

Gift of the Tempest

A One-Round Dungeons & Dragons® Living Greyhawk™ Meta-Regional Adventure set in the Splintered Suns

Version 1.4

by Pieter Sleijpen
Circle Reviewer: Pieter Sleijpen
Editors: Colleen Simpson, Pierre van Rooden
Playtesters: Pasi Riita, J-P Hartikainen, Jani Kekkonen, Jouni Kallio

Taking shelter from a storm in the village of Montesser, the PCs awake to find that more than seaweed is being washed ashore by the tide... A one-round Meta-regional adventure set in Medegia (or Ratik) for characters level 1-13 (APLs 2-10), Part 1 of Terrors of the Deep. [Not for those with a dislike for the ocean.]

Resources for this adventure [and the authors of those works] include *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Secrets of Xen'drik* [Keith Baker, Jason Bulmahn, Amber Scott], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jenifer Clarke Wilkes], *The Marchland of Medegia* [Creighton Broadhurst], and TSS3-07 *Osson's Lance* [Andy Macphee, Jeny Macphee, Stuart Kerrigan]

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

Preparing for Play

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. 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 1-round Meta-regional adventure, set in Medegia in the Splintered Suns meta-region OR in Ratik in the Nyronde meta-region. Characters native to the Splintered Suns meta-region pay 1 Time Unit per round if they play this adventure set in Medegia (ie. as ESA6-04), but 2 Time Units if they play this adventure set in Ratik (ie. as NMR6-05). Characters native to the Nyronde meta-region pay 1 Time Unit if they play this adventure set in Ratik (ie. as NMR6-05), but 2 Time Units if they play this adventure set in Medegia (ie. as ESA6-04). All other characters pay 2 Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The sea gives, the sea takes. It gives by providing food and trade. It takes through storm, pirates and monsters.

Sometimes it takes and gives at the same time when richly-loaded merchant vessels run aground, offering the cargo to those living nearby while taking the lives of those aboard the doomed vessel.

Seeking shelter in a small fishing village, the PCs are awakened in the middle of the night. A merchant vessel has run aground nearby and it's only a matter of time before the sea claims its prize. The storm is still raging, and the villagers have no idea under what flag the ship sails; they fear there may be enemies aboard. At the same time they feel obliged to offer help to the poor sailors onboard. They beg the PCs to row into the raging sea and try to help those on the ship. In return the PCs can claim whatever cargo the ship is carrying.

What the PCs and villagers do not know is that all but one aboard are dead – murdered by undead raiders. These poor sailors are doomed to return from the grave to haunt the living, making life difficult for the PCs, and, potentially, the villagers if the PCs do not destroy them. Once defeated, the PCs find one survivor hiding among the cargo. The poor soul was driven insane by the ordeal, but, with the proper incentive, he can tell the story of what befell the *Kalandra*.

He tells them that the undead came from nowhere, apparently unaffected by the storm. They were searching for something. Not for living victims, but for knowledge. Not all the sailors were killed at once, the undead captain questioning the living before dispatching them. For now it remains unknown what it was searching for since those remaining have been made undead and are thus beyond the use of *speak with dead*. All the survivor knows is that the pirate ship sailed under a flag with the heraldry of a black tower with a skull above it and two skeletal hands wielding a scythe.

The sailor did not recognize the symbol, but others might. It belongs to the dreaded Delglath the Undying – a powerful animus cleric of Nerull and ruler of Rinloru in the Northern Kingdom. House Torquann, supported by Overking Grenell, has tried to destroy Delglath and his army for years now, and his existence is a testimony of his great power and military skill. Until now he has shown no interest in naval matters, cooped up as he is in the Northern Kingdom, constantly fighting Grenell's forces. What is so important for him to send his forces out into the Solnor Ocean? Why did nobody note a ship of his setting sail? Are there more?

ADVENTURE SUMMARY

ESA6-0X/NMR6-05 *Gift of the Tempest* is a 1-round meta-regional set Medegia or Ratik, depending on the meta-region in which it is run. It is a relatively straightforward, linear adventure albeit set in a non-traditional environment.

Introduction: While on a trip from either Dullstrand City or Pontylver to the Sea Baron or Rel Astra (when set in the Splintered Suns meta-region) on the cog *Era Lemna* before the coast of Medegia, the PCs are surprised by a storm (its power dependent on the APL). Seeking shelter

the PCs end up in a warm comfortable drinking-hall in the town *Montesser*.

Encounter 1 [Warm Wine and Fishermen's Tales]: The PCs enjoy a "pleasant" evening in one of the local drinking halls while sheltering from the raging storm.

Encounter 2 [Alarm Bells]: Late that night the alarm bell being sounded disturbs the peace. Soon the PCs learn that a ship has run aground, and the locals ask the PCs to help those poor souls aboard. The villagers can offer no reward, but, depending on the attitude of the PCs, they can offer its cargo or suggest its owner might pay a rich reward for its recovery.

Encounter 3 [Challenging the Storm]: Getting to the sinking ship is easier said than done. Even in fine weather the rocks on which the ship ran aground are dangerous, let alone during a raging storm.

Encounter 4 [The Kalandra]: This section gives a description of the rooms and inhabitants of the caravel the *Kalandra*. Certain haste is required since the ship is quickly falling apart.

Encounter 5 [Passage of Time]: The *Kalandra* is slowly being destroyed by the elements. While the ship does not sink while the PCs are aboard, its slow disintegration has its effects aboard.

Encounter 6 [A Lone Survivor]: Hidden inside the ship, a terrified merchant waits for rescue. If the PCs enter his hiding spot he reacts in panic until he realize the PCs are not undead, and even then all he can think of is to get off the ship. The PCs need to calm him down in order to get him to tell his story, and even then it is difficult to keep him focused. The ordeal has shattered his sanity, although powerful curative magic can restore his sanity quickly.

Encounter 7 [Back At Montesser]: If the PCs rescue the survivor, they have to decide what to do with him. If they return to Montesser, they learn that the orcs want to keep him as a hostage to get a big ransom. The PCs can try to cut a deal with them, or flee together with the survivor.

Conclusion: Once the storm quiets down, the *Era Lemna* proceeds on his journey, either with due haste to escape the wrath of the orcs of Montesser or calmly when the PCs made a deal. The adventure is at an end, but who were the undead that attacked the ship? And what knowledge do they seek?

PREPARATION FOR PLAY

ESA6-04/NMR6-05 *Gift of the Tempest* is run both in the Splintered Suns and Nyrond meta-region. While both

versions are slightly different, a player can only play one of the two versions. Just to be safe check this beforehand.

The adventure is mainly set on board of a sinking ship. DMs are advised to become familiar with the rules on swimming, drowning and storms as discussed in the *Player's Handbook* and the *Dungeon Master's Guide*. *Stormwrack* provides additional useful information on ship decks as an environment for battles and facing the elements on board of a ship. It is also important the players are aware about the environment since the adventure is ill-suited for centaurs (especially when Large sized) and to a lesser extend asherati.

The Splintered Suns version is set in the town of Montesser in Medegia. More information on this unusual town can be found in Appendix 2. DMs should now check for the favor/disfavor with the orcs of Montesser from TSS3-07 *Osson's Lance*. It has an impact on how the PCs are treated in the town. Despite wishes to the contrary from the rulers of Ahlissa, Medegia is not part of the United Kingdom of Ahlissa and as such any wanted status or favors with organizations from that country do not come into play unless specifically mentioned otherwise.

INTRODUCTION

The adventure starts while the PCs are passengers aboard the caravel "*Era Lemna*", traveling along the coast of Medegia. The captain is Azir Delrrii, an able, good-natured man, who hails from the Sea Barons. The exact reason for the trip is up to the PCs, but most likely they are on a trip from Ahlissa or Dullstrand to harbors to the north (for example the Northern Kingdom, Ratik, Rel Astra or the Sea Barons) or vice versa.

Your life as an adventurer takes you on many journeys, visiting different regions all over the Flanaess and even beyond. It is on one of these journeys that you find yourself on the cog "Era Lemna" sailing along the coast of Medegia. "Era Lemna" is Old Oeridian and translates either as Mistress of the Coin or Mistress of the Blade – a somewhat odd choice of name. The captain of the vessel is a boisterous, good-humored, middle-aged man from the Sea Barons named Azir Delrrii. He came highly recommended and, until now, he and his crew have proven to be able sailors, honest men and good company. Several other adventurer types joined the vessel and, until now, it has definitely been a pleasant trip as far as sea journeys go.

This is a good moment to allow the PCs to introduce themselves to each other, as well as to the captain and the *Era Lemna*. If you are running the adventure in a time sensitive environment you should keep it brief, otherwise you should be able to spend some more time exploring the ship and her crew. Now would also be the time to let the spellcasters prepare their spells.

☛ **Azir Delrii:** Male human (Suel) Exp4 (NG).

Appearance: Azir is a tall, broad-shouldered man with long, blond hair and a beard that would make a dwarf proud. He has bright, blue eyes, a broad nose and an honest look. When he laughs, and he laughs a lot, it is loud, showing his yellowed teeth that clearly have seen better days.

Personality: Azir is a boisterous, out-going man with a good sense of humor. He is a sailor first, and a merchant second. He is an honest, honorable man, but he cares about his ship and crew above anything and there is much he will do to keep them safe.

The weather has been good up until now, but dark clouds have been gathering since this morning and the wind has increased steadily. There is a note of concern in the faces of the crew, and it doesn't surprise you when captain Azir steps towards you early in the afternoon.

"There is a storm coming, and while we could probably ride it, I and my men prefer to wait it out at a town nearby. The few days we might lose are just not worth the risk of running aground. Before I sail into the town's harbor, I wanted to know whether you have heard of Montesser?"

PCs that have been in Montesser before, obviously know that it is an orc settlement, although an unusual one. Its inhabitants are tired of war and are actually eking out a living as farmers and fishers, their skills slowly improving. They are still orcs though, and, as such, they tend to be violent and hot-headed, especially towards strangers. Most civilized people avoid the town. The orcs do trade with a select few merchants that have earned their trust. PCs that haven't been to Montesser before know this with a successful DC 15 Knowledge (the Splintered Sun) or Knowledge (geography) check. If no PC knows it, Azir gladly tells them the same. Once the PCs are aware of the nature of Montesser, Azir proceeds:

"You are rightly concerned about sailing into an orc town, but I am a cousin of a good friend of these orcs and they will not hurt me or those under my protection as long as you behave. My cousin owns a compound at the harbor, and we will weather the storm there. It is not a luxurious place, but it is dry, warm and the food and drink is good."

"Before we go into the town, I want a promise from you that you will remain in my cousin's compound unless invited to do otherwise by the orc leaders. If you do receive an invitation, please behave. The orcs respect strength, and, if challenged, you can kick some unconscious reasonably safely, but please do not kill any, and show proper respect to their leaders. I have no doubts you can fight your way out, but I would like to keep using the harbor as a safe haven, not to mention that my cousin will kill me and my crew if my guests ruin his profitable relation with these orcs."

If the PCs promise to behave, Azir is visibly relieved, otherwise he mumbles about being caught between a rock and a hard place and warns the PCs that he and his men will actively help the orcs if there is any violence caused by the PCs' actions. He does not like it, but he has no choice but to seek shelter at Montesser's harbor. If the PCs point out that they have a quarrel with the orcs (they earned a disfavor in TSS3-07 *Osson's Lance*), he promises them that, as long as they are his guests and remain at his cousin's compound, there should be no real problem. He is quite certain he can keep this promise, although he does suggest that the PCs are probably better off disguising themselves and not drawing too much attention.

If the PCs ask the name of his cousin, Azir reluctantly tells them his name is Froznir Delrii. PCs recognize the name as belonging to a reasonably honorable pirate (as far as those exist) from the Sea Barons with a DC 20 Bardic Knowledge or Knowledge (the Splintered Sun) or a DC 25 Knowledge (nobility and royalty) or Profession (sailor) check. It should be clear that Azir is not proud of what his cousin does for a living, but there is very little Azir can do about it.

Development: What happens next depends on the PCs' choice. Don't spend too much time on this discussion though, since it ultimately is not very important for the adventure.

If the PCs simply refuse to enter Montesser, Azir becomes angry. As the captain he is the absolute master aboard, and he does not take kindly to such mutiny. As a last compromise he offers to drop the PCs off on the coast at some dry caves near Montesser, together with the launch, and to pick them up once the storm has passed. He warns them, though, that when an orc patrol finds them, chances of avoiding a fight are slim. If the PCs accept this offer, the adventure proceeds as described, except that the PCs witness the *Kalandra* running aground near their campsite. You need to adapt the boxed text descriptions in Encounter 1 and deal with the absence of Captain Azir.

If the PCs decide to remain on board the 'Era Lemna', proceed with Encounter 1 as normal.

Troubleshooting: There is a small chance that, at higher APLs, the PCs have access to weather-controlling spells. If they intend to use these spells, Azir advises against it. He fears it might anger Procan, and that it will come back to haunt him at a later date. Smart PCs realize that using a spell like *control weather* only removes the storm in a limited area (2 or 3 mile radius), keeping the ship locked in that region anyway. The storm is also likely to outlast the duration of the spell. Azir doesn't know these limitations though, and, if the PCs press their plans through, he eventually relents and keeps sailing. In that case the storm eventually catches up, and they are forced to land anyway. Proceed with the adventure as described,

except that now they are not in a town, and they cannot expect any help when the *Kalandra* runs aground.

ENCOUNTER 1: WARM WINE AND FISHERMEN'S TALES

If you run this scenario in a time sensitive environment, such as at a convention, or you simply prefer a quick start, you should use the short version of this encounter. If you have the time, and like to role-play the PCs' stay at Froznir's compound you should use the extended version of this encounter.

SHORT VERSION

Read out aloud or paraphrase the following once the PCs are ready to enter Montesser.

By the time you arrive at the harbor of Montesser, it has started to rain and the strength of the wind has increased considerably. Nearby hills provide some cover against the coming storm, but whether it will be enough remains to be seen.

Montesser looks a bit like a shanty-town, and most of the buildings look like they have been built with driftwood and whatever the orcs could scrounge from nearby ruins. Several long, large, wooden buildings of obviously better construction dominate the town. Unlike the smaller huts, these are decorated with crude woodcarvings of what look to be skulls and monsters, different-colored banners and old trophies, suggesting that these are the halls of the chieftains of different clans. The whole town is enclosed by thick, earthen ramparts and steep stake-lined ditches.

The harbor lies inside the ramparts and all you see are small fishing boats. Once docked, you and all aboard are questioned by a large orc before you gain permission to remain in Montesser during the storm. Soon after, you enter a separate compound on top of a low hill close to the harbor. The compound is guarded by human mariners and seems to be separate from the rest of the town. The mariners welcome you, and soon you are drying yourself at a roaring fire in a drinking hall with several sailors looking curiously at you.

The PCs are staying at the mess hall in Froznir's Compound. They, and the crew of the *Era Lemna*, have been provided with beds, but they have to pay the normal prices for food and drink. Froznir is not present, and, hence, there are not many people present at the compound. The orcs of Montesser do not come here and the PCs can spend their time here undisturbed by orcs. The mariners guarding the compound, though, are curious, wanting to hear about the world outside.

Ask the players how the PCs are spending the coming night, and whether or not they spend the better part of the evening at the drinking hall with Froznir's

mariners. The mariners' initial attitude towards the PCs is Indifferent, but allow the PCs to change this with a Diplomacy check as detailed in the *Player's Handbook*.

The PCs gain the following bits of information if they stay among the sailors and succeed at a DC 10 Gather Information check:

- There is good profit to be made in the slave-trade around Dullstrand City. After all, the refugees from the war with the bullywugs in Sunndi are easy victims. Most sailors present at the compound though are glad Froznir keeps his distance from this trade, it is repugnant and much too risky.
- The United Kingdom of Ahlissa is slowly building a massive fleet in the remains of Ponylver, but the sailors are not very worried about it. Their opinion on Ahlissan naval capabilities is not very high. A few even speculate about a war between Ahlissa and Rel Astra, seeing it is a good way to earn some cash as privateers or mercenaries for one of the two sides (mostly preferring Rel Astra).
- More ships than usual have disappeared in the last few weeks and the sailors wonder what has caused these disappearances. There is talk about a monster that can conjure up tornados which was released from the Jungle of Lost Ships during the Ahlissan expedition to that place two years ago. Others think it is nothing out of the ordinary – storms, pirates, sea monsters... ships have always disappeared and never at a constant rate.

Once the PCs have settled for the night proceed with Encounter 2.

EXTENDED VERSION

Read out aloud or paraphrase the following once the PCs are ready to enter Montesser.

By the time you arrive at the harbor of Montesser, it has started to rain and the strength of the wind has increased considerably. Nearby hills provide some cover against the coming storm, but whether it will be enough remains to be seen.

Montesser looks a bit like a shanty-town, and most of the buildings look like they have been built with driftwood and whatever the orcs could scrounge from nearby ruins. Several long, large, wooden buildings of obviously better construction dominate the town. Unlike the smaller huts, these are decorated with crude woodcarvings of what look to be skulls and monsters, different-colored banners and old trophies, suggesting these are the halls of the chieftains of different clans. The whole town is enclosed by thick earthen ramparts and steep stake-lined ditches.

The harbor lies inside the ramparts. You see several orcs frantically drawing several fishing boats high up on the beach, but there is no large vessel in the harbor. Before your ship has docked, several orc soldiers, led by a large, shrewd-looking orc warrior,

jump aboard, weapons drawn and ready for trouble. A quick glance at the crew shows you that those that can, quickly gather on deck clearly showing their hands. The captain motions you to do the same, while he steps forward, open hands clearly visible.

The large orc is Hargal, and his fellow orcs are simple warriors. Hargal is the harbor master, and he takes that job very seriously. He and his men are ready for treachery, but, as long as the PCs do not draw any weapons, make any unexpected movements or start casting spells, they should be safe. As long as the PCs are not aggressive or rude towards the guards, they should have no problems gaining entry to Montesser, which is used to dealing with merchants and travellers.

The orcs speak Common, albeit with a strong accent. The orcs of Montesser are used to dealing with humans, and so the majority speak at least some guttural Common.

♣ **Hargal:** Male orc Rgr4 (LE).

♣ **Orc Guards (5):** Male orc Ftr1 (NE).

Note: In case the PCs do come to blows with these orcs use the stats as provided in the *Dungeon Master's Guide* modified for the orcs. This is regular patrol and remains the same at all APLs.

Development: If the PCs are stupid enough to want a fight, that is what they get. The orcs show no mercy, and assume the crew of the *Era Lemna* is part of the treachery, killing them as well. If the PCs surrender, or are caught alive they are thrown into pits in the town to await trial when the weather is better. The PCs are probably strong enough to overcome the orcs, but even they cannot face a whole town and all they can do is retreat. Azir is furious, but he has no choice. He quickly retreats and seeks shelter at a cove nearby. In this case the PCs earn Azir's Disfavor as well as Montesser's Disfavor. The adventure then proceeds as discussed in the Introduction when the PCs avoid Montesser.

If the PCs do as they are told, the captain and the orc have a quick conversation. The details are difficult to understand due to the noise of the storm, but they are discussing the usual harbor costs. It only takes a few moments before he and the captain come to an agreement. Hargal orders two of his orcs to search the ship, while he scans the crew for signs of treachery. He does warn the people aboard to stay out of trouble, and that leaving the compound is at their own risk. The people of Montesser have no quarrel with the humans, but their culture is different and he does not want people to get hurt over misunderstandings.

If the PCs have the Favor of the Orcs of Montesser, Hargal recognizes them, giving them a warm greeting and inviting them to the halls of Shauntru. Afterwards, he orders two orcs to remain at the ship, while he and the rest return to the town. If the PCs have the Disfavor, and are not disguised, he recognizes them as well. For a

moment he seems to want to attack them, but then grunts to them that they should remain at the human compound or else the promise of protection becomes void for them. In this case, he and his fellow orcs remain with the PCs until they enter the compound and he posts several watch-posts around the compound clearly visible for all to see.

Otherwise, he himself leaves the ship with one orc. Two guards remain at the ship and the other two guide the PCs and some of the crew (Azir remains behind to secure the ship) to the compound. Note that if the PCs succeed at a DC 25 Diplomacy check, they can spend the evening at Shauntru's Hall even without the favor, although the orcs are noticeably less friendly, in which case you need to adjust some of texts below.

The Compound

One the PCs approach the compound read out aloud, or paraphrase, the following:

A stone-walled compound dominates the orcish huts clustered about it. Set on a prominent piece of high ground that runs down to the very waters of the Aerdi Sea, this collection of buildings is easily the most fortified part of the whole community that you have seen so far.

A single, heavily-barred gate pierces the battlemented outer wall. Two surly-looking human guards stand without the walls, seeking shelter against the wooden gate. The wall surrounding the buildings within is only about fifteen feet high and a walkway obviously runs all the way along both walls. Inside the compound a cluster of buildings squat around the central tower, which commands views over the whole settlement.

The guards seem to recognize captain Azir, politely greeting him, although they look warily at you. After a short exchange, they open the gate and allow you to enter. Captain Azir quickly guides you to one of the bigger buildings near the tower, which appears to be an inn of some sort. A big, roaring fire provides heat, and a few rough-looking men are eating and drinking around the tables, curiously looking at you for a few moments before proceeding with their conversations.

The kitchen is run by Dannal Welspa, an old, grizzled sailor with a wooden leg. He is a surprisingly good cook, as well as the quartermaster of the compound. He is a good-natured curious man who has seen a lot of the world and is always willing to share his stories (as well as to listen to others telling them). The sailors and mariners stationed at the compound help him in the kitchen and there are no maids or waiters.

The PCs can dry themselves in front of the fire while enjoying a drink and a hearty meal. The fare is simple, but of a reasonable quality. With watered-down ale and wine being the only drinks freely available, the selection of drinks is small. Rum, whiskey and higher quality wine

is kept under lock and key and is not brought out, even for the PCs, although with a successful DC 15 Diplomacy check they can get one cup of rum to help get warm again.

Most of the people at the compound are suspicious of strangers and rather curt and direct. They tend to keep their distance, but a DC 15 Diplomacy check, or a bard with the right skills, opens them up towards the PCs. They love to play card and dice games as well as darts. Usually the sailors go to bed early, but with the bad weather they are open to a spontaneous celebration – especially if the PCs offer entertainment. Throughout the night the PCs can learn the same rumors as described above in the short version of this encounter.

PCs more interested in a bed, get directed to a big sleeping room with several bunks at the back of the building. There are four private rooms, one of which is reserved for captain Azir. The PCs can acquire the remaining three with a successful DC 15 Diplomacy check.

Shauntru's Hall

Due to the weather, it is unlikely the PCs are going to wander around Montesser. If they insist, they find all doors closed, and that there is absolutely nothing to do. If one or more of the PCs has a favor with the orcs of Montesser though, they are invited eat dinner at Shauntru's Hall – an invitation they are expected to accept.

Read out aloud or paraphrase the following once they approach her halls:

The largest of the roundhouses appears to have been built with more time and effort than others. The tall walls are made of well-hewn stone. The huge doors are closed, and are wide enough for an entire team of oxen to be driven through. Two guards stand in small niches on both sides of the door, looking somewhat miserable. They bar your approach, but once they learn who you are, they quickly allow you to enter.

The roundhouse is packed with orcs. Many are seated at trestles eating and drinking, set back in the shadows. More orcs, mostly younger whelps, peer down from upper balconies, leaning dangerously over the edge or balancing on ladders. As you enter all conversation stops and one figure stands, throwing off an expensive fur cloak. You notice that this orc is female. "Welcome friends. Eat, drink."

The female orc is Shauntru, the leader of this community. The PCs are her guests, together with a group of more traditional orc chieftains (although they are less aggressive and more controlled than traditional orcs). She is curious about events in the world, sharing her knowledge on events in Medegia in return. The food and drink (only ale) is of surprisingly good quality, although it does not compare to what would be served in the halls of human rulers.

During the evening, the orc chieftains try to get the PCs into accepting challenges of Strength even going so far as to suggest a boxing match with their champion Maggroz. Maggroz is an ogre Bbn1 – although they don't mention this until things have been set up. They are disappointed if the PC wins, but show all the more respect because of it. If the PCs refuse to be lured into any of the challenges, they are treated with scorn by the orcs. Elves and dwarves are the constant centre of jokes and puns at their expense. The orcs, though, do not initiate real violence, but they reply with equal force. Note that any fight is greeted with cheers by the audience and has no repercussions as long as no orc dies. If an orc dies, the PCs must succeed at a DC 25 Diplomacy check to get out, otherwise they are arrested and thrown in a pit (from which they are removed later that night to get the cargo and sailors from the *Kalandra* – see Encounter 2).

In addition to the rumors mentioned at the Compound the PCs learn the following things during their stay here:

- Both Rel Astra and Ahlissa have sent envoys to Montesser on several occasions, in the past couple of years, each trying to form an alliance against the other. The orcs do not understand all this talk, and most assume there is going to be a fight between these two sides soon. The orcs favor nobody, preferring to be left alone, warning that anybody that threatens their independence will face their wrath.
- The orcs are bored. They have not had a good fight in ages. Even the undead that seem to plague most of Medegia now-a-days avoid Montesser.

Development: Once things slow down, or time is pressing, you should proceed with Encounter 2.

ENCOUNTER 2: ALARM BELLS

About one hour after midnight, the peace (as far as you can speak of peace in the middle of a raging storm) of the town is disturbed by the sounds of horns at the harbor, quickly followed by horns in the village and a loud ship bell at the compound. Within minutes all the people at the compound know that a ship has been sighted on a course towards the cliffs near Montesser.

If the PCs brave the wind (which at higher APLs might be dangerous for Small-sized characters – see Encounter 3) and climb on the earthen walls of the compound, they can watch the tragedy unfold before their eyes. Due to the darkness, rain and wind there is little to see except for a few small dots of light coming closer to the coast. During the occasional flash of lightning, it can be seen that the main mast of the vessel is broken, and that the sails at the two remains masts are tattered. It is a caravel. The ship is too far away to see any sailors on board and it is equally impossible to determine under what flag the ship sails.

Pushed forward by the storm, the ship soon crashes on the rocks at the mouth of the bay. To everybody's surprise the ship is not shattered, and soon an SOS signal can be seen coming from the ship. The mariners at the compound immediately start discussing whether to help those poor sailors. Most consider going out in this weather near suicide, and they are certain no orc would risk his skin for strangers (although they certainly might for the cargo), assuming they would even have the skill to navigate the waters in this weather. At the same time a similar discussion is held at Shauntru's Hall, although the orcs are much quicker to conclude that the risks are not worth the effort. They can recover whatever loot survives the storm after the wind has died down, and they don't care about the sailors.

If the PCs show an interest in helping out, but need a reward of some kind, both the orcs and mariners point out that whomever they rescue is certainly going to be grateful, and considering the quality of the ship, some of those are very likely to be rich. Froznir's men and the orcs are also willing to pay a reasonable amount of coin for any cargo they retrieve. They are also planning to ask a 'rescue fee' (the orcs simply call it by its true name: ransom) for any sailor they rescue from the trading company that owns the ship. And the PCs gain 50% of those coins (the PCs can negotiate up to 75%). They cannot provide a specific number though since they do not know the cargo, its owner or the amount of survivors aboard.

If the PCs show no interest, or immediately rush out, captain Azir approaches them. He is willing to brave the storm to help those poor souls, but he needs help and his men understandably do not want to. When they enquire about a reward, Azir gives them the same information as above, although he does not know for sure how the orcs or his cousin's men react. He fears they are just likely to sell/use them as slaves, let them go or ask a ransom from the owner of the ship. That though is of later concern, since that ship is not going to remain in one piece for long and if it shatters there is no need to worry about the fate of any survivors. If the PCs want to know the risks, Azir does not hide the fact that the rescue mission is going to be dangerous, but he is certain that with the PCs help they can pull it off.

Azir's intention is to use one of the keelboats on the beach and row to the ship. He never even considered going by land, climbing down the cliffs and swim or jump the last few meters. He considers that route even more dangerous, and he doubts it would allow them to take any survivors let alone any cargo from the ship. So if the PCs insist upon that route, he refuses to come along. He does accept splitting up with him taking the keelboat as long as two strong PCs agree to help row and a third one to bail water.

Note: If the PCs were arrested by the orcs and thrown in the pits, they think it is a fun game to let them recover the loot and sailors from the wreck. If successful they forgive them their crimes and let them go (although they

do NOT forget them – so they still get the disfavor). If they fail, they die, which certainly satisfies them as well. The PCs can always choose to flee, albeit after much protests from captain Azir. The adventure is over in that case.

Development: If the PCs agree to help, proceed to Encounter 3, regardless of the route they follow. Since a rescue mission requires a specific set of skills, it is certainly possible some of the PCs refuse to join the others. If this happens, Azir points out that since they have no clue who is on board of that ship, and however unlikely, they might very well be hostile. Or some might be critically injured, requiring a healer as quickly as possible. If there are still people that refuse, don't force them to join. The fights on board the *Kalandra* might be considerably more difficult, but that was the PC's choice. Once they realize that this is no ordinary rescue mission, they can decide how to react. PCs that are not present during any of the fights, obviously do not gain any experience for that particular encounter.

If the PCs do not help at all, the adventure is more or less over. The ship soon shatters. The undead wash ashore a couple of hours later. They attack the compound, providing the PCs the opportunity to earn at least earn a bit of coin and xp and showing that something odd happened to that ship. When the storm quiets down, they also learn her name. Evidence washes ashore that proves the ship came from Ahlissa and belonged to House Torquann. Little of the cargo survives intact (the apes certainly died), several corpses of sailors end up on the beach, all showing signs of having died in a fight. Offering even more proof something odd went on aboard the ship. A ghost now haunts the cape, but it is unlikely the PCs learn this while at Montesser. Proceed with the Conclusion section.

Troubleshooting: The wreck is not protected against divination spells, but every minute counts. Captain Azir is against any spell that takes more time to cast than 1 minute. The PCs also do not have clear sight on the wreck further limiting the effectiveness of some divinations. Otherwise they should work as normal. Use the details described in Encounter 4 to check what the PCs might learn.

ENCOUNTER 3: CHALLENGING THE STORM

There are basically two routes open for the PCs to get at the *Kalandra*: by land and by boat. Both of these routes are dangerous, although each offers its own unique set of challenges. Captain Azir greatly favors using a boat since he is a much better sailor than climber, and because having a boat makes transporting survivors and cargo all that easier. It is up to the PCs to decide which to take and each are detailed below in their own section.

The hills surrounding the bay give some measure of protection against the real force of the wind. At APL 2 the

force of the wind is severe, but at APL 4 and above has reached windstorm levels. The *Kalandra* has run aground in an area with even better cover and the power of the storm is one category lower (strong at APL 2 and severe at other APLs). More information on storms can be found in the *Dungeon Master's Guide* page 95.

Severe winds impose a -4 penalty on ranged attacks and Listen checks, open flames are extinguished and small creatures run the risk of being knocked down (DC 15 Fort Save). Using ranged weapons in a windstorm is impossible, and Listen checks suffer a -8 penalty. Medium creatures run the risk of being knocked down and smaller creatures are blown away (DC 18 Fort save). If a creature is blown away, they are knocked prone and roll 1d4x10 feet, taking 1d4 nonlethal damage per 10 feet. Flying creatures count as one size category smaller. If checked, they are blown away 1d6x5 feet, if knocked prone 1d6x10 feet and if blown away 2d6x10 feet (they take 2d6 nonlethal damage instead of the 1d4 per 10 feet).

The storm is accompanied by severe rainfall, imposing a -4 penalty on Spot and Search checks and increasing Listen penalties by a similar amount (which stacks with the effects of the wind). Visibility is halved, although, due to the darkness that only affects creatures with low-light vision.

Troubleshooting: At high APLs characters might be able to reduce the power of the storm with *control wind*. Doing so is not very effective when traveling towards the ship by boat due to its small area of effect. If the PCs cast it at the cliffs, though, getting down is much easier, effectively disabling the trap (see below), and getting aboard becomes somewhat easier as well. It has no impact on the fights on the decks of the *Kalandra* since the area is too small to affect the waves. Using the higher-level spell *control weather*, on the other hand, is highly effective, removing the threat of the storm. Traveling with powerful spell casters can make life a lot easier sometimes.

PCs might choose to increase the wind with *control wind* with which they can certainly destroy the ship, and all aboard, but that would mean the effective end of the adventure and everything aboard is destroyed. Using this effect while actually fighting the ghouls is not very wise either. The caster might be able to keep his allies in the calm of the wind, but it still destroys the ship, quickly dumping the PCs in the raging water.

THE CLIFFS (EL 2)

Getting to the cliffs towering above the ship is not easy. If the PCs cling to cover and are smart enough to tie the smaller members of their group together, they should reach the spot without serious incident. Once above the ship, they have to get down to the wreck, which is where the real challenge lies. Luckily the wind blows inland, so there is no risk of being blown off the cliffs and into the sea below while on top of the cliff. Climbing down, though, is dangerous, since the wind direction becomes

unpredictable and the rocks are razor sharp – effectively turning it into a trap.

The cliffs are 50 feet high, and without the storm a simple DC 15 Climb check would suffice to get down at one-quarter the character's normal speed. The rain has, however, made the surface slippery, increasing it to a DC 20 Climb check. The wind induces the same circumstance penalty on Climb checks as on Listen checks so at APL 2 the effective DC is 24 and at APL 4 and above: 28. Even creatures with a Climb speed would think twice before climbing down without security in the form of ropes.

Even climbing down with a rope is not easy. There might not be the risk of falling down into the churning ocean, but it can become extremely painful. A failed Climb check results in being smashed against the sharp rocks – 2d6 damage. If the check was 12 or higher, the damage is halved. Those climbing down can try to remove the sharper rocks by attacking that 5 foot section (not particularly easy while dangling on a rope). Each section worked this way deals only 1d6 nonlethal damage. Each round the PC is climbing down he needs to make this check.

PCs, who are simply lowered down, do not need a Climb check to get down. They are lowered down in 1 round, and only need to make 1 check to see if they get half or full damage (there is no chance of zero damage). A similar result can be achieved with a *feather fall* or *levitate* spell (although 2 rounds are required with a *levitate* spell). Persons who can fly, and are tied to a rope, can make a (APL 2) DC 15 or (APL 4+) DC 18 Fortitude save to get down without damage. Failure results in being slammed into the wall getting full damage.

ALL APLs

➤ **Cliffside Climb:** mechanical; automatic reset; DC 12 Climb* check half (2d6 slashing and bludgeoning damage).

* Penalties due to the wind included.

➤ **Sharp Rocks (5 feet section):** natural stone; AC 12; hardness 8; hp 5.

Development: The PCs end up in Area 1 (see DM's Aid 1 and Encounter 4) of the *Kalandra*. Roll Listen and Spot checks as normal for the undead in Area 5 to note the arrival of the PCs – starting when the first character sets foot aboard. Do not forget to apply the penalties for the storm (which is also why the undead only note the PCs once they are aboard the ship and not while still climbing down). They were not expecting somebody to come from this direction. The PCs can try to spot the undead as well if they move to an area from where they can see Area 5. More details can be found in Encounter 4.

Troubleshooting: It is assumed the PCs are smart enough to use a rope while climbing or flying down. Without such a rope a failed check would not only result in damage, but also in falling down in the churning sea at

the foot of the cliffs. At lower APLs this is almost guaranteed to be a death sentence. Besides the normal damage for falling, it also requires a DC 20 Swim check per round not to drown, and at the same time, failure also results into being smashed into the rocks by the waves dealing 1d6 damage. Two successful checks in a row are required to get to the safety of the cliffs behind the *Kalandra* (requiring the PCs to climb up the hull).

PCs can aid their companion with a rope, but getting the rope at the victim is treated as securing a grappling hook as described in the Use Rope skill (victim can try to aid the thrower with a DC 10 Use Rope or Swim check). Once secured, the victim can be pulled to the shore. A failed Swim check does not result in drowning anymore, but it still deals damage.

The distance between the cliff top and the wreck is certainly within reach of spells like *dimension door*. Due to the weather and darkness it is unlikely the PCs can observe the deck of the wreck from the cliff top. Chances are good that the PCs *dimension door* into a solid object. Such an act would result in 1d6 damage and a shift to a random location on a suitable surface somewhere within 100 feet of the original location. It means the PC(s) would not end up in the middle of the bay (water is not a suitable surface), but a spot somewhere on a ledge on the cliff or a rock in the surf nearby (suitable just at that moment) is certainly a possibility. If a PC is stupid enough to *dimension door* without seeing where they are going that is what they get. Do warn them before they use the spell. If they actually have a clear view of the deck (likely due to other magic), they should be able to safely use the spell. Remember, though, that the decks are cluttered with debris. Finding an open spot for two or three people is doable, but more is impossible.

THE SEA (EL 2)

Captain Azir offers the PCs his launch, although if the PCs are working for the orcs of Montesser the orcs offer one of their fishing boats. The hills around the bay provide cover against the brunt of the storm for the bigger part of the trip – although the last few tens of feet take the launch into the open. Even so, getting to the stranded ship by sea requires seamanship, strength and a good dose of luck. Captain Azir and one or two (depends on how many PCs there are) of his sailors, who bravely volunteer to come along, compensates any lack in seamanship on the PCs' side. If the PCs do have the skill, they still need a full complement of 8 in this weather, and, while the PCs are exploring the ship, at least two people need to remain behind to prevent it being shattered against the hull or cliffs.

❖ **Launch:** Huge vehicle; Seaworthiness +0; Shiphandling +2; Speed oars 15 ft. (good); Overall AC 3; Hull hp 50 (hardness 5); Ram 2d6; Space 15 ft. by 5 ft.; Height 5 ft. (draft 1-1/2 ft.); Complement 8; Watch 1 plus 2 rowers; Cargo 4 tons.

Captain Azir has a +11 modifier on his Profession (sailor) skill and, under his guidance, launching the ship and steering it towards the stranded vessel is relatively easy, even when completely in the open. Getting there in one piece, though, requires full commitment from everybody aboard (both rowing and bailing water) or the launch will founder and sink.

Getting to the wreck takes roughly 20 minutes of hard work. Once, during the trip, the captain needs to make a DC 15 Profession (sailor) check. Those aboard can assist as per the normal rules: those rowing assist by making a DC 10 Profession (sailor) or Strength check. Assume that Azir automatically succeeds with the aid of his sailors. PCs stupid enough to challenge the sea in a raging storm without the captain's help, especially those who are not equally skilled, should suffer the full consequences. If the check fails, the launch founders and quickly sinks, dumping the PCs in the water. PCs survive the ordeal, and wash ashore near Montesser, but the adventure is effectively over. Just make sure the players realize the risks before they set out without Captain Azir and his men.

During the trip the boat is also hit by 3 big waves. When this happens, the captain of the vessel must make a DC 25 Profession (sailor) check, as before the rowers can try to assist in this check. If successful they maneuver the boat out of harm's way. If the check fails, the wave crashes right over the boat. Each character aboard must make a DC 12 Balance or Strength check to remain at their seat. Failure results in 1d6 nonlethal damage by being smashed against the side of the boat. Characters standing upright at the time (highly unlikely) who fail the initial Balance or Strength check must make a DC 17 Reflex save or they are washed overboard. See The Cliff for details on swimming in the water – although the damage is only gained near the cliffs and the hull. Getting back into the launch without aid requires a DC 15 Climb check, but it is fairly easy if one or two people offer their assistance.

Development: Getting to the ship is only the first step. Due to a fortunate rock formation northeast of the *Kalandra* she is spared the brunt of the storm, lowering the power by 1 step as described at the start of this encounter. The rock island also prevented the ship from being shattered immediately, although it only a matter of time until even that protection is not enough to save it. With each wave that pounds against her hull, the *Kalandra* groans loudly.

The PCs approach the wreck from the south, the portside of the vessel. On the starboard side, the cliffs tower 50 feet above it. Details on the *Kalandra* can be found in DM's Aid 1 and Encounter 4. Roll 2d4 the moment the PCs arrive. The number rolled is the amount of rounds the PCs have before a wave high enough to wash over the railing of the *Kalandra* rushes in. A similar big wave rushes in every 2d4 rounds afterwards. Since the *Kalandra* tilts towards the cliffs, the railing of the ship rises roughly 15 feet above sea-level. There are several

ropes dangling over the side of the hull – the remains of the rigging after the mast broke. It remains eerily silent on board. Prudent PCs might want to cast some spells beforehand, but remember that doing so requires a DC 15 plus spell level Concentration check due to the violent motion of the launch.

There are several things the PCs can do to get aboard. Climbing the remains of the rigging requires a DC 9 Climb check (base DC 5 modified for slipperiness). As long as a climbing PC is not above the launch when a wave rolls in there is no problem. If the PC is above the launch, the PC must make a DC 12 Reflex save or take 1d6 points of damage. Regardless of the result the PC ends up prone in the launch. PCs can also wait for such a wave and try to step aboard. Doing so requires a DC 12 Balance check. If the check fails the character ends up prone on board of the *Kalandra*. If the check fails by 5 or more the character falls backwards into the launch, taking 1d6 damage in the process. At higher APLs, spells such as *dimension door*, *fly* and *levitate* should make it relatively easy to get aboard, although casting them does require a Concentration check as discussed above.

If the PCs wait for a wave or two they can get a clear view of the main deck (area 5). The undead sailors are hiding by now, and any such character should make a Spot check opposed by the undeads' Hide checks (assume the undead have taken 10). The undead wait until half of the group is aboard before attacking, afraid that they will scare away their prey if they attack too early. Proceed with Encounter 4 (area 5).

Captain Azir becomes agitated when the PCs discuss retreating just because there are no apparent survivors. He reminds the PCs that somebody signaled the SOS and there might be survivors who are unconscious or otherwise prevented from screaming for help. If that does not help, he points out that there might be valuables aboard (whether cargo or information on what happened) and that if they return now they took all those risks for nothing.

If the PCs still decide to retreat the undead become desperate. Overcome by hunger they try to act as desperate survivors, rushing towards the railing begging for aid. Even if the PCs fail to spot that the sailors are not quite human, it should not be too difficult to pierce their Bluff since the sailors are terrible liars. If the PCs still retreat, the undead try to jump into the launch, likely requiring a DC 10 or 20 Jump check (depending on how far away the launch is from the hull of the *Kalandra*), and potentially making for a crowded combat. Undead that miss the launch, try to swim towards the launch, and then trying to Climb aboard (which requires a DC 15 Climb check) to get at their food. More information on the undead can be found in at Encounter 4 in Area 5.

Troubleshooting: Flying from Montessor to the *Kalandra* is not an option, since the PCs are going to be blown inland quicker than they can move forward. If the PCs choose this option, they should walk towards the cliffs, and try flying from there. This is discussed above at

The Cliffs section. The churning water makes using spells like *water walk* impractical as well (requiring DC 20 Balance checks to remain standing, not to mention the constant battering of the waves) and while *water breathing* would work reasonably well (although the swimmer does face the risk of being smashed into the rocks or the hull) it faces the big problem that carrying survivors and cargo by that route is real difficult as well. A really effective spell the PCs could use is *standing wave* from the *Spell Compendium*, although the PC must have a caster level of 9 or higher to affect the launch (which is size Huge).

In the end you should use your judgment when confronted with ingenious players. The idea of the encounter is not to make it impossible to get to the *Kalandra*, just to impress on them the difficulties such a storm impose on the rescue mission. At higher APLs it shouldn't be too hard to overcome the challenges of the weather with a few well-placed spells.

Finally, if the PCs have been hiding in some caves near Montessor to avoid the orcs, they have no access to captain Azir. The wreck on the other hand is much closer. Even so, chances of the launch floundering are equally high and PCs without a decent Profession (sailor) skill are better off challenging the cliffs instead of the sea.

ENCOUNTER 4: THE KALANDRA

The *Kalandra* is a typical caravel: a seaworthy, nimble three master used for long sea journeys. The mid-mast is broken and her rigging is heavily damaged due to both the weather and the battle with the undead. The hull is in surprisingly good condition, although it is taking a heaving beating by the waves. The hull is unlikely to hold for more than another hour at the most. The ship tilts, and the starboard side (the cliff direction) is lower than the portside. This list is not strong enough to effect movement, but it does grant a +1 bonus on attack rolls to those on higher ground.

The stairs on board of the ship are steep. Climbing up the stairs costs double movement. Moving down faster than at normal speed, requires a DC 10 Balance check. Failure prevents a PC from running down, while failing by 5 or more results in falling down the stairs take 1d6 non-lethal damage in the process.

After having searched the whole ship the PCs can estimate that there used to be around 16 people aboard. Including the various undead the PCs only have found, at most, 8 corpses. Most of the corpses were taken by the undead raiders to replenish their larder and soldiers. The undead raiders left a few corpses behind, animating some of them as a nasty surprise for anybody entering the ship. The other corpses were left behind as food for their new creations.

If the PCs examine the bow they find the name of the ship in graceful golden letters: *The Kalandra*. PCs that make a DC 25 Knowledge (the Splintered Suns) recognize the ship as Ahlissan. It is owned by House

Torquann, and sails mostly between Ahlissa, Rel Astra and the Sea Barons. Its captain has a good reputation.

Note: The *Kalandra* is wedged between the rocks and is not rolling on the waves. Once aboard spellcasters do NOT need to make Concentration checks due to violent movement!

☛ **Hull:** 9 in. thick wood; hardness 5; hp 80; Break DC 35; Climb DC 21.

☛ **Inner walls:** 3 in. thick wood; hardness 5; hp 30; Break DC 20.

☛ **Typical door:** 1 in. thick wood; hardness 5; hp 10; Break DC 15.

1. QUARTERDECK

The quarterdeck is an open deck at the stern. The ship's wheel is here and is tied so that it cannot be moved. There is a small davit for a ship's boat, but the boat is missing.

The deck is clean and there are no risks of slipping or tripping, and, unlike the main deck (area 5), waves do not wash over the deck here.

2. FORECASTLE DECK

This is a raised, open deck atop the forecastle. On the starboard side is the hawsepipe and tackle for the ship's anchor. The ballista mounted here is too damaged to be used. It is covered with scorch marks.

The scorch marks can be recognized as acid burns with a DC 15 Craft (alchemy) check. A DC 23 Spellcraft check identifies the damage as been done by a fireball energy substituted with acid. If there had been any blood, it has been washed off in the storm. There are no corpses, nor is there anything of value.

The deck is cluttered with debris, but unlike the main deck there are no waves here. Movement is halved in most squares. Charging and running is possible, but requires a DC 14 Balance check as per the normal rules.

3. MASTER'S CABIN

This lavishly decorated comfortable cabin is likely the captain's or for the use of important guests. The furniture has been smashed and there is little that remains of this once luxurious room. It is clear the room has been ransacked and nothing of value remains.

On the last trip it was used by the guest – see Area 8 and Encounter 6. If the PCs succeed at a DC 15 Search check they find the remains of heraldry which can be recognized with a DC 15 Knowledge (nobility and royalty) check as belonging to House Garesteth. House Garesteth is one of the great noble houses of the Great

Kingdom, and it has a strong associating with arcane magic and many of its scions are powerful wizards.

4. WARDROOM

The captain, officers, and passengers used to take their meals here. It also served as a drawing room and parlor.

This room is dominated by a large table made out of mahogany, and surrounded by the remains of once comfortable-looking chairs. It is clear that the furniture used to be luxurious, and the decoration lavish. Except for the table, everything has been ripped from the walls and smashed to pieces. The floor is covered with glass shards and wood splinters. If there had been anything of value here, it has either been destroyed or taken away. The remains of two sailors lying on the table are difficult to miss, although the corpses are heavily damaged, almost as if something has been eating them. The table is covered in blood.

There is not as much blood as would be expected if they had been killed here. Due to the damage it is difficult to find out what killed them, but a DC 15 Heal check reveals they have been killed with weapons, execution style, and they have been dead for less than a day.

5. MAIN DECK

Under normal circumstances this open deck featured a catapult and two large companionways that descend to the lower deck. The portside stairway is for the use of personnel and consists of 5ft.-high, cabin-like structure. The one on the starboard side is for cargo, and is closed by two big wooden hatches. Chicken coops, and pens for goats, lambs, or other small livestock probably used to take up any available space left on the deck, but not much is left of it. The catapult is heavily damaged, and the remains of the riggings lie everywhere. While most of the mid-mast is gone, part of it lies with one end on this deck and the second on the forecastle deck.

The battle with the undead raiders and storm caused much havoc. The catapult has been damaged by similar scorch marks to the ballista in Area 2. The storm washed away any animals that might have survived the battle, and, when the main mast broke, parts of the rigging came crashing down on the deck. A large part is gone, washed into the ocean, but one big piece forms a slippery beam from the main deck up on the forecastle deck (Area 2).

Terrain: The following terrain features can be found on the main deck:

- A light surge of green washes regularly over the deck. Such a surge lasts for 1 round and repeats every 2d4 rounds. A light surge is about 1 foot in depth. It costs 2 squares of movement to enter a square of light green water, and the DC of Tumble checks in

such a square increases by 2. Any creature that begins its turn in or enters a square of light green water must succeed on a DC 6 Strength of Balance check, or fall prone. Characters who fall prone are washed 1d4 squares in the direction of the surge; if this would wash them over the side, they are entitled to a DC 11 Reflex save to catch themselves at the rail before going over. The surge moves in a starboard direction (towards the cliffs – see Encounter 3 for what happens if washed away). This happens at the same time that the launch is raised to railing level (and with each such wave water comes streaming down into the hull if the hatches are open).

- The squares that depict the catapult are considered cluttered. It provides cover.
- Large parts of the deck are slippery – it costs 2 squares of movement to enter a square of slippery deck and the Balance and Tumble checks increases by 5. A DC 12 Balance check is required to run or charge over slippery deck. There are ropes everywhere, and PCs can replace Balance by a Climb check when charging or running (using the ropes to swing around) but doing so requires a free hand.
- A creature standing in the same square as a mast gains a +2 bonus to AC and a +1 bonus to Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a mast doesn't otherwise affect a creature's fighting space, because it is assumed that the creature is using the mast to its advantage. It requires a DC 16 Balance check to walk over the big piece of mast to area 1.
- Both the forecandle deck (area 2) and the quarterdeck (area 1) are 10 ft. high and jumping down requires a successful DC 19 Jump or Tumble check (modified for obstruction and slipperiness).

More information on fighting on a ship's deck can be found in *Stormwrack* (page 20).

Creatures: The strong emotions of being brutally murdered by the undead that raided their vessel combined with the strong presence of necromantic energy caused some of the sailors to rise as undead. They are consumed by a hunger for the living, giving them an unnatural cunning and predatory instinct. When they realized the ship stranded near a sizable town, they decided to lure townsmen to the ship by signaling for help and ambush them far away from any potential help.

At higher APLs the undead raiders also created a couple of zombies out of the dead sailors purely out of spite. These are all covered with wounds made by claws and spells. One, the captain, looks like he has been tortured to death.

APL 2 (EL 4)

☠ **Undead Sailors (3):** Gravetouched Ghoul Rog1; hp 12 each; see Appendix 1.

APL 4 (EL 6)

☠ **Undead Chaplain:** Gravetouched Ghoul Rog1/Clr1; hp 18; see Appendix 1.

☠ **Undead Sailors (2):** Gravetouched Ghoul Rog1/Ftr1; hp 18 each; see Appendix 1.

APL 6 (EL 8)

☠ **Undead Chaplain:** Gravetouched Ghoul Rog1/Clr2; hp 31; see Appendix 1.

☠ **Undead Sailors (3):** Gravetouched Ghoul Rog2/Ftr1; hp 31 each; see Appendix 1.

☠ **Zombies, human (2):** hp 16 each; see *Monster Manual* page 266.

APL 8 (EL 10)

☠ **Undead Chaplain:** Gravetouched Ghoul Rog2/Clr3; hp 48; see Appendix 1.

☠ **Undead Sailors (3):** Gravetouched Ghoul Rog3/Ftr2; hp 48 each; see Appendix 1.

☠ **Zombies, human (4):** hp 16 each; see *Monster Manual* page 266.

APL 10 (EL 12)

☠ **Undead Chaplain:** Gravetouched Ghoul Rog2/Clr5; hp 65; see Appendix 1.

☠ **Undead Sailors (3):** Gravetouched Ghoul Rog5/Ftr2; hp 72 each; see Appendix 1.

☠ **Zombies, human (6):** hp 16 each; see *Monster Manual* page 266.

Tactics: The undead are planning to ambush the PCs, and to make that possible at APL 6+ they have herded the zombies into area 6 (out of sight) with orders to come forward once the door is opened.

As soon as half of the PCs are aboard the undead spring their ambush. One opens the door to area 6 as its first action, realizing that the additional undead would form some protection against turning. The ghouls are ravenous, but shrewd and highly intelligent. At first they try to outflank lone opponents to get maximum efficiency out of their sneak attacks. If outnumbered they resort to hit-and-run tactics, patiently fighting defensively in an attempt to raise their AC. Remember that their Balance, Climb, and Tumble skills are high, and they use these to their advantage by using the whole deck. They also have little fear of the green water, while this might worry the PCs.

They do *not* try to bullrush people off the ship since they want the corpses for dinner. When the PCs try to do so, do not forget to apply a +4 bonus to resist due to the railing of the ship. At first they leave paralyzed opponents alone, but if the combat lasts long enough and people recover, they start trying to kill paralyzed opponents.

They fight to the death.

Treasure:

Looting the remains of the sailors

APL 2: Loot (25 gp); Coin (0 gp); Magic (0 gp).

APL 4: Loot (90 gp); Coin (0 gp); Magic (0 gp).

APL 6: Loot (90 gp); Coin (0 gp); Magic cloak of resistance +1 (83 gp).

APL 8: Loot (90 gp); Coin (0 gp); Magic cloak of resistance +1 (83 gp).

APL 10: Loot (90 gp); Coin (0 gp); Magic cloak of resistance +1 (83 gp).

Detect magic results: Cloak of resistance +1 (Faint Abjuration).

Development: Once the undead are defeated, the PCs are free to explore the rest of the vessel. If they examine the remains of the undead, they quickly realize all show unhealed wounds, which in case of the zombies would have been lethal. The ghouls were probably killed by magic since none of their wounds would have been lethal.

In the unlikely case the PCs manage to capture one of the ghouls alive, you should remember that these are driven by hunger and a hatred for the living. They are willing to promise anything to get released, and they might tell whatever they think the PCs want to hear. As undead they are immune to being intimidated. The fact is that they do not remember much of how they died or even where they are. They vaguely remember their past life as sailors in the service of House Torquann, but they do not remember what the ship's cargo is or who traveled onboard. There is no corpse suitable for *Speak with Dead* since they have either been animated or are too damaged for the spell.

6. INSIDE THE FORECASTLE

The forecandle is clearly used as the sleeping quarters for the majority of the ship's crew. The room holds a dozen cramped bunks as well as a simple cabinet. The cabinet doors stand wide open showing several sets of sailor's clothing and some personal items such as pipes, tobacco, partially finished woodcarvings and the like.

There is nothing of intrinsic value to be found here.

7. GALLEY

This is clearly the ship's galley. It has a small stove and shelving for all kinds of foodstuffs. The shelves have not been secured for the storm and the whole room is covered in food, eating and cooking utensils. There are two hammocks here. The door has been bashed open, and there are signs of a struggle in the form of several relatively fresh bloodstains. There is no corpse.

There is nothing of intrinsic value to be found here.

8. CHAIN LOCKER

The door is closed and blocked by a heavy crate of the cargo that fell down due to the storm.

The ship's anchor chain is stored here. It passes through the hawsepipe in the forecandle up to the forecandle deck. It is a small, cramped, dark room filled with the chain and its winding mechanism.

If the PCs open the door, they do not initially see the hiding survivor, but if they give the place even a cursory search they find him in catatonic state behind the chain spool. More information on the survivor and his reactions towards the PCs are detailed in Encounter 6.

The survivor has some equipment on him that might be useful during the adventure, and he gladly hands it over as a reward for his rescue to the PCs. He has a dagger with him as well as a spell component pouch, writing gear, 12 gold coins and a scroll case with the following four spells: *magic weapon* (x2), *comprehend languages* and *wave blessing*. There is no spell book.

All APLs: Loot (1 gp); Coin (12 gp); Magic scroll of *comprehend languages* (2 gp), 2 scrolls of *magic weapon* (2 gp each), scroll of *wave blessing* (2 gp).

Detect magic results: Scroll of *comprehend languages* (Faint Divination), scroll of *magic weapon* (Faint Transmutation), scroll of *wave blessing* (Faint Transmutation).

9. LOWER DECK

This space served as the first of the caravel's cargo holds, as well as the crew's mess deck. The ship apparently did not carry much cargo on its last trip, or most was taken by whatever killed the crew, and, as such, there is ample of space. There are signs that the fight that took place on deck spilled down below. Some of the cargo is damaged by sword slashes and there are several bloodstains on the floor and the crates. There are no visible corpses though.

If the PCs take time to examine the cargo, they realize it consists of luxurious furniture, carpets, tapestries and even a couple of marble statues (Oeridian warriors and women). While the cargo is clearly valuable, it is too big and unwieldy to transport in this weather.

Some PCs might rightly wonder why raiders would leave this cargo, but take the gold from the payment chest (area 13) or the silver cutlery from the wardroom (area 4). The fact is that the undead cannot really use the furniture, and do not want to go through the trouble of selling it. Gold and silver they can use, and is much easier to take along. If the PCs want to select a few truly valuable pieces, let them make an Appraise check – using the highest roll (remember that check can be made untrained and the PCs can take 10, taking 20 is impossible due to time issues). Depending on the result they acquire the following amount of loot:

Check DC	Result		
	APL 2/4/6	APL 8	APL 10

0	25	125	100
10	50	150	200
15	75	175	300
20	100	200	400

10. & 11. OFFICER'S CABINS

This tiny cabin was likely the private room of one of the ship's officers. It contains a bunk, a cabinet, a tiny desk and a stool.

One of the cabins was in use by the captain (the Master's Cabin was being used by the survivor – see area 8 and Encounter 6) and the other by the steersman. The rooms have been ransacked, but if the PCs succeed at a DC 20 Search check they find a sextant and 18 gp in a secret drawer.

Treasure:

Selling the sextant

All APLs: Loot (21 gp); Coin (3 gp); Magic (0 gp).

12. MERCHANT'S CABINS

While slightly bigger than the other cabins on this deck, it is not much different. In addition to the same furniture as in the other cabins it also contains a small shrine apparently dedicated to Zilchus. The smell of incense is still strong. Somebody smashed the statuette of Zilchus in great anger.

At APL 4 and up a great quantity of blood has been poured over it – courtesy of the now undead chaplain trying to appease Nerull. A DC 20 Heal or DC 15 Craft (alchemy) check reveals the blood to be human and not older than a day. Almost everything of value has been taken from this room, but PCs that succeed at a DC 20 Search check find a scroll between the desk and the wall. The scroll contains the spell *sink*.

Treasure:

Finding the scroll

All APLs: Loot (0 gp); Coin (0 gp); Magic scroll of *sink* (31 gp).

Detect magic results: Scroll of *sink* (Faint Transmutation).

13. SHIP'S OFFICE

All the ship's paperwork used to be kept here, including cargo manifests, pay records, and the ship's paychest (a sturdy, locked chest). It is clear that somebody ransacked the place. Ink jars have been smashed on the floor and hundreds of papers are strewn all over the place. The paychest's lock is smashed and the chest is empty.

If the PCs take 10 minutes to search the place they realize that all maps are missing, as well as the captain's logs. The

cargo manifests, pay records and the like are still here. These papers prove that the ship was owned by House Torquann and sailed under the Ahlissan flag. Finding the cargo manifest of what the *Kalandra* is carrying on this trip and deciphering it takes a lot of time – time the PCs do not have.

If the PCs succeed at a DC 25 Search check they find a hidden drawer. In it they find a ledger written in short hand Old Oeridian. The ledger suggests the ship had a few hidden compartments in the lower hold which were used to smuggle valuable items. It was used during the last trip, apparently carrying forbidden books of some kind. The ledger does not contain enough information to determine the nature of these books. In the past the ship smuggled gems, weapons, drugs and magical items. While the information in the ledger is certainly embarrassing for House Torquann, it is unlikely to cause any big trouble. Still, both the Ahlissan authorities and House Torquann would be willing to pay a small amount of gold for its recovery.

Treasure:

Selling the secret ledger

All APLs: Loot: 0 gp; Coin: 25 gp; Magic: 0 gp.

14. SAIL LOCKER

The door to this room is closed, and locked with a simple lock.

The room used to be some kind of storage room and you see spare sails, canvas, sewing gear as well as plenty of lines, hawsers, firewood, and heavy tools.

Creatures: Early during the attack, the beastmaster of the apes hid under the spare sails in this room. Even down here he could hear the screams of the sailors being tortured so, when he heard the apes screaming out of fear, he assumed the undead were coming for him. He took his own life to prevent being tortured or turned into an undead. The raiders were not very interested in the mundane cargo, and having feasted on the sailors, they were not interested in the live cargo either. After a quick scan for anything worthwhile they quickly returned to their own ship.

The beastmaster took his own life for no reason, and this, combined with the strong necromantic energies aboard the ship during his death and the intense fear he felt, caused him to return as a ghost. While technically able to speak, he is completely insane, thinking the PCs are the undead coming to get him. He only finds rest when people give his corpse a proper burial.

His corpse still lies hidden under the sails – a short stocky Oeridian with curly, brown hair and tanned skin. His clothes show that he wet his pants, and a DC 5 Heal check reveals that he took his own life by slitting his throat.

APL 2 (EL 3)

☛ **The Beastmaster:** Allip; hp 26; see *Monster Manual* page 10 and Appendix 1.

APL 4 (EL 5)

☛ **The Beastmaster:** Male ghost Rgr3; hp 25; see Appendix 1.

APL 6 (EL 7)

☛ **The Beastmaster:** Male ghost Rgr5; hp 38; see Appendix 1.

APL 8 (EL 9)

☛ **The Beastmaster:** Male ghost Rgr7; hp 51; see Appendix 1.

APL 10 (EL 11)

☛ **The Beastmaster:** Male ghost Rgr9; hp 73; see Appendix 1.

Tactics: One round after the Beast Master becomes aware of the presence of the PCs on the lower deck (likely due to the fight in Area 15) he rushes forward to attack the PCs. He is utterly convinced the PCs are the undead that raided the *Kalandra*, and he'd rather die than being caught alive. He just hopes that he takes as many of his attackers with him as possible.

He thinks he is alive, but on an instinctive level he still uses his ghost abilities to their maximum potential. He is incorporeal, and unaffected by any water or cargo. He does NOT go outside the lower deck, which the PCs could use to their advantage. At APL 2 he doesn't use any tactics at all, but at APL 4 and higher he directs "his" apes (see Area 15 below) while trying to disable spellcasters. He is used to dealing with animals, and, when confronted with them, he drains their Intelligence, otherwise he focuses on Charisma. He does NOT drain Constitution since he thinks his opponents are undead, and undead do not have any Constitution.

Throughout the fight, the Beastmaster constantly screams that he will not be caught alive to be tortured to death or turned in an undead. He will destroy as many foul undead abominations (clearly referring to the PCs) as possible. He is not open for Diplomacy of any kind, and he simply ignores any remarks made by the PCs. Either he never hears them (mainly when pointing out he is a ghost) or they are just lies to make him surrender.

Note that his ability to deal damage and drain attributes at the same time is a special ability.

Treasure:

Looting the corpse of Beastmaster

APL 2: Loot (48 gp); Coin (10 gp); Magic *potion of cure light wounds* (4 gp), 2 *scrolls of speak with animals* (2 gp each), *wand of charm animal* (63 gp).

APL 4: Loot (48 gp); Coin (14 gp); Magic *potion of cure light wounds* (4 gp), 2 *scrolls of speak with animals* (2 gp each), *vest of resistance +1* (83 gp), *wand of charm animal* (63 gp).

APL 6: Loot (48 gp); Coin (14 gp); Magic *collar of obedience* (125 gp), *potion of cure light wounds* (4 gp), 2 *scrolls of speak with animals* (2 gp each), *vest of resistance +1* (83 gp), *wand of charm animal* (63 gp).

APL 8: Loot (48 gp); Coin (14 gp); Magic *brooch of shielding* (125 gp), *collar of obedience* (125 gp), 2 *potions of cure light wounds* (4 gp), *scroll of reduce animal* (13 gp), 2 *scrolls of speak with animals* (2 gp each), *vest of resistance +1* (83 gp), *wand of charm animal* (63 gp).

APL 10: Loot (27 gp); Coin (14 gp); Magic *+1 chain shirt* (104 gp), *brooch of shielding* (125 gp), *circlet of persuasion* (375 gp), *collar of obedience* (125 gp), 2 *potions of cure light wounds* (4 gp), *ring of sustenance* (208 gp), *scroll of reduce animal* (13 gp), 2 *scrolls of speak with animals* (2 gp each), *vest of resistance +1* (83 gp), *wand of charm animal* (63 gp).

Detect magic results: *+1 chain shirt* (Faint Abjuration), *brooch of shielding* (Faint Abjuration), *circlet of persuasion* (Faint Transmutation), *collar of obedience* (Faint Enchantment), *potion of cure light wounds* (Faint Conjunction), *ring of sustenance* (Faint Conjunction), *scroll of reduce animal* (Faint Transmutation), *scroll of speak with animals* (Faint Divination), *vest of resistance +1* (Faint Abjuration), *wand of charm animal* (Faint Enchantment).

Development: To permanently destroy the ghost of the Beastmaster the PCs have to give him a proper burial. Otherwise he comes back to haunt the remains of the wreck. Doing either has little impact on the conclusion of the adventure, but might impact future adventures in the region. With a DC 15 Knowledge (religion) check the PCs might realize a burial is probably necessary to permanently destroy the ghost.

15. LOWER HOLD

Most of the ships cargo is stowed here, as well as provisions (including many casks of fresh water). The cargo consists mainly of big crates tied together. There are 4 big sturdy cages which have been smashed open by whatever they once held. A shallow layer of murky salt water covers the floor.

The cages contained a couple of cave apes. At APL 2, two of the albino apes have been killed by the others (and on APL 8 one is dead). Their corpses are sprawled between the crates. Water is slowly flooding into the cargo hold through the slowly-growing cracks in the hull. At APLs 2 and 4, the water is not deep enough to affect movement. At APL 6 and above it is one foot deep, and it is considered difficult terrain. Moving into an affected square costs double, and Tumble checks suffer a -2 circumstance penalty. Creatures with Climb speed can cling to the crates without any hindrance from the water.

The crates contain the same type of cargo as the Lower Deck (area 9).

Beneath the lower hold lies a small crawlspace where heavy ballast stones help to stabilize the ship. The area is completely filled with water.

Creatures: Part of the cargo consisted of the pets of the rich passenger – a group of albino cave apes. These beasts are in almost all regards similar to normal apes (or girallons), except that they are all albino and trained to fight in cramped spaces. The sturdy, hulking beasts are trained as guard animals, and, even under ordinary circumstances, they are highly aggressive towards strangers. They all wear studded leather collars.

The presence of the undead, the storm and now the sinking of the vessel has driven the beasts to madness. If the PCs manage to remain undetected, the apes are sulking in various corners, waiting for death to come. If they are aware of the PCs, they are hiding, ready to assault anybody entering the place. A DC 15 Sense Motive check allows the PCs to realize these beasts are overcome by panic, and might not be nearly as aggressive under ordinary circumstances. It might be possible to calm them down, although under the current circumstances might be incredibly difficult. A DC 12 Knowledge (nature) check allows the PCs to realize that apes cannot swim.

APL 2 (EL 3)

🦍 **Apes (2):** hp 29 each; see Appendix 1.

APL 4 (EL 5)

🦍 **Apes (4):** hp 29 each; see Appendix 1.

APL 6 (EL 7)

🦍 **Dire apes (4):** hp 35 each; see Appendix 1.

APL 8 (EL 9)

🦍 **Girallons (3):** hp 55 each; see Appendix 1.

APL 10 (EL 11)

🦍 **Fiendish girallons (4):** hp 55 each; see Appendix 1.

Tactics: The apes operate much like a wolf pack, trying to outflank their opponents, and working well together. They are at their most effective when making full-round attacks and, since they instinctively know this, it might prevent them from manoeuvring into a position where they can outflank their opponents. They are well trained, and, unlike normal animals, they concentrate on one opponent at a time, and they are not easily distracted. They only switch targets if their chosen opponent proves to be much less painful to them than others, or when the target is nearly impossible to hit. They are still animals, and do not easily recognize ranged threats.

The presence of the beastmaster (who appears 1 round after he becomes aware of the presence of the PCs in area 15 – see Area 14) impacts on the apes' tactics:

- At APL 2, because they are just as much affected by the babbling as the PCs. If they fail their saving throw, they become hypnotized by it as well. If they succeed, their first goal is to flee to the lower deck and cower there. If approached, they defend themselves wildly like any cornered wild animal. The two apes try to stay together.

- At APLs 4+, because the Beastmaster can actually control them, the apes actually remain fighting the PCs, recognizing their former master instinctively despite his current condition. The beastmaster's former close connection with animals also prevents any from fleeing from him if he chooses so. At these levels the beastmaster tries to direct the apes to aid him in defeating the PCs. Since, in the Beastmaster's mind, he and his apes are already doomed, he does not think twice about sacrificing them if it means he can take down an opponent by doing so. At these levels, the apes have already been exposed to the Beastmaster's moans and they have become immune to them.

At all APLs: Do **not** forget to apply the benefits of the Tunnel Fighting feat. They are quite willing to squeeze, unlike regular apes and they do not suffer nearly as much from doing so.

Treasure: The apes have nothing of value, but some of the cargo present is valuable. If the PCs want to find and recognize the portable valuable pieces, they need to make an Appraise check. Remember that the PCs can use this skill untrained, and that they can take 10. Taking 20 is impossible due to the time constraints. Depending on the result they acquire the following amount of loot:

Check DC	Result		
	APL 2/4/6	APL 8	APL 10
0	25	125	100
10	50	150	200
15	75	175	300
20	100	200	400

Development: The apes are ordinary animals, and, if the PCs retreat, and leave the hatch open, the apes flee up and desperately try to leave the ship by climbing the cliffs.

The PCs can also try to calm them with a DC 25 Wild Empathy check (don't forget to include the -4 penalty at APLs 8 and 10 due to the apes being magical beasts). Although the apes still attack any other creature beyond the person making the check, if the check was DC 35 or higher the beasts become friendly and they do not attack others. Getting them into the launch without magic, requires a DC 20 Handle Animal check. Otherwise their only chance of survival is the cliffs since apes cannot swim. Note that, at APLs 4+, the beastmaster (see Area 14) needs to be defeated before the PCs can befriend the apes. If the PCs manage to befriend the apes, whether by magic or mundane methods, and actually take them into Montessor, the orcs are suitably impressed. They offer to buy the beasts – more details can be found in the Conclusion. Of course, spells such as *calm animals* and *charm animals* are extremely useful as well preventing the need for any check at all (assuming the Beastmaster has been destroyed).

If the PCs never faced the apes in combat, but simply retreated, they should get only half the experience for this encounter. If they befriend the apes, on the other hand, or use their resources to help them get off the ship alive, they should get the normal amount of experience.

ENCOUNTER 5: PASSAGE OF TIME

Stuck between the rocks at the foot of cliffs the *Kalandra* is continually battered by waves. Each wave pushes it against the rocks, and, while the hull seems to hold for the moment, it is eventually going to shatter. To make sure the PCs get a sense of urgency, the DM should use the following events in sequence. The exact timing of these events is up to the individual DM, but it should be used when there is a lull in the action to speed things along. The goal is not to directly challenge the PCs and as such it should not endanger them. Just after ALL the PCs leave the ship, they hear a loud cracking noise. The hull snaps in two and it disintegrates before their eyes.

First Event

Note: Do NOT use this event during the fight with the ghoulish sailors!

A large wave crashes into the *Kalandra*. The wave itself is roughly 2 feet deep on the main deck, forcing PCs in that area to make a DC 12 Balance of Strength check to prevent themselves falling prone. A character that falls prone washes 1d4x5 feet away towards starboard (the cliffs). When this pushes the PCs over the railing, they can make a DC 17 Reflex save to catch hold of the railing. Characters that remain standing, can try to grab fellow characters with a similar save if they are in the direct path or within 5 feet of the sliding PC. A PC who is not secured to the deck, and who washes overboard takes 1d6 points of damage by being slammed into the rocks. There is not much water between the hull and the cliffs, and climbing back aboard follows the same rules as discussed in Encounter 3 – The Sea. Each wave, though, requires a DC 20 Swim check to prevent 1d6 points of damage and the wave cannot be used to get aboard.

At the same time the hull shifts with a grinding noise. Each PC must make a DC 12 Balance check or fall prone. The partial mast lying on the main deck and the forecabin deck comes crushing down. It shatters part of the wall between areas 5 and 6.

Event 2

As in Event 1, a big wave crashes over the ship and, as in Event 1, everybody must make a DC 12 Balance check when the ship shifts. The shift is accompanied by a loud grinding noise and the sound of snapping wood. Afterwards the tilt is gone and all waves on the main deck are considered deep waves instead of the light surge they were before. Deep waves require checks similar to those described at the first part of The First Event.

On starboard side several cracks appear in the hull of the lower hold, and water starts to visibly flow into the ship. While it might be a disquieting sight, the increase of water inflow has no impact on the amount of water on the lower deck, yet... At the same time, all doors inside the ship that were closed at the time get stuck and require a DC 13 Strength check to open.

ENCOUNTER 6: A LONE SURVIVOR


At the time the *Kalandra* was attacked by the undead, it was on its way to the village of Barrish on the coast of Medegia. She was carrying an important passenger, a young scion of House Garethe named Jarin, and his rather extensive possessions.

Early during the current storm the ship was attacked by what at first glance appeared to be pirates, who quickly lowered the distance. The captain was not particularly worried, his crew were veterans and he had avoided and defeated many a pirate. Once at close range, the first acid ball incinerated the ballista and its crew at the bow. The sailors now also saw the flag depicting the black tower with a skull above it and two skeletal hands wielding a scythe as well as noticing that the pirates consisted of undead. [A DC 25 Knowledge (core) or Knowledge (nobility and royalty) recognizes the heraldry as belonging to Delglath the Undying – an immensely powerful undead cleric of Nerull, once a prince of House Torquann who is at perpetual war with House Torquann in the Northern Kingdom about who should rule his fief. The ruler of the Northern Kingdom supports House Torquann, which is not too surprising since Delglath wants to turn everybody in an undead. Delglath though is not known to have a fleet.] This greatly worried the captain, who ordered Jarin to go below decks. The captain did not dare risk angering a powerful noble house by getting one of their scions killed. Something in the captain's voice convinced Jarin that the *Kalandra* was doomed so he hid in the chain locker (Area 8), rightly concluding nobody would look there.

He had expected that, once victorious, the pirates would either sink the ship, giving him the opportunity to build a raft (while risky it certainly had a higher chance of survival than being captured by undead), or use it for the fleet, allowing him to try and escape later or even help the crew of the *Kalandra*. Instead, the undead simply killed the common sailors, and tortured the officers for information. Jarin could not hear the exact words, but the screaming lasted for what felt like hours, only broken by short breaks when the leader of the undead enquired about something. Eventually the screaming stopped. By that time the young, untried Jarin was already on the brink of a breakdown, and, when an undead pirate did open the door to the locker for a cursory glance, unable to scream in terror, something inside Jarin snapped. He retreated into himself, ending up in a catatonic state that on the one hand saved him (the undead did not find him), but would mean his end unless the PCs rescue him.

Creatures: The lone survivor is a scrawny young man (early twenties) of average height with short white hair and a sharp nose. He has a pale skin, and there are ink stains on his fingers. He does not look like somebody used to hard, physical labor. He has a beard of a couple of days length and is wearing disheveled, expensive clothing. He has a dark blue tunic, decorated with silver embroidery, as well as dark trousers and heavy, leather boots.

When the PCs first find him, he is catatonic, but very much alive. He does not react to any stimuli, even when touched or moved. A quick examination does not reveal any visible wounds, but his green-brown eyes are wide open, staring into the distance as if in perpetual fear. They are bloodshot, and already damaged due to too little blinking. His hair used to be brown, and appears to have turned white overnight. Fear and horror have put him in his current condition, and that should be overcome before the PCs can learn anything.

 **Lone survivor (Jarin Garesteth*):** Male human (Oeridian) Wiz3 (AL LN).

* Unless the PCs restore his sanity, they cannot learn his name, but they can certainly conclude he is a member of House Garesteth based on various clues aboard the vessel.

Development: PCs who are in a hurry, are likely to simply drop Jarin in the launch before attempting to revive him in a safer more comfortable area. They could attempt to get some information from him at the wreck, but doing so might have a contrary result to the one they desire.

The origin of Jarin's condition is non-magical, and more like insanity than fear. Spells that suppress, or remove, (magical) fear affects do not offer any aid. Spells that remove insanity, such as *heal* and *greater restoration*, instantly revive the man. In that case he proves to be a matter-of-fact type of guy although the current ordeal has left him scarred and lowered his self-esteem.

If on board when revived, he first tries to learn where he is and who the PCs are. He does not tell them that he is an actual scion of House Garesteth, saying he is just a minor servant of its leaders. In a way is true, but if the PCs succeed at a DC 12 Sense Motive check realize he is withholding some information. He fears that if he does give his name, the PCs might decide to ransom him to his family, a fate he prefers to avoid if possible. His initial attitude towards the PCs is unfriendly in this regard, but if they manage to change it to Friendly he relents and provides them with his real identity if they promise to help him get home. They can also try to intimidate him as per the standard rules, but in that case they do not earn his favor once the adventure is over. The scions of Ahlissa do not like to be forced to do something against their will.

Regardless, he does quickly summarize events as discussed above. If he realizes the ship is about to sink, he wants to get off as quickly as possible. He is not a coward,

nor does he callously disregard life, but he assumes everybody else is dead. He is willing to wait without complaints if the PCs note that they have not searched the whole ship and reassure him the hull is going to hold for some time to come. On land, he is calmer, and he gladly gives a detailed account of his ordeal (see above).

Without the aid of magic, the PCs have to resort to talking. If attempted on the wreck, the PCs must make a Diplomacy check to restore him to sanity, treating Jarin as Hostile for the purpose of the checks. If the result is 20 or lower he certainly wakes out of his torpor, but he panics. He tries to flee, jumping overboard when on the ship, which is a death sentence for the already weakened man. The only way to calm him is to knock him unconscious and try it again in couple of hours. If the result is 35 or higher he recovers somewhat and starts sobbing uncontrollably, begging the PCs to make the screaming stop, openly wondering why the captain ordered him to go below decks, and if it would have mattered if he had stayed and fought together with the crew. After some more encouragement, he calms down enough to be guided off the *Kalandra*, although at first he is afraid to go outside, asking whether the monsters all still there.

It is impossible to learn more from Jarin in such a short time. On land, assuming they have free access to him, they eventually manage to get the whole story. Full mental recovery would take weeks though, and the scars will be permanently there. More information on what happens when the survivor is taken to land is discussed in Encounter 6. If the PCs decide to return to land, use the method with which they got here, but in reversed order. If the PCs climb, they can tie Jarin to one of their own, and prevent any damage to Jarin by keeping themselves in between Jarin and the rock. Waiting until the end of the storm is not an option since, by then, the *Kalandra* is shattered on the rocks.

ENCOUNTER 7: BACK AT MONTESSER

When confronted with a survivor from the wreck, the orcs of Montesser see an opportunity for profit. They hope to get a good ransom for him from his family or the trading company he worked for. If not, they can always sell him as a slave. Rescuing Jarin from the ship, and returning safely to land is not the end of the adventure. If the PCs intend to allow Jarin to return home without any demands, they can either try to hide his existence from the orcs or they can try to make a deal.

HIDING

If they take Jarin to Montesser, it is going to be very hard to keep him hidden from the orcs. Even in this weather there are guards at the various gates and walls, making it very difficult to smuggle him into town unseen. Furthermore, some of Froznir's men gladly sell the PCs out, making it important to keep Jarin's presence hidden

from them as well. Allow the PCs to come up with a plan. If it is a good plan they should succeed, otherwise they are seen, and soon Shauntru's soldiers are knocking on their door demanding the prisoner be handed over, forcing the PCs to make a deal (see below). Note that the PCs also have to get Jarin *out* of Montessor undetected, and that this is even more difficult. The weather is going to be better, and the PCs and the ship are going to be searched for contraband (cargo retrieved from the *Kalandra* that the PCs did not report).

As an alternative, the PCs can bring Jarin to a nearby cove, leaving one of their own behind as a guard and return later with captain Azir when they proceed with their trip. Azir has no objections to the plan. Shauntru, the ruler of Montessor, does want a full report of the PCs findings on board the *Kalandra*, so a successful Bluff check opposed by Shauntru's Sense Motive (+5 modifier) is required for the ploy to be successful. Shauntru talks with every PC. When suspicious she assumes the PCs did rescue one or more people and tries to make a deal (see below). The more the PCs deny it, the more she is convinced she is right, and the richer she thinks the survivor is (why else would the PCs risk the wrath of the orcs of Montessor than for a large amount of coin?).

When convinced there were no survivors, she dismisses the PCs and lets them go without much hassle. If they return Jarin to his family they earn the family's gratitude as well as a small amount of gold. Proceed to the Conclusion.

NEGOTIATIONS

As soon as the orcs of Montessor become aware of the existence of a survivor, Shauntru demands a meeting with the PCs. She politely requests to hand over the survivor to her men, offering both her gratitude and a fair share of the ransom (fair being open to negotiation – see the Conclusion for the amount). If the PCs refuse, she only allows them and Jarin to go if they pay the ransom. The height of the ransom is dependent on two factors: her attitude towards the PCs, and how wealthy and influential she thinks the survivor is. The minimum amount is noted below. She lets the PCs start with a bid, and, if it is higher than she expected, she tries the PCs to pay more, but quickly accepts. If it is lower, she asks a price twice as high as her minimum and lets it go from there.

Once she and the PCs have agreed on a price, she wants to see the gold immediately. She accepts magical items as payment at half their market value if they are useful to her and the orcs of Montessor (especially items such as armor and weapons). She is willing to give the items back later on if the PCs do have the cash as long as the PCs ask about it during the negotiations. If the PCs don't have that much gold at hand, the deal is off, and all they can resort to is handing over the prisoner of fleeing (see below).

If the PCs deliver Jarin to his family the grateful relatives refund the ransom. If this is lower than the reward the PCs would otherwise be granted (see the

Conclusion), they gain the difference. They also extend their gratitude towards them.

	Poor	Middleclass	Rich
Hostile	100	500	1000
Unfriendly	50	250	500
Indifferent	5	25	250
Friendly	0	5	25
Helpful	0	0	5

Notes on the table: Shauntru's initial attitude is considered Unfriendly. The PCs can try to change this as per the normal rules for Diplomacy. Spending a favor with her or Montessor provides a +5 circumstance modifier. When one or more PCs have a favor with her or Montessor her initial attitude is Indifferent. If even one PC has a disfavor, her attitude becomes Hostile (although she does not resort to violence, yet...).

Shauntru's first assumption is that the survivor is rich and powerful. Convincing her otherwise is very difficult (+10 to the DC) unless the PCs actually show him to her. If he is still insane, the PCs have an easier time convincing her that he is not rich and they can make their own checks. If sane, and present, Jarin has to speak for himself (and he fails miserably). It requires a DC 15 Bluff check to have Shauntru believe he is a servant of a rich family or an employee of the trading company (middleclass). A DC 25 Bluff check convinces her he is poor, but she needs a plausible excuse for why he wearing that expensive clothing. If the PCs replace his clothing before anybody sees the expensive clothes, they gain a +5 circumstance bonus on the Bluff check.

ESCAPING

At various points during the adventure, the PCs can come into conflict with the orcs of Montessor. Depending on the situation, they might even end up in the prison pits (or need to free Jarin from one).

As long as they themselves are free to go as they please, and it is only Jarin they want to get out, escaping is relatively easy. If at least indifferent towards the PCs, Captain Azir is willing to help. He suggests setting sail, leaving the PCs and Jarin behind while the PCs buy time in the negotiations. They can then flee sometime later to one of the many nearby coves where he will pick them up. He refuses to smuggle them out on his ship, since then their escape is easier to pinpoint on him, and his cousin would not like the results of that at all. He also rightfully fears his ship is going to be searched thoroughly before leaving. If the PCs accept his plan, they should succeed – the inherently chaotic nature of orcs makes it relatively easy to flee – although, if you have the time, you can play it out. Any other plan that has a reasonable chance of succeeding should work as well.

If the PCs themselves have been thrown into the pit, escaping becomes much more problematic. If they acted honorably enough towards Captain Azir, he helps them. He sets sail, but he bribes one of Froznir's men to free the PCs (and, if necessary, Jarin) a couple of days later, with

instructions for them to go to a particular cove where he will pick them up. This doesn't cost additional TUs. If the PCs have not made any friends (in which case they are here because they attacked the orcs without a solid reason, by orc standards), they can bribe their way out of the pits by paying a price of 100 gp x APL at which this adventure is played. This price is NOT deducted from the treasure gained, and has to be removed from the gold value owned by the PCs at the time, otherwise the PC is assumed to escape after 16 TU, but without any of the equipment they had with them. If this leaves them without equipment, they can call upon the charity of friends clause in the IGCS.

CONCLUSION

The adventure ends with the PCs setting sail from Montesser to their destination. The remainder of the trip is like any other uneventful sailing trip.

If the PCs have Jarin with them, and do not know his identity, their best bet is to drop him at the nearest Torquann compound. The people there quickly find out who Jarin is, and they return him to his family with due haste. House Torquann rewards them for their services, and leaves it at that. The PCs do earn the Favor of House Garesteth, but they do not get any additional money. If the PCs know Jarin's identity, they can drop him off at his family directly, in which case they gain a monetary reward just as high as House Torquann would have paid. Of course, the PCs do still gain the favor of House Garesteth. Remember that if the PCs paid the ransom that gold is reimbursed in full, but the reward is lowered by that same amount to a minimum amount of 0 gp.

Note that the heraldry of the pirates is not known by the people they speak with, but even if it was, they would not tell it.

Treasure:

Reward for returning Jarin alive, either to House Torquann or House Garesteth:

- APL 2:** Loot (0 gp); Coin (100 gp); Magic (0 gp).
- APL 4:** Loot (0 gp); Coin (150 gp); Magic (0 gp).
- APL 6:** Loot (0 gp); Coin (200 gp); Magic (0 gp).
- APL 8:** Loot (0 gp); Coin (250 gp); Magic (0 gp).
- APL 10:** Loot (0 gp); Coin (300 gp); Magic (0 gp).

Favor of House Garesteth/Torquann: This favor might have additional uses in future scenarios. You also gain meta-regional access to 1 Adventure frequency item that has previously expired. Note down the AR where it came from and what item it is BEFORE the DM signs this AR: _____.

Finally you gain access to the items marked with ** as noted below in the Item Access section depending on the APL at which you played this adventure.

If the PCs end up leaving Jarin in Montessor, they gain the same amount of gold which they would have earned otherwise. They also earn the favor of Montesser, but

they do NOT gain the favor of House Garesteth. If at any time during the adventure they attacked orcs without provocation (by orcish standards), greatly angered Shauntru to any other method (like escaping with Jarin – assuming she is aware of his existence) they gain the Disfavor of Montesser. If they left Jarin in Montesser, in addition to angering the two Houses and Shauntru, the PCs gain a small reward in gold, but neither the Favor nor the Disfavor of the Houses or the Orcs of Montessor.

Treasure:

Reward for returning Jarin alive to the orcs of Montesser:

- APL 2:** Loot: 0 gp; Coin: 100 gp; Magic: 0 gp.
- APL 4:** Loot: 0 gp; Coin: 150 gp; Magic: 0 gp.
- APL 6:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.
- APL 8:** Loot: 0 gp; Coin: 250 gp; Magic: 0 gp.
- APL 10:** Loot: 0 gp; Coin: 300 gp; Magic: 0 gp.

Favor of Montesser: The favor can be spent to remove one disfavor with Montesser or Shauntru. It might have additional effects in future scenarios. In addition, you can change access of 1 of the items found in this adventure into meta-regional access: _____.

Disfavor of Montessor: You have made enemies in Montesser. This may prove bad in future scenarios.

Finally, if the PCs risked their lives to get to the *Kalandra* and rescue any survivor aboard, and kept captain Azir alive, they earn his favor (and with it, the Favor of the Delrii Family). On the other hand, if they are directly responsible for his death (assuming there are witnesses) or screwed up completely with the orcs of Montesser in a way that he is blamed as well, they earn the Disfavor of the Delrii Family.

Favor of Delrii Family: Besides possible uses in future scenarios the above-mentioned PC gains access to the Scarlet Corsair and Stormcaster prestige classes, as well as the following feats: Expert Swimmer, Great Captain, Old Salrt, Sailor's Balance, Sea Legs and Ship's Mage. All are from *Stormwrack*. You gain meta-regional access to all items marked with an * as well.

Disfavor of Delrii Family: The Delrii family has some influence among the pirates of pirates along the east coast. As long as you have this favor, the initial attitude of any pirate in this region is one category worse, and in case of capture they demand twice the amount of gold for a ransom. It might have additional effects in future scenarios.

CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of

the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to rolspeel@planet.nl as soon as possible. General comments about the module are also welcomed at this address.

1. What region where the characters from?
2. What APL did you play?
3. What happened to Jarin Garesteth?
4. Did they give the Beastmaster a proper burial?
5. How did they deal with the orcs of Montesser?
6. How did they treat captain Azir? Did Azir survive?

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 role-playing) to each character.

Encounter 3: Challenging the Storm

Getting aboard the *Kalandra*

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

Encounter 4 – Area 5

Defeating the undead sailors

APL 2	120 XP
APL 4	160 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 4 – Area 14

Defeating the Beastmaster

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

Encounter 4 – Area 15

Defeating the apes

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

Story Award

Rescue Survivor:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

Giving the Beastmaster a decent burial (and hence permanently destroying him):

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

Discretionary role-playing award

APL 2	30 XP
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APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

Total possible experience:

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

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 4: Main Deck

Looting the sailors

APL 2: Loot: 25 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 90 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 90 gp; Coin: 0 gp; Magic: *cloak of resistance* +1 (83 gp).

APL 8: Loot: 90 gp; Coin: 0 gp; Magic: *cloak of resistance* +1 (83 gp).

APL 10: Loot: 90 gp; Coin: 0 gp; Magic: *cloak of resistance* +1 (83 gp).

Encounter 4: Chain Locker

Looting the survivor

All APLs: Loot: 1 gp; Coin: 12 gp; Magic: *scroll of comprehend languages* (2 gp), 2 *scrolls of magic weapon* (2 gp each), *scroll of wave blessing* (2 gp).

Encounter 4: Lower Deck

Looting the cargo hold (exact amount depends on their success, the table below assumes maximum success)

APL 2/4/6: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.

Encounter 4: Officer's Cabins

Looting the captain's cabin

All APLs: Loot: 21 gp; Coin: 3 gp; Magic: 0 gp.

Encounter 4: Merchant's Cabin

Finding the scroll

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: *scroll of sink* (31 gp).

Encounter 4: Ship's Office

Selling the ledger

All APLs: Loot: 0 gp; Coin: 25 gp; Magic: 0 gp.

Encounter 4: Sails Locker

Looting the corpse of Beastmaster

APL 2: Loot: 48 gp; Coin: 10 gp; Magic: *potion of cure light wounds* (4 gp), 2 *scrolls of speak with animals* (2 gp each), *wand of charm animal* (63 gp).

APL 4: Loot: 48 gp; Coin: 14 gp; Magic: *potion of cure light wounds* (4 gp), 2 *scrolls of speak with animals* (2 gp each), *vest of resistance* +1 (83 gp), *wand of charm animal* (63 gp).

APL 6: Loot: 48 gp; Coin: 14 gp; Magic: *collar of obedience* (125 gp), *potion of cure light wounds* (4 gp), 2 *scrolls of speak with animals* (2 gp each), *vest of resistance* +1 (83 gp), *wand of charm animal* (63 gp).

APL 8: Loot: 48 gp; Coin: 14 gp; Magic: *brooch of shielding* (125 gp), *collar of obedience* (125 gp), 2 *potions of cure light wounds* (4 gp), *scroll of reduce animal* (13 gp), 2 *scrolls of speak with animals* (2 gp each), *vest of resistance* +1 (83 gp), *wand of charm animal* (63 gp).

APL 10: Loot: 27 gp; Coin: 14 gp; Magic: +1 *chain shirt* (104 gp), *brooch of shielding* (125 gp), *circlet of persuasion* (375 gp), *collar of obedience* (125 gp), 2 *potions of cure light wounds* (4 gp), *ring of sustenance* (208 gp), *scroll of reduce animal* (13 gp), 2 *scrolls of speak with animals* (2 gp each), *vest of resistance* +1 (83 gp), *wand of charm animal* (63 gp).

Encounter 4: Lower Hold

Looting the cargo hold (exact amount depends on their success, the table below assumes maximum success)

APL 2/4/6: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.

Conclusion

Reward for Jarin's rescue, either from the orcs of Montesser, or House Torquann/House Garesteth

APL 2: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp.

Total Possible Treasure

APL 2: Loot: 95 gp; Coin: 350 gp; Magic: 110 gp; Total: 555 gp (max 450 gp)

APL 4: Loot: 160 gp; Coin: 404 gp; Magic: 193 gp; Total: 757 gp (max 650 gp)

APL 6: Loot: 160 gp; Coin: 454 gp; Magic: 401 gp; Total: 1,015 gp (max 900 gp)

APL 8: Loot: 160 gp; Coin: 718 gp; Magic: 530 gp; Total: 1,408 gp (max 1,300 gp)

APL 10: Loot: 139 gp; Coin: 1,154 gp; Magic: 1,117 gp; Total: 2,410 gp (max 2,300 gp)

Special

Favor of Montesser: The favor can be spent to remove one disfavor with Montesser or Shauntru. It might have additional effects in future scenarios. In addition, you can change access of 1 of the items found in this adventure into meta-regional access: _____.

Disfavor of Montessor: You have made enemies in Montesser. This may prove bad in future scenarios.

Favor of Delrii Family: Besides possible uses in future scenarios the above-mentioned PC gains access to the Scarlet Corsair and Stormcaster prestige classes, as well as the following feats: Expert Swimmer, Great Captain, Old Salt, Sailor's Balance, Sea Legs and Ship's Mage. All are from *Stormwrack*. You gain (meta-regional) access to all items marked with an * as well.

Disfavor of Delrii Family: The Delrii family has some influence among the pirates of pirates along the east coast. As long as you have this favor, the initial attitude of any pirate in this region is one category worse, and in case of capture they demand twice the amount of gold for a ransom. It might have additional effects in future scenarios.

Favor of House Garesteth/Torquann: This favor might have additional uses in future scenarios. You also gain meta-regional access to 1 Adventure frequency item that has previously expired. Note down the AR where it

came from and what item it is BEFORE the DM signs this AR: _____.

Finally you gain access to the items marked with ** as noted below in the Item Access section depending on the APL at which you played this adventure.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2

- ❖ Buoyant armor enhancement (Meta-region; *Stormwrack*)**
- ❖ Cutlass (Adventure; *Stormwrack*)*
- ❖ Oilskin suit (Adventure; *Stormwrack*)*
- ❖ *Scroll of sink* (Adventure; *Spell Compendium*)
- ❖ *Scroll of wave blessing* (Adventure; *Stormwrack*)
- ❖ Sextant (Adventure; *Stormwrack*)*
- ❖ Sharkskin armor (Adventure; *Stormwrack*)*
- ❖ *Wand of charm animal* (Adventure; DMG)

APL 4 (All of APL 2 plus the following)

- ❖ Gilled armor enhancement (Meta-regional; *Stormwrack*)**
- ❖ Masterwork cutlass (Adventure; *Stormwrack*)*
- ❖ Masterwork sharkskin armor (Adventure; *Stormwrack*)*
- ❖ *Vest of resistance +1* (Adventure; CA)

APL 6 (All of APL 2-4 plus the following)

- ❖ *Boat, folding* (Meta-regional; DMG)**
- ❖ *Collar of obedience* (Adventure; CV)

APL 8 (All of APL 2-6 plus the following)

- ❖ *Brooch of shielding* (Adventure; DMG)
- ❖ *Cloak of the manta ray* (Meta-regional; DMG)**

APL 10 (All of APL 2-8 plus the following)

- ❖ *Circlet of persuasion* (Adventure; DMG)
- ❖ *Pearl of the sirines* (Meta-regional; DMG)**
- ❖ *Ring of sustenance* (Adventure; DMG)

APPENDIX 1: APL 2

ENCOUNTER 4: THE KALANDRA

Main Deck

Undead Sailors (2): Gravetouched ghoul Rog1; CR 2; Medium Undead (augmented humanoid); HD 1d12; hp 12; Init +6; Spd 30 ft.; AC 19 (touch 15, flat-footed 14) [+2 armor, +5 Dex, +2 natural]; Base Atk +0; Grp +3; Atk +3 melee (1d6+3 plus paralysis, bite) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6+3 plus paralysis, bite) and +1/+1 melee (1d4+1 plus paralysis, claw) or +5 ranged (1d8/19-20, light crossbow); SA Ghoul fever, paralysis, sneak attack: +1d6; SQ Darkvision 60 ft., turn resistance +6, undead traits; AL CE; SV Fort +0, Ref +7, Will +2; Str 16, Dex 20, Con —, Int 15, Wis 14, Cha 10.

Skills and Feats: Balance +11, Climb +7, Gather Information +2, Hide +9, Jump +7, Knowledge (core) +3, Knowledge (the Splintered Suns) +3, Listen +6, Move Silently +9, Profession (sailor) +6, Spot +6, Swim +7, Tumble +11; Improved Turn Resistance, Multiattack^B, Sea Legs.

Languages: Common, Old Oeridian.

Ghoul Fever (Su): Disease—bite, DC 10 Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralyses (Ex): Victims hit by a gravetouched ghoul's bite or claw attack must make a successful DC 10 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Possessions: Cutlass, dagger, light crossbow, 10 bolts, sharkskin armor, oilskin suit.

Sail Locker

The Beastmaster: Male allip; CR 3; Medium Undead (Incorporeal); HD 4d12; hp 26 hp; Init +5; Spd Fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 14) [+1 Dex, +4 deflection]; Base Atk +2; Grp —; Atk +3 melee touch (1d4 Wisdom drain); Full Atk +3 melee touch (1d4 Wisdom drain); SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Possessions: Masterwork short sword, longsword, whip, masterwork chain shirt, *wand of charm animal*, 2 *scrolls of speak with animals*, *potion of cure light wounds*, 60 gp in various coins and jewelry.

Lower Hold

Apes (2): CR 2; Large Animal; HD 4d8+11; hp 29; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (touch 11, flat-footed 12) [–1 size, +2 Dex, +3 natural]; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, claw); Full Atk +7/+7 melee (1d6+5, claw) and +2 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +4, Spot +4; Toughness, Tunnel Fighting.

Possessions: None.

ENCOUNTER 4: THE KALANDRA

Main Deck

Undead chaplain: gravetouched ghoul Rog1/Clr1; CR 3; Medium Undead (augmented humanoid); HD 2d12; hp 18; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +2 natural, +1 shield]; Base Atk +0; Grp +2; Atk +2 melee (1d6+2 plus paralysis, bite); Full Atk +2 melee (1d6+2 plus paralysis, bite) and +0 melee (1d4+1 plus paralysis, claw); SA Ghoul fever, paralysis, sneak attack: +1d6; SQ Darkvision 60 ft., rebuke undead, spontaneous inflict, turn resistance +6, undead traits; AL CE; SV Fort +2, Ref +5, Will +7; Str 15, Dex 16, Con –, Int 12, Wis 20, Cha 16.

Skills and Feats: Balance +6, Climb +5, Concentration +5, Diplomacy +7, Hide +4, Jump +5, Knowledge (religion) +2, Listen +7, Move Silently +4, Profession (sailor) +9, Spot +7, Swim +5, Tumble +6, Use Rope +7; Improved Turn Resistance, Multiattack^B, Skill Focus (concentration).

Languages: Common, Old Oeridian.

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

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

Rebuke Undead (Su): 6/day; 1d20+6; turning damage 2d6+4.

Spells Prepared (4/3; base DC = 15 + spell level): o—*detect magic, mending, resistance*; 1st—*cause fear*^{*}, *command* (2), *shield of faith*.

^{*}Domain spell. Nerull; *Domains:* Death (death touch 1/day, roll 1d6 if equal or higher than current hit points victim, the victim dies); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Light mace, dagger, light crossbow, 10 bolts, masterwork chain shirt, masterwork buckler, wooden holy symbol of Nerull, spell component pouch, oilskin suit.

Undead Sailors (2): Gravetouched Ghoul Rog1/Ftr1; CR 3; Medium Undead (augmented humanoid); HD 2d12; hp 18; Init +6; Spd 30 ft.; AC 20 (touch 15, flat-footed 15) [+3 armor, +5 Dex, +2 natural]; Base Atk +1; Grp +4; Atk +4 melee (1d6+3 plus paralysis, bite) or +6 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+3 plus paralysis, bite) and +2/+2 melee (1d4+1 plus paralysis, claw) or +6 ranged (1d8/19-20, light crossbow); SA Ghoul fever, paralysis, sneak attack: +1d6; SQ Darkvision 60 ft., turn resistance +6, undead traits; AL CE; SV Fort +2, Ref +7, Will +2; Str 16, Dex 20, Con –, Int 15, Wis 14, Cha 12.

Skills and Feats: Balance +14, Climb +7, Gather Information +2, Hide +9, Jump +10, Knowledge (core)

+3, Knowledge (the Splintered Suns) +3, Listen +6, Move Silently +9, Profession (sailor) +6, Spot +6, Swim +7, Tumble +14; Combat Expertise, Improved Turn Resistance, Multiattack^B, Sea Legs.

Languages: Common, Old Oeridian.

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

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

Possessions: Cutlass, dagger, light crossbow, 10 bolts, masterwork sharkskin armor, oilskin suit.

Sail Locker

The Beastmaster: Male Ghost Rgr3; CR 5; Medium Undead (augmented humanoid, incorporeal); HD 3d12; hp 25; Init +3; Spd Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 13) [+3 deflection, +3 Dex]; Base Atk +3; Grp –; Atk +6 melee touch (1d6 plus 1d4 ability drain, touch); Full Atk +6 melee touch (1d6 plus 1d4 ability drain, touch); SA Favored enemy (humanoid – human: +2); SA Corrupting touch, draining touch, frightful moan, manifestation; SQ Darkvision 60 ft., rejuvenation, turn resistance +4, undead traits, wild empathy; AL CN; SV Fort +4, Ref +7, Will +3; Str 14, Dex 16, Con –, Int 8, Wis 13, Cha 16.

Skills and Feats: Handle Animal +9, Hide +6, Knowledge (nature) +4, Listen +3, Move Silently +6, Ride +7, Spot +3, Search +4, Survival +9 (+11 when Tracking); Animal Affinity, Dodge, Endurance^B, Mobility, Two-Weapon Fighting^B, Track^B.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by

anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Possessions: Masterwork short sword, longsword, whip, masterwork chain shirt, *vest of resistance* +1, *wand of charm animal*, 2 scrolls of *speak with animals*, *potion of cure light wounds*, 82 gp in various coins and jewelry.

Lower Hold

Apes (4): CR 2; Large Animal; HD 4d8+11; hp 29; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (touch 11, flat-footed 12) [-1 size, +2 Dex, +3 natural]; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, claw); Full Atk +7/+7 melee (1d6+5, claw) and +2 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +4, Spot +4; Toughness, Tunnel Fighting.

Possessions: None.

ENCOUNTER 4: THE KALANDRA

Main Deck

Undead chaplain: Gravetouched ghoul Rog1/Clr2; CR 4; Medium Undead (augmented humanoid); HD 3d12+6*; hp 31; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +2 natural, +1 shield]; Base Atk +1; Grp +5; Atk +5 melee (1d6+4 plus paralysis, bite); Full Atk +5 melee (1d6+4 plus paralysis, bite) and +3 melee (1d4+2 plus paralysis, claw); SA Ghoul fever, paralysis, sneak attack: +1d6; SQ Darkvision 60 ft., rebuke undead, spontaneous inflict, turn resistance +6, undead traits; AL CE; SV Fort +6, Ref +6, Will +9; Str 19*, Dex 16, Con –, Int 12, Wis 20, Cha 16.

* Created by a caster with the Corpsecrier feat.

Skills and Feats: Balance +6, Climb +7, Concentration +7, Diplomacy +7, Hide +4, Jump +7, Knowledge (religion) +2, Listen +7, Move Silently +4, Profession (sailor) +9, Spot +7, Swim +5, Tumble +7, Use Rope +7; Great Fortitude, Improved Turn Resistance, Multiattack^B, Skill Focus (concentration).

Languages: Common, Old Oeridian.

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

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

Rebuke Undead (Su): 6/day; 1d20+4; turning damage 2d6+5.

Spells Prepared (4/5; base DC = 15 + spell level): o—*detect magic*, *mending* (2), *resistance*; 1st—*bane*, *cause fear**, *command* (2), *shield of faith*.

*Domain spell. Nerull; *Domains:* Death (death touch 1/day, roll 2d6 if equal or higher than current hit points victim, the victim dies); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Light mace, dagger, light crossbow, 10 bolts, masterwork chain shirt, masterwork buckler, *cloak of resistance* +1, wooden holy symbol of Nerull, spell component pouch, oilskin suit.

Undead Sailors (3): Gravetouched Ghoul Rog2/Ftr1; CR 4; Medium Undead (augmented humanoid); HD 3d12+6; hp 31; Init +6; Spd 30 ft.; AC 20 (touch 15, flat-footed 15) [+3 armor, +5 Dex, +2 natural]; Base Atk +2; Grp +5; Atk +7 melee (1d6+5 plus paralysis, bite) or +7 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+5 plus paralysis, bite) and +5/+5 melee (1d4+2 plus paralysis, claw) or +7 ranged (1d8/19-20, light crossbow); SA Ghoul fever, paralysis, sneak attack: +1d6; SQ Darkvision 60 ft., evasion, turn resistance +6, undead traits; AL CE; SV Fort +2, Ref +8, Will +2; Str 20*, Dex 20, Con –, Int 15, Wis 14, Cha 12.

* Created by a caster with the Corpsecrier feat.

Skills and Feats: Balance +14, Climb +10, Gather Information +2, Hide +11, Jump +12, Knowledge (core) +3, Knowledge (the Splintered Suns) +3, Listen +8, Move Silently +11, Profession (sailor) +7, Spot +8, Swim +7, Tumble +15; Ability Focus (paralyses), Combat Expertise, Improved Turn Resistance, Multiattack^B, Sea Legs.

Languages: Common, Old Oeridian.

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

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

Possessions: Cutlass, dagger, light crossbow, 10 bolts, masterwork sharkskin armor, oilskin suit.

Sail Locker

The Beastmaster: Ghost Rgr5; CR 7; Medium Undead (augmented humanoid, incorporeal); HD 5d12; hp 38; Init +4; Spd Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 13) [+3 deflection, +3 Dex]; Base Atk +5; Grp –; Atk +8 melee touch (1d6 plus 1d4 ability drain, touch); Full Atk +8 melee touch (1d6 plus 1d4 ability drain, touch); SA Favored enemy (humanoid – human: +4; animal: +2); SA Corrupting touch, draining touch, frightful moan, manifestation; SQ Darkvision 60 ft., rejuvenation, turn resistance +4, undead traits, wild empathy; AL CN; SV Fort +5, Ref +8, Will +4; Str 14, Dex 16, Con –, Int 8, Wis 14, Cha 16.

Skills and Feats: Handle Animal +11, Hide +8, Knowledge (nature) +4, Listen +6, Move Silently +8, Ride +7, Spot +6, Search +4, Survival +12 (+14 when Tracking); Animal Affinity, Dodge, Endurance^B, Mobility, Two-Weapon Fighting^B, Track^B.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that

successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Spells Prepared (1; Base DC = 12 + spell level): 1st-*charm animal*.

Possessions: Masterwork short sword, longsword, whip, masterwork chain shirt, *collar of obedience*, *vest of resistance +1*, *wand of charm animal*, 2 *scrolls of speak with animals*, *potion of cure light wounds*, 82 gp in various coins and jewelry.

Lower Hold

Dire apes (4): CR 3; Large Animal; HD 5d8+13; hp 35; Init +2; Spd 30 ft., climb 15 ft.; AC 15 (touch 11, flat-footed 13) [-1 size, +2 Dex, +4 natural]; Base Atk +3; Grp +13; Atk +8 melee (1d6+6, claw); Full Atk +8/+8 melee (1d6+6, claw) and +3 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +3, Move Silently +4, Spot +4; Toughness, Tunnel Fighting.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

Possessions: None.

ENCOUNTER 4: THE KALANDRA

Main Deck

Undead chaplain: Gravetouched ghouls Rog2/Clr3; CR 6; Medium Undead (augmented humanoid); HD 5d12+10*; hp 48; Init +4; Spd 30 ft.; AC 22 (touch 14, flat-footed 19) [+4 armor, +4 Dex, +4 natural*, +1 shield]; Base Atk +3; Grp +7; Atk +7 melee (1d6+4 plus paralysis, bite); Full Atk +7 melee (1d6+4 plus paralysis, bite) and +5 melee (1d4+2 plus paralysis, claw); SA Ghoul fever, paralysis, sneak attack: +1d6; SQ Darkvision 60 ft., evasion, rebuke undead, spontaneous inflict, turn resistance +6, undead traits; AL CE; SV Fort +6, Ref +9, Will +9; Str 19*, Dex 18, Con –, Int 12, Wis 20, Cha 18.

* Created by a caster with the Corpsecrafter and Hardened Flesh feat.

Skills and Feats: Balance +11, Climb +7, Concentration +9, Diplomacy +7, Hide +7, Jump +10, Knowledge (religion) +4, Listen +7, Move Silently +7, Profession (sailor) +10, Spot +7, Swim +7, Tumble +12, Use Rope +8; Great Fortitude, Improved Turn Resistance, Multiattack^B, Skill Focus (concentration).

Languages: Common, Old Oeridian.

Ghoul Fever (Su): Disease—bite, DC 16 Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralyses (Ex): Victims hit by a gravetouched ghoul's bite or claw attack must make a successful DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Rebuke Undead (Su): 7/day; 1d20+4; turning damage 2d6+7.

Spells Prepared (4/5/3; base DC = 15 + spell level): 0—*detect magic*, *mending* (2), *resistance*; 1st—*bane*, *cause fear**, *command* (2), *shield of faith*; 2nd—*death knell**, *hold person*, *wave of grief*.

*Domain spell. Nerull; **Domains:** Death (death touch 1/day, roll 3d6 if equal or higher than current hit points victim, the victim dies); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Light mace, dagger, light crossbow, 10 bolts, masterwork chain shirt, masterwork buckler, *cloak of resistance* +1, wooden holy symbol of Nerull, spell component pouch, oilskin suit.

Undead Sailors (3): Gravetouched Ghoul Rog3/Ftr2; CR 6; Medium Undead (augmented humanoid); HD 5d12+10*; hp 48; Init +6; Spd 30 ft.; AC 22 (touch 15, flat-footed 17) [+3 armor, +5 Dex, +4* natural]; Base Atk +4; Grp +9; Atk +9 melee (1d6+5 plus paralysis, bite) or +9 ranged (1d8/19-20, light crossbow); Full Atk +9 melee (1d6+5 plus paralysis, bite) and +7/+7 melee (1d4+2 plus paralysis, claw) or +9 ranged (1d8/19-20, light crossbow); SA Ghoul fever, paralysis, sneak attack: +2d6; SQ Darkvision 60 ft., evasion, turn resistance +6,

undead traits; AL CE; SV Fort +4, Ref +8, Will +5; Str 20, Dex 21, Con –, Int 15, Wis 14, Cha 12.

* Created by a caster with the Corpsecrafter and Hardened Flesh feat.

Skills and Feats: Balance +16, Climb +12, Gather Information +4, Hide +12, Jump +14, Knowledge (core) +4, Knowledge (the Splintered Suns) +4, Listen +9, Move Silently +12, Profession (sailor) +7, Spot +9, Swim +9, Tumble +17; Ability Focus (paralyses), Combat Expertise, Improved Turn Resistance, Iron Will, Multiattack^B, Sea Legs.

Languages: Common, Old Oeridian.

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

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

Possessions: Cutlass, dagger, light crossbow, 10 bolts, masterwork sharkskin armor.

Sail Locker

The Beastmaster: Ghost Rgr7; CR 9; Medium Undead (augmented humanoid, incorporeal); HD 7d12; hp 51; Init +3; Spd Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 13) [+3 deflection, +3 Dex]; Base Atk +7; Grp –; Atk +10 melee touch (1d6 plus 1d4 ability drain, touch) or +6 ranged touch (1d6 plus 1d4 ability drain, whip); Full Atk +10 melee touch (1d6 plus 1d4 ability drain, touch) or +6 ranged touch (1d6 plus 1d4 ability drain, whip); Space/Reach 5 ft./5 ft. (15 ft. with whip); SA Favored enemy (humanoid – human: +4; animal: +2); SA Corrupting touch, draining touch, frightful moan, manifestation; SQ Darkvision 60 ft., rejuvenation, turn resistance +4, undead traits, wild empathy, woodland stride; AL CN; SV Fort +6, Ref +9, Will +5; Str 14, Dex 16, Con –, Int 8, Wis 14, Cha 16.

Skills and Feats: Handle Animal +13, Hide +10, Knowledge (nature) +4, Listen +8, Move Silently +10, Ride +7, Spot +8, Search +4, Survival +14 (+16 when Tracking); Animal Affinity, Dodge, Endurance^B, Improved Two-Weapon Fighting^B, Mobility, Spring Attack, Two-Weapon Fighting^B, Track^B.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against

nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Spells Prepared (2; Base DC = 12 + spell level): 1st—*charm animal*, *resist energy*.

Possessions: Masterwork short sword, longsword, whip*, masterwork chain shirt, *brooch of shielding**, *collar of obedience*, *vest of resistance +1**, *wand of charm animal*, *scroll of reduce animal*, 2 scrolls of *speak with animals*, 2 potions of *cure light wounds*, 86 gp in various coins and jewelry.

* Due to a special connection with these items, he can actually use them despite they are lying at his body.

Lower Hold

Girallons (3): CR 6; Large Magical Beast; HD 7d10+17; hp 55; Init +3; Spd 40 ft., climb 40 ft.; AC 16 (touch 12, flat-footed 15) [-1 size, +3 Dex, +4 natural]; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12/+12/+12/+12 melee (1d4+6, claw) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness, Tunnel Fighting.

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+9 points of damage.

Possessions: None.

ENCOUNTER 4: THE KALANDRA**Main Deck**

Undead chaplain: gravetouched ghouls Rog2/Clr5; CR 8; Medium Undead (augmented humanoid); HD 7d12+14*; hp 65; Init +4; Spd 30 ft.; AC 23 (touch 14, flat-footed 19) [+4 armor, +4 Dex, +4* natural, +1 shield]; Base Atk +4; Grp +8; Atk +8 melee (1d6+4 plus paralysis, bite); Full Atk +8 melee (1d6+4 plus paralysis, bite) and +6 melee (1d4+2 plus paralysis, claw); SA Ghoul fever, paralysis, sneak attack: +1d6; SQ Darkvision 60 ft., evasion, rebuke undead, spontaneous inflict, turn resistance +10*, undead traits; AL CE; SV Fort +7, Ref +9, Will +10; Str 19*, Dex 18, Con –, Int 12, Wis 20, Cha 18.

* Created by a caster with the Bolster Resistance, Corpsecrafter and Hardened Flesh feat.

Skills and Feats: Balance +11, Climb +7, Concentration +13, Diplomacy +9, Hide +7, Jump +10, Knowledge (religion) +6, Listen +7, Move Silently +7, Profession (sailor) +10, Spot +7, Swim +7, Tumble +12, Use Rope +8; Great Fortitude, Improved Turn Resistance, Multiattack^B, Profane Vigor, Skill Focus (concentration).

Languages: Common, Old Oeridian.

Ghoul Fever (Su): Disease—bite, DC 16 Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralyses (Ex): Victims hit by a gravetouched ghouls bite or claw attack must make a successful DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Rebuke Undead (Su): 7/day; 1d20+4; turning damage 2d6+9.

Spells Prepared (5/6/4/3; base DC = 15 + spell level): 0—*detect magic, guidance, mending* (2), *resistance*; 1st—*bane, cause fear**, *command* (2), *divine favor, shield of faith*; 2nd—*death knell**, *hold person, resist energy, wave of grief*; 3rd—*invisibility purge, magic circle against good, nondetection**.

*Domain spell. Nerull; **Domains:** Death (death touch 1/day, roll 5d6 if equal or higher than current hit points victim, the victim dies); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Light mace, dagger, light crossbow, 10 bolts, masterwork chain shirt, masterwork buckler, *cloak of resistance* +1, wooden holy symbol of Nerull, spell component pouch, oilskin suit.

Undead Sailors (3): gravetouched ghouls Rog5/Ftr2; CR 8; Medium Undead (augmented humanoid); HD 7d12+21; hp 72; Init +7; Spd 30 ft.; AC 22 (touch 15, flat-footed 17) [+3 armor, +5 Dex, +4* natural]; Base Atk +5; Grp +12; Atk +10 melee (1d6+5 plus paralysis, bite) or +11 ranged (1d8/19-20, light crossbow); Full Atk +10 melee (1d6+5 plus paralysis, bite) and +8/+8 melee (1d4+2 plus paralysis, claw) or +11 ranged (1d8/19-20, light crossbow); SA Ghoul fever, paralysis, sneak attack:

+3d6; SQ Darkvision 60 ft., evasion, turn resistance +10*, uncanny dodge, undead traits; AL CE; SV Fort +4, Ref +10, Will +5; Str 20*, Dex 22, Con –, Int 15, Wis 14, Cha 12.

* Created by a caster with the Bolster Resistance, Corpsecrafter and Hardened Flesh feat.

Skills and Feats: Balance +19, Climb +14, Gather Information +6, Hide +15, Jump +16, Knowledge (core) +5, Knowledge (the Splintered Suns) +5, Listen +11, Move Silently +15, Profession (sailor) +7, Spot +11, Swim +11, Tumble +20; Ability Focus (paralyses), Combat Expertise, Improved Toughness, Improved Turn Resistance, Iron Will, Multiattack^B, Sea Legs.

Languages: Common, Old Oeridian.

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

Paralyses (Ex): Victims hit by a gravetouched ghouls bite or claw attack must make a successful DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Possessions: Cutlass, dagger, light crossbow, 10 bolts, masterwork sharkskin armor, oilskin suit.

Sail Locker

The Beastmaster: Ghost Rgr9; CR 11; Medium Undead (augmented humanoid, incorporeal); HD 9d12+9; hp 73; Init +4; Spd Fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 13) [+3 deflection, +4 Dex]; Base Atk +9; Grp –; Atk +12 melee touch (1d6 plus 1d4 ability drain, touch) or +8 ranged touch (1d6 plus 1d4 ability drain, whip); Full Atk +12 melee touch (1d6 plus 1d4 ability drain, touch) or +8 ranged touch (1d6 plus 1d4 ability drain, whip); Space/Reach 5 ft./5 ft. (15 ft. with whip); SA Favored enemy (humanoid – human: +4; animal: +2); SA Corrupting touch, draining touch, evasion, frightful moan, manifestation; SQ Darkvision 60 ft., rejuvenation, swift tracker, turn resistance +4, undead traits, wild empathy, woodland stride; AL CN; SV Fort +7, Ref +11, Will +6; Str 14, Dex 18, Con –, Int 8, Wis 14, Cha 16.

Skills and Feats: Handle Animal +18, Hide +13, Knowledge (nature) +4, Listen +10, Move Silently +13, Ride +8, Spot +10, Search +4, Survival +16 (+18 when Tracking); Animal Affinity, Dodge, Endurance^B, Improved Toughness, Improved Two-Weapon Fighting^B, Mobility, Spring Attack, Two-Weapon Fighting^B, Track^B.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each

such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Spells Prepared (2/1; Base DC = 12 + spell level): 1st—*charm animal*, *resist energy*; 2nd—*protection from energy*.

Possessions: Masterwork short sword, longsword, whip*, +1 chain shirt, brooch of shielding*, circlet of persuasion, collar of obedience, ring of sustenance, vest of resistance +1*, wand of charm animal, scroll of reduce animal, 2 scrolls of speak with animals, 2 potions of cure light wounds, 86 gp in various coins and jewelry.

* Due to a special connection with these items, he can actually use them despite they are lying at his body.

Lower Hold

Fiendish girallons (4): CR 7; Large Magical Beast (extraplanar); HD 7d10+17; hp 55; Init +3; Spd 40 ft., climb 40 ft.; AC 16 (touch 12, flat-footed 15) [-1 size, +3 Dex, +4 natural]; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12/+12/+12/+12 melee (1d4+6, claw) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9, smite good 1/day (+7 damage); SQ Darkvision 60 ft., DR 5/magic, low-light vision, resistance cold and fire 5, scent, SR 12; AL NE; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness, Tunnel Fighting.

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+9 points of damage.

Possessions: None.

APPENDIX 2:

MONTESSER AT A GLANCE

[Written by Creighton Broadhurst]

👑 Montesser (Large Town): Conventional (Theocracy); AL LE (LN); 5,000 gp limit; Assets 617,500 gp; Population 2,469; Mixed (orc 1654, half-orc 324, human [So] 243, orogs 247.

Authority Figures: Bhargeval (LE [LN] male half-orc Rgr8/Clr3 - Bahgtru), commander of town's defenses; Shauntru (LE [LN] female orc Clr9- Luthic), matriarch of Montesser.

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

Ten years ago the settlement of Montessor didn't exist. Established and led by a charismatic priestess of Luthic (lesser NE orcish goddess of fertility, medicine, healing, servitude, caves and home) the orcs settling here simply tired of war, instead electing to carve out a home for themselves on the Solnor Coast. Despite these decidedly unorcish ideals, life in Montesser is brutal and disciplined. Wrongdoers are dealt with in typical orcish fashion and society is organized along martial lines.

The original settlers were deserters from the imperial forces responsible for the sack of Mentrey but since the settlement's founding numbers of both orcs and half-orcs have increased dramatically. A number of orogs have also been reported to be amongst the population. Roughly 1,600 orcs and 300 half-orcs now dwell within the town. Small outlying settlements (often of less than 20 individuals) dot the hills surrounding Montesser, raising the total population to around 3,500. Several different tribes are represented within Montesser including the Bloodied Eye, Ragged Banner and Red Bones.

The original settlement was little more than a shantytown built of wood looted from other nearby abandoned or destroyed villages. The inhabitants planted crops haphazardly on the fertile banks of the minor river that gives this place its name. Goats were grazed in the surrounding hills and limited fishing was even attempted in a couple of (stolen) battered but serviceable fishing boats.

In the intervening years the settlement has expanded several times and is now enclosed by thick earthen ramparts and steep stake-lined ditches. Several important buildings within the town are now of stone construction and the orcs now operate a small fleet of fishing vessels. Learning from their earlier mistakes, the orc's farming and fishing skills are steadily improving.

One feature of note within the town is the walled compound of Froznir Delrrii (LE male human Rog7), a native of the Sea Barons. A consummate mariner and trader, Froznir first discovered Montesser in early 586.

Although initial contact between the two groups was violent, subsequent (cautious) negotiations resulted in a mutually profitable exchange of trade and information. Thanks to his efforts the orcs of Montesser are much better equipped than they were a decade ago. In exchange, the orcs allow Froznir safe anchorage and his men are able to move freely about the town. He is keenly interested in the power struggles within old Medegia and the orcs share all they learn with him.

Although not territorially ambitious the orcs of Montesser have fought off several assaults by determined bands of sellswords, mercenaries and bandits intent on looting the settlement. Typically the orcs have wrested much equipment from their defeated foes, chief amongst which are several score of warhorses, the riding of which they have long since mastered. They are ever vigilant to further assaults; approaching this settlement surreptitiously is incredibly dangerous.

Montesser is a theocracy ruled by Shauntru (LE [LN] female orc Clr9- Luthic) a now elderly but wise matriarch. Single-minded in her desire to protect the young of Montesser, Shauntru can nevertheless be an implacable enemy to those earning her ire. Bhargeval (LE [LN] male half-orc Rgr8/Clr3 - Bahgtru) a monstrously strong warrior devotedly assists Shauntru in the defense of the town. The closest thing the town has to a general, Bhargeval directs the town's defenders in times of both peace and war.

APPENDIX 3: NEW RULE ITEMS

MONSTERS

Gravetouched ghoul

(Source: *Libris Mortis*, page 103)

“Gravetouched ghoul” is an acquired template that can be added to any corporeal aberration, fey, giant, humanoid, or monstrous humanoid with Intelligence and Charisma scores of 3 or higher (referred to hereafter as the base creature).

A gravetouched ghoul speaks all the languages it spoke in life (usually Common). It has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase to d12.

Armor Class: The base creature's natural armor bonus improved by 2.

Attack: A gravetouched ghoul retains all the attacks of the base creature and also gains a bit and two claw attacks if it didn't already have them. If the base creature uses weapons, the gravetouched ghoul retains this ability. A creature with natural weapons retains those natural weapons. A gravetouched ghoul fighting without weapons uses its bite attack. A gravetouched ghoul armed with a weapon uses its bit or weapon as it desires.

Full Attack: A gravetouched ghoul fighting without weapons uses its bit and two claws to attack. If armed with a weapon, it chooses whether to use the weapon or use its natural attacks.

Damage: Gravetouched ghouls have bite and claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the gravetouched ghoul's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A gravetouched ghoul retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the

gravetouched ghoul's HD + gravetouched ghoul's Cha modifier unless otherwise noted.

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

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

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

Special Qualities: A gravetouched ghoul retains all the special qualities of the base creature and gains those described below.

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

Diet Dependent: Gravetouched ghouls are diet dependent upon flesh.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature, a gravetouched ghoul has no Constitution score.

Feats: A gravetouched ghoul retains all its feats, and it gains Multiattack as a bonus feat.

Environment: Any, usually same as base creature.

Organization: Solitary, gang (2–4 ghouls plus 1 gravetouched ghoul), or pack (7–12 ghouls plus 1–4 gravetouched ghouls).

Challenge Rating: Same as the base creature +1.

Alignment: Base creature's alignment changes to chaotic evil.

Level Adjustment: Same as base creature +2.

FEATS

Bolster Resistance [General]

(Source: *Libris Mortis*, page 25)

Undead you raise or create are more resisting to turning than normal.

Prerequisite: Corpsecrafter

Benefit: Each undead you raise or create with any necromancy spell gains +4 turn resistance.

Corpsecrafter [General]

(Source: *Libris Mortis*, page 25)

Undead you raise or create are tougher than normal.

Benefit: Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Dice.

Hardened Flesh [General]

(Source: *Libris Mortis*, page 27)

Undead you raise or create are can better handle themselves in a fight.

Prerequisite: Corpsecrafter

Benefit: Each undead you raise or create with any necromancy spell gains a +2 natural armor bonus to Armor Class.

Improved Toughness [General]

(Source: *Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Improved Turn Resistance

(Source: *Libris Mortis*, page 27)

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Profane Vigor [Divine]

(Source: *Libris Mortis*, page 29)

You can channel negative energy to heal nearby undead allies of physical damage.

Prerequisite: Cha 11, ability to rebuke undead.

Benefit: As a standard action, you can spend on of your rebuke attempts to heal one undead ally within 60 feet 2 hit points of damage per cleric level. This healing does not allow the affected undead to exceed their full normal hit point totals.

Sea Legs

(Source: *Stormwrack*, page 93)

You are accustomed to the rolling motion on board a ship and can use this motion to your advantage.

Benefit: As long as you are on board a ship, you get a +2 bonus on Balance and Tumble checks, and a +1 bonus on initiative checks.

Tunnel Fighting

(Source: *Races of Stone*, page 145)

You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Base attack bonus +1.

Benefit: You do not take a penalty on your attack rolls or to Armor Class when squeezing into or through a tight space.

Normal: Each movement into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space a character takes a -4 penalty on attack rolls and a -4 penalty to AC. See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces.

Special: A fighter may select Tunnel Fighting as one his fighter bonus feats (see page 38 of the *Player's Handbook*).

SPELLS

Wave of Grief

(Source: *Spell Compendium*, page 236)

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

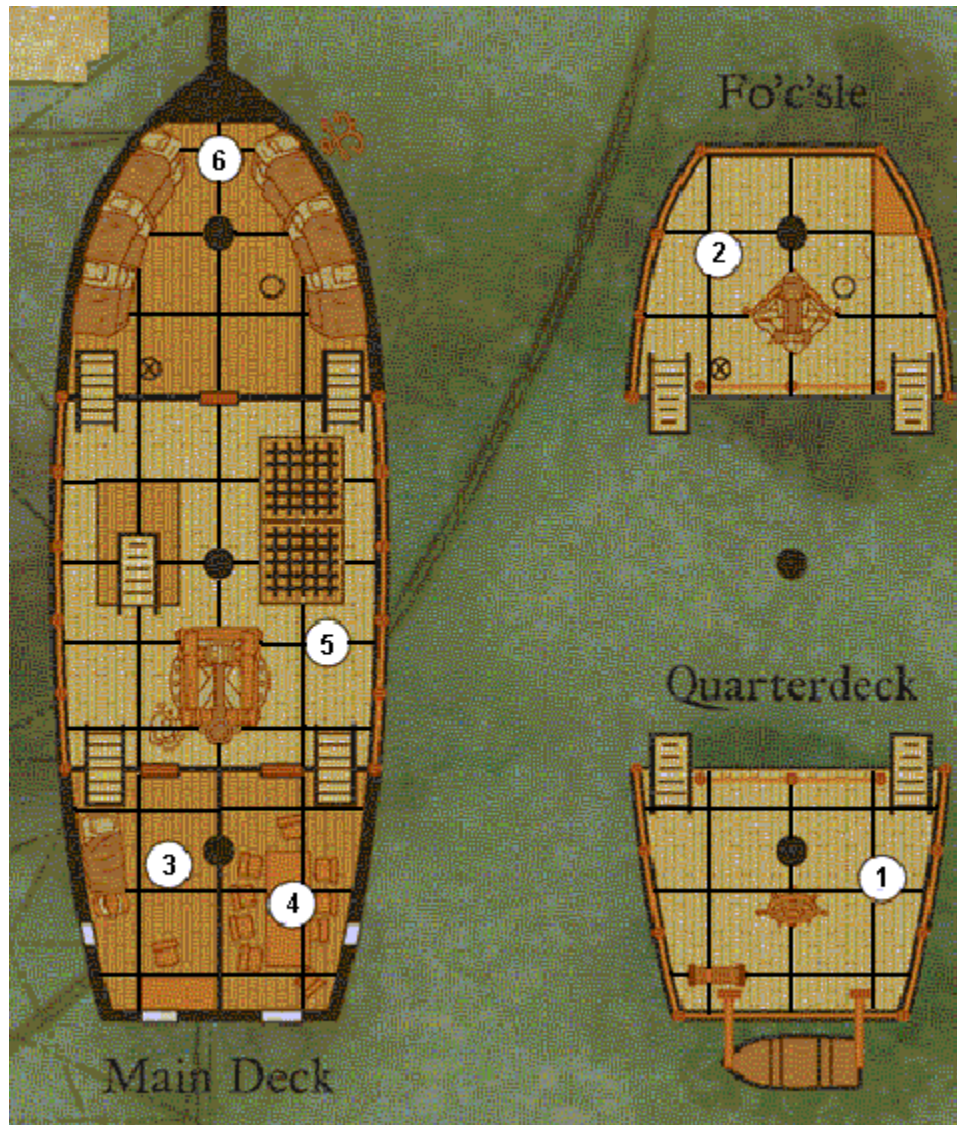
Spell Resistance: Yes.

All within the cone when the spell is cast take a -3 penalty on attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

DM'S AID 1: MAP KALANDRA (UPPER DECK)

(Source: *Stormwrack*, page98)



1 Sq = 5ft.

MAP ICONS

Steps Up	Stove	Hawsepipe	Boat
Steps Down	Table/Shelf	Anchor	Rail
Mast	Chair	Catapult	Winch
Door	Bunk	Ballista	
Cask	Hatch	Porthole	
Cargo	Chimney	Ship's Wheel	

DM'S AID 2: MAP KALANDRA (LOWER DECK)

