

URC5-S04

Smooth As Silk

A One-Round D&D Living Greyhawk[®] County of Urnst Introductory Adventure Version 1.0

By Keera Smith

A silk merchant has found a secret stash and needs some hunters to gather it up before someone else gets their hands on it. He seems to be in a sticky situation, or perhaps this is what he is offering to his bunch of heroes. Will they be smooth operators or will they get stuck in a rut? An introductory County of Urnst adventure for 1st level characters only.

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 the preparation 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, 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 three 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 ***bold italics***. 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

This adventure may only be played by first level characters. These characters may have xp greater than zero, but not greater than 1000 xp. There may be no more than six players at the table.

1. 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

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

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.

2. Add the number of characters playing in the adventure to the results of 1, and divide by the number of characters. Round to the nearest whole number.
3. 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 which may be no higher than 3, which may be rounded down to APL 2.

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). If the dog is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. Failure indicates that the animal will not attack that round. This is a move action that may be attempted each round. See page 74 in the PHB for more details on the Handle Animal skill.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst 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.

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Adventure Background

URC5-S04 Smooth As Silk is a LIVING GREYHAWK adventure intended for parties composed of first level characters. It is an introductory adventure, designed to accustom both starting characters and players to the LIVING GREYHAWK world in general and to the County of Urnst in particular.

Ten months ago, Jacobyne Cyndole, an evil drow cleric of Lloth, found a hill that held a collapsed building on the side of the Artonsamay River. There she decided to make a sanctuary and a small temple dedicated to Lloth. She cast the unhallow spell deep in the building's bowels, giving it a protective evil shell. She then left the lair, locking it with a coded door and leaving her servants and the temple for any of her companions to find refuge in or for her later return. She also left a small note to solve the code and open the door for herself (as she is rather forgetful) or her companions if they could not figure out how to open it.

A small group of spiders moved in soon after and covered the lair in silk webs, making it their new home, their numbers growing quickly. Months passed and Jacobyne never returned, but the spiders soon began exploring out of their new home for food for their younglings.

One week ago, a ship full of Rhennee sailors discovered the basement of an old ruined building that no one has seen in years when a large spider came out and snatched up a small deer drinking at the river. They did not inspect the building, but knew that information involving the basement being full of spiders and most likely full of spider silk would be worth something to someone.

The Rhennee then traveled to Radigast, where Trilbey Farvaren got word of their discovery from one of their shipmates. He paid them handsomely to take a group of his silk hunters down to the lair, which will kill two birds with one stone; he will keep the Rhennee quiet by keeping them busy and he will also have his hunters led to the right place.

The problem he discovered only minutes after making the deal with the Rhennee was that his regular silk hunters were out on another job and would be out of Radigast for the next three weeks. By then, it would be too late. So he spread the word around about needing a group of brave adventurers, making sure to tell Faxion, a local barber/beautician, who loves to gossip to anyone that will listen.

Adventure Summary

Introduction

The most charismatic of the party, within the next day or so, will go into Faxion's Barbershop and hear about Trilbey's situation (See Player's Handout #1) and rush to the Boar's Tusks to find a group of adventurers to team up with. The adventure starts with the charismatic character recruiting the other players.

Encounter 1: A Gain and A Gain

Characters meet with Trilbey Farvaren (Farvair-en), a minor merchant in the Farvaren merchant house. He offers to hire the characters as silk hunters. He will explain how to "gather silk" from giant spiders, and why he cannot wait for his regular silk hunters. Trilbey instructs the characters to meet him at the docks in the morning, and he will provide for their transport to the "hunting area".

Encounter 2: BOGO Shopping

The characters are allowed to do some last minute shopping in town. Trilbey will not provide advances on the characters pay.

Encounter 3: Bon Voyage

Trilbey introduces the characters to a Rhennee barge captain (the same one that was in *URC4-S02 Overdue Books*), and starts them on their way.

Encounter 4: Double Oh Vestum

The characters will get stopped at the River's checkpoint and the barge will be searched. At this point, Captain Vestum will ask the

characters to retrieve his lost ring that he dropped while "investigating the ruins." He will offer them a minor reward for retrieving it for him. They will then camp for the evening, so that they will be fresh and ready for the next morning's "mission."

Encounter 5: Land Ho!

The party arrives at the location where the spiders were sighted. Did the characters bring "bait" for the spiders? The characters will have to search for the spiders' trap doors, and will be attacked while they do so. At some point the Medium spiders will attack. Encounter with four medium spiders (EL 3).

Encounter 6: Come on Down, the Silk is Fine!

The characters enter the spiders' lair (enter "the parlor") and start to explore. The players should be reminded that fire could burn all the webbing.

Encounter 7: Deja Boo!

At some point the characters will detect the "sticky" sections of webbing (trap, search DC20, bypass easily), and some character may be entangled (see condition). Smaller spiders will attack when the sticky section is touched (attacking from deeper in the lair), attacking first any entangled characters. Encounter with 4 small spiders and (EL 2).

Encounter 8: What's this? Another Door?

The characters may start "harvesting" the silk. While cutting it away from the walls of the lair, another tunnel is discovered. It leads to a stone door (locked and trapped, CR1 trap).

Encounter 9: Bad Girls and Ghouls

The door opens to an older chamber that has recently (6 months ago) been converted to a temple to Lloth, the Drow spider god. There is a chest that is trapped (CR 1). This chamber is guarded by a Ghoul, two human zombies and three human skeletons (EL 4).

Encounter 10: Let's Blow this Silk Stand!

The characters return to the Barge with the silk.

Encounter 11: Yard Sale

The characters can return to town to sell the silk to Trilbey.

Introduction

The introduction should take approximately 15-25 minutes.

At this point, the DM should find the person with the highest charisma, take them aside and hand them Players Handout #1, which reads:

After arriving in Radigast City you decide that a visit to the local barbershop would do your appearance some good, considering the past few days of travel were rough on you. You travel to Faxion's Barbershop and he greets you with a smile.

Faxion is a large man who will give the player whatever they wish from his list of services: a haircut, a trim, a wash, a shave... let the player choose. Faxion is very talkative by nature and has a flaming way of speaking with people. Use this to your advantage and make the player feel like they're getting something really special. After getting business out of the way, Faxion will say:

"You look like the type that the Silk merchant was looking for. I heard that he needs a group of adventurers to collect a large find for him and boy, is he willing to pay for it! Go gather a group at the Boar's Tusks to support you and head down to Trilbey Farvaren's Silk Haven. Tell him Faxion sent you!"

Make this seem very important to the story hook, make sure the rest of the table doesn't know what is going on. Faxion will then send that person on their way to the bar across the street, The Boar's Tusks, a local bar for hunters and peacekeepers. Which is where the rest of the players come in.

It is early morning and the smell of breakfast and ale surrounds you as you are sitting peacefully in The Boar's Tusks, a local tavern in Radigast. There are several other adventurers around you and the tavern is quiet until _____ (Insert previous player's description here, for example, "A ravishing female elf with a great haircut") ***rushes in and points to your table of heroes. He/She says in a bold voice: _____*** (Have the character say whatever they wish here to his fellow companions to get them recruited. Something to the effect of "come with me, I've got a job for us.")

At this point, the chosen character may introduce his/herself, allowing the rest of the

characters to do the same. A brief description of how each character looks should be included, though this can be skipped if all the players and/or characters know each other. (The idea of table tents should be introduced to beginners, and they should be encouraged to use them.)

If there are any Centaurs in the party, the bartender will approach the group as they dine and ask them if they can vouch for the odd party member. He will give the Centaur strange looks and ask simple questions about their appearance/ nature.

After the introductions, the charismatic character that burst in before should explain what he/she heard from Faxion and they should want to head over to Trilbey Farvaren's, if not, subtly urge them to head in that direction. If any character does not choose to go along with them, they may stay in hopes that they will be recruited later, but it is unlikely and you may hint to that person to go along.

Encounter One: "A Gain and A Gain"

This Encounter should take approximately 15 minutes.

As you enter Trilbey (Far-vair'-en) Farvaren's Silk Haven, a young boy of about 12 closes a large book and hops down from behind the counter to greet you. He smiles nervously though he is dressed in clean, expensive, light blue silken robes. "H-hello g-g-good s-s-s-sirs (And m-m-madams if there be any, or vise versa) how m-m-may I b-be of assistance?"

He is Tredifus (tread'-uh-fuss) Trilbey's nephew and new apprentice. He has a stuttering problem and is nervous around people, but he's very cheerful and happy to help. Once it's been established that they are here to see Trilbey about his job offer that they heard from Faxion, he will show them to the back where there are several chairs placed around a large table.

As you are seated around the table, Tredifus will begin to take his leave, but stop at the door before he leaves. "W-would any of y-y-you l-l-like s-s-something t-to drink?"

Tredifus can offer them ale of any kind and some fine wine, though he only has red wine

to offer them. He can also give any non-alcoholic character water. He will then nod and tell them that his uncle should be with them shortly, then head off to get their drinks.

DM Warning: Trilbey speaks quite fast and repeats himself several times using different wording each time. This may quite annoy the characters, and if it seems to take up too much time, you may paraphrase what he is saying.

In a few short minutes, a tall human man dressed in purple silk robes with gold trim walks in with perfect posture and sits at the head of the table.

"Greetings, salutations, hello, welcome, how do you do and all that. I am Trilbey Farvaren. That is my name, and that by which I am called is Trilbey Farvaren. You may recognize the great Farvaren name, that by which we are all named Farvaren, the great name that is and always will be Farvaren. You may address me by the name that I was given and that is Trilbey, for that is my name and that is what I wish to be called.

I want to ask you all to do a job for me, a job I wish you to do so that it can be done for me, which you will all be paid handsomely for, that which is the job after it has been done. And once this job is done that I am giving to you, that is after it is completed to my liking, then and only then, that is when the job is done, will you be able to receive your reward that I am paying you for the job you are doing for me that I wish to be completed as soon as possible.

So, are you interested?

At this point, the characters may be drooling over their character sheets because in his long speech, he failed to tell them anything. Tredifus will enter and serve their drinks. They may now ask him questions to find out what it is they are to be doing for him.

If anyone does not accept his job offer, he will ask them to leave at this point, as not to reveal the secret location of the silk he has discovered.

If they choose to ask Trilbey for a pay advance, he will refuse and tell them that paying for all their travel fees and providing some provisions, which seems very fair considering the circumstances. If asked about what kind of provisions he is providing, he will tell them that he will provide 2 everburning

torches, 6 potions of cure light wounds, 2 antitoxins and 4 goats, but he will collect them immediately when they return.

Encourage the party to get more information about their "mission."

- What job are we going to be doing?

"I need you to ride a ship up the Artonsamay River to a cave located on the eastern bank. There, on the eastern bank of the Artonsamay River, lies a lair full of silk for the taking! I need you to enter the lair, clear out it's inhabitants and carefully remove the silk and bring it back to me."

- What kind of "inhabitants"?

"In the lair there are a few spiders that need to be taken care of, killed, booted out, any of the sort would be fine. Though I do caution you, when you remove the spiders, using fire is not an idea that I promote. In fact, using the fire that you would normally use to kill them will also burn the precious silk that they spin and your reward is based on how much you bring back to me."

- How do we gather the silk?

"It is very simple indeed. In order to gather the silk that I need, you must use specific gathering rods built to hold rolled silk on them. After reaching the silken area, you can start anywhere you like, stick the rod in the silken area, and turn it. It will then stick to the rod, which you can then return to me."

- How much are we getting paid?

"I will pay you each 100 gold pieces to complete this task. That being said, for every pound of silk you bring back to me, I will pay you an additional 5 gold pieces."

When the characters have finished questioning Trilbey, he will conclude the interview.

"If there are no more questions, then you are free to prepare for your voyage. I will need those of you who are willing to complete this task that I have assigned to you, the heroes I have chosen to do this quest for me, who are worthy of this deed that I so bestow upon you, to meet me at the docks, dock number 4, this afternoon at exactly 3 o'clock, that is, 3 hours after the noon hour, that being the lunchtime hour. You may wish to gather tools, potions, scrolls and provisions for your journey. I

will be providing the travel arrangements, bait for the spiders, a few provisions of my own, and the rods required for collecting the silk. I will meet you at 3 o'clock then. Goodbye, so long, see you soon and all that!" He then stands and walks out, heading back to his work.

Encounter Two: BOGO Shopping

This Encounter should take approximately 5 minutes.

At this point the characters can leave to prepare for the journey, assuming they all accept the mission. If someone refuses to take him up on his offer for any reason, they may stay in Radigast in hopes that they will be convinced otherwise, but if they choose not to accept it, their adventure ends here.

As you walk out of Trilbey Farvaren's Silk Haven, a loud, booming voice can be heard coming from the marketplace. "By one get one! Come one come all! A free club with every purchase! Come on down to Hickend's General Shop!"

Hickend is just looking to attract more customers, clubs are free anyway. If the characters choose to shop here, let them get anything out of the Player's Handbook that is normally accessible to first level characters. If they ask, yes, Hickend will give them a free club with every purchase.

The markets in the city of Radigast are some of the largest in the Flanaess. Characters should be able to find any item they need here, at the standard prices as listed in the PHB. This encounter is rather freeform. Make sure that new players know that they can buy things and show them what and how (if necessary), **but don't spend too much time here.** You may use Hickend to provide them with what they need or have the characters deal with street venders.

Encounter Three: Bon Voyage

This Encounter should take approximately 5 minutes.

At precisely 3 o'clock, Trilbey will be eagerly awaiting the characters at Dock #4 with the Rhennee captain, Captain Vestum nearby.

As you reach dock number four, a very large Rhennee man notices and, obviously holding back his excitement, looks around suspiciously and approaches you.

This man is Captain Vestum, which you may remember from *URC4-S02 Overdue Books*. He loves to pretend that these new jobs he's been hired for lately are "cloak and dagger" spy missions and he jumps at the chance to play along. He will slip them code phrases first to see if they are who they say they are ("Ze goblins zleep with ze fishes" or "Ze crops zis year are poor because of ze drought") He will look over his shoulder suspiciously to see if anyone is watching and wink at the characters, a lot. Play this up big! This should be a fun encounter for the DM to run and the characters to play. If asked who he is he will say something like: "My name iz not important, but you must get to ze church on time" and wink. Eventually Trilbey will realize that Vestum is wasting time and approach the characters.

"I, that is, Trilbey Farvaren, am very pleased, that is, overjoyed, excited and delighted to see that all of you, you being those persons I spoke with earlier at my shop, that is, Trilbey Farvaren's Silk Haven, I being he that is Trilbey Farvaren, the owner of Trilbey Farvaren's Silk Haven, have decided to take my offer and do this task that I have assigned to you to do for me, me being Trilbey Farvaren. Thank you so very much, you being the brave adventurers, heroes, and saviors to my cause, my cause being to find, produce and sell the greatest silk in all the lands, for coming and being so punctual, timely, and most importantly on time.

Trilbey will tell them that Vestum will take them to where they need to go as long as they are willing to provide the necessary protection to the ship.

He will also ask them if they thought to bring bait for the spiders and if they remembered to get antitoxins or neutralize poisons.

Before he leaves, Trilbey will jump as if remembering something. "Ah, I just remembered, my hunters always use goats, as the goats I have given you, but they usually tie them to nearby trees in order to lure out hidden spiders. They say that this is the safest, most effective, best and easiest way to get rid of them. Don't forget my words!"

Trilbey will not be willing to be the bait (though they may want him to be!) but he will provide the characters with 2 *everburning torches*, 6 *potions of cure light wounds*, 2 antitoxins and 4 goats but makes a point that they will be collected at their return (except for the goats if they did not make it alive). He will also give them a map (Player's Handout #2).

Vestum will describe to the characters the layout of the riverside they are going to. He will tell them that if they decide to bring goats or something small to lure the spiders with, that is a great idea and he will allow them on board. He will also describe for them what happened to the deer when they saw it being attacked.

"Ze deer vas valking over a small hill to get a drink from ze river when out of ze ground came a spider zat jumped out and attacked it, dragging its body back under ze ground."

The PCs will receive similar stories from the shipmates as well if they ask. If there is nothing else that the characters wish to ask him, Trilbey will be on his way and wish them a Bon Voyage, safe journey and all that. He will point out that he has left the rods that they need to collect the silk and goats on board the ship.

Vestum will now show the characters on board. He will allow horses and smaller animals on his ship as long as they remain below decks, but characters with horses will probably not want to take them in this adventure, he will caution taking any horses, he is perfectly fine with familiars and animal companions (if the characters have them at this point in their adventuring careers, they may not) and he is also willing to watch them if the characters are not willing to risk them in the underground area with the spiders.

Ask about who carries provisions, especially fish-based ones (for optional encounter with Moneypenny). He will act quite mysterious if pressed about why he wants to know.

Vestum will also show off his pet. A small all-black dog that seems more like a first mate than a pet. Her name is Moneypenny. She has great sea legs and knows her way around the ship well. She is very friendly but very proper.

Vestum will remain suspiciously quiet until the Radigast shore is almost out of sight and then start to express a nervous feeling towards the characters.

Encounter Four: Double Oh Vestum

This Encounter should take approximately 10 minutes.

After leaving the docks the boat approaches a large wooden structure with a very large gate in the middle of the river, blocking the path. Vestum orders the crew to drop anchor and a small boat approaches the barge. On the side of the boat, there reads: HNB Griffonwing. A group of men board the ship, go below decks and begin inspecting cargo and cabins, while a tall, slender man approaches Vestum with a stern eye. "Afternoon, Cap'n Vestum. This not be the usual crew of the Q, now is it?"

Vestum will nervously look about and present his papers to the man. "Ze eh, zes people ar' here to tour ze river. Zey are not part of my crew."

The man will eye Vestum suspiciously until one of his officials returns and salutes. "The usual, sir, nothing but fishing gear and a couple of goats."

Vestum will grin triumphantly as the man snorts and huffs off the barge, back on to his boat "One of these days, Vestum, I'll get you. I know what you're up to with those Palites. Her Noble Brilliancy will not permit the Peace to be endangered by the likes of you river folk."

The river gate now opens and the boat returns to its course, heading again upriver as Vestum breathes a sigh of relief.

Have any characters who are keeping an eye on Captain Vestum throughout the river trip, or who roll a successful Spot check (DC 12) roll a Sense Motive (DC 12) to determine his uneasy energy and suspicious looks over his shoulder. Vestum is very nervous because of his encounter with the spiders before. If approached and asked about it, he will start his story:

"I 'ave seen ze beasts before, ven ve first discovered ze ruins I vas intrigued and vent to investigate. It vas a simple mission at first, but zen, I vas surrounded. Zey ver everyver, coolly I pulled my rapier and started killing zem von by von, zey became too much vor me, zer ver hundreds of zem, I barely escaped vith my life. But in ze midst of ze fighting, my ring, a family heirloom, slipped off my finger and vas lost. I would

get it myself, but zince you are already going, I vonder if you all vould be interested in finding it? I vould pay you a small reward for retrieving it vor me. Your mission, zhould you choose to accept it, is to bring back my ring, untainted, and return it to me. Vell, vat do you zay?"

The characters may roll another sense motive (DC 13) to see if he is speaking the truth, which, if it's not obvious, he isn't. He did, though, lose his ring in the ruins, (he tripped outside and it rolled down one of the trap doors that lead into the ruins below, he never entered the ruins themselves, though he will say he did) but the large, impressive battle scene did not take place. He will offer them 25 gold pieces to retrieve his ring for him. If they ask, the ring is nothing more than a simple signet ring with his name "Vestum" and family emblem on it, almost worthless except for its sentimental value. If they agree to find it for him he will thank them and for the rest of the journey, he will seem more at ease.

The boat will drop anchor when it gets dark and the characters will be treated to a very nice dinner of beef stew, freshly made that afternoon and showed to their bedrooms for the evening. This way they may prepare their spells and be ready for tomorrow. They may set up watches, but the night will be uneventful. For the next two nights the same will occur until they reach their destination. It will take them a total of three days to reach the shore they need to get to.

Optional Encounter with Moneypenny:

This Encounter should take 5 minutes.

DM Note: If time permits, you may choose to run this optional encounter with the Rhennee Waster Dog, Moneypenny. Afterwards, give the players a copy of the handout for the CoU Kennel Club for their review.

Ask any character with provisions, especially fish-based ones, (or an odd-shaped hat, or some other item that might be interesting to a curious pooch) to make a spot check vs. Moneypenny's slight-of-hand check (she is trying to 'liberate' the goodies) total hide check modifier +4. If she is noticed, Moneypenny attempts to make off with the goods, playing keep-away. The character must make a successful touch attack (AC 13) and grapple check (Moneypenny has a +7) to

retrieve the item. It is undamaged due to Moneypenny's soft mouth, but it is likely slobbery. If it is (was) food, it is now rendered inedible, but Vestum, highly amused by the antics, offers the character tasty Rhennee fish jerky to replace what was lost. If the character tries to physically harm Moneypenny, Vestum is quite upset, and it takes a successful Diplomacy check (DC 16) and a sincere apology to Moneypenny to get him to continue the journey. Alternately, the offending character can agree to be locked in the hold for the duration of the journey.

Encounter Five: Land Ho!

This Encounter should take 45-50 minutes.

The ship will land on the shore of the river on the eastern bank with a small forest in front of them. Captain Vestum will show the characters off board and direct them to where the sighting happened. It is within sight from the ship, so if they need anything, all they have to do is return and ask, or if they wish to get rid of the spiders first, and then return for the collecting rods, that is fine too. Vestum will remind the characters that taking torches into the cave may damage the potential silk that they should collect and may put them in a great amount of danger.

The underground spider lair is approximately 40 feet from the ship in a small clearing of the forest. A ranger may Track DC 15 to see that there are deer tracks leading to the clearing. The round clearing ahead is approximately 60 feet wide and 70 feet long. The trap door spiders are spread out across the clearing about 10 feet apart from each other.

As you reach the shore, you look out onto large marsh that is covered in thick forests and wildlife. The ground is a soft, beach like sand and leads to an area that looks like it has been unnaturally cleared and perhaps like there has been a building there before. Small piles of stone rubble lies around, covered now by plant life and seems to have been untouched for several years. There are small trees scattered through the clearing that seem to have just recently started their long life.

Medium Monstrous Spiders (4); hp: 11, 11, 11, 11 see *Monster Manual* page 288.

Tactics: The spiders are underground waiting for whatevert decides to wander by for dinner.

They are in small 5-foot wide tubes underground and have "doors" (made from webbing and random foliage from the forest to conceal it) that cover the holes well enough to fool whatever is walking by into thinking that the ground is safe. The spiders have tremor sense, which will allow the spider to detect and pinpoint any creature or object within 60 feet in contact with the ground. As soon as a character or the bait is close enough to any spiders' trap door they will spring out, taking a surprise attack on the character and use their poison attack on them.

If the character is small they will try to drag them inside the underground tunnel, otherwise, they will continue to attack. Have the small characters do a standard grapple procedure to see if they are dragged inside the spider's tube. If characters are dragged inside any tunnel, they are entangled inside the spider's web and must make a DC 12 Escape Artist check or a Strength check, Break DC 16 to escape.

Solution: The characters, if they were smart enough to bring bait, can lure the spiders out with goats or other such creatures (perhaps other players!) by tying the goats to the small trees (out of initiative) and then use missile weapons and spells to kill the spiders; they can do this with each one. However, because the holes are so close together, more than one may jump out at a time.

Treasure: The spiders are carrying no treasure and there is nothing but silk to be found.

Encounter Six: Come On Down, the Silk is Fine!

This Encounter should take about 5 minutes.

At this point, the characters will realize, after searching around, that the only way inside the spider's lair is through the 5-foot wide tunnels that they have made. If they look inside one they will see webbing and that is really all they can see until they collect the webbing. They may enter from any of the four tubes (each tube is 10 feet long) and should get the webbing from each tube. They should be reminded that torches are not a good idea and will burn the entirety of the silk.

DM Note on 5x5 tunnel penalties:

(From the LIVING GREYHAWK Adventure, *COR05-07 Rings with Rings* by Rainer Nagel)

"All rooms and corridors except the original basement (which is 7 feet high) are no higher than 5-1/2 feet (more than enough for gnomes), which means that all Medium creatures in the hideout fight at -2 to all their attack rolls."

This means that in a 5x5 foot tunnel, there is not enough room for swinging/ fighting unless you are a small creature, so you take a -2 penalty to all attack rolls if they fight in the tunnels.

The players may explore around the area. The silk is easy to move through as it is not sticky, and it does not require them to collect it now, they can simply move through it to the next room.

All the spider tunnels lead to the basement of the ruined building. It is a simple stone building and from what they can tell it appears to have collapsed several years ago. The room they are in is a smaller 40' long by 50' wide room. They may collect the silk and transport it from here to the ship if they wish, or they may continue on to the next room and collect it as they are leaving.

After crawling and squeezing through the spider's tube, you enter what seems to be an old basement that is covered floor to ceiling with spider's webs.

Search checks (DC 12 to find the signet ring) in this room will find webbing, miscellaneous animal bones, a small signet ring that has name "Vestum," and some broken wood from barrels that will make it seem like this used to be a small wine cellar.

Collecting Silk: The players can collect most of the silk in this room very easily without being attacked. Every silk collecting rod that they have with them will hold up to 4 squares of silk. There are 80 squares of silk in this room, so they will have used a little over 20 rods so far. Including the rods for each tube, each tube is 10 feet long, so they will have used 2 more rods for a total of 22.

Once they reach the back corner of the room they will find an opening leading to the adjacent room.

Encounter Seven: Deja Boo!

This Encounter should take 30-45 minutes.

The characters may do a search check for traps in this room, DC 20, bypass easily to find the sticky sections of webbing in this room, made to capture anything that entered here.

If the characters do not have a rogue-type it will require a Spot check DC 20 to find and avoid the stickier parts of the webbing. The characters may get entangled here and if so, see the condition (page 308 of the *Player's Handbook*) When the stickier sections are touched or a character is captured in it this will cause other spiders to attack. They must make a Strength check DC 20 or an Escape Artist check DC25 to get out of the sticky silk.

The sticky sections of the room are placed about 20 feet apart. There are 5 squares that are sticky. Roll randomly to determine where these specific squares are before the characters start walking through the room.

As you enter through the doorway on the far side of the room, it leads to another room, also covered in webbing from floor to ceiling and looking almost exactly like the last room.

Small Monstrous Spiders (4); hp 4, 4, 4, 4. See *Monster Manual* page 288.

Tactics: The smaller spiders are hiding toward the back section of the area, waiting to attack anything that touches or gets caught in the trapped sticky sections of webbing. They will jump out from different sides of the room and attack first those who are entangled and then anyone else. Fire or acid damage in this room will cause the webbing to catch fire/ burn away and will cause the players to lose some of their pay at the end of the module.

After fighting the smaller spiders and getting rid of them, the players can collect and harvest the silk.

Collecting Silk: They should use another 18 rods in this room to collect all the silk and should have 10 rods left. If they collect 40 rods worth, they will receive full gold from it. There should only be enough silk for 40 rods as there are a couple of squares that do not have silk in them. Someone needs to keep track of how many rods they have collected and make a note of it for the DM's reference later. The DM may do this if you would like, but the characters should be the ones that should be responsible for this. **Do not waste time with the silk collecting; there is a very structured format here. If they say "we get all the silk in the room" they are fine and you may skip the details.**

Treasure: The spiders are carrying no treasure and there is nothing but silk to be found.

Encounter Eight: What's this? Another Door?

This Encounter should take 20 minutes.

After cutting away a large section towards the back of this room, the webbing there seems less than it should be and behind it is a large stone door that has 8 rows of numbers on it and 10 small dials underneath the rows. Below the 10 dials is a large stone button jutting out from the door.

The door is indeed locked and trapped. The only way to open this door is to solve the puzzle that is on its front. Give them Player's Handout #3.

The puzzle itself is a number riddle, but it has nothing to do with math. The puzzle is carved into the door as follows:

```
1
1 1
2 1
1 2 1 1
1 1 1 2 2 1
3 1 2 2 1 1
1 3 1 1 2 2 2 1
0 0 0 0 0 0 0 0 0
```

Solution: All the dials are currently set to 0. If they are turned, they turn to 0, 1, 2 or 3. The correct answer is: 1113213211. The trick is to speak the numbers starting with the first line and then that makes up the second line. For example: 1 in the first line would be "one one" or 1 1 which is the second line. The second line is "two ones" or 2 1, which is the third line. The third line is "one two, one one" or 1 2 1 1, which is the fourth line. The fourth line is "one one, one two, two ones" or 1 1 1 2 2 1, which is the fifth line, and so on and so on.

If the players are having trouble, have them all roll a spot check DC 12 to notice the corner of a small black journal that has been poorly hidden above the doorway. Inside the journal there are only two pages that have been written on, hand them Player's Handout #4.

If they are still having trouble, drop hints to them as you see fit. You may say whatever you wish to nudge them in the right direction; this is intended to be fun, not to bring the module to a screeching halt.

Hints:

- There are only three numbers on each dial 1-2-3
- The puzzle is not math-based in any way
- Reading the numbers as a polynomial does not solve the problem
- Each subsequent line relates to the previous line.
- If they are still having problems, any clerics in the party may use a turn check to ask their deity. Or have the player(s) with the highest intelligence bonus roll an Intelligence check DC15 for the characters to solve the puzzle.

If the dials are turned in the wrong combination and the button in the middle of the door pushed, this activates the trap.

Trap: Fusillade of Darts CR 1, Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft squares); Search DC 14, Disable Device DC 20.

If the characters put in the correct answer and push the button, the door will open.

Encounter Nine: Bad Girls and Ghouls

This encounter should take about 45 minutes.

The room is approximately 40 feet wide and 40 feet long with tapestries draping along the sides and an altar 10 feet from the back and 15 feet from the left side, 20 feet from the right.

After entering the correct code and pushing the button, the large stone door will open, revealing a few small steps leading down. Heading down them, you enter a large room with tapestries covering the walls depicting large spiders feasting upon humans and dwarves. There are several others showing spiders wrapping what looks like Halflings in their silk webs and gnomes being grotesquely mutilated. There are even pictures of what seems to be female elves with dark skin sacrificing lighter colored

elves on an altar before a statue of a female half drow, half spider.

Knowledge (Religion) DC 12 to know that it is a temple to Lloth, the drow goddess.

Candles and incense burners are placed around the eerie temple. You get the feeling that this place is quite malicious and has an unpleasant air about it. After a quick look around, you notice a small chest toward the front of the temple near the altar.

Have the characters make spot and listen rolls versus the Ghoul's hide and move silently checks (see *Appendix 1*). The Zombies and Skeletons should not be as good at hiding/moving silently as the ghoul and may be spotted first.

Creatures: Ghoul (1): hp: 13, see *Appendix 1*.

Human Zombies (2): hp: 16, 16 see *Monster Manual* page 266.

Human Warrior Skeletons (3): hp: 6, 6, 6 see *Monster Manual* page 226.

Tactics: The ghoul will hide in the right corner farthest from the door of the temple behind a tapestry until the characters' guard is down and then it will surprise them. It was placed here to guard the temple and that is what it is doing. The zombies will also be hiding behind other tapestries on the left side near the altar. The skeletons are spread out and not hiding very well on the side closest to the door.

Note: The Unhallowed spell has been cast here and the stats for the Ghoul only will change slightly because of this, please take these changes into account, see *Appendix 1*.

The chest is locked and trapped.

Poison Dart Trap: CR1, Atk. +8 ranged (1d4 plus poison). Poison (bloodroot DC 12 Fortitude save resists. 1d4 Con plus 1d3 Wis) Search DC 20. Disable Device DC 20.

Treasure: Inside the chest there are various religious items worth 75 gold pieces.

Encounter Ten: Let's Blow This Silk Stand!

This encounter should take about 5 minutes.

After collecting all the salvageable silk you can from the den, you return to the ship where Captain Vestum is overjoyed to have you back and to be leaving. The crew

places the silk you've collected below decks as you prepare to return to Radigast to collect your well-deserved pay.

If the characters found the signet ring:

Captain Vestum is thrilled to see that you retrieved his ring and as promised, hands over your payment. "Zank you all zo much. I cannot tell you how much zis means to me!" He will place it on his finger and smile at you. "Are you ready to leave now?"

Vestum will now give them their payment that he promised if the ring was returned.

If the characters did not find the ring:

Captain Vestum eagerly approaches you, looking hopeful. As he sees your faces, he frowns and turns to return to the deck, sighing and waving his hand. "Let us depart."

Vestum will not give the players their reward and the players do not receive full gold.

It is now getting on toward evening, Vestum will start the journey home but stop again when it is getting too dark to see anything, they will then have another decent meal and bed down for the evening, to return after a few days down stream. The nights are uneventful and the trip back is very peaceful.

Encounter Eleven: Yard Sale

This encounter should take about 5 minutes.

After a few nights' sleep and many long hours journey back to Radigast, the docks seem to welcome you home, as the trip was long enough to wear one down. With silk on board, the ship docks and the crew weighs anchor. Captain Vestum approaches you, patting Moneypenny on the head, and gives a hearty laugh, "It vas a vonderful journey and a great adventure, please look me up if you ever need anozer trip down ze Artonzamay az I zo enjoy our little outings!" He then shows you off board and reminds you that he will stay until everything has been taken off the ship.

The characters may take everything off the ship and load it onto a cart that Vestum will let them borrow. Moneypenny, Vestum's waterdog, will whimper as the characters leave.

You arrive again to Trilbey Farvaren's Silk Haven and Tredifus eagerly begins to unload the cart of its silk gatherings. Trilbey will then walk out to greet you. "Ah, you have returned successful! I will have Tredifus, my assistant, that is, my apprentice who is doing such a fine job, count the rods you have collected, determine how many yards of silk you have recovered and at that point I will give you the reward you so have earned."

Tredifus will count the rods, use the chart below to determine how much the characters will receive.

100 gp for accepting and completing the job.

40 rods	200 gp
30 rods	150 gp
20 rods	100 gp
10 rods	50 gp
anything less than 10	25 gp

The characters should have collected at least 40 rods worth of silk, if they state that they take the time to do this, and then they will receive full gold. If they, however, stop and do not collect all of the silk, hold them accountable and count how many rods they collected.

After handing over your pay, Trilbey will smile and tip his hat. "I do again thank you for what you have done, you have helped me in a pinch and I will not soon forget that which you have completed for me. If you are ever in Radigast, be sure to pop in and say hello, as you are always welcome in Trilbey Farvaren's Silk Haven, that is, my shop, that is the store I am running, that is the finest silk haven in Radigast! Goodbye, have a great day, so long and all that. May your journeys be as smooth as silk."

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 Five

Using bait to draw out spiders, 30 xp;

Defeating the Trap Door Spiders, 90 xp:

Encounter Seven

Defeating the Spiders, 60 xp;

Encounter Eight

Solving puzzle; opening the door, 30 xp;

Encounter Nine

Opening the Chest ,30 xp;

Defeating the Monsters, 150 xp

Encounter Ten

Retrieving Signet Ring for Vestum, 30 xp;

Discretionary Roleplaying Award

Enrolling the group to come with or going along with the other player, 30 xp;

Total possible experience:

450 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

Agreeing to take the harvesting job, showing up to do so and completing it.

L: 0 gp; C: 100 gp; M: 0 gp

Encounter Nine:

If the characters loot the ghoul and his temple, including opening the chest.

L: 75 gp; C: 50 gp; M 0 gp

Encounter Ten:

If the players find the Signet Ring lost by Vestum and return it to him.

L: 0 gp; C: 25 gp; M: 0 gp

Encounter Eleven:

If the players collect the maximum amount of silk and sell it to Trilbey.

L: 0 gp; C: 200 gp; M 0 gp

Total Possible Treasure

L: 75 gp; C: 375 gp; M: 0 gp

Total: 450gp

Appendix 1: Spells and Monsters

Encounter Nine:

The spell Unhallow has been cast in this particular part of the underground building. It will do the following:

Unhallow makes a particular site, building or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect, which will do the following:

This spell wards a creature from attacks by good creatures, from mental control and from summoned creatures. This spell has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves (this stacks with the Bless bonus). Both these bonuses apply against good creatures.

Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject. The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from good effect. If the protection from good effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Evil summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Next, all turning checks made to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area of effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment.

For this particular spell, Jacobyne decided to use a bless effect that will apply to creatures that share the faith of Lloth or those that are chaotic evil, which means that this will effect the Ghoul, but will not effect the zombies or skeletons, as they are neutral evil. The Ghoul will get a +1 morale bonus on attack rolls and on saving throws against fear effects. Also, he is resistant to all good summoned creatures and gets a +2 bonus to his AC and to saves.

Ghoul, CR 1, Medium Undead; HD 2d12; hp 13; Init +2, Speed 30 ft; AC 16 (+2 Dex, +2 natural, +2 deflection vs. good aligned characters) touch 14 (vs. good), flat-footed 14 (vs. good); Atks Bite +3 melee (1d6 +1 plus paralysis); or Bite +2 melee (1d6+1 plus paralysis) 2 claws +0 melee (1d3 plus paralysis); SA: Ghoul Fever (disease, Fort DC12, damage 1d3 Con and 1d3 Dex), paralysis (Fort DC12, paralyzed 1d4+1 rounds.); SQ Darkvision 60ft., undead traits, +2 turn resistance; AL CE; SV Fort +2 (3 vs. fear), Ref +4 (5 vs. fear), Will +7 (8 vs. fear) Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

Appendix 2: Player's Handouts

Player's Handout #1

After arriving in Radigast City you decide that a visit to the local barbershop would do your appearance some good, considering the past few days of travel were rough on you. You travel to Faxion's Barbershop (pronounced Fax-ee-on) and he greets you with a smile.

Faxion is well known throughout Radigast for his astounding work in cuts, shaves and the local gossip. He will tend to your needs and then he will look you up and down briefly, rubbing his chin thoughtfully. He then says to you with a hearty laugh:

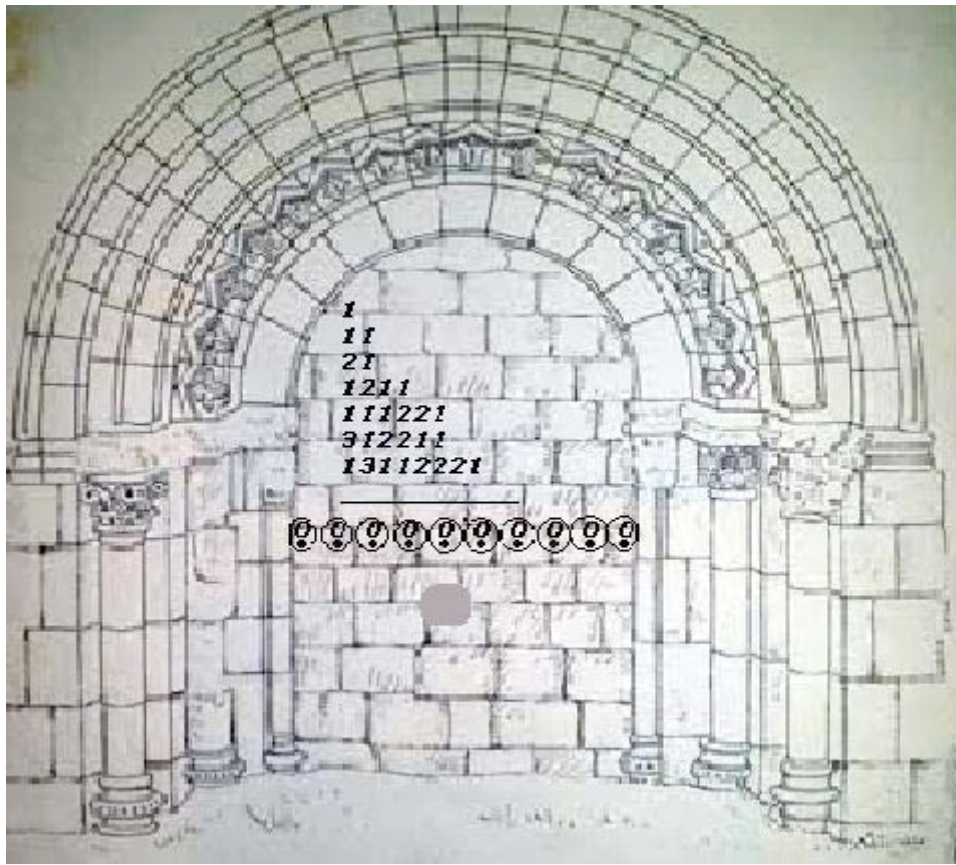
"You look like the type that the Silk merchant was looking for. I heard that he needs a group of brave adventurers to collect a large find for him and he is willing to pay for it. Go gather a group at the Boar's Tusks to support you and head down to Trilbey Farvaren's Silk Haven. Tell him Faxion sent you!"

Player's Handout #2

Trilbey's Map



Player's Handout #3



Print 6 copies of this

Player's Handout #4

Friends,

*Speak the numbers and the answer will be
apparent.*

-Jacobyne Cyndole

Additional Resources: Map of Radigast City



Additional Resources: Map of the County Of Urnst



County of Urnst Kennel Club

(upcoming meta-organization)

Rhennee Water Dog

20-22" at the shoulder, females slightly smaller; 42-55 lbs

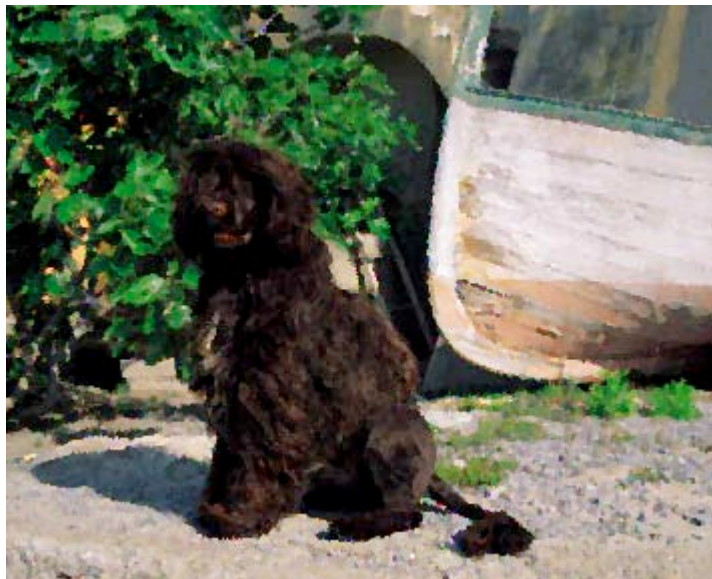
Bred by the Rhennee all along the Nyr Dyv

Characteristics: Medium sized dog with densely curly hair to protect from the water's chill. Powerfully muscled limbs, webbed toes, and a thick, rudder-like tail all assist the Water Dog in swimming efficiently. Soft mouth, so as not to damage anything he retrieves. Color is varied, but most commonly dark brown or black.

History: Over centuries, the Rhennee carefully bred a dog to assist them with their life's work. A properly trained Water Dog herded fish into nets, carried messages between ships, retrieved anything that fell overboard, and guarded the catch and boats when in port. They were honored members of the crew and often were fed first, before even the captain, since without them oftentimes a catch would be impossible.

Modern Use: These dogs still assist many a Rhennee fisherman in their daily tasks and provide companionship and amusement during the long months on the water. Though relations are improving, the Rhennee are still wary of outsiders, and for a non-Rhennee to be given a Water Dog pup is generally considered quite an honor. More recently, these dogs are available for purchase in many port cities from non-Rhennee breeders looking for a buck, but without the proper training, buyers find themselves with an extremely energetic, bored creature that may turn to chewing and other destructive behavior to amuse themselves. Properly trained, well-bred dogs can carry a pack for hours, stand watch over camps, fetch and carry anything that they can pick up or drag, and never become tired.

Personality: Eager, alert, energetic, eager to please. These dogs need training from an early age to focus these qualities constructively. Rhennee Water Dogs have a natural affinity for water, and may jump gleefully into any nearby pond or stream without provocation.



A Rhennee Water Dog sits guard over his master's boat.