

URC4-S02

Overdue Books

A One-Round D&D LIVING GREYHAWK[®] County of Urnst Regional Adventure Version 2.2

By Gregory Ison

A Wizard is in need of assistance, and willing to pay for it. She seems to have left some books in her stateroom onboard a ship in the harbor, and is hiring adventurers to retrieve them for her. The heroes will just have to dive right in and fish her books out! An introductory adventure for 1st level characters.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

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 and a half 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 the preparation 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, 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the 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 ***bold italics***. 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.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being 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 sidebar 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.

3. Sum the results of 1 and 2, and divide by the number

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

of characters playing in the adventure. Round to the nearest whole number.

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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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 dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). If the dog is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. Failure indicates that the animal will not attack that round. This is a move action that may be attempted each round. See page 74 in the PHB for more details on the Handle Animal skill.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Overdue Books is a LIVING GREYHAWK adventure intended for parties composed of first level characters. It is an introductory adventure, designed to accustom both starting characters and players to the LIVING GREYHAWK world in general and to the County of Urnst in particular.

Adventure Summary

Background:

The sailing ship Osprey Roulette arrived in the City of Radigast several days ago. She had sailed from the Domain of Greyhawk, with three passengers and a hold full of cargo. Owned by the Roulette Shipping Company, the vessel had made the round trip for the past several years and was due to take on different cargo and make the return voyage to Greyhawk later this week. Unexpectedly, the day after her arrival in Radigast, she started taking on water and sank.

The sinking was unexpected by everyone except Thar Kack, a human cleric of Kyuss, and former passenger. Concerned about the possibility that he might have enemies following him, Thar had concealed a number of Zombies in the ships cargo (in barrels marked as "Salted Pork"). His plan was to sink the ship after his passage, thus making it harder for anyone who might be following him to find his trail. This plan went even better than he had expected, as a small thunderstorm hit just as the Zombies went into action. By the time the small anchor watch noticed that the ship was sinking, they were able to do little other than abandon ship. While the ship was lost, but there was no loss of life.

The other two passengers who had made that last voyage on the Osprey Roulette were a human merchant named Edward Favaren, and an elven wizard named Calista Ak'Nym. Edward, his baggage and cargo had been unloaded the day before and so play no part in this adventure, though the players might meet him in Encounter #5 if they wish. Calista on the other hand is central to the adventure. It seems she had left her baggage on board the ship. She had planned to take the return voyage to the City of Greyhawk when the Osprey Roulette sailed later in the week, and was staying in her stateroom rather than rent a room in town. While most of the items she left on board can be replaced (and are of no real concern to her), she needs to recover her spell book as well as nine other rare books, three of which are on loan from the Great Library of Greyhawk (and are therefore "Overdue").

Calista has spent the last three days calling in favors and selling those spells she had prepared in order to gain enough funds to mount a recovery operation. She has sent each of the Characters a note (see Player Handout #1), asking them to join her for lunch. During lunch she plans to offer them the job of recovering her books. The adventure starts as players sit down to eat.

Encounter 1: "A wizard in need".

The characters have each received a note (provided as Player Handout #1) from Calista Ak'Nym, asking them to meet her at a tavern not far from Radigast University for lunch, to discuss a business offer. The adventure starts as they are setting down at a common table to eat and Calista introduces herself. Over lunch she explains that she is in need of adventurers for a "simple

job". "It will likely take about three hours time."

Encounter 2: "Hiring?"

If they accept the job, Calista will explain her problem and what she wants them to do to fix it. If they do not accept the job, the heroes could be hired during Encounter #5 below, but this would make the adventure much harder. She needs the party to recover several books from her cabin on the Osprey Roulette, a ship in the harbor. The problem is that the ship sank last week, and is in 60' of water. Calista can cast a Water Breathing spell (from a scroll), which will provide each of the characters with over an hour of diving time. During that time they need to dive to the ship, find her cabin, recover her books and return to the surface of the harbor. The players will need to be instructed in the rules modifications for underwater adventuring (DMG pg.92).

Encounter 3: "Helping... with books."

If there are no questions, Calista ends the meeting with instructions to meet her at one of the docks in the harbor the next day. As the characters are taking their leave Calista will ask any Wizards to wait a moment to discuss preparations. Calista will offer to prepare and cast what spells she can from the characters spell books, if they are willing to let her.

Encounter 4: "Last minute shopping."

The characters have the chance to do a little shopping. Do any think to buy spears? (Or other piercing weapons?)

Encounter 5: "Calista who?"

An optional encounter if the players want to spend some time investigating their employer, or why the ship sank.

Encounter 6: "Getting paid twice, for the same job."

Any Rogues (or some other character if there are no Rogues) in the party are approached by a member of the "Birds of Prey", and offered payment for recovering another "parcel" from the sunken ship. These characters are told that they may "hire" the other characters for this job, as all the characters will be diving.

Encounter 7: "Rhenee anyone?"

Meeting the barge that the characters will be diving from, and its' crew. The Rhenee captain tends to view this whole affair as some type of spy mission, playing at "cloak and dagger" whenever he deals with the characters. Despite this the adventure starts off on time with no problems.

Encounter 8: "Are we there yet?"

Arriving at the wreck site, Calista will cast spells and the characters "go diving".

Encounter 9: "Down we go..."

The characters descend into the murky waters of the harbor and need to find the sunken ship (it is only just out of sight, but...).

Encounter 10: "Key encounter."

The characters discover that the door to the hall to the passenger cabins is locked. If they can't pick the lock, they'll need to batter the door down (not easy underwater). The door to the stateroom is locked also.

Encounter 11: "Hold on now."

The characters explore the hold of the ship (this is where the parcel for "the Birds" is located). First they have to get in, after which they encounter the Zombies who cut the hole in the bottom of the hull. The Zombies were instructed

to kill anyone they see, so... an underwater fight ensues. The Zombies are armed with axes.

Encounter 12: “Which box is it?”

In a search of the flooded hold of a ship, just finding the right crate is a problem, then the Heroes need to get it open.

Encounter 13: “Well, Chum.”

All the activity at the site of the sunken ship has drawn the interest of the local harbor sharks. Normally not very aggressive, but...they have come swimming along to see what’s for dinner.

Encounter 14: “Up, up and away.”

Back up the line to the barge waiting above. Did the hero’s remember to bring the books?

Encounter 15: “Anyone up for fish and chips?”

Back to the tavern near the University for dinner, and the special tonight is shark.... The Characters receive their pay from Calista. She states that she will look the characters up if she has any other ... adventures.

Encounter 16: “Show me the money.”

The Characters are paid by “the Birds of Prey” for the parcel recovered. The Characters will be told that the “Birds” consider them trustworthy, and they may be offered other jobs in the future.

Encounter 17: “We have law in this city.”

Someone may approach the Characters from the City Watch, asking about what they know about the ships sinking, and about a person named Thar Kack.

Introduction

Any player playing a Druid character should be advised before starting play that this adventure takes place wholly or partly in an aquatic environment (the Radigast City harbor). Because of this, they are allowed to use a crocodile, porpoise, Medium shark, or squid as an Animal Companion. Calista will know what animal the druid character has as an animal companion, and this will have influenced the decision to offer the character the job.

A bullet list of what to do while in Radigast City has been added to the end of this module as a DM handout. You should review this before allowing the PCs to romp through Radigast unchecked.

This morning each of you was approached by a young human of about 18 years of age, dressed in the robes of a student of Cygnet University. This student presented you with a small folded note on fine parchment. (Hand out Players’ Handout #1. If the character is a barbarian, the student will offer to read it to them).

The student may have been male or female, as a different one approached each player. Calista sent all the notes out at the same time. This is something the characters will only discover if they talk among themselves, and think to ask about the messenger.

The following section of boxed text is to set the stage, and provide the players with a bit of background flavor. The judge should feel free to modify it to fit the characters present at the table.

After waiting briefly in the hopes of receiving a tip, the student hurried

away, saying something about needing “to get to divination class”. While most of you were approached as you came down from your beds, heading for breakfast, from the looks of some of your companions it is possible that they were intercepted as they were headed the other way. Going to bed.

As you had no other plans for lunch, and not being a person to turn down free food and perhaps drink as well, you find yourself at a large table in a corner of the Ale Inn. The restaurant is nearly empty at this time of day. Though there is room for a rather large crowd, you find that other than the gnomish staff the only people in the room are those at your table. So introduce yourself.

The players should take time at this point to introduce their characters and themselves to each other. A brief description of how each character looks should be included, though this can be skipped if all the players and/or characters know each other. (The idea of table tents should be introduced to beginners, and they should be encouraged to use them.)

Encounter One

“A wizard in need”.

A female Elf of middle years enters the room from the front door. She is dressed in a rumpled green scholars robe, a lighter green riding cloak and holds a large leather bound book under her arm. She glances about the room and, seeing your group, hurries over to the empty chair at your table.

The elf is Calista Ak’Nym, the wizard who has called this meeting in the hopes that the characters can assist her in recovering her “Overdue Books”. During

the lunch, the book remains by her side on the tabletop, though she never references it. (It is most likely a history text, in some archaic language and very old itself.)

“I am glad to see you were all able to make it here today! It’s a wonderful start!”

Here she takes a moment to greet each of the characters by name, shaking hands with those characters seated close to her, nodding to those farther around the table. Sometime during these greetings, she takes her seat at the head of the table. Clearly nervous, she appears to be a little out of her element at a luncheon meeting of adventurers.

As she is seated, lunch is served. The meal consists of fresh bread, roast beef, peas in a cream sauce, and house ale or wine. Characters ordering the house ale will have it served in leather jacks in the shape of scroll tubes. Despite the container it is served in, or perhaps because of it, the house ale here is very good. After taking a drink from her wine glass, the elven scholar will introduce herself.

“I am Calista Ak’Nym, a scholar, a student of the arcane arts, an adventurer of some small note, and at present a person in need of some assistance.

“I arrived in Radigast from the City of Greyhawk just four days ago. I had business at the University here, and expected to be in town only a few days. In fact, I had planned to sail back to Greyhawk on the same ship I had arrived on. That was not to be though. Three days ago, while I was at the University, the ship I was staying on sank.” Pause here... **“In the harbor.”** Another pause... **“Taking a number of**

my books with it. So you see my problem. I need someone to retrieve those books for me. The entire enterprise should take about three hours time from start to finish. For this task, I can pay each of you 36 gold nobles. I fear I have little ability at haggling over prices or payments, so I normally make my best offer and let it stand. I say this in order to speed your decision. I will add that if you help me in this matter, I will remember you as someone who aided me in my time of need. So, think the matter over, but do give me an answer soon won't you?"

Encounter Two

"Hiring?"

The characters should accept Calista's offer. If they do not, it will be very difficult for them to continue with this adventure. Indeed, lunch will be most uncomfortable with Calista avoiding all questions about the mission until those characters not taking the job finish their meal and leave.

If the characters decide not to take the job offer from Calista, the players may still be hired in Encounter Five. This will require some adaptation of the adventure plot line by the referee. If they still do not take the job, the adventure ends there.

Once alone with the characters excepting the job, Calista will explain her problem in greater detail and what she wants them to do to fix it. The major points she needs to cover are as follows:

- 1) The ship sank in about 60' of water. She plans to cast a Water Breathing spell (from a scroll she has obtained for that purpose), which will provide each of the characters with over an hour of diving time (10 hours total, divided by the number of creatures it is

cast on). During that time the characters need to dive to the ship, find her cabin, recover her books and return to the surface of the harbor.

- 2) She has arranged for the captain of a Rhenee barge, Captain Vestum, to provide transportation to and from the site of the sunken ship. The characters will need to be at the barge tied up to Dock #10 two hours before noon tomorrow.
- 3) She needs the party to recover a total of ten books from her cabin on the Osprey Roulette. Any other items recovered from her cabin she would also like, but this mission is about recovering those books. She can provide a verbal description of how to find her cabin on board the ship, but she will state that she has no idea what state the ship itself may be in now.
- 4) If the characters have any questions, Calista is more than willing to take the time to answer them. If the players state that they need to pick up some equipment (see Encounter Four) before the adventure, Calista will offer to take them to a weapon smith she has some credit with. She is willing to advance them part of their pay to buy weapons there.

(The players should be allowed access to the rules for underwater adventuring found on page 92 of the DMG.)

Encounter Three

"Helping... with books."

If there are no questions, Calista ends the meeting with instructions to meet her at Dock #10 two hours before noon tomorrow

As the characters are taking their leave Calista will ask any Wizards to wait a moment to discuss preparations. When they are alone, she will explain that while she is a higher-level wizard, she has not had access to her spell book and so will not be able to prepare spells to assist in the adventure tomorrow. She will offer to prepare and cast what spells she can from the characters spell books, if they are willing to let her have access to them tomorrow. She can prepare any spells from their books **that she has in her book**. See her description in Appendix I for a full listing of her spell book. She will discuss spell selection with the other wizards and prepare the spells they suggest if she can. This will likely be at least mage *armor* and a *light* for each of the characters (if the spells are available in one of the characters books). This may mean that she prepares lower level spells into higher level spell slots.

Encounter Four

“Last minute shopping.”

The markets in the city of Radigast are some of the largest in the Flanaess. Characters should be able to find any item they need here, at the standard prices as listed in the PHB. Have the players roll a Knowledge Local roll (if any of them have ranks in it). A DC12 will suggest checking the Pawn Shops in South town (see Encounter Five below). Unless the players spoke to Calista about doing some shopping, this encounter is rather freeform. Have fun with it, but don't spend a lot of time here. Feel free to use Grimjaw Smithy sketched out below to provide a

backdrop if you like, or have the characters deal with street vendors.

If the characters took Calista up on her offer of assistance with a weapon smith, she will lead them to a small smithy called Grimjaw Smithy just off the Bampton Highway in South town.

An older adventurer called simply Grimjaw runs Grimjaw Smithy. When Calista arrives with the characters in tow, Grimjaw and an apprentice are just finishing up some project (the final part for a suit of small banded mail, though it would take a DC20 Craft Arms and Armor check to know this).

You can hear the ringing of metal on metal as you approach the open front of a small building. Large wooden shutters have been propped up, creating something of an awning to offer shade to anyone in front, and as you get closer you realize that shutters have also been opened in back. This seems to allow the breeze to blow through the building, though right now it is quite warm in there.

The smith looks up from his work in the back of the smithy when Calista and you enter. He smiles broadly and nods to her before turning back to his work. After a few more swings of the hammer in his beefy hand he says something to the young man assisting him and walks to the front of the smithy to speak to you.

Grimjaw is an older ex-adventurer, who knew Calista in his youth (he adventured with her 20 years ago). Play him as an “old soldier”, happy in his new profession, but still one of the Good Old Boys.

Calista will introduce the characters with her and tell Grimjaw to allow them to

draw up to 36 gp each on her credit line. She will then state that she has to hurry back to the Library and leave, telling the characters she will see them tomorrow.

Do any of the characters think to buy spears? (Or other thrusting weapons?) If anyone mentions to the smith that they will be adventuring underwater, he will suggest spears (both normal and long spears) as “affordable” piercing weapons.

Grimjaw: Male Human, Fighter/Expert 4/2.

Encounter Five

“Calista who?”

A group of optional encounters to be run if the players want to spend some time investigating their employer, or why the ship sank. These encounters can be totally role-played or the players could resolve some or all of them with Gather Information checks (DCs 10, 15, or 20 depending on amount of detail gained). The judge should play this encounter the way the characters are most comfortable.

Some possible encounter tracks are:

- 1) Grimjaw (see Encounter Four above), who knows Elstari well and thinks quite highly of her.
- 2) Some of the crew from the Osprey Roulette. They would know a little about each of the passengers (they traveled with them on a small ship for a week). It would be possible for the characters to meet one or more crewmen in a dockside tavern and get them talking over an ale or two. They would know the following about each of the passengers.

a) Calista spent most of her time in her cabin, though she seemed nice enough when they saw her.

b) Thar Kack was a little creepy, kept looking back like he expected to see a ship following him. Claimed he was a merchant, but the only things loaded with him were a dozen barrels of salt pork with Shield Lands labels in the hold and two big trunks in his cabin. (If asked about the cargo, the crewmen will mention that the barrels hadn't been unloaded when the ship sank).

c) Edward Favaren had traveled with them several times before and was a really nice fellow. He remembered several of the crewmen by name and would sometimes slip a bucket of ale to the crew going off watch. He was always good for a story or two, and liked to listen to the crews' tall tales.

3) The offices of the Roulette Shipping Company, who owned the ship that, sank. The main offices are located in the City of Greyhawk, the branch office here in Radigast is a small one, located as part of a warehouse down near the docks (outside the city proper). When the characters mention the sunken ship, the clerk there will at first think the characters are there about insurance. The Roulette Shipping Company is a self-insured

company and will often (for a fee) insure cargo carried on their ships. Several of the uninsured cargo owners have tried to place a claim on cargo lost on the ship. Thar Kack was not insured, and has not come forward with a claim, so the clerk is very concerned that the characters are representing him. The Clerk will point out that Merchant Kack was not insured, until the characters tell him they do not represent Thar Kack. Other than that, the clerk (and as a result the company) knows little else of value to the characters.

- 4) Rumors in the underworld. Word on “the street” is that the “Birds of Prey” have taken an interest in the ship. (This line of investigation will lead to Encounter Six).
- 5) Edward Favaren is a merchant based in Radigast and would be willing to talk to the characters. He tends to see the good side of everyone, and is normally very cheerful. He is very happy that his cargo got unloaded first (he tries to be on the good side of the crew and feels that this paid off in this case). He knows many of the crew and shipped with them several times. Calista is a nice elven lady, if a bit too bookish. Thar Kack was odd for a merchant, and seemed to find fault in everything around him.

Encounter Six

“Getting paid twice, for the same job.”

Any Rogues (or some other character if there are no Rogues) in the party are approached by a member of the “Birds of

Prey” named Belissica Strong (called “Bell” by people that know her), and offered payment for recovering another “parcel” from the sunken ship. The character or characters approached by Bell are told that they may “hire” the other characters for this job, as all the characters are expected to be diving together. No explanation will be given as to how Bell (or the “Birds”) knew Calista had approached the characters. Bell will state that she will pay 150 gp to each of the characters for the “parcel”, and will add a bonus if they can determine what caused the ship to sink. The “Birds” are concerned that the sinking may be a strike at their smuggling operations.

Belissica “Bell” Strong: Female Half-Orc, Rogue/Cleric (of Zilchus) 1/1.

She will instruct the characters that the crate the parcel is in holds Pecans. The parcel is in a lead lined strongbox, hidden under the pecans. The strongbox is locked, and the characters will have to pick the simple lock or bring the entire strongbox (about 40 lbs.). Does the character have thieves tools? If not, Bell will loan a set of normal thieves tools, and expect their return when the characters are paid. She will tell the characters the parcel itself is trapped, so they should not open it (it isn’t, but her bluff is very good, so it would take a Sense Motive of DC 20 to detect this lie).

Encounter Seven

“Rhenee anyone?”

Meeting the barge that the characters will be diving from, and its’ crew. The Rhenee captain (Captain Vestum) tends to view this whole affair as some type of spy mission, playing at “cloak and dagger” whenever he deals with the characters. As a role-playing encounter

this can be played up very big, with Captain Vestum giving code phrases while glancing around to see if anyone is watching (“Zee rain in Sterich falls mostly in the plains”, glance over his shoulder...). Have fun with this encounter! Despite this the adventure starts off on time with no problems. Besides Captain Vestum, the barge has 2 other Rhenee as crew (“Zeir names are unimportant. Quickly, we must get you below deck before someone sees you!”) The characters are hurried into the aft cabin, plainly the living quarters for Captain Vestum. Calista is seated there, her head lowered over an open book (an account in Ancient Suloise of part of the Suloise Migration after the Rain of Colorless Fire). When all the characters have arrived the barge sets out.

Encounter Eight

“Are we there yet?”

Arriving at the wreck site the barge drops anchor. Captain Vestum will enter the cabin where the characters were told to wait. He provides each character with a weighted belt (rocks in a canvas tube) that will weight them down enough to walk along the bottom of the harbor. This will provide the characters with “Firm footing” (DMG pg. 92)

Calista draws a small drawstring bag from a pouch at her belt. Opening it, she draws forth 8 small berries. “I imposed on an old friend of mine to provide some limited healing for our endeavor. These are called Goodberries...”

She will give a brief description of the uses of *Goodberries*, while passing over the eight she has. Advise the players that they can review the effects of *Goodberries* in the PHB, under the spell of that name. These ‘berries are good for

5 more days (until the end of this adventure).

Calista will cast the *water breathing* spell from the scroll she has. If the characters have provided her with access to another spell book, she will also cast any spells that she was able to prepare. The most likely ones would be *light* spells (when cast by her they will last 50 minutes) and *mage armor* (if it is available from a players book, cast by her it will last 5 hours). Any other spells that she may cast are not likely to last long enough to matter.

Captain Vestum unlocks (Open Locks, DC30) and opens a large trunk set against one wall of the cabin (Secret Door, DC30) revealing a shaft down and out the bottom of the barge. Into this he drops the weighted end of a knotted guide rope, which he ties around the “trunk”.

“Good luck.” Captain Vestum states “May you find ze better side of Ralishaz, god of chance and insane causes.” With a wide smile he steps aside and says to Calista, “Ze crew and I will drop fishing lines and sit topside, looking to all watchers as simple fishermen. Signal me when they get back up and we will return to shore.”

Calista will tell the characters that they are on a time limit, they have only a little over an hour of water-breathing, (and any *light* spells she casts will only last 50 minutes).

Encounter Nine

“Down we go...”

Following the guide rope that Captain Vestum dropped for you, you descend into the murky darkness. As the light of day fades around you, the chill of the

water seems to penetrate to the marrow of your bones. Surely that shiver you feel is just from the cold, and not the icy feeling of fear. Deeper still and you are somewhat surprised by the almost total lack of sound. You find yourself straining to hear anything in the silence, and when one of your companions speaks, it is shockingly loud to your ears. It seems like the depths of the harbor is a silent world of murky brown light, cold and heavy upon you. You come into sight of the weighted end of the guide rope, setting in a small crater it created when it struck the mud of the harbor floor. This is it. You are at the harbor bottom.

Underwater time line: the characters have used 5 minutes for this. Feel free to tell them this, it will add to the feeling of “pressure”.

The characters have descended into the murky waters of the harbor and now need to find the sunken ship (it is only just out of sight, but...). Treat this as a puzzle for the players to solve. Any reasonable effort will find the ship. Some possibilities would be; walking a short way from the guide rope in several directions and just looking, picking up the weighted end of the rope and walking around, sending out a scout to check various directions. The only thing that should not work is just to walk blindly in one direction and hope for the best.

Once the ship is found, it will prove to have settled into the mud, up right on the bottom almost like a large building. The characters should swim or climb up the side of the hull to the deck to gain access to the inside of the ship.

Underwater time line: finding the ship and getting on deck should have taken at least another 5 minutes, more if the

characters take time to search the decks, a lot more if the characters have no ideas how to look for the ship.

The ship has 3 decks. The main deck (in the center) is 25 feet by 50 feet, the foredeck 25 feet by 15 and the aft deck is 25 feet by 20. A door allows access to the cabins beneath both the fore and aft decks, while ladders/stairs flanking each of these doors link the main deck to both upper decks. Two hatch covers (5 foot by 5 foot) give access to hold below.

Encounter Ten

“Key encounter.”

The door from the deck of the ship to the staterooms under the aft deck was locked by the first mate when he went ashore. The characters will discover this when they try to open it. The lock itself is a “very simple lock” (Open Lock DC 20), but a –2 circumstance bonus is imposed due to the underwater conditions. (Open Locks cannot be attempted untrained.) Attempting an Open Lock check without a set of thieves' tools imposes another –2 circumstance penalty on the check. These penalties will stack.) Remember, a character can take 20 on this check, so a character with any ranks in Open Lock should be able to pick this lock in two minutes.

Underwater time line: if the characters picked this lock they have used 2 or 3 minutes. Feel free to tell them this, it will add to the feeling of “pressure”.

If the characters can't pick the lock, they'll need to batter the door down to gain access to this part of the ship. The door to the stateroom is locked also.

Good Wooden Door: hardness 5; hp 15; AC 5; Break DC 24.

The Break DC for this has been increased due to the underwater conditions. If the characters are able to describe some means of overcoming these conditions (pounding spikes in the deck to provide better footing, using a crowbar, etc.), be sure to give them a circumstance bonus to their rolls. This obstacle should provide for some interesting role-playing, but should not be a “show-stopper”.

Underwater time line: Battering down the door will take time. If they have no other methods of opening the door tell them that it took 2 of the characters 20 minutes to batter it down. Feel free to tell them this, it will add to the feeling of “pressure”.

Once the adventurers get the door open, they are faced with a dark, cramped, hallway. If they do not have dark vision, they will need some form of light (that works underwater). If they battered the door down, the passage will be murky with disturbed mud, silt, and fragments from the door itself. Vision in this case will be restricted to 5 foot (an effect like that of an *Obscuring Mist* spell). If the characters delay before entering, the silt will settle in 5 minutes. The hall is only 10 feet long and has a door on the left (7 feet into the hall), on the right (3 feet into the hall and visible in the murky water) and two doors in the wall at the end of the hall (10 feet in). None of these doors are locked. The door to Calista’s stateroom is the one in the left wall. The door on the right opens on the cabin Thar Kack stayed in (now empty). The doors at the end of the hall open onto cabins used by Edward Favaren and the Captain (both empty, as the captain took his effects ashore with him to his home and Merchant Favaren unloaded his the day before).

Underwater time line: Waiting for the Murky water to settle will take 5 minutes. Searching each of the 10 foot by 10 foot cabins (It is a full round action to search a 5-foot-by-5-foot area) will take about 5 rounds (do the characters take 10?). Taking 20 on the searches will increase this time to 8 minutes. Feel free to tell the players this.

Treasure: Searching the other cabins will turn up nothing of real value. In Calista’s cabin the players will find her books, and a few personal items (clothing, etc.).

Encounter Eleven

“Hold on now.”

The characters explore the hold of the ship (this is where the parcel for “the Birds” is located). First they have to get in (a Disable Device or Open Locks DC 10, or chopping thru like in Encounter 10 above).

Underwater time line: use the underwater time line in Encounter 10 above to get an idea of how long this took.

After opening and/or entering the hold, the characters will encounter the Zombies who cut the hole in the bottom of the hull. The Zombies were instructed to kill anyone they see, so... an underwater fight ensues. The Zombies are armed with axes.

Creatures: Human Commoner Zombies (4):

hp 16, 16, 16, 16; see *Monster Manual* page 266.

These Zombies are armed with battleaxes that they use two handed. The Zombies have “firm footing” from items carried. Remember, as they are using these (slashing) weapons underwater,

the Zombies are -2 to hit and deal half damage. Thus their attacks are:

Battleaxe +0 melee (half of 1d8+1)

Tactics: The Zombies are not exactly hidden, but due to the disorderly mess of the hold it will take a Spot (DC 20 from outside the hold, DC 10 for anyone in the hold) to notice any of them (roll a d4 for the number Spotted) unless the Zombies start an attack. The Zombies last instruction was “to kill any living thing that you see”, so they will move to attack when they notice the characters (the zombies will need to make spot checks to notice any character hiding while entering the hold (Spot +0). If the characters are doing badly and retreat, it is possible the sharks from Encounter 13 might arrive and attack the Zombies. Turned undead will flee (if the cleric turning them in blocking the exit they will cower in the back of the hold) for 10 rounds, at the end of which time, if still animate, they will attack any living thing they see. It is possible that they could be turned several times.

Treasure: One of the Zombies has a copper bracelet inscribed with the following message in common. “If I should be found dead, take my body to the temple of Saint Cuthbert for a suitable reward.” If the players do this, they receive 75 gp. two days after the adventure. The judge may feel free to create any back-story for this man, though he will have died in the city of Greyhawk. Perhaps he was trailing an evil cleric in the sewers of the City of Greyhawk when he died?

Underwater time line: This fight is likely to take only two or three minutes, maybe less if the characters Turn Undead.

Encounter Twelve

“Which box is it?”

In a search of the flooded hold of the ship, just finding the right crate is a problem. Search checks will be required. If the characters have been hired by the “Birds” and know what they are looking for the DC should be 15. If they are just randomly checking crates and barrels, it is only found with a DC 30 roll. Each search roll spent here will take 15 minutes, but reduce the CR by -2 for each additional Search roll. Remind the players that they can “aid” each other with these rolls, and that they can take 10.

Any search roll of the hold will reveal the following; the cause of the sinking was several holes in the ships’ bottom. A craft (carpentry or woodworking) check DC10 (a skill usable untrained, so all the characters searching in the hold should make these rolls) will reveal that they were chopped, with a DC 15 revealing that it was done from the inside. A Search roll of DC 15 will reveal several (four) barrels that were broken open before the characters got here, and a second Search roll (DC 15) on these barrels will reveal that they were broken open from the inside. These barrels are marked “Salt Pork” in common. The Barrels have Shield Lands heraldry on them.

Treasure: Searching the hold for valuable cargo will gain the characters 86 gp in items they can sell (loot). This search can be conducted at the same time the characters are searching for the “Birds” parcel.

Underwater time line: Have the players keep track of time for each search roll.

Encounter Thirteen

“Well, Chum.”

All the activity at the site of the sunken ship has drawn the interest of the local freshwater harbor sharks. Normally not very aggressive, but...they have come swimming along to see what's for dinner. Blood/meat in the water (from the zombies) will have convinced them to attack.

Creatures: Tiger Sharks, Medium (4): hp 16, 16, 16, 16; see *Monster Manual* page 279.

Tactics: The Sharks are normal animals and will not fight to the death. Any shark damaged for half its hit points or more (8 points in damage) should flee. If the fight is going badly for the characters, the DM can reasonably have the sharks attack any other wounded sharks.

If the characters can come up with some creative way to get one or more of the sharks to eat one or more of the *goodberries* Calista provided in Encounter Eight above, that shark will swim away (having just eaten a full meal...). While this should not be easy to do (the sharks are not likely to notice the small berries), it can be an interesting twist to the encounter.

Underwater time line: This fight is likely to take only two or three minutes.

Encounter Fourteen

“Up, up and away.”

The characters will have very little trouble finding their way back to the line dropped by Captain Vestum, even if they failed to leave a marked trail. The tracks of their walk along the bottom will be plainly visible. If all else fails they can drop their weights and swim to the surface. Characters may “drop weight” to make the

Climb up the line a DC of 0, otherwise it is DC 5 (Taking 10 is an option, if there is no combat). The Climb up to the barge above is 60 feet. The important question is: Did the hero's remember to bring the books?

Underwater time line: There should always be enough time to make it to the surface... the idea here is not to drown the characters, just to add a bit of time “pressure”.

Encounter Fifteen

“Anyone up for fish and chips?”

Back to the tavern near the University for dinner, and the special tonight is freshwater harbor shark.... The Characters receive their pay from Calista. She states that she will look the characters up if she has need of any other ... adventurers.

Treasure: If the character retrieved the books Calista will pay each of the characters 36 gp.

Encounter Sixteen

“Show me the money.”

Bell (with an unnamed companion) meets with the characters and the Characters are paid by “the Birds of Prey” for the parcel recovered. The Characters will be told that the “Birds of Prey” consider them trustworthy, and they may be offered other jobs in the future.

If the characters were not contacted by the “Birds” but did recover the parcel, they will likely just sell it. The “Birds” would be buying it. Feel free to set up this encounter while walking back to the tavern with Calista, or have Bell barge into the tavern during dinner to settle the debt.

Belissica “Bell” Strong: Female Half-Orc, Rogue/Cleric (of Zilchus) 1/1.

Unnamed Associate: Female Human, Rogue 2.

Treasure:

For recovery of (or for the sell of) “the parcel”.

L: 0 gp; C: 150 gp; M: 0 gp

For information about the cause of the ship sinking:

L: 0 gp; C: 50 gp; M: 0 gp

Encounter Seventeen

This Encounter takes place the day after Encounter Sixteen. If the characters discovered some of the information about the cause of the sinking or Thar Kacks’ involvement, a member of the City Watch will approach them. She (Lt. Stitch) is interested in asking about what they know about the ships sinking, and about a person named Thar Kack. With the characters aid the Watchman will be able to solve this puzzle, and as a result will insure that the characters receive a reward from the Harbor Authority. In the morning the city watch will inquire with the barkeep about the whereabouts of the party. If the party is eager to wrap up the module, have the watchman show up in the evening searching for the party and information.

Watchman: Lt. Stitch, Female Human, Ranger 3.

Treasure: If the characters to tell the City Watchman the cause for the sinking (“Zombies in the cargo cut holes in the bottom of the hold...”), she will insure that they receive a money reward (45 gp.).

Experience Point Summary

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

Encounter Nine

Locating the ship, 30 xp;

Encounter Ten

Getting thru the locked doors, 30 xp;

Encounter Eleven

Getting thru the hatch cover to the hold, 30 xp;

Defeating the Zombies, 120 xp;

Encounter Thirteen

Defeating the Sharks, 120 xp;

Story Award

Completing the dive within an hour (this is not easy to do): 30 xp;

Discretionary roleplaying award

Discretionary judges award 90 xp;

Total possible experience:

450 xp;

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes

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

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

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

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

after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Total Possible Treasure

L: 94 gp; C: 356 gp; M: 0 gp - Total: 0 gp

Encounter One:

Agreeing to take the diving job and showing up to do so.

L: 0 gp; C: 36 gp; M: 0 gp

Encounter Eleven:

If the players recover the zombie body (most of it anyway) wearing the bracelet, they receive the coinage, otherwise just they just get the loot amount.

L: 8 gp; C: 75 gp; M: 0 gp

Encounter Twelve:

Cargo salvaged from the hold.

L: 86 gp; C: 0 gp; M: 0 gp

Encounter Fifteen:

For "the parcel".

L: 0 gp; C: 150 gp; M: 0 gp

For information about the cause of the ship sinking:

L: 0 gp; C: 50 gp; M: 0 gp

Encounter Seventeen:

If the characters aided the City Watchman

L: 0 gp; C: 45 gp; M: 0 gp

Appendix I: NPCs and creatures

Calista Ak'Nym: Female, Grey Elf, 5th Wizard (Diviner) / 1st Bard; 1d6+5d4+0; hp 21; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch AC 13, flat-footed AC 10); Atk longsword +1 melee (1d8-1, 19-20) or Crossbow +5 ranged (1d8, 19-20); SA Spells (see notes below), Bardic Knowledge (+8), Bardic Music (Inspire Courage, Counter song); SQ Elf Racial Traits: AL Chaotic/Neutral; SV Fort +1, Ref +6, Will +5; Str 8, Dex 16, Con 10, Int 21, Wis 8, Cha 8. 4' 9" tall, 94 lb.

Skills and Feats: Decipher Script (+14), Disable Device (+8), (All listed Knowledge skills at +6 to +10, she knows a little about everything), Open Locks (+6), Perform (Wind Instruments) (+2), Profession (Librarian) (+4), Search (+7), Spell craft (+10), and she speaks 26 languages (if she needs to know a language, she does). Feats: Alertness (when her familiar is within 5'), Scribe Scroll (Class Feat), Craft Wondrous Item, Craft Wand, Spell Focus Enchantment, Greater Spell Focus Enchantment.

Possessions: Currently little other than the clothing on her. She will use a Longsword and Light Crossbow, but does not have one unless she is on the Rhenee barge where the Rhenee lend them to her.

Physical Description: Golden haired, violet colored eyes, 4'9" tall, 84 lbs. She could be described as a Mousy, Librarian type – and will often seem distracted. She often fails to notice things going on around her. Normally has an open book in hand. Everything she wears appears to have been slept in, even if she just put it on. Her familiar is a small owl, who will normally be sleeping during the day.

Spells Prepared (Calista has no spells prepared at the start of the adventure. Use this section to note any spells she is able to prepare from borrowed spellbooks. She will "take 10" for the Spell craft skill checks to prepare these spells and is thus assured of preparing them. She can prepare lower level spells in higher level slots. One of her spells at each level must be a Divination (her specialty school).

(5/6/4/3; base DC = 15 + spell level, 17 + spell level for enchantments):

0 [_____, _____, _____,
_____,
_____];
1st [_____, _____, _____,
_____,
_____, _____];
2nd [_____, _____, _____,
_____];
3rd [_____, _____, _____].

Calista's Spell book:

All 0 level spells except Necromancies.

1st level: Comprehend Languages, Disguise Self, Endure Elements, Enlarge Person, Expeditious Retreat, Grease, Hypnotism, Mage Armor, Magic Weapon, Reduce Person, Shield, Sleep, True Strike, and Unseen Servant.

2nd level: Glitter dust, Hypnotic Pattern, Invisibility, Knock, Locate Object, See Invisibility, Spider Climb.

3rd level: Deep Slumber, Tongues.

Player Handout #1

Salutations:

A mutual friend of ours has informed me that you are in Radigast for a few days and might be up for a bit of adventure. I, on the other hand, am in need of a group of adventurers to do a small task that I am currently unable to do for myself. It is possible that we could combine my need with your abilities and benefit us all. If this interests you, please meet me at noon today at the Ale Inn, a small restaurant half a block west of the dormitories of Radigast University. Its sign is a foaming scroll tube, and I'll be providing lunch even if you decide not to assist me.

Till then:

Calista Ak'Nym

Additional Information about Radigast City

Taverns:

1. The Ale House. Dwarven. Known for serving strong ale, dwarven hospitality and no pansy watered down drinks. **Bartender Grax.**
2. The Pit Fighter. Human. Known for arranging private non-lethal fights and bring in big business and a lot of gamblers. It's not been unknown for an animal or two to be "pitted" up against a good fighter. **Bartender Jakob**
3. Olven Crossroads. Elven. Known for serving fine wine and Torquann Brandy, this is an establishment for elves and their kind. **Bartender Silvanis and his wife Gladia**
4. Olga's Bordello. Horc. A raunchy tavern known for piss-poor-cheap ale and even cheaper female entertainment. **Bartender Helga.**
5. Nine Lives Lair. Human. Devotional to the Gellor household. Emerald Guard's main hangout. Bartender **Bizzy Dane.**
6. The Circle. Think tank and hangout for wizards and brainiacs. Known for it's special treatment of familiars. **Bartender Olef Underley**
7. The Bearded Lady. Dwarven. Known for the finest Rothberry Black the County knows. Even the private stocks of Rothberry are pale in comparison to the favorite of this establishment. Rumor has it that the family here owns the trade in Rothberry and gets only the top 1% of the dark lager here. **Bartender Niko Stonetree**
8. Coat of Arms. Upper class nobles' bar. 10 gold cover charge just to enter. Expensive wine, ale, and entertainment of your chosen persuasion. **Bartender Amrico**
9. S.P.A. Halfling and Gnome bar. All doors here are 5' and under, and even the stools and action bar reflect the fact that most customers are 3 feet. Applebee Mead is the chosen drink here and its cheaper here than anywhere else. Owner Jacobis Underley. **Bartender Stubbin Grenwort.**
10. The Boar's Tusks. A bar for hunters and peacekeepers. The walls are decorated with every sort of kill and Brotton Harvest Moon Ale and Torquann's Brandy runs plentiful here. **Bartender Greybeard.**

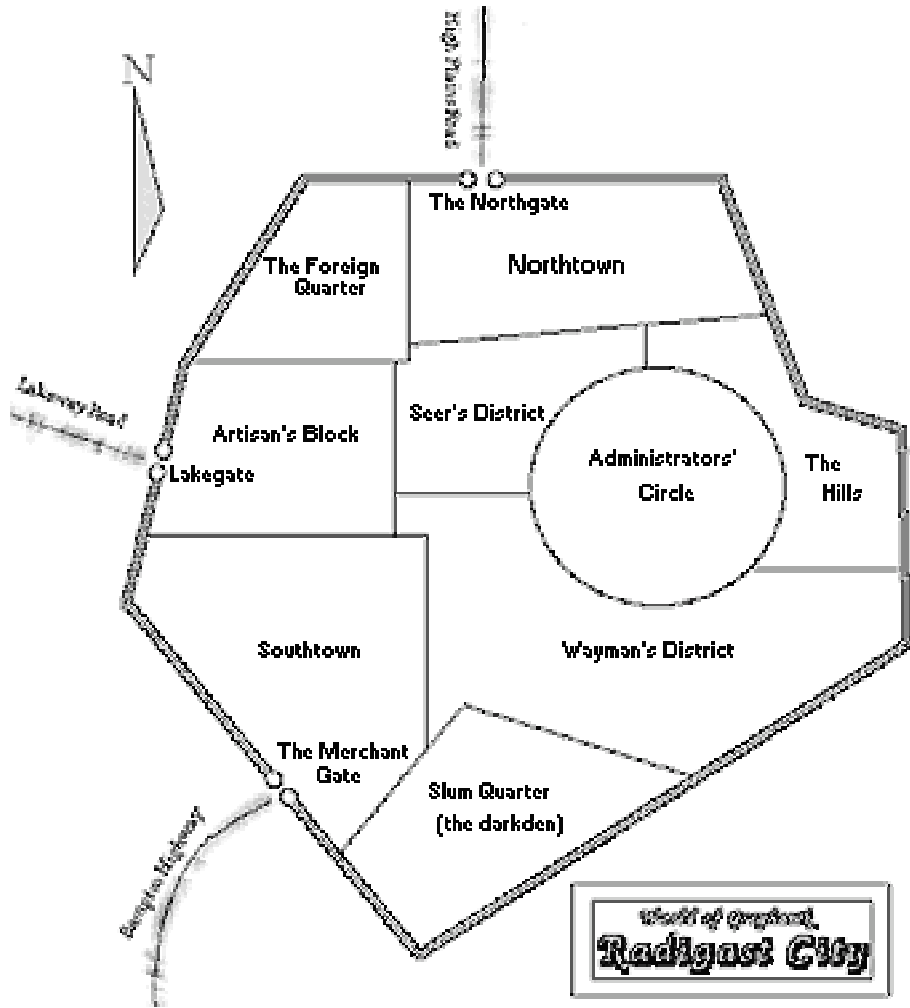
The **Administrator's Circle** is where the nobility sets for judgments and laws. Close to it is the Cygnet University and the Radigast Chapter House for the Obsidian Conclave (two CoU Meta-Orgs)

The **University** is nestled in the back on the Noble's Quarters about half a mile North of the Administrator's Circle. It is known for it's huge silver dome and it's four towers placed at the Cardinal Points. The Dome itself soars upwards of 60' into the air with the Towers taking up an easy 100'.

There are nightly discussions on any available knowledge skill and each night of the week is devoted to particular knowledge devotion. Rumor has it that the University is currently investigating a rumored Ur-Flan who has recently made themselves known to Conclave officials.

Another Meta-Org in Radigast is the **King's Court**. It is a gathering place for scoundrels and "merchants". King's Court is a traveling circus troupe that is headquartered in Radigast. Their semi-permanent base of operations is located at an amphitheatre that is located in a rock quarry 10 miles outside of Radigast City to the East.

Shows (plays) are performed nightly by the troupe with two shows on days of leisure. The troupe also has acrobatic shows as well as trained animal shows.





T S R Q P O N M L K J I H G F E D C B A

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