

On Evil Beach

A One-Round Pathfinder Living City Adventure

by Tom Nolan

Pathfinder Conversion by Tom Nolan

The legendary lost treasure of Quincy Blackmantle has the adventurers of Ravens Bluff scurrying around like cockroaches. Good thing you know just where to look. An adventure recommended for characters level 10-12. This module will cost 7 Day Units

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This is not an RPGA Network adventure game. This is a home campaign. Wizards of the Coast can suck big donkey dicks. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

Adventure Summary and Background

It seems that Quincy Blackmantle, during his pirating days before he began his adventuring career, attacked a Cormyrian merchant ship and made off with 50,000 gp worth of trade bars. Knowing that the scurvy curs in Immurk's Hold would kill him to gain such wealth, he buried the treasure on a deserted island, and being the drinker he is, got drunk one day and completely forgot about it.

Last month, he suddenly remembered the treasure and decided to have a bit of fun with the Ravens Bluff adventuring community. He's drawn up a treasure map and had one of his minions leave it somewhere in his warehouse in Ravens Bluff. The PC's will get wind of this and once they get the map, the fun begins. First, the PC's will have to hire a ship (or take their own if they have one). From there, they will begin the two-day journey to the deserted island on the map. Their journey to the island will be delayed slightly by a frolicsome Dragon Turtle. Once they reach the island they can follow the clues on the map to reach a cave, which is in reality a portal to the land of Malatra in Kara-Tur. They will be attacked by a Tyranosaurus Rex shortly after leaving the cave. Once they kill the dinosaur they will come across a small jungle village which is the home of the tribe of Big Chief Bagoomba. They know where the treasure is buried, but will want a lot of meat before divulging the information. Of course, the meat of the dead dinosaur should suffice.

Once the meat is given, Big Chief Bagoomba will direct the PC's to a sandy

clearing perhaps a mile from the village. There the PC's will find all the markers on the map and after digging down 5 or 10 feet, they will find the gold.

Retracing their steps they can go back through the tunnel and back to their ship. However, standing on the beach is Quincy Blackmantle himself. He will thank the PC's for recovering his narwhal horn tankard and will offer the PC's the gold as a finder fee. If they don't take that, Quincy will attack to kill.

Introduction

PC's get wind of the Blackmantle treasure when all the other city's adventurers suddenly catch ship and head out to look for it. The PC's get permission from Valas Stargazer-Blackmantle.

Encounter 1

The PC's search for the map at Blackmantle's Import/Export and Salvage in the distillery where Blackmantle's Best is brewed.

Encounter 2

Either hire a ship (2a) or take their own (2b).

Encounter 3

Their journey to the island will be delayed slightly by a frolicsome Dragon Turtle.

Encounter 4

Once they reach the island they can follow the clues on the map to reach a cave, which is in reality a portal to the land of Malatra in Kara-Tur.

Encounter 5

They will be attacked by a Tyranosaurus Rex shortly after leaving the cave.

Encounter 6

Once they kill the dinosaur they will come across a small jungle village which is the home of the tribe of Big Chief Bagoomba. They know where the treasure is buried, but will want a lot of meat before divulging the information. Of course, the meat of the dead dinosaur should suffice.

Once the meat is given, Big Chief Bagoomba will direct the PC's to a sandy clearing

perhaps a mile from the village. There the PC's will find all the markers on the map and after digging down 5 or 10 feet, they will find the gold.

Encounter 7

Retracing their steps they can go back through the tunnel and back to their ship. However, standing on the beach is Quincy Blackmantle himself. He will thank the PC's for recovering his gold and will offer the PC's half as a finder fee. If they don't take that Quincy will attack to kill.

Conclusion

Three different conclusions . Take the deal, Fight and Win, Fight and Die

Introduction

The sun is shining as you linger over your breakfast at the Spill and Swill. Despite the gauche name, it's actually an upscale establishment in the Temple District. Rumors have been running rampant through the city that Quincy Blackmantle has lost some buried treasure, and it seems that every adventurer in Ravens Bluff has headed out of town to scour the Pirate Isles for the loot. You may have the best luck. Instead of jumping aboard a ship and sailing aimlessly around the Sea of Fallen Stars, you actually had a different thought: what if he left some clues in one of his old haunts? With that in mind, you paid a visit to the Temple of Selune to ask Lady Valas Stargazer-Blackmantle for permission to search the main warehouse of Blackmantle's Import/Export and Salvage.

Encounter 1: Blackmantle's Import/Export and Salvage

Entering the building, the first thing you notice is a felonious assault upon your sense of smell. From a small room to the right, you hear the knock-tap-knock-tap of machinery in motion. Looking inside the room, you can

see the makings of a small distillery which fill this area. Surely this is where the infamous brew known as Blackmantle's Best is created. Heading up to the third floor, you begin to search the building inch by inch.

Have the PC's make a Perception check DC 18 to find the map among the distillery equipment. When they examine it, read the following to the players.

Looking at the map, it shows the outline of a small island. Written on the right side are two sets of numbers.

Anyone with the Knowledge (Geography) skill will automatically recognize these numbers as latitude and longitude. The coordinates put the island near Cormyr in the Lake of Steam, and nowhere near the Pirate Isles. The map also shows landmarks such as a cave, a village and a clearing with crossed palm trees.

Encounter 2a: Hiring a Ship

You head down to the Harbor District to see if any ships are available. The streets are eerily silent now that all the adventurers have left town. Ravens Bluff almost seems like a ghost town.

Upon reaching the docks, you can see that there's only one ship remaining in the harbor. It's a sailing ship named the Archie Antoine. The captain notices your group approaching, jumps down to the pier, and says, "Before you even ask, I don't travel to the Pirate Isles. Now, do you have business with me today?"

The captain's name is Badaya. He is wanted in the Pirate Isles for being instrumental in breaking up a smuggling ring that Teldar had set up a number of years ago. When told of the PC's destination, he will look relieved, and will charge the group 150 gp for the round

trip. He can be haggled down to 125 gp for the trip. Once a price has been settled upon, read the following to the players.

Having stowed your gear aboard ship. The vessel slowly makes its way to the open sea.

Proceed to Encounter 3.

Encounter 2b: Take Your Own Boat

If the PC's have their own ship available to them, the person captaining the ship must make a DC 16 Knowledge Geography check to successfully navigate to the island. As they leave the harbor, read the following to the players.

Having stowed your gear aboard ship. The vessel slowly makes its way to the open sea.

Proceed to Encounter 3.

Encounter 3: I Love You, Om Nom Nom

It will take three days of steady sailing to reach their destination. This encounter takes place on day two. Before reading the boxed text have each PC make a DC 35 perception check to notice the Dragon Turtle and negating the turtle's surprise round. Change the text below as necessary.

As you make your way westward towards the Lake of Steam, you are on deck enjoying the sunshine when from the starboard side of the vessel, a huge form broaches the water and in an instant breathes a cloud of steam over the ship.

The party is being attacked by a Dragon Turtle. Roll for initiative.

EL 10-12

Dragon Turtle CR 9 N Huge dragon (aquatic)

Init +4; **Senses** low-light vision, darkvision 60 ft., scent; **Perception** +16

Defense AC 23, touch 8, flat-footed 23 (+15 natural, -2 size)

hp 126 (12d12+48)

Fort +12, **Ref** +8, **Will** +9

Immune fire, sleep, paralysis

Offense Speed 20 ft., swim 30 ft.

Melee bite +18 (3d6+8), 2 claws +18 (2d6+8)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon, capsize

Statistics

Str 27, **Dex** 10, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +12; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +7 (+15 in water), Survival +16, Swim +31;

Racial Modifiers +8 Stealth in water

Languages Aquan, Common, Draconic

Special Abilities

Breath Weapon (Su) Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex) A dragon turtle can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative -10 penalty on this CMB check.

The dragon turtle will use its first action to breathe over the ship. This attack will probably kill most of the NPC's aboard the

ship, leaving the PC's to navigate to the island. There is no treasure for this encounter, and once the Dragon Turtle is dead, proceed to Encounter 4.

Encounter 4: On Evil Island

You've managed to make your way to the island. Breaking out the map, you begin to make your way toward the cave marked upon the chart.

The island is deserted (more on this in a few), but someone (namely Quincy Blackmantle himself) has left some very nasty traps. The PC's will have to bypass 5 traps before reaching the cave mouth.

Trap 1- Hidden Quicksand Trap CR 9 Type magical; Perception DC 24; Disable Device DC 24

Effects

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*hallucinatory terrain*, DC 15)

Quicksand is often deceptive, magically-enhanced quicksand especially so. This trap covers a quicksand pit with a permanent illusion of trees and jungle plants. Unless a character sees through the illusion, the Survival DC for spotting the quicksand increases to 18.

Trap 2 – Dread Cannonade Trap CR 11 Type magic; Perception DC 27; Disable Device DC 27

Effects

Trigger proximity; **Reset** automatic (recharge)

Effect Atk +10 ranged touch attack, 5d8 damage (Will 18 for half), as per the spell *dread bolt*.

A good creature struck by dread bolt takes 1d8 points of damage per two caster levels (maximum 5d8). A good outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and

is sickened for 1 round. A

successful Will save reduces the damage to half and negates the sickened effect. This spell deals only half damage to creatures that are neither good nor evil, and they are not sickened. The bolt has no effect on evil creatures

Carved into a tree trunk, this bas-relief is in the form of Quincy Blackmantle's pirate flag. When nearby creatures pass by without first deactivating the firing mechanism, the battle flag pops out from its location and fires *dread bolts* at the unfortunates.

Trap 3 – Magic Missile Vinyard CR 11 Type magical; Perception DC 35; Disable Device DC 35

Trigger: location; **Reset** none

Effect spell effect (*magic missile*)

Each vine has a bunch of grapes that are magic missiles. When the PC's pass through the vineyard without an amulet that Quincy wears, they will be hit by Magic Missiles. Every 30' there will be 5 missiles that will be evenly distributed evenly amongst the party. Magic Missile x5 (1d4+1damage); multiple targets (all targets within 30')

Trap 4 – Animated Net Trap CR 11 Type mechanical; Perception DC 24; Disable Device DC 24

Effects

Trigger location; **Reset** manual;

Effect Atk +14 ranged (grappled, Escape Artist DC 26 to escape); multiple targets (all targets in a 10 ft. square area)

If the PC's walk over the area, a hidden and camouflaged net will spring up, trapping the PC's

Trap 5 – Poisoned Arrow Turret CR 11 Type mechanical; Perception DC 26; Disable Device DC 26;

Effects

Trigger location; **Duration** 4 rounds; **Reset** manual;

Effect Atk +12 ranged (6d6/x3 plus purple worm poison [injury, Fort DC 24, 1/rd. for 6 rds., 1d3 Str, 2 saves])

When they reach the cave, read the following to the players.

Before you lies an irregularly shaped cave opening. Walking inside, you marvel at how cool the interior of the cave is, in sharp contrast to the sweltering temperatures outside. As you proceed deeper into the cave, you come to a thin waterfall which fills the passageway. The waterfall is not very powerful, and you could walk through it easily.

Paranoid PC's will probably cast a *detect magic* spell upon the waterfall. The waterfall does detect as magical (School: transmutation). It is in fact a red herring. The actual exit at the end of the cavern is the portal to the Malatran Plateau in Kara-Tur. If someone attempts to *teleport* or *dimension door* past the waterfall, they will still be able to be seen. Once they pass through the portal at the end of the cave will they be in Malatra.

When the PC's come to the end of the cave and have passed through the portal, read the following to the players.

An immense jungle tableau greets your vision. Strange birds screech in the canopy overhead. Once thing is for sure, you're not in Ravens Bluff anymore.

Proceed to Encounter 5.

Encounter 5: BIG Garuda!

As you follow the map, passing landmark after landmark, you suddenly hear a strange rhythmic thumping. You also notice that the normal jungle sounds have gone silent. The ground shakes beneath your feet.

With a roar, a huge beast appears at the end of the path you've been following. It starts quickly heading down the path towards you, mouth agape.

They are being attacked by a Tyrannosaurus Rex.

EL 10-12

Tyrannosaurus CR 9 N Gargantuan animal

Init +5; **Senses** low-light vision, scent;

Perception +37

Defense AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 153 (18d8+72)

Fort +15, **Ref** +12, **Will** +10

Offense Speed 40 ft.

Melee bite +20 (4d6+22/19-20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d8+11, AC 17, hp 15)

Statistics

Str 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple);

CMD 39

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +37; **Racial Modifiers** +8 Perception

SQ powerful bite

Special Abilities

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Once the beast is dead, proceed to Encounter 6.

Encounter 6: The Tribe of Big Chief Bagoomba

Having dispatched the Thunder Beat, you continue to follow the map. A village of sorts is shown ahead of you.

The PC's have some decisions to make. They can enter the village and enter into negotiations with Big Chief Bagoomba and his advisor Bengoukee. They can also elect to bypass the village. Proceed to the section marked The Clearing

They can (for some inexplicable reason) attack the village. Except for Big Chief Bagoomba (F10) and Bengoukee (W12), the villagers are 0-level humans.

The Village

As you enter the village, the inhabitants come out to gape at you in wonder. They surround your group as you make your way to the largest structure in the village. There an immense warrior sits next to a wizened old man. The warrior looks at you and says "Goomba Galoona?"

The PC's will need a *comprehend languages* spell and it will take a *tongues* spell to communicate with them. Once communications are established, the warrior introduces himself as Big Chief Bagoomba, leader of the Tribe of Big Chief Bagoomba. He introduces his companion as Bengoukee, the tribal shaman and advisor. They will invite the PC's to be seated and ask why they have come. If they mention buried treasure, read the following to the players.

Bagoomba's face breaks into a smile. "Ah! The man with hair like night told us someday he or people like him would come for what he left. When he came and asked us to watch his treasure, he left us a gift of garuda meat. Do you bring such a gift?"

If asked, garuda is their word for dinosaur. There are of course a few tons of garuda meat

with the dead T-rex. If the PC's offer the meat to the tribe, Big Chief Bagoomba will dispatch a few tribesmen to begin the butchering of the dead dinosaur. He will also assign a few tribesmen to lead the PC's to the clearing where the treasure is buried.

The Clearing

The clearing lies about a mile east of the camp. All the markers on the map, and after lining them up, the PC's can commence digging. It will take about 6 hours to manually dig down to the chest. A *move earth* spell will accomplish this much quicker.

Once they recover the chest, they can retrace their steps (stopping back at the village for a bit of role-playing if they wish). They can make their way back through the tunnel (and back through the portal) and back to the beach. Proceed to Encounter 7.

Encounter 7: Hey! That's MY Gold!

Lugging the chest through the forest is hot, strenuous work, but you can finally see the beach ahead. As you emerge from the treeline, you can see your ship is surrounded by a dozen other vessels. Your ship's crew sits upon the beach, surrounded by a number of men wielding cutlasses. Lounging against one of the trees near you is a well-known person in Ravens Bluff. Former adventurer and member of the Heroes of Amethyst Hall, now Lord of the Pirate Isles, Quincy Blackmantle rises, brushes the sand from his pants, and grins at your situation before speaking.

"I be surely appreciatin' the hard work ye did, travellin' to Malatra, meetin' with ol' Bagoomba, and diggin' up me treasure. Ye did all the work, and I always be rewardin' hard work. Here's the deal. There be one item in that chest that I want, and one item only. It be a tankard carved from the horn of

a narwhal. It be havin' sentimental value, don't ye know. I take the cup, ye can keep the rest. Believe me, it be the best deal ye'll be getting' from me. So ye be havin' a choice. 50,000 pieces of gold in trade bars to divide amongst yerselves, or I draw me cutlasses and we get down to business. What say ye?"

It's either the money or get killed. If the PC's fight Quincy and lose, go to Conclusion B. If they take the deal, go to Conclusion A. If they fight Quincy and somehow win, go to Conclusion C. Quincy's stats are detailed in a PDF attached to the adventure pack.

Conclusion A: Take the Deal

Having taken the deal, you return to Ravens Bluff. After a few weeks, the other adventurers of the city return, looking extremely frustrated. You, of course, know why they are extremely frustrated and the small smile that occasionally crosses your face goes unnoticed for the most part.

The End

Conclusion B: Fight Quincy and Lose

The adventurers of Ravens Bluff return to the city. After a few weeks the news that Quincy Blackmantle has recovered his treasure circulates throughout the Inner Sea region. None of this concerns you, because you are currently at the bottom of the Sea of Fallen Stars, courtesy of a burial at sea by the Dagger of the Inner Sea, Quincy Blackmantle.

The End

Conclusion C: Fight Quincy and Win

You make your way back to Ravens Bluff. A few weeks later, Lady Valas Stargazer-Blackmantle visits you. "I gave you my permission to search my husband's warehouse, and you repay me by killing him? Don't ask me for any more favors. Also, I'd stay out of the Sea of Fallen Stars for the next few years. From what I've heard, you each have a 10,000 gp bounty on your heads. He's very put out with you. Oh yes, he's alive. I was able to cast a true resurrection upon him. I believe the Heroes of Amethyst Hall don't like you either. Amazing, in one week you've managed to anger the Lord of the Pirate Isles, two people who are the chosen of their respective deities, and the Temple of Selune here in Ravens Bluff. Good luck getting any healing there." She then turns and leaves.

The End

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the

character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 100 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Conclusion A and C:

- 50,000 gp worth of trade bars

Conclusion C:

- Enmity of the Heroes of Amethyst Hall per PC - In return for having slain Quincy Blackmantle, you are now

enemies of the other members of the Heroes of Amethyst Hall. In any adventure in which Bethany Burrowkin, Tamarie Amarillis, or Ambrose Windsong appears, they will have a negative reaction towards you, and will refuse to aid you in any way.

- Price On Your Heads per PC - In return for having killed Quincy Blackmantle, you now have a bounty on your head in the amount of 10,000 gp. In any adventure in which the PC's face pirates, they will attack the PC named above to the exclusion of any other enemy, attempting to kill you and claim the bounty.
- Enmity of the Temple of Selune per PC - In return for having killed Quincy Blackmantle, you now have the enmity of the Temple of Selune. In any adventure in which you work for the temple, the Temple will renege on any payment. Also they will refuse to aid you in any way, including the refusal to cast any beneficial spells upon you.
- Narwhal Horn Tankard – This Tankard was once owned by Quincy Blackmantle and was carved from the horn of a narwhal. It has a gp value of 1 gp, but any NPC who knows Quincy will recognize it as Quincy's, know the way the PC's obtained it, and will have a negative reaction to the bearer.

DM Aid 1: Quincy Blackmantle

Quincy Blackmantle

Human | Rogue 20 |

Chaotic Neutral Medium Humanoid (human)

Init +16 Senses | Darkvision 60'

DEFENSE

AC	4 5	touch	32	flat-footed	32	(+8 armor +12 dexterity +1 dodge +5 deflection)
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hp	224	(20d8+100)
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Fort	+20	Re f	+33	Will	+19
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Other

OFFENSE

Speed	40	ft.
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Melee	Cutlass +7
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Ranged

Other

STATISTICS

Str	20	Dex	34	Con	2 0	Int	18	Wis	19	Cha	17
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Base ATK	+1 5	CMB	+27	CMD	48
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