

BIS4-04

Such a Great Weight of Water

A One-Round D&D LIVING GREYHAWK[®] Bissel Regional Adventure

Version 1.0

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Amidst the chaos created by a phantom threat, isolated incidents go unnoticed. Now, while the March is focused elsewhere, an old foe returns. Part one of the Cataclysm Arc. A Bissel regional adventure for APLs 4-12.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the

players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or

fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

It is now late summer CY 594 in the March. During the early summer, rumors continued to filter through Bissel that Evard's return was imminent, given the recent attack on Pellak in Coldeven. [ConConn 2004 interactive] Undead activity continued to flare up in Rhomstaff and Nightwatch near the location of Evard's final stand, the castle Calignosus. But another popular rumor stated that a group of adventurers recently managed to penetrate Calignosus and destroy it, handing Evard a major defeat in the process. The same rumor had Evard moving his base of operations into the Dim Forest, where he could lick his wounds and rebuild his strength.

On the 15th day of Reaping, the rumors appeared to come true. A horde of undead, numbering in the thousands, struck out of the Dim Forest, crossing Skogend in a night and apparently headed right towards the city of Clunther. The local militia was quickly overwhelmed, but a stalwart group of heroes aided by Knights of the Watch, and a squad of the Bissel Free Companies engaged the undead and managed to kill a key necromancer at the head of the force. This plunged the undead army into chaos, buying a day for the defenders of the March to regroup. The Margrave of Bissel, when hearing of the undead incursion, immediately mobilized the Grand Army of Bissel, and personally led two battles of the Army into the city of Clunther. On the 18th day of Reaping, the Bissel Army engaged the undead force, some twenty miles south of Clunther and routed it, with minimal casualties to the Army. Unfortunately, the individual or individuals behind the incursion were not found, and so the leaders of the Army have decided to allow their army to rest outside of Clunther, waiting for reinforcements to gather and then they will deal with the threat in the Dim Forest once and for all.

What the leaders of the March do not know (and it has not yet occurred to them to ask) is why they were able to beat the undead force so easily. Evard, using a sizeable portion of the undead presence he has built in the Dim Forest, mounted the incursion, and achieved the results he hoped for – drawing the leaders of the March and a sizeable portion of the Army onto the fields surrounding the city of Clunther. Mission accomplished, he sacrificed his force and now waits for his allies to complete the deal.

Far to the north, in the Barrier Peaks, the rogue druids of the Ur-Flan are about to complete their nefarious plan. With aid from the Necromancer, they have used massive walls of stone to cap off some of the deep valleys in the Peaks above the headwaters of the Shaala River, and have opened numerous portals to the elemental plane of Water to fill these man made reservoirs. Now, after almost a month of preparation, the reservoirs are almost full, and the Ur-Flan are ready to unleash their torrent. The flash flood will follow the Shaala River, straight to the low fields of Clunther, and if all goes according to plan, the city and everyone in and near it will be swept away – including the Margrave and the troops of the Army.

Adventure Summary

The events in this module occur from the 20th of Reaping, when the PCs meet with Lord Cainlan Rashedra, to the 23rd of Reaping, when the Ur-Flan release the Deluge on Bissel. If the PCs are present when the Ur-Flan release the Deluge, it is expected that they will return to Clunther on the 25th of Reaping.

Introduction: The PCs are introduced to current events in Bissel, after the undead incursion in Reaping, CY 594 at Clunther.

Encounter One: The PCs meet with Lord Cainlan Rashedra who request them to go to northern Bissel to investigate issues with monsters coming out of the Barrier Peaks

Encounter Two: The PCs are approached by Khorai, a local lad, whose house has been invaded by monsters. After dealing with the monsters, the PCs have the opportunity to question Sqwik, a kobold, for information.

Encounter Three: The PCs arrive at the first reservoir, and can defuse a bomb-like device

Encounter Four: Using a teleportation circle, the PCs arrive at the second reservoir, where they are attacked. They can then defuse a second bomb-like device

Encounter Five: The PCs arrive at the final and largest reservoir, where they witness a conversation between the Ur-Flan Khemtar and Evard the Necromancer. Both exit and the PCs are left to deal with the Ur-Flan's pets before the final reservoir implodes

Encounter Six: Returning to Clunther, the PCs view the devastation caused by the Ur-Flan's plot

Introduction

Two days have passed since the battle. Around you, priests bless the dead, and pray for the souls of the undead. Here, on the plains south of Clunther, the Grand Army of Bissel took the field against the forces of Evard the Necromancer, and dealt him a defeat that the bards will sing about for years.

In retrospect, this battle should not have come as a surprise to anyone. After the attack on Pellak in Coldeven, many rumors had Evard relocating his base of operations to the Dim Forest. There were even rumors that Evard was on his last legs – struggling after the loss of his stronghold, Castle Calignosus when a band of adventurers had destroyed it. If the attack on Pellak was truly a demonstration by the Necromancer that he would not allow that feat to go unpunished, then this attack was surely meant as a way for him to demonstrate that he was not defeated.

Five days ago, on the 15th of Reaping, a force of undead, numbering in the thousands, struck out of the Dim Forest, on the March's southern border. They crossed Skogend in a night, aimed directly at the city of Clunther. The local militia of Skogend was quickly overwhelmed, and the undead horde would have reached Clunther the next night, save for a small band of the Knights of the Watch and the Bissel Free Companies. Together, they managed to locate and eliminate the necromancer leading the forward portion of the undead army, throwing it into chaos, and temporarily stopping it. By the time the army was brought back under control, there was a legitimate force to face it.

Stories are being told in the inns of Clunther that the Margrave was in the middle of morning prayers in Pellak when he was told of the undead incursion. He was said to simply have stood up, bowed to the altar of Heironeous, and walked out of the service to his warhorse. Within an hour, according to the story, he left the city of Pellak at the head of a column of Knights of the Watch and the Great Army.

What you do know, is that when you rushed into Clunther, responding to the summons of anyone able to fight, you found the Margrave here, with two Battles of the Grand Army of Bissel, and his three top generals – Baron Steich Valiserat, Field Marshall of the Great Army, Sir Jerius Greenblade, chief of staff of the Knights of Watch in Bissel, and Lord Cainlan Rashedra, head of the Bissel Free Companies.

The next day, the 18th of Reaping, you found yourself as part of a hastily arranged platoon, in a Battle alongside the two Battles the Margrave had led to Clunther. There, on the fertile plain south of Clunther on the banks of the Shaala River, nearing the hour of dusk, the Margrave drew his sword, and with his three generals, led the charge against the undead threatening the March.

In twenty minutes it was a rout. In an hour, it was over. The forces of Bissel simply cut the undead army down like a farmer reaping hay. The sum total of casualties for the Army of Bissel was twenty-four dead and fifty injured. Evard not only had suffered a bloody nose, he took a body blow – leaving more than three thousand undead on the field.

Now, two days later, the cleanup is nearing an end. Rotating off guard duty, you and your platoon head back to the temporary encampment the Army has setup. The morale of troops is high, and talk in camp this morning was that the Margrave was going to release many of the troops he had mobilized as soon as the cleanup and consecration of the battlefield had finished.

As you clear the picket line of the camp, a boy in blue and black livery runs towards you.

Encounter One: Summons

Allow the PCs to introduce themselves if they have not already. They have all been serving in the same platoon, and if they did not know each other before the battle at Clunther, they should now be familiar with each other.

The players should be able to boy as wearing the colors of the Bissel Free Companies. Players who played BIS4-02, "Two Halves of a Whole" will recognize him as Kerik, page to Lord Cainlan Rashedra. The page will move to intercept the party as soon as they enter the camp.

The page runs up to you, somewhat out of breath. Gasping a bit, he bows to you and says "Excuse me, sirs. I guess I just caught you at the right time. If it please you, sirs, my Lord Cainlan Rashedra, would like a word with you all. He apologizes for the inconvenience, and told me to tell you that it is not a formal occasion, and that even if you were coming off duty, he would like to see you as soon as possible."

If the PCs follow Kerik, he will lead them to Lord Rashedra's tent, which is near the center of the camp. If the PCs wish time to clean up or make themselves presentable, he will follow them to their tents and wait. If the PCs are quick, he will be patient, but if they take more than half an hour, he will beg them to hurry. If they take more than an hour, he will return to Lord Rashedra, and guards will be dispatched to "escort" the PCs to their meeting. Modify the rest of the encounter as necessary.

Lord Rashedra's tent is near the center of the camp, and one could more accurately describe it as a pavilion with a few other large tents connected. Two men wearing the Rashedra livery of green and brown guard the doorway, and there is a fair amount of traffic in and out of the tent.

The inside of the pavilion is one large area. A large table with maps and documents dominates the middle of the space, and a number of maps are hung on the canvas walls. Footstools and field chairs make up the bulk of furniture in the tent.

When you enter the tent, your eyes are immediately drawn to the far side of the crowded pavilion. There, looking down at a map, are the ruling triumvirate of the Grand Army of Bissel – Baron Valiserat, Sir Greenblade and Lord Rashedra. With them are two women you did not expect to see – Lady Jasmine Besselar, fiancée of Lord Rashedra, and a beautiful young woman, with fine Suel features.

Players who successfully completed BIS4-03 "Face of the Enemy" will recognize the young woman as Saralind (now Viscountess Saralind Markavan), who they helped rescue from Castle Calignosus.

As soon as Kerik makes his way to his master, the group looks up at you. Baron Valiserat grins, and leaves the pavilion with Sir

Greenblade, who escorts the Suel woman out on his arm. Lord Cainlan tries to make his way over, but is stopped by a lieutenant who salutes crisply and begins to deliver a report.

If any of the players played BIS3-04 "First Comes Marriage" and earned an influence point with the Besselar family during that module, Lady Jasmine will approach and converse with the PCs for a few moments before Lord Cainlan joins them.

"My friends – it is good to see you again, safe and sound. Please, please, sit." She waves at some canvas chairs around a makeshift table – "It is not the Besselar keep, but there's no reason to stand. Let me pour you all some refreshment as well." Lady Jasmine retrieves a bottle of wine and some glasses from a basket by the table.

Lady Jasmine will chit-chat with the PCs, as a good host would, until Lord Cainlan arrives. Below are some questions PCs may ask:

How are the wedding plans for Lady Jasmine and Lord Cainlan proceeding?

The wedding is currently planned for the following spring. She and Lord Cainlan are jokingly considering eloping just to get the wedding over with and not to have to deal with all the family obligations, but they will probably go through with the formal wedding.

What is she doing here?

She was with Lord Cainlan in Pellak when word of the attack reached the city. As a member of the free companies and a lieutenant in the Army, she felt it was her duty to come to Clunther. As a medic, she was not involved in any of the fighting, especially given the light casualty count. She is now helping with the cleanup operation and will be riding back to Pellak when Lord Cainlan wraps up here.

Who was the woman who was talking with her?

She is Viscountess Saralind Markavan. She was recently rescued from a stronghold of Evard and brought back to Pellak. The Margrave has named her to the Margrave's Council as his representative and has also named her as his ward. She has taken quite a fancy with Sir Jerius, and Lady Jasmine hopes that it will bloom into a true relationship.

What is Viscountess Saralind doing here?

She was with Lord Cainlan and Lady Jasmine when the word came about the incursion. She decided to come to Clunther to lend any support she could. As this is more of a military matter than a political matter, she has decided to take a less visible role, leaving the decision making to the Margrave and his three generals

After a few minutes of conversation, Lord Cainlan and the lieutenant will wander over to the PCs.

“Send a platoon of men to check it out, Lieutenant. But I don’t want them spending too much time on this. The local farmers should be able to help them clear the obstruction in the river.” Lord Cainlan tells the young lieutenant trailing after him.

“Yes, sir” replies the lieutenant, snapping off a smart salute and exiting the tent.

Lady Jasmine smiles at Lord Cainlan, kisses him on the cheek, and says “I have a few things to attend to, Cainlan. I will be back shortly.” With that Lady Jasmine departs as well.

Lord Cainlan takes a seat on the field chair with you and smiles openly. “I see my page has found you. I’ve been besieged by requests all day today, so I should probably cut to the chase before some other fire needs my attention.

“I received a report from a noble in Bandalar that a large number of the monsters in the Barrier Peaks have decided to come out of the mountains and down onto the fields and farms in the foothills in Bandalar and Dount. Unfortunately, the Margrave and Field Marshall Valiserat have called a large number of troops from that region, so while the local militias can probably handle what has been coming down out of the mountains, I don’t want anything bigger to surprise the locals. They’re not sure if it’s just because of the bad winter we’ve had, or if there’s some concerted effort going on here. I definitely don’t want some kind of Kettite expeditionary force coming out of the mountains at a time like this.

“I’d like you to go up there and see what’s going on. If it’s nothing organized, then we’ll let the local Barons deal with it, and if it’s still a problem after this campaign is over, the Army will send a force into the foothills to

clean up any problems. If there is some centralized will behind this, then investigate it and deal with the problem if you can. If there’s an actual army in the mountains, well, do what you can, but don’t get yourself killed.

“It shouldn’t take you more than a week to get there and back – and the Army will not be heading into the Dim Forest for at least that long, so you won’t miss the action here.

“When you get back, I’ll see if I can convince Valiserat to dig a few of the goodies the Margrave has given to him for the Army and we’ll make sure you all get a generous allowance for hazard pay.” Lord Cainlan grins. “What do you say?”

PCs may have the following questions:

What have the monsters been doing in Bandalar and Dount?

Lord Cainlan will tell them that according to the reports he’s received – nothing much. They have mostly raided a few farmsteads for food and such. No one has been killed, though a number of farmers have been driven out of their homes.

What kind of monsters is he talking about?

Reports indicate orcs, hobgoblins, ogres and the occasional giant. Nothing too unusual for the Barrier Peaks. Also, nothing truly organized – no war bands. Apparently its been a few tribes

How do we get there?

He’s arranged for horses here at the camp, if the PCs do not have them. If the PCs follow the Shaala River north, they can get fresh horses in Dountham.

What are the plans for the Army’s attack on the Dim Forest?

At this time, Lord Cainlan is not at liberty to talk about the Army’s plans. He will assure them that the action will not start without them, as the Margrave has called in two more Battles, the second of which is more than three days away right now.

Assuming the PCs agree, Lord Cainlan will shake each PC’s hand and provide them with letters that will guarantee speedy passage as well as letters of introduction that will guarantee the co-operation of the local authorities in Bandalar and Dount.

Any type of gear that the PCs may need for mountain expeditions (mundane gear only, within reason) can be obtained at the Army's rear supply depot, which is in Clunther. Before leaving Clunther or the Army camp, the PCs may wish to gather some information and rumors. The following are rumors that they can pick up with Gather Information. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- Despite the tensions surrounding the naming of Baron Valiserat, Sir Greenblade and Lord Rashedra to their posts, the Margrave has been working well with them. During the battle, Lord Rashedra and the Margrave fought side by side a number of times.
- With the wedding date of Lord Rashedra and Lady Besselar rapidly approaching, the two have been the talk of the March. The latest gossip though, focuses on the budding relationship between Sir Greenblade and the Viscountess Markavan
- *[For members of the Bissel Free Companies only]*. When Lord Rashedra heard of the undead incursion, he immediately sent word to specific groups of the Bissel Free Companies to stay where they were. Fearing a surprise attack in other areas of the March, he has positioned his reserves near key cities.

DC 25

- *[For members of the Mist Chameleons only]*. Intelligence reports indicate that the undead of the battle on the 18th were not near the strength of the undead fought by the smaller force on the 16th.
- *[For members of the Knights of the Watch only]*. One of the battles coming to Clunther to reinforce the three already here is being led by Lord Galen Luchelyn. It will be Lord Luchelyn and Lord Rashedra's first meeting since the Grand Ball at Baron's Besselar's keep last winter.
- Rumors are that someone may have possibly known about the undead incursion before it actually happened.

The heroes who halted the undead force's advance towards Clunther on the night of the 16th has only recently arrived in Clunther, and were armed to the teeth, as if they were expecting trouble.

DC 35

- *[For members of the Bardic Circle only]*. Stories are being floated around the March of a mysterious "man in black" who has been sighted across the March in discussions with various influential personages.
- Rumors abound of top-level meetings between members of the Margrave's Council and ambassadors from other nations in the Sheldomar Valley about the future of Thornward. Some rumors even have a diplomatic solution a few weeks away.

Once the PCs have obtained the gear they need, and made preparations for the journey north, proceed to Encounter Two.

Encounter Two: Sqwik

Three days after your meeting with Lord Cainlan, you find yourself on the road in the foothills of the Barrier Peaks in the Barony of Bandalar. So far, your journey has been uneventful. After checking in with the local authorities, you have decided to follow a not-often-used road towards the northwestern edge of the barony. Nothing though, seems out of place. The spring sun shines down warmly, and the birds chirp in the few trees along the road. Finally, around mid-afternoon you see the first sign of what could be trouble. Cresting a hill, you see a young man running up the hill towards you. Farther off, about a mile away, you see a farmhouse that appears to be partially on fire.

The young man coming up the hill is named Khorai. He is Baklunish, and appears to be no older than sixteen. As soon as he sees the PCs, he will stop, and then run right up to them.

"Please sirs! You have to help! My family's farm is being attacked!" The young man points over his shoulder at the burning house. "My family has taken cover in the fields, but if you don't stop those monsters, they will burn down house and everything we own! Please, you have to help!"

Although panicked, Khorai is not hysterical, and will tell the PCs all that he knows that might be useful:

- His family managed to escape safely – his mother took his younger sisters with her into the crop fields. His father is dead, and his elder brothers are in the Army, headed south
- About an hour ago, some man-sized monster charged out of the fields and smashed through the front door of the house. They started tearing the place up. Luckily, they did not attack the family.

Khorai has nothing to give the PCs if they are looking for money. If the PCs leave Khorai to his luck, then proceed to Encounter Three.

If the PCs do help Khorai, it should not be hard for them to kill or frighten off the monsters in the house. As the PCs approach the house, the monsters will burst out the front door, and charge the PCs

APL 4 (EL 2)

Gnolls (2): hp 14,14; see *Monster Manual* p. 130.

APL 6 (EL 2)

Gnolls (2): hp 14,14; see *Monster Manual* p. 130.

APL 8 (EL 3)

Gnoll: hp 14; see *Monster Manual* p. 130.

Bugbear: hp 21; see *Monster Manual* p. 29.

APL 10 (EL 3)

Gnoll: hp 14; see *Monster Manual* p. 130.

Bugbear: hp 21; see *Monster Manual* p. 29.

APL 12 (EL 3)

Gnoll: hp 14; see *Monster Manual* p. 130.

Bugbear: hp 21; see *Monster Manual* p. 29.

After the battle, PCs should be smart enough to search the house. If they do so, they will find a skinny kobold hiding in a cupboard in the kitchen of the house. As soon as his hiding place is discovered, the kobold, named Sqwik, will throw himself at the ground before the PCs and beg for

mercy. Sqwik speaks pretty decent common (for a kobold), which he learned while serving as a slave in the Kettite military.

“Noooo! Please don’t hurt poor Sqwik! Sqwik not mean to hurt anyone! Sqwik just hungry! Just looking for a dry place! Pleeaseeee!”

If the PCs have mercy (or look like they will have mercy) on Sqwik, he will be quite grateful to them, and answer any questions honestly and earnestly.

What were you doing with the [hobgoblins, orcs, etc.]

“Sqwik was brought here by those smelly nasty beasties. Sqwik trapped by them when Sqwik’s caves filled with water. When their caves fill with water, they come here looking for food.

How did you learn to speak Common?

“Sqwik always smart – Sqwik’s momma told him so. Sqwik learned to speak like men when he used to work for man army. Sqwik also learned to peel potatoes and shine shoes too.”

Where is your cave?

“Sqwik cave and beasties cave was in same deep cut in mountains. But you no go there now – all filled with water and fishies with big teeth”

Where did the water come from?

“Sqwik not know. Usually water come from sky, but this time water come out of caves. Sqwik wake up one morning, find fish in cave. Sqwik happy, but then cave full of water, and Sqwik not know how to breathe water like fish.”

How do we get to your cave?

“Sqwik cave is in mountains. Easiest way back, is to go out door, cross field to creek, and go up creek till you see tree hit by lightning. Turn onto trail there. Follow trail. It take you no more time than it take to cook a good pig stew. But like Sqwik say, Sqwik cave full of water. Unless you breathe like fish, you not going to be able to go to Sqwik cave”

Once the PCs are done questioning Sqwik, they will have a dilemma – what to do with him. At an appropriate moment, Khorai will take aside a PC (he will start with a Baklunish PC, or a cleric) and

tell him / her that his family will look after Sqwik if the PCs so desire. When given the choice of being turned out into the wild or a chance to live under a roof with hot meals, Sqwik will obviously choose the latter and will sincerely give his word that he will behave and follow the family's orders.

Once the PCs are done questioning Sqwik, they have enough information to proceed to Encounter Three.

If the PCs dispatch swift justice on Sqwik and kill him, then there is not much left to do here. The fire damage in the house is contained to one room, and Khorai will tell the PCs that he and his family will be able to fix it over the summer. Khorai has no idea where the monster came from.

PCs with the Track feat can make a DC 20 Survival check to track the monsters, but will lose the trail at a small creek about 1 mile from the house. Proceed to Encounter Three from here.

Any PC that promises mercy to Sqwik and then allows him to be killed takes an immediate step towards Evil. If this means the character is now an evil character, allow the player to finish the module, and then remove the PC from the campaign, and notify the Bissel Triad.

Encounter Three: Water, Water Everywhere

DM's Note: It is possible, that between Encounters Three and Encounter Five, the PCs may wish to turn around and head back to Clunther, with the information that they have. If they do so, proceed to the "Alternate Conclusion immediately"

A. If the PCs did not talk to Sqwik, or chose not to follow his directions, read the following:

For hours now, you have scoured the foothills of the Barrier Peaks. Aside from the few monsters at the farmhouse, you have seen nothing. Running out of time, and out of patience, you are almost about to turn around, when you stumble on something. On the banks of a small creek, next to the shattered stump of a tree long ago hit by lightning, you find a trail. What should be just another game trail, instead shows significant and recent use. The tracks lead directly into the creek, meaning you cannot follow them, but you can

follow them back to where they originated, to see if that sheds any clues.

Proceed directly to the narrative marked "C"

B. If the PCs did talk to Sqwik, and learned of the location of his flooded cave, read the following and then process to the narrative marked "C":

Leaving Sqwik with Khorai and his family, you follow his direction towards his flooded cave and possibly a clue as to why monsters have been coming out of the Barrier Peaks. Sure enough, his directions lead you to the trail by the stump of a burned tree. The trail shows significant and recent use. The tracks lead directly into the creek, meaning you cannot follow them, but you can follow them back to where they originated, to see if that sheds any clues.

C. PCs with the Track skill can roll a DC (15+APL) check to determine that the tracks on the trail are made by humanoid monsters – mostly hobgoblins, but with a few other humanoid types mixed in. Proceed with the boxed text below

As the trail heads up into the mountains, it becomes the bottom of a small valley. An hour later, the small valley is now a very deep valley, with the walls looming more than a hundred feet above your heads. And then the trail simply stops, and you have found a "clue" – a smooth wall of stone rises from the ground at your feet up to the top of the valley. Far above you, on the top of the wall, something metallic glitters in the low evening sun.

PCs can roll a DC 10 Spellcraft check to realize that the wall in front of them is magical. A DC 20 Spellcraft check will tell a PC it is a *wall of stone* spell. The dam (as it is holding back a massive amount of water on the other side) is actually a number of walls of stone melded together. Each wall of stone spell was cast at 16th level.

If PCs dig at the base of the dam, they will find it extends some fifty feet into the ground. At a depth of around fifty feet, water from the other side of the wall will begin to fill the hole they have dug.

PCs who roll a DC (15+APL) Spot check, or a DC (12+APL) Search check, if Searching, will notice a way to scale the side of the valley wall. It appears that quite a few creatures have used these handholds to either climb up or climb down. Climbing the wall using the handholds requires a

DC 15 Climb check. Use of appropriate climbing equipment will reduce this to a DC 5 Climb check.

If, for some inexplicable reason, the PCs decide to breach the dam without checking what is on the other side of the dam first, the results will be catastrophic for the PCs. As per the *wall of stone* spell (PHB p. 300), the dam has sixty hit points and hardness eight per five foot square. (It is 4 inches thick, 15 feet wide at the base, 100 feet wide at the top, and 100 feet high). Any physical breach of the dam will cause the water pressure on the other side to instantaneously destroy the dam. PCs within fifty feet of the ground will immediately take 20d4 points of damage (no save), and 20d4 points of damage (no save) for each round they remain within the water's flow, for a maximum of 10 rounds. PCs fifty or more feet above ground level of the valley, but within the valley, will take 10d4 points of damage (Reflex Save DC 20 for half), and 10d4 points of damage (Reflex Save DC 20) for a maximum of 10 rounds.

Once the PCs scale the dam, or the valley wall, read the following

Standing on a small outcropping at a height equal with the top of the wall, your eyes sweep over a sight that is truly unbelievable. The wall to your right is not just a wall – it is a dam. On this side, going back as far as you can see, is a gigantic lake of water. What once was probably a valley in the mountains is now a massive reservoir of water. The water level is only a foot below the top of the wall and the natural ledge upon which you stand.

Almost as unbelievable as the lake is what appears to be filling it. About a half a mile away, over the widest, and you guess deepest point in the lake, is a giant blue edged portal, out of which water is gushing at an unbelievable rate. As the stream of water pours into the lake, you swear you see movement in the water column, and you definitely see fish leaping out of the water in the distance.

On the opposite shore of the lake, about a hundred feet away, you see another outcropping, similar to the one on which you stand. It could be a trick of the evening light, but you would swear that some of the stones on that ledge are giving off a strange green glow.

Finally, resting on the top of the four-inch wide stone wall, about fifty feet from where you stand, is a metal box. From this distance, it appears to be two feet wide, about a foot high, and probably four feet in length.

Observant PCs (DC 15 Spot check) will notice, after a few minutes of watching, that the overall water level in the lake is not rising, even though the portal is pouring more water into the reservoir than the Shaala River would. PCs with the Survival skill can make a DC 15 check to realize that it given the rate at which water is filling the lake, it would have taken more than a month to fill this valley with water.

If the PCs decide to scout out the lake, they will find that it extends about a mile, and at its maximum width, it is about five hundred yards across. At the far end of the lake, there is another dam capping the valley, which has roughly the same dimensions and statistics as the dam described above.

PCs who wish to check out either the box on top of the dam or the green glowing stones will need to find a way to cross the lake. Observant PCs (DC 20 Spot check) will realize that there is a ledge about two feet wide and a foot below the water level, which can help with a crossing attempt. Nothing in the water will attack the PCs, though DMs may want to roll a few dice for psychological effect.

The Box

Dealing with the box on the top of the dam is not actually necessary to completing the module, but it is highly encouraged as it will affect the future of the campaign in Bissel.

The metallic box located at the top of the midpoint of the dam is actually a bomb, designed to go off at a set time and destroy the dam, releasing the water in the lake. The box features a riddle on it's top side which the PCs must solve in order to open it and deactivate the device.

Using the ledge, the PCs should be able to easily inspect the box. Size small or smaller creatures will have difficulty reading the top of the box, but normal PCs should not have any difficulty (the top of the box is two feet above the ledge on which PCs can stand).

Once the PCs are close enough to inspect the box, read the following

Inspecting the box, you come to the realization that this is no ordinary box. As best as you

can determine, the box is made out of the rare metal adamantite. Furthermore, it appears to be embedded within the stone wall upon which it is placed. Four blue gems are placed in the corners of the top of the box, and there appears to be some writing on the lid as well.

Give the players Player Handout 1, which contains the text of the riddle scribed on the top of the box.

In order to successfully open the box, players will need to pour a handful of sand on the top of the box for the box to open. There is no other way to open the box. If the PCs can cause enough damage to break the box (it has 60 hitpoints and hardness 3, the bomb will go off, and the dam will burst. Any PC who is not flying or levitating should be treated as per the rules of breaching the dam above). A handful of sand can easily be scraped from either of the outcroppings on the lake's shore, or even from the floor of the valley at the base of the dam.

When the PCs do so, the lid of the box pops open with a audible click. Read the following to them once they open the lid fully.

Peering inside the box, you see a complex set of tubes and liquids, a switch, and a dial of some sort. On the right side of the box is a large glass bulb full of a dark liquid, or what you presume is a liquid. On the left side of the box is a similar bulb filled with a white liquid. Separating the two is a switch of some sort. Above the switch, there is a small green gem, which is gently glowing. There are no words that you can see.

A DC (20+APL) Disable Device check will allow a PC to realize that at some point in time, the two liquids will mix – possibly when some type of signal is received – and that may cause a large explosion. In order to disable the bomb, all the PCs need to do is flick the switch from it's current on position to the off position. A (DC 25+APL) Disable Device check will allow a PC to realize this.

Smashing one of the bulbs of liquid will not disable the device fully. If they smash both of the bulbs, or attempt to destroy or remove the green gem, the liquids will mix, and the bomb will go off (see previous text for the effects of the bomb going off). The only other option is for the PCs to *teleport* the device to another location. Only a *teleport* spell will allow the PCs to safely detach the device from the dam.

The far side of the lake

Using the ledge, PCs should be able to easily cross the lake to the outcropping on the far side. Read the following as they arrive there:

Nearing the outcropping, you can now see that the faint green glow you noticed from the other side of the lake was no figment of your imagination. The glow appears to be emanating from three spherical stones, which have been placed on the edge of a 10 foot diameter circle etched into the stone of the outcropping.

The circle is a *teleportation circle*, which the Ur-Flan have put in place to help with traveling across the Barrier Peaks to their other reservoirs in the moments just before their attack. A DC 29 Spellcraft check will enable a PC to identify the spell. Otherwise, the PCs are on their own to figure out the use of the circle. Once the PCs step into the circle, they are teleported to Encounter Four.

Encounter Four: Running Behind Schedule

PCs who step through the *teleportation circle* at the end of Encounter Three are whisked to a similar circle in an unknown location in the Barrier Peaks. If they wish, they can step out of the circle and back into it to be *teleported* back to the location of Encounter Three.

Once the party has arrived at this second location, read them the following:

After a mild disorientation, you collect yourself and look at your surroundings. You are still in the mountains, and given that the sun does not appear any lower than it was when you left your previous location, you think you are still somewhere in the Barrier Peaks. This time however, you are standing on a small rocky island, about twenty feet in diameter, in the middle of a lake of water, which appears to have been created by the flooding of another mountain valley. To the east and west, you can see a shoreline, perhaps two hundred yards away in either direction. About a half a mile to the south, a portal similar to the one you discovered previously stands open, pouring water into this lake. A hundred yards to the north appears to be another island in the lake, perhaps thirty feet in diameter. Just beyond that, you can make out a stone wall which you

surmise is a dam. The northern island appears to have some sort of growth and rubble on it, which obscures your view of the dam.

From their current location, the PCs cannot see the bomb device (which is located on the dam, but is on the far side of the northern island) or another *teleportation circle*, which is on the northern island behind the rubble.

PCs who make a (DC 15+APL) spot check will realize that there is some sort of bridge connecting the two islands. The bridge is roughly two feet under the surface of the water, is five feet wide and appears to be made of smooth stone. The valley itself is approximately 500 feet deep

As the PCs arrive on the island, Joraemus, a druid in the Ur-Flan is finishing his preparation of this area. He has just set the timer on the bomb, and was making his way to the *teleportation circle* when his animal familiar notified him of the PCs' presence. Joraemus has now taken cover in the growth on the northern island, and has come up with a desperate plan to stop the party from getting through the *teleportation circle* on the northern island and disrupting the Ur-Flan ritual at the next lake.

At APL 4, Joraemus will wait for the PCs to get to the northern end of the bridge before launching his attack. He will order his shark to harass the back of the party, which should still be on the bridge in the water, while he launches himself at the front of the party.

At APLs 6 and higher, Joraemus will order his shark and allies in the lake to attack the party when they are at the midpoint of the bridge. Joraemus will use *call lightning* at the beginning of the battle against and flying PCs to get them to touch down (allowing his water based allies to attack). He will then use his range spells before leaving the northern island to engage the PCs on the bridge (if needed).

Should any of the PCs be knocked or dragged off the bridge, refer to Appendix 2 for rules about underwater combat.

APL 4 (EL 5)

Joraemus: male human; Drd 3; hp 23; See Appendix 1

Shark: hp 21; See Appendix 1

APL 6 (EL 7)

Joraemus: male human; Drd 5; hp 38; See Appendix 1

Shark: hp 32; See Appendix 1

Ogre, Merrow: hp 29; see *Monster Manual* p. 199

APL 8 (EL 9)

Joraemus: male human; Drd 7; hp 53; See Appendix 1

Shark, Large: hp 38; See Appendix 1

Orca: hp 88; see *Monster Manual* p. 283

APL 10 (EL 11)

Joraemus: male human; Drd 9; hp 68; See Appendix 1

Crocodile, Giant: hp 75; See Appendix 1

Orca (2): hp 88,88; see *Monster Manual* p. 283

APL 12 (EL 13)

Joraemus: male human; Drd 11; hp 83; See Appendix 1

Crocodile, Giant: hp 75; See Appendix 1

Shark, Dire: hp 156; see *Monster Manual* p. 64

The PCs managed to run into Joraemus because he was running behind in his preparations. His delay is due to the fact that he was approached by an agent of the Ur-Flan with important last minute details on Evard's preparations in the city of Clunther, and a potential double-cross in the making. The details are written on a note that the PCs can retrieve if they manage to defeat Joraemus and they are capable of searching his corpse (if his body is destroyed or lost, then the note is lost as well). If the PCs do find the note, hand them Player's Handout 2.

After the battle with Joraemus, PCs who circle the northern island will find another metallic box on the dam wall. In this case, the northern island extends right up to the dam wall, and PCs can easily stand on the island and examine the box. (The top of the dam is about two hundred feet above the valley floor below). The box is similar to the box described in Encounter 3, and the effects of damaging or destroying it are exactly as listed before (the northern island will collapse

when the dam is breached). PCs examining the box should be given Player Handout 3, which describes the riddle on the lid of the box.

In order to open the lid of the box, the PCs will need to a handful of plant roots on the lid of the box. The PCs can easily find roots by tearing up the vegetative growth on the northern island. Once they place a handful of roots on the lid of the box, it will partially open. At APLs 6 and higher, it is trapped

APL 6

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

APL 8

Lightning Bolt Trap: CR 4; magic device, touch trigger; automatic reset; spell effect (*lightning bolt*, 5th level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 10

Flame Strike Trap: CR 6; magic device, touch trigger; automatic reset; spell effect (*flame strike*, 9th level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

APL 12

Flame Strike Trap: CR 8; magic device, touch trigger; automatic reset; spell effect (*flame strike*, 15th level druid, 15d6 fire, DC 19 Reflex save half damage); Search DC 32; Disable Device DC 32.

Note: Damage dealt by the trap should NOT be applied to the box or its contents.

Read the following to them once they open the lid fully. If the PCs did not open the box from Encounter Three, adjust the text appropriately.

Opening the box, you find almost the same contents as the contents of the box at the previous lake. This time however, the green gem is glowing much brighter.

A DC (20+APL) Disable Device check will allow a PC to realize that at some point in time, the two liquids will mix – possibly when some type of signal is received – and that may cause a large

explosion. In order to disable the bomb, all the PCs need to do is flick the switch from it's current on position to the off position. A (DC 25+APL) Disable Device check will allow a PC to realize this.

Smashing one of the bulbs of liquid will not disable the device fully. If they smash both of the bulbs, or attempt to destroy or remove the green gem, the liquids will mix, and the bomb will go off (see previous text for the effects of the bomb going off). The only other option is for the PCs to *teleport* the device to another location. Only a *teleport* spell will allow the PCs to safely detach the device from the dam.

The Teleportation Circle

A quick search (DC 10+APL Search check) of the northern island will reveal a circle etched in the ground. Although there are no green glowing stones here, the *teleportation circle* is swept clean and should be easy for the PCs to find. Once the PCs step through, proceed to Encounter Five

Encounter Five: The Calm Before the Storm

PCs who step through the *teleportation circle* from Encounter Four find themselves in a third unknown location. As with the previous circle, they can step back into the circle at this location and return to the circle they departed from at the previous lake.

Once the party has arrived at this location, read the following:

Expecting to find yet another lake of water, you find yourself mildly surprised to be on an exposed ledge somewhere in the mountains, looking the side of a cliff face at a deep, waterless valley. Gale force winds whip around you, and the temperature is significantly lower, with a thin layer of snow crunching under foot. Over the howling wind, you feel, more than hear, a tremendous crash somewhere from around the other side of the mountain. As you try to protect yourself from exposure to the wind, your eyes make out a trail that heads in that direction.

PCs are facing a severe wind (see DMG, p. 95), which makes flying almost impossible, and will adversely affect ranged attacks. Small creatures will be knocked down, and medium creatures will be checked.

The trail shows a significant amount of traffic from booted humanoid feet. PCs with the Track feat can make a DC (15+APL) Survival check to determine that somewhere between ten and thirty humanoid creatures have passed this way within the last day, all of whom were headed up the trail away from the *teleportation circle*.

The PCs will need to walk up the trail, which will be slow going. Once the party attempts to move up the trail, read the following:

Forcing your way up the trail against the wind takes a tremendous amount of effort. Almost every other step, the mountain seems to shake with an impact of some sort, sending small stones showering down from above you. For a torturous ten minutes you force yourself to put foot in front of foot, inching your way up the trail, which is now barely two feet wide. Suddenly, almost as if stumbling through a doorway, you pass into an area of stillness, where there is no wind.

As you catch your balance, another shockwave rattles the mountain. As the sound and feeling passes, you hear voices coming from below you. Taking cover against the rock wall of the mountain face you peer around the corner.

Ahead of you is a large ledge – probably some fifty feet wide and sixty feet in length. If the two reservoirs you have just seen could be termed lakes, then the one you are looking at right now would be better categorized as a sea. As far as the eye can see, there is water. You count at least three blue portals, filling the body of water. There is no dam here that you can see, but on the far side of the ledge, near the water's edge, there is another metallic box, much larger than the ones you have seen before.

You eyes sweep over the sight in just a second, as they are quickly drawn to the figures assembled on the ledge in front of you. Four figures, all robed in green and brown stand on the ledge in a protective circle. In their center, stands another, taller figure, who is speaking with a smaller figure, clad only in black.

"One of your order is missing Khemtar," says the figure in black. Another shockwave rattles the mountain.

"Irrelevant. We are ready. Are you ready to hold up your side of the bargain?" responds the tall figure in green and brown, presumably named Khemtar.

"I've already held up more than my share. What sacrifice have you made, druid?" sneers the figure in black.

"Plundering tombs and sacrificing undead is no great cost for you. Giving up some scrolls from your private collection so we could build the dams and open the portals to the Plane of Water is a minimal cost compared to the lives we have sacrificed to put this in place. And your sacrifice has come at a cost to us, has it not?" returns Khemtar. "But soon, our enemies will be washed away, and we will rule this cleansed land. The Margrave, the Knights of the Watch, Rashedra and Besselar, even their new mouse, the so called Viscountess Saralind – all will be gone, thanks to the Ur-Flan." Again, another shockwave rattles the mountain.

"Saralind? What are talking about fool?" There is an edge of urgency in the voice of the figure in black.

"Viscountess Saralind? Surely you know about her – she is with the Margrave's army at Clunther. Another pet of the Margrave that will be destroyed!" gloats Khemtar.

"You fool Khemtar! Why did you not tell me? She cannot be harmed – she WILL not be harmed! You had best pray to your gods that she is not harmed, or I will flay the flesh from your bones personally!" The figure in black turns away and makes a hand motion. Before any of the others can make counter the spell, he disappears.

"Where did he go! Find him!" yells Khemtar yells at his followers.

"My lord! Intruders!" yells one of the figures, pointing in your direction.

Khemtar stares in your direction. "Let them try and stop us. It is already too late for Evard to interfere, and our pets will handle the rest. Come my children, and let us prepare for the next phase. Avernum!" With a sweeping hand motion, Khemtar activates a spell and the figures on the ledge disappear.

Another shockwave rattles the mountain side.

The Ur-Flan druids, always expecting some sort of duplicity by Evard, have summoned a number of creatures to the water's edge for protection. Although the Ur-Flan have left, the creatures are still waiting, and will attack as soon as the PCs begin to cross the ledge. Throughout the battle, reinforce with the players that shockwaves continue to rattle the mountainside, growing in intensity as the battle continues.

Tactics: While the Water Elemental will ferociously attack the PCs, the Tojanidas will use their ink sprays to disable a PC and then drag her underwater, where the Tojanida has a greater advantage (See Appendix 2 for rules on underwater combat). Due to the size of the ledge the PCs are standing on, while the Water Elemental can move across all of the area, it will be out of contact with water should it move more than ten feet from the water's edge as depicted on Map 1.

APL 4 (EL 7)

Water Elemental, Medium: hp 30; see *Monster Manual* p. 98

Tojanida, Adult: hp 45; see *Monster Manual* p. 243

APL 6 (EL 9)

Water Elemental, Large (2): hp 68, 68; see *Monster Manual* p. 98

Tojanida, Adult (2): hp 45, 45; see *Monster Manual* p. 243

APL 8 (EL 10)

Water Elemental, Huge (2): hp 152, 152; see *Monster Manual* p. 98

Tojanida, Adult (2): hp 45, 45; see *Monster Manual* p. 243

APL 10 (EL 12)

Water Elemental, Greater (2): hp 199, 199; see *Monster Manual* p. 98

Tojanida, Elder: hp 127; see *Monster Manual* p. 243

APL 12 (EL 14)

Water Elemental, Elder (2): hp 228, 228; see *Monster Manual* p. 98

Tojanida, Elder (2): hp 127, 127; see *Monster Manual* p. 243

The Box

The PCs may attempt to split up and send someone to deal with the metallic box. Unfortunately, the box is not a control device, but actually the Ur-Flan's payment to Evard for executing the plan. Read the following when a PC gets close enough to the box to examine it

This box is not only larger than the other boxes you have seen - it is markedly different. There are not gems and no riddle etched on its lid. Instead, the lid appears to be simply removable.

The box is not trapped, and if a PC opens the lid, they will find it containing a number of coins, scrolls, potions and other items. It does not contain the mechanism for the destruction of the dam containing this reservoir. Instead, the Ur-Flan have set some of the creatures in the water itself to destroying the dam.

Aftermath

As soon as the PCs deal with the creatures that attack read the following:

As you drop the last of the creatures that came out of the water to attack you, there is a massive shockwave. A small wave crosses the surface of the water and drenches you. Then, from somewhere across the water, you hear the sound of stone rending and then giving away. At your feet the waterline recedes precipitously and then the water level before you drops, first an inch, then a foot, and then tens of feet. Before you, the reservoir of water empties. Cold, wet, and helpless, you watch the water drain away...

Encounter Six: The Days After

The Ur-Flan have successfully launched the first part of the attack against Bissel. Using a number of hidden reservoirs created over the past months in the Barrier Peaks, they have launched a massive tidal wave down the Shaala River. The magnitude of destruction along the River will be determined outside of this module, based, in part, on the success of the PCs to defuse the bombs at the first two dams they came across. However,

what is known is that the city of Clunther, and almost all of its inhabitants have been lost, covered now in almost a hundred feet of water.

Adjust the text below appropriately if the PCs have magical means to work their way out of the Barrier Peaks.

It takes you nearly a day to pick your way back down to the foothills of the Barrier Peaks. As the teleportation circle fails to work, you follow the simplest way – the route the water took out of the mountains, to the Shaala River, which is still flooding its banks due to the continued influx of water through the open portals.

As you enter the foothills of the Barrier Peaks, the devastation wrought by the immense wave of water is plainly evident. Everything within a mile of the Shaala's banks has simply been swept away. There is no trace of the farmhouse or farm that you passed earlier. Heading south the devastation continues. There is nothing alive near the Shaala. Trees, houses, and bodies mark the edge of the water's wash. Fish as large as whales flounder in the shallow points of the river.

When you reach the city of Dountham, it is a scene of chaos. The docks of the city have been swept downriver, and half of the city is flooded. A small tent city of refugees has sprung up on the east side of the city, and soldiers are everywhere – policing the city, helping with refugees, and clearing rubble. Still, as the waters of the Shaala edge back to their new norm, it appears that Dountham will be able to rebuild.

It is not so with Clunther.

Two days of hard riding after the flood was released, you crest a hill that once overlooked the city of Clunther.

All that is there now is water, a huge lake, some twenty miles wide, filled with the water of the reservoirs the Ur-Flan had built in the Barrier Peaks.

The city of Clunther is no more.

Circling the lake, you see refugees and soldiers picking through the debris, looking for survivors who may have been able to escape the massive wave of water that swept through the city. On the southern bank of the lake, much of the Army's encampment has

either been flooded or washed away. A ragtag tent city has been built on the lake's edge, and you see a makeshift mortuary, where families look through the water bloated dead, searching for the bodies of their family and friends.

Following the directions you gather from soldiers and others you meet, you make your way towards the new command post for the army, located in a copse of trees on a hill. As you dismount, you hear a voice from behind you say, "Praise the gods, at least you're safe." You turn to see the Lady Jasmine Besselar, dirty and tired, cradling an infant. "Cainlan has been looking for you."

Lady Jasmine will bring the PCs to a small tent where they can rest while they wait for Lord Cainlan. After dispatching a guard to find Lord Cainlan, she will answer what questions she can

What happened?

Two days ago, as the Margrave was preparing his troops around Clunther, without warning, a massive wave of water coming down the Shaala River hit the city. Within minutes, the shallow valley surrounding the city began to flood. Within an hour, Clunther was underwater. There were some survivors, such as the infant she is holding, but most of the inhabitants of the city, including the battle that was in it, were lost.

Why did the valley flood?

Apparently, the Shaala River was obstructed downriver. This may have been why Evard launched his attack in the first place. The Margrave is afraid of removing the obstruction now, for fear that releasing the water from the lake will do more harm to the other lands on the banks of the Shaala as well as to Bissel's neighbors.

Is the Margrave okay?

The Margrave, Lord Cainlan, Sir Greenblade, Baron Valiserat and Viscountess Saralind all survived, with minor injuries. All of them have been involved in the rescue efforts, which are now transitioning to cleanup efforts.

After the PCs have asked Lady Jasmine one or two questions, Lord Cainlan will arrive.

Ducking his head, Lord Cainlan Rashedra enters the tent. He is a different man than when you last saw him. He is obviously tired,

approaching exhaustion, and no longer so self-confident. He kisses his fiancé, and sits down.

“The Council?” she asks him before he can say anything.

“They have agreed with the Margrave. Martial law will be declared tonight. The entire Army will be mobilized by week’s end.”

“So it begins.” Lady Jasmine shrugs. “What other news?”

“They found Galen’s body, Jasmine,” Lord Cainlan says, simply. Lady Jasmine nods her head, squeezes his shoulder, and leaves the tent silently.

Lord Cainlan turns to you. “Tell me you know something about what caused this. The Margrave would have us believe that it is entirely the work of the Necromancer. But I don’t agree with him. This is beyond his powers. Did you find anything in the north that can shed some light on what happened here?”

Lord Cainlan will allow the PC party to debrief him on what they found, asking questions as appropriate. If the PCs recovered the note from Joraemus’ body, he will examine it and hold on to it, as it is an important clue. If the PCs ask questions about Viscountess Saralind, he will tell them that the Margrave, the Margrave’s Council, and just about everyone knows that she is the sister of Evard, given that both Evard and Saralind were children of the deceased Baron Markavan of Rhyphthorne. Given Evard’s reaction, he will ensure that Viscountess Saralind’s guards are doubled.

Once the PCs are done telling their story, move to the Conclusion.

Conclusion

Wearily, Lord Cainlan stands. “This note does not bode well for us. It means that there is a second act to this which has not been played out yet.” He pauses, staring off into the distance. “I want you to stay close. My father and Jasmine’s father will deal with the portals in the Barrier Peaks, but I may need your help dealing with this plot. When I send word to you, please come as fast as you can.

“Until then, go and rest. I will make sure that the rewards I promised make their way to you,

and that you are commended for your actions today. Until then, may the gods look over you.”

True to his words, Lord Cainlan does in fact make sure that your efforts do not go unrewarded. In the days following the disaster, now labeled the “Deluge” by the residents of Bissel, the dead whose bodies can be found are blessed and buried, and there is a poignant ceremony for those lives lost in the Deluge.

No accurate death count can be confirmed, but general estimates put the number between three and four thousand dead. Neither the waters of the lake nor the swollen waters of the Shaala receded, and so, the lake has been named “Hasra” for the Baklunish word for “loss”.

The songs the bards had sung for the great victory at Clunther have faded to silence. There is no joy here – only sorrow. And a few souls know that the full hand has not yet played out. Khemtar and the Ur-Flan are still at work in Bissel. The Necromancer, who may be allied with them, has yet to strike again. Lurking at the edge of your vision, all you can see are shadows.

To Be Finished....

Alternate Conclusion(s)

Use the Alternate Conclusion if the PCs attempt to return to Clunther prior to the events in Encounter Five. In this case, they are able to reach the city of Clunther prior to Deluge, but are caught in the flood while in the city, and barely manage to survive. PCs who receive this conclusion receive XP only for the Encounters they participated in, and do not receive any treasure for the module.

You wake up to the sound of bird chirping and the warm feeling of the sun on your face. For a moment, it actually feels pleasant. Then, the sound of waves brings your memories crashing back to you. You force yourself to sit up and that’s when you see you are actually on a banks of a lake, surrounded by uprooted trees and debris. From somewhere behind you, you hear someone shout “Hey, there’s something moving down there!” Then the nausea makes you pass out again.

Later, in the clerics' tent, you are able to piece together what happened. Having seen what you had seen in the Barrier Peaks, you decided to turn back and report to Lord Cainlan. You had made it back to Clunther, where the streets were clogged with people and soldiers when the screams started. The last thing you remember seeing was a massive wall of water rising above you. You woke up on the banks of the lake under which the city of Clunther is submerged. They call the lake "Hasra," after the Baklunish word for "loss". Over three thousand lives were lost in Clunther alone, so the name seems apt.

The Margrave has declared martial law, and at least two battles of Army are still at Clunther, cleaning up and helping the refugees and survivors of the Deluge. But rumors say that the Army is waiting for something else to happen...

To be Finished...

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Did the PCs drive off the monsters that invaded Khorai's house?

APL 4 – 60 xp.

APL 6 – 60 xp.

APL 8 – 90 xp.

APL 10 – 90 xp.

APL 12 – 90 xp.

Encounter Two - Roleplay

Did the PCs talk to Sqwik and get information about the water and the location of Sqwik's cave?

APL 4 – 60 xp.

APL 6 – 90 xp.

APL 8 – 120 xp.

APL 10 – 150 xp.

APL 12 – 180 xp.

Encounter Three

Did the PCs solve the riddle on the box and defuse the bomb?

APL 4 – 60 xp.

APL 6 – 60 xp.

APL 8 – 60 xp.

APL 10 – 60 xp.

APL 12 – 60 xp.

Encounter Four

Did the PCs defeat Joraemus and his allies?

APL 4 – 150 xp

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

Encounter Four

Did the PCs solve the riddle on the box, disarm the trap and defuse the bomb?

APL 4 – 60 xp.

APL 6 – 120 xp.

APL 8 – 180 xp.

APL 10 – 240 xp.

APL 12 – 300 xp.

Encounter Five

Did the PCs defeat the Ur-Flan's pets?

APL 4 – 210 xp.

APL 6 – 270 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 4 – 75 xp.

APL 6 – 90 xp.

APL 8 – 105 xp.
APL 10 – 120 xp.
APL 12 – 135 xp.

Total Possible Experience

APL 2 – 450 xp.
APL 4 – 675 xp.
APL 6 – 900 xp.
APL 8 – 1125 xp.
APL 10 – 1350 xp.
APL 12 – 1575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 4: L: 20 gp; C: 40 gp; M: *cloak of resistance* +1 (83 gp); *scimitar* +1 (193 gp).

APL 6: L: 20 gp; C: 40 gp; M: *cloak of resistance* +1 (83 gp); *scimitar* +1 (193 gp); *shell armor* +1 (98 gp).

APL 8: L: 20 gp; C: 40 gp; M: *cloak of resistance* +2 (333 gp); *scimitar* +1 (193 gp); *shell armor* +1 (98 gp); *large wooden shield* +1 (96 gp).

APL 10: L: 20 gp; C: 40 gp; M: *cloak of resistance* +2 (333 gp); *scimitar* +2 (693 gp); *shell armor* +2 (378 gp); *large wooden shield* +2 (346 gp).

APL 12: L: 20 gp; C: 40 gp; M: *cloak of resistance* +2 (333 gp); *scimitar* +2 (693 gp); *shell armor* +2 (378 gp); *large wooden shield* +2 (346 gp); *ring of protection* +2 (667 gp).

Encounter Five:

APL 4: L: 0 gp; C: 200 gp; M: *potion of water breathing* (63 gp); *ring of swimming* (208 gp), *rod of metamagic enlarge, lesser* (250 gp), *dust of dryness*, *Quaal’s feather token – anchor*, *Quaal’s feather token – swan boat*, *elixir of swimming*.

APL 6: L: 0 gp; C: 350 gp; M: *potion of water breathing* (63 gp); *ring of swimming* (208 gp), *rod of metamagic enlarge, lesser* (250 gp); *elemental gem – water* (188 gp); *scroll of wall of stone (arcane)* (94 gp), *dust of dryness*, *Quaal’s feather token – anchor*, *Quaal’s feather token – swan boat*, *elixir of swimming*.

APL 8: L: 0 gp; C: 500 gp; M: *potion of water breathing* (63 gp); *ring of swimming* (208 gp), *rod of metamagic empower, lesser* (750 gp); *elemental gem – water* (188 gp); *scroll of wall of stone (arcane)* (94 gp); *gloves of swimming and climbing* (520 gp), *dust of dryness*, *Quaal's feather token – anchor*, *Quaal's feather token – swan boat*, *elixir of swimming*.

APL 10: L: 0 gp; C: 1000 gp; M: *potion of water breathing* (63 gp); *ring of swimming, improved* (), *rod of metamagic empower, lesser* (750 gp); *elemental gem – water* (188 gp); *scroll of wall of stone (arcane)* (94 gp); *gloves of swimming and climbing* (520 gp); *decanter of endless water* (750 gp), *dust of dryness*, *Quaal's feather token – anchor*, *Quaal's feather token – swan boat*, *elixir of swimming*.

APL 12: L: 0 gp; C: 2000 gp; M: *potion of water breathing* (63 gp); *ring of swimming, improved* (), *rod of metamagic empower, lesser* (750 gp); *elemental gem – water* (188 gp); *scroll of wall of stone (arcane)* (94 gp); *gloves of swimming and climbing* (520 gp); *decanter of endless water* (750 gp); *pearl of the sirines* (1275 gp), *dust of dryness*, *Quaal's feather token – anchor*, *Quaal's feather token – swan boat*, *elixir of swimming*.

Encounter Six (Completing the Mission)

APL 4: L: 300 gp; C: 0 gp; M: 0 gp.

APL 6: L: 400 gp; C: 0 gp; M: 0 gp.

APL 8: L: 500 gp; C: 0 gp; M: 0 gp.

APL 10: L: 750 gp; C: 0 gp; M: 0 gp.

APL 12: L: 1000 gp; C: 0 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 20 gp; C: 540 gp; M: 822 gp) – Total: 650 gp (650 gp).

APL 6: L: 20 gp; C: 790 gp; M: 1202 gp) – Total: 900 gp (900 gp).

APL 8: L: 20 gp; C: 1040 gp; M: 4348 gp) – Total: 1300 gp (1300 gp).

APL 10: L: 20 gp; C: 1790 gp; M: 4348 gp) – Total: 2300 gp (2300 gp).

APL 12: L: 20 gp; C: 3040 gp; M: 6290 gp) – Total: 3300 gp (3300 gp).

Items for the Adventure Record

Item Access

APL 4:

- ❖ *Ring of swimming* (DMG, Adventure)
- ❖ *Rod of metamagic enlarge, lesser* (DMG, Adventure)
- ❖ *Shell Armor* (A&EG)
- ❖ *Dust of Dryness* (DMG)
- ❖ *Quaal's Feather Token – Anchor* (DMG)
- ❖ *Quaal's Feather Token – Swan Boat* (DMG)
- ❖ *Elixir of Swimming* (DMG)

APL 6 (all items from APL 4 plus):

- ❖ *Shell Armor +1* (Adventure, A&EG)
- ❖ *Water Elemental Gem* (DMG, Adventure)
- ❖ *Arcane scroll of Wall of Stone* (9th level caster, DMG, Adventure)

APL 8 (all items from APL 4, 6 plus):

- ❖ *Gloves of Swimming and Climbing* (DMG, Adventure)
- ❖ *+2 Scimitar* (DMG)
- ❖ *Cloak of Resistance +2* (DMG)

APL 10 (all items from APL 4, 6, 8 plus):

- ❖ *Shell Armor +2* (Adventure, A&EG)
- ❖ *Decanter of Endless Water* (DMG, Adventure)
- ❖ *+2 Heavy Wooden Shield* (DMG)
- ❖ *Ring of Swimming, Improved* (DMG)

APL 12 (all items from APL 4, 6, 8, 10 plus):

- ❖ *Ring of protection +2* (DMG, Adventure)
- ❖ *Pearl of the sirines* (DMG, Adventure)

❖ *Amulet of Natural Armor +2 (DMG)*

❖ *Cloak of Displacement, Minor (DMG)*

❖ *Ring of the Ram (DMG)*

❖ *Necklace of Fireballs Type IV (DMG)*

❖ *Weapon Upgrade, Ghost Touch (DMG)*

❖ *Bag of Holding, Type II (DMG)*

Items for the Adventure Record (Specials)

Shell Armor

This armor is created out of specially treated tortoise shells and more exotic sea life. The armormaking process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. Druids can wear shell armor without losing access to their spells or class features. Shell armor is considered medium armor, provides an armor bonus of +3, with a max dex bonus of +3, an armor check penalty of -2, Arcane Spell failure of 20%, and weighs 20 lbs. Market value: 25 gp.

(Arms and Equipment Guide, p 17)

Influence with the Bissel Free Companies (ALL APLs)

For completing this mission, if the PC is, or in the future becomes a member of the Bissel Free Companies, he or she may spend this Influence Point (mark it as used) during any adventure to gain access (Freq: Adventure) to purchase any single magic item in the DMG (other than a Bag of Tricks) valued at 1500 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple Influence Points with the Bissel Free Companies simultaneously to receive access to an item of value less than or equal to the sum of the value limits on the individual Influence Points. Influence Points with no explicit gp value associated with them cannot be combined with this Influence Point. These Influence Points are non-transferable and can only be spent by the individual who received them.

Lord Cainlan's Reward

For completing this mission, the PC is given access to one of the following items. The item is available for purchase after any Bissel regional or Sheldomar Valley regional adventure and the PC must still purchase the item at the market price listed. Once the PC has used this access reward, it should be crossed off the AR permanently

Appendix 1 - NPCs

Encounter 4

APL 4

Joraemus: Male Human Druid 3; CR 3; Medium Humanoid; HD 3d8+6; hp 23; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (+1 Dex, +3 shell armor, +2 large wooden shield), touch 11, flat-footed 15; Base Atk +2; Grp +3; Atk +4 melee (1d6+2 18-20/x2 scimitar +1); Full Atk +4 melee (1d6+2 18-20/x2 scimitar); SA spells; SQ Animal companion (Medium shark), Nature Sense, Wild Empathy; AL Neutral Evil; SV Fort +5, Ref +5, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 10

Skills and Feats: Handle Animal +6, Knowledge (nature) +10, Spot +9, Survival +11, Swim +1; Combat Casting, Improved Initiative, Lightning Reflexes

Possessions: robes, scimitar +1, shell armor, large wooden shield, spell component pouch, cloak of resistance +1

Druid Spells Prepared (4/3/2; base DC = 13 + spell level): 0- *create water*, *know direction*, *resistance*, *virtue*; 1st- *cure light wounds*, *obscuring mist*, *produce flame*; 2nd- *flame blade*, *heat metal*

Shark (animal companion): CR2; Medium Animal (Aquatic); HD 5d8+3; hp 21; Init +2 (+2 Dex); Spd swim 60 ft.; AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; Base Atk +3; Grp +4; Atk +5 melee (1d6+2 bite); Full Atk +5 melee (1d6+2 bite); Space/Reach 5 ft./5 ft.; SQ Blindsight, keen scent; AL Neutral; SV Fort +4, Ref +5, Will +2; Str 14, Dex 16, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Listen +6, Spot +6, Swim +9 (can always choose to take 10); Alertness, Weapon Finesse, Evasion

Blindsight (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

APL 6

Joraemus: Male Human Druid 5; CR 5; Medium Humanoid; HD 5d8+10; hp 38; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+1 Dex, +4 shell armor, +2 large wooden shield), touch 11, flat-footed 16; Base Atk +3; Grp +4; Atk +5 melee (1d6+2 18-20/x2 scimitar); Full Atk +5 melee (1d6+2 18-20/x2 scimitar); SA spells; SQ Animal companion (Medium shark), Nature Sense, Wild Empathy; AL Neutral Evil; SV Fort +7, Ref +3, Will +8; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 10

Skills and Feats: Handle Animal +8, Knowledge (nature) +12, Spot +11, Survival +13, Swim +3; Combat Casting, Improved Initiative, Natural Spell

Possessions: robes, scimitar +1, shell armor +1, large wooden shield, spell component pouch, cloak of resistance +1

Druid Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0- *create water*, *guidance*, *know direction*, *resistance*, *virtue*; 1st- *cure light wounds*, *longstrider*, *obscuring mist*, *produce flame*; 2nd- *bull's strength*, *heat metal*, *summon swarm*; 3rd- *call lightning*, *snare*

Shark (animal companion): CR2; Medium Animal (Aquatic); HD 5d8+3; hp 32; Init +2 (+2 Dex); Spd swim 60 ft.; AC 18 (+3 Dex, +5 natural), touch 12, flat-footed 13; Base Atk +3; Grp +4; Atk +5 melee (1d6+2 bite); Full Atk +5 melee (1d6+2 bite); Space/Reach 5 ft./5 ft.; SQ Blindsense, keen scent; AL Neutral; SV Fort +4, Ref +5, Will +2; Str 14, Dex 16, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Listen +6, Spot +6, Swim +9 (can always choose to take 10); Alertness, Weapon Finesse, Evasion

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

APL 8

Joraemus: Male Human Druid 7; CR 7; Medium Humanoid; HD 7d8+14; hp 53; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+1 Dex, +4 shell armor, +3 large wooden shield), touch 11, flat-footed 17; Base Atk +5; Grp +6; Atk +8 melee (1d6+3 18-20/x2 scimitar +2); Full Atk +8 melee (1d6+3 18-20/x2 scimitar+2); SA spells; SQ Animal companion (Medium shark), Nature Sense, Wild Empathy; AL Neutral Evil; SV Fort +9, Ref +5, Will +10; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 10

Skills and Feats: Handle Animal +10, Knowledge (nature) +14, Spot +13, Survival +15, Swim +7; Combat Casting, Improved Initiative, Natural Spell, Weapon Focus (scimitar)

Possessions: robes, scimitar +2, shell armor +1, large wooden shield +1, spell component pouch, cloak of resistance +2

Druid Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0- *create water, cure minor wounds, guidance, know direction, resistance, virtue*; 1st- *cure light wounds, longstrider, magic fang, obscuring mist, produce flame*; 2nd- *bear's endurance, bull's strength, heat metal, summon swarm*; 3rd- *call lightning, poison, snare*; 4th- *flame strike*

Shark (animal companion): CR 2; Large Animal (Aquatic); HD 9d8+7; hp 38; Init +6 (+2 Dex, +4 Improved Initiative); Spd swim 60 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 11, flat-footed 13; Base Atk +6; Grp +13; Atk +8 melee (1d8+5 bite); Full Atk +8 melee (1d8+5 bite); Space/Reach 10 ft./5 ft.; SQ Blindsense, keen scent; AL Neutral; SV Fort +8, Ref +7, Will +3; Str 18, Dex 16, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Listen +8, Spot +7, Swim +11 (can always choose to take 10); Alertness, Great Fortitude, Improved Initiative, Evasion

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

APL 10

Joraemus: Male Human Druid 9; CR 9; Medium Humanoid; HD 9d8+18; hp 68; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 22 (+1 Dex, +5 shell armor, +4 large wooden shield, +2 amulet of natural armor), touch 11, flat-footed 21; Base Atk +6/+1; Grp +7; Atk +10 melee (1d6+3 18-20/x2 scimitar); Full Atk +10 melee (1d6+3 18-20/x2 scimitar) +5 melee (1d6+3 18-20/x2 scimitar); SA spells; SQ Animal companion (Giant crocodile), Nature Sense, Wild Empathy; AL Neutral Evil; SV Fort +10, Ref +8, Will +12; Str 12, Dex 12, Con 14, Int 10, Wis 18, Cha 10

Skills and Feats: Handle Animal +12, Knowledge (nature) +16, Spot +16, Survival +18, Swim +9; Combat Casting, Improved Initiative, Lightning Reflexes, Natural Spell, Weapon Focus (scimitar)

Possessions: robes, scimitar +2, shell armor +2, large wooden shield +2, spell component pouch, cloak of resistance +2

Druid Spells Prepared (6/5/5/4/3/1; base DC = 14 + spell level): 0- *create water, cure minor wounds, guidance, know direction, resistance, virtue*; 1st- *cure light wounds, longstrider, magic fang, obscuring mist, produce flame*; 2nd- *bear's endurance, bull's strength, heat metal, resist energy, summon swarm*; 3rd- *call lightning, poison, quench, snare*; 4th- *dispel magic, flame strike, spike stones*; 5th- *call lightning storm*

Giant Crocodile (animal companion): CR 4; Huge Animal; HD 9d8+28; hp 75; Init +2 (+2 Dex); Spd 20 ft., swim 30 ft.; AC 19 (-2 size, +2 Dex, +9 natural), touch 9, flat-footed 15; Base Atk +6; Grp +22; Atk +12 melee (2d8+13 bite) or +12 melee (1d12+13 tail slap); Full Atk +12 melee (2d8+13 bite) or +12 melee (1d12+13 tail slap); Space/Reach 15 ft./10 ft.; SA Improved Grab; SQ Hold breath, low-light vision; AL Neutral; SV Fort +9, Ref +6, Will +3; Str 28, Dex 13, Con 19, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +1, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide), Evasion

APL 12

Joraemus: Male Human Druid 11; CR 11; Medium Humanoid; HD 11d8+22; hp 83; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 24 (+1 Dex, +5 shell armor, +4 large wooden shield, +2 amulet of natural armor, +2 ring of protection), touch 13, flat-footed 23; Base Atk +8/+3; Grp +9; Atk +12 melee (1d6+3 18-20/x2 scimitar); Full Atk +12 melee (1d6+3 18-20/x2 scimitar) +7 melee (1d6+3 18-20/x2 scimitar); SA spells; SQ Animal companion (Giant crocodile), Nature Sense, Wild Empathy; AL Neutral Evil; SV Fort +11, Ref +8, Will +13; Str 12, Dex 12, Con 14, Int 10, Wis 18, Cha 10

Skills and Feats: Handle Animal +14, Knowledge (nature) +18, Spot +18, Survival +20, Swim +11; Combat Casting, Improved Initiative, Lightning Reflexes, Natural Spell, Weapon Focus (scimitar)

Possessions: robes, scimitar +2, shell armor +2, large wooden shield +2, spell component pouch, cloak of resistance +2, amulet of natural armor +2, ring of protection +2

Druid Spells Prepared (6/6/5/5/4/2/1; base DC = 14 + spell level): 0- *create water, cure minor wounds, guidance, know direction, resistance, virtue*; 1st- *cure light wounds, faerie fire, longstrider, magic fang, obscuring mist, produce flame*; 2nd- *bear's endurance, bull's strength, heat metal, resist energy, summon swarm*; 3rd- *call lightning, poison, quench, snare, water breathing*; 4th- *control water, dispel magic, flame strike, spike stones*; 5th- *baleful polymorph, call lightning storm*; 6th- *greater dispel magic*

Giant Crocodile (animal companion): CR 4; Huge Animal; HD 9d8+28; hp 75; Init +2 (+2

Dex); Spd 20 ft., swim 30 ft.; AC 19 (-2 size, +2 Dex, +9 natural), touch 9, flat-footed 15; Base Atk +6; Grp +22; Atk +12 melee (2d8+13 bite) or +12 melee (1d12+13 tail slap); Full Atk +12 melee (2d8+13 bite) or +12 melee (1d12+13 tail slap); Space/Reach 15 ft./10 ft.; SA Improved Grab; SQ Hold breath, low-light vision; AL Neutral; SV Fort +9, Ref +6, Will +3; Str 28, Dex 13, Con 19, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +1, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide), Evasion

Appendix 2– Underwater Combat Rules

Combat Adjustments Underwater

Condition	Slashing or Bludgeoning Atk/Dmg	Claw, Bite or Tail Atk/Dmg	Movement	Off Balance? ⁴
<i>Freedom of Movement</i>	Normal / Normal	Normal / Normal	Normal	No
Has a swim speed	-2 / Half	Normal	Normal	No
Successful Swim Check	-2 / Half ¹	-2 / Half	Quarter or Half ²	No
Firm footing ³	-2 / Half	-2 / Half	Half	No
None of the above	-2 / Half	-2 / Half	Normal	Yes

¹ A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

² A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action

³ Creatures have firm footing when walking along the bottom, braced against a ship's hull or the like. A creature can only walk along the bottom if it wares or carries enough gear to weigh itself down – at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, half that for each size category smaller than Medium

⁴ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gains a +2 bonus on attacks against it

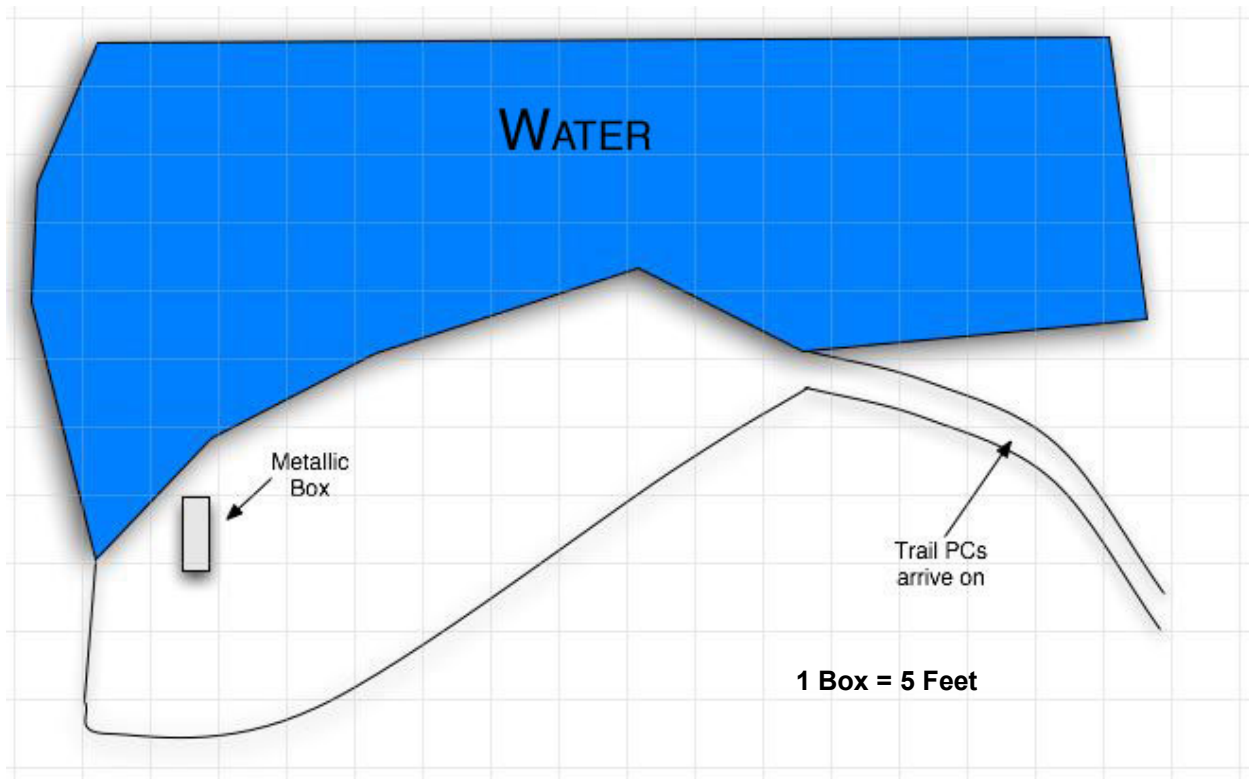
For the purposes of this module, the water in Encounters Three, Four and Five should be considered to be rough, nonflowing water, requiring a Swim Check of DC 15.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

Map 1 – The Final Ledge – Encounter 5



Player Handout 1 – Encounter 3

Walks in the wind

Runs in the rain

Makes dry oceans in the sun

Counts time, stops clocks

Swallows kingdoms, gnaws rocks

Spread a handful across my face and I will open

Player Handout 2

Joraemus,

I send you interesting information. First and foremost, the Necromancer is taking his time moving the final of his devices into the city. I do not know if this because of a true delay or because he is not as committed to our plan as he would make us believe. Second, I hope that our timelines are still intact – the Margrave, Viscountess Saralind, Valiserat, Greenblade and the younger Rashedra are all here. What irony is would be to use them against their own country. Even if the Necromancer aids us no further, we have the power in place here to execute the next phase of our plan, if you and Khemtar can finish the preparations quickly.

Olvan

Player Handout 3 – Encounter 4

Deep, deep, do they go.

Spreading out as they go.

Never needing any air.

They are sometimes as fine as hair.

Spread a handful across my face and I will open

Critical Events Summary

1. Did the PCs defuse the first bomb (Encounter 3)?
2. Did the PCs find the note on Joraemus' body (Encounter 4)?
3. Did the PCs defuse the second bomb (Encounter 4)?
4. Did the PCs receive the normal conclusion or the alternate conclusion?