

NAE6-01

Danour

A One-Round D&D LIVING GREYHAWK® Principality of Naerie Regional Adventure

Version 1.8

Round 1

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The future of Naerie is endangered when an old enemy appears amongst the waves of a raging storm. An adventure designed for stealthy adventurers of character levels 1-13 (APL 2-10), with a possible optional encounter.

Meta-organisations featured: Privateer, Navy of Naerie, Royal Guild of Merchants of Aerdy.

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

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

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

Preparing for Play

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

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

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
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 Regional adventure, set in Naerie. Characters from Naerie pay 1 Time Unit per round, 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*.

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favor with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

The Scarlet Brotherhood's eyes are upon Naerie once again. Since losing control of Onnwal, it has become more imperative the Brotherhood keeps the strength of Ahlissa in check to prevent the loss of naval superiority on the Azure Sea. The Scarlet Brotherhood has recently begun construction of a secret base within Naerie, near Spine Ridge & Menowood. This is to be the first step towards reclaiming the country and placing it back under Scarlet Brotherhood control. The construction is nearing completion. The final preparations are being made and soon the base is operational.

Currently on route to the base is the *Danour*, a Scarlet Brotherhood ship. Disguised as a merchant ship from Hardby, the *Danour* is carrying a bizarre alien creature key to the base's defense.

The *Danour* would have gone undetected had it not been for chance circumstances. There is a small village in the Barony of Monne called Stormhaven. The town is comprised of just over 100 people, all of whom belong to a group of Procan worshippers called the Stormseekers. The Stormseekers believe that to feel close to their deity, they must be able to feel his anger. Therefore, whenever a storm blows in the Azure Sea, they set sail as an act of worship. The leader of the Stormseekers, a man named Braiqem, spotted the ship in the storm and recognized one of its passengers: Ker Nasek.

Ker Nasek is a powerful sorcerer working for the Scarlet Brotherhood. He originally arrived as envoy to Idee nearly twenty years ago and worked as hidden operative for the Brotherhood. When Idee was conquered, he used captives for horrible experiments and later (when Idee was conquered by Ahlissa), Ker Nasek continued his experiments in fearsome Obelstone Keep of Onnwal.

Unfortunately, for the crew of the *Danour*, a storm overcame them and caused substantial damage to the ship:

freeing the creature and forcing the boat to weigh anchor to make repairs. To further complicate the matters, Braiqem has managed to learn the location of the Danour and is attempting to send a team of adventurers to put an end to her journey.

Adventure Summary

The PCs start the adventure in a small village called Stormhaven. A storm is coming and the PCs head to the closest shelter to get out of the rain: the Undertow Inn.

The PCs can make contact with the Stormseekers and head out into the storm or they can remain in the inn and stay dry. No matter what course of action they take, the PCs are eventually contacted by one of the locals (Elgin) and asked to meet with Braiqem, head of the Stormseekers.

The PCs are brought to Braiqem at the temple of Procan. He tells the PCs that he spotted a ship out in the storm. The ship was carrying Ker Nasek, a sorcerer who was known to work for the Scarlet Brotherhood and conducted terrible experiments on living beings during the occupation of Idee. Another cleric of Procan has divined the location of the ship and Braiqem wants the PCs to find out what Ker Nasek is doing here. Some PCs may have recovered Nasek's notes in NAE5-03 *Heart of the Wood*.

The PCs arrive at the location of the ship. One way or another, the ship needs to be taken out. The PCs have a limited time frame in which to act before the ship is repaired and moves on.

At this point, the PC's actions largely dictate the flow of the adventure. Unless the crew of the ship detects the PCs, they continue to carry out the repairs and go about daily routines. The PCs can use many different methods to get aboard the ship and defeat the Scarlet Brotherhood. How and when the PCs act is up to them.

The PCs ideally board the ship (and possibly capture it), locate the papers detailing the Scarlet Brotherhood base and some of its defenses, then return to Stormhaven to report to Braiqem. If the PCs do this successfully, they are justly rewarded. If time permits, the PCs may also choose to do an optional encounter involving the escaped creature.

Preparation for Play

There are a number of rules that the DM should review in order to prepare for this adventure.

First, the adventure involves the PCs boarding a ship that is anchored off shore. There is a good chance that the PCs end up in the water. Therefore, the DM should review Water Dangers and Drowning on page 304 of the *Dungeon Master's Guide*. The DM should also review the Stealth and Detection Underwater and the Underwater Combat rules on page 93. If the DM has *Stormwrack*, the DM may also wish to review page 21 for further clarification on underwater combat.

Second, there is a good chance that the PCs may try to use stealth to bypass some or all of the encounters. The DM should review the Hide, Listen, Move Silently, and Spot skill. The adventure takes place over a few days and nights and PCs may use darkness to cover their approach. The DM

may wish to review Vision and Light as well. The DM should be prepared for PCs that attempt to use invisibility, darkness, concealment or cover to sneak up on the enemy. The DM should be familiar with the NPCs relevant skills and the penalties and/or bonuses that the PCs/NPCs may face under certain circumstances.

Third, some PCs might own a boat and wish to sail their boat to the location of the Scarlet Brotherhood ship. They should be allowed to do so if they own a ship and it is anchored in Stormhaven. DMs should ask PCs if they own a boat before the introduction of this adventure and ask if they want to bring it along. If a PC owns a boat and everyone agrees, the DM and the players may wish to act out a ship to ship battle. The rules for these types of battles can be found in the *Arms and Equipment Guide*, *Stormwrack* or in Appendix 8, along with other notes usable for this module.

Fourth, some of the locations have various terrain features that could affect combat. The DM and players are encouraged to make use of the terrain features. Maps are provided but the DM should review the information given in the adventure so as not to forget to apply it to the PC and NPC actions. Several squares of the ship have barrels and cargo as well, which can be used as cover. The DM may also freely place ropes, buckets of water, etc. to hinder both PCs and NPCs.

Finally, the NPCs in this adventure do not sit still waiting for the PCs to come to them. They actively go about their duties, react to alarms, sleep, etc. During the course of the adventure, the NPCs may be required to move about the various locations provided in this adventure. An overview of NPC activity and motivation is provided throughout the adventure. Also a Crewmember Tracking sheet is provided as DM's Aid 4 so you may keep track of crew movement.

If the DM does not wish to use the guidelines provided for NPC activity, he/she is welcome to adjust the NPC's actions as he/she sees fit. However, to give the players the impression that they are in a fluid environment and to present them with different play options, it is recommended that the DM follow most, if not all, of the presented material.

Because of the nature of this adventure, DM should urge caution to any player that wishes to bring along a centaur or Asherati character as they are not well suited for this adventure.

Introduction

Stormhaven

The PCs find themselves in the small hamlet of Stormhaven. Any PC making a DC 15 Knowledge (Splintered Suns) or a DC 20 Knowledge (religion) or Bardic Knowledge check knows the following. [Any character who is a resident of Naerie and either has a home in Stormhaven or is a divine spellcaster of Procan knows these things automatically.]

- Stormhaven is located along the coast approximately 20 miles southwest of Gorners Cove.

- The community trades very little with the outside world, lacking resources or people to compete with surrounding areas. However, the area is a popular breeding ground of sea crabs, considered a great delicacy by nobles of Naerie, and this resource allows the community to continue its existence.
- A community of Aquatic Elves dwells nearby.
- All of the citizens of Stormhaven are worshippers of Procan

👑 **Stormhaven** (Hamlet): Conventional (Braiagem); AL CN; 100gp limit; Assets 540gp; Population 108; Isolated (Humans o/s (104), Half-orc (2), Half-elf (2)). **Authority figures:** Braiagem (CN male Rng13), leader of the Stormseekers.

Read or paraphrase the following to the players:

Dark clouds blotted out the sun and brought with it strong winds. A smattering of rain begins to fall. Fortunately, shelter is not far off. In the distance, a small village looks to offer a warm respite from the approaching storm.

PCs could be approaching Stormhaven by land or by sea. Anyone making a DC 10 Survival check knows this storm is going to be a big one and that it would be best to seek shelter. If the PCs wish to carry on in the storm, it is their option but the DM should make sure the PCs are aware of the danger and that their ship runs a good chance of sinking if they are not skilled enough in Profession (sailor). See Encounter 1 under the subsection "The Storm" for more details about sailing in the storm.

When the PCs head into town, read or paraphrase the following:

Large dollops of rain slap against the windows of a squat two-story building that is the local inn. The place is called the 'The Undertow' and looks as good a place as any to wait out the storm.

Incredibly, some of the locals seem to be undeterred. From the warm shelter of the Undertow, you can see over two dozen men and women boarding vessels preparing to head out onto the raging Azure Sea.

The Undertow

Whether the PCs were traveling by boat or overland, a powerful storm has forced the PCs to take refuge in the local inn, the Undertow, named after the magical trident wielded by the god Procan.

Paten Ahress, a Suel man and his daughter Ziya run the inn. Paten is a widower and relies on his daughter to help him keep things running smoothly. He enjoys music and likes to perform for the guests when the opportunity arises. Paten is a very social man and invites any one of the PCs to join him in his performances.

🎭 **Paten Ahress:** male Suel Human Exp1; Perform (sing) +5

The PCs arrived in Stormhaven in whatever capacity they see fit. Paten socializes with the PCs, offering them drinks in exchange for tales of their adventures. He recognizes any PC originating from Stormhaven and mentions that the PC has been missed.

Occasionally, when Paten hears a PC's story, he states that it reminds him of a song. He asks the PCs if they play an instrument or sing. If they do, he asks them to help him perform a song. Even if they do not, he suggests now is a good time to learn.

If any of the PCs ask Paten about the people apparently heading out into the storm, he states:

"Each and every town member is a worshipper of Procan and believes that to feel close to their deity, they must be able to feel his anger. Therefore, whenever a storm blows in the Azure Sea, they set sail as an act of worship."

Paten does not venture out into the storms to worship very often. He would like to but someone has to stay ashore and look after things.

PCs making a DC 10 Bardic Knowledge or Knowledge (Religion) check know that Procan is the god of the seas and father of the Oeridian wind gods. A trident over a cresting wave is his holy symbol.

If the PCs ask to participate in the worship, Paten mentions that the ritual is meant only for the town folk. Paten suggests that if the PCs are serious about heading into the storm with the townfolk, they should move to Stormhaven and take up the worship of Procan.

If any PC actually worships Procan and is not from Stormhaven, he encourages that PC to move to Stormhaven. Paten also offers to introduce that PC to Braiagem when he gets back to town. Paten does not stop the PCs if they insist on speaking with the Stormseekers but does think it is poor form to interrupt them in the middle of their holy rites. If Paten knows that another PC worships Procan but is not from Stormhaven, he suggests that it is likely ok for that PC to join in but respectfully.

Any PC from Stormhaven is welcome to join the Stormseekers.

Paten can give the PCs the following information about Braiagem:

- Braiagem came to Naerie from Onnwal in 585 CY, sometime after Onnwal fell to Scarlet Brotherhood.
- He traveled to Onnwal after Idee was liberated and did not return until a year later, not talking about his time there. (DM info: he was actually captured and experimented on by Nasek in Obelstone)
- Braiagem helped found Stormhaven as a place for those who worship Procan.

- Braiqem is the head of The Stormseekers, a group that venerates storms as the divine wrath of Procan and who sail into those storms as an act of worship.
- Braiqem can usually be found at the local temple dedicated to Procan.
- With the fall of Scant, he might move back to Onnwal.

If any of the PCs leave the inn and try to talk to the Stormseekers, move to Encounter 1.

Development: If all of the PCs remain in the inn, move to Encounter 3.

Encounter 1:

It Was a Dark & Stormy Night

The Stormseekers

The PCs may attempt to leave the Undertow and speak with The Stormseekers as they board their ships to head out into the storming Azure Sea. The storm is nearing full intensity and the PCs have to speak loudly to be heard.

At the docks, the group will be met by Elgin (CN Clr1 of Procan/Exp1), a local man who assists Braiqem in organising the Stormseekers in their acts of worship. Elgin is a Suel with long red hair and in his early twenties. He is here making sure everyone gets onto a boat. Elgin, like his god of worship, is a bit temperamental and excitable. He speaks very loudly.

Elgin greets the PCs and tells them to head back to the inn. He keeps conversation brief. Now is a time of worship and he wants to get out into the storm as soon as possible. Any PC from Stormhaven is automatically recognized by Elgin and welcomed to join the journey into the storm.

If the PCs ask what Elgin and the others are doing, he tells them that they are sailing into the storm as an act of worship for their god Procan. PCs making a DC 10 Bardic Knowledge or Knowledge (Religion) check know that Procan is the god of the seas and father of the Oeridian wind gods. A trident over a cresting wave is his holy symbol.

Joining the Stormseekers

If the PCs ask to join Elgin and the others, he tells them that the act of worship is only for those that truly believe in the power of Procan. If any of the PCs actively worship Procan (have a prominent holy symbol or are divine spellcasters of Procan), he allows them to join the townfolk on one of the ships. Any PCs that do not worship Procan but persist in coming along can make a DC 15 Diplomacy check to shift his attitude from Indifferent to Friendly. If the PC succeeds, he relents and allows that PC to come along. Elgin warns the PCs that the storm is going to be quite strong and recommends PCs coming to remove any armor they may be wearing.

PCs that fail the Diplomacy check or do not actively press to join the Stormseekers must remain behind. He does not allow the PCs on any of the boats.

PCs with boats are welcome to follow but at their own risk. Be certain to make clear that the player knows this is dangerous and that the PC's ship runs a good chance of sinking if they are not skilled enough in Profession (sailor).

The Storm

Any PCs that join the Stormseekers in worship must contend with the raging sea and the rocking ship. The idea is to give the PCs a taste of what it is like to be on a ship in a storm. This should be a brief occurrence so as not to bore the other PCs who could not or did not want to join the worship of Procan. It should not truly endanger the PCs that do come along but should illustrate the potential hazards of a storming sea.

Some things that could happen while the ship is at sea:

- Green water washes over the deck of the ship every 1d4 rounds. Any PC failing a DC 8 Balance or Strength check is knocked prone. Any PC prone when green water hits must make a DC 10 Reflex save or be washed overboard. Any PC washed over board is rescued by Elgin, who dives in with a rope tied to his waist. However, the PCs should be forced to make a DC 20 Swim check. If the PC fails, the PC should be made to think they are drowning. Then have Elgin (or another crew member) rescue the PC.
- The ship rocks dramatically. This rocking happens continuously. Each round, a PC remaining on deck must make a DC 10 Balance check or fall prone. Failure by 5 or more results in tumbling overboard (see above for what happens then).
- A PC is asked to steer the ship by Elgin while he attempts to fasten down a loose hatch. The PC must make a DC 15 Profession (Sailor) check or the ship steers away from pointing into the waves, possibly endangering the ship. Elgin notices this quickly enough to correct the ship's course but the PC should make a DC 10 Balance check or be washed overboard as mentioned above.

Any PC that fails one of these rolls is chastised by Elgin. He questions how Procan could allow someone so unskilled on a boat to follow him and tells the PC to wait inside the ship. If the PCs really screw up (go overboard, steer the ship incorrectly) he has the PCs wait inside until the ship returns to Stormhaven. He does not take no for an answer. The Stormseekers are here to worship, not to babysit curious onlookers.

PCs sailing their own craft must make a DC 15 Profession (sailor) check once when the storm hits. If they fail, their ship turns and becomes swamped on its side by waves. Anyone on the boat is at risk of being swept into the sea (see storm happenings earlier in this section). If the PC cannot correct the ship's course with a successful DC 15 Profession (sailor) check, the ship is in trouble of capsizing. The PC must then make a DC 20 Profession (sailor) check or the ship capsizes and starts sinking. Any PCs on deck are sent overboard.

Elgin or another stormseeker should come to the scene in 1d4+2 rounds to assist the PCs. If PCs fall overboard and fail their swim checks, there is certainly a possibility of drowning here if Elgin does not arrive on time. With Elgin's assistance the ship can be prevented from sinking further, and is towed to Stormhaven. It is however heavily damaged and requires 10% of the gp worth to be repaired. It is useless for the remainder of the adventure.

The Mysterious Ship

If the PCs are in the storm, with or without the Stormseekers, allow them to make a DC 35 Spot check after an hour or two. If they succeed, they notice a ship being buffeted by the storm in the distance and can make out a man casting magic to protect the ship. The PCs cannot make out any more details. The PCs on their own ship are not able to get near the mysterious ship due to wind and wave. It is all they can do to keep the ship afloat. PCs with the Stormseekers are told by Elgin that he will see what he can do.

A few rounds later have the PCs make a DC 15 Spot check. If they make this check, they notice a ship signaling Elgin using flashing lights. If the PCs are with the Stormseekers, Elgin tells the PCs that it is Braiqem, the head of the Stormseekers signaling the other ships and telling them to return to port in Stormhaven. Frustrated, the crew steer the ship back without assisting the mysterious ship. If the PCs are not with the Stormseekers, the flashing light is a signal to head ashore. Any PC making a DC 10 Profession (sailor) check understands it as a code for dangerous waters – go ashore. Any PC making a DC 15 Intelligence check can guess that the signal light is trying to lead the ship ashore.

Encounter 2: Any Port in the Storm

If any of the PCs joined the Stormseekers out at sea or were out there on their own, their boat eventually returns to port. If the PCs came ashore on their own boat, they are met by Elgin (see Encounter 1). Elgin instructs the PCs to return to the inn for a hot drink and dry clothes. He offers to join them later. If the PCs noticed the troubled ship while at sea, they also notice that the ship is not at port now.

Allow the PCs to return to the inn and give them time to speak of their travels to Paten and the PCs that couldn't attend worship. Paten makes a point of asking the PCs to describe the experience. He doesn't worship at sea much anymore and lives vicariously through the tales of others.

After the PCs have had a chance to discuss the storm OR if none of the PCs actually braved the storm, read or paraphrase the following:

Inside the inviting comfort of the local inn, it is easy to forget the violent storm that rages outside. That is until the door to the inn slams loudly behind a young

Suel man, his clothes sagging heavy with water and his long red hair pasted to his pale face.

The Suel man is Elgin. If the PCs went down to the docks and spoke with The Stormseekers, they have already met him.

Elgin orders a hot drink at the bar and then approaches the PCs. If the PCs made the journey with Elgin into the storm, he addresses the PCs that went with him by name and ask for introductions. If the PCs have not yet made acquaintance with Elgin, he introduces himself (see Encounter 1 for more details on Elgin) and asks for the PCs names.

Once formalities have been completed, Elgin gets to business:

"I have been sent here by our leader Braiqem. Tonight in the storm, he saw something that troubles him. He wishes an audience with you to discuss this matter further. When you are ready, I shall take you to see him."

Elgin expects that the PCs follow him since Braiqem is the most important person in town and what he says goes. Any PC from Stormhaven knows how important Braiqem is and how seldom he seeks help from others. This is an important occasion.

The PCs are free to decline Braiqem's offer. However, if they do, Elgin becomes outraged and loudly chastises the PCs. He is quite vocal, stating that the PCs have been honored with chance to speak with Braiqem and that rejection of such an offer is not an option. The PCs may calm Elgin down at any time by agreeing to accompany him to see Braiqem.

After a few rounds of continued rejection, Elgin finishes his drink, spits on the floor in disgust and leaves. The PCs are then approached by Paten and told that they should rethink their choice. Paten tells the PCs that Braiqem seldom involves himself with strangers and that if Braiqem has requested to speak with the PCs personally, then it must be a matter of importance. Paten directs the PCs to the temple of Procan in town. That is where Braiqem can usually be found.

If the PCs still refuse to meet with Braiqem, he contacts them one more time the next day (see Encounter 3). If they still refuse, he recruits some of his followers to track the ship, and the adventure is over.

The Temple of Procan

When the PCs head to the temple of Procan, read aloud or paraphrase the following:


The temple of Procan is a small building not far from the pier. The temple has white washed walls, a shingled roof and a simple brass symbol of Procan fastened over the entrance.


Inside, the majority of the building is a dedicated area of worship. Long rows of pews made out of driftwood and unfinished lumber lead up to a raised

area adorned with a large altar comprised of colored stones, sea shells, driftwood and other sea born items. Near the altar, a tall Oeridian man with a wild beard is speaking to a smaller, older man with weathered skin. Both are wearing oilskin clothing and look as though they just came in from the storm themselves.

The taller man is Braiqem. He is an Oeridian male in his late 30s. He is tall and strong and sports a full beard and bushy eyebrows.

The man he is speaking to is Maridin, the head of the temple of Procan. He is in his late 50's but still carries himself with grace and energy. He is vital and looks as though he has spent most of his life in the outdoors.

 **Braiagem:** Male Human Rgr13; AL CN.

 **Maridin:** Male Human Clr7 of Procan; see Appendix 6.

Elgin approaches Braiqem and introduces the PCs. Both Braiqem and Maridin instantly recognize any PCs from Stormhaven and welcome them home. Braiqem greets the PCs then gets right to business. Read aloud or paraphrase the following:

“As you may or may not know, the village of Stormhaven is a unique settlement. I helped found this town many years ago with the idea of providing a place for those that revere Procan in a unique way. To truly be touched by Procan’s divinity one must be able to feel his divine wrath. Therefore, whenever a storm blows in the Azure Sea, we sail into the storm as an act of worship. Some call this madness but the people of Stormhaven consider it the ultimate act of devotion and respect. I have journeyed often into the storms to commune with Procan. Tonight was no different than any other nights except in one respect. Tonight Procan gave me payment for my devotion.

Before I came to Naerie, I called Onnwal my home. In Onnwal, the Scarlet Brotherhood had taken control and non-Suel humans and other humanoids were now considered second-class citizens. Many were killed, sold into slavery or worse, much like in Naerie.

One particularly cruel agent of the Scarlet Brotherhood was a sorcerer by the name of Ker Nasek. He captured many Onnwalian citizens and conducted horrifying experiments upon them. Many rather took their own lives than be captured by his minions and be subjected to such tortures. Some say that he learned his skills in Idee but that he retreated before the Ahlissan invasion. Tonight in the storm, I spotted a ship. On that ship I spotted a man. That man was Ker Nasek.

I have been consulting with Maridin, priest of this temple. We have sought our lord’s council and he has blessed us with his wisdom. Nasek’s ship has been waylaid. It is helpless in Procan’s fury and needs many repairs before it is fit to sail again. Procan has

indicated that the tides and currents have deposited the ship somewhere along the coast near Stormhaven. The ship has to stay there for at least several days. We are currently working to divine the exact location.

Your skills are greater than those of my people. Therefore I am asking for your assistance. I would like you to locate the ship, and discover what Ker Nasek and the Scarlet Brotherhood’s are doing here in Naerie.”

Characters who have played NAE5-03 *Heart of the Wood* might remember recovering some notes, which were written by Nasek. Braiqem knows nothing of those notes but is interested in hearing about them.

A DC 15 Sense Motive check alerts a PC to the fact that Braiqem is angry and holding back part of the story. The PCs also notice that Braiqem is in some amount of pain as he keeps rubbing his temples. If the PCs confront him about these facts, he does not speak about it and tells the PCs to mind their own business. Braiqem would like to keep his past in the past and nothing can change his mind.

Reading Braiqem’s Mind

PCs attempting to read Braiqem’s thoughts automatically succeed but are in for a very unwelcome surprise. They receive disturbing flashes of a bizarre alien consciousness, graphic scenes of vivisections and overwhelming waves of pain and terror. A gaunt Suel man with many cruel looking blades and hooks is featured prominently.

If the PC fails a DC 16 Will save, these visions leave the PC shaken until he has 8 hours of uninterrupted rest. Shaken PCs have a –2 to attack rolls, saving throws, skill checks and ability checks.

Paladins with the Aura of Courage ability are immune to this effect. Magical spells or effects that suppress fear effects suppress the shaken status for the length of the spell while *remove fear* suppresses the effect for ten minutes. The World Weary regional feat allows the character to ignore this effect.

Questioning Braiqem

The PCs likely have questions for Braiqem. He tries to answer them to the best of his ability using the information provided in the box text and below:

- Stormhaven is not a rich place and he himself has no money to offer the PCs. However, if they succeed in capturing the ship the Ahlissans probably reward them handsomely. Braiqem does have influence with temples of Procan in Ahlissa & Onnwal and is willing to use what influence he has to assist the PCs with future endeavors.
- He and Maridin are heading back out into the storm to commune further with Procan. They hope to have more answers for the PCs by the morning.
- He can supply the PCs with horses if they do not have any as well as any water or rations the PCs need for the trip. The village does not have a ‘local store’ but some

basic adventuring gear (Items from the Adventurer's Gear table on page 128 of the *Player's Handbook*) could be scrounged up.

- He cannot supply the PCs with a boat. He would prefer the PCs traveled by land to retain the element of surprise.
- He can ferry the PCs down the coast to an area close to Nasek's ship but can't commit to an exact location since he currently has no idea where he winds up. The PCs are forced to walk from the drop point since the boat cannot transport horses or other large animals.

Assuming the PCs agree to take on the mission, Braiqem and Maridin tell the PCs to return to the inn and get some rest once the PCs have finished asking questions. Braiqem speaks with the PCs in the morning after he has learned more about the location of Ker Nasek.

Preparation

The PCs may wish to use the time between now and the morning to prepare themselves. The following section outlines some of the ways PCs may try to prepare and the results.

Equipment

The hamlet of Stormhaven is not equipped to supply the PCs. The PCs are not able to buy any mundane equipment. As noted, Braiqem can help the PCs scrounge up certain items, but only in limited quantity. However, PCs making a DC 20 Gather Information check may locate one item from the Special Substances and Items table on page 128 of the *Player's Handbook*.

Magic and spell casting

Maridin and the temple of Procan can provide the PCs with spells of fourth level or lower. However, currently Maridin has very few useful spells he can provide the PCs before they leave on their mission. The DM may allow Maridin to have common spells to be prepared if the PCs show a real need; otherwise the PCs are out of luck for pre-adventure spell casting. Furthermore, the temple has no potions or scrolls to sell to the PCs.

Divinations

PCs may wish to cast Divination before they leave. Here are some answers to likely questions:

What is the biggest threat?

Water and her servants try to close on all sides.

(Indicating that most of the encounters rely on flanking to get sneak attack damage as well as the possibility of drowning.)

What can we do to best prepare for this mission?

Place trust in whispers and friends, not possessions.

(Indicating that players should protect against flanking and be stealthy. Also that carrying too much weight and/or wearing armor might cause a PC to drown.)

How can we discover the Scarlet Brotherhood/Ker Nasek's plans?/ What is the Scarlet Brotherhood/Ker Nasek doing here?

The answer is beside the waves and on the waves.

(Indicating that the Scarlet Brotherhood's new base lies on the coast of Naerie and that the location of that base and the notes for Ker Nasek's experiments reside on the ship.)

Once the PCs are done attempting to prepare, proceed to Encounter 3.

Encounter 3: Dawn's Early Light

Come morning, an exhausted Braiqem calls the PCs back to the temple of Procan. He and Maridin have been up all night attempting to commune with Procan. Their efforts have been rewarded. They have learned of the location of Ker Nasek and his ship.

If the PCs rejected Braiqem's request, he asks them one more time to help. He hopes the latest pieces of information he and Maridin were able to uncover convince the PCs to lend their aid.

When the PCs head back to the temple, read aloud or paraphrase the following:

Braiagem and Maridin stand near the altar conferring over a yellowing parchment unrolled in Braiagem's large hands. Braiagem looks over the top of the parchment at the sound of your footsteps and speaks.

"Procan be praised! Last night we were blessed with a vision. Maridin's spirit was lifted from his body by the winds and taken to a location not far from here. There, high upon a cliff, he saw a broken ship anchored not far from a stony beach. Then he was carried back to his body. We have been studying maps of the area and have been able to pin point a location. It is approximately 20 miles west of here along the coast.

If you ride along the coast you should be able to reach the location a few hours before nightfall. A sailing ship would be quicker but Nasek and his men would easily spot an approaching ship, giving them time to prepare. If you have a ship you are welcome to attack by sea but it will be difficult.

Our boats could not withstand an attack so we will not directly engage Ker Nasek and his ship. However, we can take you about five miles from the ship's location. You'd have to walk from there."

Ships of the Stormseekers are not large enough to carry large creatures. Braiqem answers any questions the PCs have to the best of his ability using the information provided in Encounter 2 as well as the summary provided here:

- According to divinations, the ship leaves in the afternoon of the third day from today so characters have ample time to observe the ship and make plans for taking it out. You should be careful to mention this so characters understand that they do have time to finish the mission without too much rushing.
- The cliff mentioned is a strange rock formation known as the Finger of Procan. See Encounter 5 for more details.
- Braiqem cannot pay the PCs money but tries to return the favor at a future date. The PCs are welcome to keep any items they find.
- If the PCs capture any prisoners, they may hand the prisoners over to the Ahlissan military, possibly for a reward.
- If the PCs capture the ship, the Ahlissan military likely wants to take possession to help bolster their navy. Perhaps, if the PCs capture a prisoner or find important information, they could arrange a deal for the ship.
- Braiqem provides the PCs with horses, food and water. He can also provide them with a map to follow. He may be able to scrounge up some basic adventuring gear but little else.
- Maridin cannot provide potions or scrolls and is currently out of most useful spells since he has not prayed this morning.
- Ker Nasek is a powerful sorcerer that works for the Scarlet Brotherhood. The Scarlet Brotherhood may have other agents on board as well.
- Braiqem and Maridin cannot accompany the PCs. They are exhausted and need rest. Maridin also states that Braiqem is not feeling well. Braiqem denies this statement but a DC 10 Sense Motive check indicates that Braiqem is suffering from some pain. A DC 15 Spot check also reveals that he looks a bit pale.
- Braiqem urges the PCs to leave as soon as possible. The PCs have a limited amount of time in which to act.
- The ship Maridin saw had the coat of arms of Hardby on its prow.
- If the PCs mention the Navy, Braiqem suggests strongly that the PCs not involve the Navy as it might take time for Navy to get here and by that time, the ship could be gone. Braiqem does not stop the PCs from fetching the Navy if they insist.

Once the PCs are done talking with Braiqem, he wishes the PCs good luck and to return safely. He then retires to his home to sleep. If the PCs are going to attack Ker Nasek by boat or by air proceed to Encounter 4. If the PCs are going to approach Ker Nasek on land proceed to Encounter 5.

Troubleshooting: But what about the Navy? Can we go and fetch them from Gornor's Cove? Unfortunately, it takes almost a day to reach Gornor's Cove (without magical means) as there is a lack of proper roads leading between Gornor's Cove and Stormhaven. If the PCs do fetch the Navy, it sends a squadron of caravels after *Danour* and get to Nasek's ship just when it is leaving. Ultimately, the Ahlissans catch up to the *Danour* and sink the ship. All crewmembers drown with the ship but Nasek teleports to safety with the maps and notes of the secret naval base. You may award half experience for combats in this case but no treasure or favors. Note that the creature is still at large. Unless the PCs return to Stormhaven, the creature takes Braiqem with him at a later moment in time.

Encounter 4: Attacking by Sea or Air

Attack by Sea

The most direct route is for the PCs who own a boat to sail straight in and attack. This could go poorly for the PCs given the fact that the opposing ship contains a powerful sorcerer. Unless the PCs have a way of hiding their approach, the Scarlet Brotherhood crew spots the PCs approach. The beach crew is alerted. They row back to ship and all of the crewmembers are prepared for battle.

This should create an appropriately epic battle so you should not use Ker Nasek too much to hurt players (a few summoned creatures appropriate for APL are fine, as well as buff spells for the sailors) before he *teleports* away, taking his notes with him. On APL 2 Ker uses *summon monster I*, on APL 4 *summon monster II* etc. IN NO CASE DOES HE UNLEASH HIS FULL MAGICAL POWERS ON THE PARTY. Instead he retreats as detailed elsewhere. His purpose here is to signal a return of old menace, not to kill the party. Note that creatures summoned by Ker Nasek are under effect of the Augment Summoning feat.

Optional rules for naval combat are provided in Appendix 8.

Attack by Air

At higher levels, it is possible that the PCs approach by air. Unless they are using magic to hide their approach, they can be spotted by the ship's lookout (Spot +10). If the PCs are not spotted, then it is likely the beach crew is not able to make it back to the ship in time but they prefer not to be left behind if the ship decides to leave, and try to make it back to the boat if possible. Ker Nasek summons an appropriate flying creature with an appropriate *summon monster* spell for the APL. He also targets as many PCs as he can with an area effect *dispel magic*, cast at 11th level. He then gathers his notes, buffs his monk bodyguards and teleports away.

Crew Tactics

The Scarlet Brotherhood crewmembers are not stupid. They do not allow themselves to be picked off by PC

archers or spell casters. If the PCs are coming by ship, this gives the beach crew enough time to get back to the *Danour*. If the PCs ship pulls up within 10 feet, the enemy NPCs attempt to grapple the PCs ship with hooks and ropes to board the PCs ship. Some of the crew hold up tower shields (located on the main deck) to provide cover from missile fire while two others operate the ballista and lay down cover fire. The rest try to board the PCs ship or attack with ranged weapons.

If the PCs are attacking by air and swoop down upon the ship with surprise, the crew does their best to attack the PCs in the air. They seek cover from missile attacks using tower shields or elements of the ship to protect them. The monks try to draw fire, using their Deflect Arrows feat (and mind over magic ability at higher levels) to knock back missile fire. They even ready actions to move in front of missile fire to knock it away. They use their mind over magic ability when appropriate, preferring to deflect damage spells over other types of magic.

Battle Tactics

The beach crew comes aboard to support the ship crew. The ship's crew set up two ballistae to use against the PCs and their ship. Ballistae have a range increment of 120 feet, do 3d8 damage and threaten on a roll of 19-20. Medium creatures take a -4 penalty when trying to aim the unwieldy weapon. See *siege engines* on page 100 of the *Dungeon Master's Guide* for more details on ballista.

The monks join the battle and use their Deflect Arrows feat to the best of their ability, readying actions to step in front of anyone close by that is going to be hit by an arrow while attempting to move into melee combat. At higher APLs, they can also use their mind over magic ability waiting to deflect spells that do damage.

The Captain immediately casts *inspirational boost* and then sings, giving everyone a +2 to hit and damage. He takes full cover behind a tower shield if the PCs have archers doing considerable damage; otherwise he stands tall to inspire his crew. Once the PCs enter within range for melee combat he leaps aboard their ship and engages in melee combat, while continuing singing.

The First Mate attempts to work with the Captain or other crew to flank PCs. He also boards the PCs ship as soon as possible. Otherwise, he tries to maintain full cover from missile attacks until such time as he can close for melee combat.

Ker Nasek summons a creature to attack the PCs ship. Since he can do this safely inside the ship, he does not come on deck. He then collects his notes and teleports away.

For more information about the ship and its crew proceed to Encounter 5.

Encounter 5: On Solid Ground

It is assumed the majority of PCs approaches by land. Approaching by land gives the PCs the option of surprise,

something that they would not likely get when attacking by boat.

PCs travelling south can follow the trail along the coast up to a cliff top overlooking the area where the ship is anchored. When the PCs get to this area, give them *Player's Handout 1*.

The Beach

The beach is 20 feet from water to woods and comprised of loose rubble. This difficult footing adds +2 to the DC of Tumble and Balance checks. It also produces more noise and adds a +4 to the DC of Move Silently checks.

Some of the ship's crew have made camp on the beach and stay there during the night. There are three tents for the five crewmembers that are camping. One tent is for First Mate Aurne. The two other tents are for the remaining four crewmembers.

The strange cliff on the beach is known as the Finger of Procan. It is 20 ft. high at its peak. It counts as difficult terrain for movement. One can run or charge up or down it with a DC 15 Balance check. Failure indicates that the character cannot run or charge. Failing by 5 or more means the runner/charger falls prone to the first square he entered into. The cliff is mainly here as interesting terrain feature but it does offer a good position to observe movements in the ship itself. If characters come up with good uses for it during the course of the adventure, feel free to allow it.

Unless the beach crew has been ordered back to the ship or a general alarm has been sounded, there will be at least one longboat on the beach. One person can row the longboat with difficulty.

🛶 **Long boat:** 1 1/2 inch thick. Hardness 5; Hit points 20; AC 5; Break DC 25, speed 20ft (10ft with only one rower). Longboats can carry 6 medium creatures.

Creatures: During the day, First Mate Aurne oversees the manufacturing of a new mast for the ship. He and some of the other crewmembers shape the fallen tree into a workable replacement for the mast that broke in the storm. Occasionally, Aurne sends the beach crew out to collect supplies (see *The PCs and Patrols* for more details).

During the night, the crew builds a large bon fire, which provides light in a 40-foot radius from the fire and shadowy illumination for another 40 feet. Two of the crew stand guard. Midway through the night (1 am), the two on guard go to sleep and the other two crewmembers take over guard duty. Aurne sleeps through the night unless woken by an alarm, combat or other unexpected noises. Crewmembers have light armor so they wear it while sleeping.

APL 2 (EL3)

👤 **Crew members (4):** male Suel human War1; hp 9; see Appendix 1.

👤 **First Mate Aurne:** male Suel human Exp1/Ftr1; hp 11; see Appendix 1.

APL 4 (EL5)

🔪 **Crew members** (4): male Suel human WarI/RogI; hp 13; see Appendix 2.

🔪 **First Mate Aurne**: male Suel human ExpI/Ftr2/RogI; hp 26; see Appendix 2.

APL 6: (EL7)

🔪 **Crew members** (4): male Suel human WarI/RogI/FtrI; hp 24; see Appendix 3.

🔪 **First Mate Aurne**: male Suel human ExpI/Ftr4/RogI; hp 40; see Appendix 3.

APL 8: (EL9)

🔪 **Crew members** (4): male Suel human WarI/Rog2/Ftr2; hp 40; see Appendix 4.

🔪 **First Mate Aurne**: male Suel human ExpI/FtrI/Rog3; hp 49; see Appendix 4.

APL 10: (EL11)

🔪 **Crew members** (4): male Suel human WarI/Rog3/Ftr3; hp 56; see Appendix 5.

🔪 **First Mate Aurne**: male Suel human ExpI/Ftr4/Rog5; hp 58; see Appendix 5.

Tactics: First Mate Aurne is a skilled dagger fighter and has been teaching the crew a thing or two about dagger fighting. He's even gone so far as to get them all their own daggers. He and the beach crew work as a team to flank PCs and try to make the most of their sneak attacks. They concentrate on easy to hit targets first (obvious spellcasters or those wearing little or no armor).

The crew and First Mate are dressed appropriately for sea travel. This means they are not well armored. The First Mate and crew are likely to fight defensively to increase their AC, especially since at most APLs the crew and First Mate have at least 5 ranks in Tumble which provides more AC bonus. First Mate Aurne also has Combat Expertise, which he uses to keep his AC high especially if one of the PCs is a power attacking fighter.

If it looks bad for First Mate Aurne, and he's the only beach crewmember left, he attempts to flee. If he cannot flee or is very low on hit points, he surrenders. He cooperates and bargains with the PCs to let him go. If the PCs do not let him go, he cooperates until he finds a time where he can attempt to signal the ship. He tries to use his Sleight of Hand to palm his signal whistle without the PCs noticing. He sounds an alert with the whistle if given a chance.

Make sure to read the expanded rules on the use of the barbed dagger in Appendix 7, specifically the use in sneak attacks.

Signal Whistles: Since a whistle carries better than a voice, each crewmember has been equipped with a signal whistle. The penalties to Listen checks due to distance involving a signal whistle are halved. To hear a whistle, crewmembers aboard the *Danour* must succeed in a DC 10 Listen check. To hear a battle at the beach, the DC is 10 as well (-10 for battle, +20 for range).

When the beach crew wishes to come aboard the ship, they blow a signal whistle twice quickly. The ship's cook dumps garbage and chum into the water on the far side of the ship to lure the sharks away and the crew rows to the ship unhindered. Rowing from ship to shore takes ten rounds on full speed (20 ft. a round).

Three short blasts indicate that the beach crew needs some of the ship's crew to come ashore. The ship's cook again lures the sharks to the far side of the boat with garbage and chum and a group of four crewmembers rows ashore in a longboat. When this occurs, there are two longboats ashore. Rowing from ship to shore takes ten rounds.

A long blast on the signal whistle indicates a general alarm. The beach crew is instructed to round up all available beach crew and immediately come aboard the ship in the case of an alarm.

Treasure: Each individual crewmember carries the following. To determine total treasure, multiply values by four, unless items were somehow lost or destroyed.

Crew member:

APL 2: Loot (18 gp); Coin (0 gp); Magic: (0 gp)

APL 4: Loot (18 gp); Coin (0 gp); Magic: (0 gp)

APL 6: Loot (18 gp); Coin (0 gp); Magic: *potion of cure moderate wounds* (25 gp).

APL 8: Loot (55 gp); Coin (0 gp); Magic: +1 *leather armor*- (97 gp), *potion of cure moderate wounds*- (25 gp)

APL 10: Loot (30 gp); Coin (0 gp); Magic: +1 *barbed dagger* (195 gp), +1 *leather armor* (97 gp), *potion of cure moderate wounds*- (25 gp).

First Mate:

APL 2: Loot (82 gp); Coin (0 gp); Magic: (0 gp)

APL 4: Loot (61 gp); Coin (0 gp); Magic: +1 *mihtral chain shirt* (188 gp).

APL 6: Loot (61 gp); Coin (0 gp); Magic: +1 *mihtral chain shirt* (188 gp), *gloves of dexterity* + (333 gp).

APL 8: Loot (33 gp); Coin (0 gp); Magic: +1 *barbed dagger* (195 gp), +1 *mihtral chain shirt* (188 gp), *gloves of dexterity* +2 (333 gp).

APL 10: Loot (33 gp); Coin (0 gp); Magic: +1 *barbed dagger* (195 gp), +1 *mihtral chain shirt* (188 gp), *gloves of dexterity* +2 (333 gp), *ring of protection* +1 (167 gp), *amulet of natural armor* +1 (167 gp), *potion of resist energy electricity* 30 (92 gp).

Detect Magic Results: +1 *barbed dagger* (Faint Evocation), +1 *leather armor* (Faint Abjuration), +1 *mihtral chain shirt* (Faint Abjuration), *gloves of dexterity* +2 (Moderate Transmutation), *ring of protection* +1 (Faint Abjuration), *amulet of natural armor* +1 (Faint Transmutation), *potion of resist energy electricity* (CL 11) (Moderate Abjuration), *potion of cure moderate wounds* (Faint Conjunction).

The Woods

Just off the rocky beach is a large wooded area. Trees and bush provide a home to many small animals that can be hunted as a source of food. It also provides full concealment for any PC in the woods more than 5 feet

from the edge. The thick brush near the beach is considered difficult terrain. PCs must move at half speed and cannot charge through it. PCs with appropriate abilities such as *Woodland Stride* can ignore these penalties.

PCs and the Patrols

Every 1d4 hours, a patrol heads into the woods to gather supplies for the ship. A patrol is comprised of four crewmembers. The patrol works for one hour then returns to the beach with wood, water and meat for the rest of the crew. After three patrols in a single day, no more patrols are sent to gather supplies. You can have a patrol return to the beach when the PCs arrive, with a few rabbits, mushrooms and other edibles. A DC 10 Survival check (rangers & druids get +2 circumstance bonus to this roll) reveals that it will only be enough for the beach patrol and most likely they go back later to the woods to gather some more. You can even have a crew member present do some fishing.

While the patrol is out in the woods, the PCs could overpower the patrol. In this case you should generate a suitable forest terrain using the medium forest terrain chart in *Dungeon Master's Guide*. The encounter distance is 2d8x10 ft. The patrol is not missed for at least two hours after the patrol left camp. After two hours, First Mate Aurne becomes suspicious. He sends word back to the ship that the patrol has not reported back yet. The Captain sends some men to help him transport the mast to the boat and pulls the crew from the beach. He cannot afford to lose any more crewmembers. The Captain also posts double the number of guards on watch at night.

The PCs could take the crew's uniforms and pose as the crew to try and sneak aboard the ship. All crew are Suel humans so smaller races have trouble fitting the uniforms properly (see the Disguise skill description for what penalties this incurs). First Mate Aurne and Captain Rhosh are quite familiar with each and every crewmember. They recognize a crewmember on sight and gain a +4 to Spot checks to see through a disguise.

Ship Crew

Every 1d4+2 hours, First Mate Aurne signals the ship to send some crew ashore to help carry supplies back to the boat. He makes three short blasts with his signal whistle to indicate he needs crew. In ten rounds the crew arrives on shore. They remain on shore for 1d6+2x10 (30 to 80) minutes and then head back.

If PCs attack with the beach and ship crew present, they could be in for quite a fight. However, if the PCs figure out the signal patterns and have not set off any alarms, the PCs could lure the ship crew away from the support of the Captain and the monks for an easier fight.

Encounter 6: Jaws of the Deep

The Captain has set up an additional defense in the waters around his ship. He has been dumping chum and garbage into the waters to lure a shark(s) to his boat.

The seawater is warm and clear, only requiring a DC 10 Swim check. The water provides improved cover against the people on the Scarlet Brotherhood ship (+10 bonus to hide checks), as they do not count as land based opponents and thus can see and fire into water. Being submerged provides +4 bonus to armor class and ranged attacks take the usual -2 penalty to hit for every 5 ft. they travel underwater.

Depth of water is as follows:

Distance from the beach	Depth
0 – 15 ft.	Waist high
20 – 40 ft.	5 ft.
45 – 60 ft.	10 ft.
65 – 80 ft.	15 ft.
85 – 110 ft.	20 ft.
115 – 150 ft.	25 ft.
155 – 300 ft.	30 ft.

Any PCs watching the water around the boat may make DC 20 Spot checks to notice the occasional shark fin breaching the surface. The above Spot check has been adjusted for distance and the DC is reduced if characters get any closer. Remember that the shark has improved cover against attacks from the beach. Sharks do not come closer than 20 ft. of the beach (where it cannot effectively swim since the water is so shallow).

The shark(s) attack(s) anyone (including Brotherhood troops) who enter the waters surrounding the ship unless there is a good amount of blood and chum to distract them (clever PCs could come up with other possible distractions like a *summon* spell, etc.). Unless lured away or distracted, the shark(s) ram(s) the long boats, which counts as a bull rush that can trigger attacks of opportunity from the PCs. Long Boats roll a d20 + number of people aboard to oppose the bull rush.

Anyone sitting in the boat when it is rammed must make a DC 5 Balance or Strength check or fall out of the boat. Anyone standing when the boat is rammed must make a DC 10 Balance check or fall out of the boat. Any PC with ranks in Profession (sailor) skill receives a +2 bonus to these checks. If the shark actually does a successful bull rush, the longboat capsizes, dumping anyone in the longboat into the water.

The sounds of the boat being rammed alert the ship's crew to the trouble. The ship's crew sounds the alarm if they can see the longboat being attacked. If the ship's crew knows the PCs are in the longboat (when the PCs aren't disguised), they fire their crossbows and ballista at the PCs.

At APL 6 and higher, there are more sharks. Since at that point the sharks are likely not much of a threat to a well-prepared party, the EL is rated significantly lower than the CR of a shark would normally indicate.

APL 2-6 (EL1)

🦈 Shark, medium: hp 16; see *Monster Manual* page 279.

APL 6-8 (EL1)

🦈 **Shark, medium** (2): hp 16; see *Monster Manual* page 279.

APL 10 (EL1)

🦈 **Shark, medium** (3): hp 16; see *Monster Manual* page 279.

Treasure: The sharks carry no treasure.

Encounter 7: The Ship

The Scarlet Brotherhood ship, the *Danour*, was on route to the location of a new military base when it was caught in a sudden storm. Unable to seek safety in a Jarlstun Estuary for fear of discovery, the Captain was forced to ride out the storm.

The ship suffered major damage including the loss of the foremast. Many of the ship's crew received severe injuries when the ship's secret cargo broke free from its bonds. The ship needs to make repairs before it can safely proceed.

The Captain located a safe area to weigh anchor and complete repairs. He sent his First Mate ashore to begin construction on a new foremast and to oversee the collection of supplies.

Creatures: During the day, the ship is buzzing with activity. The Captain and four crewmembers are performing repairs and other such duties topside. One of the lightly injured men is placed in the crow's nest as look out (Spot +10) and listener (Listen +6)

🦈 **Yonar the lookout:** male LE Suel Human Exp2; hp 8.

If forced to fight, Yonar uses a club (+1 to hit, 1d6 damage).

Below decks, Ker Nasek remains in his cabin waiting for repairs to be made so the ship can depart. Two Scarlet Brotherhood monks remain near him at all times.

Occasionally, First Mate Aurne signals from shore that he needs more men to assist him or that he is sending men to the ship (see *Signal Whistles* in Encounter 5 for details). In these situations, the ship's cook comes topside and dumps chum and garbage on the far side of the boat. After a few rounds, he heads below to continue preparing meals.

At night, the Captain posts two crewmembers topside as guards (who place sunrods to each end of the ship for illumination). Midway through the night, the two guards switch with two other crewmembers that act as guards until morning. Everyone else on the ship is asleep. If First Mate Aurne noticed that the beach supply patrol went missing and made it back to the boat, the four ship crewmembers are standing guard duty all night.

Every 1d4+2 hours, First Mate Aurne signals the ship to send some crew ashore to help carry supplies back to the boat. He makes three short blasts with his signal whistle to indicate he needs crew. In ten rounds, the crew arrives on

shore. They remain on shore for 1d6+2x10 (30 to 80) minutes then head back. During this time, the PCs could attack the ship and only have to face the Captain and the two monks.

If at any time the alarm is sounded, the Captain and all available crew prepare for battle topside. If the crew has time to assess the situation, two operate ballista and two ready crossbows while the Captain gives orders. If the PCs are already on board, the crew works to repel invaders to the best of their ability (see *Tactics*).

APL 2 (EL4)

🦈 **Crew members** (4): male Suel human War1; hp 9; see Appendix 1.

🦈 **Captain Rhosh:** male Suel human Exp1/Brd2; hp 12; see Appendix 1.

APL 4 (EL6)

🦈 **Crew members** (4): male Suel human War1/Rog1; hp 13; see Appendix 2.

🦈 **Captain Rhosh:** male Suel human Exp1/Brd2/Ftr2; hp 26; see Appendix 2.

APL 6 (EL8)

🦈 **Crew members** (4): male Suel human War1/Rog1/Ftr1; hp 24; see Appendix 3.

🦈 **Captain Rhosh:** male Suel human Exp1/Brd2/Ftr2/Rog2; hp 34; see Appendix 3.

APL 8 (EL10)

🦈 **Crew members** (4): male Suel human War1/Rog2/Ftr2; hp 40; see Appendix 4.

🦈 **Captain Rhosh:** male Suel human Exp1/Brd2/Ftr2/Rog3; hp 49; see Appendix 4.

APL 10 (EL12)

🦈 **Crew members** (4): male Suel human War1/Rog3/Ftr3; hp 56; see Appendix 5.

🦈 **Captain Rhosh:** male Suel human Exp1/Brd3/Ftr4/Rog3; hp 62; see Appendix 5.

Tactics: The Captain sings to inspire, first casting *inspirational boost* as a swift action to give his crew +2 to attack and damage rolls. He then continues to sing as he enters the fight. He and his crew have fought many battles together and work together to provide flanks, draw attacks of opportunity, disarm opponents so others may attempt bull rushes, etc.

At APL 10, the Captain uses his *ring of the ram* to push PCs overboard. At lower APLs, he and his crew bull rush anyone who they suspect cannot take an attack of opportunity like archers and spell casters with no obvious weapons. Otherwise, the Captain and crew move to flank, targeting the easiest looking PC.

Captain Rhosh submits to the PCs if the rest of his crew has been killed and he is below 10 hit points. He attempts to parley with the PCs, offering to give up some important maps (see *Players' Handout 2*) if the PCs let him

go. If they agree, he asks for a long boat and some supplies. He tells the PCs everything once he's in his long boat on the water. He sticks to his code if the PCs let him go. He then rows ashore and flees into the woods.

Treasure: Each individual crewmember carries the following. To determine total treasure, multiply values by four, unless items were somehow lost or destroyed.

Crew member:

APL 2: Loot (18 gp); Coin (0 gp); Magic: (0 gp)

APL 4: Loot (18 gp); Coin (0 gp); Magic: (0 gp)

APL 6: Loot (18 gp); Coin (0 gp); Magic: *potion of cure moderate wounds* (25 gp)

APL 8: Loot (55 gp); Coin (0 gp); Magic: +1 *leather armor* (97 gp), *potion of cure moderate wounds-* (25 gp)

APL 10: Loot (30 gp); Coin (0 gp); Magic: +1 *barbed dagger* (195 gp), +1 *leather armor* (97 gp), *potion of cure moderate wounds-* (25 gp)

Captain:

APL 2: Loot (139 gp); Coin (0 gp); Magic: (0 gp)

APL 4: Loot (108 gp); Coin (0 gp); Magic: +1 *quickblade rapier* (188 gp)

APL 6: Loot (108 gp); Coin (0 gp); Magic: +1 *quickblade rapier* (188 gp), *ring of protection* +1 (167 gp)

APL 8: Loot (108 gp); Coin (0 gp); Magic: +1 *quickblade rapier* (188 gp), +1 *amulet of natural armor* (167 gp), *ring of protection* +1 (167 gp)

APL 10: Loot (108 gp); Coin (0 gp); Magic: +1 *quickblade rapier* (188 gp), +1 *amulet of natural armor* (167 gp), *ring of protection* +1 (167 gp), *ring of the ram* (717 gp)

Detect Magic Results: +1 *barbed dagger* (Faint Evocation), +1 *leather armor* (Faint Abjuration), +1 *quickblade rapier* (Faint Evocation), +1 *amulet of natural armor* (Faint Transmutation), *ring of protection* +1 (Faint Abjuration), *ring of the ram* (Moderate Transmutation), *potion of cure moderate wounds* (Faint Conjunction).

Creatures: If the alarm sounds, the monks come topside 5 rounds rounds later, having received buff spells from Nasek. Otherwise, the monks are encountered below decks.

APL 2 (EL4)

☛ **Xanthan & Yyrkon:** male Suel human Mnk2; hp 13; see Appendix 1

APL 4 (EL6)

☛ **Xanthan & Yyrkon:** male Suel human Mnk4; hp 23; see Appendix 2.

APL 6 (EL8)

☛ **Xanthan & Yyrkon:** male Suel human Mnk6; hp 33; see Appendix 3.

APL 8 (EL10)

☛ **Xanthan & Yyrkon:** male Suel human Mnk7/OccultSlayer1; hp 43; see Appendix 4.

APL 10 (EL12)

☛ **Xanthan & Yyrkon:** male Suel human Mnk7/OccultSlayer3; hp 53; see Appendix 5.

Tactics: The monks move into combat, targeting spell casters above all else. They work in unison to take out any spell caster they can reach.

At lower APLs (2 to 4), if the monks cannot reach the spell casters, they use their Combat Expertise, fight defensively and try and tie up the big fighters to keep them from attacking the rest of the crew.

At higher APLs (6 to 10), if the monks cannot reach spell casters, they work on big fighter types using their disarm abilities to take weapons from the PCs (a standard action) and throw them overboard (a move action) and apply their Weakening Touch feat to the strongest looking PCs. The monks fully utilize their Combat Expertise and fight defensively if the PCs are having an easy time hitting the monks. They also have the ability to deflect spells (mind over magic ability) and arrows (Deflect Arrows feat) so do not forget to utilize these abilities. The monks fight to the death. They know that failure is unacceptable and that they would be better off dead than captured.

Make sure to read the expanded rules on the use of of the barbed dagger and quickblade rapier in Appendix 7, specifically the use in sneak attacks.

Treasure: Each individual monk carries the following. To determine total treasure, multiply values by four, unless items were somehow lost or destroyed.

APL 2: Loot (50 gp); Coin (0 gp); Magic: *bracers of armor* +1 (25 gp)

APL 4: Loot (50 gp); Coin (0 gp); Magic: *bracers of armor* +1 (25 gp), *ring of jumping* (208 gp)

APL 6: Loot (50 gp); Coin (0 gp); Magic: *bracers of armor* +1 (25 gp), *ring of jumping* (208 gp), *periapt of wisdom* +2 (333 gp)

APL 8: Loot (50 gp); Coin (0 gp); Magic: *bracers of armor* +2 (333 gp), *ring of jumping* (208 gp), *periapt of wisdom* +2 (333 gp)

APL 10: Loot (50 gp); Coin (0 gp); Magic: *bracers of armor* +3 (750 gp), *ring of jumping* (208 gp), *periapt of wisdom* +2 (333 gp)

Detect Magic Results: *bracers of armor* +1, +2 and +3 (Moderate Conjunction), *ring of jumping* (Faint Transmutation), *periapt of wisdom* +2 (Moderate Transmutation).

Any items that were tossed overboard can be found by searching the sea floor unless this happened during a moving naval battle. In such case assume that items thrown overboard sink too deep to be recovered. Scrolls and other such items that are vulnerable to water are automatically destroyed unless in waterproof containers.

General Ship Information

The *Danour* is a caravel. It has an AC of 3. It is comprised of 24 sections. Each section has 80 hit points. If six hull sections are destroyed, the ship sinks. The ship requires a

minimum of seven crewmembers to sail. It can hold up to thirty people.

The long boats pull up beside the ship. The crewmembers aboard the ship drop a rope ladder down for the crew in the long boat to use to climb aboard. A rope and pulley system is used to load large or heavy items from the long boat aboard the ship. This is also how the crew loads the long boats back onto the ship. One is hauled into the ship into the Lower Decks, while the other hangs off the back of the boat at the Quarter Deck.

If the PCs try to sneak aboard the ship from the water, they have to climb the side of the ship or the anchor chain. A DC 5 Climb check lets a PC climb up the anchor chain and aboard the ship. A DC 20 Climb check lets the PC climb up the ship's hull and aboard the ship. The PCs must climb 10 feet to reach the main deck. They must climb up 20 feet to reach the quarterdeck or forecastle deck.

PCs may sneak into the Captain's Cabin or Wardroom by climbing up the side of the ship and in through one of the windows that look into these rooms. A DC 20 Open Lock check is required to open the window without breaking it.

Swimming underwater offers a way to sneak onboard without being seen (see Encounter 6 for details). Remember the possibility of sneaking during the night. Any PC with darkvision is at a definite advantage over the crew.

The ship is quite a tight place to move and fighting within is not easy. Any two handed weapons (except spear or long spear) used inside the ship suffer a -2 penalty on attack due to the lower ceilings and narrow passageways. For sake of simplicity, a PC or NPC may occupy a partial square of the ship such as back corner of the Quarterdeck without penalties.

Areas of the Ship

1. Quarter Deck

This is one of two raised decks (the other being the forecastle deck). It is an open deck at the rear of the ship and the ship's wheel is located here along with a mount for a ballista. The crew can attach the ballista to the mount in one round. The Quarter Deck is 20 feet from the surface of the water. PCs may climb up here on the ship's hull with a DC 20 Climb check.

2. Forecastle Deck

This is the other raised deck (the other being the quarter deck). It is an open deck at the front of the ship and a mounted ballista is located here as well as the foremast, which was broken in the storm. On the starboard side is the hawsepipe and tackle for the ship's anchor. The Forecastle Deck is 20 feet from the surface of the water. PCs may climb up here by using the anchor chain (DC 5 Climb) or the ship's hull (DC 20 Climb).

3. Captain's Cabin

This is Captain Rhosh's cabin. His bed, footlocker and desk take up most of the room. PCs making a DC 25 Search

check can uncover a secret compartment in his footlocker. Inside is a set of nautical maps indicating the ship's final destination in Naerie. See *Players' Handout 2*. There are two windows into this cabin. A successful DC 20 Open Lock check allows the PCs to open the window from the outside.

4. Wardroom

The Captain, officers and guests take their meals here. It also serves as a parlor for officers and passengers. There are several books here (mostly poetry) as well as a set of playing cards and various simple instruments such as a flute, a lyre and a drum. There are two windows into this cabin. A successful DC 20 Open Lock check allows the PCs to open the window from the outside.

5. Main Deck

This open deck shows signs of damage. One of the cargo hatches was destroyed when the creature below decks emerged topside. The mast here shows signs of abuse. PCs making a DC 10 Spot check notice strange burns on the deck and mast. It is obvious that there was some kind of attack here recently though it is impossible to say what was responsible.

6. Forecastle

Most of the ship's crew sleeps here. There are a dozen cramped bunks. Any sleeping crewmembers are found here.

7. Galley

This room has a small stove and shelving for all kinds of foodstuffs. There is also a large barrel used here used to store chum and other fish parts. On the Captain's orders, the cook scoops this into the water to attract sharks.

Creatures: The ship's cook, Cannor, and his young son Yeran sleep here. Both are Suel. Cannor prepares the meals and looks after the foodstuffs aboard the ship. He does not attack the PCs and attempts to get the PCs to take him with them when they leave. Cannor does not like it aboard this ship and was brought here against his will (he is from Onnwal).

Cannor has no weapons. If the PCs give him a weapon, he has +1 base attack bonus, STR 10 and is proficient with simple weapons. If the PCs attack, he defends himself and his son using a frying pan (makeshift weapon: -4 to hit & 1d6 damage). Under no circumstances does Yeran fight with PCs.

If the PCs ask Cannor or Yeran about what attacked the ship, Cannor cannot give the PCs much information, as he was knocked unconscious by a loose piece of cargo. Yeran refuses to speak of what he saw. If pressed, he begins sobbing uncontrollably.

🗡️ **Cannor:** male Suel Human Exp2; hp 8; AL N.

🗡️ **Yeran:** male Suel Human Exp1; hp 3; AL N.

8. Chain Locker

The ship's anchor chain is stored here. It passes through the hawsepipe in the forecabin up to the forecabin deck.

9. Lower Deck

This space normally serves as a cargo hold and the crew's mess deck. Now it has been converted into a makeshift hospital.

Creatures: The ship's healer, a Suel woman by the name of Gerta tends to the injured here. Gerta is a pacifist and her only concern is the safety of the sick. She sounds the alarm if alerted to the PCs presence. The PCs may attempt to convince her not to sound the alarm by agreeing to not harm the men in any way. The PCs must make a DC 25 Diplomacy check to win her over or they can Intimidate (opposed check, she rolls 1d20+2) her into obedience by threatening the lives of her patients. She is very lawful (servant of Bralm) and keeps her word once given. Of course, the noise made when talking with her might alert the crew anyway.

There are four injured men here. None of the men are in any shape to move and waver in and out of consciousness. A DC 15 Heal check shows that the men have received terrible chemical burns and that the wounds are being treated with some strange paste. A DC 15 Profession (herbalism) check reveals that the herbal remedy is used to prevent infection and ease pain.

☛ **Brotherhood Sailors (Non-Combatants):** Suel human Exp1; hp 4 (with -1d8 due to damage), see Appendix 6.

If the PCs ask what happened to these men, Gerta tells the PCs that the ship was carrying some creature. It broke loose in the storm. The crew forced it off the boat before it could destroy the ship and everyone on board. It was responsible for the crew's injuries. She describes the creature as having no form, able to destroy anything it touched, including the weapons the crew used to fight it.

If the PCs try to harm any of the sick men, Gerta tries to stop the PCs by grappling them (+0 to Grapple check).

10. Xanthan's Cabin

Xanthan and Yyrkon have been assigned as bodyguards to Ker Nasek. They are also acting as spies for the Scarlet Brotherhood. Given Nasek's chaotic tendencies, the Scarlet Brotherhood has instructed the two monks Xanthan and Yyrkon to make sure Nasek does nothing to compromise this mission. They are instructed to eliminate Ker Nasek if necessary.

This is a simple cabin with a bed and a footlocker and little else. Fortunately, Xanthan is a monk and needs very little. Xanthan can be found here meditating when not needed. If the alarm is sounded, the Xanthan heads immediately to Ker Nasek's room to make sure he is ok. If possible, Xanthan waits for spells to be cast on him by Ker Nasek before heading into battle (see 13. Ker Nasek's Cabin for details).

11. Yyrkon's Cabin

This is a simple cabin with a bed and a footlocker and little else. Fortunately, Yyrkon is a monk and needs very little. Yyrkon can be found here meditating when not needed.

If the alarm is sounded, Yyrkon heads immediately to Ker Nasek's room to make sure he is ok. If possible, Yyrkon waits for spells to be cast on him by Ker Nasek before heading into battle (see 13. Ker Nasek's Cabin for details).

12. First Mate Aurne's Room

This is a simple room. Inside is a bed, a footlocker containing two changes of clothing, some ship's navigational instruments and a set of oilskin clothing for use in the rain. One wall has multiple gash marks in it from Aurne's constant dagger throwing.

13. Ker Nasek's Cabin

Ker Nasek waits here for the ship repairs to be completed. With the escape of his latest experiment, he is making arrangements to replace the creature. Ker Nasek's cabin is always warded by an *alarm* spell that gives a mental alarm to Nasek.

Creatures: If the PCs manage to get the drop on Ker Nasek and the rest of the ship, he panics and *teleports* away without his notes. If given plenty of time to act (the PCs approach by ship and are spotted for example), Ker Nasek calmly gathers his notes then *teleports* away. He tries to cast spells on the monks before he leaves but if pressed for time, he simply flees.

Ker Nasek has an *anticipate teleport* spell on his person at all times. If anyone tries to teleport within 60 feet of him, he is instantly aware of it. The individuals teleporting in are delayed from appearing for one round. In that round, Ker Nasek alerts the crew and *teleports* away.

Do not let the PCs fight Nasek. At best they can rush into his cabin just in time to see him teleport away.

☛ **Ker Nasek:** male Suel human Sor11; hp 57; see Appendix 6.

If PCs successfully recover his notes, they gain access to the Notes on the AR.

The monks Xanthan and Yyrkon report to Zhesh's cabin at the sound of battle or an alarm. Ker Nasek casts *cat's grace*, *bear's endurance* and *haste* on the monks before sending them off to battle. In some cases, the monks may not receive the benefit of such spells.

There is nothing of note in the cabin other than Ker Nasek's notes, a simple bed and an empty footlocker.

If the PCs question any of the crew about Ker Nasek, they tell the PCs that there was something not right about that man. He had a way of looking right through you. Thankfully, he kept to himself.

See Appendix 6 for statistics for crew members.

14. Sail Locker

This room contains spare sails, canvas and sewing gear as well as plenty of lines, hawsers, firewood and heavy tools.

15. Lower Hold

Most of the ship's cargo is stored here. This was where the ship's secret cargo was being held until it was released during the storm. On the floor is a marred magic circle and the shattered remains of a large porcelain container. The container and the circle radiate a strong aura of abjuration magic. Any PC making a DC 20 Knowledge (arcana) check knows that the magic circle is not a typical circle for binding outsiders but has some other purpose. The PCs are not familiar with the circle as it is Ker Nasek's own creation.

This is where the creature was being held until some crates broke loose in the storm; disrupting the binding circle and damaging the container allowing the otherworldly creature to break free from its magical prison. The creature made its way topside, injuring many crew on route. It would have likely destroyed the ship had a large wave not swept the creature overboard. The creature is now at large (see Encounter 8).

Failed Attacks

There is the chance that the PCs might not be able to board the ship on their first attempt. If the PCs attack and fail, the Captain wants to get the repairs done and leave as soon as possible. There is a good chance that by the time the PCs regroup, the ship will be gone.

The ship could limp away as early as the evening of the first day. The foremast is not properly repaired but the working sails are enough to allow the ship to move at ½ speed. The damage to the hull is fixed enough to keep her watertight. It is still possible that PCs could catch the ship somehow at this stage if they come up with a reasonable tactic.

By the afternoon/early evening of the second day, the replacement foremast could be installed and the ship could leave at full speed. She would still be a bit shaky but the ship would hold up long enough to get away from Naerie. If PCs have killed too many crew for the ship to set sail, the remaining crew scuttle the ship and row ashore to combat the PCs. If they cannot find PCs, they head west and try to make their way to the Jagged Hills in the barony of Schwente.

Encounter 8: Optional Encounter

After the PCs have completed the initial mission they have the option of taking on an additional encounter, time permitting. Whether or not the PCs take on the encounter is up to the players. Playing the optional encounter costs an additional TU for characters whose home region is Naerie. For other characters it costs 2 TU.

If the players decide to do the optional encounter, the PCs have remained in Stormhaven. A few days after the PCs assaulted the Scarlet Brotherhood's ship, the PCs are contacted by Elgin. He asks the PCs to come quick because something has happened to Braiqem.

Elgin leads the PCs to the temple of Procan where Maridin greets the PCs. He has just placed Braiqem in bed in a small room just off from the main area of worship. This is Maridin's quarters.

Read aloud or paraphrase the following:

"Thank you for coming." Maridin says quietly, "I'm not sure what happened to Braiqem. He came to me complaining of terrible headaches since he returned from the storm. They had apparently been getting worse the past few days. I made an herbal remedy for Braiqem and it seemed to help. He came to me for another dose of the remedy. I went into the back to fetch it and heard him cry out. I rushed back to find him lying on the floor, unconscious. I have done all I can for him but it does not seem to be helping. Perhaps you can be of some assistance?"

The PCs are lead into the bedroom where Braiqem is resting. He is unconscious. PCs can make a DC 20 Heal check to realize that Braiqem is catatonic. His mind has apparently shut down for some reason. His pupils do not respond to changes in light and he does not react to external stimuli or to any healing magic.

Allow the PCs some time to discuss the problem with Maridin (feel free to add descriptions on how Braiqem hallucinated about 'a formless horror', 'coldness of the void' etc.). After this, read the following:

Suddenly, Braiqem's knuckles whiten and his tense hands grip the blankets tightly. He gasps the same phrase over and over, "It is here."

From outside, you hear a young girl's scream.

Braiqem is sensitive to the presence of Ker Nasek's escaped creation. In return, the creature can sense Braiqem. It has been moving along the ocean's floor towards Stormhaven since it was washed overboard from the *Danour* several nights ago. The creature has finally arrived in Stormhaven. It is up to the PCs to stop it before it is too late.

When the PCs head outside or look through window, read the following:

An undulating transparent bag of protoplasm slides up the shore with a wet slurping, a burning trail of grass and scorched rock trailing behind it. Dozens of ropey tendrils grasp wildly at the world around.

A small girl stands immobile, screaming in terror. Her dog stands in front of the girl, fur raised and teeth bared.

Clear orbs with thousands of tiny feelers begin to glow with an otherworldly violet light from within the clear sac. A thick column of liquid rolls from the creature's bizarre form and up the hill towards the girl, pulling the heavy blob slowly after it.

Creatures: The creature is a horror from another dimension bound into a physical form on to this world. In game terms, the creature is an advanced gray ooze but

should be played up as something completely unnatural and alien to this plane. The girl and dog have a +0 Initiative bonus and both flee as their first action. Since the ooze is so slow, there should be no real danger to either but if for some reason the ooze reaches them, assume that both are killed.

At APL 8 and 10, the creature splits into separate blobs as it rolls ashore. Their objective remains the same: to get Braiqem.

APL 2 (EL4)

🔥 **Creature from the Far Realm:** medium ooze; hp 31; see Monster Manual page 202 (gray ooze) and Appendix 1.

APL 4 (EL6)

🔥 **Creature from the Far Realm:** medium ooze; hp 85; see Appendix 2.

APL 6 (EL8)

🔥 **Creature from the Far Realm:** large ooze; hp 107; see Appendix 3.

APL 8 (EL10)

🔥 **Creature from the Far Realm (2):** large ooze; hp 107 each; see Appendix 4.

APL 10 (EL12)

🔥 **Creature from the Far Realm (3):** large ooze; hp 144 each; see Appendix 5.

Tactics: The Creature is mindless and lashes out wildly at anyone around it. It heads up the shore towards the temple of Procan, trying to reach Braiqem. If the Creature reaches the temple, it attempts to enter the building and make its way to Braiqem. If it the creature is not stopped, it envelops Braiqem (as part of an attack action using improved grab), taking him prisoner. It then attempts to head back into the sea. What the creature intends to do with Braiqem is unknown. Oddly enough, the creature is doing no damage to Braiqem and he appears immune to its acidic touch. However, he counts as grappled and is subject to usual rules such a condition causes, such as possibly being hit by ranged attacks. Note that the ooze is not hampered by the grapple, as Braiqem is not resisting. Therefore, it takes a –20 on its grapple checks, which allows it to take attacks of opportunity, etc.

NOTE: At all APLs, the ooze lacks the transparent ability.

Braiqem: His statistics are irrelevant for this combat. However, it is important to know that his hit points are currently at 81 (normally they are 93 but this takes into account his reduced health). He counts as unconscious and his saving throws for this combat are Fort +7, Ref +3, Will –1 to account for ability drain and the helpless condition. Note that even though Braiqem has the evasion special ability, he cannot use it in combat because he is helpless. Braiqem carries no equipment.

Maridin: The cleric assists the PCs in combat (see Appendix 6 for his statistics). His actions in combat are always as follows:

1st round: Cast *bleed* on the PCs and move to his room.

2nd round: Collect his weapon (a full round action).

3rd round: Cast *protection from evil* on Braiqem before moving out of the temple.

4th round and beyond: assist the PCs by casting spells. When Maridin runs out of spells, he stays back from combat, assisting the PCs by stabilising those who have gone down. If the PCs do not act, and the creature captures Braiqem and tries to leave, Maridin enters melee combat with the creature.

Fighting the creature: It is possible that players are hesitant to approach the creature because its acid can destroy equipment. Feel free to point out that there are several improvised weapons in or near the temple of Procan that could be used to combat the creature instead of regular weapons. You can place these wherever you wish on the battlemat: Table leg (1d4), Oar (1d6), Table (1d8), Barrel (2d6). All these weapons deal bludgeoning damage. Note that a creature normally takes a –4 penalty when fighting with improvised weapons.

Treasure: If the PCs defeat the creature, it collapses into a pool of stagnant liquid filled with dozens of wondrous shapes. Those shapes were once living creatures brought to this plane from another world and bound into this form. Any PC that makes a DC 15 Knowledge (arcana), Bardic Knowledge or Intelligence check realises that this creature's remains are one of a kind and could fetch a high price from the right customer.

PCs may make a Profession (merchant), Profession (smuggler), Bardic Knowledge or Knowledge (local – Splintered Suns) check to track down a buyer. If PC have no ranks in any of these skills, they may instead make a Wisdom check. Each player in the group may roll. The highest roll is the group's result.

Result

10 or less: 50% of maximum worth

11 to 15: 60% of maximum worth

16 to 20: 70% of maximum worth

21 to 25: 80% of maximum worth

26 to 30: 90% of maximum worth

31 or higher: 100% of maximum worth

The maximum worth of the alien parts is dependent on the APL.

APL 2: maximum worth 225 gp

APL 4: maximum worth 325 gp

APL 6: maximum worth 450 gp

APL 8: maximum worth 650 gp

APL 10: maximum worth 1,150 gp

The PCs may expend a favor from an appropriate Naerie source to increase the result of the roll by five (cross off favor), even if the benefits from the favor no longer apply. For each additional favor spent, the roll continues to

increase by five. Any PC may spend a favor to contribute to increasing to the roll result. The following favors can be used:

NAE13-01: Favor of Breddol the Sage
NAE4-02: Niruc, local hero of Greenrock.
NAE4-02: Favor of House Drien.
NAE4-03: Favor of Euronymos
NAE5-01: Sargh
NAE5-02: Favor of Breddol the Sage
NAE5-03: Treachery Covered
NAE5-01: Favor of Captain Eryn.
NAE15-02: The Gratitude of Falrik Solan

Development: After the creature is dead, Braiqem returns to normal in a few days.

Conclusion:

The PCs need to get aboard the Scarlet Brotherhood ship and recover the maps revealing the location of their new secret base in Naerie (in the Captain's cabin). If the PCs are careful, they may also catch Ker Nasek unaware and force him to flee without his papers that outline his latest experiments.

PCs that return with the maps for the secret base earn the gratitude of Stormhaven. PCs might also be set up with a contact in the Royal Guild of Merchants (*Partners in Trade*). If still present, Braiqem instructs the PCs to turn the maps over to them.

PCs that storm the ship and defeat the crew may temporarily assume control of the boat. Word of their deeds reach members of the Ahlissan military who seek out the PCs and instruct them to turn over the ship as well as any prisoners they may have taken. The representative sent is Gemalen (see below). You may roleplay this encounter if time allows. The PCs are praised and as a reward are offered the opportunity to refurbish and purchase the *Danour* from the Ahlissan Navy over time.

If the PCs fail to recover the plans and defeat the Scarlet Brotherhood before they escape, they receive no favors. Braiqem thanks the PCs for their attempt but is disappointed that the PCs were unable to discover what Ker Nasek was doing here.

If the PCs did the optional encounter and defeat the creature, they can collect the parts and attempt to sell them for gold. If they do not have the gratitude of Stormhaven at this point, they may earn it by saving Braiqem from the Creature from the Far Realms.

Read the following box text if any character is in position to immediately receive the favor of the Royal Guild of Merchants (i.e. is a member of an appropriate meta-organisation, and has a ship).

"Sometime after the incident with Danour, you receive a letter from Royal Guild of Merchants of Aerdy, instructing you to come to Guildmasters Chapel in Naerie City. You are quickly directed to the office of Towrin Ghan, head of the guild. He is

accompanied by a man named Gemalen, an assistant to Admiral Aente.

"Do sit down. I heard you assisted the Nightingale throne considerably in this Danour incident. The Overking is more than happy to reward his loyal subjects for their efforts."

Towrin Ghan is calm and courteous toward the PC. The reward he is talking about is the partial ownership of a trade route extending from Naerie City to Hardby. It will trade in miscallaneous items that are not easy to come by in Hardby such as magically preserved fruits and foodstuffs, wine, shipbuilding materials like tar (production has recently started near Naerie City) that Hardby cannot easily supply itself and so on.

Gemalen is here mainly to convey thanks of the Navy.

🗡️ **Towrin Ghan:** Male Oeridian human Ftr5/Exp3; AL LN.

🗡️ **Gemalen:** Male Suel human Rog2/Ran3; AL LE.

Campaign Consequences

This scenario will have an effect on future adventures. Please send answers to the following questions to sampo@haarlaa.fi

Comments about the module can be sent to the author at: darkest@uniserve.com

1. Did the PCs recover the documents?
2. Did any of the named Scarlet Brotherhood NPCs survive? If yes, who?
3. Did the creature from the Far Realms manage to take Braiqem with him?

The End

Experience Point Summary

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

Encounter 5: On Solid Ground

Defeat or bypass the beach crew:

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP

Encounter 6: Jaws of the Deep

Defeat or bypass the shark:

ALL APLs	30 XP
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Encounter 7: The Ship

A) Defeat or bypass the Captain and crew:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

B) Defeat or bypass the monks:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Story Award

Recover the map to the secret base:

ALL APLs	30 XP
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Discretionary Role-playing Award

APL2	60 XP
APL4	105 XP
APL6	150 XP
APL8	195 XP
APL10	240 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1375 XP

Encounter 8: Optional Encounter:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 5: Crewmembers & First Mate

Note: Each individual crewmember carries this. In most cases multiply values by four for total amount unless items were somehow lost or destroyed.

APL 2: L: 18 gp; C: 0 gp; M: 0 gp

APL 4: L: 18 gp; C: 0 gp; M: 0 gp

APL 6: L: 18 gp; C: 0 gp; M: 25 gp - potion of cure moderate wounds (25 gp each)

APL 8: L: 55 gp; C: 0 gp; M: 122 gp - +1 leather armor (97 gp each), potion of cure moderate wounds (25 gp each)

APL 10: L: 30 gp; C: 0 gp; M: 317 gp - +1 leather armor (97 gp each), potion of cure moderate wounds (25 gp each), +1 barbed dagger (195 gp each)

First Mate:

APL 2: L: 82 gp; C: 0 gp; M: 0 gp

APL 4: L: 61 gp; C: 0 gp; M: 188 gp – +1 mithral chain shirt (188 gp each)

APL 6: L: 61 gp; C: 0 gp; M: 521 gp – +1 mithral chain shirt (188 gp each), +2 gloves of dexterity (333 gp each)

APL 8: L: 33 gp; C: 0 gp; M: 716 gp – +1 mithral chain shirt (188 gp each), +2 gloves of dexterity (333 gp each), +1 barbed dagger (195 gp each)

APL 10: L: 33 gp; C: 0 gp; M: 1,042 gp – +1 mithral chain shirt (188 gp each), +2 gloves of dexterity (333 gp each), +1 barbed dagger (195 gp each), +1 ring of protection (167 gp each), +1 amulet of natural armor (167 gp each), potion of resist energy 30 (92 gp each)

Encounter 7 A: Crew and Captain

Note: Each individual crewmember carries this. In most cases multiply values by four for total amount, unless items were somehow lost or destroyed.

APL 2: L: 18 gp; C: 0 gp; M: 0 gp

APL 4: L: 18 gp; C: 0 gp; M: 0 gp

APL 6: L: 18 gp; C: 0 gp; M: 25 gp - potion of cure moderate wounds (25 gp each)

APL 8: L: 55 gp; C: 0 gp; M: 122 gp - +1 leather armor (97 gp each), potion of cure moderate wounds (25 gp each)

APL 10: L: 30 gp; C: 0 gp; M: 317 gp - +1 leather armor (97 gp each), potion of cure moderate wounds (25 gp each), +1 barbed dagger (195 gp each)

Captain:

APL 2: L: 139 gp; C: 0 gp; M: 0 gp

APL 4: L: 108 gp; C: 0 gp; M: 188 gp - +1 quickblade rapier (188 gp each)

APL 6: L: 108 gp; C: 0 gp; M: 355 gp - +1 quickblade rapier (188 gp each), +1 ring of protection (167 gp each)

APL 8: L: 108 gp; C: 0 gp; M: 522 gp - +1 quickblade rapier (188 gp each), +1 ring of protection (167 gp each), +1 amulet of natural armor (167 gp each)

APL 10: L: 108 gp; C: 0 gp; M: 1239 gp - +1 quickblade rapier (188 gp each), +1 ring of protection (167 gp each), +1 amulet of natural armor (167 gp each), ring of the ram (717 gp each)

Encounter 7 B: Monks

Note: Each individual monk carries this. In most cases multiply values by two for total amount, unless items were somehow lost or destroyed.

APL 2: L: 50 gp; C: 0 gp; M: 83 gp - +1 bracers of armor (83 gp each)

APL 4: L: 50 gp; C: 0 gp; M: 291 gp - +1 bracers of armor (83 gp each), ring of jumping (208 gp each)

APL 6: L: 50 gp; C: 0 gp; M: 624 gp - +1 bracers of armor (83 gp each), ring of jumping (208 gp each), +2 periapt of wisdom (333 gp each)

APL 8: L: 50 gp; C: 0 gp; M: 874 gp - +2 bracers of armor (333 gp each), ring of jumping (208 gp each), +2 periapt of wisdom (333 gp each)

APL 10: L: 50 gp; C: 0 gp; M: 1291 gp - +3 bracers of armor (750 gp each), ring of jumping (208 gp each), +2 periapt of wisdom (333 gp each)

Total Possible Treasure

APL 2: L: 565 gp; C: 0 gp; M: 166 gp - Total: 731 gp

APL 4: L: 413 gp; C: 0 gp; M: 958 gp - Total: 1,371 gp

APL 6: L: 713 gp; C: 0 gp; M: 2,324 gp - Total: 3,037 gp

APL 8: L: 681 gp; C: 0 gp; M: 3,962 gp - Total: 4,643 gp

APL 10: L: 481 gp; C: 0 gp; M: 7,399 gp - Total: 7,880 gp

Maximum Gold Allowable

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

Optional Encounter Maximum Gold

APL 2: 225 gp

APL 4: 325 gp

APL 6: 450 gp

APL 8: 650 gp

APL 10: 1,150 gp

Items for the Adventure Record

Partners in Trade: The PC has been placed in contact with the Royal Merchant's Guild. Any member of the Privateer, Navy or Royal Guild of Merchants of Aerdy meta-organisations who owns a seaworthy ship worth at least 4,000 gp may become partner in a new trade route. After any adventure set in or beginning in Naerie, the PC may roll on the following chart to determine current success:

1-2: Pirate activity! Spend 200 gp or lose this favor.

3-12: Trade route breaks even.

13-17: Profit: earn 100 gp.

18-19: Good business: earn 200 gp.

20: Doing very well: earn 500 gp but lose 1TU.

PC became partner on AR #__

The Danour: The caravel known as the *Danour* is not seaworthy and is placed in dry dock by the Ahlissan military. The PC is offered a chance to purchase control of the ship from Ahlissa. After any adventure set in Naerie, the PC may spend one TU as well as up to 1,000 gp repairing the *Danour*. After the PC has spent at least 5 TUs and 5,000 gp on repairs, the ship is considered seaworthy and can be sailed. However, once per year the PC must spend 2 TUs volunteering for the Ahlissan navy. PCs may expend a favor with an Ahlissan noble house or pay a bribe of 500 gp to avoid their voluntary service for that year.

Once seaworthy, the PC is, for all purposes, considered the owner of a 10,000 gp caravel. The caravel can be sold back to the Navy again for the amount of 5,000 gp.

Gratitude of Stormhaven: Your deeds in Stormhaven grant you influence with the church of Procan. You gain one-time access to ONE of the following items: Ring of Four Winds (Stormwrack), Stormrider Cloak (Stormwrack), Shocking weapon enhancement, Shocking Burst weapon enhancement, Electricity Resistance armor enhancement.

Nasek's notes: These grant access to Alienist Prestige class

Item Access

APL 2

- ❖ Masterwork Barbed Dagger (Adventure; CV; 335 gp)
- ❖ Mithral Chain Shirt (Adventure; DMG; 1,250 gp)
- ❖ Masterwork Quickblade Rapier (Adventure; CV; 375 gp)

APL 4 (All of APL 2 plus the following)

- ❖ Ring of Jumping (Adventure; DMG; 2,500 gp)
- ❖ +1 mithral chainshirt (Adventure: DMG, 2250 gp)
- ❖ +1 Quickblade Rapier (Adventure; CV; 2,375 gp)

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

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

- ❖ +1 Barbed Dagger (Adventure; CV; 2,335 gp)
- ❖ +2 Bracers of Armor (Adventure, DMG; 4,000 gp)

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

- ❖ +3 Bracers of Armor (Adventure, DMG; 4,000 gp)
- ❖ Potion of Resist Energy 30 (Adventure, DMG, 1,1100gp)
- ❖ Ring of the Ram (Adventure, DMG, 8,600gp)

Appendix 1: APL 2

Encounter 5: On Solid Ground

Crewmember: male human (Suel) War1; medium humanoid (Suel human); CR ½; HD 1d8+1 plus 3; hp 9; Init +0; Spd 30; AC 13 (touch 10, flat-footed 13); Base Atk +1; Grp +2; Atk +3 melee (1d4+1/19-20, dagger) or +2 melee (1d6+1/18-20, scimitar) or +1 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4+1/19-20, dagger) or +2 melee (1d6+1/18-20, scimitar) or +1 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +0, Will -1; Str 12, Dex 11, Con 13, Int 10, Wis 8, Cha 9.

Skills and Feats: Climb +4, Profession (Sailor) +1, Swim +3; Toughness, Weapon Focus (dagger).

Possessions: dagger x2, scimitar, light crossbow, 20 bolts, masterwork leather armor, signal whistle, light wooden shield.

First Mate Aurne: male human (Suel) Exp1/Ftr1; medium humanoid (Suel human); CR 1; HD 1d6+1 plus 1d10+1; hp 11; Init +2; Spd 30; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +2; Atk +4 melee (1d4+1/19-20, masterwork barbed dagger) or +2 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d4+1/19-20, masterwork barbed dagger) or +2 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +2, Will +1; Str 12, Dex 15, Con 12, Int 13, Wis 8, Cha 11.

Skills and Feats: Balance +7, Bluff +4, Climb +4, Jump +7, Profession (Sailor) +3, Sleight of Hand +5, Swim +4, Tumble +8; Combat Expertise, Exotic Weapon Proficiency (barbed dagger), Weapon Focus (dagger).

Possessions: masterwork barbed dagger* x2, scimitar, light crossbow, 20 bolts, masterwork chain shirt, signal whistle.

* see Appendix 7 – Expanded Rules

Encounter 7: The Ship

Captain Gantin Rhosh: male human (Suel) Exp1/Brd2; medium humanoid (Suel human); CR 2; HD 1d6 plus 2d6; hp 12; Init +2; Spd 30; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +2; Atk +4 melee (1d6+1/18-20, masterwork quickblade rapier) or +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d8, light crossbow/19-20); Full Atk +4 melee (1d6+1/18-20, masterwork quickblade rapier) or +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d8, light crossbow/19-20); SA Fascinate; SQ Bardic music, bardic knowledge, countersong, inspire courage +1; AL CN; SV Fort +0, Ref +5, Will +4; Str 13, Dex 14, Con 11, Int 13, Wis 8, Cha 14.

Skills and Feats: Balance +8, Bluff +7, Climb +3, Concentration +5, Diplomacy +10, Intimidate +4, Knowledge (Geography) +5, Knowledge (Local –

Splintered Suns) +5, Perform (Singing) +6, Profession (Sailor) +3, Sense Motive +4, Swim +3, Tumble +7; Combat Expertise, Exotic Weapon Proficiency (quickblade rapier), Weapon Focus (rapier).

Spells Known (3/1; base DC = 12 + spell level): 0—*daze, detect magic, know direction, mage hand, mending*; 1st—*animate rope, inspirational boost*.*

Possessions: masterwork mithral chain shirt, dagger x2, light crossbow, 20 bolts, signal whistle, masterwork quickblade rapier*

* see Appendix 7 – Expanded Rules

Xanthan & Yyrkon – Scarlet Brotherhood Monks:

male human (Suel) Mnk2; medium humanoid (human); CR 2; HD plus 2d8; hp 13; Init +6; Spd 30; AC 15 (touch 14, flat-footed 13); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, masterwork quarterstaff) or +2 melee (1d4+1, sai) or +2 melee (1d6+1, fist) or +3 ranged (1d4+1, sling); Full Atk +3 melee (1d6+1, masterwork quarterstaff) or +2/+2 melee (1d6+1, flurry w/ masterwork quarterstaff) or +2 melee (1d4+1, sai) or +2 melee (1d6+1, fist) or +3 ranged (1d4+1, sling); SA Flurry of blows, stunning fist (DC 13); SQ Evasion; AL LE; SV Fort +3, Ref +5, Will +5; Str 12, Dex 14, Con 10, Int 13, Wis 15, Cha 8.

Skills and Feats: Balance +9, Climb +2, Jump +8, Knowledge (Arcana) +5, Spellcraft +4, Swim +3, Tumble +9; Combat Expertise, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Possessions: masterwork quarterstaff (both ends), sai, sling, 10 bullets, *bracers of armor* +1.

Note: The above stat block does not reflect any spells that Ker Nasek may cast on the monks. Depending on the amount of time the monks have before entering combat, they receive *cat's grace*, *bear's endurance* and *haste*.

Cat's grace: +4 to Dexterity. Add +2 to Reflex saves, regular and touch AC, Balance and Tumble & Initiative.

Bear's endurance: +4 to Constitution. Add +2 to Fortitude saves, and +2 hit points per hit die (APL 2: 6 extra hit points).

Haste: one extra attack on a full attack action. Add +1 to AC, Reflex save, and Attack. Add 30 feet to normal movement rates.

Encounter 8: Optional Encounter

Creature from the Far Realm: Gray Ooze; medium ooze; CR 4; HD 3d10+15; hp 31; Init -5; Spd 10; AC 5, (touch 5, flat-footed 5); Base Atk +2; Grp +3; Atk +3 melee (1d6+1, slam plus 1d6 acid); Full Atk +3 melee (1d6+1, slam plus 1d6 acid); Space/Reach 5ft./5ft.; SA Acid, constrict, improved grab; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int 0, Wis 1, Cha 1.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Note: The gray ooze in this adventure does not have the Transparent ability.

Appendix 2: APL 4

Encounter 5: On Solid Ground

Crewmember: male human (Suel) War1/Rog1; medium humanoid (Suel human); CR 1; HD 1d8+1 plus 1d6+1 plus 3; hp 13; Init +1; Spd 30; AC 14 (touch 11, flat-footed 13); Base Atk +1; Grp +3; Atk +4 melee (1d4+2/19-20, dagger) or +3 melee (1d6+2/18-20, scimitar) or +2 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d4+2/19-20, dagger) or +3 melee (1d6+2/18-20, scimitar) or +2 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ Trapfinding; AL LN; SV Fort +3, Ref +3, Will -1; Str 14, Dex 12, Con 13, Int 10, Wis 8, Cha 9.

Skills and Feats: Climb +5, Profession (Sailor) +1, Sleight of Hand +4, Swim +3, Tumble +5; Toughness, Weapon Focus (dagger).

Possessions: dagger x2, scimitar, light crossbow, 20 bolts, masterwork leather armor, signal whistle, light wooden shield.

First Mate Aurne: male human (Suel) Exp1/Ftr2/Rog1; medium humanoid (Suel human); CR 3; HD 1d6+1 plus 2d10+2 plus 1d6+1; hp 26; Init +3; Spd 30; AC 18 (touch 13, flat-footed 15); Base Atk +2; Grp +3; Atk +7 melee (1d4+1/19-20, masterwork barbed dagger) or +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d4+1/19-20, masterwork barbed dagger) or +5 melee (1d6+1/19-20, shortsword) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ Trapfinding; AL LN; SV Fort +4, Ref +5, Will +1; Str 12, Dex 16, Con 12, Int 13, Wis 8, Cha 11.

Skills and Feats: Balance +9, Bluff +6, Climb +5, Craft (Carpentry) +3, Jump +8, Profession (Sailor) +4, Sleight of Hand +9, Spot +3, Swim +8, Tumble +11; Combat Expertise, Exotic Weapon Proficiency (barbed dagger), Improved Feint, Weapon Finesse, Weapon Focus (dagger).

Possessions: masterwork barbed dagger* x2, rapier, light crossbow, 20 bolts, signal whistle, +1 mithral chain shirt.

*Appendix 7 – Expanded Rules

Encounter 7: The Ship

Captain Gantin Rhosh: male human (Suel) Exp1/Brd2/Ftr2; medium humanoid (Suel human); CR 4; HD 1d6 plus 2d6 plus 2d10; hp 26; Init +2; Spd 30; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grp +5; Atk +7 melee (1d6+2/18-20, masterwork quickblade rapier) or +5 melee (1d4+2/19-20, dagger) or +5 ranged (1d8, light crossbow/19-20); Full Atk +7 melee (1d6+2/18-20, masterwork quickblade rapier) or +5 melee (1d4+2/19-20, dagger) or +5 ranged (1d8, light crossbow/19-20); SA Fascinate; SQ Bardic music, bardic knowledge, countersong, inspire courage +1; AL CN;

SV Fort +3, Ref +5, Will +4; Str 14, Dex 14, Con 11, Int 13, Wis 8, Cha 14.

Skills and Feats: Balance +8, Bluff +7, Climb +5, Concentration +5, Diplomacy +12, Intimidate +4, Knowledge (Geography) +5, Knowledge (Local – Splintered Suns) +5, Perform (Singing) +7, Profession (Sailor) +4, Sense Motive +4, Swim +5, Tumble +7; Combat Expertise, Exotic Weapon Proficiency (quickblade rapier), Improved Disarm, Improved Feint, Weapon Focus (rapier).

Spells Known (3/1; base DC = 12 + spell level): 0—daze, detect magic, know direction, mage hand, mending; 1st—animate rope, inspirational Boost*.

Possessions: masterwork mithral chain shirt, dagger x2, light crossbow, 20 bolts, signal whistle, +1 quickblade rapier*.

*Appendix 7 – Expanded Rules

Xanthan & Yyrkon – Scarlet Brotherhood Monks:

male human (Suel) Mnk4; medium humanoid (Suel human); CR 4; HD 4d8; hp 23; Init +6; Spd 40; AC 16 (touch 15, flat-footed 14); Base Atk +3; Grp +4; Atk +6 melee (1d6+1, masterwork quarterstaff) or +4 melee (1d4+1, sai) or +4 melee (1d8+1, fist) or +5 ranged (1d4+1, sling); Full Atk +6 melee (1d6+1, masterwork quarterstaff) or +4/+4 melee (1d6+1, flurry w/ masterwork quarterstaff) or +4 melee (1d4+1, sai) or +4 melee (1d6+1, fist) or +5 ranged (1d4+1, sling); SA Flurry of blows, stunning fist (DC 15), Ki strike (magic); SQ Evasion, slow fall 20ft., still mind; AL LE; SV Fort +4, Ref +6, Will +7; Str 12, Dex 14, Con 10, Int 13, Wis 16, Cha 8.

Skills and Feats: Balance +9, Climb +4, Jump +12, Knowledge (Arcana) +5, Sense motive +8, Spellcraft +4, Swim +6, Tumble +11; Combat Expertise, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (quarterstaff).

Possessions: masterwork quarterstaff (both ends), sai, sling, 10 bullets, bracers of armor +1, ring of jumping.

Note: The above stat block does not reflect any spells that Ker Nasek may cast on the monks. Depending on the amount of time the monks have before entering combat, they receive *cat's grace*, *bear's endurance* and *haste*.

Cat's grace: +4 to Dexterity. Add +2 to Reflex saves, regular and touch AC, Balance and Tumble & Initiative.

Bear's endurance: +4 to Constitution. Add +2 to Fortitude saves, and +2 hit points per hit die (APL 4: 12 extra hit points).

Haste: one extra attack on a full attack action. Add +1 to AC, Reflex save, and Attack. Add 30 feet to normal movement rates.

Encounter 8: Optional Encounter

Creature from the Far Realm: Gray Ooze; medium ooze; CR 6; HD 6d10+49; hp 85; Init -5; Spd 10; AC 5, (touch 5, flat-footed 5); Base Atk +4; Grp +5; Atk +6 melee (1d6+2, slam plus 1d6 acid); Full Atk +6 melee (1d6+2, slam plus 1d6 acid); Space/Reach 5ft./5ft.; SA Acid, constrict, improved grab; AL N; SV Fort +9, Ref -3, Will -2; Str 14, Dex 1, Con 25, Int 0, Wis 3, Cha 3.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 20 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 20 Reflex save. The save DCs are Constitution based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Note: The gray ooze in this adventure does not have the Transparent ability.

Appendix 3: APL 6

Encounter 5: On Solid Ground

Crewmember: male human (Suel) War1/Rog1/Ftr1; medium humanoid (Suel human); CR 2; HD 1d8+2 plus 1d6+2 plus 1d10+2 plus 3; hp 24; Init +2; Spd 30; AC 15 (touch 12, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d4+2/19-20, barbed dagger) or +4 melee (1d6+2/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d4+2/19-20, barbed dagger) or +4 melee (1d6+2/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ Trapfinding; AL LN; SV Fort +6, Ref +4, Will -1; Str 14, Dex 14, Con 14, Int 10, Wis 8, Cha 9.

Skills and Feats: Climb +5, Craft (Carpenter) +1, Profession (Sailor) +2, Sleight of Hand +6, Swim +4, Tumble +6; Blind-Fight, Exotic Weapon Proficiency (barbed dagger), Improved Toughness*, Weapon Focus (dagger).

Possessions: barbed dagger* x2, scimitar, light crossbow, 20 bolts, masterwork leather armor, signal whistle, light wooden shield, *potion of cure moderate wounds*.

*Appendix 7 – Expanded Rules

First Mate Aurne: male human (Suel) Exp1/Ftr4/Rog1; medium humanoid (Suel human); CR 5; HD 1d6+1 plus 4d10+4 plus 1d6+1; hp 40; Init +4; Spd 30; AC 19 (touch 14, flat-footed 15); Base Atk +4; Grp +5; Atk +10 melee (1d4+3/19-20, masterwork barbed dagger) or +8 melee (1d6+1/18-20, rapier) or +8 ranged (1d8/19-20, light crossbow); Full Atk +10 melee (1d4+3/19-20, masterwork barbed dagger) or +8 melee (1d6+1/19-20, shortsword) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ Trapfinding; AL LN; SV Fort +5, Ref +7, Will +2; Str 12, Dex 18, Con 12, Int 13, Wis 8, Cha 11.

Skills and Feats: Balance +10, Bluff +6, Climb +7, Craft (Carpentry) +5, Jump +8, Profession (Sailor) +6, Sleight of Hand +10, Spot +3, Swim +8, Tumble +12; Combat Expertise, Exotic Weapon Proficiency (barbed dagger), Improved Feint, Quick Draw, Weapon Finesse, Weapon Focus (dagger), Weapon Specialisation (dagger).

Possessions: masterwork barbed dagger* x2, rapier, light crossbow, 20 bolts, signal whistle, +1 *mithral chain shirt*, *gloves of dexterity* +2.

*Appendix 7 – Expanded Rules

Encounter 7: The Ship

Captain Gantin Rhosh: male human (Suel) Exp1/Brd2/Ftr2/Rog2; medium humanoid (Suel

human); CR 6; HD 1d6 plus 2d6 plus 2d10 plus 2d6; hp 34; Init +6; Spd 30; AC 17 (touch 13, flat-footed 15); Base Atk +4; Grp +6; Atk +8 melee (1d6+3/18-20, +1 *quickblade rapier*) or +6 melee (1d4+2/19-20, dagger) or +6 ranged (1d8, light crossbow/19-20); Full Atk +8 melee (1d6+3/18-20, +1 *quickblade rapier*) or +6 melee (1d4+2/19-20, dagger) or +6 ranged (1d8, light crossbow/19-20); SA Fascinate, sneak attack +1d6; SQ Bardic music, bardic knowledge, countersong, evasion, inspire courage +1, trapfinding; AL CN; SV Fort +3, Ref +8, Will +4; Str 14, Dex 14, Con 11, Int 13, Wis 8, Cha 14.

Skills and Feats: Balance +8, Bluff +12, Climb +7, Concentration +10, Diplomacy +12, Intimidate +4, Knowledge (Geography) +5, Knowledge (Local – Splintered Suns) +5, Perform (Singing) +7, Profession (Sailor) +5, Sense Motive +4, Swim +7, Tumble +12; Combat Expertise, Exotic Weapon Proficiency (quickblade rapier), Improved Disarm, Improved Feint, Improved Initiative, Weapon Focus (rapier).

Spells Known (3/1; base DC = 12 + spell level): o—*daze*, *detect magic*, *know direction*, *mage hand*, *mending*; 1st—*animate rope*, *inspirational boost**.

Possessions: masterwork mithral chain shirt, dagger x2, light crossbow, 20 bolts, signal whistle, +1 *quickblade rapier**, *ring of protection* +1.

*Appendix 7 – Expanded Rules

Xanthan & Yyrkon – Scarlet Brotherhood Monks:

male human (Suel) Mnk6; medium humanoid (Suel human); CR 6; HD 6d8; hp 33; Init +6; Spd 50; AC 18 (touch 17, flat-footed 16); Base Atk +4; Grp +5; Atk +7 melee (1d6+1, masterwork quarterstaff) or +5 melee (1d4+1, sai) or +5 melee (1d8+1, fist) or +6 ranged (1d4+1, sling); Full Atk +7 melee (1d6+1, masterwork quarterstaff) or +6/+6 melee (1d6+1, flurry w/ masterwork quarterstaff) or +5 melee (1d4+1, sai) or +5 melee (1d6+1, fist) or +7 ranged (1d4+1, sling); SA Flurry of blows, stunning fist (DC 18), Ki strike (magic); SQ Evasion, purity of body, still mind, slow fall 30ft.; AL LE; SV Fort +5, Ref +7, Will +8; Str 12, Dex 14, Con 10, Int 13, Wis 18, Cha 8.

Skills and Feats: Balance +11, Climb +8, Jump +16, Knowledge (Arcana) +5, Sense motive +11, Spellcraft +4, Swim +8, Tumble +13; Combat Expertise, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weakening Touch, Weapon Focus (quarterstaff).

Possessions: masterwork quarterstaff (both ends), sai, sling, 10 bullets, *bracers of armor* +1, *ring of jumping*, *periapt of wisdom* +2.

Note: The above stat block does not reflect any spells that Ker Nasek may cast on the monks.

Depending on the amount of time the monks have before entering combat, they receive *cat's grace*, *bear's endurance* and *haste*.

Cat's grace: +4 to Dexterity. Add +2 to Reflex saves, regular and touch AC, Balance and Tumble & Initiative.

Bear's endurance: +4 to Constitution. Add +2 to Fortitude saves, and +2 hit points per hit die (APL 6: 18 extra hit points).

Haste: one extra attack on a full attack action. Add +1 to AC, Reflex save, and Attack. Add 30 feet to normal movement rates.

Encounter 8: Optional Encounter

Creature from the Far Realm: Gray Ooze; large ooze; CR 8; HD 7d10+63; hp 107; Init -5; Spd 10; AC 4, (touch 4, flat-footed 4); Base Atk +5; Grp +6; Atk +10 melee (1d8+6, slam plus 1d8 acid); Full Atk +10 melee (1d8+6, slam plus 1d8 acid); Space/Reach 10ft./10ft.; SA Acid, constrict, improved grab; AL N; SV Fort +11, Ref -3, Will -2; Str 22, Dex 1, Con 29, Int 0, Wis 3, Cha 3.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 22 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 22 Reflex save. The save DCs are Constitution based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Note: The gray ooze in this adventure does not have the Transparent ability.

Appendix 4:

APL 8

Encounter 5: On Solid Ground

Crewmember: male human (Suel) War1/Rog2/Ftr2; medium humanoid (Suel human); CR 4; HD 1d8+2 plus 2d6+4 plus 2d10+4 plus 5; hp 40; Init +2; Spd 30; AC 16 (touch 12, flat-footed 14); Base Atk +4; Grp +6; Atk +8 melee (1d4+2/19-20, masterwork barbed dagger) or +6 melee (1d6+2/18-20, scimitar) or +5 ranged (1d8/19-20, light crossbow); Full Atk +8 melee (1d4+2/19-20, masterwork barbed dagger) or +6 melee (1d6+2/18-20, scimitar) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ Evasion, trapfinding; AL LN; SV Fort +7, Ref +5, Will -1; Str 14, Dex 14, Con 14, Int 10, Wis 8, Cha 9.

Skills and Feats: Balance +6, Climb +5, Craft (Carpenter) +2, Jump +2, Profession (Sailor) +3, Sleight of Hand +8, Swim +4, Tumble +9; Blind Fight, Exotic Weapon Proficiency (barbed dagger), Improved Initiative, Improved Toughness*, Weapon Focus (dagger).

Possessions: masterwork barbed dagger* x2, scimitar, light crossbow, 20 bolts, signal whistle, light wooden shield, +1 leather armor, *potion of cure moderate wounds*.

*Appendix 7 – Expanded Rules

First Mate Aurne: male human (Suel) Exp1/Ftr4/Rog3; medium humanoid (Suel human); CR 7; HD 1d6+1 plus 4d10+4 plus 3d6+3; hp 49; Init +4; Spd 30; AC 17 (touch 12, flat-footed 15); Base Atk +6/+1; Grp +7; Atk +12 melee (1d4+4/19-20, +1 barbed dagger) or +10 melee (1d6+1/18-20, rapier) or +10 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d4+4/19-20, +1 barbed dagger) or +10/+5 melee (1d6+1/19-20, shortsword) or +10 ranged (1d8/19-20, light crossbow); SA Sneak attack +2d6; SQ Evasion, trapfinding, trapsense +1; AL LN; SV Fort +6, Ref +8, Will +3; Str 12, Dex 19, Con 12, Int 13, Wis 8, Cha 11.

Skills and Feats: Balance +10, Bluff +10, Climb +7, Craft (Carpentry) +5, Jump +8, Profession (Sailor) +6, Sleight of Hand +15, Spot +9, Swim +8, Tumble +17; Combat Expertise, Exotic Weapon Proficiency (barbed dagger), Improved Feint, Quick Draw, Weapon Finesse, Weapon Focus (dagger), Weapon Specialisation (dagger).

Possessions: masterwork barbed dagger*, rapier, light crossbow, 20 bolts, signal whistle, +1 barbed dagger*, +1 mithral chain shirt, *gloves of dexterity* +1.

*Appendix 7 – Expanded Rules

Encounter 7: The Ship

Captain Gantin Rhosh: male human (Suel) Exp1/Brd3/Ftr2/Rog3; medium humanoid (Suel human); CR 6; HD 1d6+1 plus 3d6+3 plus 2d10+2 plus

3d6+3; hp 48; Init +6; Spd 30; AC 18 (touch 13, flat-footed 16); Base Atk +6/+1; Grp +8; Atk +10 melee (1d6+3/18-20, +1 quickblade rapier) or +8 melee (1d4+2/19-20, dagger) or +8 ranged (1d8, light crossbow/19-20); Full Atk +10/+5 melee (1d6+3/18-20, +1 quickblade rapier) or +8/+3 melee (1d4+2/19-20, dagger) or +8 ranged (1d8, light crossbow/19-20); SA Fascinate, sneak attack +2d6; SQ Bardic music, bardic knowledge, countersong, evasion, inspire competence, inspire courage +1, trapfinding, trapsense +1; AL CN; SV Fort +6, Ref +8, Will +5; Str 14, Dex 14, Con 12, Int 13, Wis 8, Cha 14.

Skills and Feats: Balance +8, Bluff +14, Climb +7, Concentration +13, Diplomacy +14, Intimidate +4, Knowledge (Geography) +5, Knowledge (Local – Splintered Suns) +5, Perform (Singing) +14, Profession (Sailor) +5, Sense Motive +6, Swim +7, Tumble +14; Combat Expertise, Exotic Weapon Proficiency (quickblade rapier), Improved Disarm, Improved Feint, Improved Initiative, Staggering Strike, Weapon Focus (rapier).

Spells Known (3/2; base DC = 12 + spell level): o—daze, detect magic, know direction, light, mage hand, mending; 1st—animate rope, feather fall, inspirational boost*.

Possessions: masterwork mithral chain shirt, dagger x2, light crossbow, 20 bolts, signal whistle, +1 quickblade rapier*, ring of protection +1, amulet of natural armor +1.

*Appendix 7 – Expanded Rules

Xanthan & Yyrkon – Scarlet Brotherhood Monks:

male human (Suel) Mnk7/Occult Slayer1; medium humanoid (Suel human); CR 8; HD 7d8 plus 1d8; hp 53; Init +6; Spd 50; AC 19 (touch 17, flat-footed 17); Base Atk +6/+1; Grp +7; Atk +9 melee (1d6+1, masterwork quarterstaff) or +7 melee (1d4+1, sai) or +7 melee (1d8+1, fist) or +8 ranged (1d4+1, sling); Full Atk +9/+4 melee (1d6+1, masterwork quarterstaff) or +8/+8/+3 melee (1d6+1, flurry w/ masterwork quarterstaff) or +7/+2 melee (1d4+1, sai) or +7/+2 melee (1d6+1, fist) or +8/+3 ranged (1d4+1, sling); SA Flurry of blows, stunning fist (DC 18), Ki strike (magic); SQ Evasion, magical defense +1, purity of body, still mind, slow fall 30ft., weapon bond (quarterstaff), wholeness of body (14hp); AL LE; SV Fort +5, Ref +7, Will +10; Str 12, Dex 14, Con 10, Int 13, Wis 18, Cha 8.

Skills and Feats: Balance +11, Climb +8, Jump +16, Knowledge (Arcana) +5, Move Silently +9, Sense motive +11, Spellcraft +4, Swim +8, Tumble +14; Combat Expertise, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weakening Touch, Weapon Focus (quarterstaff).

Possessions: masterwork quarterstaff (both ends), sai, sling, 10 bullets, bracers of armor +2, ring of jumping, *peript of wisdom* +2.

Note: The above stat block does not reflect any spells that Ker Nasek may cast on the monks. Depending on the amount of time the monks have before entering combat, they receive *cat's grace*, *bear's endurance* and *haste*.

Cat's grace: +4 to Dexterity. Add +2 to Reflex saves, regular and touch AC, Balance and Tumble & Initiative.

Bear's endurance: +4 to Constitution. Add +2 to Fortitude saves, and +2 hit points per hit die (APL 8: 24 extra hit points).

Haste: one extra attack on a full attack action. Add +1 to AC, Reflex save, and Attack. Add 30 feet to normal movement rates.

Encounter 8: Optional Encounter

Creature from the Far Realm (2): Gray Ooze; large ooze; CR 8; HD 7d10+63; hp 107; Init -5; Spd 10; AC 4, (touch 4, flat-footed 4); Base Atk +5; Grp +6; Atk +10 melee (1d8+6, slam plus 1d8 acid); Full Atk +10 melee (1d8+6, slam plus 1d8 acid); Space/Reach 10ft./10ft.; SA Acid, constrict, improved grab; AL N; SV Fort +11, Ref -3, Will -2; Str 22, Dex 1, Con 29, Int 0, Wis 3, Cha 3.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 22 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 22 Reflex save. The save DCs are Constitution based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Note: The gray ooze in this adventure does not have the Transparent ability.

Appendix 5: APL 10

Encounter 5: On Solid Ground

Crewmember: male human (Suel) War1/Rog3/Ftr3; medium humanoid (Suel human); CR 6; HD 1d8+2 plus 3d6+6 plus 3d10+6 plus 7; hp 56; Init +6; Spd 30; AC 16 (touch 12, flat-footed 14); Base Atk +6/+1; Grp +8; Atk +10 melee (1d4+3/19-20, +1 *barbed dagger*) or +8 melee (1d6+2/18-20, scimitar) or +8 ranged (1d8/19-20, light crossbow); Full Atk +10 melee (1d4+3/19-20, +1 *barbed dagger*) or +8 melee (1d6+2/18-20, scimitar) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack +2d6; SQ Evasion, trapfinding; AL LN; SV Fort +8, Ref +6, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 8, Cha 9.

Skills and Feats: Balance +6, Climb +8, Craft (Carpenter) +4, Jump +2, Profession (Sailor) +3, Sleight of Hand +10, Swim +7, Tumble +11; Blind Fight, Exotic Weapon Proficiency (barbed dagger), Improved Initiative, Improved Toughness*, Weapon Focus (dagger).

Possessions: masterwork barbed dagger, scimitar, light crossbow, 20 bolts, signal whistle, light wooden shield, +1 *barbed dagger**, +1 *leather armor*, *potion of cure moderate wounds*.

*Appendix 7 – Expanded Rules

First Mate Aurne: male human (Suel) Exp1/Ftr4/Rog5; medium humanoid (Suel human); CR 9; HD 1d6+1 plus 4d10+4 plus 5d6+5; hp 58; Init +3; Spd 30; AC 21 (touch 15, flat-footed 21); Base Atk +7/+2; Grp +8; Atk +13 melee (1d4+4/19-20, +1 *barbed dagger*) or +11 melee (1d6+1/18-20, rapier) or +11 ranged (1d8/19-20, light crossbow); Full Atk +13/+8 melee (1d4+4/19-20, +1 *barbed dagger*) or +11/+6 melee (1d6+1/19-20, shortsword) or +11 ranged (1d8/19-20, light crossbow); SA Sneak attack +3d6; SQ Evasion, trapfinding, trapsense +1, uncanny dodge; AL LN; SV Fort +6, Ref +8, Will +3; Str 12, Dex 19, Con 12, Int 13, Wis 8, Cha 11.

Skills and Feats: Balance +14, Bluff +13, Climb +9, Craft (Carpentry) +7, Jump +8, Profession (Sailor) +8, Sleight of Hand +17, Spot +11, Swim +9, Tumble +17; Combat Expertise, Exotic Weapon Proficiency (barbed dagger), Flick of the Wrist, Improved Feint, Quick Draw, Weapon Finesse, Weapon Focus (dagger), Weapon Specialisation (dagger).

Possessions: masterwork barbed dagger**, rapier, light crossbow, 20 bolts, signal whistle, +1 *barbed dagger**, +1 *mithral chain shirt*, *gloves of dexterity* +2, *ring of protection* +1, *amulet of natural armor* +1, *potion of resist energy electricity* 30.

*Appendix 7 – Expanded Rules

Encounter 7: The Ship

Captain Gantin Rhosh: male human (Suel) Exp1/Brd3/Ftr4/Rog3; medium humanoid (Suel human); CR 6; HD 1d6+1 plus 3d6+3 plus 4d10+4 plus 3d6+3; hp 62; Init +6; Spd 30; AC 18 (touch 13, flat-footed 16); Base Atk +8/+3; Grp +10; Atk +12 melee (1d6+5/18-20, +1 *quickblade rapier*) or +10 melee (1d4+4/19-20, dagger) or +10 ranged (1d8, light crossbow/19-20); Full Atk +12/+7 melee (1d6+5/18-20, +1 *quickblade rapier*) or +10/+5 melee (1d4+4/19-20, dagger) or +10 ranged (1d8, light crossbow/19-20); SA Fascinate, sneak attack +2d6; SQ Bardic music, bardic knowledge, countersong, evasion, inspire competence, inspire courage +1, trapfinding, trapsense +1; AL CN; SV Fort +6, Ref +8, Will +5; Str 14, Dex 14, Con 12, Int 13, Wis 8, Cha 14.

Skills and Feats: Balance +8, Bluff +14, Climb +9, Concentration +14, Diplomacy +14, Intimidate +4, Knowledge (Geography) +5, Knowledge (Local – Splintered Suns) +5, Perform (Singing) +14, Profession (Sailor) +5, Sense Motive +7, Swim +9, Tumble +14; Combat Expertise, Exotic Weapon Proficiency (quickblade rapier), Improved Disarm, Improved Feint, Improved Initiative, Staggering Strike, Weapon Focus (rapier), Weapon Specialisation (rapier).

Spells Known (3/2; base DC = 12 + spell level): o—daze, detect magic, know direction, light, mage hand, mending; 1st—animate rope, feather fall, inspirational boost*.

Possessions: masterwork mithral chain shirt, dagger x2, light crossbow, 20 bolts, signal whistle, +1 *quickblade rapier**, *ring of protection* +1, *amulet of natural armor* +1, *ring of the ram*.

*Appendix 7 – Expanded Rules

Xanthan & Yyrkon – Scarlet Brotherhood Monks:

male human (Suel) Mnk7/Occult Slayer3; medium humanoid (Suel human); CR 10; HD 7d8 plus 3d8; hp 53; Init +6; Spd 50; AC 19 (touch 17, flat-footed 17); Base Atk +8; Grp +9; Atk +11 melee (1d6+1, masterwork quarterstaff) or +9 melee (1d4+1, sai) or +9 melee (1d8+1, fist) or +10 ranged (1d4+1, sling); Full Atk +11/+6 melee (1d6+1, masterwork quarterstaff) or +10/+10/+5 melee (1d6+1, flurry w/ masterwork quarterstaff) or +9/+4 melee (1d4+1, sai) or +9/+4 melee (1d6+1, fist) or +10/+5 ranged (1d4+1, sling); SA Flurry of blows, stunning fist (DC 18), Ki strike (magic), vicious strike; SQ Evasion, magical defense +1, mind over magic 1/day, purity of body, still mind, slow fall 30ft., weapon bond (quarterstaff), wholeness of body

(14hp); AL LE; SV Fort +6, Ref +10, Will +11; Str 12, Dex 14, Con 10, Int 13, Wis 18, Cha 8.

Skills and Feats: Balance +11, Climb +8, Jump +16, Knowledge (Arcana) +7, Move Silently +9, Sense Motive +16, Spellcraft +5, Swim +8, Tumble +14; Combat Expertise, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weakening Touch, Weapon Focus (quarterstaff).

Combat Expertise, Deflect Arrows, Improved Initiative, Lightning Reflexes, Improved Unarmed Strike, Stunning Fist, Weakening Touch, Weapon Focus (quarterstaff).

Possessions: masterwork quarterstaff (both ends), sai, sling, 10 bullets, *bracers of armor* +3, *ring of jumping*, *periapt of wisdom* +2.

Note: The above stat block does not reflect any spells that Ker Nasek may cast on the monks. Depending on the amount of time the monks have before entering combat, they receive *cat's grace*, *bear's endurance* and *haste*.

Cat's grace: +4 to Dexterity. Add +2 to Reflex saves, regular and touch AC, Balance and Tumble & Initiative.

Bear's endurance: +4 to Constitution. Add +2 to Fortitude saves, and +2 hit points per hit die (APL 10: 30 extra hit points).

Haste: one extra attack on a full attack action. Add +1 to AC, Reflex save, and Attack. Add 30 feet to normal movement rates.

Encounter 8: Optional Encounter

Creature from the Far Realm (3): Gray Ooze; large ooze; CR 9; HD 9d10+90; hp 144; Init -5; Spd 10; AC 4, (touch 4, flat-footed 4); Base Atk +5; Grp +6; Atk +11 melee (1d8+6, slam plus 1d8 acid); Full Atk +11 melee (1d8+6, slam plus 1d8 acid); Space/Reach 10ft./10ft.; SA Acid, constrict, improved grab; AL N; SV Fort +13, Ref -2, Will -1; Str 22, Dex 1, Con 30, Int 0, Wis 3, Cha 3.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 24 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 24 Reflex save. The save DCs are Constitution based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an

attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Note: The gray ooze in this adventure does not have the Transparent ability.

Appendix 6: NPCs

Ker Nasek: male human (Suel) Sor11: CR 11; Medium Humanoid (Human); HD 11d4+28; HP 57; Init +6; Spd 30; AC 16 (touch 13, flat-footed 14); Base Atk +5; Grp +5; Atk: +6 melee (1d6+1, +1 shortspear); Full Atk: +6 melee (1d6+1, +1 shortspear); SA: Spells; SQ: Summon familiar; AL NE; SV Fort +5, Ref +4, Will +7; Str 11, Dex 13, Con 14, Int 12, Wis 10, Cha 18

Languages: Ancient Suel, Auran, Common, Draconic

Skills and Feats: Bluff +14, Concentration +12 (+16 when casting Defensive), Knowledge (Arcana) +6, Knowledge (Planes) +6, Knowledge (Splintered Suns) +4, Spellcraft +14; Augment Summoning, Combat Casting, Improved Initiative, Quicken Spell, Spell Focus (Conjuration);

Sorcerer Spells Known (6/7/7/7/4, base DC = 14+spell level): 0—acid splash*, arcane mark, detect magic, light, mage hand, mending, message, prestidigitation, read magic; 1st — alarm, magic missile, shield, protection from chaos, summon monster I*; 2nd — acid arrow*, bear's endurance, bull's strength, mirror image, summon monster II*; 3rd — anticipate teleportation, dispel magic, haste, summon monster III*; 4th — lesser globe of invulnerability, greater invisibility, summon monster IV*; 5th — summon monster V*, teleport.

*) Conjuration spell, base DC = 15+spell level

Possessions: +1 shortspear, bracers of armor +3, gauntlets of ogre power, ring of protection +2, cloak of charisma +2, bag of holding type II, wand of magic missiles (CL 3rd, 30 charges)

Maridin: male human (Oeridian) Clr7; CR 7; Medium Humanoid (Human); HD 7d8; hp 38; Init -1; Spd 30ft.; AC 12 (touch 9, flat-footed 12); Base Atk +5; Grp +7; Atk +8 melee (1d8+3, trident) or +4 ranged (1d8/19-20, light crossbow); Full Atk +8 melee (1d6+3, trident) or +4 ranged (1d8/19-20, light crossbow); SA spells; AL CN; SV Fort +6, Ref +2, Will +12; Str 14, Dex 9, Con 10, Int 13, Wis 15, Cha 12.

Skills and Feats: Balance +3, Concentration +8, Diplomacy +7, Knowledge (History) +2, Knowledge (Religion) +7, Profession (Sailor) +12, Swim +8; Improved turning, Iron Will, Martial Weapon Proficiency (trident), Skill Focus (Profession).

Possessions: +1 trident, ring of swimming, holy symbol of Procan, masterwork studded leather armor, potion of cure moderate wounds, cloak of resistance +1.

Spells prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 — create water, detect magic, guidance, read magic, resistance, virtue; 1st — bless, obscuring mist*, protection from evil, magic weapon, shield of faith; 2nd — aid*, bear's endurance, bull's strength, ~~lesser restoration~~, make whole; 3rd — dispel magic, protection from energy*, water breathing; 4th — freedom of movement*, neutralise poison.

*Domain spell. Domains: Luck (reroll one roll 1/day), Water (turn fire creatures or rebuke water creatures 4/day).

Brotherhood Sailor (Non-Combatant): Human (Suel) male/female Exp1; CR 1/2; Medium Humanoid (Human); HD 1d6; hp 4; Init +1; Spd 30ft.; AC 14 (touch 11, flat-footed 13); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club) or +1 ranged (1d4+1/19-20, dagger); Full Atk +1 melee (1d6+1, club) or +1 ranged (1d4+1/19-20, dagger); AL (varies from LN to LE); SV Fort +0, Ref +1, Will +2; Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Balance +5, Climb +5, Profession (Sailor) +7, Swim +5, Tumble +5, Use Rope +5; Shield Proficiency, Skill Focus (Profession).

Possessions: Club, dagger, buckler, leather armor.

Appendix 7:

Expanded rules

Flick of the Wrist [General]

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

Source: Complete Warrior – page 99

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: 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 one additional hit point. If you lose HD (such as losing a level), you lose 1 hit point permanently.

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

Source: Complete Warrior, page 101.

Pureblooded Suel [General]

Undiluted Suloise blood flows through your veins, hearkening back to ancient empires and making you an attractive potential associate for pro-Suel Scarlet Brotherhood racists.

Benefit: Your notoriously short temper grants you a +1 bonus on Intimidate checks, while the resolve and magical aptitude of your ancestors grants you a +1 bonus on all saving throws against spells and spell-like effects. You also gain a +2 bonus on Charisma-based skills against members of the Scarlet Brotherhood.

Special: You may only select this feat at 1st level.

Availability: Human (Pure Suel).

Source: Dragon Magazine 315.

Staggering Strike

You can deliver a wound that hampers an opponent's movement.

Prerequisites: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the

same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Source: Complete Adventurer – page 112.

Weakening Touch

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, Base Attack Bonus +2.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that deals no damage, but instead applies a –6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stun effects cannot be affected by this feat.

Special: A fighter may select Weakening Touch as one of his fighter bonus feats.

Source: Complete Warrior – page 106

Anticipate Teleportation

Abjuration

Level: Sorcerer/Wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5ft./level emanation from touched creature.

Duration: 24 hours.

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays teleportation of any creature into spell's area. Any teleportation spell or effect (including all spells with teleportation description) can be anticipated, making the spells recipient instantly aware of exact location where teleporting creature will arrive (subject to restrictions below), the creature's size and how many other creatures (and their size) are arriving with it. The spell also delays the arrival of teleporting creature by 1 round, so it arrives on its own initiative count immediately before its next turn, generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature(s) do not perceive this delay.

Since teleporting creature does not necessarily arrive at precise location it intends, this spell affects a creature arriving in range, even if its original destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives recipient awareness that

a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect re-entry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while spell is in effect.

Source: Spell Compendium – page 13

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round or special; see text

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: Spell Compendium – page 124

Dagger, Barbed

Barbed daggers, as their name implies, look like normal daggers with long barbs covering the blade. The design makes the weapon more difficult to wield properly than a normal dagger, but it allows those skilled in the weapon's use to deal more damage with a well-placed attack.

If you have 5 or more ranks in Sleight of Hand and use a barbed dagger, you gain a +2 bonus on damage rolls on any successful sneak attack made with the weapon as it twists in the wound. This bonus also applies (and is therefore doubled) on successful critical hits with the weapon.

Characters proficient with the barbed dagger can treat it as a dagger for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Source: Complete Adventurer – page 115

Rapier, Quickblade

Quickblade rapiers are longer and thinner than normal rapiers, with specially tapered blades and carefully balanced pommels. The design makes the weapon more difficult to wield properly than a normal rapier, but it allows those skilled in the weapons' use to disarm opponents more easily and to feint more effectively in combat. Most quickblade rapiers are at least masterwork in quality.

If you are proficient with the quickblade rapier, you gain a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You also gain a +2 circumstance bonus on Bluff checks made to feint in combat.

You can use the Weapon Finesse feat (see page 102 of the Player's Handbook) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a quickblade rapier sized for you. You can't use a quickblade rapier in two hands to apply 1 1/2 times your Strength modifier to damage.

Characters proficient with the quickblade rapier can treat it as a rapier for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Source: Complete Adventurer – page 116

Occult Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Magical defense +1, weapon bond
2 nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3 rd	+3	+1	+1	+3	Auravision, magical defense +2
4 th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 th	+5	+1	+1	+4	Blank thoughts, magical defense +3

Hit Dice: d8

Requirements: Base Attack Bonus: +5, Knowledge (arcana) 4 ranks, Spellcraft 3 ranks: Improved Initiative, Weapon Focus (any weapon)

Class Skills: The Occult Slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features: Weapon and Armor Proficiency: Occult Slayers are proficient with all simple and martial weapons and with all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability

to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a *nondetection* spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Appendix 8:

Narrative Naval Combat Rules

Initiative and advantage

In a narrative combat, you determine initiative normally. However, ships don't move on the turns of specific characters in the initiative order - instead, at the end of each round you will update the ships' positions relative to each other. In effect, you can assume that over a single round the character (or characters) engaged in steering or otherwise controlling a ship perform numerous small tasks and adjustments that have a cumulative effect tallied at the end of the round.

The movement step at the end of the round follows all character actions for the round, and consists of the following steps:

5. Check for advantage, if necessary.
6. Opposing ship declares heading and speed.
7. Advantaged ship declares heading and speed.
8. Ships Move. Adjust the ships' range based on the declared headings.
9. Opposing ship resolves special maneuvers, if any.
10. Advantaged ship resolves special maneuvers, if any.
11. Round ends.

The Advantage

During any naval battle, one vessel or the other possesses the advantage. The advantage might reflect a ship in a superior sailing position (upwind of its foe, for example), a nimble ship that enjoys more room to maneuver in restricted waters, or simply a vessel handled by a more experienced captain.

Determining Advantage: At the beginning of a naval encounter, the commanders of each vessel involves make opposed advantage checks to determine who holds the advantage at the outset of the battle. An advantage check is a Profession (sailor) check, modified by the vessel's shiphandling bonus.

Keeping Advantage: Once advantage has been established, it remains with the winner until one of the following events takes place, at which point a new advantage check is made.

- The commander with advantage does not spend a standard action to actively command his vessel.
- The vessel with the advantage is holed.
- The vessel with the advantage has a rigging section destroyed.
- The vessel without the advantage successfully performs the come about maneuver.

- The vessel with the advantage fails on an attempt to perform a grapple, ram, or shear special maneuver.

Holding the advantage means that you get to choose your maneuvers in response to your adversary's movements. You are also more effective at closing or opening the range.

Actions

Most of the characters on board a ship in a fight are free to act as they choose. They can move about the decks, cast spells, make missile attacks, wait for an opportunity to board, or do whatever they think best during their turn each round. However, some individuals on board a ship must devote some amount of their actions each round toward controlling the ship.

Captain, Master, or Commander: The individual in command of the vessel must use a standard action each round to direct the actions of the crew and observe the enemy's actions. No specific skill check is necessary. If the commander fails to use at least one standard action in the course of the round to direct the ship's movement, he cannot direct the helmsman to change heading or the watch to change speed, or order the ship to perform any special maneuvers. In addition, if he currently holds the advantage, his failure to command means that the opposing captain gains a new advantage check in the movement step at the end of the round (as long as the opposing captain did use a standard action to command).

Helmsman: The individual in charge of steering the vessel must use a standard action each round to make course changes as directed by the commander. If the helmsman fails to use a standard action to steer, the ship cannot make heading changes in the movement step following the current round.

Oarsmen: A ship being rowed requires that the oarsmen use full-round actions to man the oars. If the minimum number of rowers necessary do not spend their rounds rowing, the ship's speed falls to zero and it cannot make heading changes in the movement step following the current round.

The Watch: Every vessel has some number of sailors who must spend a standard action each round operating the vessel - keeping the sails in trim and adjusting the rigging. If the minimum number of crew needed on watch do not use standard actions to attend to the ship, the vessel cannot make speed changes in the movement step following the current round.

Maneuvering

Your ship's position relative to the enemy vessel has only five significant components: the range between your ships, your heading, your speed, the enemy's heading, and the enemy's speed.

Range

The range between two ships dueling at sea is crucially important in determining what spells, weapons and tactics they can use against each other. Thrown spears or close-range spells pose little threat to enemy crewmen on a ship 500 feet away. Determining just how close you want to get to an enemy ship (and how close you want to let them get to you) is a complicated challenge for any captain.

At the end of each round of combat, update the range based on each ship's heading and speed. Two ships closing on each other at a combined speed of 60 feet per round will naturally reduce the range by 60 feet each round until they collide or pass each other, at which point they'll open the range by 60 feet each round unless one or the other decides to come about.

Opening Range: If you don't know what range to set for the beginning of the battle based on the circumstances of the encounter, you can assume a typical battle begins at a range of $(2d6+2) \times 100$ feet.

Heading

Basically, there are three directions a ship can be facing relative to the enemy vessel: closing, holding or opening.

Closing: The ship is generally pointed at the enemy vessel and is trying to get closer. Weapons that bear forward can be fired at the enemy. Enemy attacks target the bow of the ship.

Holding: The ship is maintaining its position. It might be drifting in the water or sailing along some course that doesn't really close or open the range, simply maneuvering at a relatively constant distance from the enemy ship. You can choose whether your bow, stern, port side or starboard side faces the other vessel. Weapons that bear in that direction can fire at the enemy, and enemy attacks target that part of your ship.

Opening: The ship is pointed away from the enemy and is trying to open the range between the two vessels. Weapons that bear aft can be fired at the enemy. Enemy attacks target your ship's stern.

Speed

You can set your ship's speed at any value up to your ship's maximum speed based on the current conditions. Oared vessels can assume any speed they like from round to round, limited only by their maximum speed, provided there are sufficient rowers to move the vessel.

Sailing ships do not accelerate or with the same ease. A sailing vessel can only change its speed by 10ft per turn (up to its maximum current speed based on

the wind and current). It must have a sufficient number of sailors on watch who use actions to help adjust rigging, raise or furl sails, and attend to other such tasks. A sailing ship's maximum speed is based on its movement rate and the strength of the wind and current.

Sprinting: The rowers of a vessel can pick up the pace for a quick sprint but risk exhaustion soon afterwards. An oared vessel can add 50% to its speed for up to 10 rounds, but after such a sprint the rowers are fatigued and the ship is reduced to half speed for as long as the rowers are fatigued.

Movement

In the narrative combat system, ship movement is simply a set of declarations at the end of each combat round: Do you want to get closer to the enemy, and which way do you want to be facing?

If you hold the advantage, your opponent must declare his heading first (closing, holding or opening). You then declare your heading after you have observed your opponent's heading.

After both ships have declared their heading, adjust the current range between ships accordingly:

Advantage heading

Opponent heading

	Close	Hold	Open
Close	Minus Sum	Minus Adv. Speed	+/- Difference
Hold	Minus 1/2 Opp. Speed	No Change	Plus 1/2 Opp. Speed
Open	+/- Difference	Plus Adv. Speed	Plus Sum

Minus Sum: Add the speeds of the two ships together and reduce the range by this much.

Minus Adv. Speed: Reduce the range by the speed of the ship holding the advantage.

+/- Difference: Change the range by the difference in the two ship's speed, as the situation warrants. If the faster ship is closing on a slower ship, reduce the range; if the faster ship is opening on a slower ship, increase the range.

Minus 1/2 Opp. Speed: Reduce the range by 1/2 of the speed of the ship that does not currently hold the advantage.

Plus 1/2 Opp. Speed: Increase the range by 1/2 of the speed of the ship that does not currently hold the advantage.

Plus Adv. Speed: Increase the range by the speed of the ship holding the advantage.

Plus Sum: Add the speeds of the two ships together and increase the range by this much.

It's possible that you can wind up reducing the range to 0 or less. When this happens, the ship with the advantage has the opportunity to attempt a ram, grapple or shear; See Special Maneuvers, below. If the

ship with advantage chooses not to ram, then any negative range indicates that the faster vessel passes the other (an ideal opportunity for grappling and boarding; see below). If the negative distance is larger than the length of the ships, then the active ship is now past the other by the appropriate distance. Whichever ship was previously closing (possibly both) is now opening; if one ship was previously opening when it was overtaken, it is now closing.

For example, two ships begin the round 40 feet apart. Both are closing, one at a speed of 20 feet, the other at a speed of 40 feet. The sum of those speeds is 60 feet, so at the end of the round, the distance has been reduced to -20 feet. If both ships were only 10 feet long, this means the ships have gone past each other by 10 feet, and since both were closing before, both are opening now - they're stern-on each other and drawing apart. If at least one ship is 20 or more feet long, the ships end that turn alongside each other.

Special maneuvers

You can order your ship to attempt a special maneuver in the movement step. You can attempt to come about, grapple, escape a grapple, ram, or shear. A ship can attempt only one special maneuver per round.

Come About: You put the helm hard over and try to change your course quickly. Reduce your speed by 10 feet and choose a new heading. If you do not currently hold the advantage, you can attempt a DC 15 Profession(sailor) check to force an immediate advantage check against your opponent.

Grapple: If you have the advantage and close to within 20 feet of your adversary (or have actually gone past your adversary but are still within 20 feet) you can attempt to grapple. If the opposing captain accepts the grapple, the attempt is automatically successful. If the opposing captain does not want to be grappled, you make an opposed Profession(sailor) check modified by your ship's shiphandling bonus. If you equal or beat your opponent's check, the two ships are grappled.

Grappled ships fall to zero speed. During the next movement step, your ships will be adjacent to each other (enthusiastic boarders can try to swing, swim or jump the gap between the vessels in the round before the ships are adjacent).

Escape a Grapple: You can attempt to free your ship of a grappling ship and get underway again. You must succeed on an opposed Profession(sailor) check against the opposing captain, but the captain attempting to maintain the grapple gains a +4 bonus on her check, and the captain trying to escape takes a -4 penalty on his check. If the escape attempt succeeds, the escaping ship's speed increases by 10 feet, assumes the heading the captain has chosen, and is no longer grappled.

Ram: If you have the advantage and close to within 0 feet of your adversary you can attempt to ram. If your opponent wants to accept the ram, your attempt is automatically successful. Otherwise, you must equal

or beat his Profession(sailor) check, modified by each ship's shiphandling bonus.

If the ramming attempt is successful, you deal ramming damage as appropriate for your ship and speed. For example, if your ship deals 3d6 points of damage per 10 feet of speed and is traveling at a speed of 30 feet when you strike, you deal 9d6 points of damage. If the ship you ram has an opening heading, reduce the damage you deal and take by 50% (you were overtaking your foe from the rear, and have less relative speed at the moment of collision).

If your ship is equipped with a ram, you take half the damage you deal with your ramming attempt; otherwise you take the same damage you deal. Both ships drop to zero speed and are now grappled.

Shear: If you have the advantage and close to within 10 feet of your adversary (or actually go past your opponent), you can attempt to shear off her oars, if she has any. If your opponent wants to accept the shear, your attempt is automatically successful. If she doesn't, you must equal or beat her Profession (sailor) check, modified by the ship's respective shiphandling bonuses.

If you successfully shear your opponent's oars, her speed is reduced to zero, and she cannot change speed until she puts out new oars, which takes three full rounds. The ship can still change heading, but it is spinning in place and not making any headway.

Attacking

The most effective way to bring the fight to the enemy is to get alongside and board his ship. However, circumstances might dictate that you try to defeat him at a distance with magic, artillery, or missile fire. At the very least, your ranged attacks can kill or injure enough of the enemy crew that your ensuing boarding action will be easier than it otherwise would be.

A ship is composed of a number of *hull sections* and a number of *rigging sections*. When you attack a ship, you attack a section at a time. A ship section is an inanimate object. Its AC is usually very low, but it has hardness and is also protected by the fact that many weapons and forms of attack deal only partial damage to objects.

Targeting the Ship: If you don't particularly care which section of the ship you can hit, you can fire at the ship using its overall AC. A ship's overall AC is normally 2 or 6 points worse than its section AC, depending on the ship's size. If you score a hit, you hit a randomly determined section. Against a large ship, you'll find it difficult to accumulate enough damage to one section to hole it, because you'll be scattering your damage over a number of random sections.

Targeting a Section: To target a particular section, you fire at the enemy ship using that section's AC. The ship's section AC is better than its overall AC, but you have the advantage of concentrating your damage on one section at a time, which can hole the enemy vessel more swiftly.

Attack Form	Damage
Melee weapon, piercing	full
Melee weapon, other	full
Ranged weapon, Small or Medium	none
Ranged weapon, Large	half
Siege engine, ballista	half
Siege engine, other	full
Acid	half
Cold	quarter
Electricity	half
Fire	half
Force	full
Sonic	full

Ranged weapons

Most missile weapons are not effective against shipboard sections. You can't shoot through a ship's hull by peppering it with arrows or sling bullets. However, ranged weapons of size Large or greater are effective enough to deal half damage to a ship.

Siege Engines

Siege weapons are described on pages 99-100 of the *Dungeon Master's Guide*. In general, they're not terribly effective against other vessels; it's hard to score a hit against a moving opponent unless you are armed with ballistae, bombards or other direct-fire weapons. If you want to defeat another ship in a hurry, use powerful magic or ram and board them.

Siege engines cannot be fired if a ship is taking heavy rolls or water over the decks. **Direct fire:** You make ranged attack rolls and fire directly at the entire enemy ship, a specific section, or a specific creature on board, as you choose. If your attack misses, you hit nothing.

Indirect fire: You make a special attack to fire an indirect fire weapon. The DC of the check is 15+target's AC(overall or section, depending on what you are targeting), +5 if the firing platform is moving, +5 is the target is moving. For most ship-to-ship battles, the DC is 22.

Your check is a d20 roll modified by your base attack bonus, Intelligence modifier, the range increment, and the cumulative bonus for previous shots, as described on page 100 of the *Dungeon Master's Guide*. Maneuvers on the part of either the target ship or the firing ship (any change of heading or speed) interrupt the bonus for successive shots at the same target. After any maneuver, you must begin again with no bonus for previous shots.

If the check succeeds, you hit the section you were aiming at (or a randomly determined hull section if you were firing at the overall ship).

If the check fails, you might or might not miss altogether. If you were firing at the overall AC, you miss outright. If you were firing at a specific hull section, you miss that hull section. If your check result couldn't hit the ship's overall AC, you miss outright. If

your check was good enough to hit the ship's overall AC but not the section AC, your shot can still hit. Roll 1d8 to determine the direction of the miss; a 1 falls short(back toward the firing weapon), with 2 through 8 counting clockwise around the target square (a square in the target hull section). Count 1d4 squares away from the target square for every range increment of the attack.

Magic

When you attack a ship with magic, you can choose which hull section you will hit. You must be able to see the hull section to target it; for example, you can't attack the bow of a ship that has an opening heading, because it's pointed away from you.

Vessels count as unattended objects, even if they're occupied by someone. They never make saving throws, however; their save bonuses are equal to 2+1/2 the caster level.

Damaging spells affect all hull sections in the area. Spells with unusual or noteworthy effects in naval combat include the following:

Acid Fog: If you cast this on an enemy ship, the cloud does not move with the ship. However, the solid fog effect reduces the ship's speed to 5 feet per round as long as any part of the ship remains within the fog.

Animate Objects: An animated vessel can't attack characters who are on board, but it otherwise moves as the caster directs.

Animate Rope: Ships have plenty of rope at hand. You can use this spell to much around with an enemy's rigging, which reduces the enemy vessel's speed by 5 feet for the spell's duration.

Cloudkill: The cloud does not move with the enemy ship, unless the ship is opening at a speed of 10 feet per round (in which case the vapors are moving away from you at the same speed that the enemy ship is moving away from you).

Control Water: The enemy ship cannot move for as long as the spell lasts. The ship must succeed on a seaworthiness check (DC equal to your caster level) or founder.

Control Winds: The area is stationary once created, so it does not move with an enemy ship (although it might very well prevent an enemy ship from moving). The spell does not persist long enough to raise the waves a long-lasting wind raises and therefore does not force the enemy vessel to make a foundering check.

Earthquake: This spell has no effect in open waters.

Evard's Black Tentacles: The tentacles do not attack ships, but they can attack crewmembers on ships that pass within reach

Fire Seeds: The acorn grenades can start a fire.

Fire Storm: This spell does not start fires-

Fireball: The fireball can start a fire.

Flame Arrow: A flame arrow can start a fire.

Flame Blade: If you attack the ship with the blade, you can start a fire.

Flame Strike: This spell does not start fires.

Flaming Sphere: The spell can start a fire. If you attempt to direct it across open water, you must succeed on a DC 22 Spellcraft check or the sphere is extinguished.

Fog cloud: The cloud does not move with the enemy ship.

Gate: Ships of Colossal size are too big to pass through the gate created by this spell.

Gust of Wind: You can direct the gust at your own ship to increase your speed, in which case the wind is considered Severe (a x3 modifier to your ship's sailing speed, if the master succeeds on a DC 15 Profession (sailor) check) for the next two movement steps. You can direct the gust at an enemy vessel, creating a headwind it can't sail against for the next two movement steps. The gust does not persist long enough to raise the waves a long-lasting severe wind raises and therefore does not force the enemy vessel to make a foundering check.

Heat Metal: This spell can start fires in rounds 3-5 of the spell.

Incendiary Cloud: See *cloudkill*. This spell does not start fires.

Invisibility sphere: You can cast this spell on a vessel of Huge size or smaller to conceal the vessel and all on board.

Ironwood: Any boat is far too large to be created with this spell.

Lightning Bolt: The bolt can start a fire.

Magic Missile: This spell cannot damage objects.

Meteor Swarm: This spell can start a fire.

Mind Fog: The cloud does not move with the target ship.

Obscuring Mist: The cloud does not move with you.

Otiluke's Freezing Sphere: If you create ice that touches the enemy vessel's hull along at least 50% of its length on one side (or surrounds the ship altogether), its speed falls to zero for the duration of the spell.

Passwall: You hole one section of the enemy ship. The section counts as destroyed (as if destroyed by damage), but when the spell ends it is restored to normal condition.

Polymorph any Object: Any vessel of Huge size or larger is too big to be affected by this spell.

Prismatic Spray: The energy damage dealt by this spell does not start fires.

Produce Flame: The flames can start a fire.

Pyrotechnics: The smoke cloud does not move with the ship.

Quench: This spell is useful for putting out fires, of course.

Repel Wood: A ship you are standing on is not affected, but any wooden vessel approaching within 60 feet of you is.

Reverse Gravity: A vessel does not fall out of the water unless you can completely enclose it in the spell's area, although people and loose objects on board might fall off the decks. If you can affect a whole vessel, the ship must make a foundering check (DC equal to 10+2 per 10 feet it "falls") or founder when it

comes back down.

Rusting Grasp: This spell holes one hull section of an iron-hulled vessel.

Scorching Ray: This spell does not start fires.

Shatter: You can't damage a vessel with this spell.

Solid Fog: See *acid fog*.

Stinking Cloud: See *fog cloud*.

Storm of Vengeance: The storm does not move with the target vessel (although a target vessel can require some number of rounds to sail out from under it due to the spell's large area).

Sympathetic Vibration: You attack one section at a time with this spell.

Wall of Fire: This spell does not start fires.

Wall of Force: A ship that runs into a wall of force is reduced to zero speed and takes damage as if it had been in a collision.

Warp Wood: You can't damage a ship with this spell; the area affected is too small.

Attacks on the crew

Many spells are directed at an enemy crew and affect the rest of the ship as an afterthought. *Fireball* is perhaps the best example of this - the real point of a *fireball* is to kill or incapacitate a number of enemy crewmen quickly; if it damages some hull sections and sets the ship on fire, all the better.

On the main deck, the gunwales provide cover (+4 bonus to AC, and +2 bonus on Reflex saves) against attacks originating from outside. Characters inside the sterncastle or forecastle, or fighting through a port, hatch or window, enjoy improved cover (+8 bonus to AC, and +4 bonus on Reflex saves) against attack from outside.

Crew Losses: Losing able-bodied crew members makes it more difficult to handle a ship, depending on their assigned tasks.

Rowers: If an oared vessel falls below the minimum number of rowers needed to man the oars, reduce its speed by one-half. If the vessel falls below half of the minimum number of rowers needed, reduce its speed to 5 feet per round.

Watch: If a sailing ship falls below the minimum number of sailors on watch, its shiphandling modifier is reduced by -4. If the vessel falls below half the minimum number of rowers needed, its shiphandling bonus is reduced by -8 and it can no longer change speed. If the ship changes heading, its speed is reduced by 10 feet per heading change - without sailors to adjust the sails and rigging, the ship is no longer sailing in an efficient trim.

Fires

Wooden ships are not floating tinderboxes (at least, not until the introduction of powder magazines). Fires can and do destroy ships, but it usually takes more than a single *flaming sphere* to start an unstoppable fire. When a ship is exposed to an effect that can start a fire (a fire spell of the right type, *alchemist's fire*, etc.) make a fire

check. This is an unmodified d20 roll; the DC is determined as shown below. Spells that cause an instantaneous blast of fire usually don't set inanimate objects on fire, whereas fire spells that burn for multiple rounds are more likely to start a shipboard fire.

DC	Fire Check Cause
5	Struck by a flaming arrow
8?	Struck by alchemist's fire or a firebomb
15	Struck by a firespout
10+spell level	Attacked by ongoing fire spell or effect
Save DC	Attacked by monster with a <i>fire aura</i> , breath weapon or similar fire ability

If the affected ship equals or betters the DC, it is not on fire by the attack. Ships prepared for battle (sails and lines wet down, buckets of sand and water close at hand) gain a +4 bonus on this check.

When a ship catches fire, half of the squares exposed to the attack (minimum 1 square) ignite. A burning square is on fire, dealing 2d6 points of damage per round to any character who enters the square. Each round that the fire burns, roll d%: 1-10, 1 square of the fire dies out; 11-75, no change; 76-100, the fire spreads to 1 adjacent square (a fire typically spreads to 1 new square for each 4 squares currently burning).

As a full-round action, a character can attempt to extinguish a fire in an adjacent square by beating it out, stomping it, scattering burning materials, dousing the flames with sand or water, and similar efforts. A DC 10 Strength check extinguishes 1 square; a DC 20 check extinguishes 2 squares. A *create water* spell extinguishes 1 burning square per 4 gallons created (minimum 1 square). *Quench* extinguishes all burning squares in its area.

Damage, Sinking and Repair

Damaging a ship means damaging one or more of its hull sections or rigging sections. A ship can accumulate several different states of damage, as shown below:

Damaged: One hull section is reduced to 50% of its hit points or less. A ship that is damaged loses 5 feet from its base speed.

Severely Damaged: Two or more hull sections are reduced to 50% of their hit points or less. A ship that is severely damaged loses 10 feet from its base speed (this is not cumulative with the speed lost from being damaged).

Holed: One hull section is destroyed (reduced to 0 hit points). When a hull section is destroyed, all hull sections adjacent to that section are weakened, and immediately reduced to 50% of their normal hit points in the following round. This collateral damage can cascade across a ship from round to round and section to section, possibly destroying more sections in succession if they were sufficiently damaged to begin with.

A holed ship is severely damaged (see above), since the destruction of a section and the damage dealt to the neighboring sections meet the criteria for that condition as well. Each time a ship is holed, it must make a sinking check (see below).

A vessel with at least 25% of its sections destroyed has been demolished, and sinks immediately.

Rigging Damaged: If a section of the ship's rigging is reduced to 50% of its hit points or less, the rigging is damaged. The ship loses 5 feet from its base speed.

If two or more sections of rigging are damaged, the wind is treated as one category lighter than its actual strength; the ship can't capture the wind as well as it should.

Dismasted: If a rigging section is destroyed, the ship is dismasted. Unlike hull damage, rigging damage does not spread to adjacent sections. If the vessel possesses only one mast, it can no longer sail. If it possesses two or three masts, its base sailing speed is reduced by 10 feet (this is not cumulative with the penalty for damaged rigging). A dismasted ship takes a -4 penalty on shiphandling checks if it is missing 1 out of 3 masts, or a -8 penalty if it is missing 1 out of 2 or 2 out of 3 masts.

A sailing ship that has been completely demasted typically becomes a derelict.

Sinking

When a ship is holed (a hull section is destroyed), it is at risk of sinking. Minor damage to the hull can produce leaks and a fair amount of nonthreatening flooding, but a destroyed section represents a mortal threat to a ship.

Each time a ship is holed, the commander must make a sinking check. This is a Profession(sailor) check modified by the ship's seaworthiness rating. The DC is 15, +4 for each hole after the first. For example, the sinking check DC for a ship holed for the third time is 23.

On a successful check, the ship is not in immediate danger of going down. However, the captain must make a new sinking check 1 hour later, and once per hour after that until the damage is repaired or the ship sinks. Some captains deliberately ground their ships in such straits, given the opportunity, or else use the time to launch the lifeboats.

On a failed sinking check, the ship begins to sink (see Sinking and Shipwreck, page 12). A ship normally requires d% minutes to sink, but if the ship lost 25% or more of its hull sections, reduce this to 1d6 minutes.

Repairs

Controlling damage and patching or repairing damaged hull sections is a crucial task on board any ship.

Repairing a Damaged Section: Repairing a damaged section requires a Craft check (carpentry for wooden ships, armorsmithing for metal ships, or

sailmaking for rigging) and 1 minute of uninterrupted work. For every point by which the check result exceeds 19, 1 hit point is restored to the damaged section. Only the character leading the repairs makes a skill check, any other people assisting use the aid another action to increase his or her Craft check result. Normally, a crew of three to five carpenters and assistants tackles any minor damage of this sort.

Shoring a Weakened Section: A section that has lost hit points due to the destruction of an adjacent section can be shored up. Shoring requires 1 minute of uninterrupted work and a DC 25 Craft check. If successful, half the hit points lost due to the destruction of the adjacent section are repaired. For example, if a ship has 60 hit points per hull section, a weakened section loses 30 hit points when the section next to it is destroyed. A successful shoring effort repairs 15 hit points, restoring it to 45 points. From that point on, it must be repaired normally.

Repairing a Destroyed Section: A section that has been destroyed is more difficult to repair, requiring time and money. The cost of the repairs in gold pieces are equal to the number of sections divided by the total number of sections times half the ship's cost. Each repair crew makes a DC 20 Craft check once per day; on a successful check, the crew repairs 100 gp worth of damage. The crew repairs 200 gp worth of damage if they have access to a dock or small repair shop, or 500 hp worth of damage if the vessel is in a large shipyard.

Statistics for ships

Size: The size of the vehicle, using the same size categories as creatures do.

Seaworthiness: The ship's overall sturdiness. This modifier is applied to any Profession (sailor) checks the captain or master makes in order to avoid foundering, sinking, and hazards that large, well-built vessels avoid more easily than small and frail ones.

Shiphandling: The ship's agility and nimbleness. This modifier is applied to all Profession (sailor) checks the captain or master makes in order to avoid collisions, come about, sail close to the wind, and other situations that small, swift vessels avoid more easily than large and clumsy ones.

Speed: The ship's speed and its nautical maneuverability rating.

Wind: Sailing vessels have a base speed, which is then modified by wind strength. For example, a ship with a speed of "wind x 15 feet" has a speed of 15 feet if the wind speed modifier is x1, 30 feet if the modifier is x2, or 45 feet if the modifier is x3. See Wind and Weather, page 22.

Oars: The ship's speed while being rowed.

Overall AC: The AC of the ship as a whole. Ships of Huge size or larger rarely use this, since an attacker targets a single hull section at a time when attacking a Huge or larger ship.

Hull Sections: The number of hull sections the ship possesses.

Sink: The number of destroyed hull sections necessary to sink the ship outright. A ship can sink from the destruction of a single hull section, but it is not automatic.

Section hp: The number of hit points and the hardness of each hull section.

Section AC: The Armor Class of each hull section.

Rigging Sections: The number of rigging sections the ship possesses. Generally, each rigging section is equal to one mast.

Rigging hp: The number of hit points and the hardness of each rigging section.

Ram: The damage dealt by the vehicle per 10 feet of speed it currently possesses if it rams another object. For example, a ship with a base ram damage of 3d6 deal 3d6 points of damage if moving at a speed of 10 feet, 6d6 at a speed of 20 feet, 9d6 at a speed of 30 feet, and so on.

Mounts: The number of weapons the ship can mount. A light mount is suitable for a ballista; a heavy mount is suitable for a catapult.

Space: The length and width of the area taken up by the ship.

Height: The height of the main deck above the waterline. Most large vessels will have deckhouses, forecastles, or sterncastles that are above this level.

Watch: The number of crewmembers necessary to make course changes, adjust for wind changes, and generally handle the ship. Usually the watch consists of a helmsman, a lookout or two, and a small number of deckhands who can go aloft to change the set of the sails as necessary. On an oar-powered vessel, the watch includes the number of rowers necessary for the ship to make use of its full oared speed.

Complement: The number of crewmembers, passengers, and soldiers who can be carried by the vessel for extended voyaging. For a short voyage (a day or less) a ship might be able to cram two or three times this number of people on board.

Cargo: The capacity of the vehicle's hold, in tons (1 ton = 2000 pounds). Most ships are slowed to 3/4 normal speed if carrying half this load or more.

Cost: The vehicle's cost in gold pieces.

Caravel (Sailing Ship)

A caravel is a typical sailing ship and Danour is one as well. If the characters own any ships, it will most likely be a sailing ship. This information is included here for reference. Other ship information can be found in Stormwrack and Arms & Equipment Guide.

The caravel is a seaworthy, nimble ship that can handle long ocean crossings. It has a small forecastle and sterncastle, and three masts. A caravel is a smooth-hulled, full-decked vessel built on a strong internal frame. It is a relatively advanced design, and not every seafaring people have the skills and knowledge to build one.

The sailing ship mentioned under Transport in Chapter 7 of the *Player's Handbook* is a caravel.

Caravel: Colossal vehicle; Seaworthiness +4; Shiphandling +2; Speed wind x 30ft. (average); Overall AC -3; Hull sections 24 (sink 6 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0); AC 1; Ram 4d6; Mounts 2 lights and 1 heavy; Space 60ft. by 20ft.; Height 10ft. (draft 10ft.); Complement 30; Watch 7; Cargo 120 tons (Speed win x 15ft. if 60 tons or more); Cost 10,000 gp.

Regional rules

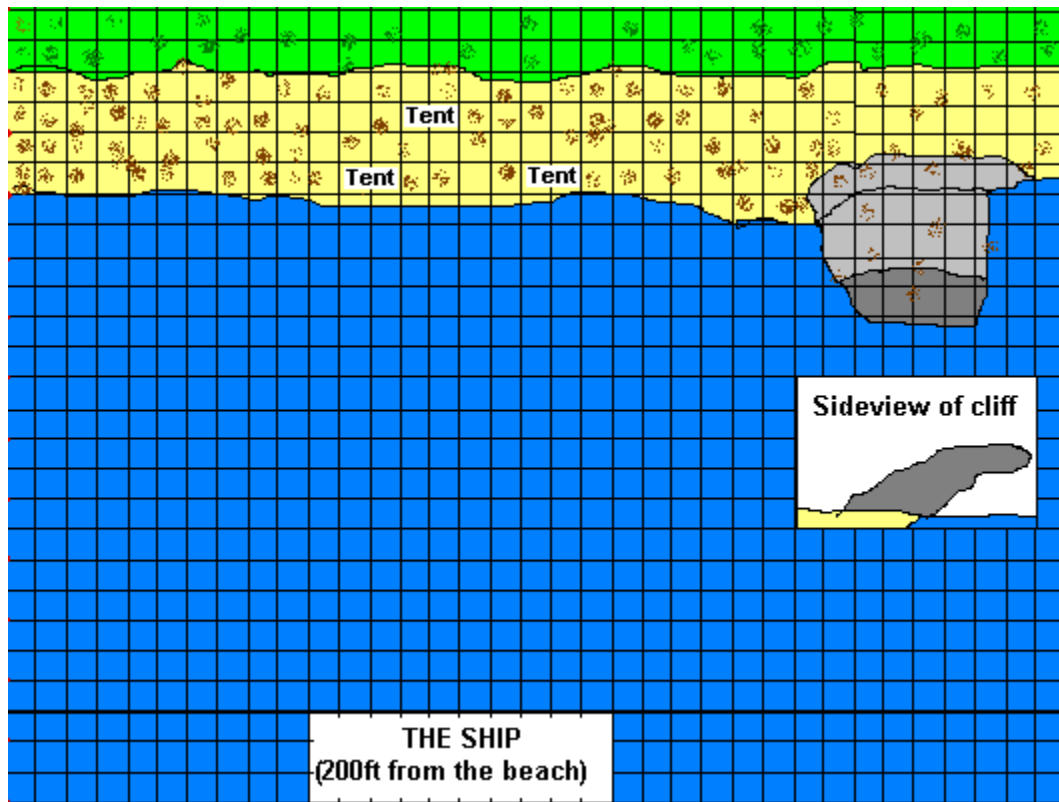
Sailors: In case the PCs have their own ship, they are going to have sailors onboard it. Unless they have campaign documentation indicating otherwise, use the following statistics. All sailors speak Common unless the PC owning the ship decides otherwise. Any ship that PCs bring along will have twice the number of watch of sailors present (for example, a Caravel has 14).

Sailor: Human (Oeridian/Suel) male/female Exp2; CR 1; Medium Humanoid (Human); HD 2d6; hp 8; Init +1; Spd 30ft.; AC 14 (touch 11, flat-footed 13); Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club) or +2 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6+1, club) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +0, Ref +1, Will +3; Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Balance +8, Climb +6 (+8 with rope), Jump +3, Profession (Sailor) +8, Swim +5, Tumble +6, Use Rope +6; Shield Proficiency, Skill Focus (Profession).

Possessions: Club, dagger, buckler, light crossbow, 10 bolts, leather armor.

Players' Handout 1: Map of the Beach



Notes about the map: 1 square is 5ft x 5ft. The ship's position and distance have been indicated as text rather than drawing a full size map. The cliff is 20ft high on top.
The beach continues in both directions.

Player's Handout 2: Documents of Gantin Rhosh

The document is dated Coldeven 6111 of the Suel Calendar (596 of Common Year)

Shar, brother Rhosh.



As you must be well aware, the Kingdom of Shar has suffered a terrible setback in the Obedient State of Onnwal. Local rabble and servants of the Nightingale Throne forces defeated our forces in Scant. Even our mutual friend Maranafel Toktot was slain. Should the persons responsible be encountered, they are to be executed immediately.

I digress, my apologies for that. The rabble of Onnwal is of no concern. Most likely they will fall upon each other now, fighting over the ruins of Scant, and should not be considered a threat at least for several years. However, the Nightingale Throne has repeatedly demonstrated its powers in naval actions against our Pomarji allies and even against ships of the Shar and Duxchan.

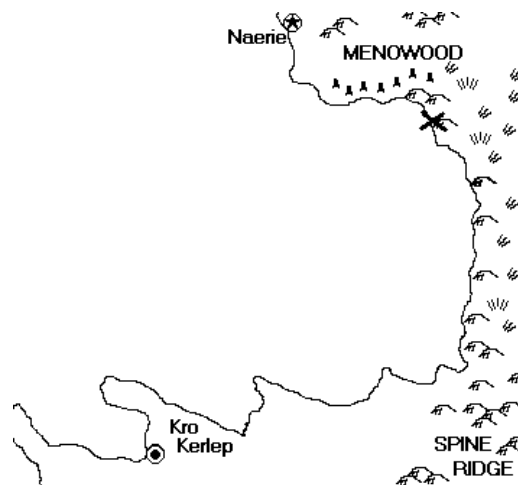
This increased presence near the homelands of the Shar is simply intolerable. We are taking measures against this to increase our holdings near the Obedient State of Idee (as it should rightly be known) with a naval base near the border of Idee and Spine Ridge. The location is show below.

Ker Nasek (you might have heard of his accomplishments in Idee and Onnwal) managed to evacuate from Onnwal and flee to the Pomarj. Your mission is to take him to our naval base. He might be able to get there through magical means but he has managed to acquire a creature of great strength while in Pomarj and he is needed to keep it under control.

Your sister ship Ilmana will deliver more hochebii troops into the naval base, along with slave workers and supplies. I am not sure how the situation here in the Pomarj will develop now that the slave lords have returned. Hopefully the Empire of Shar will find a willing ally here.

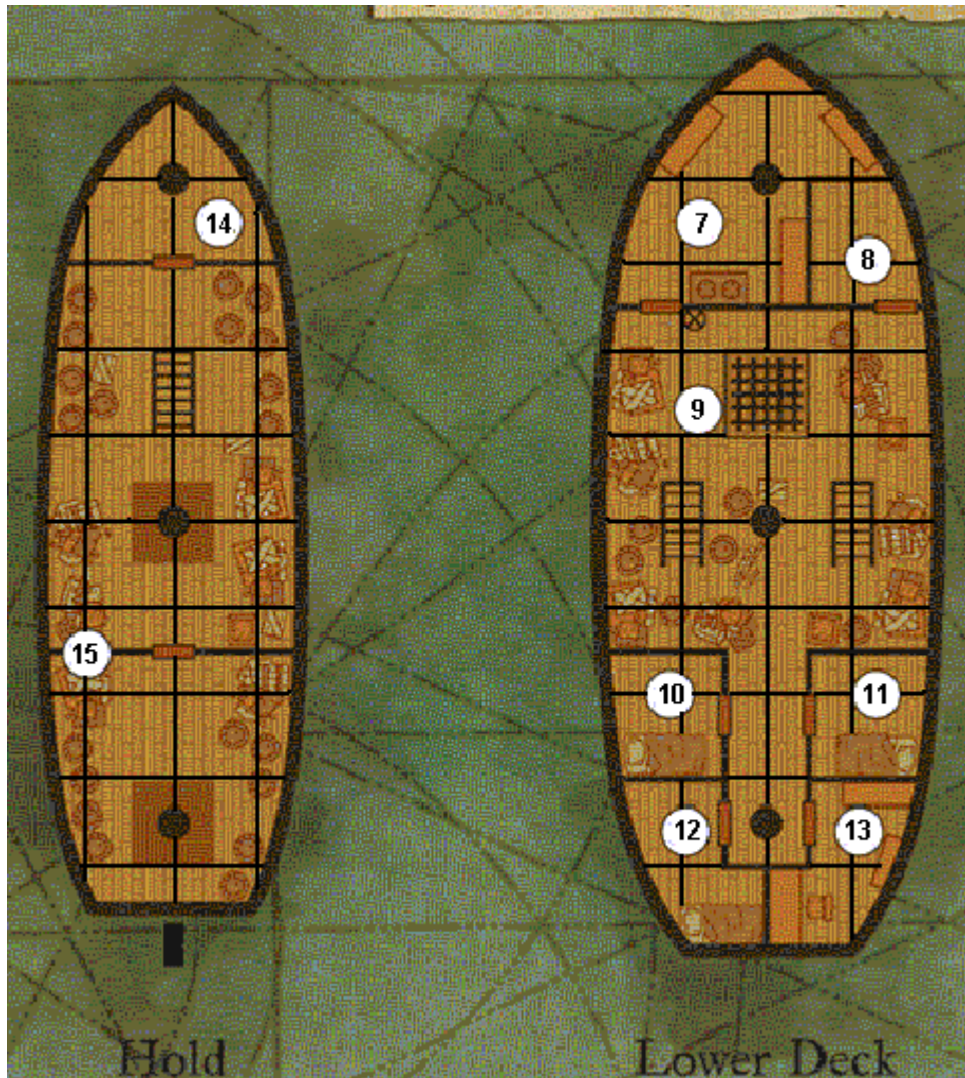
I apologise for not being able to deliver this message to you in person. An important mission in the Drachensgrab hills requires my attention.

Brother Farrid



DM's Aid 1

Map 1: Danour – Hold & Lower Deck



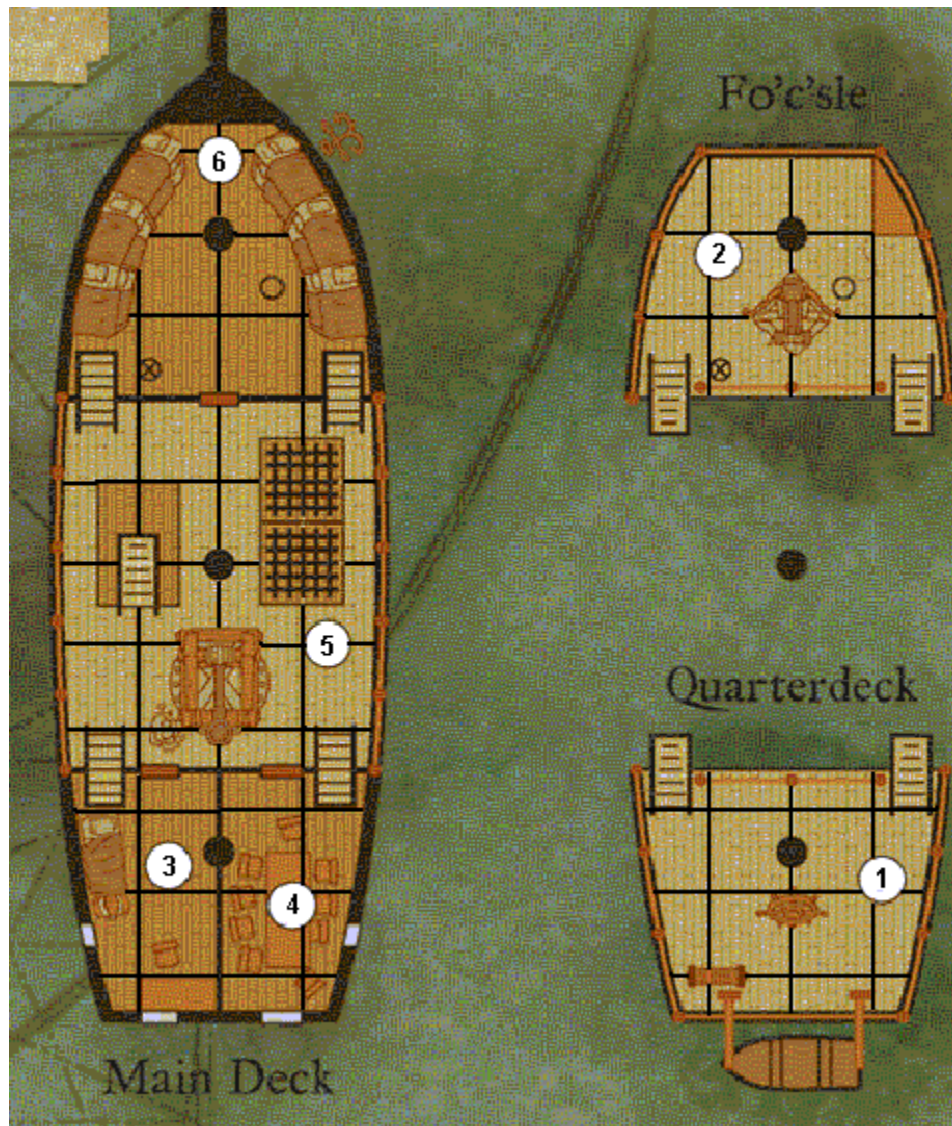
1 Sq = 5ft

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 2: Danour - Main Deck, Forecastle & Quarterdeck



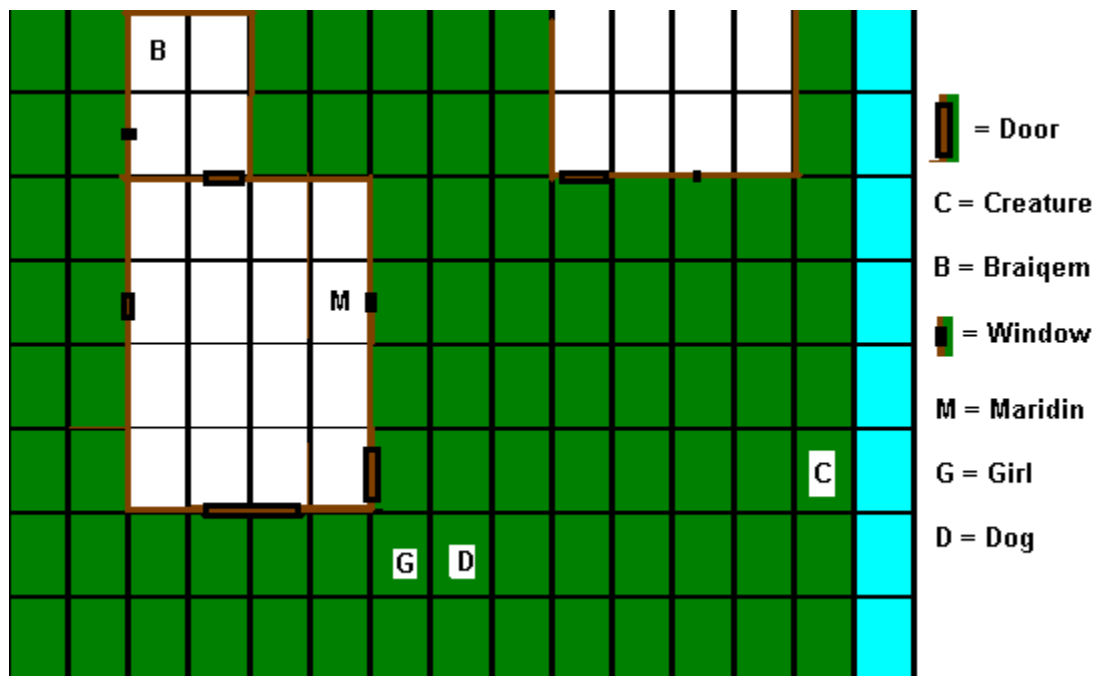
1 Sq = 5ft.

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 3:

Map 3: Optional Encounter – Stormhaven



DM Aid 4: NPC Tracking Sheet

Beach Crew

The four crewmembers on the beach with First Mate Aurne head off into the bush in search of supplies every 1d4 hours. They leave a maximum of three times a day. If the beach crew supply patrol is waylaid, First Mate Aurne takes notice 2 hours from the time of their departure. The crew rises at dawn (7 am) and works until dinner time (5 pm). Then they stop working, eat, build a large campfire and sleep until it is time for guard duty.

Day One

Supply Patrol #1 Departure: _____

Supply Patrol #1 Return: _____

Waylaid: _____

Supply Patrol #2 Departure: _____

Supply Patrol #2 Return: _____

Waylaid: _____

Supply Patrol #3 Departure: _____

Supply Patrol #3 Return: _____

Waylaid: _____

Day Two

Supply Patrol #1 Departure: _____

Supply Patrol #1 Return: _____

Supply Patrol #2 Departure: _____

Supply Patrol #2 Return: _____

Supply Patrol #3 Departure: _____

Supply Patrol #3 Return: _____

At night, two of the beach crewmembers take turns working four hour guard duty shifts starting at 9pm. At 1 am, the two current guards wake the two sleeping beach crewmembers and they switch.

Ship Crew

The four crewmembers on the ship head ashore every 1d4+2 hours. They go ashore a maximum of three times a day. Once ashore, they remain there for 1d6+2 * 10 minutes before returning to the ship. The ship crew rises at dawn (7 am) and works until dinner time (5 pm). Then they stop working, eat, revel and sleep until it is time for guard duty.

Day One

Gone Ashore #1 Departure: _____

Return to Boat #1 Return: _____

Gone Ashore #2 Departure: _____

Return to Boat #2 Return: _____

Gone Ashore #3 Departure: _____

Return to Boat #3 Return: _____

Day Two

Gone Ashore #1 Departure: _____

Return to Boat #1 Return: _____

Gone Ashore #2 Departure: _____

Return to Boat #2 Return: _____

Gone Ashore #3 Departure: _____

Return to Boat #3 Return: _____

At night, two of the beach crewmembers take turns working four hour guard duty shifts starting at 9pm. At 1 am, the two current guards wake the two sleeping beach crewmembers and they switch. If First Mate Aurne detects a missing beach supply patrol and returns to the ship, Captain Rhosh posts four men on guard duty at night.

Double Guard Duty: _____