

Hero's Welcome

A one round AD&D Living City Adventure

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module 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 indented and in italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Premise:

A new prince has arisen among the Sahuagin in the deep. The barons of the area have set out with raiding parties to capture humans for slaves, sport, and food to be used in the coronation festivities. All of the raiding parties have been blessed by the god of the deep. One such raiding party has made its way to the coast a few days South of Ravens Bluff. The sahuagin have been raiding the nearby farms and fishermen of the town Arbonne. The adventure starts with the PCs in the marketplace. A fire breaks out at the Laughing Goat Inn and the PCs must handle a number of situations. After the incident, the PCs are proclaimed heroes by the merchant community and a feast is given in their honor. During the feast, Justin, a spokesman for the town, approaches the PCs and asks for their help. The rest of the module is spent travelling to Arbonne and then defeating the Sahuagin.

Outline:

Baby and the Bathwater

This scene takes place at the marketplace in Ravens Bluff. The Laughing Goat Inn, one of many establishments which line the market, catches fire in a most spectacular manner. Chaos ensues, during which the PCs must rescue a most rotund lady, save a woman and her baby, and help a young girl. The purpose of the scene is to give every PC the chance to be a hero, thus setting up the rest of the module. A local tavern keeper will invite the PCs to dinner at his establishment.

Dinner at Eight

This scene takes place the same evening of the fire at the Laughing Goat Inn. All of the action occurs at the Wyvern's Nest, a tavern near the market. A feast is held in honor of the PCs. There are a number of toasts and much merry making. During the evening, the PCs will be approached by Justin of Arbonne asking their help for his town.

On the Road

This scene takes place on the way to Arbonne, a small town up the coast from Ravens Bluff. The party encounters a group of novice adventurers. The encounter is primarily a role playing encounter but could involve combat.

House Warming

An optional combat encounter, the PCs and the group of novice adventurers battle some ogres that have been raiding the countryside.

Barn Storming

The scene begins when the PCs are almost to the town of Arbonne. A farm south of town has just been raised.. The survivor, a young man named Jonas, tells of hideous creatures that attacked from the sea. The PCs must investigate the scene and follow the tracks to the coast. There they must find a way to follow the Sahuagin to their underwater lair. This is primarily a problem solving encounter that involves some role playing. If the group consists of low level PCs or they are simply unable to find a way into the lair, then an alternate role playing encounter with dolphins is used.

Rip Tide

Mainly a combat encounter, the PCs must battle the main Sahuagin horde and free the humans that have been enslaved in the caverns. Once they have freed the townsfolk, the PCs must get them out of the caverns.

Celebration

Another role playing encounter, the grateful folk of Arbonne honor the PCs with a feast. Toward the end of the feast, Silas, a wandering magic trader, enters the town and gives a chest to the PCs. The chest holds a number of magical items depending on what items the PCs may have taken in the House Warming encounter. Be sure to refer to the supplemental list.

Market Day

Present the following to the players:

The market place is filled with the sounds of jingling coins and the sing song patter of merchants hawking their wares. The haggling among the stalls provides a constant unintelligible murmur that is punctuated occasionally by the loud clanging of a blacksmith's hammer. The smells of horses mix with that of fresh leather and pungent spices. Somewhere fresh meat is roasting over a fire. Mixed with all of the smells is the distinct crisp aroma of autumn in the air. Soon the weather will turn colder, but this is one of those rare fall days that harken back to the summer that has just passed. Most of the folk are outside, enjoying the last of the good weather. What better place to enjoy a nice day than at the market? You have each, for various reasons, decided to visit the market today.

The market is filled with vendors providing a wide range of services. Anything that can normally be purchased is available here today at double book prices (due to the war).

Allow the PCs time to shop and meet one another. Once they are busy with shopping and conversation, proceed to the next scene, **The Baby and the Bathwater**.

The Baby and the Bathwater

There is a lot of activity in this encounter. It begins with the explosion at the **Laughing Goat Inn**. After the explosion, the PCs must handle the kidnapping attempt on the Lady Melinda and save several of the patrons of the inn. The PCs may also put out the fire if

it within their ability. Otherwise, the fire will be handled when the Red Ravens Fire Department arrives. (after the PCs have handled everything else, of course.) The goal is to keep all of the PCs busy and give them each a chance to perform the role of a hero. Make sure each of the PCs is given the chance to do something. Each of the incidents listed in this encounter can happen separately, or at the same time. Except for the kidnapping incident, feel free to use or exclude the other incidents as you feel necessary. Be sure to include the kidnapping incident since it the reason for the fires. Putting out the fires will not preclude the incidents though it counts as an incident in itself.

Kidnapping Incident:

The bustle and clamor of the market place is suddenly interrupted by an explosion above the Laughing Goat Inn. Gouts of flame erupt from the roof and several upper floor windows. The main door of the inn bursts open as three heavily armored men emerge from the gloom within. One of the men carries a large, well dressed woman over his shoulder. He is huffing and staggering beneath her weight. The other men have swords in hand. They turn toward the alley next to the inn as smoke billows out the open doorway. You can hear screaming and shouting from within the building.

At this point have everyone make surprise checks.

The three men are paid thugs. They have been hired to kidnap **Lady Melinda Airendale**. Sadly, they were not informed as to her large girth and hefty endowments. Due to their substantial burden, the men cannot move too quickly. It should be easy enough for the PCs to catch up and deal with them in the round. Should the PCs question them, the men know only that a tall stranger in a hooded cloak hired them to kidnap Lady Melinda and hold her for three days. Then, the men were to set her free in Ravens Bluff. They had been given several flasks of *oil of fiery burning* which they used to set fire to the inn. The fire was supposed to provide a distraction.

Thugs (3): Int Average; AL CN; AC 5; MV 12; HD 2; hp 10; THAC0 20; #AT 1; Dmg 1d6/1d4; SA nil; SD nil; MR nil; Dex 16; SZ M; ML 10.

Saves: P.P.D. 13; R.S.W. 14; P.P. 12; BW 16 SP 15;

Studded leather, short sword, dagger

Save the Baby Incident:

A woman emerges onto a balcony, her arms clutching a baby to her bosom. Behind her, flames flicker in the doorway. She looks about helplessly at the street some 30 feet below and shouts, "My baby! Please someone save my baby!"

The woman, **Gloria Findler**, is the wife of one of the merchants in the marketplace. She is dressed simply in a cotton gown. The room behind her is filled with flames which will soon extend to the balcony. Be sure the PCs realize they have only a few rounds to act.

There are a number of ways for the PCs to help her through the use of appropriate spells or magical items. Rogues may climb the wall of the inn at +20% their base chance. The PCs may also choose to throw her a rope and have her tie it to the balcony. Gloria will do what she can to help the PCs within her ability. She cannot climb down, however, because she must hold her baby.

If none of the PCs act to help her immediately, Gloria will shout out to one of the PCs to catch her baby and then throw her child to the PC. If this happens, have the PC make a dexterity check to catch the baby. If the check is failed, the PC may still catch the baby, but must make a diving catch that inflicts 1d4 of damage to the PC. Also have the PC make a saving throw versus paralyzation or be knocked unconscious.

Lost Girl Incident:

Several of the patrons come stumbling from the smokey interior of the inn. An elderly balding man shouts out, "Nadia! Nadia! Has anyone seen my granddaughter?" One of the tavern girls answers him, "I saw her a few minutes ago. She was playing with the cat in the upstairs hall." The man turns back toward the inn, coughing and stumbles toward the smoke filled door crying out, "Nadia my dear, I'm coming!" As he mounts the steps, he stumbles and falls. Crying out in pain, he continues to crawl back into the inn.

It is up to the PCs to prevent the man from trying to rescue Nadia. Hopefully, they will attempt to rescue her themselves. Even if the fire has been managed, the smoke inside is dangerous. Any PC who is a member of the Red Ravens will realize this. Other may make either a wisdom or intelligence check at half. Inside, the inn is filled with smoke, and flames lick up the

right side. The smoke makes it difficult to see and to breathe. Each round a PC remains inside, have him make a CON check at half normal. Anyone with the endurance proficiency may make this check at full instead. Failure of the check inflicts 1 hp/level. Anyone who covers their face with a cloth takes half damage if they fail their check. Once inside it is easy to locate the staircase that leads to the next floor. The staircase leads to a long hallway with many doors down each side. The hallway turns at the far end of the building. Around the corner lies a young girl about 8 years old. A black cat lies in her lap. Both are unconscious.

Runaway Horses Incident:

From the side of the Laughing Inn, several horses come galloping through the smoke and into the street. People rush to get out of the way. A small boy about three years old sits in the street staring at the horses. He smiles and says, "Look mommy, horsies." His mother, starts out of a doorway, yelling "Jeffery!"

This incident is pretty basic. One or several PCs need to either stop the horses or at least save Jeffery from being trampled. A ranger might be able to calm the beasts in time, but any such attempt is at a penalty of -6 since the horses are already in mid stampede. Spell like web or hold mammal would be sufficient as would levitating Jeffery. If a rescue attempt is made for the boy, then the PC must make a DEX check. Failure of the check still allows the PC to reach Jeffery in time, but the PC will not be able to get off the street in time, which leaves two other options: throw the child to safety or shield him from damage. Anyone saving Jeffery must make a successful hit on AC 10. Any PCs caught in the stampede take 3d6 points of damage and may save vs paralyzation for half. The boy's mother, Linda will be frantic with thanks. She had been watching Jeffery, but when the fires broke out, she had run to help.

If the PCs wish to put out the fire, there are numerous ways to do it. Obviously, certain spells or magical items might do the trick. Barring that, the PCs will need to form a bucket brigade. There are plenty of people just standing around. If any of the PCs assert themselves, they can organize the onlookers. Anyone who is a member of the Red Ravens has a bonus to organize people and to put out the fires. A fountain nearby is fed from a spring and will provide an ample amount of water.

Once everything is settled, the City Watch will arrive and take charge of any prisoners. They will also

organize a bucket brigade if it has not already been done. **Sgt. Hanson** will take the PCs statements. Several of the populace will approach the Sergeant and tell him of the PCs deeds. Many of the folk will congratulate the PCs.

Lady Melinda will be most grateful for her rescue. She is to be wedded to the Earl of Westwick and has just arrived in Ravens Bluff to buy materials for her nuptials. She will offer the PCs 200 gps each for their assistance. Anyone who refuses will later receive a signet ring with the Airendale seal (a rearing stallion above two crossed swords), along with a note from Lady Melinda stating, "If you will not accept a reward, please accept this token of my esteem and gratitude." The ring is made of electrum and is worth 50 gps.

If Gloria and her baby are saved, her husband, an arms merchant will offer each PC a melee weapon of their choice or a crossbow. He even has several hand crossbows. The melee weapons are all of very fine quality and can be engraved with symbols or patterns determined by the PCs. The value of such melee weapons is 100 gps. It is possible to obtain a melee weapon of small size made of silver.

If Nadia is rescued, then her grandfather, Joseph, a travelling jeweler, will offer to reward each of the PCs with a gem worth 200 gps. Each PC may have their choice of a diamond, ruby, sapphire, or emerald.

If Jeffery is rescued from the horses, his mother, Linda Velmer has nothing of value to offer. Her husband, Mark, is away at the war and she barely makes due with the wages he has been able to send. Linda can only offer her heartfelt thanks and prayers for the PCs well being.

Finally, the owner of the **Wyvern's Nest**, a nearby tavern, will ask the PCs to come and dine at his tavern this evening. **Konos Durva**, the owner is a large swarthy man with a drooping black moustache. He is a good friend of Giles Gentry, the owner of the Laughing Goat.

A large man with dark curly hair and a broad drooping moustache approaches you. He wears green pantaloons and a green blouse beneath a red vest. He smiles as he shakes each of your hands in turn.

"Hello my friends, I am called Konos. It is a brave thing you have done here today. You

come tonight to my tavern heh? My tavern, she is the Wyvern's Nest over there. You come tonight, I make you fine dinner heh? We drink much wine and eat good food. Maybe even we dance heh? Please you come."

Konos will not take no for an answer. He will be most insistent upon having the PCs come to dinner. If needed, he will tell them that it is a matter of pride within the merchant community. If necessary, Konos and a group of merchants will come by and get the PCs at dinner time. Proceed to the encounter **Dinner at Eight**.

Dinner at Eight

Konos has arranged dinner for the PCs and many of the market merchants. All of those from the Laughing Goat Inn are present here. It is the desire of the merchants to show their appreciation to the PCs. This is intended to be a role playing scene. Allow the PCs to interact with the people here.

The Wyvern's Nest is a two story wooden building with balconies all around the upper floor. The building is square with an open courtyard in the middle. Porticos face into the courtyard. When the PCs arrive, the balconies have been draped with colored cloth and ribbons. Lamb and suckling pigs roast over an open fire in one corner of the courtyard. Numerous tables have been arranged with an assortment of fruits, nuts, and breads. Jugs of wine abound. Tavern girls run about, tending the food and the customers. Several musicians sit on a balcony playing festive music.

Konos seats you at a large table at the far end of the courtyard. He turns to the many people gathered here and says:

"My friends, tonight we honor these fine people. Maybe the city will thank them someday. But tonight, we of the brotherhood of merchants give our thanks. It is good people like you that keep the city safe. We drink in your honor."

With that said, Konos raises his cup to the throng and then tilts it to his lips, draining it. He turns and throws the cup against the wall, smashing the ceramic into bits. Konos turns

back to the crowd and yells, "Let the celebration begin."

Kovos has several comely daughters who work as serving maids. A group of minstrels in one corner provide lively music for the celebration. Many of the Red Ravens are here as well as the local merchants. For tonight, the war is forgotten and the people lose themselves in drink and dancing. Even the most hideous of PCs will find a willing dance partner this evening. Once the PCs have had some fun, **Justin of Arbonne** will introduce himself. He is a man of slight build with a bald head. Justin is a middle aged man in fairly good health. He makes his living by crafting and rigging boats. Justin has journeyed over a week up the coast to reach Ravens Bluff and has been seeking heroes. His town, Arbonne, is a coastal town southwest of Ravens Bluff (south of Procampur). Lately, his people have been having problems with raiders. Several farming families have disappeared in the night, along with the livestock and stores of grain. A number of fishermen and pearl divers have also gone missing, leaving behind empty boats. The waters around his town have become too unsafe to travel and he was forced to come overland. Justin has already sought help in Procampur, but had little luck. Having expected as much, Justin has come prepared to hire adventurers in Ravens Bluff. He has a pouch containing 20 pearls, 8 of which are worth 100 gp each and the remaining 12 are each worth 50 gp. Justin will explain his plight and offer the pearls as payment. He has heard of the heroics in the market place and believes the PCs are just the people who can help him.

Assuming the PCs agree, Justin tells them he will meet them at the tavern in the morning. He will then leave to make travelling arrangements. When the PCs arrive in the morning, Justin will be waiting with horses or ponies for each member of the party. Two pack horses have been loaded with provisions for the trip. Should anyone ask about the overland route, Justin will point out that the waters near his village are unsafe. Also, there is not a ship to be had in the harbor of Ravens Bluff. All of the ships are either out running the blockade, or they have already been hired by the city to conduct other adventurers on important missions. Proceed to the encounter **On the Road**.

On the Road

Present the following to the players:

You have been travelling for several days. The journey along the coast has been pleasant thus far given the war. You have met patrols several times. You have also passed several abandoned villages and burnt farms. The weather has been fair and your party has made good time on the road, stopping each night to camp at outposts which have been established. But now the road narrows somewhat and Justin informed you this morning when you left that from here on you will have to make camp each night until you reach Arbonne.

It is close to dusk when Justin points out a path leading from the road. "Just a little way down here," he says, "There's a place to camp close to a stream. I stopped here on the way to Ravens Bluff." You can hear the burbling of a stream nearby.

As the PCs approach the campsite, have anyone with observation or tracking proficiency make a check. A successful check will reveal that several persons have come this way not too long ago. In fact, a party of first level adventurers have come through here. Being paranoid, they have set up camp in a less obvious place and are now watching the campsite. Should anyone make their proficiency check, they realize some people are close by. If the NPC party realizes the PCs have discovered them, they will challenge the PCs and tell them they are surrounded. The NPC party will then question the PCs as to their intent.

Snappy and **Mugs** are both halfling thieves. **Horatio Porticus** is a halfling fighter and **Darrin** is a 14 year old human ranger. All are males and all are in their early teens or halfling equivalent.

Snappy, halfM T1; AL CG; AC 6 (8); MV 6; hp 5; THAC0 20; #AT 2; Dmg 1d6/1d4; SA backstab; SD -4 to hit for large creatures; Str 10; Con 14; Dex 17; Int 14; Wis 7; Cha 14; MR nil; SZ S; ML 14;

Leather armor, short sword, dagger.

Mugs, halfM T1; AL CG; AC 7 (8); MV 6; hp 8; THAC0 20; #AT 2; Dmg 1d6/1d4; SA backstab; SD -4 to hit for large creatures; Str 10; Con 16; Dex 16; Int 10; Wis 7; Cha 13; MR nil; SZ S; ML 14.

Leather armor, short sword, dagger.

Horatio Porticus halfM F1; AL CG; AC 5 (7); MV 6; hp 12; THAC0 20; #AT 3/2; Dmg 1d6+3; SA nil; SD -

4 to hit for large creatures; Str 17; Con 17; Dex 16; Int 10; Wis 5; Cha 15; MR nil; SZ S; ML 17.

Studded leather armor and shield, short sword.

Darrin hm R1; AL NG; AC 8; MV 12; hp 9; THAC0 20; #AT 2; Dmg 1d8/1d4; SA nil; SD nil; Str 14; Con 14; Dex 14; Int 9; Wis 14; Cha 13; MR nil; SZ S; ML 17.

Leather armor, long sword, dagger.

Once they realize the PCs pose no threat, they will invite the party to join their camp. The group come from a town called Big Moe and have been travelling looking for adventure. Assuming any of the PCs are experienced adventurers, it will be obvious that these fellows are lucky they haven't found any adventure so far. Once they are told the tale of heroism, the NPCs will be suitably impressed by the PCs. Given the chance, they will ask for advice on adventuring and killing monsters. This is the chance for the PCs to do some role playing and bragging. Horatio especially is eager to hear the tales of their exploits.

The NPCs have heard rumors of ogres in the area and have been scouting the countryside. Not too far from the camp they have discovered what appear to be ogre tracks. Any PC with tracking proficiency can confirm that the tracks were indeed made by ogres, though it is difficult to tell how many. If the PCs still haven't figured it out, have them make wisdom checks to realize that this group of NPCs doesn't stand a chance against an ogre, let alone several.

There are several choices the PCs can make concerning the ogres. The PCs may choose to give the NPCs some magical weapons or other items. If they give the NPCs a magical weapon or two and some sort of healing (ie. potions of healing, Keoghtum's ointment, etc.) then the NPCs actually have a chance against the ogres. The PCs may choose to go after the ogres themselves or assist the NPCs in their endeavor. Should they choose to do so, then anyone with tracking skill can determine that the tracks are fairly fresh. Justin will not object if they choose to detour to handle the ogres.

If the PCs go after the ogres, proceed to the encounter **House Warming**.

If the PCs continue to Arbonne, proceed to the encounter **Barn storming**.

House Warming

This is a combat encounter involving some ogres who have been raiding the countryside. They have only recently attacked a cottage in the woods. The old woman, **Agatha**, who lives in the cottage is busy cooking for the ogres. Her daughter, **Janice**, is a young girl of 15. The ogres attacked the cottage early in the morning and have already eaten much of the livestock, including Bessie, the family cow. If any of the PCs scout ahead and make their move silently roll, then the party has a chance of getting surprise. Otherwise, as soon as the PCs come in sight, the ogres will react.

The tracks are fairly easy to follow. They lead down a trail away from the main road. After a few hours, you come to a clearing. A simple cottage sits in the clearing with a large barn and a corn crib to one side. The door of the cottage has been ripped off the hinges and a couple of ogres are sitting on the porch. A young girl about 15 years old and wearing a simple wool gown is kneeling at the feet of one of the ogres, rubbing his foot. She grimaces and turns her head away from the smell as she attends her task. From her disheveled hair and the bruise on her face, it is clear she has not been well treated. Assorted bones, with raw meat still on them litter the ground nearby.

In all of the tiers, the two ogres mentioned are sitting on the porch. For the higher tiers, the additional ogres are resting in the barn (at the high tiers, that's one whopping big barn). Their attack will be delayed one round from the start of the battle. The young NPCs will be eager to join the fight. Be sure to keep track of their damage and their attacks. If there are ogres in the barn, Janice will try to warn the PCs in the first round of combat. At the high tiers, concentrate most of the ogres on the PCs. Somehow the NPCs never fight more than a few ogres at a time. At the higher tiers, the ogres will not be as challenging, even in increased numbers. However, the fight should still be a challenge for the PCs as they try to keep the NPCs alive. Be sure to keep the NPCs active during the battle.

Tier 1: (Total levels 6 - 13)

Ogres (2): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 20; THAC0 17; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ L; ML 11.

Tier 2: (Total levels 14 - 25)

Ogres (5): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 28; THAC0 17; #AT 1; Dmg 1d10+2; SA nil; SD nil; MR nil; SZ L; ML 11.

Tier 3: (Total levels 26 - 37)

Ogres (8): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 32; THAC0 17; #AT 1; Dmg 1d10+2; SA nil; SD nil; MR nil; SZ L; ML 11.

Tier 4: (Total levels 38 - 56)

Ogres (12): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 32; THAC0 17; #AT 1; Dmg 1d10+2; SA nil; SD nil; MR nil; SZ L; ML 11.

Tier 5: (Total levels 57+)

Ogres (16): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 32; THAC0 17; #AT 1; Dmg 1d10+2; SA nil; SD nil; MR nil; SZ L; ML 11

Once the battle is ended, the old woman, Agatha, will come out of the cottage and thank the party. She has been cooking a pot of stew and will offer to feed the group. Janice, her daughter, will be quite grateful for being rescued. She will also be quite enamored with Darrin, the young ranger. The NPCs will state their intention to stay a few days to repair the cottage. They also want to make sure no more ogres are in the area. After witnessing the havoc of the ogres, Justin will be eager to move on to Arbonne.

Looting through the ogres' sacks will reveal 120 gp, 360 sp, and the following items:

One of the sacks is a *sack of hauling*. The sack can hold up to 1000 pounds of goods. The total weight of everything in the sack is halved for purposes of encumbrance. Inside the sack is:

Ring of protection +1
Short sword +1
Battle axe +1
Short bow +1
Leather armor +1

Include the NPCs in any division of the treasure. As a starting group, they are all interested in the magical items. The NPCs will offer to give the money to Agatha and her daughter, plus any others in the area who have been raided. **Be sure to keep track of who gets the magical items. For each item the PCs take from the treasure, there will be one less item available at the end of the module.** If the PCs trade

the NPCs fairly for items, then do not pull items at the end of the module. This is a judgement call for the GM. Any items must be traded value for value. A potion of healing, for example, is not worth a short sword +1. As a general rule, 4 potions are worth one magic weapon. The ring of protection should only be exchanged for a permanent magic item as should the leather armor +1. In no case should the NPCs trade for items which they cannot use such as wands of fire or rods of smiting.

Proceed to the encounter **Barn Storming**.

Barn Storming

This encounter begins with role playing, but develops into a problem solving encounter.

For two more days, you have travelled down the coast. It is midmorning by the time you reach the turn off for Arbonne. Justin informs you that it is only a few miles to town. Further down the main road to the south, you can barely see a figure running towards you.

The figure is a farmboy named **Jonas**. His family has a farm several miles further down the coast. His family was attacked this morning by Sahuagin raiders and only he escaped. Jonas has been running to town for help. By this time, he is already exhausted and frantic.

Allow the PCs time to prepare themselves. If they ignore the figure and continue toward town, Jonas will run as fast as he can and begin to call out to them.

Once Jonas is close enough to speak, present the following to the players:

A young man in simple homespun clothing runs up. Breathing heavily from his running, he stops to catch his breath and exclaims, "Monsters! Monsters! They came this morning and took everybody, Ma, Pa, Gordon, Delilah, even little Peggy Sue. Please, you gotta help me. I can't fight them on my own."

Give the PCs time to question Jonas. They can find out the following from him:

Jonas was able to hide from the monsters, but the rest of his family was taken. Jonas stayed hidden in an old pickle barrel until he was sure they were gone. While

he doesn't know anything about sahuagin, he can describe them to the PCs. Jonas will tell them that the monsters were big and scaly. They were greenish gray and had big fish eyes. Most carried spears or nets. Jonas is clearly exhausted and will be unable to guide the PCs to his farm. However, Justin can give the PCs directions to the farm.

Justin will offer to take Jonas with him to town. Justin will try to raise a militia and bring them to the farm to help.

An hour of fast travel will bring the PCs to Jonas' farm. The buildings all show signs of damage. All of the livestock is either killed or missing. The doors on the house and the barn have been torn off. Any PCs with tracking can use their proficiency to recognize the footprints of sahuagin. Also several human footprints are mixed with the tracks that depart the farm. It is relatively easy to follow the footprints down to the beach. There the tracks head north for almost a mile until they reach a small cove. There the tracks turn into the sea and end. Anyone with observation proficiency may make a check to notice that the water seems darker in one corner of the cove. If none of the PCs have observation, then they may make an intelligence check at a -6 penalty. Should anyone actively investigate by entering the water, then they will notice that the dark area of the water is the entrance to a cave going straight down.

The entrance to the cave is submerged 20 feet below water. The cave itself descends another 30 feet straight down before curving back under the coastline. The PCs will need an underwater light source to see the details, however.

The cave is the entrance to the Sahuagin lair. The raiding party discovered the cave several months ago and they have set up camp inside. Once at the bottom of the entrance, a tunnel leads back for 40 feet into a large cavern. The cavern is half submerged with a dry portion about 80 feet long and 60 feet wide. Small cracks and fissures allow for fresh air twice each day when the tides are low. The human captives are all gathered here with their hands tied. At the far end of the cave is a tidal pool that is refreshed at high tide. This is where most of the sahuagin lair.

The PCs must find a way to enter the cave and make their way through the tunnel at the bottom before they can surface in the underwater cavern. The distance is 50 feet down, then 40 feet through the tunnel, then back up 20 feet to reach the air pocket in the cavern.

Spells such as water breathing or airy water would allow the PCs to handle the passage easily, as would magic items that produce similar effects.

Any PC who attempts to hold his breath must make a saving throw versus poison when he descends, another to traverse the tunnel, and another to climb out at the other end. Failing any saving throw results in 6 points of damage. If the saving throw is made, then the PC takes only 3 points of damage. Anyone with swimming proficiency can make a check to take half normal damage. Anyone with endurance proficiency may add +2 to their saving throws. Also, once the PC reaches the cave, he must spend the next round getting his breath back and may take no other action.

If the party is low tier, or is incapable of dealing with the problem, then the dolphins will arrive. There are a total of 12 dolphins. They have been on the trail of the sahuagin for several days and have tracked them to this lair. The dolphins will whistle and leap to gain the attention of the PCs. Anyone with *Speak with Animals* may talk with the dolphins. Otherwise, one of the dolphins will go down into the cave, come back out and approach the PCs. Because of their speed, the dolphins can transport riders to the submerged cave in a single round. Characters transported this way need make only a single saving throw versus paralyzation. If the save is failed, the character is out of breath and may take no action the next round. Otherwise, there is no effect.

Regardless of method, once the PCs begin entering the lair, the dolphins will arrive and go streaking past them to do battle with the sahuagin sentries.

As you make your way through the underwater cavern, several large gray forms go streaking past you. Sleek and quick, they are each about 12 feet long. They dart ahead into the chamber and suddenly the water churns with blood as the dolphins engage the sahuagin sentries. You emerge from the water into a large cavern, part of which is above water. On the subterranean beach are two dozen humans all tied with rope. Most look to be in poor condition.

Allow the PCs time to speak with the prisoners, then proceed to **Rip Tide** encounter.

Rip Tide

This is a combat encounter. The main sahuagin horde is just returning from raiding a fishing boat. There are a total of 30 sahuagin regardless of the tier. However, depending on the tier, the dolphins will account for some or many. The remainder are listed in the tiering which follows. The sahuagin will attack immediately. Any spellcasters who use obvious spells such as *magic missile*, *lightning bolt*, or any fire spell will be targeted heavily. The sahuagin priests are female and smaller than the rest.

At the higher tiers, the priestess has a special blessed item from her god. The item is a large black shark tooth tied around her neck. It provides all of the Sahuagin raiders with +2 to hit, saving throws, and damage. In addition, the Baron and his guards have special charms of aid which give them +1 to hit and saving throws as well as providing extra hit points. The sacred tooth and the charms all radiate evil. The charms are only good for the rest of the day and only work for Sahuagin dedicated to the shark god. Where these bonuses apply, they have already been figured into the THAC0s and damage rolls for the sahuagin. The charms and the sacred tooth can be destroyed by breaking them and then using a *bless* spell, or immersion in holy water.

The baron and his guards are all of the four armed variety and use two weapons each.

Finally, the sahuagin are fairly intelligent, they do not bunch up in easy fireball formations. They will try to keep the PCs in the water, where rules for underwater combat (black DMG, page 109) apply to the PCs and the sahuagin have no penalties.

Please note that all sahuagin in all tiers have -2 to saving throws versus fire and fire based spells inflict +1 damage per die.

Tier 1: (Total levels 6 - 13)

Sahuagin (4): Int High; AL LE; AC 5; MV 12/24; HD 2+2; hp 15; THAC0 16; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+1 (trident) or 1d2, 1d2, 1d4, 1d4, 1d4; SA nil; SD nil; MR nil; SZ M; ML 12.

Tier 2: (Total levels 14 - 25)

Sahuagin Priestess (1): Int High; AL LE; AC 5; MV 12/24; HD 6; hp 36; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA spells, Charm

Shark, Fear; SD sacred shark tooth, precast *resist fire*; MR nil; SZ M; ML 16.

Trident does 1d6+3

Spells: *dispel magic*; all others already cast

Sahuagin Acolyte (1): Int High; AL LE; AC 4; MV 12/24; HD 5; hp 28; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA spells, Charm Shark, Fear; SD precast *resist fire*; MR nil; SZ M; ML 16.

Spells: *dispel magic*; all others already cast

Sahuagin Guards (2): Int High; AL LE; AC 5; MV 12/24; HD 3+3; hp 32; THAC0 13; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2, 1d2, 1d4, 1d4, 1d4; SA nil; SD precast *resist fire*, charm of aid; MR nil; SZ M; ML 14.

Sahuagin (5): Int High; AL LE; AC 5; MV 12/24; HD 2+2; hp 15; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA nil; SD precast *endure heat*; MR nil; SZ M; ML 12.

Tier 3: (Total levels 26 - 37)

Sahuagin Baron (1): Int High; AL LE; AC 5; MV 12/24; HD 6+6; hp 52; THAC0 12; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+4 (Mighty Trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA pin target on called shot (-4 to hit); SD precast *resist fire*, charm of Aid; MR nil; SZ L; ML 17.

Sahuagin Guards (4): Int High; AL LE; AC 5; MV 12/24; HD 3+3; hp 32; THAC0 13; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2, 1d2, 1d4, 1d4, 1d4; SA nil; SD precast *resist fire*, charm of aid; MR nil; SZ M; ML 14.

Sahuagin Priestess (1): Int High; AL LE; AC 5; MV 12/24; HD 6; hp 36; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA spells, Charm Shark, Fear; SD sacred shark tooth, precast *resist fire*; MR nil; SZ M; ML 16.

Trident does 1d6+3, sacred shark tooth

Spells: *dispel magic*; all others already cast

Sahuagin Acolyte (1): Int High; AL LE; AC 4; MV 12/24; HD 5; hp 28; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA spells, Charm Shark, Fear; SD precast *resist fire*; MR nil; SZ M; ML 16.

Spells: *dispel magic*; all others already cast

Sahuagin (4): Int High; AL LE; AC 5; MV 12/24; HD 2+2; hp 15; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA nil; SD precast *endure heat*; MR nil; SZ M; ML.

Tier 4: (Total levels 38 - 56)

Sahuagin Baron (1): Int High; AL LE; AC 5; MV 12/24; HD 6+6; hp 60; THAC0 12; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+4 (Mighty Trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA pin target on called shot (-4 to hit); SD precast *resist fire*, charm of Aid; MR nil; SZ L; ML 17.

Sahuagin Guards (6): Int High; AL LE; AC 5; MV 12/24; HD 3+3; hp 35; THAC0 13; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2, 1d2, 1d4, 1d4, 1d4; SA nil; SD precast Resist Fire, charm of aid; MR nil; SZ M; ML 14.

Sahuagin Priestess (1): Int High; AL LE; AC 5; MV 12/24; HD 9; hp 54; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA spells, precast *cloak of fear*, Charm Shark, Fear; SD sacred shark tooth, precast *resist fire*, *protection from lightning*, Spell Immunity to *magic missile*, active *stoneskin* (6); MR nil; SZ M; ML 16.

Spells: *dispel magic*, *cause critical wounds*, all others already precast.

Sahuagin Acolyte (2): Int High; AL LE; AC 4; MV 12/24; HD 5; hp 28; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA spells, Charm Shark, Fear; SD precast *resist fire*; MR nil; SZ M; ML 16.

Spells: *dispel magic*; all others have been precast

Sahuagin (6): Int High; AL LE; AC 5; MV 12/24; HD 2+2; hp 18; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA nil; SD precast *endure heat*; MR nil; SZ M; ML 12.

Tier 5: (Total levels 57+)

Sahuagin Baron (1): Int High; AL LE; AC 5; MV 12/24; HD 6+6; hp 62; THAC0 12; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+4 (Mighty Trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA pin target on called shot (-4 to hit); SD precast *resist fire*, charm of Aid; MR nil; SZ L; ML 17.

Sahuagin Guards (9): Int High; AL LE; AC 5; MV 12/24; HD 3+3; hp 35; THAC0 13; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2, 1d2, 1d4, 1d4, 1d4; SA nil; SD precast *resist fire*, charm of aid; MR nil; SZ M; ML 14.

Sahuagin Priestess (1): Int High; AL LE; AC 5; MV 12/24; HD 9; hp 54; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA spells, precast Cloak of Fear, Charm Shark, Fear; SD sacred shark tooth, precast *resist fire*, *protection from lightning*, Spell Immunity to *magic missile*, *stoneskin* (6); MR nil; SZ M; ML 16.

Spells: *dispel magic*, *cause critical wounds*, all others already precast.

Sahuagin Acolyte (4): Int High; AL LE; AC 4; MV 12/24; HD 5; hp 28; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA spells, Charm Shark, Fear; SD precast *resist fire*; MR nil; SZ M; ML 16.

Spells: *dispel magic*; all others have been precast

Sahuagin (15): Int High; AL LE; AC 5; MV 12/24; HD 2+2; hp 18; THAC0 14; #AT 1 or claw, claw, bite, kick, kick; Dmg 1d6+3 (trident) or 1d2+2, 1d2+2, 1d4+2, 1d4+2, 1d4+2; SA nil; SD precast *endure heat*; MR nil; SZ M; ML 12.

After the battle is finished, amongst the many spears, nets, and tridents, there is one trident that seems of exceptional quality. It is still in the grasp of the Baron. The trident is a *mighty trident*, a magical weapon.

Celebration

Once the battle has ended and the PCs have healed the dolphins, the dolphins can transport everyone to the beach in the cove. By the time they surface, Justin and the band of militia will have arrived at the beach, but have no idea how to deal with the underwater cavern. Justin and his men will help the people back to town and Justin will ask the PCs to stay for a few days.

The people of Arbonne spend the night and the next day preparing a feast in honor of the PCs. The following evening a celebration is held. Each PC is presented with a ribbon commemorating their heroics in rescuing the people of Arbonne.

If the PCs helped the NPCs in the encounter **On the Road**, (either by giving them items or accompanying them) then the following event occurs:

It is late in the evening. The children and older folk have all gone home to their beds while the younger people continue to dance, drink and sing in your honor. A wagon pulled by a two draft horses comes rolling down the street, stopping before you. On the wagon is an elf in multi-colored robes. There is a sudden hush as he clears his throat and stands in his seat.

"Greetings, I am Silas, a simple travelling merchant. I heard of your deeds in Ravens Bluff and of the aid you lent to the Band of Big Moe. While good deeds should be performed with no thought of reward, I have noticed that the officials of Ravens Bluff seldom give recognition to their brave adventurers. These things were given me by Corliss Leavenhart on his deathbed. He asked me to find heros worthy of their keep. I give them now to you and charge you to use them well in the cause of good and justice."

With that said, Silas lifts his cloak from the chest sitting on the bench next to him. He picks it up and offers it to you, bowing with a sweep of his cloak.

Inside the chest is the following: *ring of protection +1*, a *flagon of flowing ale*, a *rod of lightning bolts*, a *talisman of vital essence*, and a *bag of monkeys*. There is one mundane item, a longsword engraved with the Leavenhart family seal (A stag backlit by a rising sun). Each item in the chest is described on a piece of parchment found inside the chest. However, if the PCs took treasure from the **House Warming** encounter, then some of the items will simply not be in the chest nor listed on the parchment. You should remove items from the chest based on what items the PCs took in the **House Warming** encounter, according to the chart below. Remember, if the PCs traded fairly for an item, then do not pull the corresponding item from the chest.

If they took

ring of protection +1
short sword +1
battle axe +1
short bow +1

Pull this item

from the treasure

ring of protection +1
flagon of flowing ale
mighty trident (it breaks)
rod of lightning bolts

leather armor +1
sack of hauling

talisman of vital essence
bag of monkeys

Since the Mighty Trident is not found in the chest, if it is to be pulled from the final treasure, inform the PCs that the trident lost all of its magic power and broke when brought upon dry land.

Your return trip is mostly uneventful, though a few days of rain delay you. You arrive in Ravens Bluff tired and ready to seek your own beds. It is several days later, while passing through the market, when you hear a bard on the corner singing a lively song of the Heros of the Market.

The End

Experience Summary

Baby and the Bathwater

Each incident handled successfully 200 xp
 (max is 600 xp)
 For putting out the fire 200 xp

Dinner at Eight

For interacting with other guests 200 xp

On the Road

For role playing with other adventurers 200 xp
 Giving magic items to NPCs or offering to assist them. 200 xp

House Warming

For defeating the ogres 200 xp
 For assisting the NPCs 200 xp
 For returning stolen loot to populace. 100 xp

Barn Storming

For finding a way into the lair 200 xp
 OR
 For role playing with the dolphins 100 xp

Rip Tide

For defeating Sahuagin 200 xp
 For rescuing the humans 200 xp

Total Possible Experience: 2,500 xp

Treasure Awarded

If it's not on this list, the PCs cannot keep it.

Baby and the Bathwater

- Airendale Signet ring or 200 gp per PC
- Weapon of fine workmanship (worth 100 gp) or hand crossbow per PC
- Gem (diamond, ruby, sapphire or emerald) worth 200 gp per PC

Dinner at Eight

- 8 pearls worth 100 gp each
- 12 pearls worth 50 gp each

House Warming

- sack of hauling
- short sword +1
- short bow +1
- battle axe +1
- ring of protection +1
- leather armor +1
- 120 gp
- 360 sp

Rip Tide

- mighty trident

Celebration

- rod of lightning bolts (6 charges)
- ring of protection +1
- talisman of vital essence
- flagon of flowing ale
- bag of monkeys

Remember to pull items from the treasure based on any treasure taken in Encounter 4, House Warming. There should be six total magical items given out, no more.

If they took

ring of protection +1
short sword +1
battle axe +1
short bow +1
leather armor +1
sack of hauling

Pull this item from the treasure

ring of protection +1
flagon of flowing ale
mighty trident (it breaks)
rod of lightning bolts
talisman of vital essence
bag of monkeys

Appendix One: New Magic Items:

Sack of Hauling can hold up to 1000 pounds of goods. The total weight of everything in the sack is only one half normal weight to the bearer.

Mighty Trident is a +1 trident. On a successful hit with intent to impale (announced at the start) (-4 penalty to hit) the trident can impale a target. If this impale attempt misses, the attack misses. Anyone thus impaled is pinned (as per the wrestling rules) in the next round. Also, on any attempt to break free of the pin, the wielder of the trident adds 4 to his strength for purposes of determining the result. The trident can only be wielded by a person with a strength of 13 or greater.

Talisman of Vital Essence is a clear crystal set in a gold filigree basket. The crystal is the size and shape of a marble and is hung on a chain. The talisman will protect its bearer from undead creatures and spell effects that drain levels. The talisman will prevent the loss of one level, after which, the crystal will darken and crack and become useless. It is not rechargeable.

Flagon of Flowing Ale can produce a gallon of excellent ale once per day.

Bag of Monkeys is a small bag weighing only 2 pounds. When thrown at or near a person, 2d6 monkeys emerge from the bag and climb upon the nearest target. Each monkey will either (50 % chance) increase the person's AC (ie. making him easier to hit) or increase his THACO. (ie. making it harder for him to hit) In addition, any spellcasters plagued by the monkeys are unable to cast any spells with material or somatic components. Each monkey has an AC of 7 and 4 hit points. The bag can only be used once, then it loses all of its magical power.

Rod of Lightning Bolts will fire an 8d6 lightning bolt at the command of the wielder. Each lightning bolt uses one charge. The rod has 6 charges and may not be recharged. However, it has a 25% chance per use that it will explode, inflicting 3d6 of damage (no save) to the wielder and releasing the remaining charges in random directions. This chance is lowered by 1% for each point of spellcraft proficiency of the wielder (ie. a mage with spellcraft of 14 has an 11% chance the rod will explode.)

Non-Magical Items

Sword of the Leavenhart is not magical. It is a sword made of gold with fine tracings of platinum. The tracings on the guard of the sword show the Leavenhart family seal (a stag backlit by a rising sun). The tracings on the blade list the names of the Leavenharts who have carried it in to battle. In the pommel is set a large ruby worth 500 gp. The sword itself is worth an additional 800 gp.

Airendale Signet Ring is made of electrum and has the Airendale family seal etched into the surface. The seal displays a rearing stallion above two crossed swords. The ring is worth 50 gps and is not magical in any way. eah PC who refuses a reward

Sahuagin Lair

The cavern is about 130 feet long and 80 feet wide. The ceiling above the water line is 20 feet.

