

RPGA®
LIVING
CITY™
CAMPAIGN

RUINS OF RAVENS BLUFF

"Out of the Pan"

RRB4: AN EL2 SCENARIO

The Merchant's Consortium has completed the preliminary reconnaissance of the Ladyrock Island and has raised the chain that blocks the northern entrance. Now, under charter from the Dwarven Kingdom of the Vast, adventurers are needed to explore the lower portions of the Fire River in preparation for the first downriver shipments from the Dwarves to Southside.

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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

After months of effort, the Merchant's Consortium has finished the preliminary work required to secure the entrance of the harbor of the Fire River. With the harbor secure, the Consortium's first customers, the Dwarven Nation of the Vast, are ready to begin shipping goods down the Fire River to the new port at Southside.

Before those shipments can begin, the river itself must be explored and cleared of hazards. The best river access available to the Dwarves is some number of miles upstream from Southside. Between the port and the river access lie miles of unexplored territory known to be inhabited by various monsters, savage tribes, and other hazards.

Overview

The Dwarves will recruit the PCs to join the crew of the *Silverfish*, a flat-bottomed riverboat. This scenario features encounters in the lower areas of the Fire River fairly close to Southside.

The PCs will need to deal with an undead encounter near the Ladyrock Island, then clear the monstrous spiders from the bridge spanning the River between Southside and the ruined Old City. Then they will need to work through an area of whitewater to find a passable route, and use brute force to pull the *Silverfish* upstream past the rapids. Finally they'll be ambushed by drow raiders.

After exploring the requested portion of the Fire River the PCs will return to Southside to receive their promised reward for the mission.

Adventure Summary:

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

Introduction

The PCs will be introduced to the crew of the *Silverfish* and will be given a charter from the Merchant's Consortium and the Dwarven Kingdom to explore the Fire River.

The PCs must demonstrate a modicum of ability in the areas of exploration, seamanship, and combat before being accepted into the ship's company.

Success: The PCs convince the Dwarves and the crew of the *Silverfish* to accept them into the ship's company.

Failure: The PCs fail to impress and are told to return at a later date after sharpening their skills.

Encounter One:

After weighing anchor, the *Silverfish* begins the journey upriver. As the ship passes the eastern tip of the Ladyrock Island, skeletons attack and must be driven off or defeated.

Success: After clearing the zombies 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 remains of the Ravensbridge span the river and are infested with monstrous spiders. Their webs fill the area beneath the bridge decking and a way through must be cleared to enable the ship to continue upriver.

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 dealing with the spiders. Proceed to the **Conclusion**.

Encounter Three:

The *Silverfish* reaches an area of the river which has become filled with large stones, creating a series of rapids. The PCs must explore this area and map out a route through the jagged rocks, then work with the ship's company to pull the ship upriver through the rapids.

Success: The PCs are able to find a usable passage and get the ship safely through. Proceed to **Encounter Four**.

Failure: The PCs fail to find a navigable path or are unable to muscle the ship through to calmer waters. Proceed to the **Conclusion**.

Encounter Four:

As the *Silverfish* nears the end of its exploration, the ship is ambushed by drow raiders at a point where the river narrows.

Success: The PCs fight off the raiders and the ship is able to complete its mission. Go to the **Conclusion**.

Failure: The PCs are killed or the ship is so badly damaged that it cannot continue. Proceed to the **Conclusion**.

Conclusion

Success: The PCs return to Southside having reached the point specified in their charter.

Failure: The PCs are killed or return to Southside without having completed the mission.

Once the PCs are safely back in Southside, they will be paid per the terms of their agreement with the Dwarven Nation if their mission was a success.

Introduction

This portion of the scenario establishes the character's bona fides and gives them a roleplaying opportunity to establish their characters in a low-threat environment prior to the start of the adventure itself.

Give the PCs time to describe themselves to one another and to interact with the NPCs if desired. However, don't let the scenario bog down at this point in minutia - if the PCs are woefully unprepared for the challenges ahead, excuse the table and provide some guidance for the players to help them make more suitable characters.

When everyone is seated and you are ready to begin play, read the following text aloud:

You have gathered at the docks in response to a call for explorers willing to accept a commission on behalf of the Merchant's Consortium and the Dwarven Nation.

Once everyone is assembled, Egon Dunweather, the Consortium's representative in Southside, steps forward and introduces himself and explains the nature of the day's gathering.

"Greetings my friends!" he begins. "On behalf of the Consortium, I am happy to announce that the preliminary work has been completed here in Southside in preparation for opening the harbor to trade from the Vast. Our explorations of the Ladyrock Island have given us confidence we can secure the harbor, and it is now time to begin the work necessary to open our first trade route."

"Representing the Thane of the Dwarven Kingdom, it is my pleasure to present Tally Hakmarsdottir, who will now brief you more fully on phase two of our operations."

Rising to her feet, Hakmarsdottir thanks Dunweather for the gracious introduction, then addresses the crowd.

"Behind me, you can see the *Silverfish*, a riverboat we have commissioned to begin a series of exploratory voyages up the Fire River. Some miles from Southside the Dwarven Nation is building a landing point where goods brought down from our mountain homes can be loaded aboard ships

for transport to Southside and from Southside to ports of call across the Sea of Fallen Stars."

"Before we can open this trade route, the entire Fire River must be mapped and cleared of hazards. In the many years since the fall of Ravens Bluff, the river has become the territory of numerous monsters and savage tribes. The voyages of the *Silverfish* will establish the first civilized presence the area has known for many years."

"We have crewed the ship with mariners recruited from across the Vast. She is captained by Morgan LeBlanc, and the sailors aboard the *Silverfish* are experienced river sailors. However, they are not equipped to deal with monsters or clear dangerous hazards. For that, we need to add additional members to the ship's company who will be responsible for dealing with whatever extraordinary situations the ship encounters during her voyages."

"To that end, we have passed word throughout Southside to recruit a team of explorers willing to accept the necessary risks. That is why you are here today - to become the newest members of the *Silverfish's* crew."

Stats for the NPCs involved in this encounter 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.

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.

Morgan LeBlanc, Exp 2, Init -1, 13 hp, AC 12, touch 11, flat-footed 12; Atk -1, Dmg 1d6 (19-20) (Cutlass), Fort +2, Ref -1, Will +5.

The ship's complement of 14 sailors have the following stats:

***Silverfish* Sailors**, Com 2, Init -0, 12 hp, AC 11, touch 11, flat-footed 11; Atk -1, Dmg 1d6 (19-20) (Cutlass), Fort +3, Ref +0, Will +1.

Hakmarsdottir is prepared to haggle with the

PCs regarding their payment. Specifically she will produce a rolled parchment map of the Fire River, showing the general outlines of the lower portion of the river's course. On this map a specific area, roughly 20 miles upstream from Southside is marked with a large red "X". In return for the PCs voyaging with the *Silverfish* to the location of the "X" and back, the Dwarven Nation will pay the PCs, on completion of the mission, a total of up to 700 gp which they may split between themselves any way they wish.

A PC with ranks in Diplomacy may attempt to increase this price by making an opposed Diplomacy check vs. Hakmarsdottir's Diplomacy check. If the PC is successful, Hakmarsdottir will reluctantly authorize an additional 100 gp in fees.

After milling about on the docks for a few minutes talking with the NPCs and inspecting the *Silverfish*, and once the arrangements are in place between the Dwarves and the PCs, LeBlanc will stand atop a nearby crate (so that she can be seen above the crowd: even in her high-heeled boots, LeBlanc stands only 3 foot, 5 inches tall!) and address the crowd as follows:

"Alright you swabs, listen up!

Before any of you set foot on *my ship*, you'll have to demonstrate that you won't do more harm than good.

First, I want to see the hands of those who are keen of eye. A good lookout will be essential to this trip."

Any PC with ranks in Spot can volunteer for lookout qualification. To succeed, the PC must describe a certain pennant flying atop the *Silverfish's* mast - a blue triangle with a red circle in the center. Correctly spotting and identifying this pennant requires a Spot check vs. DC 15, and the PC may Take 10 on the attempt if desired.

LeBlanc will next look for those with some martial skill. "We also need archers to defend the ship against boarders. Who among ye is good with the bow?"

Any PC proficient with the bow (or any other suitable ranged weapon) may attempt to qualify as an archer. The crew has set up a standard target on the docks and the PCs may take up to 3 shots at the target. Hitting the bullseye and qualifying for duty aboard the *Silverfish* requires

a hit vs. AC 15 at 120 feet. (Note: this distance will be two range increments for anyone using a shortbow, one range increment for anyone using a longbow.)

LeBlanc will then make the following announcement: "These waters are filled with creatures with arcane powers. The *Silverfish* needs those with magical abilities to defend us against the Art."

PCs with Arcane or Divine spellcasting ability can qualify for membership in the crew by identifying themselves and performing a minor (0 level) spellcasting.

Finally, LeBlanc will declare: "When worst comes to worst, we may find ourselves in hand to hand combat. The ship can always use a strong back and a heart that won't shrink from danger."

Any remaining PCs can offer to wrestle a member of the crew for a position aboard ship. Use the grappling rules from the *Player's Handbook*. The gnomish sailors have a grapple check of -2. To win the contest, the PC has 10 rounds to achieve a pin vs. the sailor.

In the event that there are PCs at the table who have not qualified for the ship's company, but are obviously suited for the adventure in other respects, have the player engage in a short roleplaying session with the NPCs to explain their qualifications and earn the right to join the *Silverfish* on the expedition.

If a PC fails all potential qualifying tests, that PC cannot continue with the adventure and should be excused from the table. If you have time, you may wish to make some suggestions to the player about ways the character can become more competent and better prepared for a life of danger and high adventure.

Assuming a suitable number of PCs have qualified for the ship's company, Hakmarsdottir will make one final announcement.

"Before you begin your journey, I am authorized to present you with the following commission on behalf of the Merchant's Consortium and the Thane of the Dwarven Nation.

This commission authorizes you to explore the Fire River, to make maps of the area, and to defend yourselves against hostile action.

May Moradin guide you and bring you safely home!"

At this point, allow the PCs to make any purchases they desire from Southside, and otherwise prepare their PCs for the adventure. Allow spellcasting PCs who prepare spells to do so now (that is, allow the players to stipulate which spells their PC has prepared.)

When all is in readiness, the ship's company will board the *Silverfish* and the adventure will begin. The entire trip should take less than one full day.

Encounter One:

As the *Silverfish* pulls away from its mooring at Southside you may wish to take a few minutes to review the materials contained in the *Silverfish* Overview with the PCs. Answer any questions they may have about speed, sizes, defenses, etc. so that everyone is familiar with how encounters aboard ship will be adjudicated.

As the morning fog begins to lift from the harbor, the *Silverfish* will shortly face her first challenge. Read the following when you are ready to proceed with **Encounter One**.

As the mate calls the pace to the crew, the oars of the *Silverfish* bite into the Fire River and the ship begins to move upstream. Today, the wind is calm, and the central sail is furled. The ship makes way under the trained sculling of the gnomish crew.

A thick fog which covered the harbor earlier in the morning has begun to break up, revealing the forested slopes of the Ladyrock Island to the north. At either end you can glimpse crumbling ruins and the shattered walls of buildings now nearly overgrown with vines and brush.

A slow series of belltones echoes from the foggy darkness further north, from somewhere in the old City. It is impossible to tell if a stray breeze has disturbed some forgotten belfry, or if a malevolent presence is at work in the ruins - in either case, the hair on the back of your neck begins to tingle and the spray kicked up by the *Silverfish*'s passage dampens everyone's spirits.

Suddenly, Captain LeBlanc curses in a long stream of gnomish invective, and then points at the eastern tip of the Ladyrock Island.

"By the gods, something just slipped into the water from the Island, and its swimming right for us!"

The *Silverfish* is being attacked by a group of undead. Normally, the creatures of Ladyrock refuse to enter the waters of the Fire River, but in this instance the heroes are about to face one of the rare exceptions!

A pack of skeletons is racing towards the *Silverfish*: 10 skeletal snakes, lead by a Necrophidius.

Earlier explorations of the Ladyrock discovered a sealed doorway in the basement of the ruins of the old lighthouse, and divinations performed in the area indicated that some powerful evil force lay beyond that door. It seems that whatever lurks beyond the sealed portal has sent the Necrophidius to ward the Island against further incursions.

The Necrophidius and the skeletal snakes will attack until defeated.

Necrophidius, Medium Sized Construct, Init +3, 30 hp, AC 18, touch 13, flat-footed 15; Atk +2, Dmg 1d6+1 plus paralysis (bite), Fort +0, Ref +3, Will +0.

Skeletal Snakes (5), Small Undead, Init +5, 3 hp, AC 13, touch 12, flat-footed 12; Atk +0/+0, Dmg 1d3-1 (Claws), Fort +0, Ref +1, Will +2.

The monsters will attempt to swarm aboard the ship by crawling up the oars. As soon as the PCs realize this tactic they may try to get the crew to ship their oars, but the current in the river is strong enough that the ship would drift perilously close to the Ladyrock if the crew ceases rowing.

The oars extend 10 feet from the sides of the *Silverfish*. One creature can attempt to board per oar, per turn. It will take a creature one full round to move from the water to the deck of the *Silverfish* via an oar. While a creature is on an oar, the crew will abandon that rowing position and permit the PCs to move into the area to engage the creature in melee combat.

As soon as the Necrophidius is killed the ominous bell will stop ringing, and the sun will begin to cut through the remaining fog.

Encounter Two:

Long ago, the southern and northern portions of Ravens Bluff were connected by the Ravensbridge. The bridge itself still stands, though it is no longer passable. The bridge decking, made of timber, has rotted away in the many years since the Fall, and all that remains is the stonework and masonry of the bridge's superstructure.

During this time of neglect, the bridge has become the home of a large number of monstrous spiders who have spun thousands of webs in the spans beneath the bridge. Now the area is virtually non-navigable. Before the *Silverfish* can continue upriver, a section must be cleared of webbing and spiders.

The PCs will need to use the ship's longboat to approach the crumbling bridge - the area is unsafe for the *Silverfish*, and the ship could not safely maintain position against the flowing current close to the bridge.

Taking any action while aboard the longboat requires a successful Balance check vs. DC 10. A failed check means that the action cannot be completed. An attempt to cast a spell during a failed balance check will cause the spell to fizzle. Any ranged attack made during a failed balance check will fail to hit any target, and the round fired will be lost.

There are literally hundreds of spiders lairing beneath the bridge, and clearing them all is an impossible task. However, due to the bridge's design, it will be possible to select a section to be cleared that will permit safe passage of the *Silverfish*. If the PCs do not make this observation themselves, Captain LeBlanc will make it herself.

The rules for adjudicating spider encounters are quite complex. They begin on page 205 of the Monster Manual in Appendix 2: Vermin. You will need to note the poison qualities of the spiders on the Vermin Poison Chart, plus the sizes of the spiders on the Monstrous Spider Sizes chart, and the strength of their webs on the Monstrous Spider Web chart.

Most of the spiders found beneath the bridge are standard monstrous spiders, but one is a more dangerous creature from the *Monsters of Faerun* supplement. This creature, the Sword Spider, lurks in the center of the section being cleared. It will drop into the longboat and attempt to attack the PCs using its unique attack form (Impalement).

The other spiders will attack the PCs as well, but will not enter the longboat itself, instead they will scuttle through the webs and lower themselves on strands of silk to make attacks,

then quickly retreat to the safety of the webbing. The spiders, experienced at this form of attack (it is how they capture small fish and birds caught in their webbing) can make a 10 foot move through the webs, attack, and make a 10 foot move back through the webs each round. Moving in this way provokes an attack of opportunity when the spider attempts to move back into the webs.

Sword Spider , Large vermin, Init +0, 32 hp, AC 17, touch 9, flat-footed 17; Atk +6 x 8, +1 plus poison, Dmg 1d6+4 (Leg), 1d8+2 (Bite), Fort +6, Ref +1, Will +1.
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Monstrous Spiders (5) , Medium-size vermin, Init +3, 11 hp, AC 14, touch 13, flat-footed 11; Atk +4, Dmg 1d6 plus poison (Bite), Fort +4, Ref +3, Will +0.

It will take the PCs 1 minute to clear each 5 foot square section of the bridge area of webs, provided they succeed at a Break check vs. DC 26. They can use the "Cooperation" option (See Chapter 4: Skills under "Combining Skill Attempts" in the *Player's Handbook*.) and they can take 20 on the Break check. They cannot clear webs during a round when they are engaged in combat vs. spiders.

Spotting the spiders within the webbing is a tough challenge. Spiders that have not attacked within 1 round can only be seen by succeeding in a Spot check vs. DC 20 (PCs cannot take 10 or 20 on this roll). Spiders that have attacked within 1 round can be seen by succeeding at a Spot check vs. DC 10 (PCs cannot take 10 or 20 on this roll either.)

A spider will attack whenever the boat is within 5 feet of the area indicated as its lair on the map.

The webbing is covered with a fine mist from the river and secretions from the spiders and it cannot be burned.

Once the section is cleared of webbing and spiders, the *Silverfish* can be safely rowed through the passage and it will be able to continue its journey upriver.

Encounter Three:

As the *Silverfish* continues its journey upriver, it eventually reaches a point where some long-ago rockslide has created a series of rapids and an area of whitewater.

Captain LeBlanc will weigh anchor and have the crew keep station downriver from the

obstruction. The PCs will take the longboat into the danger zone to identify a navigable channel.

Once a way through the hazard has been mapped out, the PCs will need to secure ropes at various portions of the shore to assist in hauling the ship through the current.

This process will require the PCs to make number of Balance checks, and Search checks both from the longboat and from positions on the rocks themselves.

To succeed, the PCs will almost certainly have to rely on the "Cooperation" rules (see Chapter 4: Skills under "Combining Skill Attempts" in the *Player's Handbook*).

Because the challenge of identifying a safe passage is high, the PCs cannot take 10 or 20 on their attempts to find a navigable channel. Once they fail to find a navigable segment, that segment cannot be checked again during the scenario.

If the PCs fail to find a complete passage through the hazard, the *Silverfish* will be forced to turn back and the PCs will not be paid for the failed mission.

The Spot DC for each segment is noted on the Whitewater Map. Alternately, the PCs can use other appropriate skills (Navigation, Sailor, etc.) at your discretion, and you may apply a Circumstance bonus or penalty of -2 to +2 depending on the creativity of the PCs or adverse conditions which may obtain when the check is made (injury, illness, etc.)

Each segment on the map indicates the Balance check required to surmount the rock in that area, survey it, and make fast pitons and ropes for the passage of the *Silverfish*. The PCs must make these Balance checks individually and cannot "Cooperate" on them, nor can the PCs take 10 or 20 in the attempts.

A PC that fails the Balance check is assumed to have fallen into the water. Unless roped to the rock, other PCs, or the boat, the PC will be swept downstream. While being swept downstream the PC will take 1d6 points of bludgeoning damage from the rapids.

PCs can be fished from the river by the *Silverfish*. To survive long enough to be rescued, the PC must manage to stay afloat and avoid drowning for 10 rounds.

Each segment on the map also includes a Strength DC required to move the *Silverfish* through that segment. Once a complete passage has been mapped, the PCs will need to man each segment and help pull the ship upstream. Even if the PCs establish a navigable route, they may not have the Strength available to pull the ship through the rapids and may need

to scout out a different path with an easier current. The PCs can use the "Cooperate" rules to aid each other, and can take 20 on the attempt.

Once the PCs have succeeded in getting the ship upstream past this hazard, continue with **Encounter Four**.

Encounter Four:

With the *Silverfish* nearing its objective, the river begins to narrow. High stone cliffs rise to either side of the passage creating a dangerous passage. Marauding groups of Drow has been observing the *Silverfish* for some time and have carefully prepared an ambush.

At the area indicated on the Ambush Map the Drow will commence their attack, using missile fire from the shoreline to attempt to pick off members of the *Silverfish's* crew. Captain LeBlanc will be a particular target of the Drow and will be at considerable risk during the ambush.

The PCs may wish to take the battle to the Drow directly. They can attempt to launch the longboat while the *Silverfish* makes way up the narrow passage under oar. With the longboat in the water, the PCs can land on either shore and then attack up the cliff. The bank is steep but not vertical; movement up to the position of the ambushing Drow is possible without making Climb checks. However, the dark elves' superior position will give them bonuses to attack and defense against the assault.

The horrible Chwidencha on the northern bank is a fearsome opponent that will overmatch the PCs. However the creature has no ranged attacks and cannot threaten the *Silverfish* or its crew. If the PCs can take down the small force of archers on the north bank, they can retreat and leave the aberration behind without facing it in melee.

The Chwidencha will not move more than 20 feet from the Drow archers and it will flee into the forest if all four are killed. These Drow have somehow managed to exert control over the aberration via an unknown means. As soon as they lose this control, the creature will not remain in the area.

Any bard with the party will immediately recognize the Chwidencha as an opponent that represents a lethal threat. A Bardic Knowledge check vs. DC 10 will indicate the likelihood that some kind of magical force must be at work to cause the creature to be associated with the

Drow, and a Bardic Knowledge check vs. DC 13 will indicate the high likelihood that the Chwidencha will not remain in combat if the nearby Drow are slain.

If no bard is with the party, then Captain LeBlanc will relate the above information herself.

It is important that you not allow the PCs to face the Chwidencha without fully informing them that the creature is likely to kill them if they engage it in melee combat.

The ambushing force on the southern bank will break and flee into the forest when half their number have fallen.

Given the trackless nature of the forest and the familiarity the Drow have with the area (and the relative unfamiliarity of the PCs) ambushing Drow (or the Chwidencha) who flee will quickly evade pursuit and will trouble the *Silverfish* no further.

During the ambush, the Drow archers will concentrate their fire on Captain LeBlanc until she is either killed or can no longer be targeted. The Drow will also shift fire to target any PCs who come ashore on their side of the river and begin moving up the bank. Once LeBlanc is killed or can no longer be targeted, the Drow will target the crew of the ship. If half or more of the crew are killed, the *Silverfish* will have to give way and will not be able to complete the mission. Likewise, if Captain LeBlanc is killed, the crew will refuse to continue and will make their best speed downriver to seek aid in Southside.

Drow archers (Northern bank)(4) , Medium-size humanoids, Init +1, 9 hp, AC 16, touch 11, flat-footed 15; Atk +3 ranged, Dmg 1d8 (Longbow), Fort +1, Ref +1, Will +0.

Chwidencha , Large Aberration, Init +7, 114 hp, AC 21, touch 12, flat-footed 18; Atk +15x4 leg rakes, Dmg 1d6+6 (19-20) (Leg), Fort +11, Ref +9, Will +11.

Drow archers (Southern bank)(8) , Medium-size humanoids, Init +1, 9 hp, AC 16, touch 11, flat-footed 15; Atk +3 ranged, Dmg 1d8 (Longbow), Fort +1, Ref +1, Will +0.

Once the danger posed by the ambushing Drow is past, the ship can continue up the river and reach its final objective before turning around and returning to Southside.

Conclusion:

If the *Silverfish* has returned to Southside having successfully completed its exploration mission, Hakmarsdottir will pay the PCs the agreed on sum.

Dunweather will debrief the PCs and will be very interested to hear about their journey. He will take careful notes and will ask questions about each challenged faced.

If the PCs returned without succeeding, Dunweather will agree to pay them 100 gp for each encounter they did successfully overcome in exchange for this detailed report. These funds will only be made available if the overall mission was a failure.

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 680 XP.

Treasure Summary

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

Treasure Summary:

Introduction

None

Encounter One

None

Encounter Two

None

Encounter Three

None

Encounter Four

Up to 12 masterwork longbows, up to 12 quivers of 50 arrows each (minus those used in the ambush), up to 12 suits of Chainmail

Conclusion

Up to 800gp from Hakmarsdottir, or up to 300 gp from Dunweather

Appendix: NPCs & Monsters

NPCs:

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

Morgan LeBlanc: Female Gnome (Rock) Exp 2: Small Humanoid: HD 2d6+4 (Expert); hp 13; Init -1; Spd 20; AC 15, touch 12, flat-footed 12; Atk +2 base melee or +1 base ranged; Primary: -2 (1d6, Cutlass); SA: Spell-like abilities; SQ: Low-light vision (Ex); RF: *Dancing Lights, Ghost Sound, Prestidigitation* 1/day, +4 dodge bonus against giants, +2 bonus for saves against illusions, +1 attack bonus against kobolds & goblinoids; AL NG; SV Fort +2, Ref -1, Will +5; STR 10, DEX 8, CON 15, INT 15, WIS 14, CHA 10.

Skills & Feats: Alchemy +4, Hide +3, Knowledge (Boating) +7, Knowledge (Cartography) +3, Knowledge (History) +7, Knowledge (Navigation) +7, Knowledge (Sea Lore) +7, Listen +4, Profession (Cartographer) +7, Profession (Sailor) +9, Profession (Shipwright) +7, Speak Language +1, Swim -1. Feats: Skill Focus: Profession (Sailor).

Possessions:

Weapons: Cutlass.

Armor: Leather.

Silverfish Sailors (14): Male & Female Gnome (Rock): Com2: Small Humanoids: HD 2d4+6 (Commoner); hp 12; Init +0; Spd 20; AC 11, touch 11, flat-footed 11; Atk +3 base melee, +2 base ranged; Primary: -1 (1d6+1, Cutlass); SA: Spell-like abilities; SQ: Low-light vision (Ex); RF: *Dancing Lights, Ghost Sound, Prestidigitation* 1/day, +4 dodge bonus against giants, +2 bonus for saves against illusions, +1 attack bonus against kobolds & goblinoids; AL NG; SV Fort +3, Ref +0, Will +1; STR 13, DEX 10, CON 16, INT 12, WIS 13, CHA 8.

Skills & Feats: Alchemy +3, Hide +4, Listen +3, Profession (Sailor) +6, Speak Language +1, Swim +6, Use Rope +5. Feats: Endurance.

Possessions:

Weapons: Cutlass.

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.

Monsters:

Chwidencha: Large Aberration; HD 12d8+60; hp 114; Init +7; Spd 30 ft, burrow 30 ft.; AC 21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18; Atk: Leg rake +15; Full Attack 4 Leg Rakes +15 (1d6+6/19-20); Face/Reach 10ft/5ft. SA: Constrict (Ex) 3d6+9, Improved grab (Ex); SQ Darkvision 60 ft., Leg regeneration (Ex), Sonic vulnerability, Tremorsense 60 ft. (Ex); AL N; SV Fort +11, Ref +9, Will +11; Str 22, Dex 17, Con 20, Int 3, Wis 16, Cha 3.

Chwidenchas are Drow who have failed one of Lolth's many tests. Transformed by their dark god into a mass of spider legs with virtually no body or visible sense organs, Chwidenchas usually flee Drow society. They are very sensitive to sound and are particularly vulnerable to sonic attacks. They understand Undercommon but cannot speak.

Constrict (Ex): With a successful grapple check, a chwidench can crush a grabbed opponent, dealing 3d6+9 points of bludgeoning damage.

Improved Grab (Ex): If a chwidench hits an opponent that is at least one size category smaller than itself with at least two leg rake attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +19). If it gets a hold, it also constricts on the same rounds. Thereafter, the chwidench has the option to conduct the grapple normally, or simply

use its legs to hold the opponent (-20 penalty on grapple check, but the chwidench is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals rake damage and constrict damage.

Leg Regeneration (Ex): Foes can attack a chwidench's legs, but only when those appendages are actually holding an opponent. A leg has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a leg does not harm the creature (that is, the damage does not apply against its hit point total), and the chwidench regrows the limb within a day.

Sonic Vulnerability (Ex): Chwidenchas take half again as much (+50%) damage as normal from sonic attacks, regardless of whether a saving throw is allowed or if the save is a success or a failure.

Tremorsense (Ex): A chwidench can automatically sense the location of anything within 60 feet that is in contact with the ground.

Drow Archers (12): Male & Female Elf (Drow) Ftr 1: Medium-size Humanoids; HD 1d10-1 (Fighter); hp 9; Init +1; Spd 20; AC 16, touch 11, flat-footed 15; Atk +1 base melee, +2 base ranged; Primary Attack +3 (1d8 Longbow, Masterwork); SA: Spell-like abilities; SQ: Immunity: Sleep (Ex), Drow (Elf) traits (Ex), Darkvision (Ex), Light blindness (Ex), Resistance: Spell (Ex); RF: +2 Will bonus to Enchantment spells; AL CE; SV Fort +1, Ref +1, Will +0; STR 10, DEX 13, CON 8, INT 13, WIS 11, CHA 12.

Skills & Feats: Bluff +3, Hide -2, Listen +2, Move Silently -2, Search +3, Speak Language +1, Spot +2. Feats: Daylight Adaptation, Point Blank Shot.

Possessions:

Weapons: Longbow, Masterwork; Arrows (50).

Armor: Chainmail.

Monstrous Spiders (5): Medium Vermin; HD 2d8+2 (Vermin); hp 11; Init +3; Spd Climb 20, 30; AC 14; Atk +1 base melee, +4 base ranged; Primary Attack: +4 (1d6, Bite); SA: Web (Ex), Poison (Ex); SQ: Vermin; AL N; SV Fort +4, Ref +3, Will +0; STR 11, DEX 17, CON 12, INT --, WIS 10, CHA 2.

Skills & Feats: Climb +8, Hide +7, Spot +4. Weapon Finesse

Necrophidius: Medium-sized Construct; HD 2d10+20 (Construct); hp 30; Init +3; Spd Swim 30 ft, climb 10 ft; AC 18, touch 13, flat-footed 15; Atk +1; Primary Attack: Bite +2 melee (1d6 +1 plus paralysis); SA: Dance of death (Su), Paralysis (Su), Sneak attack (Ex); SQ: Construct traits; AL N; SV Fort +0, Ref +3, Will +0; STR 13, DEX 16, Con -, Int -, Wis 11, Cha 12

Dance of Death (Su): A necrophidius can sway in a hypnotic manner, riveting the attention of any creature within 30 feet that can see it. Creatures that fail a Will saving throw (DC 12) are dazed (can take no actions but can defend themselves) for as long as the necrophidius continues its dance. Creatures that make their saving throws can avert their eyes from the necrophidius as if they were avoiding a gaze attack (560% chance per round of not having to make a saving throw, 20% miss chance on attacks against the necrophidius). A necrophidius can move up to its normal speed as a move action even if performing its dance of death. This is a mind-affecting effect.

Paralysis (Su): A creature bitten by a necrophidius must succeed on a Will saving throw (DC 12) or be paralyzed and unconscious for 10 minutes).

Sneak Attack (Ex): Any time a necrophidius' target is denied a Dexterity bonus, or when a target is flanked by a necrophidius, the necrophidius deals an additional 2d6 points of damage on a successful melee attack.

Construct Traits: A necrophidius is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A necrophidius has Darkvision (60-foot range).

Skills: A necrophidius has a +8 racial bonus on Hide and Move Silently checks. It also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Skeletal Snakes (5): Small Undead; HD 1/2d12 (Undead); hp 3; Init +1; Spd Swim 30; AC 13,

touch 11, flat-footed 12; Atk +0 base melee, +2 base ranged; Primary Attack: +0 (1d3-1, 2 Claws); SQ: Undead, Immunity: Cold (Ex), Half damage from piercing (Ex), Half damage from slashing (Ex); AL NE; SV Fort +0, Ref +1, Will +2; STR 8, DEX 12, CON --, INT --, WIS 10, CHA 11.

Skills: Hide +5.

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.

Sword Spider: Large Vermin; HD 5d8+10 (Vermin); hp 32; Init +0; Spd 20 ft., climb 20 ft.; AC 17, touch 9, flat-footed 17; Atk +6; Primary Attack: Legs +6 x8, Bite +1 (Leg: 1d6+4, Bite: 1d8+2 plus poison); SA: Impalement (Ex), Poison (Ex); AL N; SV Fort +6, Ref +1, Will +1; STR 18, DEX 10, CON 14, INT --, WIS 11, CHA 3

Impalement (Ex): Against formidable prey, a sword spider jumps high into the air to land atop an opponent, with all eight legs together in a tight mesh of blades. It makes only a single attack roll (+5 melee), but if that attack is successful, the opponent takes damage from three leg blades if size Small or smaller, four blades if Medium-size, five blades if Large, six if Huge, and all eight if Gargantuan or larger. If the spider descends more than 20 feet to make this attack it adds +1 point of damage to each leg.

Poison (Ex): Those hit by a sword spider's bite attack must succeed at a Fortitude save (DC 16) or be injected with poison. The initial and secondary damage is 1d6 points of temporary Strength damage.

Skills: Sword spiders have racial bonuses of +4 on Hide checks, +6 on Jump checks, and +12 on Spot checks.

Silverfish Overview

The *Silverfish* is a flat-bottomed riverboat. As such, it has a low draft (10 feet), and very little keel. The *Silverfish* has a main, square-rigged sail, but the sail is only used to aid the efforts of the crew, who move the ship from point to point via rowing.

The stats for the *Silverfish* are the same as those listed in the *Dungeon Master's Guide* page 150-151 under "Keelboat".

The *Silverfish* also has a small rowboat kept lashed aft which can be deployed in 3 rounds for shore excursions. This boat has the stats provided in the *DMG* 150-151 under "Rowboat", except that it can accommodate up to 7 Medium-sized passengers.

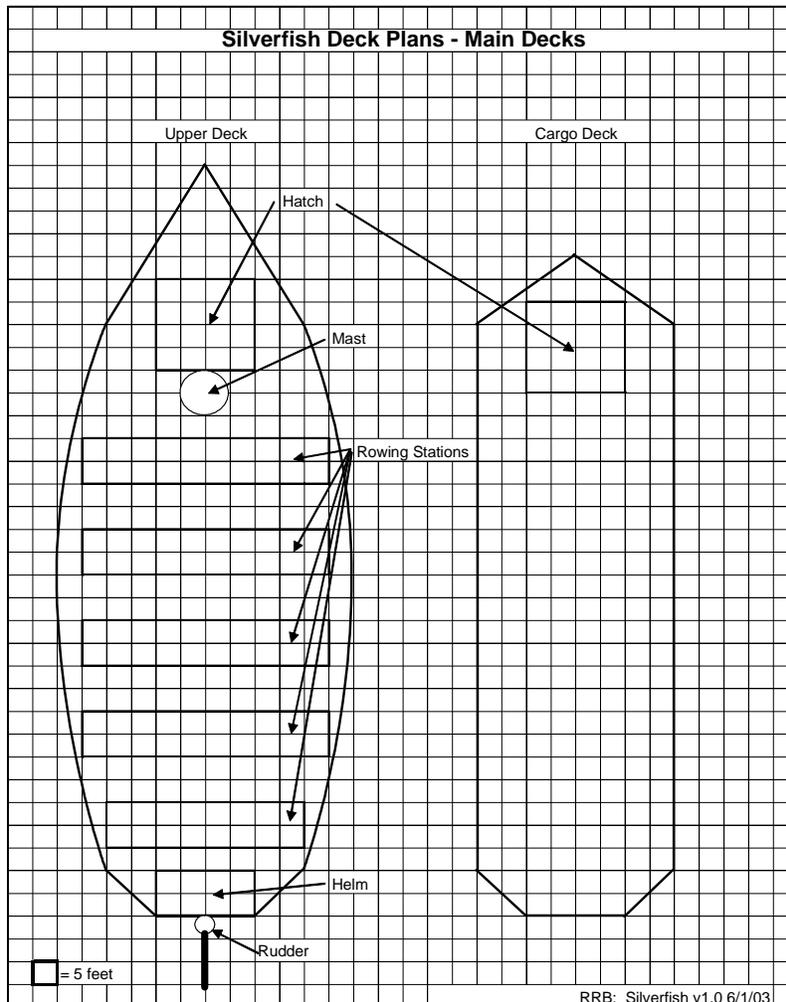
The *Silverfish* has one officer, Captain Morgan LeBlanc, and a crew of 14 oarsmen. LeBlanc and the crew of the *Silverfish* are all Rock Gnomes. Statistics for LeBlanc and the crew are provided elsewhere in this scenario.

The *Silverfish* has two decks; a main, upper deck, and a lower hold that is used to store cargo and provide shelter for the crew during inclement weather.

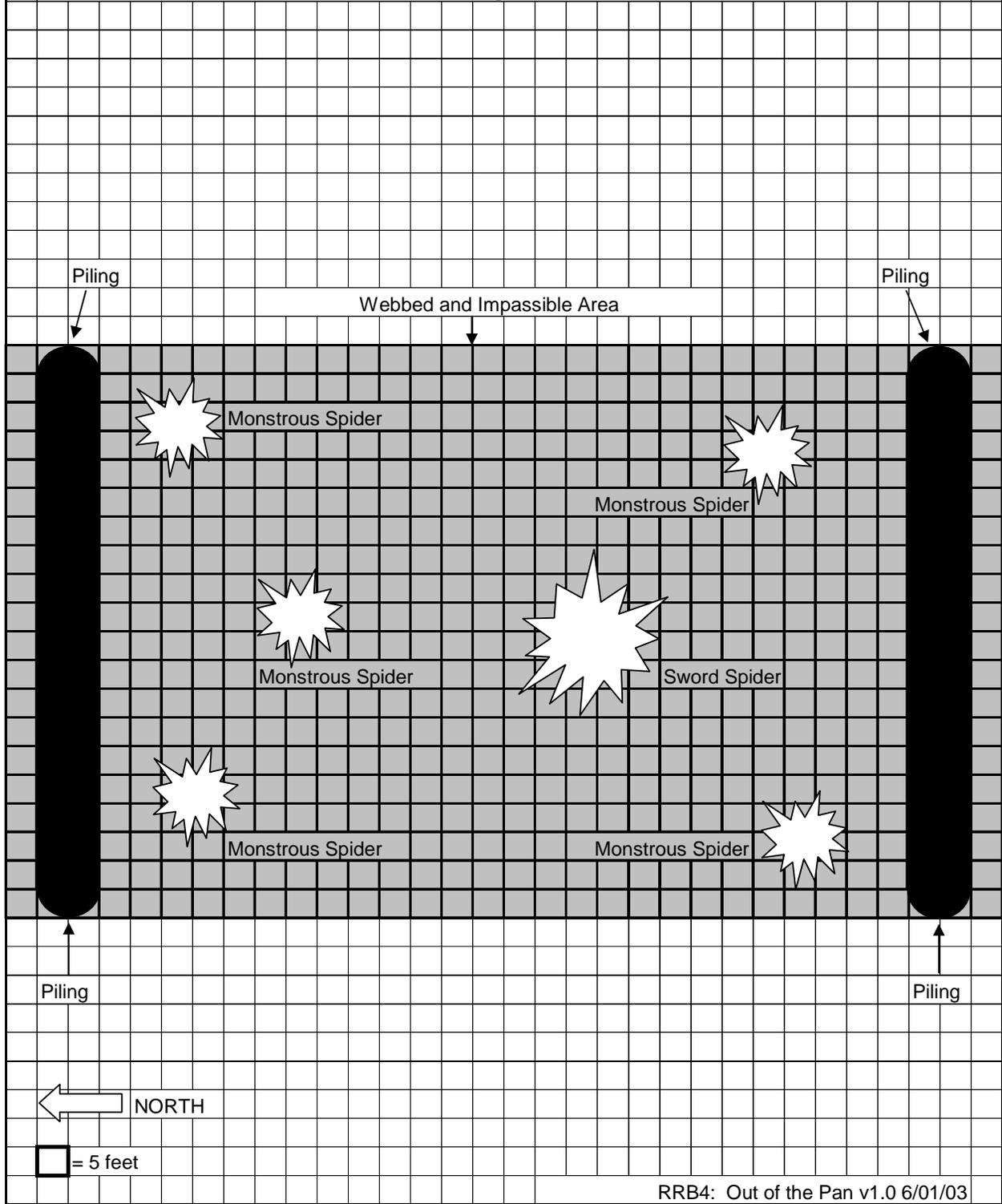
The *Silverfish* has 10 oarlocks; 5 port and 5 starboard. While underway, the crew takes turns rowing, 10 crew on the oars, 4 crew resting. Crew shifts change every 15 minutes.

While 6 or more rowers are active, the *Silverfish* can make 10 foot moves as a full-round action. The rowboat can make 5 foot moves as a full round action requiring one dedicated rower.

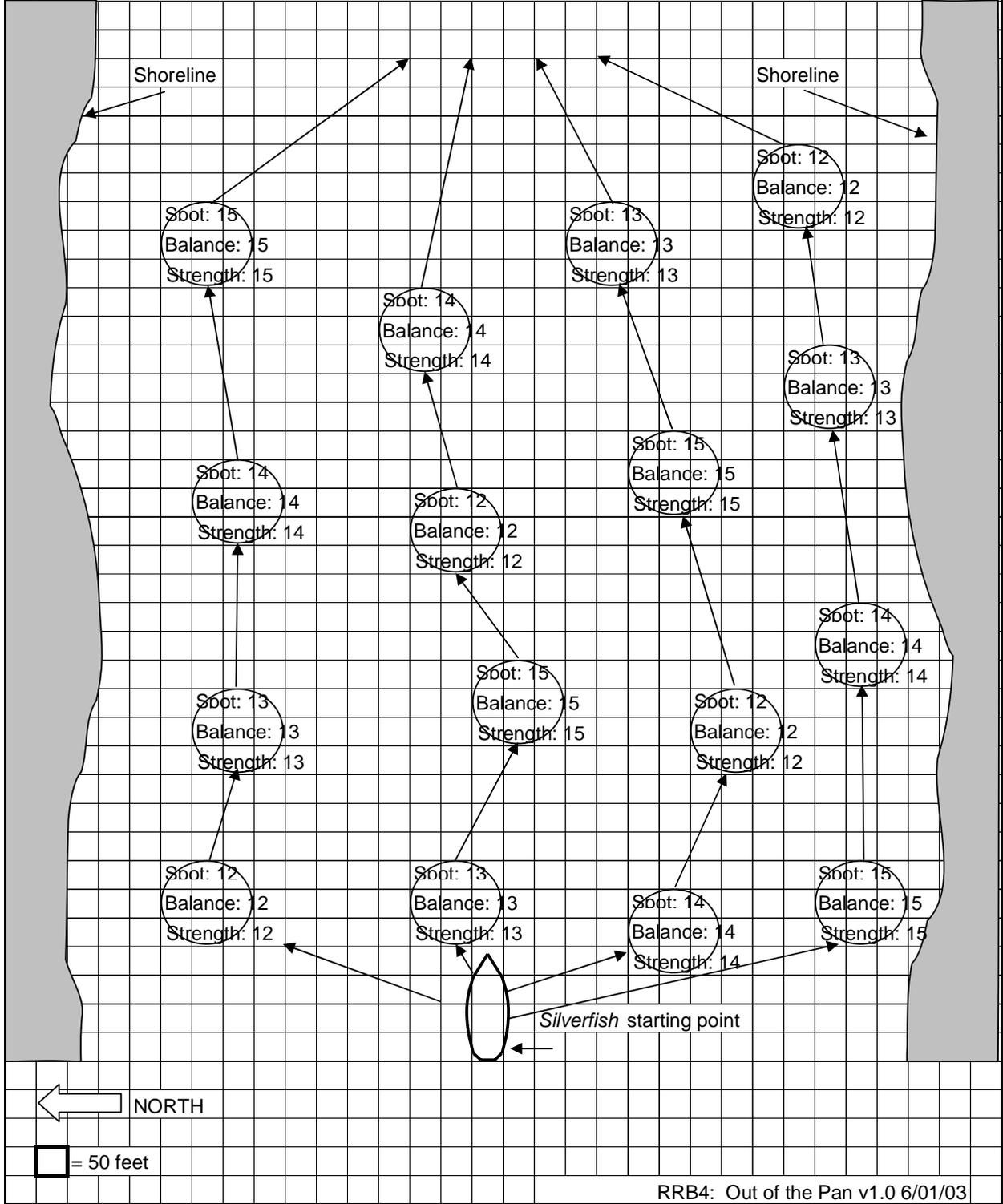
The crew is fiercely loyal to LeBlanc, and she to them. In the event that LeBlanc is killed or incapacitated, the crew will make best speed for the nearest civilized port to seek help.



Ravensbridge Detail Map



Whitewater Hazard Detail Map



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