs and the PCs.

Due to the nature of this ranged attack (i.e. non-melee) situation, there are 2 shotputters in each 5-foot square. They don't need much room to hurl them onto the PCs. They are attacking from higher ground (+1 attack bonus) and may even be lucky enough to do so without a range increment penalty.

PCs may likewise cram together if attacking with bows. [Author's note: While the rules state that each PC occupies a 5-foot space, this does not necessarily apply to ranged combat.]

Hurled shotputs dent the deck as well as PCs. Stray shots roll down onto the deck, interfering with the melee there. Some drop into the hold to land on unsuspecting refugees.

Orc tactics:

The orcs on the Pallruk's forecastle soften up the party by hurling shotputs for 2-3 rounds. Then, they jump aboard the Kroesus to attack with scimitars. However, Orcish shotputters are smart enough to ready their actions if the situation warrants. For example, if a PC hides behind the railing and pokes their head out once per round to fire a bow or cast a spell at the orcs, the orcs ready an action "to hurl their shots at a PC who pokes their head out". Be careful that they don't all target a single PC.

Cover is important to the PC group as the battle starts. But, while good for defense, it also allows the orcs to storm aboard the *Kroesus* while the PCs protect themselves.

Crouching and/or Hiding:

PCs may crouch by the *Kroesus'* railing for half cover or more (full cover if all they do is cower). If all or most of the PCs are hiding behind cover, the orcs keep heads down with some shot throws, then cross between ships and start fighting them with scimitars. The orcs will not draw any attacks of opportunity from a crouching PC; it is not possible to threaten a space if you are crouching and taking cover. Crouching PCs have difficulty making effective attacks.

Jumping:

A brave PC may cross to the Pallruk by Jumping. The jump to the Pallruk's railing is a combination 3 ft. high jump and 5 ft. horizontal jump (the Palluk's deck is a 5 or 6 foot high jump). The jump will be a standing jump unless the PC uses the entire sterncastle (20 ft. across) to make a run. The success of a jump depends on several factors: where the PC jumps from, whether or not they run, and whether they use a ramp of some sort. A ramp can simply be another PC crouching down to allow the jumper to run up his back. The DM can determine the

result of a jump by using the table below. If a PC doesn't make the minimum DC, they fall into the water (refer to DM Aid #3 for swimming rules).

Type of jump:	Result of jump:	
	clinging to Pallruk's railing	land on Pallruk's deck
run with ramp	automatic	DC 14
run without ramp	DC 14	DC 26
jump from the rail	DC 14	DC 18
jump from deck	DC 18	DC 42

If the PC's skill check results in them clinging to the rail of the Pallruk, they drop any medium sized or larger weapons they held in hand during the jump and must make a move-equivalent action to swing their feet over the rail and onto the deck of the Pallruk. Of course, the orcs are merciless to such dangling PCs.

Orcish shotputters are taken aback by PCs who jump onto their ship. Some stop throwing in order to draw scimitars and engage the PC(s).

When the orcs jump down to assault the *Kroesus*, they are on higher ground so their leaps are automatically successful (the Jump skill has a minimum distance).

APL 2 (EL 4)

➤ **Orc Shotputter** (8): CR 1/2; Medium-size Humanoid (orc); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +1 melee (1d6+1/18-20, scimitar) or +1 ranged (2d6+1/19-20/x3, Orc Shotput); SQ darkvision, light sensitivity; AL CE; SV Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 9, Wis 8, Cha 8.

Feats: Exotic Weapon (Orc Shotput). An Orc shotput weighs 15lb. and has a Range of 10 ft.

SQ: Darkvision – 60ft. Light sensitivity – sensitivity – does not apply at this time, the sky is grey and dusk is approaching.

Possessions: studded leather armor, small wooden shield, scimitar, orc shotput.

APL 4 (EL 7)

➤ **Orc Bbn2 (Shotputter)** (6): CR 2; Medium-size Humanoid (humanoid); HD 2d12; hp 18; Init +1 (Dex); Spd 40 ft.; AC 15 (touch 11, flat-footed 14) +3 studded leather, +1 small wooden shield, +1 Dex; Atks +3 melee (1d6+1/18-20, x2, scimitar) or +3 ranged (2d6+1/19-20/x3, orc shotput); SQ darkvision, light sensitivity; AL CE; SV Fort +3, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 9, Wis 8, Cha 8.

Feats: Exotic Weapon (Orc Shotput). An Orc shotput weighs 15lb. and has a Range of 10 ft.

SQ: Darkvision – 60ft. Light sensitivity – does not apply at this time, the sky is grey and dusk is approaching. *Rage* 1/day, *Fast Movement*, *Uncanny Dodge*.

Possessions: studded leather armor, small wooden shield, scimitar, orc shotput.

The orc shotputters rage as they jump down to board the Kroesus. They can rage for 5 rounds. Raging gives them Str 17, Con 15, and reduces their AC to 13. This improves their attack and damage rolls by +2, gives a +2 on Will saves, and gives them 4 more hit points.

If the PCs are following orders, fudge the orcs' hit points in order to keep the PCs alive. If they are blatantly disobeying orders, leave the hit points alone and let the dice fall where they may.

APL 6 – EL 9

➤ **Orc Bbn3 (Shotputter)** (8): CR 3; Medium-size Humanoid (orc); HD 3d12+3; hp 27; Init +1 (Dex); Spd 40ft.; AC 15 (touch 11, flat-footed 14); Atks +5 melee (1d6+2/18-20, scimitar) or +5 ranged (2d6+3/19-20/x3, orc shotput); SQ darkvision, light sensitivity; AL CE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 12, Con 12, Int 9, Wis 8, Cha 8.

Feats: Exotic Weapon (Orc Shotput) – an orc shotput weighs 15lb. and has a Range of 10 ft. Point Blank Shot: +1 to attack and damage rolls with ranged weapons up to 30 ft. (included in stat block above).

SQ: Darkvision – 60ft. Light sensitivity – does not apply at this time, the sky is grey and dusk is approaching. Rage 1/day, Fast Movement, Uncanny Dodge.

The orc shotputters rage as they jump down to board the Kroesus. They can rage for 5 rounds. Raging gives them Str 18, Con 16, and reduces their AC to 13. This improves their melee attack and damage rolls by +2, gives a +2 on Will saves, and gives them 6 more hit points.

ALL TIERS

➤ **Orc Sailors** (70+): CR 1/2; Medium-size Humanoid (orc); HD 1d8; hp 4; Init +0; Spd 30ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d6+2/18-20, scimitar) or +1 ranged (1d6+2, javelin); SQ darkvision, light sensitivity; AL CE; SV Fort +2, Ref +0, Will –1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Feats: Weapon Focus (scimitar).

SQ: Darkvision – 60ft. Light sensitivity – does not apply at this time, the sky is grey and dusk is approaching.

Treasure: The Pallruk's captain [Captain Ulukh] wears masterwork studded leather armor. This is the only item in the pool of spoils considered separately. The main treasure is The Pallruk itself, worth 25,000gp. Miscellaneous Pallruk supplies (food, small jewelry, etc...) are worth another 400gp. The orcs have a grand total of 950gp in coinage. The value of the orcish weapons and armor is 1481 gp. This includes the following: 20 shotputs, 60 studded leather (some ruined, 64 small wooden shields, 70 scimitars, and 20 javelins.

According to the County's maritime spoils of war rules, the crew is entitled to 1/8 the value of anything taken at sea from an enemy. The crew consists of 35 sailors plus the PCs. So, the 1/8 share is further divided by a factor of 38 to 41. For ease of calculation, assume the PC share is 92 gp each.

After the Battle:

After the fight . . . some sailors and refugees are dead or dying. The boy Oland Pretard died in the assault as he bravely crossed over to the orc ship, sword in hand. Bornor Malen and Kennen Dossalane also died in the fighting. Four sailors have also perished (or more depending on how well the PCs protected the stern). And that alchemist, somebody thought they saw him brandishing a bastard sword . . . and quite well.

CONCLUSION (DAYS 21-22)

After the battle, Captain Amilart gives the command of the Pallruk to First Lieutenant Paldin. Mr. Paldin takes a complement of the Kroesus' crew to man the Pallruk. The ships sail together across a new wind that blows from the north. The ships make good speed westward, travelling north of Scragholme Island. The refugees agree that the battle with the Pallruk was a test of their courage. This good wind is The Invincible One's (Heironeous') reward for proving themselves worthy of returning home. After two days, the mouth of the Veng river is spotted, marking the end of your journey. Captain Amilart steers the vessels for the Restored Holy Realm of the Faithful of the Shield Lands.

The Kroesus and Pallruk make a comfortable landing on the southern shore, across the Veng's mouth from Herechel. It is 3 weeks since you set sail from High Mardreth. The frozen ground of this Shield Lands' shore looks bleak. The crew unloads the passengers and their luggage for several hours. The refugees are shaken, but excited to be in their homeland. No one is here to welcome them . . . except perhaps that small group traveling towards them from the east. Captain Amilart raises his hand to the refugees, "Be well, Shielders. The hard part of your journey is over . . . and you are finally home. The Countess and I wish you the best of good fortune in the years to come. Fare well and may the axe grow great." The Kroesus and Pallruk sail south towards Herechel. As you depart, the huddled refugees look the same as when you met them three weeks ago in High Mardreth: Cold, shivering, and desperate to get home.

It's about 20 miles to Critwall from the shore. The author suggests the refugees are greeted on the southern shore by a small group of adventurers who just happen to be in the area (possibly waiting for a ferry to Herechel). Getting the refugees safely overland to Critwall should be a Shield Lands regional scenario.

Wrap-up. The return trip to High Mardreth takes 2 weeks. Along the way, a PC may depart the ship at Willip, Greyhawk City, or Nyrstran if they so desire. The return trip is uneventful. See the Introduction for wrapping up any PC storage issues, like paying for the full 5 weeks aboard ship. A PC may be raised in Willip on the return trip, following the guidance in Encounter 12.

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 Three

Passing by the Duchy without any Duchy refugees trying to board the ship 25 xp

Encounter Four

Finding a non-violent solution when the Rhennee threaten the ship 50 xp

Encounter Five

Fleeing from the hag(s) 50 xp
or
Party defeats the hag(s) with help from the ship 100 xp
or
Party defeats the hag(s) and minions without help from the ship 150 xp

Encounter Eight

Non-violent interaction with The Ship of Fools and "The Nose" 50 xp
*Special: worshipper of Zagyg roleplays like crazy *50 xp

Encounter Ten

Killing the scrag(s) 175 xp
or
Defeating the scrag(s) 150 xp
or
Scrag(s) damaged ship and left on their own, PCs needed crew help to defeat them when they returned 100 xp

Encounter Twelve

Defeating skeletons 50 xp

Encounter Fourteen

Avoiding/disarming glyphs 25xp per glyph
Defeating Velzik and his minions 100 xp
Freeing the Pagot family 50 xp

Encounter Fifteen

Defeating the orcs on the Pallruk 150 xp

Total experience for objectives 850 xp

Discretionary role-playing award 0-100 xp

Discretionary penalty for PCs who do not behave while on the ship (0-100) xp

Total possible experience 950 xp
(1000xp for worshipper of Zagyg)

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 that it later finds unreasonable but which were allowed at the time.

Encounter Five – (Hag)

- 1 Darkha (4gp, 4 lb., common): Large exotic melee weapon of the Rhennee people
- 1 Exotic spices (20gp, 2 lb., common): contained in clay pots sealed with stoppers and wax
- 1 Herbs usable as a Healer's Kit (50 gp, 2lb., common): herbs wrapped in water-resistant roll of leather
- 1 Magnifying glass (100gp, * lb., common)

- 1 Mirror, small steel (10gp, 0.5 lb., common)
- Salvageable equipment and remnants from hag's other victims (30 gp, 5 lb., common): small metal goods and trinkets that haven't rusted
- Ivory comb set with apple-green colored chrysoprase gems (200 gp, ¼ lb., common)
- 360 gp, 28 sp, 43 cp

Encounter Nine (by purchase only)

- Flask of Acid (4)
- Alchemist's Fire (2)
- Antitoxin (2)
- Smokesticks (3)
- Sunrods (5)
- Tanglefoot bags (2)
- Thunderstones (2)
- Tindertwigs (5)

Encounter Fourteen

- Masterwork breastplate (350, 30 lb., common): etched and filigreed breastplate
- 3 black onyx gems (50gp each, * lb., common)

Encounter Fifteen

- Masterwork Studded leather (175gp, 20lb, common): studded leather armor is extremely well made but has heavy wear and tear
- 6 Orcish shotputs (10 gp, 15 lb., common): dense ball of crude iron
- 92 gp per PC (from spoils of war)

Conclusion

- Minda copies *float* spell into wizard spellbook at a cost of 1 TU only.

DM AID # 1: DETAILED BACKGROUND AND HISTORY

Even 15 years ago (well before the Greyhawk Wars), the eastern Shield Lands wasn't a safe place to live. The tyrannical bandit land of Reyhu stood as sworn enemies of the Shielding populace. Raids were frequent and the people were forced to survive with on cunning and grit. Matters got worse in 577CY when a renegade Shield Lands noble named Zeech broke with his country and proclaimed himself Prince of Redhand, a coastal area around Alhaster and the mouth of the Artonsomay River. Zeech's claim eliminated the once-cordial boundary between the Shield Lands and the County of Urnst. The Shielders adjusted to the new boundary by redoubling their defense against Redhand and Reyhu. They maintained the land with proper order and nobility, as their patron god Heironeous expected of them. Bandits weren't enough to make them cower.

After 579CY, Reyhu forces allied with other bandit lords and drove west into the heart of the Shield Lands. Many fled this attack, particularly those with families. Refugees were welcomed into the County of Urnst, provided they could make a living for themselves without state help. Zeech's ships made out well during this conflict. At times fighting the Shield Landers, they also ran arms for them. They made money either smuggling refugees themselves or forcing tribute for safe passage across the northern shores of the Nyr Dyv. Most refugees arrived in Urnst with a bitter resentment for such duplicity.

Also during 579CY, the Horned Society banded together with the bandit lords of Warfields and Wormhall (lands immediately east of the Ritensa river). They swarmed south into the Shield Lands with mercenaries, hobgoblins, and some demonic support. Bypassing larger fortifications, they laid waste to many villages and farmsteads. The Shield Landers gathered at Axeport to halt the invasion but were viciously defeated. These invaders joined with the forces of Reyhu, Redhand, and other bandit leaders to take the entire Shield Lands. By 581CY, only Critwall remained as the Holy Shield. Thousands fled this carnage to safer ports nearby. Urnst played host again to a resolute people without a home.

The bandit and Horned Society invaders started disappearing in early 583CY. Earl Holmer of Walworth took this opportunity to reconquer his land. Refugees started to return home just in time for the real threat to begin: the invasion of Iuz. Iuz took out the Hierarchs and swept through many of the bandit lands that surrounded the resuscitated Shield Lands. Holmer was surrounded and his country took heavy casualties as they were overrun. The cruel reign of Iuz's orcs, necromancers and demons began. Few of those lucky enough to escape had any desire to return now. They resigned themselves to starting life over again, in whatever land would take them.

King Belvor of Furyondy and Canon Hazen of Veluna called the Great Northern Crusade in 586CY,

mostly to reclaim Furyondian land from Iuz's clutches. A consequence of this action was the removal of a majority of demons from Iuz's occupying forces. They were banished back to their home planes (or destroyed) by Hazen's use of the Crook of Rao. Zealous Shield Landers joined in the Crusade under the leadership of Lady Katarina, Earl's Holmer's cousin. After Katarina's army took back Grabford and the Furyondian border was restored, she pushed to free her homeland. By 588CY, she had retaken Critwall and the Shield Lands were proclaimed a sovereign nation again, under her rule.

This small nation struggled to survive for a few years. They took Scragholme Island, but could not manage to attract the majority of Shield Lands refugees to return home. Critwall and Scragholme endured for years as a country of patriots with few farmers, peasants, or tradesmen to support their existence. Merchants and skilled laborers wanted nothing to do with the strict martial law in the land. Hostile nearby forces and the possibility of mandatory military service did not appeal to those with business interests. Their lives in their newfound homes were much more secure.

On 15 Coldeven, 590CY, Lady Katarina, the Knight Commander of the Restored Holy Realm of the Faithful of the Shield Lands passed a bold mandate. In it, she declared all persons no matter what race, gender, or origin, could be called upon by the Council of Lords for service in the name of the Shield Lands. This included both civic and military duty. This proclamation drove many of the seedier elements of Critwall's population away and ensured that the remaining Shield Landers were devoted citizens. The easing of this mandate to exclude merchants with business license served to remove the concerns of those with mercantile interests. During the course of the past year, Critwall and Scragholme Island have become more stable as the Shield Lands becomes more defensible. The recent rebuilding of Critwall Bridge over the Veng river has reached the ears of refugees in the County of Urnst. There is now a land connection between Critwall and Furyondy. This is good for both trade and national security.

Much of the Urnst refugee population was from the eastern Shield Lands. They were accustomed to the instability of living next to the Bandit Kingdoms. Now, having lived in northern Urnst for a few years, they have experienced similar trouble on the border with the Iuz controlled bandit lands. Some feel living near Critwall would be safer. Their patriotism has combined with their desire to "stand on their own two feet" and they want to return. Countess Belissica has ordered some Urnst Navy caravels to carry them to the Furyondian port of Herechel. She understands their plight, but also the fact that these people will be instrumental in making the Shield Lands stronger. This is desirable not just to the County's clergy of Heironeous, but also to the Countess' military advisors. Another strong nation on the other side of Iuz's bandit lands would reduce the threat to Urnst's northern border. It may even give the Countess an opportunity to tactically strike into some of these lands

herself, to remove some of the more unseemly leaders of the bandit lords in service to Iuz.

The Shield Lands refugees are returning with their businesses and families. These are not dirt-poor and ragged refugees. Most have with significant resources and skills, some having fled over 10 years ago. The boats departing this morning from High Mardreth are filled with skilled laborers and experienced farmers. They have spent weeks on the winter roads, traveling from the northern borders down to this naval town, in order to board the ship that brings them home.

DM AID # 2 – TRAVEL SUMMARY

Day on lake	Wind Strength	Wind Blows From The	Ship Travel (daily miles & direction)	Comments
1	strong	N	60-WWNW	Ship sets out 8am from High Mardreth; sails 24 hrs today across open water
2	light	N	24-WNW	Outside Nyrstran
3	moderate	N	32-WNW	
4	strong	N	16-WNW	Tuck into cove at horn because sailing N is hard, short day under sail. Rhennee, water resupply.
5	moderate	N	10-N	Sailing up the horn
6	light	N	8-W then 21-SWSW	Cross horn for 5 hrs then change direction and follow coast for next 12hrs
7	light	N	24-W	
8	moderate	N	16-W then 20-SW	Change direction midday. Before crossing Midbay, set to shore for water at cove; darkness confuses crew, gets sea hag cove
9	light	NE	36-W	Sail 24 hrs today across open water; crossing Midbay.
10	calm	-	-	Stuck – Ship of Fools
11	calm	-	-	Stuck – Luna is full tonight.
12	light	NE	48-W	Sail 24 hrs today across open water
13	light	N	30-NW	Pass Great South Peninsula, sail 24 hrs today, mostly over open water, some shore. into the wind
14	moderate	N	48-WNW	Sail 24 hrs today across open water
15	calm	-	-	Stuck
16	light	W	18-W	Arrive in Willip 2am (6 hours before 8am-journey start time), sailed 18 hrs today across open water
17	strong	W	72-NE	Riding strong winds (“the breath of Heironeous”)
17.3	gale force	W	28½ -EENE	Ship aims NNE but is pushed by wind E. Result is ship moves East of ENE for 28.5 miles. Cannot see lighthouse at Bright Sentry.
17.7	gale force	W	33-EENE	Captain attempts to land on Scragholme Island by heading directly N across the wind. The ship drifts E. The ship skirts the island as night falls. It is too dangerous to try to land in the dark, in the wind on a rocky shore.
18	gale force	W	27-EENE	As night approaches, captain decides to land on the soft beaches of the former Shield Lands. Ship sails with the wind to make a hurried, yet safe landing.
19	strong	W	-	Galley crews and Kroesus sailors labor to free their ships from the beaches and make repairs. No progress on the water today. PCs have land encounter.
19.1	moderate	W	4-SSW	Ship shoves out to lake in the morning to get away from shore an hour or so after wind dies down (in the morning). Heads across wind for 2 hours.
20	moderate	W	11-W	Ship sails into wind for remainder of day (22hrs). Enemy ship encounter
21	moderate	N	48-generally westward	Ship sails between Scragholme and Iuz’s southern shore
22	moderate	N	40-WSW	Sail between Scragholme and Shield Lands; lands on North shore, 20 miles from Critwall.

DM AID #3 – RULES REVIEW AND ELABORATION

Overboard Checks: If the Encounter calls for it, or if the DM thinks the PCs are engaging in an activity that might send them overboard, give the PC an Overboard Check. The PC must make a Reflex save with a DC based on the strength of the wind that day. Base DC is 7, adjusted up to 13 for stormy winds.

Once in the water, drowning is a distinct possibility. The PC must make a Swim skill check each round to stay afloat. Fortunately, Minda has the *float* spell prepared at least once a day. She may let the PC struggle a little if they are wearing armor, to teach them a lesson. The crew may point and laugh at a PC overboard, knowing Minda has this spell.

Swim DCs determine how well a character may tread water or swim. Swimming in calm water has DC10, rough water DC 15, and stormy water DC20. In this scenario, Encounter 7 and 8 occur with calm water. Encounter 13 occurs during stormy water. For other encounters, use the wind strength to scale the DC. These are the DCs a PC must meet to swim if they are in the water. Trained swimmers may take 10 unless in melee. Others must roll. DCs to merely stay afloat by treading water are 4 less than the Swim DC. If a PC fails a Swim check by 5 or more, they go underwater and must hold their breath. When underwater (either from holding breath or swimming) the PC has a cumulative -1 penalty per round on Swim checks.

Holding Your Breath (*Dungeon Master's Guide* p. 85). A PC can hold her breath for a number of rounds equal to twice her Con score. After this period of time, the PC must make a Con check (DC10) every round in order to continue holding her breath. Each round the DC increases by 1. When the Con check fails, the character starts to drown and falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. When the character reaches -3 hit points, she drowns.

Due to the very cold water, a PC in the Nyr Dyv takes 1d6 points of subdual damage per minute spent in the water. This is from hypothermia. [See *Dungeon Master's Guide* p. 86]. If the PC survives, she is still fatigued (p. 84) until she gets 8 hrs of rest and the subdual damage is healed. Fatigued PCs cannot run or charge and suffer a penalty of -2 to Dex and Str.

APPENDIX 1: WHY AM I HERE?

Reasons for PCs to be on board the Kroesus:

(The DM should select for the PC or let them pick)

Heironeous followers – It is your duty to help these refugees return home. The Shield Lands knighthood is based on Heironeous' teachings. They are allies in the cause of justice and honor. Your church sent you on this mission to protect these valiant people, who cannot defend themselves. You will participate in prayer and services with the refugees, to include leading them if the need arises. You were essentially ordered here by Sir Lerish, a paladin of Heironeous who has strong ties to the Shield Lands.

Navy, Army, Militia, Mercenary, or other military members – this is part of your yearly service commitment. The navy caravan needs marines on board to defend the ship. Your service as a sort of wandering “sellsword” made you an easy target. You will obey the Captain's order closely and force others to do the same. Remember your training! This isn't some romp out in the wilderness, this is a military action that requires military discipline.

Wizards and Sorcerers – You have recently become aware of a unique type of spellcaster, the Waveweaver. The County's Navy assigns one of these specialized spellcasters to every major warship. You have heard they have access to unique magics. A little time on board a vessel may allow you to introduce yourself to Minda, the Waveweaver, and learn her secrets.

Bards – Rumors are abuzz in the County about this history making journey. The remarkable cooperation between two countries is sure to be worthy of a tale or two. And, how better to learn the tale than to be on board the ship yourself? No other tale-teller will be on board and you can likely command a high price for your first-hand account of the “Journey of the Kroesus Across the Nyr Dyv”.

Random reasons:

1 – You grew up living next to an elderly couple (Mr. and Mrs. Houdart) who fled the Shield Lands 12 years ago. They would often babysit you when you were little. They treated you like their own grandchild, and you understood they lost their children before arriving in Urnst. The recent death of Mr. Houdart struck you heavily. He always dreamt of returning home. He called for you on his deathbed, but you were away from home at the time. You are taking this journey for him, so his ashes, which you carry, may be buried in the soil of his birth.

2 – You grew up with and courted one of the refugees who is on this ship. [For male PCs, her name is Helisia. For female PCs, his name is Minier.] Her family has decided to return home and your former girlfriend must go with them. Although your relationship has cooled lately, you still feel bound to ensure her safe return over these dangerous waters. It would hurt you deeply should you learn later of her death on the lake. [Race not defined to allow for flexibility.]

3 – You have been experiencing a recurring dream of late. In the dream, a ship with people in the cargo hold is sinking. You struggle to save them as the ship sinks, and the freezing water makes you powerless. There is nothing you can do as you see the horrified, trapped faces of innocent men and women drown. At this point, you usually wake up. This voyage sounded a little too familiar to you, so you are here to prevent anything from going wrong.

4 – You are friends with one of the sailors on board the ship (Sarl). He said this trip would be more interesting than the standard lake or river patrol. He encouraged you to spend some time on ship with him.

APPENDIX 2: MINDA THE WAVEWEAVER

Minda's Spellbook (5th level wizard):

8 1st level spells: Float, Burning Hands, Magic Missile, Shield, Grease, Sleep, Color Spray, & Spider Climb

5 2nd level spells: Flaming Sphere, Protection from Arrows, Levitate, Fog Cloud, & Web

4 3rd level spells: Gentle Repose, Water Breathing, Sleet Storm, & Gust of Wind

Minda can memorize 4/3/1 spells per day. She almost always has a Float memorized, and usually memorizes *water breathing* on stormy days. When the Kroesus gets close to Iuz's lands, she memorizes *gust of wind*.

Float (Alteration)

Level: Sor/Wiz 1, Brd 1

Components: V, M

Casting Time: 1 action

Range: Touch

Target: One Medium-size or smaller creature.

Duration: 10min/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This spell makes one more buoyant and proficient in the water. Subject gains +10 competence bonus to swim checks.

Arcane Material component: a wine bottle cork.

APPENDIX 3: SHIP OF FOOLS

Background for Ship of Fools: Reference - From the Ashes, Atlas of the Flanaess, p. 69

The mad archmage Zagig Yragerne was responsible for many bizarre and outrageous episodes in the history of the Flanaess, but the Ship of Fools is the most bewildering of all. Sightings of the ship are reported every few years or so, although there is no pattern to them, and the ship have been seen on almost every major body of water. It is quite distinctive: a three-masted schooner with great sails bearing glyphs of Zagyg and Boccob, and a grinning figurehead with the visage of the Mad Mage himself.

Those who board the vessel find the crew to be grinning idiots, invulnerable to weapons and spells (as is the vessel itself). They mostly ignore boarders. Boarders are greeted by an "arch-fool": a simpering lunatic with moments of piercing lucidity when needs arise.

What happens aboard the Ship of Fools depends largely on the behavior of those who board it. Those who come to loot and pillage meet dire opposition – sea zombies crammed into holds, ghosts of drowned seamen in the cabins below, and deadly magical traps and hazards. In some way, the fates of individual cursed to the ship are always tailored to their specific evils: murderers are bloodily slain, assassins are found backstabbed with poisoned weapons, wizards are found charred from massive fireball strikes, those guilty of slaying smaller demi-humans are found crushed by massive giant footprints, those who traffic with fiends are swallowed whole by salamanders or other evil extraplanar creatures, and so on.

For those who board without hostility-with an attitude of bewilderment-or who come seeking knowledge, the arch-fool uses the whimsical magic of the ship to test them. The proud are humiliated to teach them modesty; those swift to anger are taunted; those who are overly rational are plied with riddles and allegories; those who have too keen a sense of their own dignity are mocked.

In his operations, the arch-fool looks for those who can display foolishness. One boarder of the ship, the paladin Xanthretyn of Rel Mord, gave an account of finding himself in a huge ballroom aboard ship where he was surrounded by "young females of most inadequate and immodest dress requesting a dance, insisting that I must dance, giggling in a most unseemly fashion and touching my person in a manner that would make a husband blush should his wife so do." Sensing his chaste person mocked, Xanthretyn walked across the ballroom to a plain-faced girl, very ordinarily dressed, and asked her for the pleasure of the dance. The girl smiled and turned into the archfool, pleased with the paladin's acceptance of the situation and his wise compromise and choice.

Those who respond to the arch-fool's tests and probing of their characters with skill and wisdom receive rewards of magic or information as the arch-fool deems fit; their rewards mirror the virtues they show during their ordeal. However, the arch-fool can test bravery and strength too, and even those who acquit themselves well sometimes report encounters with powerful monsters and magical creatures. The arch-fool remains a creature of whim and, while he is not unjust, he has his own strange logic and may test some who enter his realm to the limits.

APPENDIX 4: SHIP STATISTICS AND CONTENTS

The caravel HNB Kroesus has the following characteristics:

70 feet long
20 feet wide

5-foot draft (minimum depth of water ship needs to float)
7 feet to the water from the surface of the deck (freeboard)

3 masts:

- Top of main mast stands 55 feet taller than the deck. The main yardarm juts parallel to the deck from the main mast at a height of 40 feet off the deck.

- Fore mast rises 25 feet above the surface of the forecandle. Its yardarm is attached 19 feet above the forecandle.

- Stern mast rises 20 feet above the sterncastle. Stern yardarm is attached 13 ft. above sterncastle.

Bowsprit – thick wooden pole jutting out 12 feet from the front of the ship on less than a 45° angle to the water. A sail is usually attached between it and the fore yardarm.

Crow's nest – on the main mast above the yardarm, 52 feet above the deck. The only thing above the nest is the ship's flag (County of Urnst swan on green banner).

Forecandle – small chamber at the front of the ship where the captain has his quarters.

Sterncastle – small rooms at the rear of the ship where some of the Lieutenants live.

Two holes in the deck for loading of cargo. (These are the hatches that are sometimes "battened down" during a storm)

Cargo hold is divided into several stalls and partitioned off areas where the refugees may sleep. The cargo is carefully spread throughout the hold to maintain good balance for the ship.

One skiff on deck (16 feet long, 5 feet wide, 4 oars, holds 4 passengers + 500 lbs. cargo). The skiff is the all-purpose boat for shallow water landings, ship to ship movement, and possibly the life-boat.

Artillery: one light catapult, 4 ballistae, The catapult is on the forecandle. There are two ballistae on each side of the ship (port and starboard). They are about 5-10 feet from the fore and stern castles.

The ship holds about 50 refugees (passengers) and 150 tons of cargo.

The cargo consists of: building materials (lumber and tools), agricultural equipment, artisan's tools for a variety of craft professions, seeds, some livestock, food, potable water and ale, personal baggage, ship's reserves (from cloth and rope to a spare anchor) and the occasional odd item like an alchemical laboratory packed away nicely. Additionally, include any typical tools of the trade carried in the luggage of the various skilled passengers on board.

3 Harpoons (Sword & Fist p. 71) Large Exotic Ranged weapon. 15gp, Damage: 1d10; crit x2; Range Inc. 30ft.; Weight 10lb.; Piercing. Attached to the harpoon is

30 feet of trailing rope. If less than Medium sized, take -2 on attack rolls with harpoon. If you inflict damage on opponent with harpoon, it may lodge in the creature if it fails a Reflex save of DC (10 + damage inflicted). Harpooned creatures move at half speed and cannot charge or run. The victim may remove the harpoon if it has two hands free and takes a full round action to do so. In doing so, the creature inflicts damage on itself equal to the initial damage that lodged the harpoon in the creature. (Do not reroll, use the original damage.)

spyglass (in the captain's possession)

sextant, astrolabe, charts, compass, quill pens, parchment and ink

planks, spare anchor, plenty of extra sailcloth

ropes, cords, and cables of various lengths and thickness

belaying pins, hooks, and various shapes of metal

lt. crossbows, bolts, short bows, arrows, short swords, daggers, scimitars, small wooden shields, a dozen suits of human-sized leather armor.

SHIP'S CREW:

Captain Valus Amilart – Ftr 6 with Leadership and 7 other feats. Responsible for all events that occur to the ship and crew. He has the Countess' full authority to make decisions and administer justice on the ship. He is a hardened sea veteran who doesn't mince words. He comes across as stereotypically salty.

1st Lt Mr. Logner Paldin – responsible for overall integration of shipboard functions

2nd Lt Mr. Merne Rammon - in charge of the deck, hold, artillery, shipboard stores and supplies

3rd Lt Ms. Ageve Emblemé - responsible for all sail and rigging evolutions and repairs

Waveweaver: Minda, female halfling Wiz5 – Lady Admiral Maerhist's liaison and ship's spellcaster. She is very friendly and loves to chat with people. She often forgets that she's trying to keep an air of mystery about her and her wizardly ways. She knows it's weird for a halfling woman to be a wizard and she likes to be different, but try as she may, she is very much a typical Urnstian halfling in the way she acts.

Chief Bosun Roulbart Rolis – Bosun: In charge of training, artillery, and the functioning of the deck.

Chief Topsailman Ronilda Bisant – Topsailman: She runs the rigging and the sails.

Chief Quartermaster Eldrin Horilarfus – Quartermaster: In charge of the cargo hold, supplies, logistics, records, and passengers.

The remaining 32 sailors are named here but not described:

Males: Sarl, Remy, Tailard, Hurk, Brampt, Suggs, Yrchon, Gamus, Stinky, Korlt, Reilart, Geret, Munch, Mirvel, Renfry, Mulard, Belly, Tiranco, Gull, Proke, Jumper, Riggs, Angard

Females: Avemone, Gweldia, Dolly, Ondria, Flowers, Stork, Ogeline, Grams, Ysedina

APPENDIX 5: PASSENGERS

Bartael Riniet, male human Pal8/Wiz5: Medium Humanoid (6 ft. 2 in. tall); HD 8d10 + 5d4 + 26; hp 93; Init +2 (Dex); Spd 30 ft. or 20 ft.; AC 12 (+2 Dex) or 23 (+10 +2 Full Plate, +2 large steel shield, +1 Dex); Atks +15/+8 (1d10+5 [19-20/x2], +3 bastard sword); SA smite evil, turn undead; SQ Detect Evil, divine grace, divine health, lay on hands (24 points per day), aura of courage, Remove disease 2/day; AL LG; SV Fort +12, Ref +8, Will +9.

Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 17.

Skills: Alchemy +11, Craft (painting) +5, Diplomacy +9, Handle Animal +7, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (nature) +2, Knowledge (nobility & royalty) +6, Knowledge (the planes) +5, Profession (apothecary) +1, Profession (farmer) +1, Ride +10, Scry +3, Spellcraft +5, Swim +5, Use Rope +5.

Feats: Exotic Weapon Proficiency (Bastard Sword), Blind-Fight, Mounted Combat, Leadership, Scribe Scroll, Brew Potion, Silent Spell, Skill Focus (Alchemy)

Equipment: *Amulet of the Planes*, *Amulet of Proof Against Detection and Location*, +2 *Dagger*, *Bag of Holding* (weighs 15lb, has 250 lb. weight limit) containing: +2 *Full Plate*, +3 *Bastard Sword*, Large steel shield with Shield Lands heraldry on it, assorted paladin gear, and a wide assortment of alchemical gear, kept safe from damage by being carefully bundled in the bag.

Bartael Riniet <BAR-tay-el rin-AY-et> is the most unusual passenger aboard the Kroesus. He is 35 years old with a full head of prematurely grey hair. His face is chiseled and he has a commanding personal presence that seems out of place for his profession (alchemist). Bartael started his adventuring career in the Shield Lands as a paladin of Heironeous named Lebarat Tirien. He is a former Knight of Holy Shielding whose life took a strange turn. Lebarat has travelled throughout the Flanaess and the planes of existence using his *Amulet of the Planes*. He has many stories to tell of history, nobility, war, and the like, but he limits his shipborne conversations to alchemy and benign topics.

Lebarat's own story is most interesting but he guards it with the utmost secrecy. Lebarat used to travel very often with a cleric of Zagyg by the dubious name of Entropimus (who claimed to be the first such cleric in all of history). On a particularly strange journey to a tesseract of Zagyg's own design, the Mad Archmage thought the paladin reminded him of the hero-god Murlynd. Zagyg thus set events in motion causing Lebarat's next level to be Wiz1 with the Brew Potion feat [his Paladin caster level was 4th at the time]. Lebarat subsequently became skilled at spells and alchemy. He changed his name and identity to Bartael Riniet (an anagram of Lebarat Tirien). Though he retains his paladin abilities, he can never return fully to his former life. He laments this only slightly. For example, his squire is now lost to him.

Bartael presents himself only as an alchemist. However, his noble disposition and paladin training do not permit

him to lie about his history. If asked, he will simply say something like, "I prefer not to speak of such things." He can, of course, answer alchemical questions very well. Due to his amulet, he doesn't need this ship to get to Critwall. In fact, he doesn't even live in Urnst (none of the other passengers know him). Bartael is on this boat to ensure the safety of the refugees as they return to the Shield Lands. He will not reveal himself as a paladin, though at the DM's discretion he may be used in desperate times to heal a dying refugee (or worshipper of Heironeous) or possibly to defend the refugees. He will always explain such actions in an alchemical manner.

Bartael is now very much an alchemist. For example, if the scrag is slain Bartael will scramble to obtain its blood and flesh. If asked, he will say something about brewing healing potions from the stuff. Bartael has a touch of the mad scientist about him, though he is very honest and trustworthy. He owns a store in Greyhawk City called The Noble Elements. Only the most clever PCs should be able to figure out that he is a paladin of reknown, who fought alongside Artur Jakartai outside the wall of Chendl, in defense of Furyondy against Iuz's armies. Once in Critwall, he will lead his life as an alchemist (hopping back and forth between Critwall and Greyhawk using his amulet) while undertaking special missions for the Knights of Holy Shielding.

Bartael has quite a few of his sellable wares in his luggage. He has and will sell (at the DM's discretion) some of the "Special Substances and Items" from Table 7-9 in the Player's Handbook. He has the following items (quantity in parenthesis) on sale for list price: Acid flasks (4), Alchemist's Fire (2), Antitoxin (2), Smokestick (3), Sunrod (5), Tanglefoot bag (2), Thunderstone (2), Tindertwig (5). Bartael has the following potions available: Charisma, Intelligence, Swimming (2), Wisdom, Cure Light Wounds (3), Jump (2), Spider Climb, Endure Elements, Resist Elements, Delay Poison, Mage Armor, Invisibility (2) – though he will only sell these to a virtuous person, Protection from Evil, Levitate, Cat's Grace, Bull's Strength. The judge must write this sale on the PC's XP log sheet. It may be turned in at an Activity Center for a real certificate.

Ameria Talbin, female human Exp4: <ah-MEER-ee-uh TAHL-bin> Str 7, Dex 10, Con 8, Int 14, Wis 16, Cha 16. Skills: Profession (merchant). Ameria is 26 years old, with long auburn hair. Her stunning natural beauty is matched by her mind, both intelligent and wise beyond her years. However, she has a complicated and tragic personality, arising from the choices she has had to make during her difficult life. She is the heiress to a wealthy merchant family from the city of Alhaster (presently in Redhand in the Bandit Kingdoms), but she shows few signs of her considerable resources. Ameria's family fled Redhand in 580CY in response to the invasion of the Shield Lands started by Tyrant Cedro of Reyhu. She traveled to Urnst on a ship allied with Prince Zeech of Redhand. Her parents were looted, harassed, and extorted out of much of their wealth. They entrusted their most precious family valuables to the young Ameria,

who hid them on her person and in her luggage. During the voyage to Urnst from Alhaster, Ameria's father, Granard, took arms against the malicious ship's captain. His wife was summarily thrown overboard to punish him. Granard's fury over this led him into a fit of rage, where he strangled the captain with his bare hands. The ship's officers killed Granard, but the remaining passengers rose up against the crew and took the ship. Ameria safely arrived in Urnst, orphaned and forever traumatized by bearing witness to the whole event. Some of her personality can be explained by the fact that her mother was the most beautiful and wonderful person she ever knew.

Ameria holds an absolute hatred for Prince Zeech, his lieutenants, and any lackeys of the former Bandit Kingdoms. She is now very wealthy, having channeled her anger into productive business enterprises while in Urnst. She does nothing to accentuate her alarming natural beauty. Her voice is alluring; she speaks calmly with a sense of pain and purpose. Ameria has nearly given up on happiness in this life. Ameria is cool and aloof. She tends to have discussions only about philosophical topics and finds common chatter utterly wasteful and boring. Role-play Ameria like the character Dominique (from *The Fountainhead*) or Scarlet O'Hara (*Gone With the Wind*).

Ongier and Diena Mirbrot <on-JEER and DEE-eh-nuh MEER-brot>. Children: Ametta, Petern, Arvin. Ongier is a miller. Children are young and Diena is pregnant.

Ansarcet and Manda Thentand <AN-sar-set and MAN-duh then-TAHND>. Merchant in foodstuffs and spirits. Devout follower of Zilchus.

Fadien Jandin <FAH-dee-en JAN-din> with daughter Helisia <hel-EE-see-uh>. Wife is deceased.

Dennen and Arilda Dossalane <DEN-en and ar-IL-da DOSS-eh-lane>. Sons: Menier and Fennel. The Dossalanes are fairly well-to-do farmers.

Elona Mather <el-O-nuh MA-ther> with four children: Gremanda, Heranea, Causder, and Bemín. husband deceased. Mrs. Mather is a skilled seamstress, as are her two eldest daughters.

Bero Sorata <BEH-row saw-RAH-tuh>. Carpenter

Gascín and Rotelda Thasinnard <GAS-kin and row-TEL-da THASS-in-ard>. Three children: Linard, Merquin, Reyndolina <li-NARD, MER-kwin, rain-doh-LEE-nuh>. Gascín is a leatherworker.

Grantern and Madena Pretard <GRAN-tern and ma-DEEN-uh PREH-tard>. Children: Oland, Arisa, Chanielle, Antin. The Pretards are farmers.

(Aldromia Pelovory <al-DRO-mee-uh pel-oh-VORE-ee>. Merchant dealing in fine clothing and fabrics.

Sendrin and Prenda Donfroi. <SEN-drin and PREN-da DON-froy> Child: Berdel (spoiled rotten) Merchant specializing in arms, armor, and ammunition (arrows, shot, ballista bolts)

Dongin and Eutacia Flenard <DON-gin and YOO-tah-see-uh fle-NARD. Twin girls: Flena and Fona. Dongin is a miller.


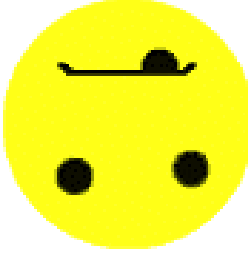






Lobin and Dena Renemet <LOW-bin and DEE-nuh REN-eh-met> Daughter Valiana <VA-lee-ah-nuh>. Lobin is a journeyman blacksmith.

Jourel and Amerona Bandart <zhur-EL and A-mer-oh-nuh band-ART>. Children: Hanetta and Ludin. Farmers.

Bornor Malen <BORE-ner MAL-en>. Subsistence farmer and miserly recluse.

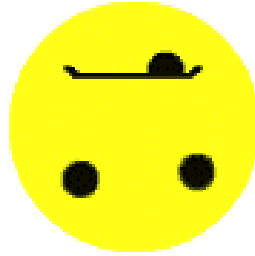
Gonarin and Ondromia Livachard <go-NAR-en and on-DRO-mee-uh liv-eh-CHARD>. Children: Ystian and Ranould. Farmers.

APPENDIX 6: SEASICKNESS TAGS

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ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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