RPGA®
LIVING CITY™
CAMPAIGN

RUINS OF RAVENS BLUFF

"Fortress Island"

RRB5: AN EL2 SCENARIO

The Dwarves have discovered a kobold outpost at a strategic location between Southside and the river terminal of the Dwarven trade route. This outpost must be taken and the trade route secured before the Merchant's Consortium can assure the Dwarven Nation that their goods and traders will be safe.

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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 Dwarven Nation of the Vast has been exploring the Fire River in preparation for beginning trade with Southside. The nearest river access to the Dwarven mountain strongholds lies several miles upriver from the mouth of the Fire River and the port facilities the Merchant's Consortium has been rebuilding near the ruins of Ravens Bluff.

During those explorations a new menace to the nascent trade route has been discovered. A tribe of kobolds have fortified an island at a strategic location in the river and their outpost threatens any who attempt to travel on the river.

The crew of the *Silverfish*, and her valiant captain Morgan LeBlanc have been pressed into service to ferry a team of adventurers to the kobold fortress.

Overview

The PCs will be transported to the general vicinity of the kobold fortress. Then they will reconnoiter the area and devise a plan to assault the outpost. Once they have breached the perimeter, the PCs will discover a stockade with prisoners who must be escorted to safety. They will then need to explore the inner keep which is infested with shocker lizards. Finally the PCs must defeat the outpost's guardians to secure the area.

Adventure Summary:

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

Introduction

The PCs will have their mission explained to them and will be given time to prepare for the journey. Once aboard the *Silverfish* the heroes will be allowed to make their plans to examine the kobold fortress.

Success: The PCs are able to reconnoiter the area without getting the *Silverfish* sunk or Captain LeBlanc killed.

Failure: The PCs lose control of the mission and are forced to retreat to Southside and may be killed during encounters with the kobold defenders.

Encounter One:

Inside the outer wall of the fortress is a large stockade within which the kobolds keep prisoners captured in raids throughout the nearby region. These prisoners must be safely extracted from the stockade and transferred to the *Silverfish*.

Success: After getting the prisoners to safety proceed to **Encounter Two.**

Failure: Captain LeBlanc will inform the PCs that their failure to protect the prisoners must be reported in Southside. The scenario is over. Proceed to the **Conclusion.**

Encounter Two:

The central area of the outpost is used by the kobolds as a pen for their large menagerie of shocker lizards. With the intruders in the area the kobolds have broken open the lizard cages the creatures are running lose and pose a substantial danger to the PCs as they explore the interior areas of the outpost.

Success: The PCs kill or capture the shocker lizards and continue with **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 lizards. Proceed to the **Conclusion.**

Encounter Three:

Once the PCs have cleared the shocker lizard pens, they must confront the leaders of the kobold forces. The kobolds have built an inner defensive redoubt and they are prepared to fight to the death.

Success: The PCs clear the redoubt of kobold leaders. Continue to **Conclusion**.

Failure: The PCs fail to defeat the kobolds or are killed in the attempt. Proceed to the **Conclusion.**

Conclusion

Success: The PCs return to Southside having secured Fortress Island and stopped the fleeing kobolds.

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.

Change Log

V1.1:   Updated text to better describe the initial conditions of the scenario.

V1.1:   Clarified cover available to kobolds in towers

V1.1:   Changed weapon selection of kobolds

V1.1:   Changed prisoners to Dwarves

V1.1:   Reduced the number of shocker lizards to 3

V1.1:   Clarified shocker lizard stunning attack

V1.1:   Allow kobold defenders inside the redoubt a better range of fire from arrow slits

Introduction

The introduction sets up the background for the scenario. Before play begins, tell the players that their characters will be adventuring on the Fire River with the experienced Captain Morgan LeBlanc and the *Silverfish*. LeBlanc and the *Silverfish* have been working with the Dwarven Nation to prepare a trade route from the Dwarven settlements in the mountains to the Fire River, and in a few short weeks, she and her crew have gained a reputation for daring in the inns of Southside.

Any person who feels their PC would not accept such a mission is free to exit the scenario now.

The PCs should make any purchases and prepare any spells they feel appropriate before the beginning of the scenario.

When everyone is ready to continue, read the following:

You've been on the Fire River since mid-morning, taken aboard the riverboat *Silverfish* under cover of the predawn darkness.

In a hastily convened meeting in the residence of the Dwarven Nation's representative to Southside the previous night, you were briefed by Tally Hakmarsdottir, Dwarven representative of the Thane of the Dwarven Nation.

The Dwarves, as a part of their efforts to make a safe passage from their river port to Souhside had discovered a major danger to the shipping lanes.

Approximately midway between Southside and the Dwarven river landing the Fire River passes through a canyon between high sheer granite cliffs. In the middle of this area a small island splits the river into two channels.

A band of kobolds have occupied that island and fortified it, creating a base that allows them to raid up and down the river with impunity.

The Dwarves want the Fortress Island secured, and after some negotiation, you and your party have agreed to the Dwarven commission to undertake the task.

Specifically, the Dwarves want the whole area cleared of monsters – either killed or captured. It is likely that the kobolds have captives. Those captives must be rescued and taken to safety aboard the *Silverfish*.

After a long day of uneventful sailing, you've reached the general area of the canyon. The sun hangs low in the western sky, and somewhere ahead in the darkness lies the kobold stronghold.

Captain LeBlanc calls the crew to order on the deck, and turns to you.

"Alright then! I'll hold the *Silverfish* in this position while you lot plan your strategy. The ship's boat is at your disposal for exploration and scouting. My advice to you swabs is to make good use of the dark."

The PCs need to use the ship's rowboat to reconnoiter Fortress Island. If they are detected, the kobolds will try to sink their boat using ballista mounted in the guard posts. The kobolds have Darkvision that extends 60 feet. During the hours of darkness, the kobolds man the guard towers and keep watch on the perimeter of the island.

If the PCs use a light source during their investigations the kobolds will see it and will target the source of light.

It is likely that the PCs will be able to do little more than take the dimensions of the island, make notes regarding the palisade and the guard towers, and the landing area.

If the PCs go ashore on Fortress Island, they need to make a series of opposed rolls vs. the kobolds (most likely move silently vs. listen). If they're detected, the kobold garrison will turn out to confront them and attempt to kill, capture, or push them back into the river.

The kobolds will not parlay with the PCs and will respond to any verbal attempts at communication with ballista fire (treat the ship's boat as invisible if it is beyond the range of the kobold's vision and no light source is being used by the PCs).

The PCs will probably elect to go back to the *Silverfish* to plot strategy, rest, and potentially prepare spells for either additional scouting or an assault on the Island.

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 sailors has the following stats:

Silverfish **Sailors (14),** 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.

The kobold guards active on Fortress Island have the following stats:

> **Guard Tower Kobolds (16):** Small Humanoid (Reptilian), Init +1, 2 hp, AC 15, touch 12, flat footed 13, Atk -1 melee (halfspear), Dmg 1d6-2 (halfspear), Fort +0, Ref +1, Will +2, *Special Qualities: Darkvision 60 ft., light sensitivity.* Skills: Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2

The ship's rowboat has a hardness of 5, and 45 hit points. Other information about the rowboat can be found at the end of the scenario and on page 150-151 of the DMG (see: Chapter 5: Campaigns).

The guard towers have one ballista each. Stats for the ballista are Damage: 3d6, Critical x3, Range: 120, Crew: 1. Ballista make attacks as an unmodified attack roll (1d20) with no modifications except for range. Loading and cocking a ballista requires 3 full round actions. The ballista can only fire outwards toward the river, not inside the compound.

While in the guard towers, the kobolds have one-quarter cover (see PHB chapter 8: Combat). Each guard tower has a bell that can be rung to signal a general alarm. During an alarm the kobolds within the inner redoubt will prepare to defend themselves against attack.

If none of the players make the suggestion, have their characters make Intelligence checks vs. DC 12. Tell successful players that their characters remember that kobolds are suffer penalties while in bright sunlight, and suggest that waiting until the next day to move against Fortress Island may be the prudent course.

Encounter One:

Barring the use of magic, the PCs have fairly limited options for assaulting Fortress Island.

They can come ashore at any point and attempt to scale the palisade or cut a hole through the wooden barrier, but while doing so they're likely to come under ballista fire.

They can attempt to infiltrate the landing area, either by swimming into the small docks area or by making a frontal assault from the ship's boat.

The palisade is 20 feet tall, and consists of hardwood logs. It has a hardness of 5 and 25 hit points per 5 foot square section. The palisade has a Climb DC of 15. The wood is damp and coated with river mud and will not burn.

Due to the difficulty of breaching the palisade, Encounter One assumes the PCs make their assault against the docks area. If they instead attempt to breach the palisade, use your best judgment in determining the flow of events once the PCs are inside the walls.

If the PCs ask for more details on the docks area (and they have a way to get such information, such as waiting until dawn so they can see the area in more detail), read the following:

> **At the midpoint of the island on the south side is a small cove which as been converted into a dock area by the kobolds. The wooden palisade does not extend across this area.**
>
> **Two small piers jut out of the rocky shoreline of the island. Dugout canoes are tied to each pier. The dugouts are painted with gaudy images of dark gods and fearsome monsters.**
>
> **The ground near the docks is piled high with debris, crates, bales of foodstuffs and all manner of garbage. It appears that the raids on the river have been quite successful, though the defenders of the island clearly have more spoils than they have room for storage.**
>
> **Behind the docks area, two guard towers have been built to secure the entrance to the fortress itself. You can see some movement in the towers, but it is obvious that the defenders have excellent cover.**

The PCs have two logical courses of action. They can attempt a stealthy infiltration of the docks area, trying to work their way into the guard towers without being detected, or they can take their boat right into the shore and make a frontal assault under fire.

Use the kobold stats from the Introduction and the information about the guard towers and ballista from the Introduction if necessary.

The kobolds suffer from light sensitivity during daytime which will make their attacks slightly less effective.

This sensitivity also limits their ability to see across the river. They can only see about 360 feet in normal sunlight.

PCs who elect a stealthy approach to the docks area will be making a series of opposed rolls vs. the kobolds, as follows:

Entering the area:

If the PCs try to use their rowboat to enter the immediate area, they'll be seen, and any actions they take in the water will be noticed. The kobolds will use ballista fire on the rowboat any time they can see it.

If the PCs attempt to swim (or otherwise travel through the water) into the docks area, they will need to succeed in 3 spot vs. hide checks. If the PCs are detected, the kobolds will open fire. (In addition to swim checks). Swimming PCs who succeed in their spot checks will not be detected by the kobolds.

Coming ashore:

Once the PCs reach the piers they will need to decide how they want to come ashore. If they leave the water and walk openly to the guard towers, they will be spotted and fired on.

If the PCs attempt a stealthy approach, actively trying to hide in shadows, behind stacks of contraband, waiting for the lookouts to face the wrong direction, etc. they need to succeed in 3 spot vs. hide checks to reach the entrance to a guard tower undetected. If noticed, the PCs will be attacked and the guards will ring the alarm bell.

Inside the Guard Tower:

The wood of the guard tower is damp and mud caked, and will not burn. The observation platform is reached via a series of ladders.

The PCs must succeed in 2 move silently vs. listen checks to successfully reach the observation platform undetected. If detected, the kobolds will prepare to defend themselves with their halfspears.

There are two kobold guards in each tower.

If both guard towers are successfully taken, the PCs will have taken control of the docks area and the ship's boat can be safely brought into the small harbor to deliver reinforcements. If they managed to take down the kobold guards without the alarm bell being rung, they will have successfully infiltrated the island and will have the element of surprise.

If not, they'll be facing crossbow fire from the other nearby towers and any PC in the open will draw fire.

Once the docks area is secure the PCs will discover the prisoner stockade inside the palisade. The prisoners have been taken in kobold river raids and are all at 1 hit point. These prisoners must be rescued (taken off the island and transferred to the *Silverfish*) for the mission to be considered a success.

If the kobolds are aware of the attack, they'll fire on prisoners who are being escorted out of the stockade from the redoubt if they can.

The prisoners will be extremely grateful to be rescued and will commence making quite a bit of noise when they realize their release is at hand. The PCs will need to make a Charisma or Diplomacy check vs. DC 10 to get them to keep quiet. If the commotion goes on for more than 3 rounds, the kobolds will be alerted to the break out and the alarm bell will ring in the nearest occupied guard tower, bringing the kobolds to the scene.

The rowboat can hold a maximum of 7 people at a time, and at least one of those people must row (and have a minimum strength score of at least 12). More than one trip is therefore likely.

> **Prisoners (8),** Medium-sized Dwarves, Com 1, Init +0, 1 hp, AC 10, touch 10, flat-footed 10; Atk +2, Dmg 1d2 (Unarmed/Subdual), Fort +0, Ref +0, Will +0.

Encounter Two:

Inside the palisade the Fortress Island has two distinguishing features: The inner defensive fortification (the "redoubt"), and a series of cages used by the kobolds to hold their shocker lizards.

It is possible that during the actions of the PCs during this encounter the defenders inside the redoubt may be able to take shots at them through the stronghold's arrow slits. Information on the defenders and their offensive capabilities can be found in **Encounter Three**.

This tribe of kobolds reveres the shocker lizard as a totem animal connected to their dark gods. Over the years they have collected a number of specimens from the wild population on the Ladyrock Island and have been breeding them to create a strain of exceptionally effective guard-lizards.

The shocker lizards are trained not to threaten the kobolds, but will react to any foreign PC who appears in their midst. The kobolds have bred the lethal shock ability out of these lizards, leaving them with a non-lethal subdual shock ability (please see the Kobold Shocker Lizard entry at the end of the scenario for details on this variant ability).

The PCs will need to kill or capture the shocker lizards in the inner compound before they can consider their options for attacking the redoubt.

Shocker Lizards (3): Small Magical Beast, 2 HD, 13 hp, Init +2, AC 16, touch 13, flat-footed 13; BAB +3 (bite), Dmg 1d4 (bite), Fort +3, Ref +5, Will +1. *Special attack: Stunning Shock (variant – see text).*

When the PCs enter the area, the lizards will start at the points indicated on the map. Depending on the actions of the PCs, the lizards may move towards the intruders, or away, at your discretion.

The structure marked on the map as the "Keeper's Quarters" contains equipment used by the kobolds to manage the shocker lizards. This equipment includes a number of long poles with a clever arrangement of netting and lines that allows a kobold to capture a shocker lizard at a distance. There are a dozen such poles available.

A PC making a touch attack against a shocker lizard with one of these poles can safely transport the creature to one of the cages without being bitten or taking damage from the shocker lizard's Stunning Shock ability.

Encounter Three:

Once the threat of the shocker lizards has been overcome, the PCs can consider their options for attacking the kobolds who have retreated to the inner stronghold, the "redoubt".

The redoubt itself is cut into a large granite hillock in the center of the island. It has only one entrance, which is currently sealed by a heavy iron door.

Arrow slits pierce the rock at many locations around its perimeter, allowing the defenders to try to pick off any PC who comes to close to the kill zone as noted on the map.

The PCs will need to breach the iron door, then fight room to room to clear the redoubt. Once all the defenders have been killed or captured, continue with **Encounter Four**.

The following information describes the various rooms inside the Redoubt.

Entrance:
The entrance to the redoubt is guarded by two doors. The outer, iron door (Hardness 10, 60 hit points, break DC 28) is locked (Open Locks DC 15). The inner, wooden door (Hardness 5, 20 hit points, break DC 23) is also locked (Open Locks DC 10).

The immediate interior of the Redoubt has been carved into a sinuous passageway that follows the outer perimeter of the hillock. At the

spaces indicated on the Redoubt map are arrow slits that permit the defenders to fire their light crossbows at anyone entering their field of fire. That field is a cone 80 feet long, 15 feet wide at the base. Kobolds inside the redoubt can fire at any target within 10 feet of an arrow slit regardless of angle.

This passageway is kobold sized (roughly 2 feet tall and 2 feet wide). Any medium-size creature is reduced to ½ normal movement and takes a -4 circumstance penalty to attacks, saves and skill checks while in the passage. Creatures larger than medium-size cannot move through the passage.

At any given time once the alarm is sounded there will be a kobold manning each arrow slit. These kobolds will move throughout the passage to attempt to ambush a PC who enters the constricted space, or to flee from effective attackers.

Arrow Slit Kobolds (12): Small Humanoid (Reptilian), Init +1, 2 hp, AC 15, touch 12, flat footed 13, Atk +2 ranged (light crossbow), Dmg 1d8 (light crossbow), Fort +0, Ref +1, Will +2, *Special Qualities: Darkvision 60 ft., light sensitivity.*

A: Main Chamber
The main chamber reeks of decaying food and kobold waste. This space is used as a communal meeting and feeding area for the kobolds on the island.

As indicated on the map, the hallway immediately inside the wooden door is trapped. **Spiked Pit Trap** (20 ft. deep; no attack roll necessary (2d6) +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC20) avoids; Search (DC20); Disable Device (DC20). The pit trap blocks the whole corridor (not just the space indicated on the map).

Three doors lead from this room, none are locked.

The defenders in this room fight until slain or subdued.

Kobold Monks (3): Small Humanoid (Reptilian), Init +6, 9 hp, AC 16, touch 16, flat footed 10, Atk +3 melee (unarmed), Dmg 1d4 (unarmed), Fort +3, Ref +4, Will +4, *Special Qualities: Darkvision 60 ft., light sensitivity.*

B: Sleeping Chamber
This area is used as a communal sleeping room by the kobolds. The floor is covered by

rancid straw and other bedding material, all of which stinks, is flea infested, and is of a squamous visual appearance.

As indicated on the map, there is a trap on the southern wall, which will be triggered by anyone opening the door to this room without first deactivating the trap. **Spear Trap** (+12 ranged (1d8/x3 crit); Search (DC20), Disable Device (DC20); target determined randomly from those at the doorway or within 10 feet of the doorway when the trap is triggered.)

The only door in this room is not locked (but is trapped).

> **Kobold Rogues (3):** Small Humanoid (Reptilian), Init +1, 6 hp, AC 13, touch 11, flat footed 12, Atk -1 melee (halfspear), +2 ranged (light crossbow), Dmg 1d6-2 (halfspear), 1d8 (light crossbow), Fort +1, Ref +4, Will +1, *Special Qualities: Darkvision 60 ft., light sensitivity*.

The rogues will maneuver to flank as often as possible and will be hiding when the PCs enter the room unless their approach has been stealthy.

C. Storage Chamber
This area holds the kobolds "treasures" and other items that the creatures consider valuable. A number of smoked meats and cheeses are to be found here, all in various states of gawed partial consumption.

There is only one door leading from this room and it is not locked.

> **Giant Dire Rat:** Small Animal, Init +3, 15 hp, AC 15, touch 12, flat footed 15, Atk +2 melee (bite), Dmg 1d4 (bite), Fort +1, Ref +3, Will +1, *Special Abilities: Disease (Ex); Special Qualities: Scent (Ex)*.

The rat will fight until killed.

D. Chieftain's Den
The High Kobold's residence is located in this chamber. Unlike the other rooms, this chamber is relatively clean, has a real (albeit small and rough-hewn) bed, and simple curtains on the walls to hide the bare rock.

There is one door leading from this room, and it is locked (Open Locks DC 15).

> **Kobold Chieftain:** Small Humanoid (Reptilian), Bbn 2; Init +2, 18 hp, AC 14, touch 14, flat footed 12, Atk +5 melee (claw bracer, Masterwork), Dmg 1d6+3 (claw bracer, Masterwork), Fort +3, Ref +2, Will -1, *Special Qualities: Darkvision 60 ft., light sensitivity*.

The Chieftain will rage as soon as the door to his chamber is open and will fight until killed or subdued.

Conclusion:

If the prisoners were rescued, the shocker lizards controlled, and all the kobolds on Fortress Island killed or captured, the PCs will be rewarded by the Dwarven Nation on their return to Southside.

The base pay earned by the PCs is 700 gp, which they may divide between them any way they wish. The PCs may attempt to increase their base pay by using a Diplomacy check (any PC with ranks in Diplomacy can attempt to cooperate with the primary PC in this case) vs. DC 15. If successful, the Dwarves increase the PC's reward to 900 gp.

The PCs may keep any equipment recovered from the kobolds.

The End

Experience Point Summary

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

1. Award 113 XP to each PC for each **Encounter** they participated in, including the **Introduction**.
2. Award 113 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 four encounters in this scenario (and the **Introduction)** can earn a total of 678 XP.

Treasure Summary

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

Treasure Summary:

Introduction
Up to 16 halfspears

Encounter One
None

Encounter Two
None

Encounter Three
Up to 15light crossbows
Up to 3 halfspears
Claw Bracer, Masterwork

Encounter Four
Up to 6 light crossbows

Conclusion
Up to 900gp from the Dwarven Kingdom

Appendix: NPCs & Monsters

NPCs:
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.

Monsters:
Guard Tower Kobolds (16): Small humanoid (Reptilian); HD 1/2 d8; hp 2; Init +1; Spd 20; AC 15, touch 12, flat-footed 13; Atk -1 melee (halfspear) (1d6-2/x3, halfspear); SQ: Darkvision, light sensitivity; AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2

Kobold Rogues (3): Small humanoid (Reptilian); Rog1: HD 1d6; hp 6; Init +1; Spd 20; AC 13; Atk -1 melee: Halfspear; Damage: 1d2 x3; SQ: Darkvision (Ex), Light sensitivity (Ex); AL LE

Class Features: Rogue: Traps, Medium Rogue weapon proficiencies, Rogue weapon proficiencies, Light armor proficiency, Sneak Attack +1d6

SV Fort +1, Ref +4, Will +1; STR 6, DEX 13, CON 10, INT 10, WIS 10, CHA 10.

Skills: Appraise +0, Balance -2, Bluff +4, Climb -5, Concentration +0, Craft -2, Craft Trapmaking +0, Diplomacy +4, Disguise +0, Escape Artist -2, Forgery +0, Gather Information +0, Heal +0, Hide +6, Intimidate +0, Jump -5, Listen +4, Move Silently +2, Open Lock +3, Perform +0, Pick Pocket +2, Ride +1, Scry +0, Search +2, Sense Motive +4, Spot +0, Swim -6, Use Rope +1, Wilderness Lore +0.

Feats: Luck of Heroes.

Equipment: Crossbow light, Leather Armor.

Kobold Monks (3): Small humanoid (Reptilian) Mnk1; HD 1d8+1; hp 9; Init +6; Spd 30; AC 16; Atk: +3 Unarmed +1 Damage: 1d4/crit 20/x2; SQ: Darkvision (Ex), Light sensitivity (Ex); AL LE

Class Features: Monk: AC Bonus, Flurry of Blows, Monk Fast Movement, Monk weapon proficiencies, Evasion, Stunning Attack, Unarmed Strike

SV Fort +3, Ref +4, Will +4; STR 10, DEX 14, CON 13, INT 10, WIS 15, CHA 8.

Skills: Appraise +0, Balance +2, Bluff -1, Climb +0, Concentration +1, Craft -2, Craft Trapmaking +0, Diplomacy -1, Disguise -1, Escape Artist +2, Forgery +0, Gather Information -1, Heal +2, Hide +6, Intimidate -1, Jump +4, Listen +6, Move Silently +2, Perform -1, Ride +2, Scry +0, Search +4, Sense Motive +2, Spot +4, Swim +0, Use Rope +2, Wilderness Lore +2.

Feats: Improved Initiative.

Kobold Chieftain: Small humanoid (Reptilian) Bbn2: HD 2d12; hp 18; Init +2; Spd 40; AC 14; Atk: +3 Melee: Claw Bracer (Masterwork) Damage: 1d6+3/crit 19-20/x2); SQ: Darkvision (Ex), Light sensitivity (Ex); AL LE

Class Features: Barbarian: Shield proficiency, Medium armor proficiency, Light armor proficiency, Martial weapon proficiency: all, Simple weapon proficiency, Barbarian Fast Movement, Rage (1x/day), Uncanny Dodge (Dex bonus to AC)

SV Fort +3, Ref +2, Will -1; STR 16, DEX 14, CON 10, INT 8, WIS 8, CHA 12.

Skills: Appraise -1, Balance +2, Bluff +1, Climb +8, Concentration +0, Craft -3, Craft Trapmaking -1, Diplomacy +1, Disguise +1, Escape Artist +2, Forgery -1, Gather Information +1, Heal -1, Hide +6, Intimidate +6, Jump +3, Listen +4, Move Silently +2, Perform +1, Ride +2, Scry -1, Search +1, Sense Motive -1, Spot -1, Swim +2, Use Rope +2, Wilderness Lore -1.

Feats: Dodge.

Equipment: Claw Bracer Masterwork.

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

Dire Rat: Small Animal; HD 2d8+2 (Animal); hp 15; Init +3; Spd 40, Climb 20; AC 15; Atk +2 base melee, +5 base ranged; +2 (Bite, 1d4/crit 20/x2);
SA: Disease (Ex)
SQ: Scent (Ex); AL N;
Saves: Fort +1, Ref +3, Will +1
STR 10, DEX 17, CON 12, INT 1, WIS 12, CHA 4
Skills: Climb +8, Hide +7.

Disease (Ex): Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease in the Dungeon Master's Guide).

Shocker Lizard (3): Small magical beast; HD 2d10 +2; hp 13 (22); Init +2 (Dex); Spd 40 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat footed 14; Atk +3 melee (1d4, bite); SA Stunning shock, lethal shock; Electricity sense, electricity immunity; AL N; SV Fort +3, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 5, Wis 12, Cha 6.
   Skills and Feats: Climb +12, Hide +11, Jump +4, Listen +4, Spot +4; Alertness

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)

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

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.
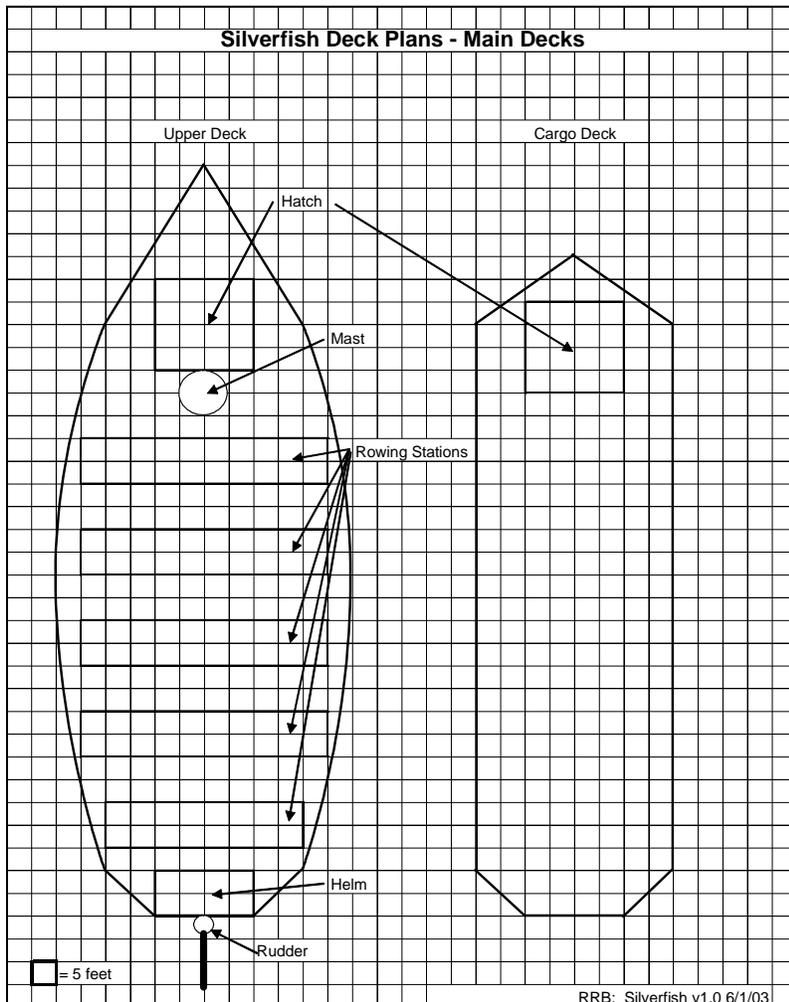
The *Silverfish* has one officer, Captain Morgan LeBlanc, and a crew of 14 oarsmen. LeBlanc and the crew of the *Silverfish* are all Rock Gnomes. Statistics for LeBlanc and the crew are provided elsewhere in this scenario.
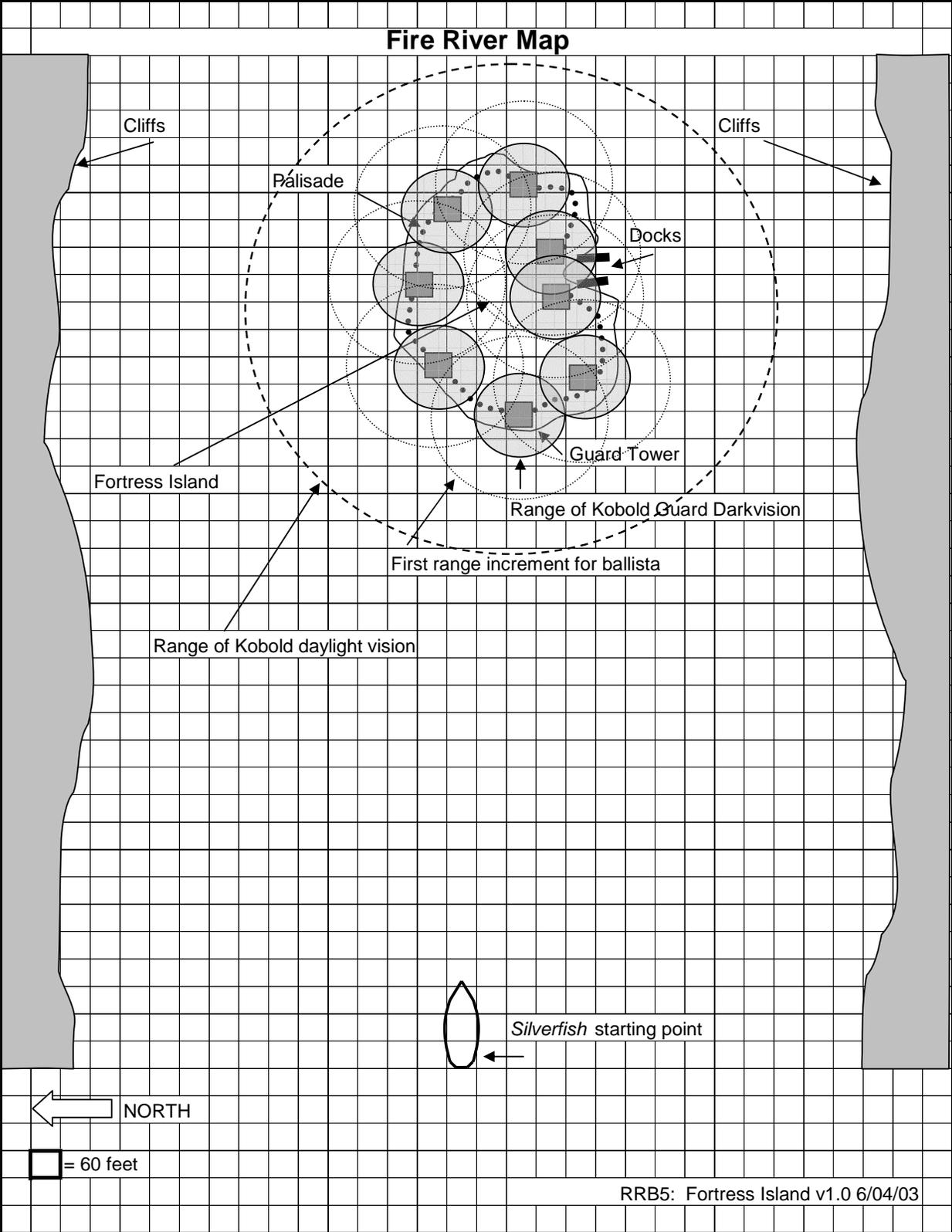
The *Silverfish* has two decks; a main, upper deck, and a lower hold that is used to store cargo and provide shelter for the crew during inclement weather.

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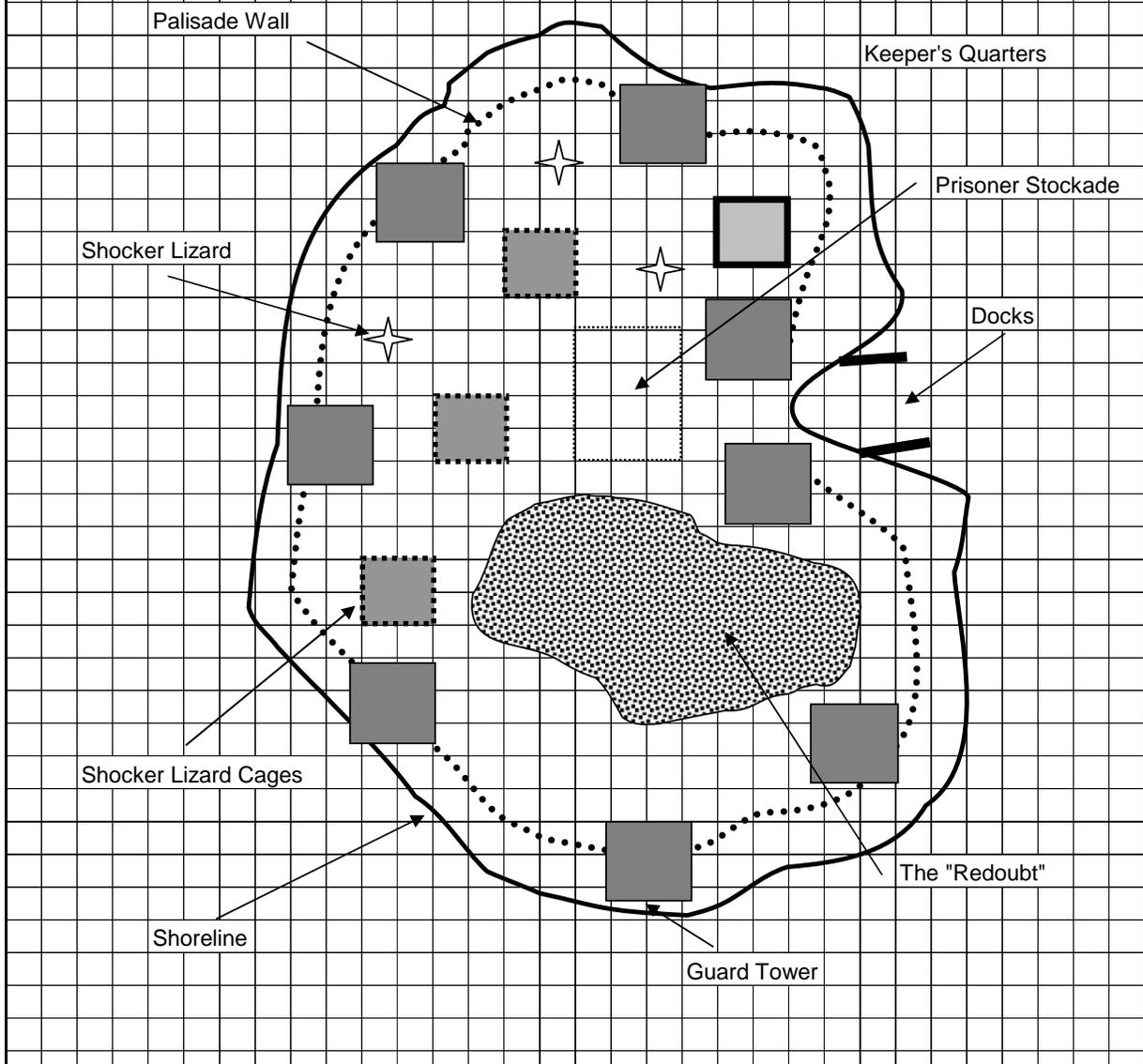
While 6 or more rowers are active, the *Silverfish* can make 10 foot moves as a full-round action. The rowboat can make 5 foot moves as a full round action requiring one dedicated rower.

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.

Silverfish Deck Plans - Main Decks

Upper Deck

Cargo Deck

Hatch

Mast

Rowing Stations

Helm

Rudder

= 5 feet

RRB: Silverfish v1.0 6/1/03

Fire River Map

Cliffs

Cliffs

Palisade

Docks

Fortress Island

Guard Tower

Range of Kobold Guard Darkvision

First range increment for ballista

Range of Kobold daylight vision

Silverfish starting point

NORTH

☐ = 60 feet

RRB5: Fortress Island v1.0 6/04/03

Fortress Island Detail

Palisade Wall

Keeper's Quarters

Shocker Lizard

Prisoner Stockade

Docks

Shocker Lizard Cages

The "Redoubt"

Shoreline

Guard Tower

NORTH

☐ = 25 feet

RRB5: Fortress Island v1.0 6/04/03

The Redoubt

Arrow Slit

Wood Door

Iron Door

Trap

D

A

Trap

B

C

NORTH

☐ = 10 feet

RRB5: Fortress Island v1.0 6/04/03