

NMR7-02/ESA7-03

The Wake of the Tempest

A One-Round Dungeons & Dragons® Living
Greyhawk™

Nyrond and Environs Meta-Regional Adventure

Version 1.0

by James Dempsey

Circle Reviewers: Colleen Simpson

Reviewers: Mark Somers

Playtesters: James Dempsey (GM), Peter Barker, Rachel Barker, Karl Lommerse, Wes Nicholson, Jeff Richardson, Greg Jones (GM), Andrew Alexandrou, Derek Christenson, Chris Hirst, Ashley Le Get, and Hugh McVicker.

The good ship *Kalandra* lies wrecked, victim to the furious storm that cast it onto rocky cliffs, its cargo looted and its secrets revealed. But is that truly the case? What more is to be found in the shattered belly of the sunken ship? Visionary messages would have it that mysteries are yet to be found. A one-round Nyrond and Environs meta-regional adventure set in Ratik for characters level 1-13 (APLs 2-10). Part 2 of Terrors of the Deep. (Not for those who hear 'run away' in the sea's song.).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *ESA6-04/NMR6-05 Gift of the Tempest* [Pieter Sleijpen], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathon Tweet], *Players Handbook 2* [David Noonan] and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round meta-regional adventure, set in Ratik. Characters from the Nyrond and Environs meta-region pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Ships of Delglath the Undying – a powerful animus cleric of Nerull and ruler of Rinloru in the Northern Kingdom – have been seen over the past few months plying the Solnor Ocean. Tales of the ships have been few due to their habit of killing all who they encounter. The recent shipwreck of the *Kalandra* (see NMR6-05 *Gift of the Tempest*) in Haudver has been one of the few confirmed sightings of the scourge.

Bers Gurfing, a divine oracle of Xerbo from the nearby city of Marner, has taken an interest in the fate of the *Kalandra*. He is trying to assemble a party to investigate the wreck again and see if there is still something left there that Delglath wants, and, if so, to keep it away from Delglath.

ADVENTURE SUMMARY

In the **introduction**, the PCs will receive the prophecy which has led to their return to Haudver.

1: Around Town: The PCs get time to ask around Haudver for information on the wreck and its aftermath, perhaps following up clues in the prophecy.

2: Dive the Wreck: The PCs dive the sunken wreck of the *Kalandra*. Here they encounter a nereid intent on keeping the wrong sort of people out of her cave and away from the wreck.

3: Awake! Alarm!: Having completed the dive, the PCs get some time to rest and chat some more. Late the next evening the *Ebenhild* arrives and undead scouts attack the PCs.

4: The Beach: Reacting to defend the town, the PCs take on some further undead forces, most likely near the beach.

5: The Ship: Should the PCs seek out the ship, they will face more of the *Ebenhild's* crew. The PCs can choose to do either this or encounter 6.

6: Hanging Back: Should the PCs remain in town, they will face more of the *Ebenhild's* crew. The PCs can choose to do either this or encounter 5.

7: A Simple Request: After the fight is over, the PCs will be visited by two sets of people, both claiming to be the proper custodians of the ancient bottle the PCs found in NMR6-05. The PCs will have to make a decision on the fate of the item.

Conclusion: Wrap up any loose ends.

PREPARATION FOR PLAY

ESA7-03/NMR7-02 *The Wake of the Tempest* is run both in the Splintered Suns and Nyrond meta-region. While both versions are slightly different, a player can only play one of the two versions. Just to be safe, check to see if players have played the other version before allowing them to continue.

The **Ancient Bottle** reward from NMR6-05 *Gift of the Tempest* will come into play in encounter 8. It is not necessary to know who possesses this, ahead of time, but, as the item is unique, there can only be one in play at the table.

Check the favors and disavors from NMR6-05 *Gift of the Tempest* as these will influence the reactions of the people of Haudver in encounter 1.

It may also be useful to get a set of 5 rolls from each PC along with their Will save, Listen, Spot and Sense Motive modifiers for use during the scenario. This will avoid alerting them to something happening when these passive checks are called for and if they do not succeed.

There is likely to be a mix of characters that have and have not played NMR6-05 *Gift of the Tempest* already. Any characters who have not been involved in the series already can be present for any of the following reasons:

- Other party members have been involved and have brought them along;
- They were answering a posting about adventurers being required; or
- Some reasons of their own.

INTRODUCTION

Any PCs that played NMR6-05 *Gift of the Tempest* will receive **Player Handout #1** from a messenger somewhere in their travels. The message will arrive in time for them to make their meeting.

Bers wasn't sure he could get the entire group that was at the wreck though, so he has also posted a general notice advertising for adventurers. To any PCs who did not play NMR6-05, and who are not with a party member who has, read or paraphrase the following:

You hadn't been in Marner long, when you spotted a notice: Adventurers wanted, if interested please be at the Whale and Anchor Inn on the evening of Waterday. Bers Gurfing

Answering either the notice or the message, means that it is most likely that the PCs will be sharing a long table in the crowded tap-room of the Whale and Anchor Inn in Marner, Ratik. If they do not know each other, the PCs can either introduce themselves now, or when Bers gathers them together.

A lean man enters the inn, shaking a light dusting of snow from his fur lined cape. As he removes his cape you note the jerkin, decorated in waves of blue and green with a dragon turtle symbol draped over it. Exchanging greetings with a few folk at a table he looks around the room and eventually moves towards where you are sitting.

"Greetings adventurers, I am Bers Gurfing. Thank you for coming to this meeting. No doubt some of you have traveled some distance and I hope that what I have to say will be of interest to you.

Late last year, after I heard of the fate of the Kalandra, I did some divinations. I was intrigued as to where it came from and what caused the ship to come to such a grisly end. This is the prophecy I have received.

'A question unanswered draws the askers back, closer than they had dared before. Go quickly lest they arrive unheralded and wrest the answer from the fledgling settlers. There in the depths, seek that which is sought, but never forget that which is now carried.'

Give the players **Player Handout #2**,

Now it has taken me some time to track you all down, and (nodding to those who answered the notice) to gather others, but I have the feeling that it is urgent that you know this information. I have my own conclusions but I'm interested in what you think it might portend."

A DC 10 Knowledge (Religion) check will recognize Bers as a follower of Xerbo based on his garb.

Bers has convinced himself that the original party of explorers, or at least as many as he could find, must return to Haudver and quickly, in order to try and work out what was left behind. However, he will try and let the PCs come to that conclusion themselves, or at least only subtly guide them. He has found that people work best when they think it is their own decision.

Some answers to questions the PCs may ask of Bers are:

What do you think the prophecy means?

Note: Bers is keen to hear the PCs' version before he gives his own. Once they have made a decent attempt at an interpretation he will be happy to share his conclusions though.

"I believe that a group needs to be assembled of as many of the original party as possible and that they have to return to Haudver quickly to find out what was left behind. The people of Haudver need help, but I am not exactly sure exactly what the threat is."

What will you pay us?

"My church can afford to pay you 30 crowns (gp) each."

How do we get there?

I can book you seats on a carriage that is taking the road to Ulthek tomorrow morning. You can alight near Haudver and I understand that there are fishermen who will take you the short distance to the island.

How will we be able to breath underwater?

If you have no means of your own, my church would be happy to sell you scrolls or potions which could assist. However I understand that the sea wolves also have some interesting merchandise along those lines for sale.

What can you tell us about the Kalandra?

It was wrecked just inside the harbor of Haudver in the middle of a big storm. Adventurers went to the rescue and searched the ship but found only one survivor, a young lad from House Garestheth. The rest of the crew were either killed, or turned into undead.

See encounter 1 for knowledge checks regarding Haudver and the Kalandra.

Creatures:

Bers Gurfing: male human cleric 5/divine oracle 3 (Bluff +5).

Treasure: The PCs can gain the following treasure here:

👑 All APLs: Coin: 30 gp.

1: AROUND TOWN

Haudver looks much like a shanty-town; most of the buildings look as if they have been built with driftwood and whatever the locals could scrounge from nearby ruins. Several long, large, wooden buildings of obviously better construction dominate the town. Unlike the smaller huts, these are decorated with crude woodcarvings of what appear to be skulls and monsters, different-colored banners and old trophies, suggesting that these are the halls

of the leaders of different families. The landward side of the town is enclosed by thick, earthen ramparts and steep, stake-lined ditches.

The people of Haudver are as rough-looking as the town in which they live. The men are hard faced and hirsute, and the women could hardly be called fair. A number of dirty children run about, playing rough and tumble games. Furs and skins seem to be the most popular material for clothing. Some locals, however, have eschewed clothing for the most part, preferring to assume their hybrid lupine form and let their natural fur protect them from the chill.

Atop a low hill close to the harbor lies a separate wooden-walled compound, somewhat apart from the town. The guards here, and those that you can see within, appear to be primarily human. Though the compound is constructed in a more refined fashion, and the clothing of the inhabitants is also of a better cut, there is something of an air of hardness about this place as well.

The harbor lies inside the ramparts and is again a rough affair. Driftwood and other crude bounties of the sea lie upon the shingled shore. A single rickety-looking pier stretches out into the bay. Only a few small fishing and whaling boats lay on the shore, and no ships are in harbor at this stage.

Around the bay from the town, the coast becomes rockier and cliffs rise up from the edge of the water.

PCs that have played NMR6-05 *Gift of the Tempest* will have been to Haudver and will have some idea of what to expect. (These PCs gain a +5 circumstance bonus to the skill checks listed in the next paragraphs.) Others might be surprised by what they find, as the village is home to a tribe of seawolves.

PCs succeeding in a DC 18 Knowledge (Local, NMR) or DC 20 Bardic Knowledge check will have heard of Haudver, and will know that it is a settlement of seawolves, although an unusual one. Its inhabitants are tired of raiding and are eking out a living as hunters and fishers, their skills slowly improving. But they are still seawolves and, as such, they tend to be violent and hot-headed, especially towards strangers. Most civilized people avoid the town. The seawolves do trade with a select few merchants that have earned their trust.

PCs succeeding in a DC 14 Knowledge (arcana) check reveals that seawolves are a type of aquatic shape changer, able to assume human form, wolf-headed seal form, or wolf-human hybrid form. They are usually quite evil and vicious.

PCs succeeding in a DC 20 Knowledge (local - NMR) or Bardic Knowledge check will know that there will be a single leader in overall charge, and that making friendly overtures to that leader will assist their efforts greatly.

PCs succeeding at a DC 15 Knowledge (local - NMR), Bardic Knowledge or Knowledge (history) check will have heard that the *Kalandra* was a merchant ship that was recently wrecked on the coast of Ratik. A DC 18 Knowledge (local - NMR), Bardic Knowledge or

Knowledge (history) check also reveal that the rescuers found it was infested with undead.

👑 **Haudver (Hamlet):** Nonstandard (Oligarchy); AL CN; 100gp limit; Assets 1,350gp; Population 270; Mixed (seawolf 220, human 30, other 20).

Authority Figures: Tarthra (CN female seawolf Drd11), matriarch of Haudver.

Important Figures: Froznir Delrrii (LE male human Rog7), Sea Baron merchant and pirate.

PREVAILING ATTITUDES

Like most people inhabiting remote locations, the seawolves of Haudver are reclusive, insular and suspicious of outsiders. Thus they start with an initial attitude of Unfriendly.

If there is a PC in the group with the Favor of Haudver (AR item from NMR6-05 *Gift of the Tempest*) then the seawolves will be Friendly towards that person and Indifferent to the rest of the group.

If there is a PC in the group with the Disfavor of Haudver (AR item from NMR6-05 *Gift of the Tempest*) then the seawolves will be Hostile towards that person and the rest of the group.

If there is a mix of PCs with the Favor and Disfavor then attitudes towards those specific individuals apply, and the attitude to the rest of the group depends on the balance (i.e. if there are more Favors they are Indifferent; if there are more Disfavors they are Hostile, and if there is equal balance they remain Unfriendly.)

Should the PCs make an immediate offering of gifts of at least 50gp in value then the attitude is improved by one level automatically.

The attitude of the mariners in the compound on the hill starts at one level better in all instances described above.

DM's Note: The seawolves appreciate strength, and respond better to a direct approach. If any PC attempts and succeeds in a DC 15 Intimidate check then the whole party gains a +5 circumstance bonus to Diplomacy checks. If, however, an Intimidate check is attempted and failed, then the party gains a -5 penalty to Diplomacy checks. (If multiple PCs make attempts, calculate any bonuses based on the balance of the results.)

GETTING IN

If the seawolves can be brought (in whichever way) to an attitude of Indifferent or better then they will be allowed unmolested into the village. They will, however, 'escort' the PCs with a handful of tough young warriors,

If the seawolves are Friendly or better towards the party then the PCs can move about unescorted.

If the seawolves remain Unfriendly then they will either have to buy escorted access (APL x 50gp minimum bribe) into the town, or use stealth to perhaps access the mariners' compound.

DM's Note: Using force is not an option – despite their harsh nature, these seawolves pay tribute to the local lord and don't bother their neighbors. An

unprovoked assault upon them should be considered an evil act. The DM should inform the players beforehand of this prior to such actions. If they continue then the whole town and the mariners will attack. The PCs will be driven from the town and the adventure ends for them. Note the evil act on each PC's AR.


FINDING A PLACE TO STAY

The most likely location for the PCs to rest is in Froznir's compound. Set slightly apart from the town it is a walled compound containing a number of small huts and a central hall. The PCs can rent a small hut as part of standard lifestyle.

If the seawolves are Friendly or better towards the party then the PCs can rent a vacant wooden hut within the town.

LOCAL DIGNITARIES

There are three figures of authority in Haudver – the seawolf matriarch Tarthra, the seawolf war chief Arrur, and the mariners' captain Froznir Delrrii – but only Tarthra is in town. Arrur is off leading a 'hunt' and Froznir is absent attending to private business.

 **Tarthra:** female seawolf druid 11 (Intimidate +7, Sense Motive +5).

Tarthra is a cunning and respected leader of her tribe, and is related in some fashion to almost all of them. She has no room for foolishness and doesn't take being crossed well. Flattery is expected, if not demanded, and she is sharp with anyone she perceives to be showing a lack of due respect. Tarthra is also quite greedy, and obviously so – a fact that can be used to good effect in dealing with her.

INFORMATION TO BE GAINED

PCs need to be careful when gathering information in Haudver, for the seawolves are greedy and tend to feel that they are owed a share in any booty discovered in their turf.

There are a few obvious avenues of investigation that the PCs can follow, using Gather Information checks as detailed below. Items known only by the seawolves are marked with an ^s. The Gather Information skill check is modified by the general attitude of the subject towards the questioner – Unfriendly applies a -5 modifier, Indifferent makes no change, Friendly applies a +5 bonus, and Helpful applies a +10 bonus.

The *Kalandra*

DC 10: The ship was sunk in the harbor by a great storm that raged here late last year. It has now broken in two and sunk totally beneath the waves. It has not been disturbed since it sank.

DC 15: The ship's crew had been killed or turned into undead by evil attackers who had assaulted it before it even reached Haudver.

DC 20: Adventurers searched the ship and various items of booty were recovered from the ship prior to the waves claiming it, and there was even a single survivor.

DC 25^s: Further salvage has not taken place because the site of the wreck is in the Ill-Fate Pool.

The Ill-Fate Pool/Resting place of the *Kalandra*

DC 10: The Ill-Fate Pool lies at the base of the cliffs, where the ship is wrecked. It is said to be cursed,

DC 15: No seawolf ever goes into or near the Pool, for those who do, drown and are never recovered.

DC 20^s: The Pool is not just unlucky, but inhabited by a malicious presence.

DC 25^s: The inhabitant of the pool is a fey creature, some sort of spirit.

DC 30^s: The fey creature is actually a nereid.

Further attacks

DC 10: Any enemies of Haudver are either far away or are dead. Who would thus want to attack the town?

DC 15: Even if someone wanted to attack Haudver, the town is prepared to fight off their attacks. It would take an army to defeat them, and there are no hostile armies nearby.

DC 25^s: The warriors of Haudver have preparations ready for any serious assault and suitable hiding places should an attacking force be too powerful.

The compound

DC 10: The compound is owned by a Sea Baron merchant by the name of Froznir Delrrii.

DC 15: Froznir is also a pirate.

BUYING EQUIPMENT

By the harbor is small ship chandler's shop, Haudver Wharf and Ropes. Displayed in the window are all manner of ropes, cordage, brass fittings and oil skin cloaks.

PCs may wish to purchase equipment whilst in town. Apart from standard equipment bound by Living Greyhawk rules, Haudver Wharf and Ropes also stocks items from Stormwrack table 5-6 at normal prices. Most important of these is an air plant at 25gp, which will allow a PC to breathe underwater for 5 minutes. Other notable items are included in appendix 2.

DM's Note: Keep in mind the maximum individual item value listed in the details for Haudver.

2: DIVE THE WRECK

The PCs may get to the cave via a rowboat or via the cliffs. If necessary, provide a suitable description of their journey. Assuming it is around the low tide they should have no real difficulties in reaching the water above the

entrance to the nereid, Guinilas' cave. As they prepare to dive (or if they are hesitating and wasting time), read or paraphrase the following.

Rocks jut out of the low water, while, just beside them, the water looks quite deep; in the depths you can see dark shapes circling. It would seem you have reached the location where the Kalandra ran aground and was finally destroyed.

A cresting wave rolls towards you, but pauses before it reaches you. After a moment the wave resolves into a graceful woman, seemingly composed of water and draped in a flowing white shawl. She addresses you in a soft hissing tone.

"Who are you that gather to disturb my home? What business do you have here?"

The PCs can now introduce themselves and their mission. The Nereid, Guinilas, starts as Indifferent towards the PCs.

Guinilas is happy to share the following information with the PCs, provided they don't annoy her (i.e. she remains at least Indifferent)

- She is a nereid, a creature from the Elemental Plane of Water.
- She created her home here many years ago, before the seawolf fiends arrived.
- Her home is a cave, the mouth of which opens into the harbor many feet below. While it was here before she arrived, she had some help from friends in making it suit her needs.
- She has a strong dislike of the sea wolves as they tried to push her out when they first arrived. Friends from her home plane assisted in repulsing them and they now have an uneasy truce.

Upon stating that they want access to the cave, Guinilas will speak:

She looks around at your group and states "None of those lupine fiends are with you? Good, then I will accept your presence. How can I know you are worthy of entrance to my grotto though? Already your people have brought much pain into my cave with the accursed ship. Constantly does it moan, even in my calm waters."

"Perhaps you could answer me a riddle? To prove your wit, yes? I'll even make it in your language – hmm ... now what is it I fear of you?"

A short mother meets royal blood and causes trouble as a chief's daughter.

You can have 3 guesses."

Give the players **Player Handout 3**.

The correct answer is "making mischief". If the players request clues, or in-character observations, the following clues can be given based on an Intelligence check, one

clue per check, choose the most useful based on what they have worked out so far:

DC Clue

- 8 There are probably two words and two halves to the clue. i.e. each line represents a word.
- 10 Meets could mean that two words are combined.
- 14 Causes trouble looks to be the key meaning phrase.

ANSWERING THE RIDDLE

Should the puzzle be answered correctly, Guinilas will congratulate them as follows

"So there is a clever one amongst you – very well, you have all earned a brief visit to my cave. I hope you are as good at diving as you are at riddles. Fortunately you will be safe there so you should have no need of your heavy gear."

If at least Friendly and asked about objects in the wreck, she will say:

"Yes, I have seen some items there. Some things fell before the ship corpse fell into my home. Perhaps you could look a little way off to the right side of the ship – I think they landed there."

If asked which side she will confirm it is off the port (left) side of the ship. Guinilas will go down to the cave with or ahead of the PCs and will remain in the back of her cave while the PCs are there.

If the PCs offer to take any remaining corpses from the wreck and bury them, Guinilas will be very grateful. Afterwards she will bestow on them a blessing and the PCs thus receive the **Guinilas' Blessing** item on the AR. No hints should be given to this action. The corpses remaining on the ship are those of ghouls and their victims – the beastmaster has already been buried so his ghost is at rest.

FAILING TO ANSWER THE RIDDLE

If the PCs fail to answer the riddle, Guinilas will chastise the PCs as follows

"You are not worthy of entrance to my home, could you not tell my fear was of you making mischief? Leave now for you are not welcome."

She will then dive down to her cave, leaving her sharks behind her 15 feet below the surface.

Creatures: Circling behind the nereid are her shark friends. The number and size vary by APL. The EL of the creatures has been increased by 1 as the fight will take place in the water.

All APLs

🐉 **Guinilas:** female nereid; hp 13, Appendix 2.

APL 2 (EL 2)

🦈 **Medium Shark:** hp 21; *Monster Manual* p279.

APL 4 (EL 4)

🦈 **Medium Shark:** hp 21; *Monster Manual* p279.

🦈 **Large Shark:** hp 49; *Monster Manual* p279.

APL 6 (EL 7)

🦈 **Huge Shark (2):** hp 80, 80; *Monster Manual* p279.

APL 8 (EL 9)

🦈 **Huge Shark (4):** hp 80, 80, 80, 80; *Monster Manual* p279.

APL 10 (EL 11)

🦈 **Dire Shark (2):** hp 174, 174; *Monster Manual* p64.

Tactics: Should the PCs attack the nereid, she will flee to her cave and through the portal to her home plane, calling on her shark(s) to defend her. They will comply, following the tactics described in the monster manual. They will avoid the surface of the water, instead guarding the way to the cave. When they reach 20% of their hit points they will attempt to flee also, but out of the harbor and to sea

DIVING TO THE CAVE

Once the PCs do dive down to the cave, read or paraphrase the following.

The dazzling shafts of winter light quickly fade as you descend into the cold water. Before long you spy the cave entrance, easily a hundred or more feet to a side and roughly oval. The massive cave is lit by an eerie blue glow, which seems to originate towards the back of the cave.

Dimly visible within is the outline of what could be part of a ship, the structure slumped on its side below the entrance. As you get closer you can make out that the aft section of the Kalandra made it mostly intact to the cave floor. The fore section lies shattered around the cave entrance – apparently it bore the brunt of the sea's fury.

The cave extends down and back under the cliff for some 400 feet. While the whole cave forms Guinilas' abode; near the back is her nest and a portal to the Elemental Plane of Water. This is where the blue glow comes from. Exploring this area is beyond the scope of the scenario. If Guinilas is about, she will shoo them away if they approach this end of the cave, reminding them they are here for the items on the ship. If the PCs have killed the nereid the portal will close and if she has fled she will temporarily close it behind her also.

The cave is 70 feet below the surface at low tide. With good swim checks and 30 ft. move this will take the PCs around 5 rounds (see PHB p84) to dive down. If the PCs are using air plants for air they will be able to search

40 5 ft. squares in their 5 minutes. A DC 13 Search check made near the wreck will allow the PCs to find the artifact that Delglath is after – a brass pitcher decorated with, among other things, a map of the location of the Jungle of Lost Ships. Read or paraphrase the following:

Your search reveals a small cache of gold and brass objects. One that stands out is a brass pitcher intricately decorated and apparently bearing a map. The map seems to depict a location in the midst of a large expanse of water.

The pitcher was being carried along with some other gold and brass items in a secret compartment that was holed shortly after the Kalandra ran aground near Haudver. It fell from the wreck before the PCs arrived on the wreck and ended up in the cave.

Treasure: The PCs can gain the following treasure here:

👉 **All APLs:** Loot: 5 gp.

Development: Once the PCs have found the pitcher there is little else to do here. They should return to the town where encounter 3 will occur.

If the PCs succeed on a DC 20 Knowledge (Geography) or Bardic Knowledge check, they learn that the map on the pitcher depicts a location in the middle of the Solnor Ocean. A DC 25 Knowledge (Geography) or Bardic Knowledge check confirms that this place is called the Jungle of Lost Ships.

If the PCs ask anyone in Haudver about the map, or about someone who knows about maps, they will be directed to a sailor from the human compound, Aremei Rosemei, who is due back in port in "a few days". He knows quite a lot about the area and geography in general.

Trouble Shooting: There is likely to be a time limit based on the air that the PCs have access to when diving. If the players are wasting time though and Guinilas is still about she can ask the PCs to leave.

Some groups may decide to immediately return to Marner, by magical means or otherwise. If they are leaving the next morning, then the **encounter 3** should occur that night.

If they are leaving earlier, a gentle reminder of the second half of the prophecy about the askers returning is in order. This could be delivered either by means of an Intelligence check, or if they are teleporting or similar, Bers can make this reminder. There is, of course, the possibility that they will miss out on the encounters from 3 onwards if they ignore these reminders. In that case assume that the people of Haudver repulsed the attack with heavy losses, and that the note (**player handout 4**) is not found.

3: AWAKE! ALARM!

The two nights after the dive will be cold and clear, with an early wind that will die down before midnight. On the second night, shortly after midnight, the Ebenhild will arrive. If the PCs aren't short on resources after encounter 2 and they are restless, the attack can happen on the first night though.

Note: At APLs 6 and above this encounter is not counted towards the PCs' rewards as it should not be any form of challenge. Feel free to narrate it or otherwise accelerate play of this encounter if you are running to a time limit.

The following assumes that a PC is on watch outside, please adapt it to suit if this is not the case. The PCs may well be holed up inside the lodge in which case the first thing they may know of is the skin kite attempting to force the door or come down the chimney. When the mist comes up the PCs are welcome to interrupt and wake their fellows.

Visibility is still reasonable at this stage and the encounter distance will likely be 20-30 ft. if it takes place outdoors. If the PCs are using a light source, the skin kite will have an easier time of locating them.

As the night wears on you note a mist starting to rise from the harbor. As the fog deepens, sounds from the village take on a deadened and dull quality and you are having trouble seeing more than twenty feet.

After perhaps five minutes you hear an odd flapping sound. Out of the darkness looms a knot of loosely flapping membranes, kiting its way towards you.

A DC 35 Listen check allows the PCs to hear a rhythmic drumming and faint splashing – this is the sound of the Ebenhild rowing into the harbor in the calm conditions.

Creatures:

All APLs (EL 3)

🦇 **Skin Kite:** hp 36; Appendix 1.

Tactics: The skin kite is a scout. Its instructions are to seek out adventurers or prospectors and report back. Its intent is to attack to feast on some skin, but to withdraw after 3 rounds have passed and report. If it steals 4 points of Charisma, it will withdraw to form a new skin kite, which will then press the attack while the original reports back.

Development: Similar scenes are being played out all over Haudver. The skin kite scouts have been sent out over the entire town. If the PCs go out they will see the sea wolves dealing with individual and small groups of skin kites.

The PCs should now be alerted and move out into the town.

Trouble Shooting: If the PCs look to be leaving town before this encounter starts, see the troubleshooting section of encounter 2 for suggestions.

4: THE BEACH

Out in the town, the thick mist makes it hard to see very far, but it is still obvious that chaos reigns. All over there are pockets of sea wolves and sailors battling the flying scouts that you have already encountered. Closer to the shore you can hear the sounds of heavier fighting.

Moving towards the harbor you see groups of sea wolves making a good account of themselves against groups of skeletons and zombies.

If the PCs wish they may assist these groups – the sea wolves would win the day anyway, but the assistance is gratefully accepted none the less. There are 70 skeletons (58 human, 7 wolves, 3 owlbeats and 2 trolls) and 60 zombies (45 human, 4 troglodytes, 6 bugbears and 5 ogres) in total, generally in groups of 4 or 5. Some example groups are shown below. All of the undead are moving from the harbor area and into the town itself, sometimes guided by a skin kite.

Note: These undead are not included in the rewards as the PCs do not need to fight them. Don't kill the PCs with them and don't throw too many at the PCs. Feel free to narrate past these if time is an issue.

SAMPLE CREATURES:

EL 2

🦇 **Human Skeletons (3):** hp 6, 6, 6; *Monster Manual* p226.

🦇 **Human Zombies (2):** hp 16, 16; *Monster Manual* p266.

EL 4

🦇 **Human Skeletons (3):** hp 6, 6, 6; *Monster Manual* p226.

🦇 **Wolf Skeletons (2):** hp 13, 13; *Monster Manual* p226.

🦇 **Human Zombies (2):** hp 16, 16; *Monster Manual* p266.

EL 6

🦇 **Skin Kite:** hp 36; Appendix 1.

🦇 **Owlbear Skeleton:** hp 32; *Monster Manual* p226.

🦇 **Wolf Skeleton:** hp 13; *Monster Manual* p226.

🦇 **Troglodyte Zombies (2):** hp 29; *Monster Manual* p266.

🦇 **Human Zombies (2):** hp 16, 16; *Monster Manual* p266.

EL 7

🦇 **Skin Kite:** hp 36; Appendix 1.

🦇 **Troll Skeleton:** hp 39; *Monster Manual* p226.

☛ **Wolf Skeleton:** hp 13; *Monster Manual* p226.

☛ **Bugbear Zombies (2):** hp 42, 42; *Monster Manual* p267.

EL 8

☛ **Skin Kite:** hp 36; Appendix 1.

☛ **Troll Skeletons (2):** hp 39, 39; *Monster Manual* p226.

☛ **Ogre Zombies (2):** hp 55, 55; *Monster Manual* p267.

AT THE HARBOR

If the PCs need prompting to reach the harbor, read or paraphrase the following:

A terrified scream attracts your attention. Through the mists you spy a child being dragged by his hair by a skeleton. They disappear around a corner. It looks like they are going towards the harbor.

Once the PCs reach the harbor, read or paraphrase the following.

A lone skeleton crumples under your blows, and you are able to free the child that it had been dragging towards the shore. The child immediately flees back towards town. You emerge onto the pebbly beach of the harbor. The mass of wet footprints (and other remnants) makes it obvious that the undead horde came out from the sea. It appears, however, that you are the only living defenders to have made it out this far.

At the harbor, there is a road leading to the stone wharf. Eight feet below the roadway is the pebbled beach. Beside the wharf, steps lead down from the roadway to the beach. See the map at the end for details.

Movement is normal on the beach, the roadway and the wharf. The shallow water counts as difficult terrain and in the deep water, swimming is necessary, requiring a DC 10 Swim check due to the calm state of the water.

The fog obscures all sight beyond 30 feet. Creatures 15 or more feet away have concealment (20% miss chance). As a result the encounter distance will likely be 20-25 feet. If the PCs make a DC 5 Listen check they will not be surprised.

APL 2

Out of the mist looms an indistinct silhouette, and you think that, perhaps, it is human, but then the horrid nauseating scent hits you and you have no doubt that what you face is undead.

As it sees you the figure croaks out "The captain wants to talk to you – better come along quietly now."

APL 4

Out of the mist loom 5 indistinct silhouettes, four that have the shape of a human but the other towers over the rest. Then a horrid nauseating scent hits you and you have no doubt that what you face is undead.

As it sees you the taller figure croaks out "The captain wants to talk to you – better come along quietly now."

APL 6 and above

Out of the mist loom two indistinct silhouettes, one that could be human, but the other towers over the first. Then a horrid nauseating scent hits you and you have no doubt that what you face is undead.

As it sees you the smaller figure croaks out "The captain wants to talk to you – better come along quietly now."

This combat takes place on the beach. The PCs have the option of wading into the water to meet the undead, or standing off on the pebble beach.

If the party are considering going along with the ghouls, a DC 10 Bardic Knowledge check, a DC 12 Knowledge (local – NMR) check or a DC 12 Knowledge (history) check will allow the PC to recall the tales of the poor tortured and discarded corpses of the sailors who were interrogated on the *Kalandra*. This may also be recalled by a DC 8 Intelligence check by any characters that played *Gift of the Tempest*. If they still go along, the ghouls will disarm the PCs (or try to) and then lead the PCs back in a longboat. They will leer at and taunt the PCs along the way (e.g. "Oh the captain will love to talk to you – he so enjoys the screams as he extracts information from people. You should have seen the sailors on that old sunken wreck..."). Try and provoke the PCs into breaking, as fighting or fleeing the ghouls now is far better than what waits for them at the boat. If they reach the boat, they will either be fighting both encounters 4 and 5 or be interrogated by Captain Bludoc (or Sylhoul at APLs 2 and 4), in which case see the development section of encounter 5.

Creatures:

APL 2 (EL 3)

☛ **Ghast:** hp 39; *Monster Manual* p118.

APL 4 (EL 5)

☛ **Gravetouched Ghoul Merrow Barbarian 1:** hp 48; Appendix 1.

☛ **Human Skeletons (4):** hp 6, 6, 6, 6; *Monster Manual* p226.

APL 6 (EL 8)

☛ **Gravetouched Ghoul Sea Hag Fighter 1:** hp 47; Appendix 1.

☛ **Gravetouched Ghoul Merrow Barbarian 2:** hp 57; Appendix 1.

APL 8 (EL 10)

☛ **Gravetouched Ghoul Sea Hag Fighter 3:** hp 69; Appendix 1.

☛ **Gravetouched Ghoul Merrow Barbarian 4:** hp 91; Appendix 1.

APL 10 (EL 12)

☛ **Gravetouched Ghoul Sea Hag Fighter 5:** hp 91; Appendix 1.

☛ **Gravetouched Ghoul Merrow Barbarian 6:** hp 113; Appendix 1.

Tactics: The ghouls (and ghastr) work best in hand to hand combat so they will close as soon as they can. They will attack the most dangerous accessible opponent first and attempt to take down one opponent at a time. If there are two ghouls, they will coordinate their attacks on the same target.

Keep in mind that visibility is very limited due to the fog.

At APL 4, the ghouls will let the skeletons advance first and follow 5 ft behind. The intent of the tactic is to protect against a turning cleric.

If the fight is getting too tough, remind the PCs that they can run or recruit help from the sea wolves, particularly if they helped against the undead in the town; the sea wolves will only hassle them a little bit before assisting against the ghouls.

Treasure: Due to their gratitude, the sea wolves let the PCs claim the treasure that they loot from the undead, without having to pay a share to the sea wolves. As a result, the PCs can gain the following treasure here:

☞ **APL 2:** Magic: 104 gp; goggles of minute seeing (104 gp); Total: 104 gp.

☞ **APL 4:** Magic: 104 gp; goggles of minute seeing (104 gp); Total: 104 gp.

☞ **APL 6:** Loot: 118 gp; Magic: 333 gp; 2 rings of protection +1 (166 gp); Total: 451 gp.

☞ **APL 8:** Loot: 52 gp; Magic: 829 gp; +1 large breastplate (142 gp); amulet of natural armor +1 (166 gp), cloak of elemental resistance (83 gp), 2 rings of protection +1 (166 gp), vest of resistance +2 (333 gp); Total: 881 gp.

☞ **APL 10:** Loot: 52 gp; Magic: 1,538 gp; amulet of natural armor +1 (166 gp), belt of one mighty blow (125 gp), breastplate +1 (large) (141 gp), chain shirt +1 (104 gp), cloak of elemental resistance (83 gp), longspear +1 (large) (217 gp), potion of bull's strength (25 gp), potion of protection from good (4 gp), potion of shield of faith +2 (4 gp), 2 rings of protection +1 (166 gp), vest of resistance +2 (333 gp); Total: 1,590 gp.

Development: Once the clamor of battle has subsided, the PCs can make a DC 20 Listen check to hear the sounds of the Ebenhild out in the harbor.

From out in the harbor you can hear the sound of boots on wood, the lap of waves against a hull, and the occasional splash of oars. Apparently there is a ship out there, and by the sounds of it not a small one either.

The PCs now have a choice of either staying on the beach or taking the fight to the ship.

5: THE EBENHILD (OPTIONAL)

If the PCs decide to take the fight to the ship, they can find plenty of longboats in the harbor. If they are concerned about ownership, one contains the remains of its owner, an old human sailor, recently killed by a passing zombie. The following text assumes that the PCs are rowing over – please adjust as necessary for your group's actions.

So you've decided to take the fight to the captain. The mist eases as you row out towards the ship, your way now dimly lit by Luna's pale light. As you narrow in on the sound of booted feet on wood, you can barely see the dark shape of a large ship out on the water.

Pause for the PC's reactions, when they go closer continue.

Quietly rowing closer to the ship you note that it is a formidable galley, easily a hundred foot long. It has two masts, both rigged for square sails, but with the sails obviously furled and a tower at the stern.

A successful DC 10 Profession (Sailor) check will gain the following info:

You recognize the ship as a dromond, a formidable warship that could hold up to two hundred crew.

The PCs can turn back now, in which case move to **encounter 6**, otherwise continue.

The Ebenhild is the ship you approach, or so the bow name plate states. You can also barely see a flag hanging limply in the faint breeze. It depicts a black tower with a skull above it and two skeletal hands wielding a scythe. The rows of oars on each side appear to have been shipped. Ropes lead down the side from the main deck.

A DC 25 Knowledge (core) or Knowledge (nobility and royalty) check, or a DC 20 Bardic Knowledge check, recognizes the heraldry as belonging to Delglath the Undying – an immensely powerful undead cleric of Nerull, once a prince of House Torquann who is at

perpetual war with House Torquann in the Northern Kingdom about who should rule his fief. The ruler of the Northern Kingdom supports House Torquann, which is not too surprising since Delglath wants to turn everybody into an undead. Delglath, though, is not known to have a fleet.

Ebenhild: Dromond, Colossal vehicle; Seaworthiness +0; Shiphandling +2; Speed wind x20 ft., or oars 30 ft. (average); Overall AC -3; Hull sections 60 (sink 15 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 4 light, 2 heavy, ram; Space 100 ft. by 20 ft.; Height 15 ft. (draft 15 ft.), Complement 200; Watch 7 plus 100 rowers; Cargo 150 tons (Speed wind x10 ft. or oars 15ft. if 75 tons or more); Cost 25,000gp

The PCs gain easy access (DC 5 Climb check) via the ropes up the side of the ship. The majority of the crew are out in the town and the rest are currently below decks.

At APLs 2 and 4, the captain and his aide are also out in the town looking for the PCs and the pitcher, and an acolyte of Nerull along with an experienced sailor have been left on watch on the stern tower. At APLs 6 and above, the captain and his aide are on watch on the stern tower.

They will engage as soon as they see or hear the PCs. Use Hide vs. Spot checks and Move Silently vs. Listen checks to resolve this, remembering to include penalties for distance depending on where the PCs board the *Ebenhild*.

The watch below will not get involved in this fight, being under orders to maintain the ship ready for a departure. It is also possible for the PCs to lock the hatches to the decks and thus trap the undead and deal with them later.

Creatures: At APLs 2 and 4, Captain Bludoc and Mulfren (his chaplain of Nerull) are scouring the town for the artifact, leaving underlings behind. At APL 6 and above, the underlings are checking the town. Note that the hill giant at APLs 8 and 10 is not included in the EL as it is charmed by Captain Bludoc's eternal charm ability.

APL 2 (EL 4)

☞ **Sylhoul:** male half-elf sorcerer 3; hp 12; Appendix 1.
☞ **Atmius:** male human cleric 1; hp 7; Appendix 1.

APL 4 (EL 6)

☞ **Sylhoul:** male half-elf sorcerer 5; hp 20; Appendix 1.
☞ **Atmius:** male human cleric 3; hp 21; Appendix 1.

APL 6 (EL 9)

☞ **Captain Bludoc:** male hooded pupil human sorcerer 5 mindbender 2; hp 28; Appendix 1.
☞ **Mulfren:** necropolitan human (flan) cleric 6; hp 54; Appendix 1.

APL 8 (EL 11)

☞ **Captain Bludoc:** male hooded pupil human sorcerer 5 mindbender 4; hp 36; Appendix 1.

☞ **Mulfren:** male necropolitan human cleric 8; hp 72; Appendix 1.

☞ **Hill Giant:** hp 102; Monster Manual p. 123.

APL 10 (EL 13)

☞ **Captain Bludoc:** male hooded pupil human sorcerer 5 mindbender 6; hp 44; Appendix 1.

☞ **Mulfren:** male necropolitan human cleric 10; hp 90; Appendix 1

☞ **Hill Giant:** hp 102; Monster Manual p. 123.

Tactics: Sylhoul and Atmius will attempt to keep the combat ranged. If a PC starts healing others, the pair will focus on the healer if possible. Adjust tactics as appropriate for the situation, but some suggestions are:

- At APL 2, if still viable, Sylhoul will open by casting *grease* on the stairways and Atmius by casting *entropic shield* or *summon monster* (from a scroll).
- At APL 4, Sylhoul will *glitterdust* a group or attempt to cast *charm person* on a fighter type. Atmius will use *summon monster II* or *spiritual hammer*.
- At APLs 6 to 10, Captain Bludoc will try to get an ally using a heightened *charm person* spell on a fighter type. Mulfren will use *shield other* on the captain. The captain will generally try and turn the party against each other, or eliminate opponents with his *push the weak mind* ability or spells such as *suggestion*, while Mulfren will try and keep them both alive, summoning if the opportunity presents itself.

Troubleshooting: If the PCs are looking to go below decks, as soon as they crack a hatch, let them know of the horrid stench of many ghosts and ghouls in an enclosed space below the decks. If they insist on continuing down they will encounter the remainder of the crew, only a light watch but still 40 ghouls, 20 ghosts and a mummy master of the watch.

All APLs (EL 14)

☞ **Ghoul (40):** hp 18; Monster Manual p119

☞ **Ghast (20):** hp 39; Monster Manual p119

☞ **Mummy:** hp 75; Monster Manual p190

Development:

If the PCs turn back or decide not to go out to the ship, go to **encounter 6**.

If the PCs were defeated or otherwise captured by Captain Bludoc (or Sylhoul at APLs 2 and 4), he will be only too happy to interrogate the PCs. He is primarily interested in the location of the brass pitcher. He is a nasty piece of work and enjoys inflicting pain and wrenching out information from people's minds. Even if the PCs give him the brass pitcher, he will continue interrogating the PCs for enjoyment and to find out what

they know. Take it that he asks enough questions of the PCs that they can piece together the information in **Player Handout #3**, then go to **Conclusion C**.

If the PCs win the fight on the ship they can seal the watch below decks and either deal with them a bit at a time, or get the assistance of the sea wolves. Let the PCs be heroic – any reasonable plan should work. There should be no need to play the combat out as they have the upper hand here. The intent is that once the PCs have defeated Sylhoul or Captain Bludoc they should be able to capture the ship, gaining both the **Bounty of the Ebenhild** and **Known to Delglath the Undying** rewards on the AR.

Sinking the boat won't be too helpful as the undead don't need to breath and will eventually break free. If the PCs are looking at this option, use Knowledge (religion) checks or an NPC to let them know this.

On either Sylhoul or Captain Bludoc, the PCs with find **Player Handout #3**.

6: HANGING BACK (OPTIONAL)

Should the PCs not move to the ship, the captain and his retinue will come hunting them.

The sea wolves seem to be winning the fight in the town. The earlier sounds of pitched battle are now replaced by the sounds of groups of sea wolves hunting down the last of the undead. Even the mist seems to be thinning now.

If the PCs do not already know about the Ebenhild, a DC 25 Spot check, will gain the following info:

Through the thinning mist you can see the outline of a large ship out in the harbor, one that wasn't there when you looked earlier in the night.

The PCs can choose to take the fight to the ship, move to **encounter 5** if they do.

Should the PCs stay on the beach it isn't more than 5 minutes before they are once again engaged, this time by living assailants. Read or paraphrase the following. The parts in brackets should only be used at APL 8 and 10.

Emerging from the gloom is a small boat[/ship]. Two medium figures in dark red robes can be seen [along with a large muscular figure in the front doing the rowing]. Seeing you they stop rowing [and the large figure jumps into the water and approaches].

On a successful DC18 Listen check, the PCs will hear the left hand figure (Sylhoul or Captain Bludoc) say "Those are the ones". At APLs 6 and above the boat being used is a folding boat. At APL 6 it is in its smaller, boat form. At APL 8 and 10 it is in its larger ship form.

It will take a few minutes more if the PCs have returned to the town before the boat arrives. Read or paraphrase the following. The parts in brackets should only be used at APL 8 and 10.

From behind you, emerging from around a corner you see two medium figures in dark red robes [along with a large muscular figure]. Seeing you, they stop.

On a successful DC12 Listen check, the PCs will hear the left hand figure (Sylhoul or Captain Bludoc) say, "Those are the ones."

Creatures: At APLs 2 and 4, Captain Bludoc and Mulfren (his chaplain of Nerull) have sent underlings to scour the town for the artifact. At APL 6 and above, the underlings are left behind. Note that the hill giant at APLs 8 and 10 is not included in the EL as it is charmed by Captain Bludoc's eternal charm ability.

APL 2 (EL 4)

☞ **Sylhoul:** male half-elf sorcerer 3; hp 12; Appendix 1.

☞ **Atmius:** male human cleric 1; hp 7; Appendix 1.

APL 4 (EL 6)

☞ **Sylhoul:** male half-elf sorcerer 5; hp 20; Appendix 1.

☞ **Atmius:** male human cleric 3; hp 21; Appendix 1.

APL 6 (EL 9)

☞ **Captain Bludoc:** male hooded pupil human sorcerer 5 mindbender 2; hp 28; Appendix 1.

☞ **Mulfren:** necropolitan human (flan) cleric 6; hp 54; Appendix 1.

APL 8 (EL 11)

☞ **Captain Bludoc:** male hooded pupil human sorcerer 5 mindbender 4; hp 36; Appendix 1.

☞ **Mulfren:** male necropolitan human cleric 8; hp 72; Appendix 1.

☞ **Hill Giant:** hp 102; Monster Manual p123.

APL 10 (EL 13)

☞ **Captain Bludoc:** male hooded pupil human sorcerer 5 mindbender 6; hp 44; Appendix 1.

☞ **Mulfren:** male necropolitan human cleric 10; hp 90; Appendix 1

☞ **Hill Giant:** hp 102; Monster Manual p123.

Tactics: Sylhoul and Atmius will attempt to keep the combat ranged. If a PC starts healing others, the pair will focus on the healer if possible. Adjust tactics as appropriate for the situation, but some suggestions are:

- At APL 2, if still viable, Sylhoul will open by casting *grease* on the party or on a choke point between the party and himself. Atmius may start by casting *entropic shield* or *summon monster* (from a scroll).

- At APL 4, Sylhoul will *glitterdust* a group or attempt to cast *charm person* on a fighter type. Atmius will use *summon monster II* or *spiritual hammer*.
- At APLs 6 to 10, Captain Bludoc will try to get a PC ally using a heightened *charm person* spell on a fighter type. Mulfren will use *shield other* on the captain. The captain will generally try and turn the party against each other, or eliminate opponents with his *push the weak mind* ability or spells such as *suggestion* (which he can *heighten* if necessary), while Mulfren will try and keep them both alive, summoning if the opportunity presents itself.

Development:

If the PCs decide to move out to the *Ebenhild* before the fight starts, go to **encounter 5**.

On either Sylhoul or Captain Bludoc, the PCs with find **Player Handout #3**. A few minutes after the fight is over, the *Ebenhild* will set sail and leave the harbor, its crew's plans thwarted. If the PCs have not seen it already, they should catch sight of the *Ebenhild* as it leaves, picked out as the moon comes form behind a cloud bank.

7: A SIMPLE REQUEST

Once back in the town, the PCs are met in the village by a small group of priests from various churches.

The next day you are invited to a feast in the evening to celebrate the victory over the undead raiders. Most of the locals spend the day recovering, repairing the damage to shops and houses, tending the injured, or preparing to mourn the dead.

Around mid morning, on this second day after the attack, you are approached by a group of 5 people in traveling clothes. Of note is the fact that each wears a prominent holy symbol, all different. One man bearing a symbol of a trident over a cresting wave approaches you.

"Greetings, adventurers. My name is Deten Illenar, I am a follower of Procan from the College of the Divine in Trigol in the County of Urnst. Could you spare a moment for a discrete word?"

Assuming the PCs assent, continue. If they do not, then Deten will try again to get the PCs attention – he believes this is very important, worth quite a journey and wants to at least be heard.

Once you have moved off the road and into a small drinking hall, Deten continues "Have you perhaps seen a very old bottle recently – one we hope is still sealed. It would be about so high (gesturing with his hands about six inches above the table) and of a deep blue glass?"

This matches the description of the **Ancient Bottle** from NMR6-05 *Gift of the Tempest*. If the PCs answer positively, he will continue:

"Grand, grand! It is a relic of great interest to us. If you still possess it, would you perhaps consider donating it to a worthy cause? We would greatly like to take the bottle back with us to Trigol for further study – it could prove very important in coming events."

"Now this may seem like a bold request, so we will leave you some time to consider it. Please, meet us here tomorrow at this hour to provide an answer. Also, please keep in mind that this is a delicate situation – we would greatly appreciate your discretion in this matter. Until tomorrow then my friends." He bows, the group stands and then leave.

If the PCs want payment for the bottle, Deten can only pay 150gp as that is all he has.

If the PCs do not know what he is talking about, or state they don't have it, he will continue in a sad tone.

"That is most unfortunate. We have traveled quite some way on the understanding that you might know of this item. Should you... come across it... in your travels, please consider our cause? We would greatly like to take the bottle back with us to Trigol for further study – it could prove very important in coming events."

"We will be staying the night in this town and can be contacted here tomorrow at this hour if you remember anything. Also, please keep in mind that this is a delicate situation – we would greatly appreciate your discretion in this matter. Thank you for your time." He bows, the group stands and then leave.

THE SECOND GROUP

Later in the day, around dinner time, the group will be approached by a second group of priests (actually disguised servants of Incabulos).

As you are returning to the centre of town from your lodgings, preparing to join the victory festivities, a small group of people in robes approach you. Of note, once again, is the fact that each wears a prominent holy symbol, all different. One woman bearing a symbol of a trident over a cresting wave approaches you.

"Greetings travelers! Could you spare us some time for a discrete word? I am a representative of Procan, Atre Rolger is my name and I have a delicate matter to discuss with you if I may?"

Once you have stepped to a corner, she continues "Would you have come across a small, very old bottle in your travels recently? It is only six inches or so high, almost purple in color and would show signs of great age."

If the PCs answer yes, she will continue:

"We are indeed fortunate! Would you consider donating it to an appropriate cause? It would be disaster if it were to fall into the wrong hands. We would like to escort the bottle to the College of the Divine in Trigol in the County of Urnst, where my colleagues and I can safely study it."

"What say you? Could we work this out? Oh and I must emphasize that you should not mention this discussion to anyone. If the wrong people knew of the item's existence..."

If the PCs want payment for the bottle, Atre can pay up to 400gp, but will start haggling from 150gp.

If the PCs answer no, or look confused:

"Oh dear, perhaps our divinations have led us to the wrong group. I'm sorry to have bothered you. Of course, should you encounter it over night we could be contacted at the High Tide up until when we leave after breakfast. Oh and I must emphasize that you should not mention this discussion to anyone. If the wrong people were to find out..."

If the PCs mention the other group and have not yet given the bottle away:

"Oh, such a near thing, it is very fortunate that you did not act rashly. They are exactly the people who could do the most damage with this."

If the PCs mention the other group and have given the bottle away:

"Oh, we are too late! Well, I guess you were not to know but they were exactly the people who could do the most damage with this. Excuse me, we have much work to do to try and rectify this."

THE NEXT MORNING

As promised, Deten and his group will be there the next morning and will be only too happy to receive the bottle if the PCs give it to them.

If the PCs mention the second group and have not yet given the bottle away:

"Oh, such a near thing, it is very fortunate that you did not act rashly. They are exactly the people who could do the most damage with this."

If the PCs mention the second group and have given the bottle away:

"Oh, we are too late! Well, I guess you were not to know but they were exactly the people who could do

the most damage with this. Excuse me, we have much work to do to try and rectify this."

Likewise, Atre and her group are at their lodgings in the morning and will be happy to take possession of the bottle.

NPCS:

☛ **Deten Illenar:** CN male human cleric 7 (Bluff +2, Sense Motive +8).

☛ **Atre Rolger:** CN female human bard 7 (Bluff +43 (due to a glibness spell), Sense Motive +6)

☛ **Heren Ideger:** N male human cleric 6 (Bluff +7)

Troubleshooting: While Atre is a consummate liar, she does not have clerical powers. If called on this she will explain that not all followers of Procan are priests and that for a task such as this an experienced traveler like herself was deemed the best choice. There are clerics with her group, but they are of a lower level. While a demonstration could be arranged, note that the holy symbol of Incubulos (the magic icon for the eye of possession) is the focus for their spells, so some bluff would be required. These are made at a +2 because Atre has disguised their holy symbols. It takes a DC 24 Spot check to see past her efforts and realize that the holy symbol does not belong to Procan, and a DC 15 Knowledge (religion) check to identify it as that of Incubulos

If the PCs offer to take the item back themselves, or to accompany the chosen group back, this will cost an extra TU (and upkeep is due in the normal manner). Both groups will be happy to go along with this. Atre's group will attempt to gain possession of the bottle along the way though. If they cannot convince the bearer to hand over the bottle, and only one or two PCs have paid the extra TU to go to Trigol with Atre's group, on the second night they will try force. Unless the bearer can be caught asleep, or otherwise unawares, and without the assistance of another party member this should fail.

CONCLUSION

If the PCs defeated the captain or his underlings on the shore, read conclusion A. If they defeated the captain or his underlings on the boat, read conclusion B. If they were beaten by the captain or his underlings, read conclusion C.

CONCLUSION A

The raid by the undead has been repulsed, due in no small way to your valiant efforts. Some of the assailants escaped on the ship they arrived in. However, perhaps they will take back the message that such raids will be met with stiff resistance.

At APLs 2 and 4 only, read the following paragraph:

If the stories being told around the town are true, then the escapees included the captain of the vessel and a cleric of Nerull.

At all APLs, read or paraphrase the following:

The news you found of Delglath the Undying's fleet getting closer to its goal of the Jungle of Lost Ships is very grave indeed. While you have foiled their plans on this occasion, it could be that the nations of the Solnor Ocean will need to unite to put a final end to this threat.

All PCs will receive the **Gratitude of Haudver** AR reward. PCs who solved the riddle and buried the bodies from the *Kalandra* receive the **Guinilas' Blessing** AR reward.

PCs who had the **Ancient Bottle** item from NMR6-05 should cross this out if they gave it to either group. If they gave it to Deten Illenar's group they receive the **Trigol Bound** award. If they instead gave it to Atre Rolger's group they get the **Service of an Unknown Power** award.

CONCLUSION B

The raid by the undead has been repulsed, due in no small way to your valiant efforts. You even managed to capture their warship – a truly heroic act which is the first such blow anyone is known to have struck against Delglath in this current struggle.

At APLs 2 and 4 only, read the following paragraph:

If the stories being told around the town are true, then it seems that the captain of the vessel and a cleric of Nerull did manage to escape though.

At all APLs, read or paraphrase the following:

The news you found of Delglath the Undying's fleet getting closer to its goal of the Jungle of Lost Ships is very grave indeed. While you have foiled their plans on this occasion, it could be that the nations of the Solnor Ocean will need to unite to put a final end to this threat.

All PCs will receive the **Gratitude of Haudver**, **Bounty of the Ebenhild** and **Known to Delglath the Undying** rewards on the AR. PCs who solved the riddle and buried the bodies from the *Kalandra* receive the **Guinilas' Blessing** AR reward.

PCs who had the **Ancient Bottle** item from NMR6-05 should cross this out if they gave it to either group. If they gave it to Deten Illenar's group they receive the **Trigol Bound** award. If they instead gave it to Atre Rolger's group they get the **Service of an Unknown Power** award.

CONCLUSION C

The raid by the undead has been repulsed, despite your misfortune. However, the folk of Haudver were able to rescue you at the last minute from a fate quite possibly worse than death – interrogation and conversion to the ranks of undeath by the captain of the Ebenhild and his chaplain.

Many of the assailants escaped on the ship they arrived in. However, perhaps they will take back the message that such raids will be met with stiff resistance.

At all APLs, read or paraphrase the following:

The news you found of Delglath the Undying's fleet getting closer to its goal of the Jungle of Lost Ships is very grave indeed. While you have foiled their plans on this occasion, it could be that the nations of the Solnor Ocean will need to unite to put a final end to this threat.

PCs who solved the riddle and buried the bodies from the *Kalandra* receive the **Guinilas' Blessing** AR reward.

PCs who had the **Ancient Bottle** item from NMR6-05 should cross this out if they gave it to either group. If they gave it to Deten Illenar's group they receive the **Trigol Bound** award. If they instead gave it to Atre Rolger's group they get the **Service of an Unknown Power** award.

CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to jdempsey@acslink.net.au as soon as possible. General comments about the module are also welcomed at this address.

1. What region were the characters from?
2. What APL did you play?
3. Did the PCs solve the riddle and gain access to Guinilas' grotto that way?
4. If they did not solve the riddle, did the PCs attack the sharks and/or Guinilas and gain entry to the grotto by force?
5. Did Captain Bludoc get away?
6. Did the PCs capture the *Ebenhild*?
7. What did the PCs do with the Ancient Bottle?
 - Retained (if PCs decide to keep it),
 - In Trigol (if they gave it to the 'good' clerics), or
 - In the hands of the Incabulos agents.

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.

2: Dive the Wreck

Answer the riddle or defeat the guardians

APL 2	60 XP
APL 4	120 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

3: Awake! Alarm!

Defeat the skin kites

APL 2	90 XP
APL 4	90 XP
APL 6	0 XP
APL 8	0 XP
APL 10	0 XP

4: The Beach

Defeat the undead

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

5: The Ebenhild or 6: Hanging Back

Defeat the captain or the underlings

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Story Award

Keeping the brass pitcher from Captain Bludoc.

APL 2	30 XP
APL 4	30 XP
APL 6	60 XP
APL 8	60 XP
APL 10	60 XP

Discretionary roleplaying award

APL 2	60 XP
APL 4	105 XP
APL 6	120 XP
APL 8	165 XP
APL 10	210 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Introduction:

All APLs: Coin: 30 gp.

2: Dive the Wreck

All APLs: Loot: 5 gp.

4: The Beach

APL 2: Magic: 104 gp; goggles of minute seeing (104 gp); Total: 104 gp.

APL 4: Magic: 104 gp; goggles of minute seeing (104 gp); Total: 104 gp.

APL 6: Loot: 118 gp; Magic: 333 gp; 2 rings of protection +1 (166 gp); Total: 451 gp.

APL 8: Loot: 52 gp; Magic: 829 gp; +1 large breastplate (142 gp); amulet of natural armor +1 (166 gp), cloak of elemental resistance (83 gp), 2 rings of protection +1 (166 gp), vest of resistance +2 (333 gp); Total: 881 gp.

APL 10: Loot: 52 gp; Magic: 1,538 gp; amulet of natural armor +1 (166 gp), belt of one mighty blow (125 gp), breastplate +1 (large) (141 gp), chain shirt +1 (104 gp), cloak of elemental resistance (83 gp), longspike +1 (large) (217 gp), potion of bull's strength (25 gp), potion of protection from good (4 gp), potion of shield of faith +2 (4 gp), 2 rings of protection +1 (166 gp), vest of resistance +2 (333 gp); Total: 1,590 gp.

APL 8: 1,300 gp

APL 10: 2,300 gp

Total Possible Treasure

APL 2: 459 gp

APL 4: 661 gp

APL 6: 1,716 gp

APL 8: 2,728 gp

APL 10: 4,687 gp

5: The Ship, or

6: Hanging Back

APL 2: Coin: 17 gp, Loot: 64 gp; Magic: 256 gp; cloak of elemental resistance (83 gp), potion of cure moderate wounds (25 gp), Quaal's feather token (bird) (25 gp), scroll of bless (2 gp), scroll of cure light wounds (2 gp), scroll of disguise self (2 gp), scroll of enlarge person (2 gp), scroll of grease (2 gp), scroll of moon lust (2 gp), scroll of protection from good (2 gp), scroll of shield of faith (2 gp), scroll of sleep (2 gp), scroll of summon monster I (2 gp), scroll of vision of glory (2 gp), vest of resistance +1 (83 gp); Total: 295 gp.

APL 4: Coin: 17 gp, Loot: 182 gp; Magic: 340 gp; bracers of armor +1 (83 gp), cloak of elemental resistance (83 gp), potion of cure moderate wounds (25 gp), Quaal's feather token (bird) (25 gp), scroll of bless (2 gp), scroll of cure light wounds (2 gp), scroll of disguise self (2 gp), scroll of enlarge person (2 gp), scroll of grease (2 gp), scroll of moon lust (2 gp), scroll of protection from good (2 gp), scroll of shield of faith (2 gp), scroll of sleep (2 gp), scroll of summon monster I (2 gp), scroll of vision of glory (2 gp), vest of resistance +1 (83 gp); Total: 522 gp.

APL 6: Loot: 146 gp; Magic: 1083 gp; 2 amulets of natural armor +1 (166 gp), cloak of elemental resistance (83 gp), 2 rings of protection +1 (166 gp), vest of resistance +2 (333 gp); Total: 1229 gp.

APL 8: Loot: 146 gp; Magic: 1,667 gp; 2 amulets of natural armor +1 (166 gp), cloak of charisma +2 (333 gp), 2 rings of protection +1 (166 gp), ring of protection +1 (166 gp), 2x vest of resistance +2 (333 gp); Total: 2,146 gp.

APL 10: Loot: 8 gp; Magic: 3,054 gp; amulet of natural armor +1 (166 gp), cloak of charisma +2 (333 gp), full plate +1 (220 gp), pearl of power (1st level) (83 gp), periapt of wisdom +2 (333 gp), 2 rings of protection +1 (166 gp), vest of resistance +2 (333 gp), vest of resistance +3 (750 gp); Total: 3,395 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

ADVENTURE RECORD ITEMS

☛ **Gratitude of Haudver:** The people of Haudver are grateful for your assistance. Through their contacts they can arrange meta-regional access to the items in table 5-6 of *Stormwrack*. You may also hunt in their territory without paying tribute

In addition Froznir's men can organize one of the following:

- Training in the Dread Pirate (*Complete Adventurer*) prestige class;
- Training in the Scarlet Corsair (*Stormwrack*) prestige class; OR
- Meta-regional access to the items marked with a † below.

Circle the favor chosen.

Bounty of the Ebenhild: For your share in capturing the *Ebenhild* you have gained meta-regional access to the treasures on it, marked with a ‡ below.

Known to Delglath the Undying: Word has reached Delglath of your part in depriving him of part of his fleet. To be singled out by such a powerful enemy is not something to be taken lightly.

Brass Pitcher: You have retrieved a brass pitcher, intricately decorated and apparently bearing a map. The map seems to depict a location in the midst of a large expanse of water.

Guinilas' Blessing: Guinilas has bestowed a blessing on you. The next time you begin to drown a *water breathing* spell will be activated on you only. The caster level of the spell is 5. Cross off this favor once used.

Favor of Bers Gurfing: Bers is very grateful for your assistance and has arranged meta-regional access (at standard costs) to the following items, all from the Magic Item Compendium: *belt of hidden pouches*, *helm of the hunter*, *infinite scroll case*, *ring of brief blessing*, *wilding clasp*, and *winged vest*.

Trigol Bound: Your donation to the College of the Divine in the County of Urnst has been noted. Karma such as this has a way of being repaid.

Service of an Unknown Power: Inadvertently you have played into the hands of agents of an unknown power. Hopefully you will get a chance to stop them before they awaken the power of the relic.

- *Quaal's feather token (bird)* (Adventure; DMG) †
- *Scroll of moon lust* (Adventure; Spell Compendium; 25 gp) †
- *Scroll of vision of glory* (Adventure; Spell Compendium; 25 gp) †

APL 6-8 (all of APLs 2-4 plus the following):

- *Folding boat* (Adventure; DMG) ‡

APL 10 (all of APLs 2-8 plus the following):

- *Belt of one mighty blow* (Adventure; *Miniatures Handbook*; 1,500gp) †
- *Pearl of power (1st level)* (Adventure; DMG)

ITEM ACCESS

APL 2-4:

- *Cloak of elemental resistance* (Adventure; *Miniatures Handbook*; 1,000 gp) ‡
- *Goggles of minute seeing* (Adventure; DMG)

APPENDIX 1: ALL APLS

3: AWAKE ALARM

SKIN KITE**CR 3**

Male skin kite undead 4

NE Small undead

Init +4; **Senses** Listen +5, Spot +5**Languages**

AC 15, touch 15, flat-footed 11

(+1 size, +4 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance**hp** 36 (4 HD);**Fort** +1, **Ref** +5, **Will** +5

Speed Fly 40 ft. , Walk 10 ft.**Melee** touch +7 (1d4)**Space** 5 ft.; **Reach** 0 ft.**Base Atk** 2; **Grp** -2**Atk Options****Special Actions****Combat Gear**{ Already cast

Abilities Str 10, Dex 19, Con *, Int 4, Wis 12, Cha 6**SQ** Undead Traits**Feats** Alertness , Weapon Finesse**Skills** Hide 11, Listen 5, Spot 5**Possessions** combat gear plus

Undead Traits

5. THE EBENHILD OR

6. HANGING BACK

SYLHOUL

CR 3

Male half-elf sorcerer 3

NE Medium humanoid(elf)

Init +2; Senses Listen +4, Spot +4

Languages Common, Elven

AC 12, touch 12, flat-footed 10

(+0 size, +2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 12 (3 HD);

Fort +5, Ref +4, Will +5

Speed 30 ft.

Melee morningstar +0 (1d8-1) or

Melee unarmed +0 (1d3-1)

Ranged crossbow, light +3 (1d8/19-20) or

Base Atk +1; Grp +0

Combat Gear, *potion of cure moderate wounds*, *scroll (disguise self)*, *scroll (enlarge person)*, *scroll (grease)*, *scroll (sleep)*, *scroll (summon monster I)*, *vest of resistance +1*

Sorcerer Spells Known (CL 3rd):

1st (6/day) — *grease* (DC 13), *lesser orb of electricity* (DC 13), *shield*

0th (6/day) — *detect magic*, *ghost sound* (DC 12), *mage hand*, *message*, *prestidigitation* (DC 12)

‡ Already cast

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 15

SQ +2 racial bonus on saving throws against enchantment spells or effects., Elven Blood, Immunity to sleep spells and similar magical effects., Summon Familiar

Feats Point Blank Shot, Precise Shot

Skills Concentration +7, Knowledge (Arcana) +2, Spellcraft +4

Possessions combat gear plus bolts, crossbow (10), *cloak of elemental resistance*, light crossbow, morningstar, pouch (belt) with 2pp and 6gp, spell component pouch

Familiar Rat (AC 16; hp 6; BAB +1; Fort +2, Ref +4, Will +4)

Skills

Description

Sources Material (Source)

ATMIUS

CR 1

Male human cleric 1

NE Medium humanoid(human)

Init +4; Senses Listen +2, Spot +2

Languages Common

AC 15, touch 10, flat-footed 15

(+0 size, +0 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 7 (1 HD);

Fort +3, Ref +0, Will +4

Speed 20 ft. in masterwork chain shirt (4 squares), base movement 20 ft.

Melee morningstar +1 (1d8+1) or

Melee unarmed +1 (1d3+1)

Ranged masterwork crossbow (light) +1 (1d8/19-20) or

Base Atk +0; Grp +1

Special Actions Death Touch

Combat Gear, *scroll (vision of glory)*, *scroll (bless)*, *scroll (cure light wounds)*, *scroll (moon lust)*, *scroll (protection from good)*, *scroll (shield of faith)*

Cleric Spells Prepared (CL 1st):

1st — *cause fear* (DC 13), *cure light wounds* (DC 13), *entropic shield*

0 — *detect magic*, *light*, *resistance* (DC 12)

D: Domain spell. Deity: Nerull. Domains: Mysticism, Death

‡ Already cast

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 15, Cha 14

SQ Rebuke Undead (Su) 5/day, Spontaneous casting

Feats Improved Initiative, Scribe Scroll

Skills Concentration +5, Heal +5, Knowledge (Religion) +0

Possessions combat gear plus alchemist's fire (flask), backpack, bolts, crossbow (10), buckler, flint and steel, holy symbol (silver), manacles (masterwork/medium), masterwork chain shirt, masterwork crossbow (light), morningstar, oil (1 pt. flask), spell component pouch, torch

Mysticism Domain Granted power — Once per day, you can use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). The effect lasts for one round per cleric level.

Rebuke Undead (Su) 5/day (turn level 3) (turn damage 2d6+5)

Spontaneous casting An evil cleric (or a neutral cleric of an evil deity) can channel stored spell energy into inflict spells that the cleric did not prepare ahead of time. The cleric can 'lose' any prepared spell that is not a domain spell in order to cast any inflict spell of the same spell level or lower (an inflict spell is one with 'inflict' in its name).

4. THE BEACH

GRAVETOUCHED GHOUL MERROW CR 5

Male ogre (merrow) giant 4 barbarian 1

CE Large undead(augmented aquatic giant)

Init +3; **Senses** Listen +5, Spot +5

Languages Common, Giant

AC 24, touch 12, flat-footed 21

(+1 size, +3 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +7 natural)

hp 48 (5 HD);

Fort +6, **Ref** +4, **Will** +4

Speed 30 ft. in masterwork breastplate (large) (6 squares), base movement 30 ft., Swim 30 ft.

Melee bite +9 (1d8+4 plus paralysis) or

Melee claw +11/+11 (1d6+8 plus paralysis) or

Melee longspear (large) +12 (2d6+12/x3) or

Melee masterwork longspear (large) +13 (2d6+12/x3) or

Melee unarmed +11 (1d4+8 plus paralysis)

Ranged javelin (large) +6 (1d8) or

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

Base Atk +4; **Grp** +16

Abilities Str 27, Dex 16, Con *, Int 8, Wis 17, Cha 10

SQ Diet Dependent, Fast Movement (Ex), Ghoul Fever (Su), Giant Traits, Paralysis (Ex), Rage (Ex) 1 times/day (5 rounds), Turn Resistance +2 (Ex)

Feats Toughness, Weapon Focus (Longspear)

Skills Climb +8, Listen +5, Spot +5, Survival +4, Swim +12

Possessions combat gear plus javelin (large), bite, claw, longspear (large), masterwork breastplate (large), masterwork longspear (large)

Diet Dependent Gravetouched ghouls are diet dependent upon flesh.

Ghoul Fever (Su) Disease—bite, Fortitude save DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save DC 12 or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Rage (Ex) 2 times/day (5 rounds) Bonuses when enraged (STR +4, Will +2, AC -2)

Turn Resistance +2 (Ex) A gravetouched ghoul has +2 turn resistance.

5. THE EBENHILD OR

6. HANGING BACK

SYLHOUL

CR 5

Male half-elf sorcerer 5

NE Medium humanoid(elf)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Elven

AC 13, touch 12, flat-footed 11

(+0 size, +2 Dex, +0 class, +1 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 20 (5 HD);

Fort +5, **Ref** +4, **Will** +6

Speed 30 ft. in (6 squares), base movement 30 ft.

Melee morningstar +1 (1d8-1) or

Melee unarmed +1 (1d3-1)

Ranged crossbow, light +4 (1d8/19-20) or

Base Atk +2; **Grp** +1

Combat Gear, *bracers of armor* +1, *feather token (bird)*, *potion of cure moderate wounds*, *scroll (disguise self)*, *scroll (enlarge person)*, *scroll (grease)*, *scroll (sleep)*, *scroll (summon monster I)*, *vest of resistance* +1

Sorcerer Spells Known (CL 5th):

2nd (5/day) — *glitterdust* (DC 15), *scorching ray*

1st (7/day) — *charm person* (DC 14), *grease* (DC 14), *lesser orb of electricity* (DC 14), *shield*

0th (6/day) — *detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *prestidigitation* (DC 13), *read magic*

† Already cast

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 16

SQ +2 racial bonus on saving throws against enchantment spells or effects., Elven Blood, Immunity to sleep spells and similar magical effects., Summon Familiar

Feats Point Blank Shot, Precise Shot

Skills Bluff +4, Concentration +9, Knowledge (Arcana) +2, Spellcraft +5

Possessions combat gear plus bolts, crossbow (10), holy symbol (silver), *cloak of elemental resistance*, crossbow, light, morningstar, pouch (belt) with 2pp and 6gp, spell component pouch

Familiar Rat (**AC** 17; **hp** 10; **BAB** +2; **Fort** +2, **Ref** +4, **Will** +5)

ATMIUS

CR 3

Male human cleric 3

NE Medium humanoid(human)

Init +4; **Senses** Listen +2, Spot +2

Languages Common

AC 19, touch 10, flat-footed 19

(+0 size, +0 Dex, +0 class, +8 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 21 (3 HD);

Fort +4, **Ref** +1, **Will** +5

Speed 20 ft. in masterwork full plate (4 squares), base movement 20 ft.

Melee morningstar +3 (1d8+1) or
Melee unarmed +3 (1d3+1)
Ranged masterwork crossbow (light) +3 (1d8/19-20)
or

Base Atk +2; **Grp** +3

Special Actions Death Touch

Combat Gear, *scroll (bless)*, *scroll (cure light wounds)*, *scroll (moon lust)*, *scroll (protection from good)*, *scroll (shield of faith)*, *scroll (vision of glory)*

Cleric Spells Prepared (CL 3rd):

2nd — *cure moderate wounds* (DC 14), *spiritual weapon*, *summon monster II*

1st — *cause fear* (DC 13), *cure light wounds* (DC 13), *entropic shield*, *resurgence* (DC 13)

0 — *cure minor wounds* (DC 12), *detect magic*, *light*, *resistance* (DC 12)

D: Domain spell. Deity: Nerull. Domains: Mysticism, Death

‡ Already cast

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 15, Cha 14

SQ Rebuke Undead (Su) 5/day, Spontaneous casting

Feats Combat Casting, Improved Initiative, Scribe Scroll

Skills Concentration +7, Concentration (Cast defensively) +11, Heal +6, Knowledge (Religion) +0, Spellcraft +0

Possessions combat gear plus alchemist's fire (flask), masterwork full plate, backpack, bolts, crossbow (10), buckler, flint and steel, holy symbol (silver), manacles (masterwork/medium), masterwork crossbow (light), morningstar, oil (1 pt. flask), spell component pouch, torch

Mysticism Domain Granted power — Once per day, you can use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). The effect lasts for one round per cleric level.

Rebuke Undead (Su) 5/day (turn level 3) (turn damage 2d6+5)

Spontaneous casting An evil cleric (or a neutral cleric of an evil deity) can channel stored spell energy into inflict spells that the cleric did not prepare ahead of time. The cleric can 'lose' any prepared spell that is not a domain spell in order to cast any inflict spell of the same spell level or lower (an inflict spell is one with 'inflict' in its name).

4: THE BEACH

GRAVE TOUCHED GHOUL HAG (SEA) CR 6

Female sea hag monstrous humanoid 3 fighter 1
CE Medium undead (augmented aquatic monstrous humanoid)

Init +4; **Senses** Darkvision 60', Listen +9, Spot +9

Languages Common, Giant

AC 24, touch 15, flat-footed 20

(+0 size, +4 Dex, +0 class, +4 armor, +0 shield, +1 deflection, +0 insight, +5 natural)

hp 47 (4 HD);

Fort +3, **Ref** +7, **Will** +7

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft., Swim 40 ft.

Melee bite +12 (1d6+5 plus paralysis) or

Melee claw +14/+14 (1d4+10 plus paralysis) or

Melee unarmed +14 (1d3+10 plus paralysis)

Base Atk +4; **Grp** +14

Atk Options Combat Reflexes

Abilities Str 30, Dex 18, Con *, Int 12, Wis 19, Cha 20

SQ Amphibious (Ex), Diet Dependent, Evil Eye (Su), Ghoul Fever (Su), Horrific Appearance (Su), Monstrous Humanoid Traits, Paralysis (Ex), Turn Resistance +6 (Ex)

Feats Alertness, Combat Reflexes, Toughness

Skills Hide +6, Knowledge (Religion) +4, Listen +9, Spot +9, Swim +19

Possessions combat gear plus *ring of protection* +1, bite, claw, claw, masterwork chain shirt

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Bolster Resistance (Ex) Turn resistance +4

Corpsecrafted +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Diet Dependent Gravetouched ghouls are diet dependent upon flesh.

Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 16 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 16 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Ghoul Fever (Su) Disease—bite, Fortitude save DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 16 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save DC 17 or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Turn Resistance +2 (Ex) A gravetouched ghoul has +2 turn resistance.

GRAVETOUCHED GHOUL MERROW CR 6

Male ogre (merrow) giant 4 barbarian 2
CE Large undead(augmented aquatic giant)

Init +3; **Senses** Listen +6, Spot +5

Languages Common, Giant

AC 25, touch 13, flat-footed 25

(+1 size, +3 Dex, +0 class, +5 armor, +0 shield, +1 deflection, +0 insight, +7 natural)

Miss Chance

hp 57 (6 HD);

Fort +7, **Ref** +4, **Will** +4

Speed 30 ft. in masterwork breastplate (large) (6 squares), base movement 40 ft., Swim 30 ft.

Melee bite +10 (1d8+4 plus paralysis) or

Melee claw +12/+12 (1d6+8 plus paralysis) or

Melee longspear (large) +13 (2d6+12/x3) or

Melee masterwork longspear (large) +14 (2d6+12/x3) or

Melee unarmed +12 (1d4+8 plus paralysis)

Ranged javelin (large) +7 (1d8) or

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

Base Atk +5; **Grp** +17

Atk Options Power Attack

Abilities Str 27, Dex 16, Con *, Int 8, Wis 17, Cha 10

SQ Diet Dependent, Fast Movement (Ex), Ghoul Fever (Su), Giant Traits, Paralysis (Ex), Rage (Ex) 1 times/day (5 rounds), Turn Resistance +2 (Ex), Uncanny Dodge (Dex bonus to AC)

Feats Power Attack, Toughness, Weapon Focus (Longspear)

Skills Climb +8, Listen +6, Spot +5, Survival +5, Swim +13

Possessions combat gear plus *ring of protection* +1, bite, claw, javelin (large), longspear (large), masterwork breastplate (large), masterwork longspear (large)

Diet Dependent Gravetouched ghouls are diet dependent upon flesh.

Ghoul Fever (Su) Disease—bite, Fortitude save DC 13, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Uncanny Dodge Retains dex bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save DC 13 or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Rage (Ex) 2 times/day (5 rounds) Bonuses when enraged (STR +4, Will +2, AC -2)

Turn Resistance +2 (Ex) A gravetouched ghoul has +2 turn resistance.

5. THE EBENHILD OR

6. HANGING BACK

CAPTAIN BLUDOC **CR 8**

Male hooded pupil human sorcerer 5 mindbender 2
NE Medium humanoid(human)

Init +6; **Senses** Listen +5, Spot +5

Languages Common

AC 20, touch 13, flat-footed 18

(+0 size, +2 Dex, +0 class, +4 armor, +0 shield, +1 deflection, +0 insight, +3 natural)

hp 28 (7 HD);

Resist cold 5;

Fort +7, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares), base movement 30 ft.

Melee morningstar +3 (1d8) or

Melee unarmed +3 (1d3)

Ranged crossbow, light +5 (1d8/19-20) or

Base Atk +3; **Grp** +3

Atk Options Heighten Spell

Special Actions Clutch of Orcus, Drink Blood, Push the Weak Mind

Combat Gear *amulet of natural armor* +1, *vest of resistance* +2

Sorcerer Spells Known (CL 6th):

3rd (4/day) — *suggestion* (DC 19)

2nd (6/day) — *glitterdust* (DC 16), *scorching ray*

1st (7/day) — *charm person* (DC 17), *grease* (DC 15), *mage armor* (DC 15) ‡, *magic missile*, *lesser orb of electricity* (DC 15)

0th (6/day) — *arcane mark*, *daze* (DC 16), *detect magic*, *mage hand*, *message*, *prestidigitation* (DC 14), *read magic*

‡ Already cast

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 12, Cha 18

SQ Clutch of Orcus (Sp), Drink Blood (Su), Push the Weak Mind 1/day, Skill Boost (Ex), Spider Climb (Su), Metamagic Specialist, Telepathy (Su)

Feats Ability Focus(Push the Weak Mind), Alertness, Greater Spell Focus (Enchantment), Heighten

Spell, Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment)

Skills Bluff +9, Concentration +11, Diplomacy +9, Intimidate +9, Sense Motive +6, Spellcraft +3

Possessions combat gear plus, bolts, crossbow (10), *cloak of elemental resistance*, crossbow, light, morningstar, *ring of protection* +1

Clutch of Orcus (Sp) Once per day, a hooded pupil can use the spell *clutch of Orcus* see appendix 2. Caster level 10th. The save DC is charisma based DC 17.

Drink Blood (Su) Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from the wounds). It does so by making a successful grapple check (it usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points Constitution damage.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a suggestion spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mind-bender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will Save (DC 19) negates the effect.

A mindbender can use this ability one additional time per day per three class levels gained (two times per day at 5th and three times per day at 8th).

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add 1/2 his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Spider Climb (Su): Hooded pupils can climb sheer surfaces as though with a *spider climb* spell.

Metamagic Specialist: You can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This even lets you quicken your sorcerer spells with the Quicken Spell feat. **Source:** PH2 p61

Skills Hooded pupils have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

MULFREN

CR 6

Male necropolitan human (flan) cleric 6
NE Medium undead (augmented humanoid)

Init +5; **Senses** Listen +3, Spot +3

Languages Common

AC 24, touch 13, flat-footed 23

(+0 size, +1 Dex, +0 class, +8 armor, +2 shield, +1 deflection, +0 insight, +1 natural)

hp 54 (6 HD);

Fort +5, **Ref** +3, **Will** +8

Speed 20 ft. in masterwork full plate [magic vestment] (4 squares), base movement 30 ft.

Melee morningstar +4 (1d8) or

Melee unarmed +4 (1d3)

Ranged crossbow, light +5 (1d8/19-20) or

Base Atk +4; **Grp** +4

Atk Options Augment Healing

Special Actions Death Touch

Combat Gear *amulet of natural armor* +1

Cleric Spells Prepared (CL 6th):

3rd — *cure serious wounds* (DC 16), *magic circle against good* (DC 16), *magic vestment* (DC 16), *speak with dead* (DC 16)

2nd — *cure moderate wounds* (DC 15), *death knell* (DC 15), *deific vengeance* (DC 15), *shield other* (DC 15), *silence*

1st — *cause fear* (DC 14), *cure light wounds* (DC 14), *shield of faith* (DC 14), *summon monster I*, *lesser vigor* (DC 14)

0th — *cure minor wounds* (DC 13), *detect magic*, *guidance* (DC 13), *read magic*, *resistance* (DC 13)

D: Domain spell. Deity: Nerull. Domains: Death, Evil

‡ Already cast

Abilities Str 10, Dex 12, Con *, Int 8, Wis 16, Cha 13

SQ Aura of Evil (Ex) Strong, Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7), Resist Control (Ex), Spontaneous casting - Can spontaneously cast Inflict spells, Turn Resistance +2 (Ex), Unnatural Resilience (Ex)

Feats Augment Healing, Empower Spell, Improved Initiative, True Believer

Skills Concentration +10, Heal +8, Knowledge (Religion) +0, Spellcraft +2

Possessions combat gear plus, bolts, crossbow (50), crossbow, light, masterwork full plate, morningstar, *ring of protection* +1, shield, heavy

Augment Healing Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7)

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Spontaneous casting An evil cleric (or a neutral cleric of an evil deity) can channel stored spell energy into inflict spells that the cleric did not prepare ahead of time. The cleric can 'lose' any prepared spell that is not a domain spell in order to cast any inflict spell of the same spell level or lower (an inflict spell is one with 'inflict' in its name).

True Believer Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

Unnatural Resilience (Ex) Necropolitans automatically heal hit point damage and ability

damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

4: THE BEACH

GRAVE TOUCHED GHOUL HAG (SEA) CR 8

Female sea hag monstrous humanoid 3 fighter 3
CE Medium undead (augmented aquatic monstrous humanoid)

Init +4; **Senses** Darkvision 60', Listen +10, Spot +10

Languages Common, Giant

AC 26, touch 15, flat-footed 22

(+0 size, +4 Dex, +0 class, +5 armor, +0 shield, +1 deflection, +0 insight, +6 natural)

hp 69 (6 HD);

SR 14

Fort +5, **Ref** +9, **Will** +9

Speed 30 ft. in chain shirt +1 (6 squares), base movement 30 ft., Swim 40 ft.

Melee bite +14 (1d6+5+1d6 cold plus paralysis) or

Melee claw +17/+17 (1d4+10+1d6 cold plus paralysis) or

Melee unarmed +16/+11 (1d3+10+1d6 cold plus paralysis)

Base Atk +6; **Grp** +16

Atk Options Combat Reflexes, Power Attack

Combat Gear *amulet of natural armor* +1, *cloak of resistance* +1

Abilities Str 30, Dex 18, Con *, Int 12, Wis 19, Cha 20

SQ Amphibious (Ex), Diet Dependent, Evil Eye (Su), Ghoul Fever (Su), Horrific Appearance (Su), Monstrous Humanoid Traits, Paralysis (Ex) Turn Resistance +6 (Ex)

Feats Alertness, Combat Reflexes, Power Attack, Toughness, Weapon Focus (Claw)

Skills Hide +7, Knowledge (Religion) +4, Listen +10, Spot +10, Swim +19

Possessions combat gear plus, bite, *chain shirt* +1, claw, claw, *ring of protection* +1

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Bolster Resistance (Ex) Turn resistance +4

Corpsecrafted +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Deadly Chill Deals an extra 1d6 points of cold damage with its natural weapons.

Diet Dependent Gravetouched ghouls are diet dependent upon flesh.

Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 16 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 16 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Ghoul Fever (Su) Disease—bite, Fortitude save DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 16 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save DC 18 or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Turn Resistance +2 (Ex) A gravetouched ghoul has +2 turn resistance.

GRAVETOUCHED GHOUL MERROW CR 8

Male ogre (merrow) giant 4 barbarian 4
CE Large undead (augmented aquatic giant)

Init +3; **Senses** Listen +7, Spot +6

Languages Common, Giant

AC 25, touch 13, flat-footed 25

(+1 size, +3 Dex, +0 class, +5 armor, +0 shield, +1 deflection, +0 insight, +7 natural)

Miss Chance

hp 91 (8 HD);

Fort +8, **Ref** +5, **Will** +5

Speed 30 ft. in breastplate +1 (large) (6 squares), base movement 40 ft., Swim 30 ft.

Melee bite +15 (1d8+5 plus paralysis) or

Melee claw +17/+17 (1d6+11 plus paralysis) or

Melee longspear (large) +18/+13 (2d6+16/x3) or

Melee masterwork longspear (large) +19/+14 (2d6+16/x3) or

Melee unarmed +17/+12 (1d4+11 plus paralysis)

Ranged javelin (large) +9/+4 (1d8)

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

Base Atk +7; **Grp** +22

Atk Options Power Attack

Abilities Str 32, Dex 16, Con *, Int 8, Wis 17, Cha 10

SQ Diet Dependent, Fast Movement (Ex), Ghoul Fever (Su), Giant Traits, Paralysis (Ex), Rage (Ex) 2 times/day (5 rounds), Trap Sense (Ex) +1, Turn Resistance +6 (Ex), Uncanny Dodge (Dex bonus to AC)

Feats Power Attack, Toughness, Weapon Focus (Longspear)

Skills Climb +11, Listen +7, Spot +6, Survival +7, Swim +14

Possessions combat gear plus breastplate +1 (large), bite, claw, javelin (large), longspear (large), masterwork longspear (large), *ring of protection* +1

Bolster Resistance (Ex) Turn resistance +4

Corpsecrafted +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Diet Dependent Gravetouched ghouls are diet dependent upon flesh.

Ghoul Fever (Su) Disease—bite, Fortitude save DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Uncanny Dodge Retains dex bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save DC 14 or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Rage (Ex) 2 times/day (5 rounds) Bonuses when enraged (STR +4, WILL +2, AC -2)

Turn Resistance +2 (Ex) A gravetouched ghoul has +2 turn resistance.

1st (8/day) — *charm person* (DC 18), *grease* (DC 16), *mage armor* ‡ (DC 16), *magic missile*, *lesser orb of electricity* (DC 16)

0th (6/day) — *arcane mark*, *daze* (DC 17), *detect magic*, *mage hand*, *message*, *prestidigitation* (DC 15), *read magic*

‡ Already cast

Abilities Str 10, Dex 14 (18), Con 13, Int 12, Wis 12, Cha 21

SQ Clutch of Orcus (Sp), Drink Blood (Su), Cold Resistance 5 (Ex), *Mindread* 1/day (Sp), Push the Weak Mind 1/day, Skill Boost (Ex), Spider Climb (Su), Metamagic Specialist, Telepathy (Su)

Feats Ability Focus (Push the Weak Mind), Alertness, Greater Spell Focus (Enchantment), Heighten Spell, Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment), Spell Penetration

Skills Bluff +13, Concentration +13, Diplomacy +16, Intimidate +14, Sense Motive +8, Spellcraft +4

Possessions combat gear plus, bolts, crossbow (10), crossbow, light, morningstar, *ring of protection* +1

Clutch of Orcus (Sp) Once per day, a hooded pupil can use the spell *clutch of Orcus* see appendix 2. Caster level 10th. The save DC is charisma based DC 17.

Drink Blood (Su) Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from the wounds). It does so by making a successful grapple check (it usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points Constitution damage.

Mindread (Sp): At 3rd level and higher, a mindbender can read the surface thoughts of a living creature within 100 feet. This is a mind-affecting ability that requires a standard action to use. The mindbender must be able to see the target; a successful Will save (DC 17) negates the effect. Creatures of animal intelligence (Int 1 or 2) have only simple, instinctual thoughts.

Maintaining the effect requires concentration; the maximum duration is 10 minutes. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. This effect is the equivalent of a 2nd-level spell.

A mindbender can use this ability two times per day at 3rd level and four times per day at 7th level.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a suggestion spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mind-bender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will Save (DC 19) negates the effect. A mindbender can use this ability one additional

5. THE EBENHILD OR

6. HANGING BACK

CAPTAIN BLUDOC **CR 10**

Male hooded pupil human sorcerer 5 mindbender 4 NE Medium humanoid(human)

Init +7; **Senses** Listen +5, Spot +5

Languages Common

AC 22, touch 15, flat-footed 18

(+0 size, +4 Dex, +0 class, +4 armor, +0 shield, +1 deflection, +0 insight, +3 natural)

hp 36 (9 HD);

Resist cold 5;

Fort +8, **Ref** +10, **Will** +7

Speed 30 ft. (6 squares), base movement 30 ft.

Melee morningstar +4 (1d8) or

Melee unarmed +4 (1d3)

Ranged crossbow, light +7 (1d8/19-20) or

Base Atk +4; **Grp** +4

Atk Options Heighten Spell

Special Actions Clutch of Orcus, Drink Blood, Push the Weak Mind

Combat Gear *amulet of natural armor* +1, *cloak of charisma* +2, *vest of resistance* +2, scroll of *cat's grace* ‡

Sorcerer Spells Known (CL 7th):

3rd (5/day) — *slow* (DC 18), *suggestion* (DC 20)

2nd (7/day) — *entice gift* (DC 19), *glitterdust* (DC 17), *scorching ray*

time per day per three class levels gained (two times per day at 5th and three times per day at 8th).

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add 1/2 his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Spider Climb (Su): Hooded pupils can climb sheer surfaces as though with a *spider climb* spell.

Metamagic Specialist: You can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This even lets you quicken your sorcerer spells with the Quicken Spell feat. **Source:** PH2 p61

Skills Hooded pupils have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

MULFREN

CR 8

Male necropolitan human (flan) cleric 8
NE Medium undead (augmented humanoid)

Init +5; **Senses** Listen +3, Spot +3

Languages Common

AC 24, touch 13, flat-footed 23

(+0 size, +1 Dex, +0 class, +8 armor, +2 shield, +1 deflection, +0 insight, +1 natural)

Miss Chance

hp 72 (8 HD);

Fort +6, **Ref** +3, **Will** +9

Speed 20 ft. in masterwork full plate [magic vestment] (4 squares), base movement 20 ft.

Melee morningstar +6/+1 (1d8) or

Melee unarmed +6/+1 (1d3)

Ranged crossbow, light +7/+2 (1d8/19-20) or

Base Atk +6; **Grp** +6

Atk Options Augment Healing

Special Actions Death Touch

Combat Gear *amulet of natural armor* +1

Cleric Spells Prepared (CL 8th):

4th — *air walk*, *cure critical wounds* (DC 17), *unholy blight* (DC 17)

3rd — *cure serious wounds* (DC 16), *magic circle against good* (DC 16), *magic vestment* † (DC 16), *speak with dead* (DC 16), *summon monster III*

2nd — *cure moderate wounds* (DC 15), *death knell* (DC 15), *deific vengeance* (DC 15), *shield other* (DC 15), *silence*

1st — *cause fear* (DC 14), *cure light wounds* (DC 14), *shield of faith* (DC 14), *summon monster I*, *lesser vigor* (DC 14)

0th — *cure minor wounds* (DC 13), *detect magic*, *guidance* (DC 13), *read magic*, *resistance* (DC 13)

D: Domain spell. Deity: Nerull. Domains: Death, Evil

† Already cast

Abilities Str 10, Dex 12, Con *, Int 8, Wis 17, Cha 13

SQ *Aura of Evil* (Ex) *Strong*, *Rebuke Undead* (Su) 4/day (turn level 8) (turn damage 2d6+9), *Resist Control* (Ex), *Spontaneous casting* - Can spontaneously cast *Inflict* spells, *Turn Resistance* +2 (Ex), *Unnatural Resilience* (Ex)

Feats *Augment Healing*, *Empower Spell*, *Improved Initiative*, *True Believer*

Skills *Concentration* +12, *Heal* +8, *Knowledge (Religion)* +0, *Spellcraft* +4

Possessions combat gear plus, bolts, crossbow (50), crossbow, light, masterwork full plate, morningstar, *ring of protection* +1, shield, heavy

Augment Healing Add +2 points per spell level to the amount of damage healed by any *Conjuration [Healing]* spell that you cast.

Rebuke Undead (Su) 4/day (turn level 8) (turn damage 2d6+9)

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Spontaneous casting An evil cleric (or a neutral cleric of an evil deity) can channel stored spell energy into *inflict* spells that the cleric did not prepare ahead of time. The cleric can 'lose' any prepared spell that is not a domain spell in order to cast any *inflict* spell of the same spell level or lower (an *inflict* spell is one with 'inflict' in its name).

True Believer Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

Unnatural Resilience (Ex) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The *Heal* skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

4: THE BEACH

GRAVE TOUCHED GHOUL HAG (SEA) CR 10

Female sea hag monstrous humanoid 3 fighter 5
CE Medium undead (augmented aquatic monstrous humanoid)

Init +4; **Senses** Darkvision 60', Listen +11, Spot +11

Languages Common, Giant

AC 26, touch 15, flat-footed 22

(+0 size, +4 Dex, +0 class, +5 armor, +0 shield, +1 deflection, +0 insight, +6 natural)

hp 91 (8 HD);

SR 14

Fort +7, **Ref** +10, **Will** +10

Speed 30 ft. in chain shirt +1 (6 squares), base movement 30 ft., Swim 40 ft.

Melee bite +16 (1d6+5+1d6 cold plus paralysis) or

Melee claw +19/+19 (1d4+12+1d6 cold plus paralysis) or

Melee unarmed +18/+13 (1d3+10+1d6 cold plus paralysis)

Base Atk +8; **Grp** +18

Atk Options Combat Reflexes, Power Attack

Combat Gear *amulet of natural armor* +1, *vest of resistance* +2

Abilities Str 31, Dex 18, Con *, Int 12, Wis 19, Cha 20

SQ Amphibious (Ex), Diet Dependent, Evil Eye (Su), Ghoul Fever (Su), Horrific Appearance (Su), Monstrous Humanoid Traits, Deadly Chill, Paralysis (Ex), Turn Resistance +6 (Ex)

Feats Alertness, Combat Reflexes, Power Attack, Toughness, Weapon Focus (Claw), Weapon Specialization (Claw)

Skills Hide +8, Knowledge (Religion) +4, Listen +11, Spot +11, Swim +19

Possessions combat gear plus, *chain shirt* +1, bite, claw, *ring of protection* +1

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Bolster Resistance (Ex) Turn resistance +4

Corpsecrafted +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Diet Dependent Gravetouched ghouls are diet dependent upon flesh.

Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 16 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 16 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Ghoul Fever (Su) Disease—bite, Fortitude save DC 19, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who

becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 16 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Deadly Chill Deals an extra 1d6 points of cold damage with its natural weapons.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save DC 19 or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Turn Resistance +2 (Ex) A gravetouched ghoul has +2 turn resistance.

GRAVETOUCHED GHOUL MERROW CR 10

Male ogre (merrow) giant 4 barbarian 6

CE Large undead (augmented aquatic giant)

Init +1; **Senses** Listen +12, Spot +6

Languages Common, Giant

AC 26, touch 13, flat-footed 26

(+1 size, +3 Dex, +0 class, +6 armor, +0 shield, +1 deflection, +0 insight, +7 natural)

Miss Chance

hp 113 (10 HD);

Fort +9, **Ref** +6, **Will** +6

Speed 30 ft. in breastplate +1 (large) (6 squares), base movement 40 ft., Swim 30 ft.

Melee *longspear* +1 (large)+1 +21/+16 (2d6+17/x3) or

Melee bite +17 (1d8+5 plus paralysis) or

Melee claw +19/+19 (1d6+11 plus paralysis) or

Melee *longspear* (large) +20/+15 (2d6+16/x3) or

Melee masterwork *longspear* (large) +21/+16 (2d6+16/x3) or

Melee unarmed +19/+14 (1d4+11 plus paralysis)

Ranged javelin (large) +11/+6 (1d8)

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

Base Atk +9; **Grp** +24

Atk Options

Special Actions

Combat Gear, *potion of bull's strength*, *potion of protection from good*, *potion of shield of faith* +2

‡ Already cast

Abilities Str 32, Dex 16, Con *, Int 8, Wis 17, Cha 10

SQ Diet Dependent, Fast Movement (Ex), Ghoul Fever (Su), Giant Traits, Improved Uncanny Dodge, Paralysis (Ex), Rage (Ex) 2 times/day (5

rounds), Trap Sense (Ex) +2, Turn Resistance +6 (Ex)

Feats Power Attack, Powerful Charge, Toughness, Weapon Focus (Longspear)

Skills Climb +12, Listen +12, Spot +6, Survival +8, Swim +16

Possessions combat gear plus *belt of one mighty blow*, *longspear +1 (large)*, bite, claw, *breastplate +1 (large)*, *cloak of elemental protection*, javelin (large), *longspear (large)*, *masterwork longspear (large)*, *ring of protection +1*

Bolster Resistance (Ex) Turn resistance +4

Corpsecrafted +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Diet Dependent Gravetouched ghouls are diet dependent upon flesh.

Ghoul Fever (Su) Disease—bite, Fortitude save DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Improved Uncanny Dodge Can't be flanked except by a rogue of 10th level.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save DC 15 or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Rage (Ex) 2 times/day (5 rounds) Bonuses when enraged (STR +4, WILL +2, AC -2)

Turn Resistance +2 (Ex) A gravetouched ghoul has +2 turn resistance.

5. THE EBENHILD OR

6. HANGING BACK

CAPTAIN BLUDOC

CR 12

Male hooded pupil human sorcerer 5 mindbender 6

NE Medium humanoid(human)

Init +7; **Senses** Listen +5, Spot +5

Languages Common

AC 23, touch 16, flat-footed 19

(+0 size, +4 Dex, +0 class, +4 armor, +0 shield, +2 deflection, +0 insight, +3 natural)

hp 44 (11 HD);

Resist cold 5;

Fort +10, **Ref** +12, **Will** +8

Speed 30 ft. (6 squares), base movement 30 ft.

Melee morningstar +5 (1d8) or

Melee unarmed +5 (1d3)

Ranged crossbow, light +8 (1d8/19-20) or

Base Atk +5; **Grp** +5

Atk Options Heighten Spell

Special Actions Clutch of Orcus, Drink Blood, Mindread, Push the Weak Mind

Combat Gear *amulet of natural armor +1*, *cloak of charisma +2*, *vest of resistance +3*, scroll of *cat's grace* †

Sorcerer Spells Known (CL 8th):

4th (4/day) — *solid fog*

3rd (6/day) — *slow* (DC 18), *suggestion* (DC 20)

2nd (7/day) — *entice gift* (DC 19), *glitterdust* (DC 17), *scorching ray*

1st (8/day) — *charm person* (DC 18), *grease* (DC 16), *mage armor* † (DC 16), *magic missile*, *lesser orb of electricity* (DC 16)

0th (6/day) — *arcane mark*, *daze* (DC 17), *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation* (DC 15), *read magic*

† Already cast

Abilities Str 10, Dex 14 (18), Con 13, Int 12, Wis 12, Cha 21

SQ Clutch of Orcus (Sp), Cold Resistance 5 (Ex), Drink Blood (Su), Enchantment spell power +2 (Su), Eternal charm (2) (Su), Metamagic Specialist, Mindread 2/day (Su), Push the weak mind 2/day (Su), Skill Boost (Ex), Spider Climb (Su), Telepathy (Su)

Feats Ability Focus (Push the Weak Mind), Alertness, Greater Spell Focus (Enchantment), Heighten Spell, Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment), Spell Penetration

Skills Bluff +18, Concentration +15, Diplomacy +18, Intimidate +15, Knowledge (Arcana) +2, Sense Motive +9, Spellcraft +4

Possessions combat gear plus, *ring of protection +2*, bolts, crossbow (10), crossbow, light, morningstar

Clutch of Orcus (Sp) Once per day, a hooded pupil can use the spell *clutch of Orcus* see appendix 2. Caster level 10th. The save DC is charisma based DC 17.

Drink Blood (Su) Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from the wounds). It does so by making a successful grapple check (it usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points Constitution damage.

Enchantment spell power (Su): At 6th level and higher, a mindbender casts more powerful enchantment spells: He adds 2 to his caster level when casting an enchantment spell. This increase improves to 4 at 10th level.

Eternal Charm (Sp): At 4th level and higher, a mindbender can charm any single Large or smaller living creature within 100 feet (as charm monster) once per day. A successful Will save (DC 14 + primary spellcasting ability modifier) negates the effect. The duration is permanent; however, a mindbender can have only one creature so charmed at any given time. If he attempts to use this power on a creature while he has another so charmed, the first charm is automatically broken (regardless of the success of the second attempt).

The effect is also broken if a mindbender or one of his allies injures the target. Dispel magic has no effect on an eternal charm, though break enchantment frees the victim (treat the mindbender's caster level as 5 + his class level for this purpose).

At 6th level and higher, a mindbender can have up to two creatures affected by this power at any given time; if he attempts to charm a third, the previous victim under his influence the longest is freed. At 8th level, he can control up to three creatures with this ability, and at 10th level up to four creatures.

Metamagic Specialist: You can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This even lets you quicken your sorcerer spells with the Quicken Spell feat. **Source:** PH2 p61

Mindread (Sp): At 3rd level and higher, a mindbender can read the surface thoughts of a living creature within 100 feet. This is a mind-affecting ability that requires a standard action to use. The mindbender must be able to see the target; a successful Will save (DC 12 + primary spellcasting ability modifier) negates the effect. Creatures of animal intelligence (Int 1 or 2) have only simple, instinctual thoughts. Maintaining the effect requires concentration; the maximum duration is 10 minutes. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. This effect is the equivalent of a 2nd-level spell.

A mindbender can use this ability two times per day at 3rd level and four times per day at 7th level.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a suggestion spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mind-bender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will Save (DC 20) negates the effect.

A mindbender can use this ability one additional time per day per three class levels gained (two times per day at 5th and three times per day at 8th).

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add 1/2 his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Spider Climb (Su): Hooded pupils can climb sheer surfaces as though with a *spider climb* spell.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Skills Hooded pupils have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

MULFREN

CR 10

Male necropolitan human (flan) cleric 10
NE Medium undead (augmented humanoid)
Init +5; **Senses** Listen +4, Spot +4

Languages Common

AC 25, touch 14, flat-footed 24

(+0 size, +1 Dex, +0 class, +9 armor, +2 shield, +1 deflection, +0 insight, +0 natural)

hp 90 (10 HD);

Fort +9, **Ref** +6, **Will** +13

Speed 20 ft. in full plate +1 (4 squares), base movement 20 ft.

Melee morningstar +7/+2 (1d8) or

Melee unarmed +7/+2 (1d3)

Ranged crossbow, light +8/+3 (1d8/19-20) or

Base Atk +7; **Grp** +7

Atk Options Augment Healing

Special Actions Death Touch

Combat Gear, *pearl of power* (1st level), *periapt of wisdom* +2, *vest of resistance* +2

Cleric Spells Prepared (CL 10th):

5th — *flame strike* (DC 19), *slay living* (DC 19), *greater vigor* (DC 19)

4th — *air walk*, *cure critical wounds* (DC 18), *dimensional anchor*, *dismissal* (DC 18), *unholy blight* (DC 18)

3rd — *cure serious wounds* (DC 17), *magic circle against good* (DC 17), *magic vestment* † (DC 17), *speak with dead* (DC 17), *summon monster III*

2nd — *aid*, *cure moderate wounds* (DC 16), *death knell* (DC 16), *deific vengeance* (DC 16), *shield other* (DC 16), *silence*

1st — *cause fear* (DC 15), *cure light wounds* (DC 15), *shield of faith* (DC 15), *summon monster I*, *lesser vigor* (DC 15)

0th — *cure minor wounds* (DC 14), *detect magic*, *guidance* (DC 14), *read magic*, *resistance* (DC 14)

D: Domain spell. Deity: Nerull. Domains: Death, Evil

† Already cast

Abilities Str 10, Dex 12, Con *, Int 8, Wis 19, Cha 13

SQ Aura of Evil (Ex) Strong, Rebuke Undead (Su) 4/day (turn level 10) (turn damage 2d6+11), Resist Control (Ex), Spontaneous casting - Can spontaneously cast Inflict spells, Turn Resistance +2 (Ex), Unnatural Resilience (Ex)

Feats Augment Healing, Corpsecrifter, Empower Spell, Improved Initiative, True Believer

Skills Concentration +14, Heal +10, Knowledge (Religion) +0, Spellcraft +5

Possessions combat gear plus bolts, crossbow (50), crossbow, light, *full plate* +1, morningstar, *ring of protection* +1, shield, heavy

Augment Healing Add +2 points per spell level to the amount of damage healed by any Conjuraton [Healing] spell that you cast.

Rebuke Undead (Su) 4/day (turn level 10) (turn damage 2d6+11)

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Spontaneous casting An evil cleric (or a neutral cleric of an evil deity) can channel stored spell energy into inflict spells that the cleric did not prepare ahead of time. The cleric can 'lose' any prepared spell that is not a domain spell in order to cast any inflict spell of the same spell level or lower (an inflict spell is one with 'inflict' in its name).

True Believer Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

Unnatural Resilience (Ex) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

APPENDIX 2: NEW RULES ITEMS

MONSTERS

Seawolf

(Source: *Stormwrack*, page 158)

Medium Magical Beast (Shapechanger)

Hit Dice: 4d10+8 (30 hp)

Initiative: +3

Speed: 10 ft. (2 squares), swim 40 ft.; or 30 ft., swim 20 ft. in hybrid form; or 30 ft. in humanoid form

Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14 in seawolf or hybrid form; or 20 (+3 Dex, +4 natural, +2 leather armor, +1 light shield), touch 13, flat-footed 17 in human form

Base Attack/Grapple: +4/+6

Attack: Bite +7 melee (1d6+3) in seawolf or hybrid form; or longsword +6 melee (1d8+2/19-20) in human form

Full Attack: Bite +7 melee (1d6+3) in seawolf form, or bite +7 melee (1d6+2) and 2 claws +1 melee (1d4+1) in hybrid form, or longsword +6 melee (1d8+2/19-20) in human form

Space/Reach: 5 ft./5 ft.

Special Attacks: Curse

Special Qualities: Change shape, darkvision 60 ft., hold breath, low-light vision, scent

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 15, Dex 17, Con 14, Int 10, Wis 14, Cha 12

Skills: Bluff +3, Disguise +3, Hide +5, Listen +6, Move Silently +5, Profession (sailor) +4, Spot +6, Swim +10

Feats: Iron Will, Stealthy^B, Weapon Focus (bite)

Environment: Temperate aquatic

Organization: Solitary, pair, or pack (5-11) Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5-12 HD (Medium)

Level Adjustment: +2

This seal like creature is sleek and powerful. Its face and jaws are those of a ferocious, snarling wolf, and its eyes glow red with feral hate.

The seawolf is a supernatural beast, a predatory marauder and killer that lives for the opportunity to murder humanoids and spread woe in its wake. It can take the shape of a human and pass itself off as a simple seafarer or traveler in order to slip into a human town, where it indulges in robbery, murder and mayhem. Seawolf packs hunt ships at sea, climbing on board in the dark hours of the night to kill all aboard and seize any treasure they can find.



Combat

Seawolves are cunning and sly. They use their human form in order to set others at ease but prefer to fight in their seawolf or hybrid forms. A common seawolf trick is to insinuate one or two members of a pack into a ship's crew. The spies then steer the ship to the waiting pack, or murder the ship's watch in the middle of the night so that their fellows can clamber aboard unopposed.

Curse (Su): Any human bitten by a seawolf must succeed on DC 13 Will save or fall prey to a unique curse. On the night of the next new moon, the character transforms into a seawolf. The character's ability scores, class levels (and racial HD, if any), racial traits, and other special abilities are replaced by those of a seawolf. He or she also becomes chaotic evil in alignment. The curse can be broken by a successful *break enchantment* or *remove curse* spell or effect, but the caster must succeed on a caster level check (DC 15) to successfully undo the curse (which restores the character's race to human).

The save DC is Charisma-based.

Change Shape (Su): A seawolf's natural form is that of a wolf headed seal, but it can assume two other forms: a human or a wolf-human hybrid. The human form is unique; a seawolf in human form always assumes the same appearance and traits, much as a lycanthrope would. In human form, a seawolf cannot use its bite attack, and it does not convey its curse.

In hybrid form, a seawolf's swim speed is reduced to 20 feet, but it has a much faster land speed, and it gains two claw attacks (or can use its claws to wield weapons, if it prefers). This form otherwise resembles the seawolf form.

A seawolf remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does a seawolf revert to its natural form

when killed. A *true seeing* spell, however, reveals its natural form if it is in human form.

Hold Breath (Ex): A seawolf can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning. For a typical seawolf, this is 84 rounds, or over 8 minutes.

Skills: A seawolf has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sea Wolf Society

Solitary seawolves often pass themselves off as pirates, raiders, or seahunters, where they usually earn the fear and respect of their fellows due to their violent temperaments and unusual strength and hardiness. By nature seawolves are social creatures and, given a choice, gather in small packs in order to cooperate in their raids and attacks on humans and humanoids. Seawolves often keep a secret lair somewhere on a shoreline, where they hoard the treasure they've stolen from ships they attack. Seawolf packs have been known to adopt human guise and venture into coastal towns for a night of eating, drinking, wenching, and fighting. Quick to draw blades or go on a murderous rampage, the seawolves are given a wide berth by those locals who suspect their true nature.

Nereid

(Source: *Stormwrack*, page 155)

Medium Fey (Aquatic, Extraplanar)

Hit Dice: 3d6+3 (13 hp)

Initiative: +7

Speed: 30 ft. (6 squares), swim 40 ft.

Armor Class: 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13

Base Attack/Grapple: +1/+0

Attack: Touch +4 melee (drown) or dagger +4 melee (1d4-1/19-20)

Full Attack: Touch +4 melee (drown) or dagger +4 melee (1d4-1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Drown, spell-like abilities, summon elemental

Special Qualities: Deflection, displacement, low-light vision, resistance to cold 10 and fire 10, shawl, speak with animals

Saves: Fort +2, Ref +6, Will +4

Abilities: Str 9, Dex 17, Con 12, Int 13, Wis 12, Cha 16

Skills: Escape Artist +9, Handle Animal +9, Hide +9 (+17 in water), Knowledge (the planes) +7, Listen +7, Ride +5, Spot +7, Survival +1 (+3 on other planes), Swim +7, Use Magic Device +9, Use Rope +3 (+5 involving bindings)

Feats: Improved Initiative, Weapon Finesse

Environment: Temperate aquatic

Organization: Solitary or splash (2-4, plus 1-2 octopi, squid, or porpoises)

Challenge Rating: 4

Treasure: No coins; 50% goods (metal or stone only); 50% items (no scrolls)

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +3

A graceful, nymphlike being rises from the water, draped in a flowing white shawl reminiscent of a cresting wave.

Nereids are retiring fey native to the Elemental Plane of Water. They resemble tritons and share a common ancestry, but unlike their cousins they have never moved permanently to the Material Plane. Nereids occasionally leave their home plane to explore Material Plane seas.

Tales speak of nereids as beautiful women who drown men with a kiss, but in fact they are extremely shy. A nereid is nearly impossible to detect in its element, with a shimmering body that is almost transparent. On the rare occasions that a nereid leaves the water, it takes on a more solid-looking appearance, resembling a pale elf wearing a distinctive shawl.

Nereids are often found in the company of sea creatures and water elementals. They speak Aquan with voices that sound like the soft hiss of surf.

COMBAT

A nereid relies on concealment and camouflage to avoid danger, and it does not attack unless in the most desperate circumstances (such as retrieving a stolen shawl). Nereids use their water magic to hold back attackers and summon elemental allies to assist them in combat.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 16 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*air breathing** (DC 16); *3/day-control currents**; *1/day-control water* (DC 19), *wall of ice* (DC 17). Caster level 10th. The save DCs are Charisma-based. *New spell described in *Stormwrack*.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A true seeing effect

allows the user to see the nereid's position, but see invisibility has no effect.

Shawl (Su): Every nereid is wrapped in a delicate shawl of seafoam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the Player's Handbook), though this is a difficult task. Treat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the speak with animals spell).

Skills: Nereids have a +8 racial bonus on Hide checks underwater because of their near transparency while submerged.

A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Gravetouched ghoul

(Source: *Libris Mortis*, page 103)

"Gravetouched ghoul" is an acquired template that can be added to any corporeal aberration, fey, giant, humanoid, or monstrous humanoid with Intelligence and Charisma scores of 3 or higher (referred to hereafter as the base creature).

A gravetouched ghoul speaks all the languages it spoke in life (usually Common). It has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase to d12.

Armor Class: The base creature's natural armor bonus improved by 2.

Attack: A gravetouched ghoul retains all the attacks of the base creature and also gains a bit and two claw attacks if it didn't already have them. If the base creature uses weapons, the gravetouched ghoul retains this ability. A creature with natural weapons retains those natural weapons. A gravetouched ghoul fighting without weapons uses its bite attack. A gravetouched ghoul armed with a weapon uses its bit or weapon as it desires.

Full Attack: A gravetouched ghoul fighting without weapons uses its bit and two claws to attack. If armed with a weapon, it chooses whether to use the weapon or use its natural attacks.

Damage: Gravetouched ghouls have bite and claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the gravetouched ghoul's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A gravetouched ghoul retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the gravetouched ghoul's HD + gravetouched ghoul's Cha modifier unless otherwise noted.

Ghoul Fever (Su): Disease—bite, Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Paralysis (Ex): Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Special Qualities: A gravetouched ghoul retains all the special qualities of the base creature and gains those described below.

Turn Resistance (Ex): A gravetouched ghoul has +2 turn resistance.

Diet Dependent: Gravetouched ghouls are diet dependent upon flesh.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature, a gravetouched ghoul has no Constitution score.

Feats: A gravetouched ghoul retains all its feats, and it gains Multiattack as a bonus feat.

Environment: Any, usually same as base creature.

Organization: Solitary, gang (2–4 ghouls plus 1 gravetouched ghoul), or pack (7–12 ghouls plus 1–4 gravetouched ghouls).

Challenge Rating: Same as the base creature +1.

Alignment: Base creature's alignment changes to chaotic evil.

Level Adjustment: Same as base creature +2.

Skin Kite

(Source: *Libris Mortis*, page 119)

Small Undead

Hit Dice: 4d12 (24 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 15 (+1 size, +4 Dex), touch 15, flatfooted 11

Base Attack/Grapple: +2/-4 (+8 when attached)

Attack: Touch +8 melee (1d4)

Full Attack: Touch +8 melee (1d4)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Meld, steal skin

Special Qualities: Darkvision 60 ft., diet dependent, launch kite, undead traits

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 10, Dex 19, Con —, Int 4, Wis 12, Cha 6

Skills: Hide +7, Listen +5, Spot +5

Feats: Alertness, Weapon Finesse

Environment: Cold hills

Organization: Solitary, pair, or flock (5-8)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: -

Level Adjustment: -

A knot of flaccidly flapping membranes kites through the air, now drifting with the currents, now stooping swiftly through the air toward you.

Skin kites are undead creatures made up of the stolen skin of past victims. They feed on the skin of living beings, replenishing their own constantly rotting skin, as well as using new skin as spawning material for new skin kites.

No two skin kites appear the same. They display a range of different colors, depending on the creatures from which they were harvested. Many skin kites have rotting clumps of hair or fur, unintended additional trophies from past victims.

A skin kite has no body, only a wingspan, which is about 5 feet. It weighs about 5 pounds.

COMBAT

A skin kite attacks by landing on a victim and melding a portion of its undead membrane with its victim's skin.

Diet Dependent: A skin kite is diet dependent (see the Undead Metabolism section in Chapter 1) upon skin, which it acquires by using its steal skin ability.

Launch Kite (Ex): When a skin kite has absorbed 4 points of Charisma (through its steal skin ability; see below), it attempts to retreat to a safe place where it can take a full-round action to spawn a new skin kite with the stolen skin. A freshly launched skin kite has a

number of hit points equal to the original's current total (its full normal hit points are equal to the original's full normal total, even if its current hit points are lower than that).

Meld (Ex): If a skin kite hits a Small or larger creature with a melee touch attack, it melds with the opponent's body. An attached skin kite is effectively grappling its prey. The skin kite loses its Dexterity bonus to AC, but while melded, it is hard to remove. Skin kites have a +12 racial bonus on grapple checks (figured into the statistics above).

A melded skin kite can be struck with a weapon or grappled itself. To remove a melded skin kite by grappling, the opponent must achieve a pin against the skin kite, which forcefully peels the creature off and also deals 1d6 points of damage.

Steal Skin (Ex): A skin kite steals portions of its foe's skin, absorbing them directly into itself, dealing 1d4 points of Charisma damage in each round when it remains melded. Once it has dealt 4 points of Charisma damage, it detaches and flies off to launch a kite. If its victim reaches Charisma 0 before a skin kite has dealt 4 points of Charisma damage, the skin kite unmelds and seeks a new target.

FEATS

List alphabetically. Include source and page reference like so:

Augment Healing

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

Source: *Complete Divine*, page 79

True Believer

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefits: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

Source: *Complete Divine*, page 86

Bolster Resistance

Undead you raise or create are more resisting to turning than normal.

Prerequisite: Corpsecrifter

Benefit: Each undead you raise or create with any necromancy spell gains +4 turn resistance.

Source: *Libris Mortis*, page 25

Corpsecrifter

Undead you raise or create are tougher than normal.

Benefit: Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Dice.

Source: *Libris Mortis*, page 27

Deadly Chill

Undead you raise or create deal more damage than normal.

Prerequisite: Corpsecrifter

Benefit: Each corporeal undead you raise or create with any necromancy spell deals an extra 1d6 points of cold damage with its natural weapons.

Source: *Libris Mortis*, page 25

Hardened Flesh

Undead you raise or create can better handle themselves in a fight.

Prerequisite: Corpsecrifter

Benefit: Each undead you raise or create with any necromancy spell gains a +2 natural armor bonus to Armor Class.

Source: *Libris Mortis*, page 27

True Believer

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Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

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This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

Source: *Complete Divine*, page 86

MAGIC ITEMS

Belt of One Mighty Blow

Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack. A light weapon deals an extra 1d8 points of damage, a one-handed weapons deals an extra 2d6 points of damage, and a two-handed weapons deals an extra 3d6 points of damage. The belt can be used only

after being worn for 24 hours. If it is taken off, it becomes inactive until is again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; Price 1,500 gp

Source: *Miniature's Handbook*, page 42

Cloak of Elemental Protection

This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire or sonic). The wearer can activate the cloak when it is not his turn. The wearer can therefore respond to an energy attack by immediately activating the cloak and choosing the attack's energy type. The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, resist energy; Price 1,000 gp.

Source: *Miniature's Handbook*, page 43

MUNDANE EQUIPMENT

Air Plant

The air plant is a bizarre form of pond vegetation whose spongy structure produces and stores air, keeping the plant at the surface so it can receive adequate light. This mass remains alive and continues to produce air even after being cut from the plant, provided it is kept moist and well lit. When placed in the mouth, a fist-sized piece of this material can provide enough air to sustain a Medium air-breathing creature for 5 minutes. After that time, the submerged creature must begin holding its breath and risks drowning. The air plant dies after use and can't be recharged—another portion must be procured.

Price: 25 gp

Source: *Stormwrack*, page 108.

Float Bladder

This is an emergency flotation device for those who find themselves cast overboard. It can also be used to support a nonswimmer being assisted through water. A float bladder is a sack of oiled hide that can be filled with air. It has a long neck that is knotted shut after filling and ropes or straps to fasten it to the wearer. A float bladder can keep afloat one Medium creature. Treat this as a leather object (hardness 2); if it takes 5 or more points of damage, the skin is punctured. The round after puncturing, the user must begin making Swim checks to remain afloat. A punctured or deflated float bladder is a burden to a swimmer, imposing a -2 penalty on Swim checks if not removed.

Weight 3lb. Price 10 gp

Source: *Stormwrack*, page 108.

Swimming Goggles

This is a leather frame contain a clear piece of glass (sometimes two) made to fit tightly over the eyes. Wearing a set of swimming goggles improves visibility underwater. In clear water, the wearer's vision extends to 6d8x10 feet. Swimming goggles don't make it any easier to see through murky or fast-moving water

Weight ½ lb. Price 15 gp

Source: *Stormwrack*, page 108.

SPELLS

Clutch of Orcus

Necromancy [Evil]

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Concentration

Saving Throw: Fortitude negates

Spell Resistance: Yes

Magical force grips the subject's heart (or similar vital organ) and begins crushing it. The victim reacts as if having a heart attack (it is paralyzed) and takes 1d3 points of damage per round. Concentration is required to maintain the spell each round. A conscious victim gains a new saving throw each round to end the spell. If the victim dies as a result of this spell, its smoking heart appears in the caster's hand.

Source: *Libris Mortis* p63

Deific Vengeance

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call out to your deity, declaring your foe's crimes and asking for your deity to punish him.

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.

Source: *Spell Compendium* p62

Entice Gift

Enchantment [Mind-Affecting] Bard 2, Greed 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You cast the spell and a purple glow appears in your mark's eyes. You hold out your hand and demand the object it holds in a compelling voice.

You enchant a creature so that it feels suddenly compelled to give you what it is holding when you cast this spell. On the creature's next action, it moves as close to you as it can get in a single round and offers you the object as a standard action. This spell allows you to act out of turn and accept the "gift" if the creature reaches you to hand you the object (assuming you have a free hand and can accept it). The subject defends itself normally and acts as it wishes on subsequent rounds, including attempting to get the object back. If the subject is prevented from doing as the spell compels, the spell has no effect. For example, if the subject is and cannot move or drop the item, nothing happens.

Source: *Spell Compendium* p83

Moon Lust

Illusion (Pattern) [Mind-Affecting]

Level: Cleric 1

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

Forcefully presenting a silver ingot in your hand, you extol the virtues of the moon's beauty in a language both beautiful and dead. The words of your loving declaration call forth a silver-white glow around your target that swiftly fades.

This spell instills in the target an obsessive fascination with the moon. If the target fails its save, it fixates on the moon, staring at the moon or imagining it in its mind, and is considered *fascinated* for the duration of the spell.

If the saving throw is successful, the subject is instead dazzled for the duration of the spell.

Sightless creatures are not affected by this spell.

Focus: A silver ingot worth 5gp.

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your quick precise movements culminate in your open palm facing the target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: Spell Compendium p151

Orb of Electricity, Lesser

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1

Effect: One orb of electricity

The air crackles around your outstretched hand and the smell of ozone assaults your nostrils as a ball of electrical energy, its surface crackling with bolts of lightning, streaks from your open palm.

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

Source: Spell Compendium p151

Vigor, Greater

Conjuration (Healing)

Level: Cleric 5, Druid 5

Duration: 10 rounds + 1 round/level (max 35 rounds)

This spell functions like *lesser vigor*, except as noted here and that it grants fast healing 4.

Source: Spell Compendium p229

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, Druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies.

Source: Spell Compendium p229

Vision of Glory

Divination

Level: Cleric 1, paladin 1 Components: V, S, DF

Casting Time: 1 standard action Range: Touch

Target: Creature touched Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

You touch your ally, and her eyes mist over momentarily. You know she is seeing an image of her deity, imploring her to battle in his name.

You give the subject creature a brief vision of a divine entity that is giving it support and inspiring it to continue. The creature gets a morale bonus equal to your Charisma modifier on a single saving throw. It must choose to use the bonus before making the roll to which it applies. Using the bonus discharges the spell.

Source: Spell Compendium p231

PLAYER HANDOUT 1

I have heard that you were instrumental in the discovery of the wreck of the merchant ship Kalandra. I have important information regarding it. Please meet me at the Whale and Anchor Inn in Marner on the evening of Waterday, 19 Readying. I will be wearing a blue and green jerkin marked with the dragon turtle.

Yours,

Bers Gurfing
Divine Oracle of Xerbo

Bers' Prophecy

'A question unanswered draws the askers back, closer than they had dared before. Go quickly lest they arrive unheralded and wrest the answer from the fledgling settlers. There in the depths, seek that which is sought, but never forget that which is now carried.'

Guinilas' Riddle

What is it I fear of you?

A short mother meets royal blood
and causes trouble as a chief's daughter.

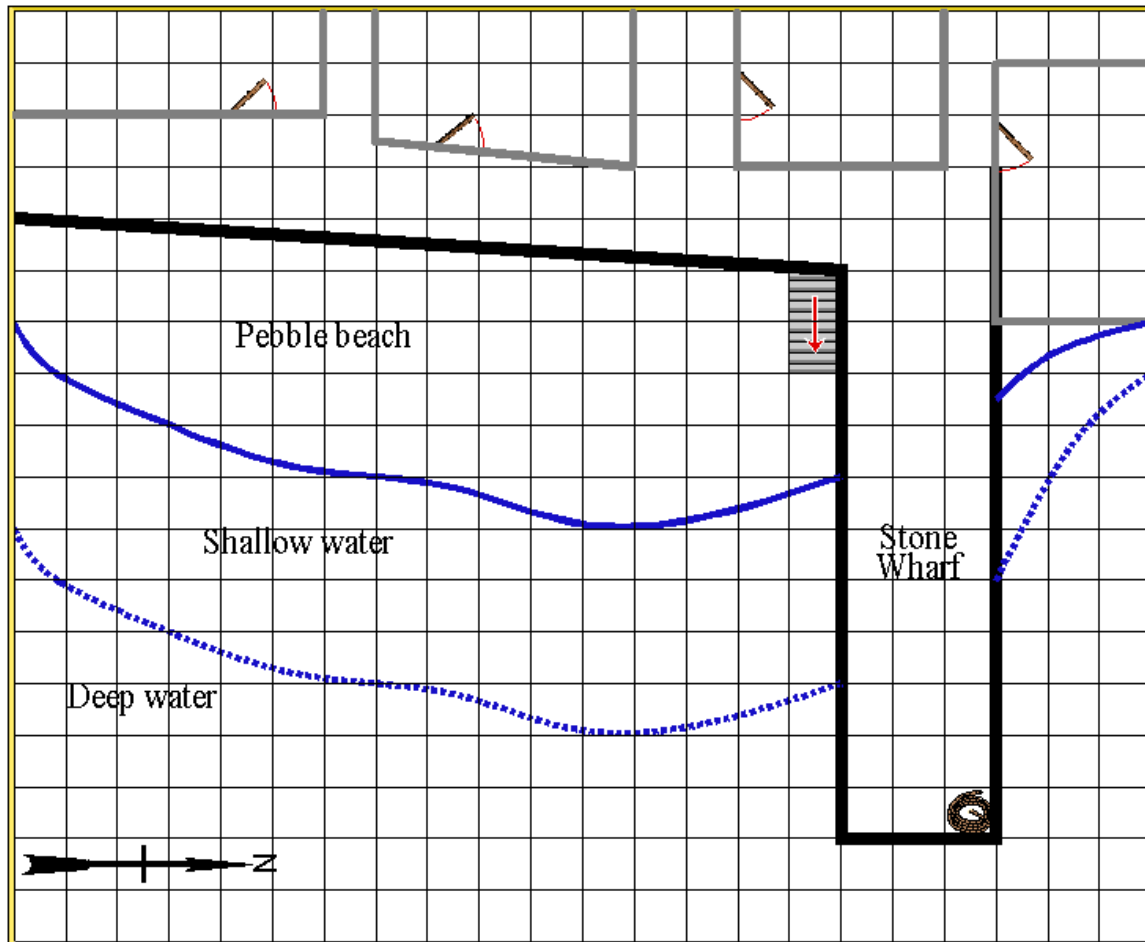
PLAYER HANDOUT 4

Bludoc,

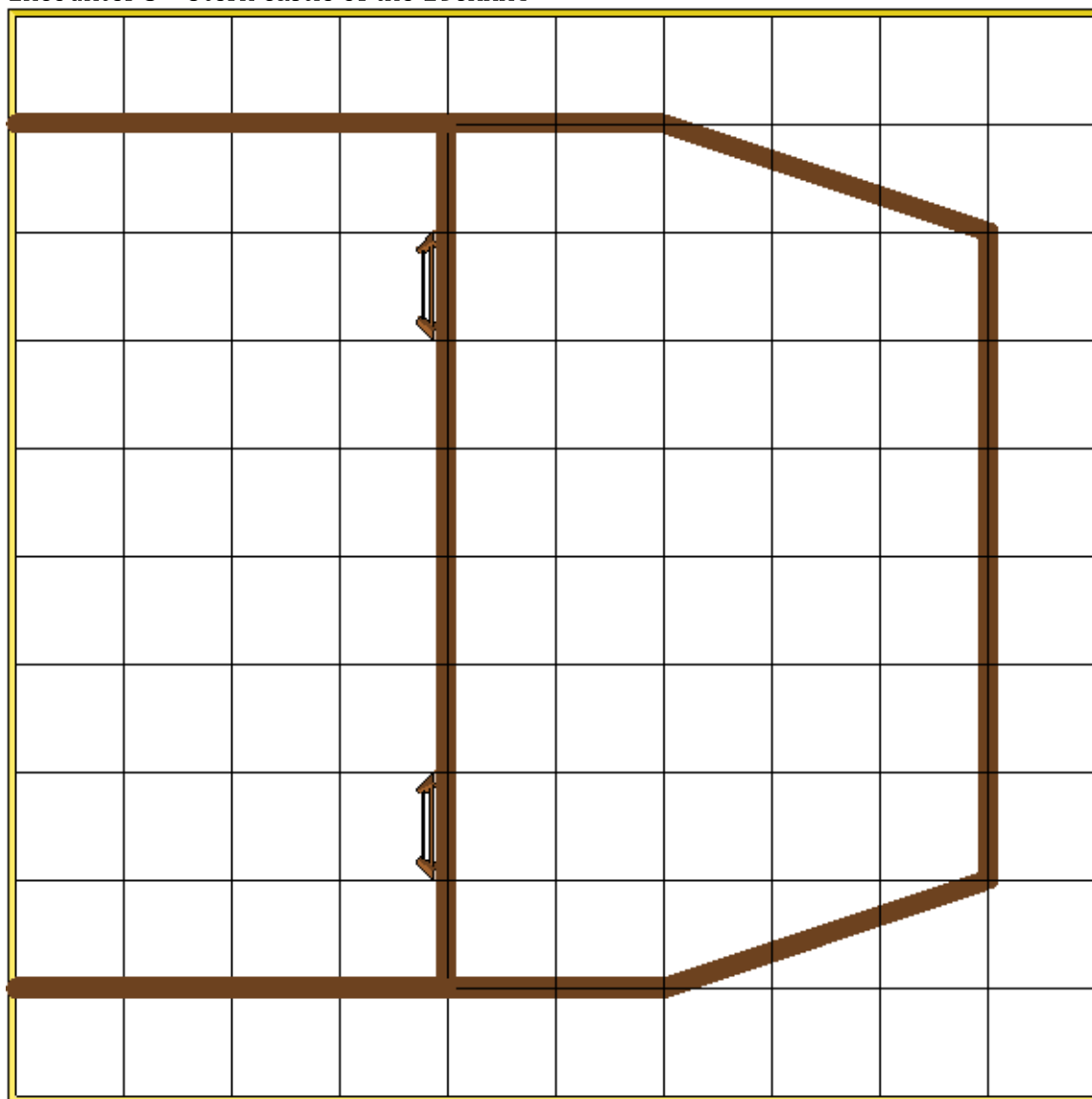
The jug I asked for is still out there, somewhere in the town. Seek it out and bring it to me. Make sure you get all of it too, even if it is broken, for any missing piece could make the map to the Jungle unusable. Delglath's fleet waits upon your success.

Ensoet

Encounter 4 – The Beach



Encounter 5 – Stern castle of the *Ebenhild*



MAP OF RATIK

