

MINI ADVENTURE 1: DIKO'S HOUSE

Diko is the owner of a large houseboat in Saffron (which can be found only through scouring the bars or asking people in the tough waterfront section.)

It is anchored to a dingy, out of the way wharf on the river.

Diko rarely stirs from here - sometimes he has to go out on business and sometimes he goes to a bar.

He looks very strong, is rather short and has a wooden leg. He is bald and always wears dingy brown clothes.

He has a son who is tall (6') and blonde and also looks very strong & intelligent.

His son follows Diko's orders & helps take care of stuff for him. His son always wears colorful clothes.

Diko always carries a cudgel and a throwing dagger in his belts. His son carries a rapier only.

DIKO

5th level Fighter

Str: 17 +1/+1

Con: 16 +2

Dex: 11

H.P: 36

Balthazar (Diko's son)

2nd level Fighter

Str: 17 +1/+1

Con: 17

Dex: 16

H.P: 21

The wharf is small & falling apart. Diko's boat - The Fledermus is the only one on it. At the beginning of the wharf is an old sign - Diko's Museum and Charting Service.

The Fledermus is an old ship, now somewhat waterlogged. It is now ~~some~~ now tied by 2 hawsers ~~at~~ ^{to} fore & aft to the side of the wharf.

A gangway extends down to the wharf. It is pulled up at night.

The side is 4' higher & 5' out from the wharf. The sides are covered loosely in old, ripped rubber nets. Any determined thief could get in.

MISSILES ~~2~~ 6/5 D3
 MAIN BATT ~~2~~ 4/3 D4
 SEC BATT 0000 3/2 D3
 8 ANT PERS 0000 0000 1/1 D1

TREADS M3 ~~2~~ 6/5 D3
~~2~~ 4/3 D4
~~2~~ 3/2 D3
~~2~~ 1/1 D1

MISSILES ~~2~~ 6/5 D3
 MAIN BATT ~~2~~ 4/3 D4
 SEC BATT ~~2~~ 3/2 D3
 8 ANT PERS 0000 0000 1/1 D1

Always watching the gangway is Old Saroo, an ancient drunken M.V. He is 3rd level. If someone is really rude, tho he will sober quickly in a rage & defend himself. He is sitting in a wicker chair by a table w/ a $\frac{1}{2}$ empty whiskey bottle & glass on it, from which he occasionally takes sips.

Old Saroo

3rd level M.V. He wears stained green robes (not particularly recognizable as M.V. robes)
 Dext: 15 w/ a belt w/ several pouches on it.
 Const: 15
 Int: 17 He wears a hidden dagger up his sleeve.
 H.P: 11 He has a wand of Magic missiles w/ 3 charges left in it, - ~~but~~ he sits on it.

* Also on the table is a black case containing the game of Thant - a mental game somewhat like chess which M.V. is often play in training to promote thinking & mental discipline. He is expert at the game & will challenge any likely-looking freindlies to a game - for 1 g.p. per game. 80% chance he will win. He remembers some spells:

Magic missile Invisibility
 Push

Admission is 1 sp per person & either Diko or Balthamus will come on Old Saroo's yell to guide the visitors around 4 at a time.

The Haseboat is 70' long & 20' wide w/ a central cabin in the middle - 50' by 15'.

The deck around the cabin & at fore & aft is littered w/ stuff - bags of stuff, cylinders & various things. There are 2 ways down to the hold of the ship - fore & aft, through hatchways.

Fore hatchway leads to the museum which has bits of lanow ships on display, ancient charts (useless tho of some value), logbooks, coins from far nations &

general sea-oriented bric-a-brac. Some of it is quite valuable (total value: 500 gp I esp. to Sages & collectors) or so on.

Everything is mounted or in glass cases & thus not easy to steal. Everything is covered in dust as well.

There is one ancient chart (about 300 yrs. old - no one is sure) which shows an approximate location Devil's Island. Diko will relate some of the legendary history & rumours about Devil's Island.

There is no other way into the museum - the hatchway is always watched by 1 of the 3. It is locked securely at night.

Also shown is a coin from Devil's Island. The ~~alt~~ - Platinum, $\frac{1}{2}$ moon shape w/ strange runes.

The alt. hatchway leads to the Storeroom & Diko's chartroom & study.

The Storeroom is immediately obvious - full of meat & whiskey etc. - altho' mostly empty.

A doorway (locked when Diko isn't there) 15% of time leads to the Chartroom/study.

This has a Shelf, table, desk & 3 chairs.

On the shelf are various bottles of liquor & a great many sea logs in weird scripts, diaries, sketch books & scrolls & charts in various languages etc. of varying accuracies.

The walls are covered in large charts of Saffron & the Coast & so on - One shows all the voyages made by Diko's old ship - all over the place marked in green lines.

The desk is covered in notes & various charts & books & a series of 10 red notebooks crammed w/ notes & indexes - in process by Diko. It's in no handwriting,

In a weird Southern dialect, in short he nd so really
no one can read it except himo

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The upper part of the boat contains 3 rooms of
the 3 people w/ their various effects. Dico's contains
a strong box w/ 60 gp & 550 sp, Old Sarcos has
a hidden under a floorboard a small lead box
w/ various small jewels in it worth a total of 155 gp.
Balthamo has 50 g.p. in a locked drawer of his desk.

The rest of the house is the kitchen/dining room/
living area. It is full of various furniture & pictures
but nothing valuable. 4 doors lead to the 3 rooms &
the bathroom.

2 doors, on port & starboard open into the living area.
During day they & is usually open, the other locked.

Diko, upon hearing of a request for a chart to
Devil's Isle, will think a great deal & say - 300 gp.
for a chart made up, 100 for an approx. location,
200 if Diko & his buddies come along, expenses paid.
He will have to make up a chart for Devil's Isles
which will take 4 weeks, less for more money.

After getting closing the deal he will be very wary.
He & his son will wear LA, the gangway will be put up
& so on. He will have the watch check up on him
periodically.

If he does get the money he will leave the baseboat
& do what he always wanted to do have the baseboat
totally renovated & turn it into a tavern.

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Aug 3 ~~we~~ go w/ the PC's, they will all ^{enjoy} ~~enjoy~~ it except Old Sarco who will get very sick. Their expenses will have to be paid. Balthamus will want to explore the island & will convince Diko to go. The sailors & the PC's hire will consider Diko good luck & enjoy his presence & the PC's will generally enjoy him.

Diko has never been to Devil's Isle but he has caught sight of it once & seen the glow at night. He will impress on the PC's how dangerous it is.