

RPGA®
LIVING
CITY™
CAMPAIGN

RUINS OF RAVENS BLUFF

"Chain Gang"

RRB3: AN EL2 SCENARIO

The Ladyrock Island divides the estuary of the Fire River into two channels - one visible from Southside and one hidden by the Island itself. To secure the new docks, the north side of the Fire River needs to be blocked - and the Merchants' Consortium thinks it knows how that can be done. With a little help...

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Instructions to the Dungeon Master®

Before you can begin playing this Living City scenario, there are several things you must do.

Step One: Proof of Membership

The first thing to do is to check the eligibility of your players and their characters. To play in a Living City game with a character of higher than 1st level, a player must be a Living City member. Living City members have two valid forms of proof of membership: An ID card or a printed invoice.

Proof of Membership is required for any player that wishes to play in a Living City game with a Living City character of greater than 1st level. When asked, the player must show their valid proof of membership to you to be eligible for play in the campaign. Should the player not have such proof, or refuse to show it to you, you should instruct them to either stop playing their character until such time as they can show you proof of membership; or to make a 1st level character with which to play in the campaign.

Allowing a player without adequate proof of membership to play in this game may result in the game being disqualified for all participants when results are reported.

Step Two: Validate the PCs

This scenario is written for 4-6 PCs of 1st to 5th level. PCs that are 4th level or higher will earn half the normal XP award, and characters that are 6th level and above cannot play this scenario at all. Before play begins, make sure that the table consists of valid PCs.

Also make sure that the characters are either LC-approved pre-generated Ruins of Ravens Bluff characters or were designed using the Ruins of Ravens Bluff character design guide. "Classic" Living City characters are not permitted to play in the Ruins of Ravens Bluff.

Step Three: Encounter Levels and PCs

This scenario is written with a target EL of 2. That means that the encounters herein are expected to be challenging, but not deadly to characters of 2nd level. However, some encounters may be slightly easier and some encounters may be slightly tougher than the average.

Characters 2 or more levels below the EL are very likely to die during play. Characters 2 or more levels above the EL may find the scenario unchallenging and may be able to use spells, class features or magic items to short-circuit the scenario's challenges. Both of these conditions should be explained to any player with an affected character before play begins.

Scenario Format

Some of the text in this scenario is written so that you may present it to the players, while other text is for your eyes only. Text for the players is set in a box in a bold font, like this. 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.

When it is likely that an encounter may result in combat, the foes are summarized for quick reference like so:

Human Rogue (2): Rog 1, Init +2, 6 hp, AC 15, touch 12, flat-footed 13, Atk +0, Dmg 1d8 (19-20 x2) (Longsword), Fort +0, Ref +4, Will +0.

The type of foe (**Human Rogue**), the number appearing (**2**), and the level of the foe (Rog 1) are listed, followed by their initiative modifiers, and combat summaries, along with a brief description of their equipment and saving throw bonuses. Complete statistics for each opponent are usually included in an appendix. If the character is a monster, its abilities are listed, and a reference will be made to the source in which the monster's abilities can be found.

There are two hp values in the appendix in each stat block. The first is the typical value for the opponent, and the second is the maximum hp that opponent may have. If an opponent in the scenario is fighting a character 2 or more levels above the EL, use the latter value for those opponents.

Tournament Play

Ruins of Ravens Bluff exclusively uses the RPGA's "**No-vote scoring**" option. The players write their names and numbers on the scoring packet grid and you fill in the top of the grid. That is all.

Adventure Summary and Background

The Merchants' Consortium has been sending groups of explorers to the Ladyrock island for several months and has gathered quite a bit of intelligence about current conditions on the abandoned island.

They know that a variety of undead creatures lurk in the thick forest covering most of the island, and that roaming bands of kobolds occasionally appear on the island hunting shocker lizards.

At the western tip of the island, beneath the abandoned lighthouse, is a massive installation used by the old City to bar access to the harbor area. Two metallic chains are attached to the north and south shores of the river, and they meet inside the installation on the Ladyrock. Somehow, the old City government used that installation to raise the chains from the riverbed and block the harbor.

Overview

The Merchants will recruit the PCs to investigate the harbor chain installation. The PCs will be transported via rowboat to the Ladyrock and given instructions on how to locate the installation.

Once on the island they'll have to deal with various undead and other surprises as they explore the ruins seeking entrance to the installation.

After the PCs gain entry to the installation, they'll need to figure out how to activate the mechanism which raises the chains, raise the correct chain (and lower the incorrect chain if necessary), and then exit the area.

Once the chain is raised, the PCs can return to the shore of the island, meet their transportation back to Southside, and return to receive their reward.

Adventure Summary:

The following is a general description of the events of the scenario, and how to adjudicate them.

Introduction

The PCs receive a summons from a squire of the Knights of Ravens Bluff asking them to appear at a meeting of the Knights' Council.

At the council, the PCs are informed that the

Merchants' Consortium has requested that they be sent on a very hazardous mission to the Ladyrock Island on the recommendation of the Consortium's representative in Southside.

The Knights have gotten wind of this offer and want to be sure the PCs are ready to handle the challenges of the mission. The Knights are worried that in their hurry to reopen the harbor, the Consortium is willing to risk using unprepared help in dangerous situations.

Success: The characters convince the Knights that they are able and willing to accept the Consortium's offer and can continue on with the scenario.

Failure: The Knights are not impressed and the Consortium reluctantly agrees with their assessment. The adventure is over.

Encounter One:

The PCs travel from Southside to the west end of the Ladyrock Island. They will be provided with instructions for scaling the cliff to the area of the ruined lighthouse and cautioned about entering the forest.

The PCs must use clues provided by the Consortium to locate the entrance to the chain installation and open that entrance.

Success: After entering the chain installation the PCs can continue with **Encounter Two**.

Failure: The adventure is over, and the oarsmen will row the PCs back to Southside if they do not wish to try again. Proceed to the **Conclusion**.

Encounter Two:

The PCs will need to explore the outer portion of the chain installation, bypassing various traps and dangerous areas in the ruins to reach the inner area of the installation.

Success: The PCs continue on to **Encounter Three**.

Failure: The PCs can abandon their mission if the challenge is over their heads and return to Southside, or they may be killed while exploring the installation. Proceed to the **Conclusion**.

Encounter Three:

The PCs are able to enter the inner portion of the chain installation and confront the monsters who have made it their lair.

Success: The PCs are able to clear out the monsters and prepare to raise the chain. Proceed to **Encounter Four**.

Failure: The PCs are detected in the area and attacked by monsters, either being defeated or fleeing the area. Proceed to the **Conclusion**.

Conclusion

Success: The PCs raise the chain, exit the installation and return to the beach to make their escape. Proceed to the **Conclusion**.

Failure: The PCs are unable to determine how to operate the chain installation or are unable to leave the island before sundown and perish to the terrors of the night. Proceed to the **Conclusion**.

Safely back in Southside, Dunweather will make good on the Consortium's agreement with the PCs and give them the promised reward if they succeeded in raising the northern chain segment and leaving the southern chain segment lowered.

Introduction

This portion of the scenario is primarily designed to allow the players to enjoy roleplaying the reactions of their characters to the various points of view raised by the NPCs (and possibly the other PCs). Don't allow the scenario to bog down in a protracted debating session, and try to steer players away from making elaborate speeches or the swearing of oaths.

There are three major factions represented at the Knight's council:

- The Knights of Ravens Bluff
- The Merchants' Consortium
- The Dwarven Kingdom of the Vast

The factions have a number of different individuals present at the conference, but one NPC in particular will speak for each faction.

These NPCs are:

Egon Dunweather, Exp 1, Init +0, 7 hp, AC 10, touch 10, flat-footed 10; Atk -1, Dmg 1d4-1 (19-20 x2) (Dagger), Fort +1, Ref +0, Will +4.

Egon represents the Merchants' Consortium. He will defend the Consortium's actions in exploring the Ladyrock - to Dunweather, everyone he has sent to explore the island was a volunteer.

Dunweather knows the following snippets of info, but will not volunteer the following information unless directly asked in the course of the debate:

- The Ladyrock Island is infested with undead
- Powerful undead inhabit the interior of the forest covering the island
- None of the explorers who have ventured into the middle areas of the island have returned
- The Consortium believes that various tribes of kobolds may have a semi-permanent presence on the island
- Shocker lizards have been seen on the island
- Without controlling the Ladyrock, the plan to reopen the harbor at the mouth of the Fire River cannot proceed
- A number of explorers sent to the Island by the Consortium have been killed or severely injured

- The Consortium has promised the Dwarves that the harbor will be secured by the end of the month
- If trade does not begin with the Dwarves on schedule, the Consortium may be forced to delay or scale back its efforts to re-open the harbor

Thalme Oosterman, Pal 1, Init +0, 12 hp, AC 13, touch 10, flat-footed 13; Atk +3, Dmg 1d8+3 (19-20 x2) (Longsword), Fort +6, Ref +1, Will +3.

Oosterman represents the Knights. The Tyrian Paladin is young and impulsive. He believes that the Consortium has sent a number of adventurers into harm's way without adequate preparation or knowledge of the real risks involved.

Oosterman knows the following bits of information which he will try to work into the debate at relevant points:

- There are Ghouls and probably Ghosts on the Ladyrock island - undead more powerful than anything the local adventurers can easily deal with
- Several shocker lizards working as a group used a death attack on an explorer, killing the unfortunate adventurer and surprising her party who were unaware of the existence of the lizards on the island
- The Consortium has made certain representations to the Dwarves regarding the earliest date shipments may begin from the harbor to the Sea of Fallen Stars

Tally Hakmarsdottir, Ari 1, Init +0, 10 hp, AC 15, touch 10, flat-footed 15; Atk -4, Dmg 1d10 (x3) (Dwarven Waraxe), Fort +2, Ref -1, Will +3.

Hakmarsdottir represents the Dwarves. She has been sent by the King to negotiate with the Consortium for access to the port facilities of the harbor. She is impatient to see the harbor opened and believes that further delay will be bad for business: Both the Dwarves' and the Consortium's.

Hakmarsdottir has been briefed on the following points of interest, which she will reveal at a time and in a manner most in line with her interests:

- A well-organized tribe of Kobolds based somewhere in the valley of the Fire River reveres the Shocker Lizard as a clan totem
- If the harbor's entrance cannot be secured,

the Dwarves will not begin trade with the Southside port facilities

- If the Dwarves do not open the trade route at the end of this month they will wait a full season before again considering the Consortium's offer of port facilities

Read the following text to the players once everyone is assembled and you are ready to begin play:

It has been several days since word was circulated to the adventurers in Southside that the Merchants Consortium had decided on a plan to secure the far northern channel of the Fire River.

Discrete inquiries made in the taproom of Kerrick's inn produced an invitation to attend a meeting of the Great Hall of the Knights of Ravens Bluff.

It seems that the Knights have become quite agitated about the recent losses in the adventuring community during a series of Consortium-sponsored explorations of the Ladyrock Island. The Knights want to be certain that the adventurers involved in these explorations are aware of the real risks of the Ladyrock.

The Consortium has agreed to a public forum to discuss their plans, and to make known, to the extent they are able, the current conditions on the Ladyrock. The Consortium has also agreed to halt further excursions to the Island until the community reaches a consensus to continue.

The evening of the community meeting has arrived, and the adventurers of Southside have begun filing into the Great Hall.

Describe the Knight's hall as a large wooden building. A banked pile of embers sits at the center of the room in a sunken pit. The roof is open at the apex allowing smoke from the embers to escape the room.

The room is arranged with a series of circular tables surrounded by chairs. There is room for most of the local residents to sit, but some members of the crowd are forced to stand along the walls to watch the proceedings.

A young Knight wearing a chain shirt over a white tunic displaying the symbol of Tyr

risers to address the crowd.

"Citizens of Ravens Bluff", he begins, using the old honorific for the City, "my name is Thalme Oosterman. I have been asked to speak for the Knights of Ravens Bluff this eve as we consider a matter of great import for our community."

"I would like to also introduce the Merchants' Consortium's administrator for Southside, Egon Dunweather, and a representative from His Majesty, the King of the Dwarves of the Vast, Tally Hakmarsdottir." At each introduction, Oosterman indicates the named individual, who briefly stands so that the crowd can put a face to the name provided by the Knight.

"The reason for tonight's gathering is our concern, that is, the concern of our community, that the Consortium has been somewhat reckless in its efforts to secure the Ladyrock Island. By way of prefacing my remarks, I will state that several individuals, working for the Consortium, have either died or suffered terrible wounds while exploring the Island."

"I feel that it is only fair to give the Consortium's representative an opportunity to explain the precautions taken to ensure the safety of those employed to explore the Island."

"Administrator Dunweather, you have the floor."

At this point, Oosterman will sit, and Dunweather will rise. Improvise his remarks. Dunweather will tell the crowd that the Consortium knows that exploring the Ladyrock is dangerous, and will remind the crowd that everyone who has undertaken an exploration mission on behalf of the Consortium has been a volunteer.

After making some opening remarks, ask the PCs if they have any questions for Dunweather. (It is possible that the PCs have had other dealings with Dunweather, including finding themselves in the Consortium's holding cell and being coerced into accepting one of the Consortium's exploration missions. Dunweather's standard response to criticism directed at the Consortium is that the Consortium has always operated in the open, has always paid its debts in a timely manner,

and any suggestion that it forced anyone to travel to the Ladyrock is simply untrue.)

At this point, Hakmarsdottir will rise and make a few comments to the community.

"My kin are interested in restoring the Fire River trade route. The Vast is a dangerous place. The Dwarven Kingdom is committed to seeing that trade flourish. Surely you Southsiders will accept the risks necessary to secure the harbor in a timely manner?"

Allow the PCs to initiate a conversation with Hakmarsdottir if they wish. This is an excellent point for the NPCs to reveal the end of month deadline for opening the Harbor. If none of the players has any comments or questions for the dwarf, allow Oosterman to throw some fuel on the fire:

"With all due respect to the Dwarven representative, the Knights cannot support the Consortium if it decides to put expediency in front of the safety of the community."

"What we have to determine is if the adventurers being used by the Consortium are experienced enough to face the challenges of the Ladyrock, and if they fully understand the dangers they face before being put in harms' way."

If the PCs protest that they're capable of taking on the challenges offered by the Consortium, have Dunweather back them up by noting that most of the explorers who have visited the Island have returned in relatively good shape - and that what little the Consortium knows about the Island is due to their successful efforts.

If the PCs do not speak up on their own behalf, have Oosterman poll each of them in turn as representative members of the community to give their thoughts on the matter.

After the discussion has concluded, Oosterman will move for a consensus.

"We have heard many sides to this issue tonight. All who are comfortable with the ongoing efforts of the Consortium, say 'Aye'! Those who believe that more caution should be shown and that the pace of exploration should be slowed, say 'Nay'!"

The PCs can affect the outcome of this expression of the public will. Have the group make one Diplomacy check, using the "Cooperation" rules from PHB Chapter 4: Skills under "Combining Skill Attempts". All the PCs can attempt to aid the leader.

If the PCs did a good job of roleplaying during the discussion, this check earns a +2 circumstance bonus.

If one or more the PCs is a Bard, the Bard can use *Inspire Courage* to add a +1 morale bonus to the skill check.

The PCs cannot take 10 on this roll.

A result of less than 5 indicates that the community concern is great, and the Consortium needs to do a better job of explaining itself to the various factions before it can continue its explorations of the Ladyrock. This setback will cause the scenario to end at this point.

A result of 6 to 10 indicates that community sentiment is running against the Consortium, but not strongly enough to force them to curtail operations.

A result of 11 to 15 indicates that the community is in favor of continued operations but is cautious and still has significant concerns. As the Consortium needs to spend fewer resources reassuring the community, Dunweather will be authorized to pay an extra 100 gp to the party for successfully completing their mission (see below).

A result of 16 to 20 (or more) indicates that the community is strongly behind the Consortium and believes that everything is proceeding according to plan. With this backing, the Consortium is able to devote additional resources to the exploration of the Ladyrock, and Dunweather will be authorized to pay an extra 150gp to the party for successfully completing their mission (see below).

After the voting, Oosterman will thank everyone for participating, thank Dunweather and Hakmarsdottir for taking part, and wish everyone well in their future efforts.

Encounter One:

The PCs will be asked to remain behind as the rest of the assembly files out of the Great Hall. Once the room has cleared, only the PCs, Dunweather, Hakmarsdottir and Oosterman remain.

Oosterman looks unhappy with the result of the nights' discussions. It is clear that he continues to harbor concerns for the safety of the adventurers in the employ of the

Consortium.

"Egon tells me that he's selected this group of adventurers for the Consortium's next foray to the Ladyrock," says Oosterman.

"He also tells me that this mission is going to be more dangerous than all the previous excursions."

At this point, Dunweather interrupts, albeit politely. "My good friend Sir Oosterman has asked to sit in on the briefing, and I see no reason to ask him to excuse himself. As Representative Hakmarsdottir is also concerned about our progress in opening the harbor, I have asked her to join us as well."

Hakmarsdottir peers over her bulbous nose at the assembled PCs and ventures her own opinion: "I could ask for and receive a cadre of trained dwarven stouthearts who could be here in six weeks in full kit. There's not much on that island that could threaten such a force."

At this, Oosterman looks even more alarmed. "With all due respect to His Majesty, the King, the community here in Southside is more than capable of protecting itself and the last thing we need is an armed camp outside our homes."

"I tend to agree," adds Dunweather. "My employers are comfortable with the pace of our work on the Ladyrock, and neither they nor I see any reason at this point that we won't have the harbor open in time to begin the scheduled trade with the Dwarven kingdom."

Hakmarsdottir gives the group a sour look, but says no more.

"Now," says Dunweather, "let us get down to the matter of the moment. As you know, the Consortium has nearly finished its work on the Ladyrock. We are relatively confident that we know what kinds of threats we'll face on the Island itself, and we have fairly good maps and first-hand observations of many points of interest on the Island."

"As you know, the Ladyrock divides the Fire River into two channels. The northern channel is hidden from view by the bulk of

the island itself. Not only does that pose a security threat from the unknown threats that may come from the old City, it also provides cover for any raiders who might seek to sneak through our seaside defenses, or infiltrate down the Fire River itself."

"Ravens Bluff knew of these problems, and they had the werewithal to create a solution. At the western tip of the island is a complex once manned by the harbormaster. Two great iron chains, magically treated to resist rust, lie on the bottom of the two channels of the Fire River, and connect inside the complex on the Island."

"What we need to do to secure the northern channel is find that complex, enter it, determine how it is operated, and raise the northern chain segment into place. With the chain raised, the danger will be removed and we can move on to our next phase of development for the harbor."

"Based on your experience, the Consortium has asked me to recruit you for this mission, which I will tell you is likely to be quite dangerous."

Dunweather is prepared to offer the PCs 700 gp as a group to accept the mission. Note that if they managed to achieve a high result in the Intro encounter, this amount may be increased. Dunweather cannot offer more gold than indicated, nor can he offer magic or other supplies to the PCs.

Dunweather can provide the following information if asked:

- The Consortium knows there are undead on the island, and it has reports that the undead include skeletons and ghouls
- The Consortium has also had reports that the island is also populated by shocker lizards
- Reports indicate that there may also be a kobold presence on the island as well
- The Consortium believes that the entrance to the Harbormaster's complex will be found in the westernmost tip of the island.
- Erosion of that portion of the island has probably destroyed the original entrance, so the PCs will need to search for a hidden entry point
- The Consortium will provide transport to and from the island, but cannot provide equipment or other assistance to the

adventurers

- The Consortium considers the area relatively safe during the daylight and does not anticipate any problems that a well armed and armored group of adventurers shouldn't be able to handle on their own

At this point, depending on the time used in the allocated block, and the interest of the players, Oosterman may engage the PCs in a discussion about their capabilities and their experience. This interview is informal - Oosterman is trying to assuage his own concerns about the potential dangers faced by the PCs, and isn't trying to talk them out of accepting the Consortium's offer.

Anyone who succeeds in a Sense Motive check vs. Dunweather's Bluff roll will believe that he is being truthful and not seeking to deceive the characters. Those who try and fail will find Dunweather's expression inscrutable. (remember that a Sense Motive check takes a minimum of 1 minute to complete.)

Specifically, the Merchants' Consortium requires that the PCs do the following to earn the promised reward:

1. Locate the Harbormaster's complex on the Ladyrock Island
2. Enter the complex and discover the nature of its control system
3. Raise the northern segment of the harbor chain; and ensure that the southern segment is not also raised
4. Return to the landing area and leave the Ladyrock Island before sundown

Assuming the PCs accept Dunweather's proposition, he will arrange to meet them at first light the next day at the docks area. A crew of oarsman and a sturdy riverboat is standing by to take them across the estuary to the Ladyrock Island.

The PCs will have enough time to make any purchases necessary in town to augment their equipment, and will be able to rest and prepare spells prior to departing.

When everyone is ready to continue, read the following to the players:

A thick mist has rolled into the harbor overnight. The fog softens the details of the Southside settlement, and muffles the sounds of the locals preparing to begin another day's activities.

You can hear a bell tolling somewhere in the

distance in the direction of the old city, but its impossible to pinpoint the source of the noise. Local rumor has it that when the sounds of the bell are heard in Southside, the spirits of the dead claimed by the sea arise and walk the earth draped in chains and seaweed. You tend to discount these stories as tales to frighten children, but in the odd gloaming of this morning, you're not quite so willing to dismiss the legends out of hand.

Dunweather greets you at the appointed time and place. He has some further words of advice for you before you begin the trip to the Island. "Previous expeditions to the Island have reported that the forest in the middle portions of the Island is filled with bands of ghouls that attack any that trespass within. The Consortium advises you to avoid the center forested areas at all times and to remain on the highest state of alert while out of sight of the shore."

With little ceremony, you're bundled aboard and the rowboat slips free of its mooring and begins to journey across the Fire River.

The PCs will be put ashore on the western tip of the island. Above the beach where they make their landing is a steep cliff, topped by the ruins of an old lighthouse.

With steady strokes, the oarsmen pull the boat across the calm waters of the Fire River. The channel is quite deep, and the water appears an inky black. A cold wind blows down the river from the mountains to the east.

Ahead lies the Ladyrock. The western end has a gravelly shore, also dotted with many large basalt boulders which disappear under the water as the shallows rapidly slope into the deeps.

The oarsmen waste no time pulling the craft close to the shore in water no more than waist high.

You plunge over the side, finding your footing on the loose rocks and gravel, and wade ashore. Behind you, one of the oarsmen drops a heavy weighted anchor over the side and the rest settle in to wait for your return.

In just a minute or two, you wade out of the surf and onto the Ladyrock, cold and wet.

Looking up and down the shore, you see nothing unusual. The tip of the island curls away northward to your left, and the shore extends as far east as you can see to your right. Ahead of you is a steep cliff, and on top of the cliff you can see the ruins of the old Lighthouse that once guarded the harbor entrance.

Now you need to start looking for the entrance to the Harbormaster's control complex.

Have each PC make a Spot check when they come ashore.

PCs who achieve a result of 15 or higher notice the presence of rusted bolts which were once driven into the cliff face near the landing point. These bolts were used to secure a series of stairs and landings which once provided access to the cliff from the shore. The bolts have long since rusted away, and no remains of the stairs or landings remains.

It is obvious (Intelligence check vs. DC5) that these rusted traces probably don't provide access to the Harbormaster's control complex.

The actual entrance to the complex is located in the western tip of the island. Originally there was an exterior building which has fallen into the sea. The passage extending into the interior of the island is about 30 feet below the top of the 150 foot high cliff.

Barring the use of magic the entrance can be located by a careful survey of the cliff face, which will take roughly six hours. Each hour, have the PCs make a Search check vs. DC 35. The party can work together on this check, and after each failed check, they gain a +5 bonus to the next check.

Each hour that the PCs fail their search check, they may be attacked by the denizens of the Island, as follows:

Hour 1: Shocker lizards

A small group of immature shocker lizards will encounter the party. Have each PC make a Spot check prior to continuing with this encounter. Any PC that achieves a 17 or higher "senses something" - the static discharges from the Lizards. PCs that "sense something" cannot be caught by surprise when the lizards attack. These PCs will either act on their rolled initiative, or the Lizards' initiative, whichever is higher.

Immature Shocker Lizards (3): Small Magical Beast, 1 HD, 6 hp, Init +2, AC 16, touch 13, flat-footed 13; Atk +2 (bite), Dmg 1d4-1 (bite), Fort +3, Ref +5, Will +1. *Special attack: Stunning Shock (Su), Lethal Shock (Su).* MM pg. 164.

The Lizards are searching for food (they are insectivores). They will instinctively attack the PCs, trying to use their Stunning Shock attack. If one or more lizards are killed or immobilized by the PCs, the others will attempt to flee at their best speed.

Hour 2: No Encounter

During this period, none of the island's inhabitants becomes aware of the PCs and they are able to continue the search without incident.

Hour 3: Kobolds

A small hunting group of kobolds is tracking the shocker lizards and will encounter the PCs as they follow the reptile's spoor.

Warrior Kobolds (5): Small Humanoid (Reptilian), War 1, 1 and 1/2 HD, Init +1, 6 hp, AC 15, touch 12, flat footed 13, Atk +1 (adjusted for light conditions) melee (halfspear), Dmg 1d6-2 (halfspear), Fort +2, Ref +1, Will +2, *Special Qualities: Darkvision 60 ft., light sensitivity,* MM pg. 123.

The Kobolds will attempt to surprise the party, hiding from sight and making a ranged attack with their halfspears. The Kobolds will flee if they are clearly overmatched by the PCs.

Hour 4: No Encounter

During this period, none of the island's inhabitants becomes aware of the PCs and they are able to continue the search without incident.

Hour 5: Walking Dead

A number of skeletons will emerge from the sea and attack the PCs. They will fight until destroyed.

Skeletons (5): Medium-Size Undead, HD 1, Init +5, 6 hp, AC 13, touch 11, flat-footed 12; Atk +0 (claws x2), Dmg 1d4 (claw), Fort +0, Ref +1, Will +2, MM pg. 165.

Any PC succeeding in a Spot or Wisdom check vs. DC 20 will notice bits of rotted clothing, cutlasses, and other accoutrements that will indicate that the skeletons may once have been drowned sailors.

Hour 6: No Encounter

During this period, none of the island's inhabitants becomes aware of the PCs and they are able to continue the search without incident.

By Hour 6, the PCs should have been able to find the entrance to the Harbormaster's Complex. Even if they fail the final skill check, their persistence pays off - through a process of elimination, they winnow the probable location of the entrance down to just a few sites which can be rechecked in short order, at last revealing the elusive entrance.

Encounter Two:

The entrance to the Harbormaster's Complex is a collapsed passageway leading east into the interior of the Island. It will take the PCs about an hour to clear the debris from the entrance, and hoist supplies (and PCs uncomfortable with climbing) up to the entrance.

All areas inside the complex are pitch black. PCs will need to use torches, lanterns or magic to see.

When the PCs are ready to proceed, read the following:

You have found and cleared a passage leading into the heart of the island. The exterior structures, if any, have been washed away as the cliff face erodes in the wind and weather.

After removing the debris blocking the entrance, you have cleared enough space to allow the party to enter the interior spaces.

In the light streaming in through the hole you've made, you can see a straight corridor of dressed stone extending roughly 90 feet. Rusted sconces on the walls once held torches or lanterns, but rust and time have reduced them to ochre stains and pitted metal.

You'll need to move into the passage to see what lies at the far end.

Details on the interior spaces of the Complex are provided in the map labeled "Interior Map of Harbormaster Control Complex".

The PCs have a fairly straightforward task before them. They need to work their way through the complex, opening doors, defeating traps, and learning about the control system.

Then they need to reactivate the golems who raise and lower the chain segments. They will then need to use the controls to cause the northern golem to haul its segment into place. Because the segment has become buried in the sands of the island's shoreline over the past years, the golem will not be able to raise it unassisted. The PCs will need to locate the chain segment and clear a sizable portion of sand before the golem can succeed.

Encounter Two provides the information you need to guide the PCs through the upper level of the control complex.

1. Interior Door

The passage ends in a sturdy iron door, which shows extensive rust and pitting.

Opening this door requires an Open Locks check vs. DC 7. Alternately, the door can be battered down (break DC 28).

2. Main Hall

This 90 foot by 90 foot room has a vaulted 20 foot ceiling. The floor consists of a tile mosaic. There are two doors at the east and west ends of the chamber, and an open 10 foot wide passage in the middle of the south wall.

The room is filled with debris: rotten wood that must once have been furniture, cabinets that may once have held paperwork, but now fester with mold and fungus.

The most ominous feature of the room is a wide, black streak that is probably long-dried blood leading from the middle of the room to the eastern door.

This room is inhabited by 6 crawling claws.

Crawling Claws (6): Diminutive Construct, HD 1, Init +0, 5 hp, AC 15, touch 14, flat-footed 15; Atk +4 (claw), Dmg 1 (claw), Fort +0, Ref +0, Will -3, Monsters of Faerun pg. 29.

3. Control Room

The 30 foot by 30 foot passage between the Main Hall and the Control room is trapped.

This 30 foot by 90 foot room is obviously the control room for the complex. A bewildering series of glowing dials, levers, and arcane symbols fills a panel that runs the length of the room.

The control rods from areas 7 & 8 must be restored to the console before either golem can be activated.

Figuring out how to restore the control rods requires an Intelligence check vs. DC 14.

Once the rods are restored, an Intelligence check vs. DC 15 is required to determine how to operate them.

The first time the PCs activate a golem rod, they will cause the southern golem to raise the southern chain segment. They must lower this segment (another DC15 Intelligence check), and raise the northern segment (another DC 15 intelligence check) to leave the chain segments in the correct positions to complete their missions. Unless the chains are visually inspected (or the golem rooms are investigated) it is impossible to determine the state of any chain segment from the control room.

4. Barracks

This 90 foot by 90 foot room was probably once used as a barracks for the Harbormaster's staff. The decayed remnants of various furniture litters the room, interspersed with piles of shredded clothing and various personal effects of the vanished residents.

A Direguard stands in the center of this room and will attack anyone who enters.

Direguard (1): Medium-Size Undead, HD 4, Init +0, 26 hp, AC 14, touch 11, flat-footed 14; Atk +3 (claws x2), Dmg 1d4+1 (claw), Fort +1, Ref +1, Will +5, Monsters of Faerun pg. 17 (see *Baneguard*).

The Direguard wears shadowy black armor granting a +1 deflection bonus.

The south golem control rod can be found in the debris after a careful search of the room.

Finding the rod requires a Search check vs. DC 21.

5. Stairway to the Lower Level

The stairway area is behind a secret door accessible from Area 1. Finding the door requires a Search check vs. DC 23.

The stairway descends approximately 50 feet in a tight spiral. When the door to this area is opened, a horrible stench rolls out from the stairwell.

A Darkmantle lurks here in the stairs. It has attached itself to the ceiling at the top of the stairs, and covered itself with its *Darkness* ability. Any PC who states that he or she is actively searching the area for "danger" or "threats" or anything similar can make an opposed Spot vs. Hide roll to perceive the Darkmantle.

Darkmantle (1): Small magical beast, HD 1, Init +4, 6 hp, AC 17, touch 11, flat-footed 17; Atk +5 (slam), Dmg 1d4+4 (slam), Fort +3, Ref +2, Will +0, MM pg. 39.

The Darkmantle will allow the PCs to enter the stairs if it is undetected, and will attempt to attack the last member of the party. If it fails to envelope its target, it will fly up the stairs, exit the door to area 2, and if possible, flee through area 1 and out into the wilderness.

If detected, immediately roll for initiative. The Darkmantle will attack on its initiative if possible.

Encounter Three:

After descending the stairs, the PCs will be in the lower level of the complex. Use the map titled "Complex Lower Level".

6. Chain Maintenance Area

This 90 foot by 90 foot room was probably used to perform maintenance on the chains. Links of rusted metal litter the floor, mixed with various tools, broken and decayed wooden fixtures, and other debris. There are two doors providing exits to the room; one in the north and one in the south walls.

The floor of this room is covered with a

sticky black mud. This mud stinks - the odor is nearly unbearable.

This area is the lair of a group of Troglodytes.

Troglodytes (3): Medium-Size Humanoid (Reptilian), HD 2, Init -1, 13 hp, AC 15, touch 9, flat-footed 15; Atk +1 (claws x2), -1 (bite), Dmg 1d4 (claw), 1d4 (bite), Fort +5, Ref -1, Will +0, MM pg. 179.

The Troglodytes in area 8 will arrive 1 round after any sufficiently loud noise draws their attention. (See area 8 for further details).

7. Northern Golem Room

This 60 foot by 60 foot chamber is reached via a 30 foot by 30 foot passage leading from Area 6. A port in the northern wall admits a thick iron chain, which shows no signs of rust. A sizable quantity of sand has sifted into the room through the port and the sand covers most of the floor area.

In the northwest corner of the room is a large metallic statue of a genderless and featureless humanoid figure. The figure stands at parade rest: hands clasped behind its back, feet separated. The chain runs between the figures' feet, and terminates in a large fixture bolted into the southern wall.

The humanoid figure is a stone golem. It cannot animate until its control rod is reinserted in the console in area 3. When animated, it will not fight; it is able only to either raise or lower the harbor chain. Statistics for the golem are not provided; if needed, use the information on Monster Manual pages 108-109.

8. Southern Golem Room

This 60 foot by 60 foot chamber is reached via a 30 foot by 30 foot passage leading from Area 6. A port in the southern wall admits a thick iron chain, which shows no signs of rust.

This port is below the level of the water table, and brackish, silty water has pooled throughout the room.

In the southwest corner of the room is a large metallic statue of a genderless and

featureless humanoid figure. The figure stands at parade rest: hands clasped behind its back, feet separated. The chain runs between the figures' feet, and terminates in a large fixture bolted into the northern wall.

The humanoid figure is a stone golem. It cannot animate until its control rod is reinserted in the console in area 3. When animated, it will not fight; it is able only to either raise or lower the harbor chain. Statistics for the golem are not provided; if needed, use the information on Monster Manual pages 108-109.

This area is the lair of a group of Troglodytes. These Troglodytes will enter area 6 if they hear a disturbance. Combat or noisy spells will certainly be sufficient to attract their attention.

Troglodytes (3): Medium-Size Humanoid (Reptilian), HD 2, Init -1, 13 hp, AC 15, touch 9, flat-footed 15; Atk +1 (claws x2), -1 (bite), Dmg 1d4 (claw), 1d4 (bite), Fort +5, Ref -1, Will +0, MM pg. 179.

The control rod for the northern golem can be found beneath the slimy water after a careful search. Finding the rod requires a Search check vs. DC 22.

Conclusion:

Once the heroes have raised the correct chain segment, it's time for them to leave the island.

Clever adventurers may attempt to remove the golem control rods once the correct chain segment is raised. This is possible, requiring an Intelligence check vs. DC 23. Once either rod is removed, the golems will again deactivate.

After exiting the control complex and returning to the beach, the PCs can signal the waiting oarsmen who will bring the boat near enough to shore to allow them to board after a quick wade in the freezing river waters.

On their return to Southside, they will be greeted by Dunweather and Oosterman. Read the following aloud to the players:

"Thank the Powers that you have returned from that cursed Island," Oosterman exclaims. "You have certainly repaid the faith vested in you by the community."

"Yes, I agree," says Dunweather. "Another task accomplished, and another hurdle overcome. Well done my friends." He rummages about in his tunic for a moment, and produces a rolled oilskin scroll.

"I have a message from Tally Hakmarsdottir as well," Dunweather explains, unrolling the text. "By your actions, you have fulfilled the commitments of Southside. I will report to the King that suitable progress is being made, and that the time when trade can be restored with the Sea of Fallen Stars grows near. Be it known to all that you have earned the thanks of the Dwarves this day."

Dunweather will make the promised payment to the PCs at this time, providing a sack of gold in the amount agreed.

If the PCs returned with both golem control rods, and explain their use to Dunweather, he will gratefully add an additional 50gp to their funds for their initiative and quick thinking.

The End

Experience Point Summary

To calculate experience awards for the PCs, follow these steps:

1. Award 68 XP to each PC for each **Encounter** they participated in, including the **Introduction**.
2. Award 68 XP to each PC for each **Encounter** if the PC lived through the encounter and the [Success] condition was met, including the **Introduction**.
3. Divide the total award in half if the PC is level 4 or 5. Award no XP if the PC is level 6 or above.
4. Note the final XP award on the PC's Character Log Sheet.

1st, 2nd, and 3rd level PCs that started and successfully finished (and survived) all three encounters in this scenario (and the **Introduction**) can earn a total of 630 XP.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below:

Treasure Summary:

Encounter One

Up to 10 halfspears and 5 small sets of leather (shocker lizard hide) armor: 2 halfspears and 1 set of armor per dead kobold

Encounter Two

None

Encounter Three

None

Encounter Four

None

Conclusion

Payment from the Merchant's Consortium.
Possible bonus for returning with golem control rods.

Appendix: NPCs & Monsters

Egon Dunweather: Male human Exp1: Medium-size humanoid; HD 1d6+1; hp 7; Init +0; Spd 30; AC 10, touch 10, flat-footed 10; Atk -1 melee or +0 ranged (1d4-1/19-20, Dagger); AL

N; SV Fort +1, Ref +0, Will +4; Str 8, Dex 10, Con 12, Int 15, Wis14, Cha 13.

Skills and Feats: Appraise +6, Bluff +5, Diplomacy +7, Gather Information +5, Innuendo +6, Intimidate +5, Read Lips +6, Sense Motive +8, Spellcraft +6: Magical Training, Smooth Talk.

Special Abilities: *dancing lights*, *daze*, & *mage hand* 1/day

Thalme Oosterman: Male human Pal1: Medium-size humanoid; HD 1d10+2; hp 12; Init -1; Spd 30; AC 13, touch 10, flat-footed 13; Atk +3 melee or +0 ranged (1d8+2/19-20, Longsword); AL LG; SV Fort +6, Ref +1, Will +3; Str 15, Dex 8, Con 14, Int 10, Wis12, Cha 13.

Skills and Feats: Handle Animal +5; Heal +5; Ride +3; Luck of Heroes; Power Attack.

Possessions: Longsword

Armor: Chain shirt

Tally Hakmarsdottir: Female Dwarf (Shield) Ari1: Medium-size humanoid; HD 1d8+2 (Aristocrat); hp 10; Init -1; Spd 15; AC 15, touch 9, flat-footed 15; Atk +0 melee or -1 ranged (1d10 Waraxe, dwarven); SQ: Darkvision (Ex), Dwarven traits (Ex), RF: Stonecunning, +2 Fort save against poison, +1 attack bonus against orcs & goblinoids, +4 dodge bonus against giants, +2 Will save against spells; AL LN; SV Fort +2, Ref -1, Will +3; Str 10, Dex 8, Con 15, Int 15, Wis 12, Cha 12.

Skills and Feats: Appraise +8, Bluff +5, Craft (Blacksmithing) +2, Craft (Metalworking) +2, Craft (Stonecarving) +2, Craft (Stonemasonry) +2, Craft (Weaponsmithing) +2, Diplomacy +7, Innuendo +5, Profession (Armorsmith) +3, Profession (Blacksmith) +3, Profession (Metalworker) +3, Profession (Miner) +3, Profession (Stonemason) +3, Profession (Weaponsmith) +3, Read Lips +6, Sense Motive +7, Speak Language +1. Feats: Smooth Talk.

Possessions:

Weapons: Waraxe, dwarven.

Armor: Splint mail.

Crawling Claw: Diminutive Construct; HD 1d10; hp 5; Init +0; Spd 20; AC 15 (+4 size, +1 natural), touch 14, flat-footed 15; Atk +4 base melee (1, Claw); SQ: Construct immunities, SR, Smite Fallen (Ex) 10; AL N; SV Fort +0, Ref +0, Will -3; Str 10, Dex 10, Con --, Int --, Wis 5, Cha 5.

Darkmantle: Small magical beast; HD 1d10+1; hp 6; Init +4 (Improved Initiative); Spd 20, Fly 30 (Poor); AC 17 (+1 Size, +6 natural), touch 11,

flat-footed 17; Atk +5 base melee (1d4+4 slam); SQ: Darkness (Su), Improved Grab (Ex), Constrict (Ex), Blindsight (Ex); AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10.

Skills and Feats: Hide +11, Listen +4; Improved Initiative

Direguard (Baneguard): Medium-size undead; HD 4d12; hp 26; Init +0; Spd 30; AC 13 (+3 Natural Armor), touch 10, flat-footed 13; Atk +3 x2 base melee (1d4+1, claw); SA: Magic missile; SQ: Blink, undead, immunities; AL NE; SV Fort +1, Ref +1, Will +5; Str 12, Dex 11, Con --, Int 9, Wis 12, Cha 13.

Skills and Feats: Hide +7; Listen +8; Move Silently +7; Search +4; Spot +8; Blind-Fight

Kobold (Warrior): Small humanoid (Reptilian); HD 1d8; hp 8; Init +1; Spd 30; AC 16 (+3 Hide Armor, +2 Natural Armor, +1 Dex), touch 11, flat-footed 12; Atk -1 base melee or +3 ranged (1d6-2/x3, halfspear); SQ: Darkvision, light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Trapmaking) +2, Hide +5, Profession (Miner) +2, Search +2, Spot +2; Alertness

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Shocker Lizard (Immature): Small Magical Beast, HD 1d10, 6 hp (10), Init +2, AC 16, touch 13, flat-footed 13; Atk +2 melee (1d4-1, bite), SA: Stunning Shock (Su), Sublethal Shock (Su); SQ: Electricity Sense (Ex); AL N; Fort +4, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 5, Wis 12, Cha 6.

Skills and Feats: Climb +8, Hide +10

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of subdual damage to living opponents (Reflex half DC 12)

Sublethal Shock (Su): Whenever two or more shocker lizards are within 256 feet of each other, they can work together to create a lethal shock. This effect has a radius of 25 feet, centered on any one contributing lizard. The shock deals 2d8 points of subdual damage for each lizard contributing to it (Reflex half DC 10 + number of lizards contributing.)

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

The undead in this scenario have the following traits:

Skeleton: Medium-size undead; HD 1d12; hp 6 (12); Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Atk +0 melee (1d4, 2 claws); SQ undead (see **Undead** at the end of this section), immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

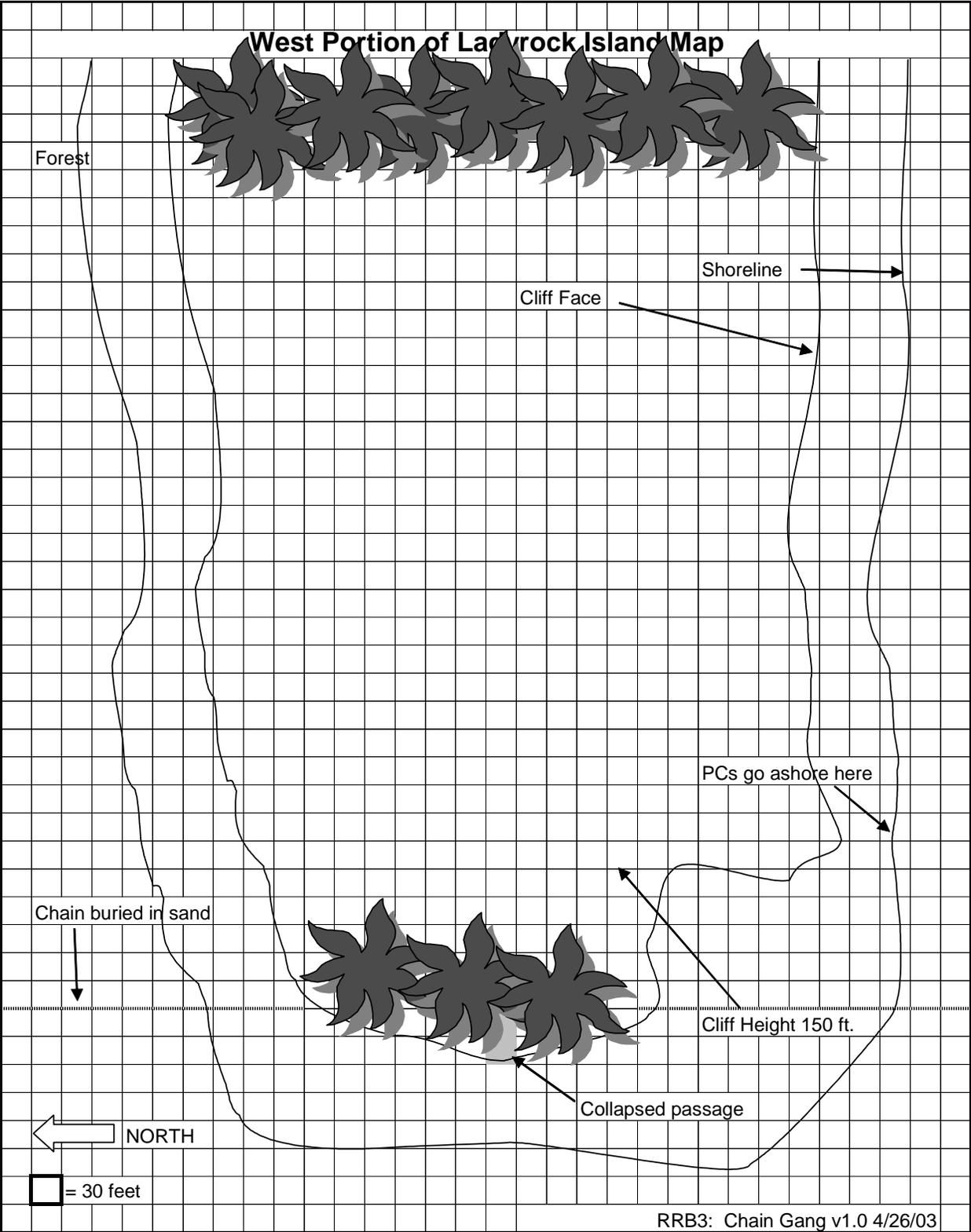
Skills and Feats: Improved Initiative

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

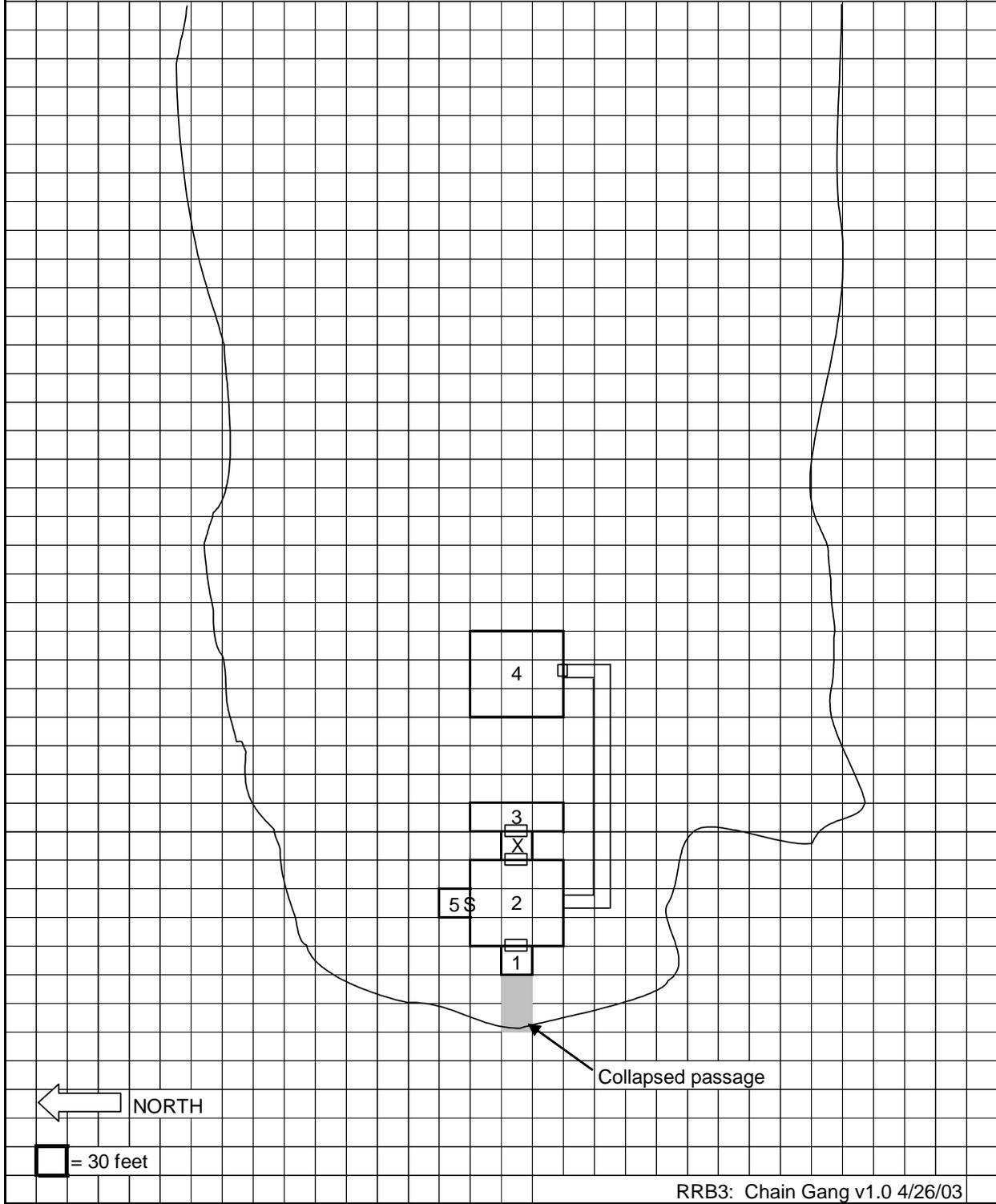
Undead: All undead in this scenario share the following special qualities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Troglodyte: Medium-sized humanoid (Reptilian); HD 2d8+4; hp 13; Init -1 (Dex); Spd 30; AC 15 (-1 Dex, +6 natural), touch 9, flat-footed 15; Atk +1 base melee (2 claws), +1 base melee (bite) (1d4 claw, 1d4 bite); SA: Stench, Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +6, Listen +3, Multiattack, Weapon Focus (Javelin)



Interior Map of Harbormaster Control Complex



Complex Lower Level

