

DUL5-02

Treasure Hunt

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

Version 1.14

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You are enlisted by the Pilots of Dullstrand to do a salvage job for them, on a recent shipwreck just off the coast. There's plenty of treasure for you and your friends. All the Pilots want is a certain chest. How hard could that be?

For APLs 2-10.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) averell@hors-la-loi.ch. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA Sanctioned PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the *Living Greyhawk*™ campaign—a worldwide, ongoing D&D campaign set in the *Greyhawk* setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a *Herald-Level* gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a *Herald-Level* GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your *Living Greyhawk* character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the *Dungeons & Dragons Rewards* program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 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.

Along with this adventure you'll find a RPGA Table 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.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Dullstrand. Characters native to Dullstrand pay one Time Unit per round, all others pay two 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 scenario.

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*.

Adventuring in the Dullstrand

More information on the city of Dullstrand can be found in Appendix 6. In 593 and 594 CY, PCs adventuring in the The

Dullstrand had an opportunity to receive an AR entry that could hinder them in The Dullstrand.

For the DM's convenience this is replicated below.

Blood Feud with the Gatts Clan: The PC is involved in a Blood Feud with the Gatts Clan. From now on, whenever the PC participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Gatts Clan will recognise the PC and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not the PC is recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power at the encounter should it happen. On a roll of a 1 the PC has been recognised and at some point during the scenario is faced with irate members of the Gatts clan baying the PC's blood. This point will be noted in the encounters.

If the PC makes a DC 10 Disguise check as soon as the PC enters The Dullstrand the PC will not be recognised at all.

The Gatts will demand a Blood payment from the PC of 5000 gp, indentured servitude or the PC's life. If the PC is unable or refuses to pay and refuses servitude then the PC will be killed, but may be raised and the Blood feud is considered over and may be crossed off the certificate.

Servitude to pay off the debt is one year (52 TUs) working for the Gatts Clan. These TUs must be paid in one go but may be taken off next year's TUs. You may pay off part of the servitude at a cost of a blood price of 100 gp per TU. Paying or taking servitude will also remove the Blood feud. The DM must sign and cross this off from the certificate.

If at anytime you gain a favour with the Gatts Clan, you may exchange it in return for the removal of the Blood Feud.

If this should occur during the module, the PC ends the adventure when it happens, gaining XP and treasure up to that point.

The **Blood Feud with the Induchine Clan** AR entry is treated in the same manner as the **Blood Feud with the Gatts Clan** AR entry, except that you replace the Gatts clan name with Induchine.

Wanted in Dullstrand City: You are wanted in Dullstrand City for killing a member of a watch/militia. If you enter Dullstrand City within the next 52 TUs after the crime you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 10 Disguise check as soon as you enter Dullstrand City to avoid being recognised.

The sentence may be commuted to a fine of APL played at x 250 gps per person killed.

Adventure Background

The Pilots of Dullstrand need a group of adventurers to salvage a recent shipwreck. The PCs get pick of the treasure, with the exception of a certain chest, and the Pilots provide means for water breathing and transportation to the site of the wreck. Unfortunately, this is a ship of the Scarlet Brotherhood. And the Scarlet Brotherhood wants what's in a certain chest as well.

The ship, named *The Bloodied Fist* in Ancient Sueloise, sank approximately one week ago with all hands aboard. The ship happened to sink in the territory of a sahuagin druid, who dispatched any survivors. The sahuagin cares nothing for the items aboard the ship. Aboard the ship is a powerful and possibly cursed magical relic secured as well as several important papers in a locked in special chest. The Scarlet Brotherhood was conveying the chest to a secret destination.

Through sources of their own, the Pilots of Dullstrand found out about the relic. The Pilots want to get the chest first, before the Scarlet Brotherhood can reclaim it. The Pilots don't know that there is any sort of sahuagin threat in the area of the shipwreck. The Pilots do know, however, that they are working against the clock, trying to beat the Scarlet Brotherhood to recovery of the chest.

Adventure Summary

DUL5-02 Treasure Hunt is an adventure for APL's 2 through 10. The story begins in Dullstrand City, moves out to sea just off the coast of Dullstrand, and underwater.

Introduction: The PCs are in Dullstrand City after a spring storm. They have assisted in securing a ship, Procan's Jest, so that it will not be damaged during the storm. The ship's captain, Captain Briard pays the PCs and gives them information on a profitable salvage job for the Pilots of Dullstrand.

Encounter 1 [Pilot's Hall]: Upon visiting the Pilots' Hall the next day, the PCs meet Neebish, the clerk, who has the PCs taken to see Pilot Crandus. Crandus offers the PCs a special salvage job and has them sign a contract. The Pilots are particularly interested in retrieving a certain chest from the wreck. Crandus answers some questions and instructs them to meet him at the docks the next morning.

Encounter 2 [The Wreck]: Crandus, his two sailors and the PCs row out to the vicinity of the shipwreck. Crandus gives the PCs potions of *Water Breathing*, reminds them about getting the chest, and also offers them a wand of *freedom of movement* with 2 charges left. Scavengers might attack the PCs while exploring the wreck.

Encounter 3 [Searching the Wreck]: There is treasure to be found on all levels of the shipwreck, and the PCs can find lots of valuables and gold as they also search for the chest.

Encounter 4 [Sahuagin Attack]: The shipwreck is in the territory of a Sahuagin Druid, Sela. The mere presence of the PCs infuriates Sela, and she attacks them.

Encounter 5 [The Scarlet Brotherhood]: As feared by the Pilots of Dullstrand, the Scarlet Brotherhood has sent a couple of its agents to collect the chest as well. The two agents attempt to win over the chest, through bargaining or by force, though they have no desire to kill the party.

Conclusion: Either the PCs have kept the chest and handed it over to the Pilots, or they have handed the chest over to the agents of the Scarlet Brotherhood.

General note concerning the encounters: At APL 2 to 8 all encounters have had a +1 included in their EL rating to take in account the difficult conditions. At APL 10 it is assumed that the PCs should be sufficiently prepared that the conditions will not affect them.

Introduction

The coast is no place to be during the springtime storms, and yet here you are in Dullstrand City. While somewhat sheltered from the worst of the latest storm, the City has nevertheless taken a beating from the weather. In the harbour, wise captains have taken pains with their vessels. The Captain of "Procan's Jest" needed all the help he could get and recruited you and some other hardy souls to assist securing his ship. Captain Briard paid you 5 gold pieces each for your labours. With the "Procan's Jest" secure, Captain Briard and his First Mate Fiscus offered you a meal and warming libation at the "Pirate's Rest Inn". While enjoying your repast, Captain Briard thanks you profusely for your assistance, and then offers you some profitable information.

"So," drawls Briard presently, "I have heard of a possible job for a handy crew such as you. If you are interested, that is."

Note: The people in Dullstrand City have no problems referring to the gods by their real names: Though for the Evil ones they probably will use the nicknames instead of the proper ones.

If there is a positive response, Briard continues. If there is hesitation, Briard tries to convince the PCs that he's trying to do them a favour and is letting them know of a possibly high paying job.

"It has come to my ear that the Pilots of Dullstrand are looking for a crew of strong and clever sorts to help them on a particular matter. I'm not sure what it all entails, but I know there is treasure to be had. If you are interested, go to the Pilot's Hall and tell them that Captain Briard told you about the job."

If the PCs ask, Briard gives the following information:

- He doesn't know any more about the nature of the job, but it involves a split of treasure found.
- Pilot's Hall is in the Gold Quarter of Dullstrand, and directions will be given.
- The Pilots of Dullstrand are navigators, and are required to be on every large ship entering or departing the harbour at Dullstrand City.
- The shoals and reefs that make Dullstrand safe from enemies also make it difficult for friendly ships to enter and exit. The Pilots hold the secrets of safe passage.
- The Pilots are an exclusive and secretive guild, and are wealthy due to the power they hold, having the only knowledge of safe passage.

With a successful DC 15 Knowledge (Splintered Suns) or Profession (sailor) check (natives of The Dullstrand have a +5 circumstance bonus to this check) a PC would know that Pilots of Dullstrand are an elite group, who must be paid for passage into and out of Dullstrand City. Only they hold the secret routes necessary for larger & heavier ships to navigate safely into the harbour and again out to sea. The Pilots keep their secrets by requiring all ship's crew and the captain to leave the wheel and steering deck when navigating through the difficult shoals and passages. Captains and shipping companies must contract with the Pilots to successfully traverse the dangerous entrance to the City. Those who take their chances are likely to lose their ships and their lives. Small, lightweight boats have no such navigational problems; the heavier and studier seagoing ships are in peril. With a DC 20 of Knowledge (Splintered Suns), or Profession (sailor) skill check, a PC also knows that the Pilots have salvage rights to all vessels sunk in the treacherous passage or in the immediate sea.

At this point, the PCs must decide what to do for the evening. If they want to stay at the Pirate's Rest, they must pay on their own — Briard only paid for their dinner and had made no further bargain with the PCs. If anyone decides to go to the Pilot's Hall tonight, please remind them of the outside storm. If any are so foolish to go before the next day, they risk a possible 1d6 point of damage from flying debris, and the Pilot's Hall will be secured against the storm with no one answering any knocks or hales.

Encounter 1: Pilot's Hall

If the PCs decide to go to the Pilot's Hall following the directions given to them by Captain Briard, read the following:

The storm last evening has left its mark. The sky above is a deceptively tranquil blue, without a cloud to be seen. There are pieces of shingles, wood and other debris in the streets. Shopkeepers have come out to make what repairs they can. Some of the older, sturdier buildings seem to have come through the storm pretty much unscathed.

As you wind your way through the streets, following the Captain's directions, you enter a wealthier part of the city, the Gold Quarter. Eventually, you stand before stone building, with a stone tower in the process of being built at the rear. Carved on the thick, double doors are a large compass rose, split down the middle from points North to South. This is the Pilot's Hall.

The door is slightly open, so no need to knock. If the PCs enter, they see a front room with a clerk at a table. If they instead knock on the open door, the clerk calls for them to enter. As they enter, they see the following:

The double doors open into a wide room, about 20 feet wide and 15 feet deep. On either side of the doors are cushioned benches. To the right sits a middle-aged man at a table. Beyond the room, a hallway runs back into the building. The human man looks up from the scrolls he has been working on, quill in hand. The man has thinning brown hair tied back. He is of medium build, but not athletic. While dress is plain, it is clearly of good quality and well kept.

"What can the Pilots do for you today?" he asks.

The clerk is named Neebish. It is his job to play receptionist as captains and tradesmen come to contract for Pilot services. He also keeps the accounts and records. This is the front reception area of the Pilot's Hall. On the table, Neebish has been recording some accounts. He is polite and tactful, but never friendly. Should the PCs act threatening or belligerent, Neebish tells them to leave, summoning the guard if needed. This would effectively end the adventure.

Neebish inquires as to what business the PCs have here. When they mention Captain Briard and the possible job, Neebish asks the PCs their names, what their professions are and what sort of work experience they have. The clerk takes out a fresh scroll and inscribes the information the PCs give to him.

Once Neebish has been given some basic information from the PCs and has been given the name of Captain Briard as reference and finds out that the PCs are interested in a job with the Pilots, he will summon a young apprentice by ringing a bell on his table. A young boy, about 10 years old, comes running down the hallway to Neebish. Neebish hands the boy the scroll he had just written, and tells the boy to deliver it to Pilot Crandus. Neebish then asks the PCs to please wait. The boy takes off with the scroll, running all the way and disappears down the hall.

After about 10 minutes, the boy comes running again down the hall. He pulls to a stop beside Neebish and whispers something to the man. Neebish turns to the PCs and says:

"Pilot Crandus would like to speak to you concerning the job Captain Briard has mentioned. If you are still interested, please follow young Lark here, and please, do not touch anything or you will be asked to leave."

The boy leads the PCs through the hallway. There are a couple of doors on either side of the hallway. One door is open, showing a room with shelves and shelves of scrolls. These are past ledgers, but are not open for viewing by just anyone. Should the PCs start to go through the ledgers; the boy asks them to stop. If the PCs refuse to stop, the boy summons Neebish, who repeats the instruction. If the PCs ignore this instruction, Neebish tells them to leave. This means end the adventure for that character.

At the end of the hall is a single wooden door. Lark opens the door and steps back to let you in. This is a large circular room, approximately 30 feet across. To one side is a long table. Clustered around a map spread out on the table is a group of men, dressed like tradesmen, in brown and gold. One human man in his thirties, with long sandy hair looks up at you and smiles.

"Ah, you must be the talented individuals Briard sent to us," says the man, coming around the table to greet you. "I am Pilot Crandus. Are you interested in a job? If we can agree on terms, we can write up a contract."

Pilot Crandus is not the head Pilot, but he is in charge of salvage operations for the Pilots. The Pilots believe that the storms have sunk the Scarlet Brotherhood ship. Since this ship does belong to the Scarlet Brotherhood, the Pilots want some hardy adventurers to do the salvage work for them. Through their spy network, the Pilots know that there is a valuable relic in a trunk on that wreck. That's what they really want. Pilot Crandus offers the following information during the conversation with the PCs:

- A foreign ship has sunk just off the coast 4 days ago. Per Dullstrander laws, salvage rights to that ship belong to the Pilots. (This point is important and must be emphasised. This is not a mission of theft, but one in accordance with the laws of Dullstrand City)
- Due to the recent storms, the Pilots have been unable to salvage this wreck as soon as they would like to.
- Normally, the Pilots handle their own salvage operations.
- With the storms, the Pilots members are spread a little thin, and so outside contractors were needed. (**Note:** this is a lie— Opposed Bluff / Sense Motive check Crandus has a +10 on his Bluff checks)
- The Pilots are willing to offer the PCs the ability to work underwater to facilitate the salvage work.
- The Pilots will not provide any means for the PCs to take any animals, this includes familiars, underwater. So unless they have a way of taking them with them, they must leave them behind. They can be put into safekeeping of the Pilots with assurances of being fully protected. Crandus also mentions that no animals will be allowed in the boat.
- Medium sized centaurs can travel in the boat. Large-size centaurs must either find their own method of transport/movement or stay behind. **Note:** As the adventure has not yet started, a player may swap PCs at this point, if they have an inappropriate character.
- The PCs are free to take whatever they want from the wreck with the exception of one chest, which the Pilots claim as theirs. The PCs are free to do what they wish with the salvaged equipment, sell it or even return it to the heirs if they can find them.
- The wreck is not included in what the PCs may take, by rights it and its wood belong to the Pilots
- The chest in question is 2 feet long by 1 foot high & wide. The chest has a domed lid, with gold ornament, is enamelled red and has a magical lock. The PCs are instructed not to attempt to open it or look inside it by magic or the contract will be void.
- The PCs agree to submit to a *zone of truth* on return. The Pilots agree that only questions pertaining to the mission for which they were contracted will be asked.

If Crandus is asked any other information, he lies and hedge. Since Crandus is such a practiced negotiator, it takes

an opposed Bluff / Sense Motive check (Crandus has a +10 on his Bluff skill) to figure out he's not being completely honest about things he's trying to avoid. If PCs attempt to use magic to determine if Crandus is lying, he takes this as a personal offence and ask the PCs to leave. This would effectively end the adventure. The Pilots hold a lot of power in this protected port city and are arrogant and superior in their attitude. The PCs will receive the disfavour of the Pilots of Dullstrand if they act such a brass and offensive manor.

If the PCs argue and quiz Pilot Crandus unceasingly, Crandus loses his patience after a while and realize that this is not the group for the job. The PCs get a warning to cease or the PCs are dismissed, and the adventure is over.

If the PCs agree to the job and terms, Neebish is summoned to draw up a contract. All the PCs are expected to sign their name or place their mark on the document. No magic is involved—it is just a business contract and is standard practice. Basically, the contract reads that the Pilots of Dullstrand has outsourced its salvaging operations, and that the adventurers hired may lay claim to all items found except for a certain chest, carefully described, which is sole property of the Pilots of Dullstrand. Should the adventurers keep the chest, sell or barter the chest, open or attempt to open the chest or attempt to discover what it contains, they will forfeit all benefits of the salvage job, meaning any payment, found treasure, etc. The PCs agree to undergo a debriefing under *zone of truth*, the Pilots agree only to ask questions which regard the salvage operation.

Neebish takes the signed contract away. Crandus then instructs the PCs to meet him and some of his staff at the docks the next morning. The needed supplies to facilitate the salvage job will be on ship with Crandus. If the PCs wish a copy of the contract one is made available for them.

Crandus instructs the PCs to meet him at the Pilot's Pier just before sunrise tomorrow morning. The Pilot's Pier is at the far end of the dock and used by no one other than the Pilots of Dullstrand.

Development: Allow the PCs to complete whatever tasks or errands they wish during the rest of the day. Remember, however, most people are cleaning up from the storm, so some shops are closed for repairs. If the PCs want to purchase special equipment or any magical items, there is a 50% chance that the items are not currently available for sale, due to the storm. This does not include items that PC might wish to buy at religious temples, as long as they have access.

Encounter 2: The Wreck

The next morning, the PCs are supposed to meet Crandus at the dock. Read the following:

The rosy glow of the coming sunrise has lightly bathed the warehouses on the docks. On the far pier, you can see Pilot Crandus in a long boat with two other men. Crandus sees you coming and waves for your attention.

This long boat, 40 feet long, has two rowers, though there are slots for more oars. Besides Crandus, the two other men appear to be sailors, older humans. Crandus invites the PCs into the long boat. At the bottom of the boat is a large canvas bag, some coiled rope, and two more pairs of oar. The PCs can load their gear into the boat and come aboard.

Animals are not welcome at this point—there is no room in the boat once all the PCs are boarded. Horses, dogs or similarly sized creatures must be left behind. If there are small animals like familiars, Crandus protests that he is not going to baby-sit animals while the PCs are underwater salvaging. So unless they have a way of taking them with them down below, they must leave them behind. They can be put into safekeeping of the Pilots with assurances of being fully protected. If the PCs complain, they are reminded that it was in the contract they signed. Large-sized centaurs can swim behind, but must undergo an endurance check, DC 15 Fortitude save, each hour or become fatigued (i.e. they have to make one save). The boat waits for the swimmers.

If the PCs want any animals to swim behind they can, but they must provide means for them to breath underwater. Note that the animals must make an endurance check too or become fatigued.

Note: The secret routes of the Pilots only apply to the heavier merchant ships that need to avoid the reefs and shoals. The shallow fishing boats and other boats without a deep keel do not require the services of the Pilot of Dullstrand. Since Crandus and the PCs are travelling out to the shipwreck in a shallow boat, they will discover no secret routes or trade secrets. The only secret that Crandus is revealing to the PCs is the location of the shipwreck.

With the two sailors rowing, the long boat clears the harbour of Dullstrand City, moving out to the larger bay and though the gap out into the Aerdi Sea. Turning south and east into open water, the sailors row on. After an indeterminably time (between 30 minutes and an hour), Crandus called the rowers to a halt.

"This is the spot," announced Crandus. The two sailors dutifully pull in their oars. One of the sailors pulls out a small metal flask, takes a drink and passes it over to the other. Crandus reaches into the canvas bag at the bottom

of the boat. He hands each of you a small vial and one extra to the leader of the party. He also pulls out a wand.

The vials are *potion of water breathing*, and there should be one per PCs plus one extra. These potions will last for 10 hours. If for some reason there should be a need for the extra potion, cross it off the AR. The wand is a standard *wand of freedom of movement*, with two charges left. Hence the effects last for 70 minutes. If both charges are used, take the wand off the AR. If the items are not used the PCs are free to keep them.

Detect Magic results: *potion of water breathing* (Faint Transmutation), *wand of freedom of movement* (Moderate Abjuration).

After handing the PCs the potions and handing the wand to the prominent divine character, Crandus gives the PCs the following instructions.

- The wreck is below approximately 75 feet below.
- There were known no survivors—the storm was quite devastating.
- The special chest that the Pilots of Dullstrand want you to get for them is 2 feet long by 1 foot high & wide. The chest has a domed lid, with gold ornamentation, is enamelled red and has a magical lock. The PCs are reminded not to attempt to open it or magically look inside it, or the contract is going to be void.
- The Pilots of Dullstrand think that the chest is located in the captain's quarters, which is located on the upper deck.
- The ship was transporting foreign nobles, so there has to be gold and fine weapons on board.
- The Pilots think that this wrecked ship is a galleon, 120 ft. long, 40 ft. wide at the middle.

Development: As the PCs get ready to enter the water, please review the rules for Aquatic Terrain in the *Dungeon Masters Guide*, page 92. Make sure that the PCs actually drank their *potion of water breathing* or take care of going underwater without adverse effects through some other means.

Make sure that PCs are clear on the effect of water on their gear. Crandus may make some suggestions, particularly if the PCs are not paying attention. Do they have containers that are not waterproof? Is anyone taking paper/parchment under water? Crandus assures everyone that there is no problem leaving equipment in the boat. He has no motive to steal anything.

Swimming: Make sure you have confirmed everyone's Swim check, and remember that outside of combat

characters can 'take 10' on this check. To successfully move through this relatively calm water, it requires a DC 10 Swim check. Movement in any direction is possible. Swim checks are subject to double armour checks—so a normal armour check such as –2 for chain shirt is actually a –4 on a Swim check. Success on a Swim check means you move only ½ speed, failure means no movement at all. PCs with very heavy armour or retaining heavy gear/equipment will sink down to the sea floor, albeit slowly. Getting back to the surface is difficult (requiring Swim checks to move up). It is possible for someone to sink to the sea floor and walk along the bottom.

Visibility: The sea is currently calm, the storms having passed. Visibility is 60 feet near the surface, 30 feet near the wreck. Beyond this range, it is too blurry/murky to see. Low light vision and darkvision do not improve underwater distance visibility)

As the PCs get closer to the wreck, read the following:

Through the water the jagged tip of a mast appears. The sails have long since been ripped away. The hatch to the hold is torn in half. The wheel spins slowly in the current. The ship is 120 feet from stem to stern, and 40 feet across. The hull is fractured and smashed from impact on the rocks of the seabed. The currents that are causing the plants and algae to sway as if being blown by a wind have swept most debris clean away. You can see the hatch, a door leading to cabins towards the front of the ship. Circling the ship you can see a few small sharks and other fish. What do you do now?

Creatures: There are scavengers feasting on the corpses of the drowned sailors at the base of the wreck. They are not actively hiding, but are well camouflaged. An opposed hide/spot check could alert PCs to the presence of them. If the PCs enter the wreck making any sort of noise or concussion against the ship's structure, the scavengers come to investigate and try to catch their dinner. If anyone bypassed the upper part of the wreck and went straight for the broken hull, they attract an attack from the scavengers (roll opposed hide and spot checks for surprise). They attempt to drive off the source of the disruption (the PCs). Likewise, other disturbances on deck antagonize the scavengers and draw an attack.

Note: This attack should happen sooner rather than later, so that the PCs have some recovery time and can explore the ship before the sahuagin druid attacks them.

APL 2 (EL 3)

☛ **Constrictor Snake (1):** hp 19; see Appendix 1.

APL 4 (EL 5)

☛ **Constrictor Snake (2):** hp 19 each; see Appendix 2.

APL 6 (EL 7)

🐍 **Advanced Constrictor Snake (2):** hp 62 each; see Appendix 3.

APL 8 (EL 9)

🐙 **Giant Octopus (1):** hp 47; see Appendix 4.

APL 10 (EL 11)

🐙 **Advanced Giant Octopus (1):** hp 122; see Appendix 5.

Tactics: At APL 2 and 4 the snakes attempt to surprise a lone PC by sneaking up through one of the holes in the decking and wrapping themselves around their prey/lunch.

At APL 6 the snakes are too large to come through the holes in the decking but attempt to enter via the holes in the hull or through open doors. Again they go for a lone character attempting to grapple and squeeze them to death.

At APLs 8-10 the octopus send in its tentacles to try to grapple a character and pull it out to its waiting maw. Roll opposed hide/spot checks for the PCs to see the tentacles. Have fun describing the octopus; imagine the scene from “20,000 Leagues under the Sea”.

At all APLs the creatures will attempt to run once they are reduced to a quarter of their hit points, they will not fight to the death.

Treasure: None, though there is various treasure spread over the wreck. See for more information below in Encounter 3.

Development: The attack is likely to take place while the PCs are approaching the wreck or just have started exploring it. As such it can be part of Encounter 2 or Encounter 3 below. Once the PCs have defeated the animals, either by killing them or by chasing them away, proceed wherever you left. Make sure there is some time between this fight and Encounter 4.

Encounter 3: Searching the Wreck

Note: See DMs Aid 1 for the map of the wreck. The galleon has 3 levels. If the scavengers have not yet had reason to attack, they may during the PCs exploration of the wreck, especially in the Cargo Hold. Throughout the ship are the various bodies of crewmembers and passengers, these have been feasted upon by all kinds of maritime scavengers and so are now rendered all but unrecognisable. There are no actual locations for these bodies, but the DM can place them here and there for ambiance. Also, the decking has suffered during the storm and afterwards so there are holes in the planking, just large enough for a snake to slip through, or maybe a tentacle (2-3 feet in diameter).

Cargo Hold, Aft (rear): This is the bottom part of the boat. In the back of the boat are the sailors’ quarters, with hammocks and their possessions in wooden chests. Nothing is actually hidden, but it takes 10 rounds to find anything. There is very little of value in this area. However, should the PCs take the time to search they find some knives, scrimshaw carving, copper coins, and clothing, nothing worth mentioning as loot.

Cargo Hold, Midships (middle): In the middle section of level 1 and towards the front of the boat is the storage area. Here are various chests of good and valuables. Remember, this is a merchant vessel. There are about a number of boxes and barrels. These containers are labelled in Ancient Suel. There are the following contents:

- ❖ 4 large tarpaulin bundles, labelled “Cloth” in Ancient Suel. The seawater has ruined the contents of these boxes—the dyes have run and stained the accompanying cloth. No value now.

- ❖ 5 square boxes, labeled “Black Hill Vineyard” in Ancient Suel, packed with straw and 9 bottles of fine wine in each box. There should be 45 bottles, but one box appears to be missing 5 bottles, so there are only 40 bottles total, 5 gp each bottle.

Loot: 17 gp.

- ❖ 1 square box of heavy wood, packed with spongy material. The box is labelled in Ancient Suel “Caution, Flammable.” In this are 12 flasks of Alchemist Fire, 20 gp each.

Loot: 20 gp.

- ❖ 2 square boxes, labeled “Crossbows” in Ancient Suel. In each box is 1 heavy repeating crossbow, no bolts, 400 gp each.

Loot: 67 gp.

- ❖ 4 long rectangular boxes, labeled “Arms” in Ancient Suel. Among the 4 boxes are 5 scimitars, 2 greatswords, 3 battle axes, 2 dire flails, and 1 masterwork longsword. Total value of the weapons crates: 700 gp.

Loot: 58 gp.

- ❖ 1 ornate square box, labeled “Armour” in Ancient Suel. Packed in soggy sheepskins is full plate armor, built for human of medium height. 1,500 gp.

Loot: 125 gp.

- ❖ 10 barrels with no labelling contain grains, flour and foodstuffs, now ruined by seawater.

- ❖ 3 barrels have been smashed and now have no contents.

- ❖ 2 crates with open slats contain the floating remains of chickens some half-eaten.

❖ 5 boxes are smashed, their contents destroyed or missing (crockery, china, glass, etc.)

Cargo Hold, For'ad (front): The front of the cargo hold is empty except for a medium sized air pocket. There is enough air left here for about a day for 6 people. This is where the snakes (APLs 2-6) have made their home. If they have not attacked the party yet, they do so when the group arrives here.

Treasure in the cargo hold:

All APLs: Loot: 287 gp.

Passenger Quarters, Aft (rear): There is a small group of cabins at the back of the boat, a small hallway leading from the decking on the same level, and 6 small, narrow cabins. These are for guests and the officers. The 2 cabins nearest the front (closest to the deck) belong to the first and second mate. The two middle cabins happened to house a priest and a merchant. The back two cabins house a minor nobleman and a mage. Each cabin had a small window which could be shuttered close, though now the shutters are hanging free.

Cabin A: First Mate's Cabin.

APL 2-10: Searching this room, with a DC 10 Search check, the PCs find a bag of silver pieces tied underneath the cot. Obviously, this is the man's savings. 70 silver pieces (7 gp).
Coin: 7 gp.

Cabin B: Second Mate's Cabin.

APL 2-10: There is nothing of value in this cabin—the PCs can find a small box with two empty bottles in it. If they have already gone through the cargo, they will recognize the missing wine bottles from "Black Hill Vineyard." 0 gp.

Cabin C: Minor Duxchan noble & his wife. In a carved wooden box on the floor of the cabin are the wife's jewels.

APL 2-10: These are semi precious jewels mounted in silver—necklace, earrings, hair comb, brooch.
Loot: 300 gp.

Cabin D: Merchant. The merchant had some raw gems with him, hidden in the bottom of a heavy sea chest. The chest is obvious and unlocked, containing clothing; however the secret bottom requires a DC 20 Search check to find. Beneath a cunning panel is a leather pouch filled with small precious gems.

APL 2-10: Value of gems—500 gp.

Cabin E: Travelling priest. A case of vials holds only glass shards. Several ruined books are about the room. There are 6 wooden holy symbols in a small box showing a dragon

turtle (symbol of Xerbo, DC 10 Knowledge (religion) or automatic for priests or followers of that faith). The symbols are starting to be destroyed by the water and so have no value.

APL 2-10: no value.

Cabin F: Travelling mage. Several ruined books are about the room, along with remains of a number of dissolving papyrus scrolls in a beautifully carved bone scroll case inset with tiger-eyes. DC 15 Appraise skill check—value of scroll case is 350 gp. Under a pile of debris in one corner of the room (DC 15 Search check) is a hinged ebony box. When opened it reveals a chess set carved from white and green jade, the box folds out to a painted chessboard. DC 15 Appraise skill check—value of chess set: 50 gp.
Total found: Loot 400 gp.

Total Treasure in Passenger Cabins:

APL 2-10: Loot: 82 gp; Coin: 85 gp.

Captain's Quarters, Aft (rear of boat, above the Passenger Quarters):

A set of stairs leads to the upper deck. Set back about 10 feet, there is an entrance to the Captain's Quarters, the door closed (not locked). This is a much larger cabin than those just below. There is a large table, nailed to the floor and an accompanying bench. A chest has popped open and scrolls and maps float about the room, slowly disintegrating. Anything not nailed down is floating around the room. Including the dead corpse of the captain, an obviously older Suel man with a portbelly and hair pulled back (the fact that the door was closed ensured that none of the scavengers got to the body). This was a richly decorated room at one point in time. There are cabinets built into the walls of the room. There is a bed strapped down towards the back of the room. With a DC 15 search check the PCs find that one of the drawers in a wall cabinet located at the back of the cabin is locked. This drawer is trapped with a poisoned needle. However, the seawater has severely weakened the poison on the needle. It is a very clever lock and trap.

🦋 **Poison Needle Trap:** CR 1/2; mechanical; touch trigger; manual reset; Atk +8 ranged (1 point of damage); Search DC 22; Disable Device DC 20.

In this locked cabinet is the small chest, 2 feet long by 1 foot high & wide. The chest has a domed lid, with gold ornament, is enamelled red and has a magical lock. The lock is keyed to those of pure Suel blood. This is the chest described by the Pilot's Guild. Should the PCs actually try to open the chest, please remind them that they are underwater and they do not know what the contents are?

If they cast a *detect magic*, the chest radiates a moderate Conjunction and a faint Abjuration aura. The chest is effectively a *bag of holding* type I, and it is locked with an superior lock (DC 35 Open Lock check to pick) and an *arcane lock* spell cast at 20th level. The *arcane lock* is attuned to pure blood Suel – those who have the Pure Blood Suel feat. Destroying the lid, destroys the magic of the box and dumps the contents in the Astral Plane out of reach of anybody but the most powerful spell casters (and certainly outside the scope of this scenario). The only method of safely opening the chest is by a pure blood Suel or by successfully dispelling the *arcane lock* (a successful *dispel magic* or a *knock* spell) and by bypassing the lock through standard methods. Remember that a *knock* spell only temporarily suppresses the *arcane lock*, which might not be long enough to bypass the lock. Note that since the content of the chest is in another plane most low level scrying spells do not function.

The chest contains several important documents that contain important information concerning Brotherhood plans and the blockade of the Tilva Straits, but are of no direct use to the PCs. These papers are ruined if somebody is foolish enough to open the chest *under* water. The dimensional space also contains a large blood-red conch shell (the type you can use as a trumpet). Except for the colour it looks completely ordinary and it does not radiate a magical aura.

🔒 **chest of holding:** The chest functions like an ordinary *bag of holding* type I. It is protected by an *arcane lock* cast at 20th caster level that can be bypassed by pure blood Suel (those with the feat) [scratch when successfully dispelled]. It has a superior lock, which requires a DC 35 Open Locks to open. Value: 2650 gp. [Only one PC per table can take it along.]

🔒 **Blood Red Sea Shell:** This large blood red shell, the type you can use as a trumpet, looks perfectly ordinary except for its colour. Whether or not it is magical remains to be seen, but it might be of use in future scenarios. Value: 0 gp. [Only one PC per table can take it along. Only when the chest is opened do the PCs gain access to the shell itself.]

Other goodies that are in the Captain's Quarters are a blue chest with a bag of coins and a small bag of gems. There is also a rapier. On the captain's floating body, they can find a ring and a small gem.

Total Treasure in Captains Quarters:

Looting the Captain's Quarters.

APL 2: Loot 2 gp; Coin: 48 gp.

APL 4: Loot: 110 gp; Coin: 52 gp.

APL 6: Loot: 27 gp; Coin: 52 gp; Magic: *ring of swimming* (208 gp).

APL 8: Loot: 0 gp; Coin: 52 gp; Magic: *+1 rapier* (193 gp), *ring of swimming* (208 gp).

APL 10: Loot: 0 gp; Coin: 52 gp; Magic: *elemental gem of water* (188 gp), *+1 rapier* (193 gp), *ring of swimming* (208).

Detect Magic results: *elemental gem of water* (Moderate Conjunction), *+1 rapier* (Faint Evocation), *ring of swimming* (Faint Transmutation).

Development: At some point during the exploration of the wreck, or preferably just after leaving it, the sahuagin is going to attack. Proceed with Encounter 4.

Encounter 4: Sahuagin Attack

Sela the sahuagin druid has been observing the PCs for several minutes. She has cast various spells on herself and her shark prior to combat. She hates these landfolk with the xenophobic zeal typical of all sahuagins. And woe to any olves—they catch the brunt of her attacks. Sela finds this encroachment in her ocean inexcusable. The wreck is a useful habitat for ocean life and the dead sailors provide nourishment, but the landfolk have no business here at all! They all need to die!

Creatures: Sela has a scaly skin with webbed fingers and toes, and sharp fangs fill her mouth. She has a long tail ending in a curved fin, and has fins on her arms, back and head. Please see the *Monster Manual*, page 217 for further description, combat, attitude and society. Sela is a female, slightly smaller and less colorful than male sahuagins.

APL 2 (EL 5)

🔪 **Sela:** Female sahuagin Drd3; hp: 39; see Appendix 1.

🔪 **Shark:** animal companion; hp 27; see Appendix 1.

APL 4 (EL 7)

🔪 **Sela:** Female sahuagin Drd5; hp 55; see Appendix 2.

🔪 **Shark:** Animal companion; hp 39; see Appendix 2.

APL 6 (EL 9)

🔪 **Sela:** Female sahuagin Drd7; hp 71; see Appendix 3.

🔪 **Shark:** Animal companion; hp 58; see Appendix 3.

APL 8 (EL 11)

🔪 **Sela:** Female sahuagin Drd9; hp 87; see Appendix 4.

🔪 **Shark:** Animal companion; hp 71; see Appendix 4.

APL 10 (EL 13)

🔪 **Sela:** Female sahuagin Drd11; hp 103; see Appendix 5.

🦈 **Shark:** Animal companion; hp 84; see Appendix 5.

Tactics: Sela uses her shark animal companion to first circle the wreck and the PCs and bring information back to her using her innate 'speak with sharks' ability. If anyone spots the shark (DC 15 Spot check), it does not appear to be doing anything unnatural or threatening at that time, just swimming around the wreck. Note that the PCs will only get a Spot check if they mention that they are looking outside.

After the shark has reported to Sela, then she cast some preparation spells (the PCs have a DC 20 Listen check modified by distance to hear her casting, roll for each spell cast) and send the shark to attack if the PCs are out in the open. If the PCs are not in the open sea, Sela attempts to hide to ambush them, roll opposed hide and spots checks. Sela cannot be negotiated with, any non-sahuagin would have a -15 to any Diplomacy or Intimidate checks, and any olve or half olve would have a -30 to their rolls in addition for the -10 penalty due to the rushed job. If she says anything, it are disparaging remarks about the stupidity of landfolk and that they deserve to die for defiling the sea with their presence, etc.

Sela attempts to flee once her hit points are under 25% of her maximum.

Treasure:

Looting Sela:

APL 2: Loot: 13 gp; Coin: 0 gp; Magic: *potion of cure light wounds* (4 gp), *+1 trident* (193 gp).

APL 4: Loot: 0 gp; Coin: 0 gp; Magic: *+1 leather armour* (97 gp), *scroll of align weapon* (13 gp), *+1 trident* (193 gp), *wand of cure light wounds* (63 gp).

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: *Cloak of resistance +1* (83 gp), *+1 leather armour* (97 gp), *+1 ring of protection* (167 gp), *scroll of align weapon* (13 gp), *+1 trident* (193 gp), *wand of cure light wounds* (63 gp).

APL 8: Loot: 0 gp; Coin: 104 gp; Magic: *Cloak of resistance +1* (83 gp), *+1 leather armour* (97 gp), *periapt of wisdom +2* (333 gp), *+1 ring of protection* (167 gp), *scroll of align weapon* (13), *+1 trident* (193 gp), *wand of cure light wounds* (63 gp).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: *Cloak of resistance +2* (333 gp), *druid vestments* (833 gp), *+1 leather armour of light fortification* (347 gp), *periapt of wisdom +2* (333 gp), *+1 ring of protection* (167 gp), *scroll of align weapon* (13), *+1 trident* (193 gp), *wand of cure light wounds* (63 gp).

* Note that while the scrolls are noted down as such, they are not made out of parchment and they are waterproof. This has no effect on the price.

Detect magic results: *Cloak of Resistance +1* (Faint Abjuration), *cloak of resistance +2* (Faint Abjuration),

druid's vestments (Moderate Transmutation), *+1 leather armour* (Faint Abjuration), *+1 leather armour of light fortification* (Strong Abjuration), *periapt of wisdom +2* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *ring of protection +1* (Faint Abjuration), *scroll of align weapon* (Faint Transmutation), *+1 trident* (Faint Evocation), *wand of cure light wounds* (Faint Conjunction).

Development: By this time the small sail boat of the Scarlet Brotherhood has arrived with the fighter Styx and wizard Ephraim aboard (see Encounter 5). This sailboat, while a different profile, is also approximately 40 feet long, so from the bottom, it looks exactly like the Pilot's boat. Anyone approaching the surface obviously sees the bottom of two boats, not one. The Scarlet Brotherhood has arrived a bit earlier than the Pilots expected, and they want the chest. Wizard Ephraim is peeking in on events through arcane means, so he knows if the PCs bring up the chest or if the battle against the sahuagin is going badly. Should the PCs become overwhelmed by Sela's attacks, Ephraim may send some magical aid, such as any attack spell with range. The Scarlet Brotherhood wants that chest—if the PCs bring it up to the surface, it is much easier for Styx and Ephraim. To that end, they lend assistance if required. Though they are likely to wait until the last moment to make sure the characters are as weak as possible and hence have a weaker bargaining position.

Encounter 5: The Scarlet Brotherhood

When the PCs reach the surface, with their chest and other goodies, they find that there are two boats waiting for them.

Read the following:

There are now two boats at the surface, not just one.

Here ask if the PCs would like to do anything special or make any preparations. Ephraim is taking advantage of his scrying spells and knows if the PCs are doing anything special (unless the PCs can somehow block him or can otherwise negate this). Do not forget that targeted PCs gain a saving throw and that those with an Intelligence of 12 or higher within 10 feet of the sensor might detect its presence with a successful DC 20 Intelligence check.

Read the following, adjusting as appropriate:

As you cautiously break the surface, you take quick stock of the situation. The Pilot's boat lies hard beside a second vessel - a sailboat, also approximately 40 feet long, with a single mast in the centre of the boat. On this boat are two Suel men dressed in scarlet robes. One appears powerfully

built, with a battleaxe in his hand. The other man is much smaller, no weapons visible, but carries an air of menacing authority. Beside them you see Crandus and his two sailors, bound and gagged. The smaller of the two Suel smiles broadly at you all.

"So happy to see you rise successfully from the hazardous depths," he drawls. "Please hand over the chest, and we will be on our way."

The Scarlet Brotherhood agents are focused on getting the chest. They really don't want to go into battle if they can avoid it, mostly because they know they are outnumbered. They have some advantage in that they haven't just fought underwater creatures and an angry sahuagin. Ephraim is open to some sort of negotiations, as long as he ends up with the box. Still, typical Scarlet Brotherhood sentiments run deep, and if the party members are all non Suel or nonhumans negotiations are more difficult. Ephraim will use Crandus as a bargaining chip, but he will not kill him as it will probably sour the relationship the Brotherhood has with the Pilots and thus make it harder for them to get into Dullstrand City. A PC might be able to work this out if they make a DC 20 Knowledge (Splintered Suns) to gain the information that the Brotherhood wishes to avoid problems with any of the factions in Dullstrand City for the moment. Note: only allow the PCs the roll if they actively think about it.

If the PCs do hand the chest over to the Scarlet Brotherhood, they do so in full view of the Pilot Guild's representative, who has not been killed by Ephraim and Styx, but merely subdued. Should the PCs start to hand the chest over, there will be muffled outcry by Crandus.

Ephraim asks them to swear by their gods that the group does not pursue them and he swears by the Scarlet Sign that he will free Crandus as soon as they are safe. He then pays the PCs and the two leave, taking Crandus as a hostage, but putting him ashore once they are safely out of range.

The PC spokesperson needs to roll a Diplomacy check (-2 for nonhumans or non Suel) with the following results:

- > DC 0 Ephraim loses patience with the PCs and combat starts.
- DC 0: Ephraim is not happy with the PCs, gain a -2 circumstance penalty to the Diplomacy checks. This penalty stacks each time the PCs make this result, and with the bonus as well.
- DC 15: Ephraim is willing to listen, no bonuses or penalties to the Diplomacy checks.
- DC 20: Ephraim is full of suggestions, gain a +2 circumstance bonus to the Diplomacy checks. This bonus stacks each time the PCs make this result, and with the penalty as well.

- DC 25: Ephraim is willing to perhaps make a payment for the chest (25 x APL).
- DC 30: Ephraim will offer 100 x APL in gold for chest (in total).

The PCs can make one check every minute and Ephraim will only listen to one person, so whoever opens their mouth first makes the check for that minute, with the penalties/bonuses.

If, after 10 minutes the PCs are still negotiating then Ephraim will lose patience and initiate combat.

If on the other hand the PCs want to fight over the chest, Ephraim and Styx oblige. The Scarlet Brotherhood accepts the surrender of the PCs along with the chest.

APL 2 (EL4)

- ☛ **Styx:** Male human Ftr3; hp 24; see Appendix 1.
- ☛ **Ephraim:** Male human Wiz1; hp 4; see Appendix 1.

APL 4 (EL 6)

- ☛ **Styx:** Male human Ftr3; hp 24; see Appendix 2.
- ☛ **Ephraim:** Male human Wiz5; hp 31; see Appendix 2.

APL 6 (EL 8)

- ☛ **Styx:** Male human Ftr5; hp 40; see Appendix 3.
- ☛ **Ephraim:** Male human Wiz7; hp 43; see Appendix 3.

APL 8 (EL 10)

- ☛ **Styx:** Male human Ftr7; hp 56; see Appendix 4.
- ☛ **Ephraim:** Male human Wiz9; hp 55; see Appendix 4.

APL 10 (EL 12)

- ☛ **Styx:** Male human Ftr9; hp 72; see Appendix 5.
- ☛ **Ephraim:** Male human Wiz11; hp 44; see Appendix 5.

Tactics: The Suel men have been waiting for the PCs to surface, from the beginning of Sela's attack. They have had plenty of time to prepare for any battle, if needed. Ephraim will have thrown protective and enhancing spells for both him and Styx.

When, err... if, combat starts, at APLs 2-4, Ephraim will cast *master's touch* as a swift action, so that he becomes proficient with the heavy repeating crossbow for 1 minute, then use it to shoot at the most appropriate target. At higher APLs, he flies up and tries to take out the party spellcasters first before concentrating on the others.

At APL 10, Ephraim has pre-cast *arrow of bone* on an arrow and *brilliant blade* on Styx's spiked chain. See Appendix 7 for more information on spells and feats not from the *Players Handbook*.

They will NOT kill Crandus and will go out of their way to avoid killing him.

Treasure:

Looting Ephraim the Wizard:

APL 2: Loot: 84 gp; Coin: 33 gp; Magic: *potion of water breathing* (63 gp).

APL 4: Loot: 84 gp; Coin: 67 gp; Magic: *cloak of elemental protection* (83 gp), *pearl of power 1st* (83 gp), *potion of water breathing* (63 gp), *ring of protection +1* (167 gp), *vest of resistance +1* (83 gp).

APL 6: Loot: 167 gp; Coin: 100 gp; Magic: *cloak of elemental protection* (83 gp), *pearl of power 1st* (83 gp), *potion of water breathing* (63 gp), *ring of protection +1* (167 gp), *vest of resistance +2* (333 gp).

APL 8: Loot: 167 gp; Coin: 133 gp; Magical: *cloak of elemental protection* (83 gp), *headband of intellect +2* (333 gp), *pearl of power 1st* (83 gp), *potion of water breathing* (63 gp), *ring of protection +1* (167 gp), *vest of resistance +3* (750 gp).

APL 10: Loot: 167 gp; Coin: 167 gp; Magical: *amulet of health +2* (333 gp), *cloak of elemental protection* (83 gp), *headband of intellect +4* (1333 gp), *pearl of power 1st* (83 gp), *potion of water breathing* (63 gp), *ring of protection +1* (167 gp), *vest of resistance +3* (750 gp).

Looting Styx the Fighter:

APL 2: Loot: 248 gp; Coin: 0 gp; Magic: *potion of water breathing* (63 gp).

APL 4: Loot: 248 gp; Coin: 0 gp; Magic: *potion of water breathing* (63 gp).

APL 6: Loot: 248 gp; Coin: 0 gp; Magic: *cloak of elemental protection* (83 gp), *potion of water breathing* (63 gp), *vest of resistance +1* (83 gp).

APL 8: Loot: 59 gp; Coin: 0 gp; Magic: *cloak of elemental protection* (83 gp), *+1 full plate* quick escape (246 gp), *potion of water breathing* (63 gp), *+1 spiked chain* (194 gp), *vest of resistance +1* (83 gp).

APL 10: Loot: 67 gp; Coin: 0 gp; Magic: *cloak of elemental protection* (83 gp), *+1 full plate* quick escape (246 gp), *gauntlets of ogre power* (333 gp), *potion of water breathing* (63 gp), *+1 spiked chain* (194 gp), *vest of resistance +1* (83 gp).

Detect magic results: *amulet of health +2* (Moderate Transmutation), *cloak of elemental protection* (Faint Abjuration), *+1 full plate* quick-escape (Faint Abjuration), *gauntlets of ogre power* (Moderate Transmutation), *headband of intellect +2* (Moderate Transmutation), *headband of intellect +4* (Moderate Transmutation), *pearl of power 1st* (Strong Transmutation), *potion of water breathing* (Faint Transmutation), *+1 spiked chain* (Faint Evocation), *vest of resistance +1* (Faint Abjuration), *vest of resistance +2* (Faint Abjuration), *vest of resistance +3* (Faint Abjuration).

Development: Once the PCs dealt with the Scarlet Brotherhood agents, the adventure is practically over. Proceed with the Conclusion.

Conclusion

Conclusion A: The PCs defeat the Scarlet Brotherhood, release Crandus and the two sailors and return to Dullstrand City. Upon return to the Pilot's Hall, Crandus thanks the PCs profusely, and writes their name in the log of Friends of the Pilots. This means that the PCs gain the Favour from the Pilots of Dullstrand.

Conclusion B: The PCs hand the chest over to the Scarlet Brotherhood without a fight. Crandus is very angry at the PCs. The PCs have earned the Disfavour of the Pilots of Dullstrand. According to the contract the PCs signed with the Pilots of Dullstrand, they must forfeit all their salvage gains as well. If the PCs are unwilling to yield their gains, the local law enforcement is quickly be on hand to force the issue. If they should resist and escape, then they become Wanted in Dullstrand City.

The PCs have gained a favour with the Scarlet Brotherhood for handing over the chest without major combat. If the PCs bargained for gold or items in exchange for the chest, it is theirs to keep, not being salvage. Note that the treasure of the sahuagin druid is not salvage either! Also note that if the PCs hand over the chest, but had removed the contents beforehand (only possible by ruining the documents) then they do not gain this favour since the Scarlet Brotherhood eventually finds out.

Conclusion C: The PCs did not find the chest, were unable to retrieve it, or they lost the chest in battle with the Scarlet Brotherhood. The compensation to the PCs is less clear, depending on a number of factors. If the PCs made every effort to retrieve the chest, but failed nevertheless, the Pilots of Dullstrand reward their efforts by allowing take of ½ the salvage (or half the gp value). If the PCs showed less than full effort to get the chest, they are offered 1/3 the value of the salvaged treasure. The PCs do not earn any favours, but neither do they get any disfavour. Note that any loot gained from the sahuagin druid and/or the Scarlet Brotherhood agents do not count as salvage.

Conclusion D: The PCs retrieved the chest, but either destroyed it by tampering with it, or opened it despite the Pilots of Dullstrand wishes. The PCs do not gain any salvage rights, though they are allowed to keep the loot of the sahuagin druid and/or the Scarlet Brotherhood agents. If they decide to keep the contents, and the Pilots learn of it, they earn the Pilots' disfavour just as if they handed the

chest and contents over to the SB. If they voluntarily (there is no need to force the issue with the help of law enforcements) hand over the contents of the chest, they do not earn the disfavour, but still do not gain any rights of salvage. They broke their contract and the Pilots of Dullstrand do not take kindly to such unreliable people. Again, the loot of the sahuagin druid and the Scarlet Brotherhood agents are not considered salvage.

Campaign Consequences

1. Was the chest recovered? If so who got it in the end? If not recovered, was it destroyed?
2. Did Crandus survive?
3. Did either of the Scarlet Brotherhood men survive? If so which one(s).

Please send an email to averell@hors-la-loi.ch answering those questions whenever you play the adventure.

The End

Experience Point Summary

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

Encounter Two

Defeat the eels at the wreck.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter Four

The Sahuagin druid is defeated.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter Five

A. Negotiations with the Scarlet Brotherhood—depending on role-playing.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP

B. The Scarlet Brotherhood representatives are defeated.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

C. There is battle with the Scarlet Brotherhood, but the PCs are defeated.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP

Discretionary Roll Playing XP:

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total possible experience—with chest in possession of the Pilots of Dullstrand:

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

Total possible experience—PCs lose the chest:

APL 2	390 XP
APL 4	585 XP
APL 6	780 XP
APL 8	975 XP
APL 10	1,175 XP

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One: Pilot's Hall

All APLs: L: 0 gp; C: 5 gp; M: 0 gp

Encounter Two: The Wreck

All APLs: L: 0 gp; C: 0 gp; M: 133 gp

Encounter Three: Search the Wreck

APL 2: L: 371 gp; C: 133 gp; M: 0 gp
APL 4: L: 479 gp; C: 137 gp; M: 0 gp
APL 6: L: 396 gp; C: 137 gp; M: 208 gp
APL 8: L: 369 gp; C: 137 gp; M: 402 gp
APL 10: L: 369 gp; C: 137 gp; M: 589 gp

Encounter Four: Sahuagin Attack

APL 2: L: 13 gp; C: 0 gp; M: 197 gp
APL 4: L: 0 gp; C: 0 gp; M: 365 gp
APL 6: L: 0 gp; C: 0 gp; M: 615 gp
APL 8: L: 104 gp; C: 0 gp; M: 948 gp
APL 10: L: 0 gp; C: 0 gp; M: 2,281 gp

Encounter Five: Scarlet Brotherhood

APL 2: L: 332 gp; C: 33 gp; M: 126 gp
APL 4: L: 332 gp; C: 67 gp; M: 542 gp
APL 6: L: 415 gp; C: 100 gp; M: 813 gp
APL 8: L: 226 gp; C: 133 gp; M: 2,148 gp
APL 10: L: 234 gp; C: 167 gp; M: 3,815 gp

Total Possible Treasure

APL 2: L: 716 gp; C: 171 gp; M: 456 gp
Total: 1,343 gp (cap 450)
APL 4: L: 811 gp; C: 209 gp; M: 1,040 gp
Total: 2,060 gp (cap 650 gp)
APL 6: L: 811 gp; C: 242 gp; M: 1,769 gp
Total: 2,822 gp (cap 900 gp)
APL 8: L: 699 gp; C: 275 gp; M: 3,631 gp
Total: 4,605 gp (cap 1,300 gp)
APL 10: L: 603 gp; C: 309 gp; M: 6,818 gp
Total: 7,730 gp (cap 2,300 gp)

Special

☛ **Favour of the Pilots of Dullstrand:** One time access to: *badge of valour* (CV), *bag of holding* type I, *eyes of the eagle*, *horn of fog*, *spool of endless rope* (CV). Or this may be kept for greater rewards.

☛ **Enmity of the Pilots of Dullstrand:** You have earned the enmity of the Pilots of Dullstrand. From this day until the same date next year you pay double upkeep for any Dullstrand module and suffer a -2 penalty to all Charisma based skill checks taken in Dullstrand City

☛ **Favour of the Scarlet Brotherhood:** If ever you are captured by the Scarlet Brotherhood, you will be freed at a cost of 1 extra TU. Alternately this may be used to annul a disfavour with the Scarlet Brotherhood. Cross this off when used.

☛ **Ephraim's Spellbook:** (costs 50gp/page, APLs stack):

APL2: 1st—*acid orb (lesser)*, *fire orb (lesser)*, *sonic orb (lesser)*, *instant search*, *mage armor*, *magic missile*, *master's touch*, *ray of enfeeblement*, *shield*

APL4: 2nd—*blindness/ deafness*, *false life*, *fireburst*, *fly (swift)*, *glitterdust*, *locate object*, *scorching ray*, *sonic weapon*, *see invisibility*; 3rd—*arcane sight*, *dispel magic*, *fly, haste*, *fireball*, *lightning bolt*, *resonating bolt*, *slow*, *tongues*

APL6: 4th—*dimension door*, *enervation*, *Evard's black tentacles*, *orb of acid*, *scrying*, *unluck*, *wrack*

APL8: 5th—*arc of lightning*, *baleful polymorph*, *contact other plane*, *fireburst (greater)*, *overland flight*, *reciprocal gyre*;

APL10: 6th—*arrow of bone*, *brilliant blade*, *contingency*, *disintegrate*, *legend lore* (Adventure)

☛ **chest of holding:** This chest functions like an ordinary *bag of holding* type I. It is protected by an *arcane lock* cast at 20th caster level which can be bypassed by pure blood Suel (those with the feat) [scratch when successfully dispelled]. It has a superior lock, which requires a DC 35 Open Locks to open. Value: 2650 gp. [Only one per table]

☛ **Blood Red Sea Shell:** This blood red shell, the type you can use as a trumpet, looks perfectly ordinary except for its colour. It might be of use in future scenarios. Value: 0 gp. [Only one per table. Only when the chest is opened do the PCs gain access to the shell]

Items for the Adventure Record

Item Access

APL 2

- ❖ *chest of holding* (Adventure, see above)
- ❖ Blood red shell (Adventure, see above)
- ❖ Quick escape masterwork full plate (Adventure, *A&EG*)
- ❖ *potion of water breathing* (Adventure, *DMG*)
- ❖ *wand of freedom of movement* (2 charges, 840 gp, Adventure, *DMG*)
- ❖ Art: Jade chess set 50 gp; (Adventure, see above)

APL 4 (All of APL 2 plus the following)

- ❖ *cloak of elemental protection* (Adventure, *MH*)
- ❖ *pearl of power* *1st* (Adventure, *DMG*)
- ❖ *vest of resistance* *+1* (Adventure, *CA*)

APL 6 (All of APL 4 plus the following)

- ❖ *ring of swimming* (Adventure, *DMG*)
- ❖ *vest of resistance* *+2* (Adventure, *CA*)

APL 8 (All of APLs 6 plus the following)

- ❖ *vest of resistance* *+3* (Adventure, *CA*)

APL 10 (All of APLs 8 plus the following)

- ❖ *elemental gem of water* (Adventure, *DMG*)
- ❖ *headband of intellect* *+4* (Adventure, *DMG*)
- ❖ *+1 leather armor of light fortification* (Adventure, *DMG*)
- ❖ *vestment, druid's* (Adventure, *DMG*)

Appendix 1: APL 2

Encounter 2: The Wreck

Constrictor Snake: CR 2; medium animal; HD 3d8+6; hp 19; Init +3; Spd 20 ft, climb 20 ft., swim 20 ft.; AC 15 (touch 13, flat-footed 12) [+3 dex, +2 natural]; Base Atk +2; Grp +5; Atk +5 melee (1d3+4, bite); Full Atk +5 melee (1d3+4, bite); SA Constrict 1d3+4, improved grab; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Constrict (Ex): On a successful grapple check (including the first with an improved grab), a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Encounter 4: Sahuagin Attack

Sela: Female sahuagin Drd3; CR 4; Medium Monstrous Humanoid, Aquatic; HD 2d8+6 plus 3d8+9; hp 39; Init +2; Spd 30 ft, swim 60 ft; AC 19 (touch 12, flat-footed 17) [+2 armor, +2 Dex, +5 Nat. Armor]; Base Atk +4; Grp +6; Atk +8 melee (1d8+5 trident +1, two-handed) or +7 melee (1d4+3, talon) or +2 melee (1d4+1, bite); Full Atk: +8 melee (1d8+5, trident +1) and +2 melee (1d4+1, bite), or +7/+7 melee (1d8+4, talon) and +2 bite (1d4+1); SA Blood frenzy, rake 1d4+1; SQ Blindsight 30ft, darkvision 60 ft, freshwater sensitivity, light blindness, speak with sharks, water dependent, animal companion, nature sense, wild empathy, woodland stride, trackless step; AL NE; SV Fort +8, Ref +5, Will +10; Str 17, Dex 14, Con 16, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +11, Handle Animals +11 (+15 with sharks), Hide +7 (+11 underwater), Listen +12 (+16 underwater), Ride +10, Spot +12 (+16 underwater), Swim +11, Profession (Hunter) +9, Survival +12; Augmented Summoning, Great Fortitude, Spell Focus (Conjuration).

Spells Prepared (4/3/2; base DC 14 + Spell Level):
0—*cure minor wounds, detect magic, resistance, know direction*; 1st—*cure light wounds, entangle, magic fang*;
2nd—*barkskin, bull's strength*.

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

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and takes –2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for a round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 ft away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 305 of the DMG).

Class Abilities:

- **Spontaneous Casting:** You may cast a *Summon Nature's Ally* spell by sacrificing another spell of the same level.
- **Nature sense:** +2 on Knowledge (nature) and Survival checks.
- **Wild Empathy:** Like Diplomacy on animals (+2 bonus)
- **Woodland Stride:** You are not impeded by natural plants.
- **Trackless Step:** you cannot be tracked.

Possessions: +1 *Trident*, masterwork leather armor, *potion of cure light*, mundane equipment.

Medium Shark (Sela's Animal Companion): Medium Magical Beast (Aquatic); HD 5d8+5; hp 27; Init +6; Spd 60 ft (swim); AC 17 (Touch 12, Flat-footed 15) [+2 Dex, +5 natural]; Base Atk +3; Grp +5; Atk: Bite +5 melee (1d6+1); Full Atk Bite +5 melee (1d6+1); SQ Blindsight, evasion, keen scent, link, share spells; SV:

Fort +5, Ref +6, Will +2; Str 14, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +7, Spot +7, Swim +9; Alertness, Improved Initiative, Weapon Finesse (bite).

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

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Keen Scent (Ex): A shark can notice creatures by scent in a 180 ft radius and detect blood in the water at ranges of up to 1 mile.

Link (Ex): Sela may handle her shark as a free action, or push it as a move action.

Share Spells (Ex): Sela may have any spell she casts on herself also affect her shark if it is within 5 feet.

Encounter 5: The Scarlet Brotherhood

Styx: Male Human (Suel) Ftr 3; CR 3; Medium Humanoid (human); HD 3d10 +6 hp 24; Init +1; Spd 30 ft; AC 19 (+8 masterwork fullplate, +1 Dex), touch 11, flat-footed 18; Base Atk +3; Grp +6; Atk +8 melee (2d4+4, masterwork spiked chain, two handed) or +5 ranged (1d8+3, x3, masterwork composite longbow, +3 strength); Space/Reach 5 ft/10 ft; AL NE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +0, Intimidate +6, Jump +0, Profession: sailor +4, Swim +0; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Weapon Focus (spiked chain)

Possessions: masterwork spiked chain, masterwork composite longbow (str+3), 40 arrows, quick escape masterwork full plate, potion of *water breathing*

Ephraim: male Human (Suel), CR1, Diviner 1; HD 1d4 +1, hp 4; Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 12, flat-footed 14; Base Atk +0; Grp +0; Atk +1 melee (1d4, masterwork dagger) or +3 ranged (1d10, 19-20, masterwork heavy repeating crossbow); Space/Reach 5 ft/5ft; AL LE; SV Fort+1, Ref+4, Will+2; Str 10, Dex 14, Con 12, Int 16, Wis 10, Cha 12.

Skills and Feats: Concentration +5, Knowledge (Arcana) +7, Knowledge (Geography) +4, Concentration +9, Knowledge (Arcana) +11, Knowledge (Geography) +4, Knowledge (Nature) +4, Knowledge (Nobility) +4, Knowledge (Religion) +4, Profession (Sailor) +4, Spellcraft +11; Knowledge

(Nature) +4, Knowledge (Nobility) +4, Listen +2, Profession (Sailor) +4, Spellcraft +7, Spot +2; Eschew Materials, Improved Initiative, Scribe Scroll.

Spells Prepared (5/3; base DC 13+ Spell Level): 0—*daze, detect magic, light, ray of frost (2)*; 1st—~~*mage armor*~~, *magic missile, master's touch*
Spells running: *mage armor* (included)

Possessions: masterwork dagger, masterwork heavy repeating crossbow, 20 bolts, potion of *Water Breathing*, spellbook (see page 18 for contents). Familiar: Weasel (+2 on Reflex saves).

Appendix 2:

APL 4

Constrictor Snake: CR 2; medium animal; HD 3d8+6; hp 19; Init +3; Spd 20 ft, climb 20 ft., swim 20 ft.; AC 15 (touch 13, flat-footed 12) [+3 dex, +2 natural]; Base Atk +2; Grp +5; Atk +5 melee (1d3+4, bite); Full Atk +5 melee (1d3+4, bite); SA Constrict 1d3+4, improved grab; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Constrict (Ex): On a successful grapple check (including the first with an improved grab), a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Sela: Female Sahuagin, Drd 5; CR 6; Medium Monstrous Humanoid, Aquatic; HD 2d8+6 plus 5d8+15; hp 55; Init +1; Spd 30 ft, swim 60 ft; AC 20 (touch 12, flat-footed 18) [+3 armor, +2 Dex, +5 Nat. Armor]; Base Atk +5; Grp +8; Atk +9 melee (1d8+5 trident +1, two-handed) or +8 melee (1d4+3/x2, talon) or +3 melee (1d4+1, bite); Full Atk: +9 melee (1d8+5, trident +1) and +3 melee (1d4+1, bite) or +8 melee (1d8+4, 2 talons) and +3 bite (1d4+1); SA Blood frenzy, rake 1d4+1; SQ Blindsight 30ft, darkvision 60 ft, freshwater sensitivity, light blindness, speak with sharks, water dependent, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wildshape; S/R 5 ft/5 ft; AL NE; SV Fort +9, Ref +5, Will +11; Str 17, Dex 14, Con 16, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +13; Handle Animals +13*, Hide +7*, Listen +14*, Ride +12, Spot +14*, Swim +11, Profession (Hunter) +5, Survival +8; Great Fortitude, Spell Focus (Conjuration), Augmented Summoning, Rapid Spell.

Spells Prepared (5/4/3/2; base DC 14 + Spell Level): 0—*cure minor wounds, detect magic, resistance, know direction, virtue*; 1st—*faery fire, entangle, cure light wounds, longstrider*; 2nd—*barkskin, bull's strength, resist energy*; 3rd—*greater magic fang, poison*.

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

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and takes –2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for a round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 ft away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 305 of the DMG).

Skills: A sahuagin 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.

Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

A sahuagin as a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Class Abilities:

- Spontaneous Casting: You may cast a Summon Nature's Ally spell by sacrificing another spell of the same level.
- Animal Companion: Medium Shark.
- Nature sense: +2 on Knowledge (nature) and Survival checks.
- Wild Empathy: Like Diplomacy on animals (+2 bonus)

- Woodland Stride: You are not impeded by natural plants.
- Trackless Step: you cannot be tracked.
- Resist Nature's Lure: +4 on saves vs. Fey effects.
- Wild Shape: 1/day turn self into a small, medium or large animal (as per Polymorph spell)

Possessions: Trident +1, leather armor +1, wand of cure light wounds, mundane equipment, waterproof scroll of align weapon (which she can't use).

Large Shark (Sela's Animal Companion): Large Animal (Aquatic); HD 7d8+7; hp 39; Init +6; Spd 60 ft (swim); AC 18 (Touch 12, Flat-footed 15)[-1 size, +3 Dex, +6 natural]; Base Atk +5; Grp +12; Atk: Bite +7 melee (1d8+4); Full Atk: Bite +7 melee (1d8+4); S/R: 10 ft/5 ft; SQ Blindsight, keen scent, share spells, link; SV: Fort +8, Ref +7 Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +7, Swim +11; Alertness, Great Fortitude, Improved Initiative.

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

Keen Scent (Ex): A shark can notice creatures by scent in a 180 ft radius and detect blood in the water at ranges of up to 1 mile.

Link (Ex): Sela may handle her shark as a free action, or push it as a move action.

Share Spells (Ex): Sela may have any spell she casts on herself also affect her shark if it is within 5 feet.

Encounter 5: The Scarlet Brotherhood

Styx: male Human (Suel), CR 3, Ftr 3, HD 3d10 +6 hp 24; Init +1; Spd 30 ft; AC 19 (+8 masterwork fullplate, +1 Dex), touch 11, flat-footed 18; Base Atk +3; Grp +6; Atk +8 melee (2d4+4, masterwork spiked chain, two handed) or +5 ranged (1d8+3, x3, masterwork composite longbow, +3 strength); Space/Reach 5 ft/10 ft; AL NE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +0, Intimidate +6, Jump +0, Profession: sailor +4, Swim +0; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Weapon Focus (spiked chain)

Possessions: masterwork spiked chain, masterwork composite longbow (str+3), 40 arrows, quick escape masterwork full plate, potion of *water breathing*.

Ephraim: male Human (Suel), CR5, Diviner 5; HD 5d4 +5 +11 *false life*, hp 31; Init +6; Spd 30 ft; AC 21 (+2 Dex, +4 *mage armor*, +4 *shield*, +1 deflection), touch 13, flat-footed 19; Base Atk +2; Grp +2; Atk +3 melee (1d4, masterwork dagger) or +5 ranged (1d10, 19-20, masterwork heavy repeating crossbow); Space/Reach 5 ft/5ft; AL LE; SV Fort +3, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 17, Wis 10, Cha 12.

Skills and Feats: Concentration +9, Knowledge (Arcana) +11, Knowledge (Geography) +4, Knowledge (Nature) +4, Knowledge (Nobility) +4, Knowledge (Religion) +11, Listen +2, Profession (Sailor) +5, Spellcraft +13, Spot +2; Craft Wondrous, Eschew Materials, Improved Initiative, Scribe Scroll, Steady Concentration.

Spells Prepared (5/5/4/3/; base DC 13+ Spell Level): 0—*daze*, *detect magic*, *light*, *ray of frost* (2); 1st—~~*mage armor*~~, *magic missile*, *master's touch*, *ray of enfeeblement*, ~~*shield*~~; 2nd—~~*false life*~~, *glitterdust*, *scorching ray*, ~~*see invisibility*~~; 3rd—~~*fly*~~, *dispel magic*, *resonating bolt*
Spells running: *false life* (included), *fly*, *mage armor* (included), *see invisibility*, *shield* (included)

Possessions: masterwork dagger, masterwork heavy repeating crossbow, 20 bolts, potion of *Water Breathing*, *vest of resistance* +1, *cloak of elemental protection*, *ring of protection* +1, *pearl of power* 1st, spellbook (see page 18 for contents).
Familiar: Weasel (+2 on Reflex saves).

Appendix 3: APL 6

Large Constrictor Snake: CR 4; large animal; HD 7d8+31; hp 62; Init +2; Spd 20 ft, climb 20 ft., swim 20 ft.; AC 16 (touch 11, flat-footed 14) [+2 dex, +5 natural, -1 size]; Size/Reach 10ft./5ft.; Base Atk +6; Grp +17; Atk +13 melee (1d4+10, bite); Full Atk +13 melee (1d4+10, bite); SA Constrict 1d4+10, improved grab; SQ Scent; AL N; SV Fort +9, Ref +7, Will +3; Str 25, Dex 15, Con 18, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +18, Hide +9, Listen +7, Spot +7, Swim +15; Alertness, Toughness, Weapon Focus (bite).

Constrict (Ex): On a successful grapple check (including the first with an improved grab), a constrictor snake deals 1d4+10 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Sela: Female Sahuagin, Drd 7; CR 8; Medium Monstrous Humanoid, Aquatic; HD 2d8+6 plus 7d8+21; hp 71; Init +1; Spd 30 ft, swim 60 ft; AC 21 (touch 12, flat-footed 19) [+3 armor, +2 Dex, +5 Nat. Armor, +1 Deflection]; Base Atk +7; Grp +11; Atk +12 melee (1d8+7 trident +1, two-handed) or +11 melee (1d4+4/x2, talon) or +6 melee (1d4+2, bite); Full Atk: +12/+7 melee (1d8+7, trident +1) and +6 melee (1d4+1, bite) or +11 melee (1d8+4, 2 talons) and +6 bite (1d4+2); SA Blood frenzy, rake 1d4+1; SQ Blindsight 30ft, darkvision 60 ft, freshwater sensitivity, light blindness, speak with sharks, water dependent, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wildshape; S/R 5 ft/5 ft; AL NE; SV Fort +11, Ref +7, Will +14; Str 18, Dex 14, Con 16, Int 12, Wis 20, Cha 8.

Skills and Feats: Concentration +15; Handle Animals +15*, Hide +7*, Listen +17*, Ride +14, Spot +17*, Swim +11, Profession (Hunter) +5, Survival +9; Great Fortitude, Spell Focus (Conjuration), Augmented Summoning, Rapid Spell, Mounted Combat.

Spells Prepared (6/6/4/3/2; base DC 15 + Spell Level): 0—*cure minor wounds(2), detect magic, resistance, know direction, virtue, 1st—faery fire, entangle(2), cure light wounds(2), longstrider; 2nd—barkskin, bull's strength, chill metal, resist energy; 3rd—dominate animal, greater magic fang, poison; 4th—dispel magic, ice storm.*

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

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and takes -2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for a round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 ft away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 305 of the DMG).

Skills: A sahuagin 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.

Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

A sahuagin as a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Class Abilities:

- Spontaneous Casting: You may cast a Summon Nature's Ally spell by sacrificing another spell of the same level.
- Animal companion: Medium Shark.

- Nature sense: +2 on Knowledge (nature) and Survival checks.
- Wild Empathy: Like Diplomacy on animals (+2 bonus)
- Woodland Stride: You are not impeded by natural plants.
- Trackless Step: you cannot be tracked.
- Resist Nature's Lure: +4 on saves vs. Fey effects.
- Wild Shape: 3/day turn self into a small or medium animal (as per Polymorph spell)

Possessions: Trident +1, leather armor +1, potions of cure light, wand of cure light wounds, mundane equipment, waterproof scroll of align weapon (which she can't use), cloak of resistance +1, ring of protection +1.

Large Shark (Sela's Animal Companion): Large Animal (Aquatic); HD 9d8+18; hp 58; Init +3; Spd 60 ft (swim); AC 18 (Touch 12, Flat-footed 15)[-1 size, +3 Dex, +6 natural]; Base Atk +6; Grp +14; Atk: Bite +9 melee (2d6+6); Full Atk: Bite +9 melee (2d6+6); S/R: 10 ft/5 ft; SQ Blindsight, keen scent, share spells, link, evasion; SV: Fort +10, Ref +9 Will +4; Str 18, Dex 16, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +8, Swim +12; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite).

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

Keen Scent (Ex): A shark can notice creatures by scent in a 180 ft radius and detect blood in the water at ranges of up to 1 mile.

Link (Ex): Sela may handle her shark as a free action, or push it as a move action.

Share Spells (Ex): Sela may have any spell she casts on herself also affect her shark if it is within 5 feet.

Evasion (Ex): If this creature makes a Reflex save for half damage, it takes none instead.

Encounter 5: The Scarlet Brotherhood

Styx: male Human (Suel), CR 5, Ftr 5, HD 5d10 +10 hp 40; Init +1; Spd 30 ft; AC 19 (+8 masterwork fullplate, +1 Dex), touch 11, flat-footed 18; Base Atk +5; Grp +8; Atk +10 melee (2d4+6, masterwork spiked chain, two handed) or +7 ranged (1d8+3, x3, masterwork composite longbow, +3 strength); Space/Reach 5 ft/10 ft; AL NE; SV Fort +7, Ref +3, Will +2; Str 1, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +1, Intimidate +8, Jump +1, Profession: sailor +5, Swim +1; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain)

Possessions: masterwork spiked chain, masterwork composite longbow (str+3), 40 arrows, quick escape masterwork full plate, potion of *water breathing*, *vest of resistance* +1, *cloak of elemental protection*.

Ephraim: male Human (Suel), CR7, Diviner 5, Divine Oracle 2; HD 5d4+5 +2d6+2 +13 *false life*, hp 43; Init +6; Spd 30 ft; AC 21 (+2 Dex, +4 *mage armor*, +4 *shield*, +1 deflection), touch 13, flat-footed 19; Base Atk +3 Grp +3; Atk +4 melee (1d4, masterwork dagger) or +6 ranged (1d10, 19-20, masterwork heavy repeating crossbow); Space/Reach 5 ft/5ft; SQ scry bonus, prescient sense, trap sense +1; AL LE; SV Fort +4, Ref +7, Will +9; Str 11, Dex 14, Con 12, Int 17, Wis 10, Cha 12.

Skills and Feats: Concentration +11, Knowledge (Arcana) +13, Knowledge (Geography) +5, Knowledge (History) +5, Knowledge (Nature) +4, Knowledge (Nobility) +5, Knowledge (Religion) +11, Listen +2, Profession (Sailor) +5, Spellcraft +15, Spot +2; Craft Wondrous, Eschew Materials, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge: Religion), Steady Concentration.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Spells Prepared (5/6/5/4/3; base DC 13+ Spell Level): 0—*daze*, *detect magic*, *light*, *ray of frost* (2); 1st—*acid orb* (lesser), *mage armor*, *magic missile*, *master's touch*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *fireburst*, *glitterdust*, *scorching ray*, *see invisibility*; 3rd—*fly*, *dispel magic*, *resonating bolt*, *lightning bolt*; 4th—*scrying*, *unluck*

Spells running: *false life* (included), *fly*, *mage armor* (included), *see invisibility*, *shield* (included)

Possessions: masterwork dagger, masterwork heavy repeating crossbow, 20 bolts, potion of *Water*

Breathing, vest of resistance +2, cloak of elemental protection, pearl of power 1st, ring of protection +1, scrying mirror, spellbook (see page 18 for contents).
Familiar: Weasel (+2 on Reflex saves).

Appendix 4: APL 8

Octopus, Giant: CR 8; Large Animal (Aquatic); HD 8d8+11; hp 47; Init +2; Spd 20 ft, swim 30 ft.; AC 18 (touch 11, flat-footed 16) [+2 dex, +7 natural, -1 size]; Size/Reach 10 ft./10 ft. (20 ft. with tentacle); Base Atk +6; Grp +15; Atk +10 melee (1d4+5, tentacle); Full Atk +10 melee (1d4+5, 8 tentacles) and +5 melee (1d8+2, bite); SA Constrict 2d8+6, improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +7, Ref +8, Will +3; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

Skills and Feats: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13; Alertness, Skill Focus (Hide), Toughness.

Tentacles: An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hitpoints each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check (including on the first successful grapple).

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunities while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide checks.

A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks.

Sela: Female Sahuagin, Drd 9; CR 10; Medium Monstrous Humanoid, Aquatic; HD 2d8+6 plus 9d8+27; hp 87; Init +2; Spd 30 ft, swim 60 ft; AC 21 (touch 12, flat-footed 19) [+3 armor, +2 Dex, +5 Nat. Armor, +1 Deflection]; Base Atk +8; Grp +12; Atk +13 melee (1d8+7, +1 trident, two-handed) or +12 melee (1d4+4/x2, talon) or +7 melee (1d4+2, bite); Full Atk: +13/+8 melee (1d8+7, +1 trident) and +7 melee (1d4+2, bite) or +12 melee (1d8+4, 2 talons) and +7 bite (1d4+2); SA Blood frenzy, rake 1d4+2; SQ Blindsight 30ft, darkvision 60 ft, freshwater sensitivity, light blindness, speak with sharks, water dependent, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wildshape; S/R 5 ft/5 ft; AL NE; SV Fort +12, Ref +8, Will +16; Str 18, Dex 14, Con 16, Int 12, Wis 22, Cha 8.

Skills and Feats: Concentration +17; Handle Animals +16*, Hide +7*, Listen +19*, Ride +16, Spot +19*, Swim +11, Profession (Hunter) +5, Survival +9; Great Fortitude, Spell Focus (Conjuration), Augmented Summoning, Rapid Spell, Mounted Combat.

Spells Prepared (6/6/6/4/3/2; base DC 16 + Spell Level): 0—*cure minor wounds*(2), *detect magic*, *resistance*, *know direction*, *virtue*, 1st—*faery fire*, *entangle*(2), *cure light wounds*(2), *longstrider*; 2nd—*barkskin*, *bull's strength*(2), *chill metal*(2), *resist energy*; 3rd—*dominate animal*, *greater magic fang*, *poison*(2); 4th—*dispel magic*, *freedom of movement*, *ice storm*; 5th—*animal growth*, *tree stride*.

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

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and takes -2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds

sahuagin for a round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 ft away. The communication is limited to fairly simple concepts such as “food,” danger,” and “enemy.” Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 305 of the DMG).

Skills: A sahuagin 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.

Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

A sahuagin as a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Class Abilities:

- Spontaneous Casting: You may cast a Summon Nature's Ally spell by sacrificing another spell of the same level.
- Animal Companion: Medium Shark
- Nature sense: +2 on Knowledge (nature) and Survival checks.
- Wild Empathy: Like Diplomacy on animals (+2 bonus)
- Woodland Stride: You are not impeded by natural plants.
- Trackless Step: you cannot be tracked.
- Resist Nature's Lure: +4 on saves vs. Fey effects.
- Wild Shape: 3/day turn self into a small, medium or large animal (as per Polymorph spell)
- Venom immunity

Possessions: Trident +1, leather armor +1, wand of cure light wounds, mundane equipment, waterproof scroll of align weapon (which she can't use), cloak of resistance +1, ring of protection +1, periapt of wisdom +2, 675 gp in pearls.

Large Shark (Sela's Animal Companion): Large Animal (Aquatic); HD 11d8+22; hp 71; Init +3; Spd 60 ft (swim); AC 20 (Touch 12, Flat-footed 17)[-1 size, +3 Dex, +8 natural]; Base Atk +8; Grp +16; Atk: Bite +11

melee (2d6+6); Full Atk: Bite +11 melee (2d6+6); S/R: 10 ft/5 ft; SQ Blindsense, keen scent, share spells, link, evasion, devotion; SV: Fort +11, Ref +10 Will +4; Str 19, Dex 17, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +9, Spot +9, Swim +12; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite).

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

Keen Scent (Ex): A shark can notice creatures by scent in a 180 ft radius and detect blood in the water at ranges of up to 1 mile.

Link (Ex): Sela may handle her shark as a free action, or push it as a move action.

Share Spells (Ex): Sela may have any spell she casts on herself also affect her shark if it is within 5 feet.

Evasion (Ex): If this creature makes a Reflex save for half damage, it takes none instead.

Devotion (Ex): This creature gains a +4 morale bonus on all Will saves against enchantment spells and effects

Encounter 5: The Scarlet Brotherhood

Styx: male Human (Suel), CR 7, Ftr 7, HD 7d10 +14 hp 56; Init +1; Spd 30 ft; AC 20 (+10 fullplate, +1 Dex), touch 11, flat-footed 19; Base Atk +7; Grp +10; Atk +12 melee (2d4+7, +1 spiked chain, two handed) or +9 ranged (1d8+3, x3, masterwork composite longbow, +3 strength); Full Atk +12/+7 melee (2d4+7, +1 spiked chain, two handed) or +9/+4 ranged (1d8+3, x3, masterwork composite longbow, +3 strength); Space/Reach 5 ft/10 ft; AL NE; SV Fort +8, Ref +4, Will +3; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +2, Intimidate +10, Jump +2, Profession: sailor +5, Swim +3; Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Mobility, Power Attack, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain)

Possessions: +1 spiked chain, masterwork composite longbow (str+3), 40 arrows, quick escape fullplate +1, potion of *water breathing*, *vest of resistance* +1, *cloak of elemental protection*.

Ephraim: male Human (Suel), CR9, Diviner 5, Divine Oracle 4; HD 5d4+5 +4d6+4 +15 *false life*, hp 55; Init +6; Spd 30 ft; AC 21 (+2 Dex, +4 *mage armor*, +4 *shield*, +1 deflection), touch 13, flat-footed 19; Base Atk +4 Grp +4; Atk +5 melee (1d4, masterwork dagger) or +7 ranged (1d10, 19-20, masterwork heavy repeating crossbow); Space/Reach 5 ft/5ft; SQ scry bonus,

prescient sense, trap sense +1, divination enhancement, uncanny dodge; AL LE; SV Fort +6, Ref +9, Will +11; Str 11, Dex 14, Con 12, Int 20, Wis 10, Cha 12.

Skills and Feats: Concentration +13, Knowledge (Arcana) +17, Knowledge (Geography) +8, Knowledge (History) +8, Knowledge (Nature) +8, Knowledge (Nobility) +8, Knowledge (Religion) +11, Listen +2, Profession (Sailor) +5, Spellcraft +19; Spot +2; Craft Wondrous, Empower Spell, Eschew Materials, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge: Religion), Steady Concentration.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized.)

Spells Prepared (5/7/6/5/4/3; base DC 15+ Spell Level): 0—*daze*, *detect magic*, *light*, *ray of frost* (2); 1st—*acid orb* (lesser), *fire orb* (lesser), ~~*mage armor*~~, *magic missile*, *master's touch*, *ray of enfeeblement*, ~~*shield*~~; 2nd—*blindness/deafness*, ~~*false life*~~, *fireburst*, *glitterdust*, *scorching ray*, ~~*see invisibility*~~; 3rd—~~*fly*~~, *dispel magic*, *haste*, *resonating bolt*, *lightning bolt*; 4th—*dimension door*, *scrying*, *empowered scorching ray wrack*; 5th—*arc of lightning*, *baleful polymorph*, *reciprocal gyre*
Spells running: *false life* (included), *fly*, *mage armor* (included), *see invisibility*, *shield* (included)

Possessions: masterwork dagger, masterwork heavy repeating crossbow, 20 bolts, potion of *Water Breathing*, *vest of resistance* +3, *cloak of elemental protection*, *ring of protection* +1, *headband of intellect*

+2, *pearl of power* 1st scrying mirror, spellbook (see page 18 for contents).

Familiar: Weasel (+2 on Reflex saves).

Appendix 5:

APL 10

Advanced Octopus, Giant: CR 11; Huge Animal (Aquatic); HD 14d8+59; hp 122; Init +2; Spd 20 ft, swim 30 ft.; AC 19 (touch 9, flat-footed 18) [+1 dex, +10 natural, -2 size]; Size/Reach 15 ft./15 ft. (30 ft. with tentacle); Base Atk +10; Grp +27; Atk +18 melee (1d8+9, tentacle); Full Atk +18 melee (1d8+9, 8 tentacles) and +12 melee (2d6+4, bite); SA Constrict 3d8+10, improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +13, Ref +10, Will +5; Str 28, Dex 13, Con 18, Int 2, Wis 12, Cha 3.

Skills and Feats: Escape Artist +12, Hide +13, Listen +4, Spot +6, Swim +13; Alertness, Skill Focus (Hide), Toughness, Improved Natural Attack (tentacle), Weapon Focus (tentacle).

Tentacles: An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hitpoints each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 3d8+10 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunities while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide checks.

A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks.

Sela: Female Sahuagin, Drd 11; CR 12; Medium Monstrous Humanoid, Aquatic; HD 2d8+6 plus 11d8+33; hp 103; Init +2; Spd 30 ft, swim 60 ft; AC 21 (touch 12, flat-footed 19) [+3 armor, +2 Dex, +5 Nat. Armor, +1 Deflection]; Base Atk +10; Grp +14; Atk +15 melee (1d8+7, +1 trident, two-handed) or +14 melee (1d4+4/x2, talon) or +9 melee (1d4+2, bite); Full Atk: +15/+10 melee (1d8+7, +1 trident) and +9 melee (1d4+2, bite) or +14 melee (1d8+4, 2 talons) and +9 bite (1d4+2); SA Blood frenzy, rake 1d4+2; SQ Blindsight 30ft, darkvision 60 ft, freshwater sensitivity, light blindness, speak with sharks, water dependent, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wildshape; S/R 5 ft/5 ft; AL NE; SV Fort +14, Ref +9, Will +18; Str 19, Dex 14, Con 16, Int 12, Wis 22, Cha 8.

Skills and Feats: Concentration +19; Handle Animals +18*, Hide +7*, Listen +21*, Ride +18, Spot +21*, Swim +11, Profession (Hunter) +5, Survival +10; Great Fortitude, Spell Focus (Conjuration), Augmented Summoning, Rapid Spell, Mounted Combat, Ride by Attack.

Spells Prepared (6/7/6/5/4/3/2; base DC 16 + Spell Level): 0—*cure minor wounds*(2), *detect magic*, *resistance*, *know direction*, *virtue*; 1st—*faery fire*(2), *entangle*(2), *cure light wounds*(2), *longstrider*; 2nd—*barkskin*, *bull's strength*, *chill metal*(2), *fog cloud*, *resist energy*; 3rd—*dominate animal*, *greater magic fang*, *poison*(2), *contagion*; 4th—*dispel magic*, *freedom of movement*, *ice storm*(2); 5th—*animal growth*, *tree stride*, *cure critical wounds*; 6th—*greater dispel magic*, *anti-life shell*.

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

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and takes -2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must

repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for a round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 ft away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 305 of the DMG).

Skills: A sahuagin 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.

Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

A sahuagin as a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Class Abilities:

- Spontaneous Casting: You may cast a Summon Nature's Ally spell by sacrificing another spell of the same level.
- Animal Companion: Medium Shark
- Nature sense: +2 on Knowledge (nature) and Survival checks.
- Wild Empathy: Like Diplomacy on animals (+2 bonus)
- Woodland Stride: You are not impeded by natural plants.
- Trackless Step: you cannot be tracked.
- Resist Nature's Lure: +4 on saves vs. Fey effects.
- Wild Shape: 3/day turn self into a small, medium or large animal (as per Polymorph spell)
- Venom immunity

Possessions: Trident +1, leather armor +1 of light fortification, wand of *cure light wounds*, mundane equipment, waterproof scroll of *align weapon* (which she can't use), cloak of resistance +2, ring of protection +1, periapt of wisdom +2, druid's vestments.

Large Shark (Sela's Animal Companion): Large Animal (Aquatic); HD 13d8+26; hp 84; Init +3; Spd 60 ft (swim); AC 23 (Touch 13, Flat-footed 19)[-1 size, +4 Dex, +10 natural]; Base Atk +9; Grp +18; Atk: Bite +13 melee (2d6+7); Full Atk: Bite +13/+8 melee (2d6+7); S/R: 10 ft/5 ft; SQ Blindsense, keen scent, share spells, link, evasion, devotion, multiattack; SV: Fort +12, Ref +12 Will +5; Str 21, Dex 18, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +9, Spot +9, Swim +12; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Power Attack.

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

Keen Scent (Ex): A shark can notice creatures by scent in a 180 ft radius and detect blood in the water at ranges of up to 1 mile.

Link (Ex): Sela may handle her shark as a free action, or push it as a move action.

Share Spells (Ex): Sela may have any spell she casts on herself also affect her shark if it is within 5 feet.

Evasion (Ex): If this creature makes a Reflex save for half damage, it takes none instead.

Devotion (Ex): This creature gains a +4 morale bonus on all Will saves against enchantment spells and effects.

Multiattack: This creature gets an additional natural attack at -5 when making a full attack.

Encounter 5: The Scarlet Brotherhood

Styx: male Human (Suel), CR 9, Ftr 9, HD 9d10 +18 hp 72; Init +2; Spd 30 ft; AC 20 (+10 full plate, +1 Dex), touch 12, flat-footed 19; Base Atk +9; Grp +13; Atk +15 melee (2d4+9/19-20, +1 spiked chain, two handed) or +12 ranged (1d8+4, x3, masterwork composite longbow, +4 strength); Full Atk +15/+10 melee (2d4+9, +1 spiked chain, two handed) or +12/+7 ranged (1d8+4, x3, masterwork composite longbow, +4 strength); Space/Reach 5 ft/10 ft; AL NE; SV Fort +9, Ref +6, Will +4; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +10, Jump +5, Profession: sailor +5, Swim +6; Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Elusive Target, Improved Critical (spiked chain), Improved Trip, Mobility, Power Attack, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain)

Special: The wizard Ephraim has pre-cast *arrow of bone*, and handed the arrow to Styx. Anyone hit by this +4 arrow must make a DC22 Fortitude save or be instantly slain. If the save is made, the target instead

takes 3d6+15 points of damage, in addition to the regular damage of the arrow. Styx has the arrow ready on his bow when the encounter starts, and threatens Crandus with it, but will use it on the first suitable target when combat starts unless strategy suggests otherwise. See appendix 6 for more details on the spell.

Special: Ephraim has pre-cast *Brilliant Blade* on Styx's spiked chain, so that the weapon now ignores armour. See appendix 6 for more details on the spell.

Possessions: +1 spiked chain, masterwork composite longbow (str+4), 40 arrows, quick escape fullplate +1, *cloak of elemental protection*, potion of *water breathing*, *vest of resistance +1*, *gauntlets of ogre power*

Ephraim: male Human (Suel), CR11, Diviner 5, Divine Oracle 6; HD 5d4+10 +6d6+12 +16 *false life*, hp 77; Init +6; Spd 30 ft; AC 20 (+2 Dex, +4 *mage armor*, +4 *shield*), touch 12, flat-footed 18; Base Atk +5 Grp +5; Atk +6 melee (1d4, masterwork dagger) or +8 ranged (1d10, 19-20, masterwork heavy repeating crossbow); Space/Reach 5 ft/5ft; SQ scry bonus, prescient sense, trap sense +2, divination enhancement, improved uncanny dodge; AL LE; SV Fort +7, Ref +10, Will +12; Str 11, Dex 14, Con 14, Int 22, Wis 10, Cha 12.

Skills and Feats: Concentration +16, Knowledge (Arcana) +20, Knowledge (Geography) +11, Knowledge (History) +11, Knowledge (Nature) +10, Knowledge (Nobility) +10, Knowledge (Religion) +11, Listen +2, Profession (Sailor) +5, Spellcraft +22; Spot +2; Craft Wondrous, Empower Spell, Eschew Materials, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge: Religion), Steady Concentration.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine

oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized.)

Spells Prepared (5/7/7/6/5/4/3; base DC 16+ Spell Level): 0—*daze*, *detect magic*, *light*, *ray of frost* (2); 1st—*acid orb* (lesser), *fire orb* (lesser), ~~*mage armor*~~, *magic missile*, *master's touch*, *ray of enfeeblement*, ~~*shield*~~; 2nd—*blindness/deafness*, ~~*false life*~~, *fireburst*, *glitterdust*, *scorching ray* (2), ~~*see invisibility*~~; 3rd—~~*fly*~~, *dispel magic*, *haste*, *resonating bolt*, *lightning bolt* (2); 4th—*dimension door*, *empowered scorching ray*, *scrying*, *unluck*, *wrack*; 5th—*arc of lightning*, *baleful polymorph*, *fireburst* (greater), *reciprocal gyre*; 6th—~~*arrow of bone*~~, ~~*brilliant blade*~~, *disintegrate*
Spells running: *false life* (included), *fly*, *mage armor* (included), *see invisibility*, *shield* (included)

Possessions: masterwork dagger, masterwork heavy repeating crossbow, 20 bolts, potion of *Water Breathing*, *vest of resistance +3*, *cloak of elemental protection*, *Amulet of health +2*, *headband of intellect +4*, *pearl of power* 1st scrying mirror, spellbook (see page 18 for contents).

Familiar: Weasel (+2 on Reflex saves).

Appendix 6: Dullstrand City at a Glance

👑 **Dullstrand City** (considered a Small City): Non-standard (Clan structure); AL CN (N); 15,000 gp limit; Assets 2,625,500 gp; Population 3'500; Mixed (Human 2800, Dwarf 280, Halfling 175, Elf 105, Gnome 70, half-elf 35, Half-orc 35).

Authority Figures: Kjirg Grefstov (LN human male, Exp/Ari 10/5), Master of Dullstrand; Chirney Retnev (Chirney the Blue) (CN human male, Exp 10), Master of Dullstrand; Deliah Natenberg (N human female, Exp 10) Guildmaster Merchants' Guild, Christann Annden (CN human male, Exp 3) harbour steward; Marquann Verstov (N human male, Exp 7) market steward.

Important Figures: Olain Wynn (LN human male), 12th level Cleric of Zilchus; Helen Divolia (N human female), 10th level Cleric of Xerbo; Lucas Kantermann (LG human male), 6th level Cleric of Rao; Nodren Jinsain (N human male, Exp 7) Assistant Guildmaster Merchants' Guild.

The Free and Independent City of Dullstrand, also known as Dullstrand City (or DC to its inhabitants) is a large town built in an inlet on the south eastern coast of the continent. It is one of the few ports capable of receiving large ships anywhere along the coast in the Aerdi Sea, and the largest settlement for miles in any direction.

Dullstrand is fairly unique in its appearance and this sense of 'uniqueness' has affected its citizens to some extent.

Dullstrand is built on what appears to be the ruins of an ancient, pyramid style city. The top portion of Dullstrand comprising of a dark, igneous rock found virtually no-where else on Oerth. At the centre of the town is a dark rock monolith known as the Citadel, which seems to be the top of the pyramid, from which the 'Masters of Dullstrand' run the town. Four identical concourses run out from the Citadel, dividing the town into four quarters.

Apart from the Citadel, the rest of the original pyramid is buried into the surrounding land, but this has produced a strange consequence in that most of the town is below the level of the adjacent hills and dunes. Over the years these hills have been built up to hide Dullstrand from being spotted from the sea. To keep to this confidentiality for many years it was against the law to build more than one story high and so a lot of

cellar-like structures exist below ground, but in their majority these are only accessible to residents of Dullstrand and off limits to out-of-towners. A few two-story buildings now exist, but these must have all their top floor windows blacked out at all times, something that is strictly enforced by the Dullstrand watch (and no amount of bribes will change this). No lights are allowed to shine at night that can be seen from the sea. Dullstrand itself can barely be discerned in the daytime from offshore, unless one actually enters the inlet (Dullstrand Bay) to see around the artificial hills and carefully planted brush and trees, built up over many decades by the local people. As well as that, there is the large reef, shallow waters and other maritime hazards that exist in front of the inlet and so if you are not from the area, it is necessary to hire a pilot to enter the City.

Demi-humans are looked on with suspicion, though this is starting to change, but Halflings, especially, are still treated as 'second-class' citizens, with a lot of them still in indentured service to various merchants of the town.

No formal charter of laws govern the town, though a few straightforward, common-sense rules for the handling of land ownership, the settling of disputes, and public conduct have been written down and are generally enforced. The town has no official jail; severe violations are punished by death or indentured servitude and minor violations by beatings or, more often fines or some might say bribes. One-handed weapons and light armour are permitted within the City boundaries, anything larger or heavier will be confiscated by the Watch unless an 'agreement' can be reached. Bows must be unstrung and a trigger guard placed on Crossbows. Peace bonds and seals can be placed on non-authorised weapons for transport purposes.

The government is authoritarian but tolerably corrupt; keeping its hands off all business in the town as long as it receives the proper "fees" (Bribery in Dullstrand City is a long established tradition, not a crime). This does raise the cost of doing business in the City, but the wide-open atmosphere and lack of concern about using the town for smuggling or piracy operations encourages the business turnover.

The Masters use their clan soldiers as a private militia protecting their interests but very rarely interfering in the day to day running of the City except when they are displeased with the turn of events. The

City Watch is a fairly 'neutral' force, paid for and run by the merchants' guild, which sees to keeping the law in the City, the law as interpreted by the merchants of course. Again the Masters are happy with this situation as long as the appropriate "fees" are regularly received. To further cause problems, local citizens of all races have formed their own militia to protect themselves, and anyone who can contribute, from criminals and quite often the Watch and the Masters' militia. This has lead to immense friction and, quite often, open conflict between the Watch and the Concerned Citizens' Militia (as they like to be known) being refereed by the Masters' Militia.

Zilchus is the main god worshipped in the City for some strange reason, with Procan and Xerbo also having large followings. There is a large temple to Rao in the City, but the number of worshippers has fallen over the years. Amongst the Halfling indentured servants the worship of Arvoreen is on the rise.

Appendix 7: New Rules Items and Spells

Quick-Escape (*Arms and Equipment Guide*):

Ingeniously crafted, this armour uses special buckles, straps, and releases so it can be removed in mere moments. It is a favourite of wealthy sailors and adventurers who anticipate going near bodies of water.

As a standard action, the wearer pulls and twists on a special lock, located on the shield-side hip, which causes the armour to fall away. Each lock is unique in operation, making it difficult for anyone other than the owner to undo, especially in the middle of battle. A Disable Device check (DC 30) is required for someone other than the wearer to release the armour in combat.

If the Disable Device attempt is made while the wearer is not in combat (a rogue sneaking up on a sleeping guard, for example), then the DC is reduced to 15.

The quick-escape extra must be included during the creation of the armour, which must be of masterwork quality. It takes twice as long as normal to put on quick-escape armour.

Vest of Resistance (*Complete Arcane*): These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous item, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Cloak of Elemental Protection (*Miniatures Handbook*): This cloak, woven with threads of various colours, 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 therefore can 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.

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warmage 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component Two small iron rods.

Source: *Complete Arcane*.

Arrow of Bone

Necromancy [Death]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One projectile or thrown weapon touched

Duration: 8 hours or until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You scribe runes of dire power on a single missile or thrown weapon (usually an arrow, bolt, dart, javelin, or spear), changing the weapon into a sinister missile of cold, enhanced bone. When thrown or fired at a creature as a normal ranged attack, the weapon gains a +4 enhancement bonus on attack rolls and damage rolls. In addition, any living creature struck by an *arrow of bone* must succeed on a Fortitude save or be instantly slain. A creature that makes its save instead takes 3d6 points of damage +1 point per caster level (maximum +15). Regardless of whether the attack hits, the magic of the *arrow of bone* is discharged by the attack, and the missile is destroyed.

Material Component: A tiny sliver of bone and a vial of blood mixed with powdered precious gems worth 50 gp, used to paint the runes on the projectile.
Source: *Complete Arcane*.

Brilliant Blade

Transmutation

Level: Cleric 8, sorcerer/wizard 6

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transform a single melee weapon, thrown weapon, or group of projectiles into a weapon of brilliant energy. A brilliant energy weapon sheds light as a torch (20-foot radius) and ignores nonliving matter. Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, or objects. If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Source: *Complete Arcane*.

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2, war-mage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8). *Material Component:* A bit of sulfur.

Source: *Complete Arcane*.

Fireburst, Greater

Evocation [Fire]

Level: Sorcerer/wizard 5, warmage 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one. Source: *Complete Arcane*.

Fly, Swift

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like fly (see page 232 of the *Player's Handbook*), except as noted above.

Source: *Complete Adventurer*.

Instant Search

Divination

Level: Assassin 1, ranger 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.

Source: *Complete Adventurer*.

Master's Touch

Divination

Level: Bard 1, sorcerer/wizard 1

Components: V, F

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Master's touch is a spell often found in the repertoire of adventurers who specialize in casting arcane spells.

You gain proficiency with a single weapon or shield you hold in your hands when the spell is cast. The lack of a somatic component means the spell can be cast in the middle of a fight while you keep ready whatever items stand between you and danger.

Proficiency is granted for only a single, specific item, although multiple castings allow for multiple proficiencies. For example, if you hold a short sword and a rapier, with a buckler strapped to your offhand,

you could cast the spell three times, once for each weapon and once for the shield.

This spell does not grant proficiency for a kind or category of item (such as short swords) but only for the one specific item held in your hand at the time the spell is cast (*this* short sword). Should you set that item down or otherwise lose your grip on it, the proficiency does not transfer to a different item of the same kind you might pick up. However, if you recover the original item before the spell's effect runs out, you are still proficient with that specific weapon or shield for the duration.

Focus: The item in whose use you wish to be proficient.

Source: *Complete Adventurer*.

Orb Of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warlock 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid.

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Complete Arcane*.

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warlock 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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: *Complete Arcane*.

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warlock 1

Effect: One orb of cold

This spell functions like *lesser orb of acid*, except that it deals cold damage.

Source: *Complete Arcane*.

Orb of Fire, Lesser

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1, warlock 1

Effect: One orb of fire

This spell functions like *lesser orb of acid*, except that it deals fire damage.

Source: *Complete Arcane*.

Orb of Sound

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 4, warlock 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of sonic energy

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an *orb of sound* must make a Fortitude save or be deafened for 1 round instead of being sickened.

Source: *Complete Arcane*.

Orb of Sound, Lesser

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warlock 1

Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Source: *Complete Arcane*.

Reciprocal Gyre

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility* sphere and *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be—for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component. A tiny closed loop of copper wire.

Source: *Complete Arcane*.

Resonating Bolt

Evocation [Sonic]

Level: Bard 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond it if its range permits; otherwise, it stops. Source: *Complete Arcane*.

Sonic Weapon

Transmutation [Sonic]

Level: Bard 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level (D)

This spell temporarily sheathes a weapon in sonic energy. While the spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful attack. The sonic energy does not harm the weapon's wielder. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

Source: *Complete Adventurer*.

Unluck

Divination

Level: Bard 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 Levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material Component: A piece of a broken mirror.

Source: *Complete Arcane*.

Wrack

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Source: *Complete Divine*.

