



# THE JUNGLE OF LOST SHIPS

A One-Round D&D® LIVING GREYHAWK™  
Core Special Adventure  
Low Level

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Hundreds of leagues to the east, hidden within the trackless wastes of the Solnor Ocean lies the mythical Jungle of Lost Ships. Thought to be nothing but a legend, proof of this fabled place recently surfaced within the Flanaess. Most startling of all, several of the hulks languishing within this graveyard have been identified as belonging to the legendary Lost Treasure Fleet of the Sea Princes. Will you join one of the expeditions attempting to reach the site? Will you be the first to set foot on vessels thought lost for centuries? A module for APLs 2-8.

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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## PCS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this

sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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.

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

5.

## TIME UNITS AND UPKEEP

This is a Core Special one-round adventure, set in the Solnor Ocean. All characters pay two Time Units to participate.

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

A character who 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 Survival check (DC 20), 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*.

## Figure List

The following figures are required to run this module:

**Harpy (2);** [Dragoneye].

**Yuan-Ti Pureblood (7);** [Archfiends].

**Yuan-Ti Halfblood (1);** [Aberrations].

**Displacer Serpent (5);** [Giants of Legend].

**Sahuagin (1);** [Aberrations].

## LIVING

## GREYHAWK

adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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. Advise characters to buy riding dogs to help protect them, and fight for them.

**Barbarian Mercenary (1);** [Dragoneye].

**Medusa (3);** [Harbinger] [Pregnant women]

In addition several pieces of correctly size modeling flock are required to simulate the assassin vine.

## NPC Spell Casting and Item Purchase

This adventure takes place far away from the major cities and civilizations of the Flanaess. Thus, once the PCs arrive at the weed-sea they will not enjoy the same access to both purchase items and engage NPC spell casting services.

Prior to embarking on this adventure PCs may freely purchase items and engage NPC spell casters as detailed in the *LIVING GREYHAWK Campaign Sourcebook*.

Once they have embarked however these services will be severely limited.

PCs will be unable to purchase any items, even if these are listed on previous ARs.

They will be able however to call upon the services of Korenth, an Oeridian follower of Xerbo. Korenth will cast any spell he is able to for the prices listed in the *LIVING GREYHAWK Campaign Sourcebook*. He will not however join any expedition to the weed-sea.

**Korenth:** male human (Oeridian) Clr9- Xerbo; (Healing +8, Knowledge [religion] +10, Spellcraft +10).

**Xerbo;** N; Lesser god of Sea, Sailing, Money and Business; Domains: Animal, Knowledge, Water.

## ADVENTURE BACKGROUND

### The Legendary Treasure Fleet of the Sea

#### Princes

Over 150 years ago the Turmoil Between Crowns wracked the Greet Kingdom. This decade long schism and civil war plunged the Great Kingdom into chaos. The assassination of the last of the Rax Overkings in 446 CY by Prince Ivid of the house of Naelax, plunged the kingdom into immediate and brutal civil war. Of the conflict, few clear records survive. The shifting politics of the Celestial Houses of Aerdy were swift, diverse and opportunistic. Brutal warfare swept the kingdom; hundreds of thousands were slain, cities were sacked and whole provinces were pillaged.

The definitive moment of the conflict came in 450 CY when the scheming house Darmen threw their support behind Ivid. The subsequent sack of Rel Deven and the securing of the central lands of the kingdom heralded the end of the conflict and the crowning of Ivid as the first Naelax Overking. The few Rax and their servants to survive this final bloodletting attempted to flee the Great Kingdom with as much of their wealth as possible. Sailing from Rel Astra on a moonless night they fled south, hoping to slip through the Tilva Straits and make their way to safety.

The conflict raging throughout the Great Kingdom however did not go unnoticed. Far to the west

buccaneers prowling the Azure Sea saw an opportunity to sack the wealthy port-cities of the Aerdy. Mustering a sizable fleet this loose coalition of pirates, buccaneers and outlaws naming themselves the Sea Princes plundered Pontylver. They also fought several inconclusive skirmishes with patrolling Sea Baron vessels before coming across the last remnants of the Rax fleeing their defeat at the hands of the Naelax.

The Rax fought desperately to escape but were no match for the skilled pirates who boarded and looted every vessel, slaying all but a handful of survivors they took as slaves. The pirates found wealth almost beyond imagining – the accumulated riches of a family who ruled one of the greatest human empires ever existent on the Oerth. Now, their holds crammed with treasure the Sea Princes turned for home. Almost immediately they sailed into a huge storm seemingly coming out of the east. Laden as they were with riches their vessels were unable to maneuver as adroitly as their captains wished. Greedy of heart and consumed by avarice many of the captains refused to cast their loot over the sides, preferring to ride out the storm as best they could. Unsurprisingly many vessels were sunk and only a few finally returned to their homeports in the Azure. Thus did the legend of the Lost Treasure Fleet of the Sea Princes come to pass.

The loss of so many of their vessels dealt a severe check to the burgeoning power of the Sea Princes, weakening them to such an extent that when they clashed with the Keoish in 464 CY they were unable to successfully repulse the Keoish navy and their allies.

Half a dozen vessels however were neither sunk by the storm nor managed to return home. Assumed lost with all hands by the fleet's survivors these unfortunate vessels were swept far to the east by the storm that seemed to blow with preternatural strength. Perhaps, this storm was but a coincidence or perhaps it was the last vengeance of the Rax, who called out to Procan the Storm Lord for aid in their final moments. Whatever its origins it blew furiously for several days and only the skill of the pirate captains kept their vessels afloat. Eventually the storm blew itself out, depositing the exhausted crews and their battered vessels in the near vicinity of the weed-sea. Most of their rigging gone and with severely exhausted and depleted crews the captains could do nothing as the prevalent currents carried these helpless vessels into the morass of weeds, from which they would never escape.

The Sea Princes were neither the first nor the last to be caught in the weed-sea, although it has grown quite considerably since their incarceration. Vessels from many nations both known and unknown to the denizens of the Flanaess can be found here.

### **Discovery**

In 576 CY a merchantman on its normal trading run from Hepmonaland to Sulward, capital of the Lordship of the Isles, was caught and boarded by a particularly brutal, but successful, band of pirates. All aboard were put to the sword and the vessel looted. The captain of the merchantman, knowing he was likely doomed, tried to

buy his life by relating a tale that awoke the greed and avarice lurking within the heart of all pirates.

As he lay prostrate beneath the barred blades of his captors he told how several months ago his vessel was caught in an unusually powerful storm that blew him hundreds of leagues off course to the east. When the winds died his damaged and battered vessel was becalmed until it was caught in a strange ocean current. The current carried him to a slowly churning whirlpool centred on a huge mass of thick and knotted seaweed seemingly piled into huge mounds by the remorseless action of the sea.

As his vessel drew closer to the morass the captain realised that these were no ordinary mounds of seaweed. In reality these mounds were actually the trapped hulks of vessels. By chance, the merchantman had not been badly damaged by the storms and with some luck the captain was able to keep his vessel from being ensnared in the weed-sea.

While awaiting a westerly wind to carry him back to known waters, the captain made a study of the trapped vessels although he never actually summoned the courage to explore any of the forlorn wrecks. A veteran sailor he recognised several different kinds of vessels amongst the weeds from many nations. Many bore the mark of decade's long entanglement. Chief amongst these were several vessels of the legendary Lost Treasure Fleet of the Sea Princes.

Luck was with the captain and before his vessel was trapped a favourable wind blew up and he returned to known waters after making a detailed chart of his position.

Of course this tale brought the captain naught but a swift death. The pirates, realising that almost unimaginable wealth was in their grasp, sought partners of a similar blackheart to exploit this boon bestowed on them by the Lady of Fate.

### **Partnership and Betrayal**

The pirates found a willing partner in the Sulward Guildmaster of Assassins. Just paid an exorbitant amount of money for the assassination of the Lordship's Grand Admiral the guild was being energetically prosecuted by the Prince of Duxchan who sought to eradicate them.

Believing that Sulward was now too dangerous for them the assassins signed on with the pirates. Duping some well-meaning but ultimately doomed adventurers into accompanying for protection them they set sail.

After long weeks at sea the expedition finally discovered the weed-sea and after some initial explorations discovered a vessel they believed to belong to the lost treasure fleet of the Sea Princes.

The successful looting of this vessel yielded much wealth, which the victorious adventurers carried back to their employers. A celebratory feast was held in their honour. At the feast's height when many of the adventurers were incapacitated due to the huge amount of wine they consumed the pirates and assassins fell upon the unfortunate (and trusting) adventurers.

Having disposed of their hirelings the pirates and assassins fell to arguing amongst themselves. Little more than one week's sail from Sulward these simmering tensions exploded into violence. In an orgy of violence that saw the decks run red with the blood of the erstwhile partners most of the combatants were slain.

Although a close run thing, in the end the assassins prevailed, slaying all the pirates before they realised that none of them really knew how to sail. Swiftly floundering in the heavy ocean swell the survivors could only curse their fate as their vessel was swept by the unforgiving currents towards the coast of Hepmonaland.

Inevitably their ship came to grief upon the rocks of a desolate beach and when finally it slipped below the waves barely a dozen survivors staggered out of the wild surf carrying what treasures they could.

### Discovery

One by one these few survivors fell prey to the predators of the jungles, were slain by the savage inhabitants of this place or succumbed to the virulent disease lurking in the fetid hell in which they found themselves caught.

Eventually only the guildmaster was left. Alone, consumed by avarice and half mad with fever, he transported all the remaining wealth to a remote series of caves overlooking the waters of the bay under which his ship lay.

Here he died and lay undiscovered until in 587 followers of the Scarlet Sign, following half-forgotten stories of pale-skinned foreigners able to kill with a single blow sought, and found, the final resting place of the treasures of the Sea Princes. They discovered the ship's log clutched in the desiccated hand of the guildmaster and sent it to their secretive homeland for study back.

### A New Beginning

Scholars of the Scarlet Sign spent long months poring through the documents found in the dead guildmaster's hand. Eventually they confirmed that they could indeed relocate the great weed-sea and the vessels trapped within. Additional research (both magical and mundane) indicated that at least three additional vessels belonging to the Sea Princes treasure fleet yet lay within the morass.

Determining that it was possible that these vessels could hold some of the ancient items of power described in the Sea Princes ledgers and journals of the day the Brotherhood determined to mount an expedition to recover them.

The Father of Obedience feared that a vessel under the Brotherhood banner would attract too much unwelcome attention. He decided that a vessel flying the flag of the Lordship of the Isles should carry out the quest (under the correct supervision of course).

Preparations were thus begun in great secrecy. A Lordship warship was acquired and sailed to Kro Terlep. Agents of the Iron League however embedded within the crew of the vessel however uncovered the Brotherhood's plan.

Through a circuitous route via the Jade Mask and several sympathetic lords of Oeridian descent they sent word to their masters on the mainland.

Somehow, word spread from there to many interested parties several of whom readied expeditions of their own. All were aware however of both how the long journey to the weed-sea and the actual exploration of any mired vessels would be. To counter these dangerous the call went forth for brave and patriotic (or in some cases mercenary) adventurers to join the crews of these vessels. It is in this way that the PCs become embroiled

## A WORD ON MOTIVATION

Before this adventure begins the PCs must determine amongst themselves by whom their group has been employed.

Several of the major ocean-going powers of the Flanaess have prepared expeditions to the weed-sea. They have, readied expeditions with the direct goal of stymieing the Brotherhood's scheme (and of course recovering the treasure). The PCs have the option of working for one of the following powers:

- ❖ United Kingdom of Ahlissa
- ❖ Kingdom of Keoland

If the PCs work for the Kingdom of Keoland they embark from Gradsul. If they are in the employ of Ahlissa they will begin their journey in Prymp.

In addition it is possible that some PCs may own their own ship and may wish to use it to reach the weed-sea. Notably PCs may have gained such a vessel in two recent modules:

### COR4-09 Crimson Thorns

☛ **Sailing Ship from Seoman's Shipyard:** You have purchased a sailing ship, called \_\_\_\_\_, from Lord Seoman Wraxil of Dekspoint. This vessel requires a crew of 10, which can be drawn from either your followers or the local populace. In the case of the latter you must pay them 1 gp each per TU. The captain of the vessel must have at least 5 ranks in Profession (Sailor). This requirement can either be fulfilled by you, or a cohort.

*Market Price:* 10,000 gp; *Prerequisites:* 10 ranks in Craft (boatbuilding).

### NMR3-01 Xerbo's Fury

☛ **The Sea Dragon:** The *Sea Dragon*, a lapstrake constructed caravel, was used to prey on shipping on the Nyr Dyv. During these exploits she was not well cared for and so needs some repairs before being in top condition. (See below for more information)

The *Sea Dragon* is 45 feet long lap-strake constructed carrack. She has a single mast and is lateen rigged; her beam (width) is 10ft, and she draws 5 feet (her depth below water). Her gunnels are 8ft above the waterline.

**Using the Sea Dragon:** She requires a crew of 6 and a captain (with at least 5 ranks in Profession (sailor)) to sail. The crew and the captain may be followers and/or cohort acquired through the Leadership feat, or they may



be hired. Each crewmember that must be hired cost 2 gp per TU. Hiring a captain costs 5 gp per TU.

**Repairing the *Sea Dragon*:** Each adventure you may invest some money in repairing the *Sea Dragon*. These investments can only be made in even 100 gp sums (to simplify accounting), although at most 500 gp can be invested at once. Every time this is done it should be initialed both here, and on the appropriate Adventure Record. Each 100 gp invested raises the current market value by 100 gp. The maximum market value is 10,000 gp (meaning this may be done at most 50 times).

**Prerequisites:** Craft (boat building) 10 ranks; **Market Price:** 5,000 gp.

## APL and Exploration

The APL of the table determines which vessel they will explore. There are two events: the lower level adventure is designed for APLs 2-8 while the higher level adventure is designed for APLs 10 -16. Each version of this module uses a different map; be sure that the correct version is used for each table run.

## ADVENTURE SUMMARY

**Introduction:** In this encounter the PCs meet each other and decide whom they are to work for. Once a decision is reached they board ship and set sail for the Jungle of Lost Ships. The voyage is uneventful, but long. Inclined PCs may spend some time interacting with the crew, possibly learning information regarding their destination.

**Encounter 1 [The Great Weed-Sea]:** In this encounter the PCs must traverse the weed-sea to reach their intended destination. The currents here however at this time of year are particularly fierce and their vessel can only maintain station for three hours. The PCs have this long to reach their target ship; plunder any remaining treasures and return. If they fail to return on time they will be forced to spend an additional time unit awaiting the return of their vessel.

While crossing the weed-sea the PCs are spotted by either one, or a pair of harpies, that scavenge across the weed-sea, preying on other less mobile denizens of the area.

**Encounter 2 [The Lost Treasure of the Sea Princes]:** In this encounter the PCs reach the vessel identified to them as possibly belonging to the Lost Treasure Fleet of the Sea Princes. It is infested with yuan-ti who will have to be bested before the PCs can make away with their treasures.

**Conclusion:** In this final encounter the PCs return to their vessel and after claiming their share of the treasure part company from their employers.

## THE WEED-SEA

The weed-sea has slowly built up over centuries at the confluence of several vast and slow moving currents and now covers an area of several square miles. These currents interact in such a way as to create a whirlpool

effect. Because of this the whole weed-sea is slowly rotating, although its actual location does not change.

Over the centuries many helpless vessels belonging to a plethora of nations have been caught here; only a few vessels have managed to escape, either by dint of luck, the crew's skill or magical assistance. Thus many mariners have come to grief here, trapped by nature and circumstances. These few survivors have banded together to form a loose barbaric society, claiming almost a dozen vessels as their territory.

Other intelligent denizens inhabit this floating reef, although with the exception of the less numerous sahuagin none are as well established as the humans. In addition lizardmen, kelpies and kopoacanth all dwell here. One vessel is infested with undead while others are little more than battlegrounds, picked clean by scavengers.

The reef is also teeming with unintelligent life. Squids, octopus, seawater crocodiles, sharks, barracudas, sea snakes and other vicious predators all cruise the waters below and around the weed-sea. Life also abounds on the reef itself. Birds, crustaceans, eels and weird and exotic plant life all abound here. In places even the reef itself can be dangerous. An aquatic variety of assassin-vine, almost indistinguishable from seaweed, grows in relative profusion here and preys on unwary explorers and inhabitants alike.

### Movement

Once the PCs reach the weed-sea they may think that subsequent explorations will be relatively easy. Getting to their ultimate goal however may prove tricky for many PCs.

The weed-sea is an incredible dense patch of seaweed and detritus brought here by the currents. It is navigable at its fringes although a vessel's crew will have to stay alert to keep their vessel free; closer in only ship's boats have a good chance of remaining unentangled. The weed-sea is however very dense and no vessel is able to penetrate the interior. Some PCs will be able to explore the centre of the weed-sea by magic. All others will have to discover a way of walking across this floating reef.

Walking across the reef is possible, although progress will be slow (and wet). The human survivors of many of the ships trapped here have developed a cunning way of moving around. Akin to snowshoes, this type of footgear is crafted from discarded spars. If the PCs improvise similar footwear use the following statistics.

☛ **Reef Footgear:** These allow the wearer to move at 2/3 normal speed across the weed-sea. They take one minute to don but can be removed with a full-round action. These are bulky items, weighting 8 lbs. In addition because of their size and shape when worn these items bestow a -5 circumstance penalty to any skill that would normally have an armor check penalty applied. These statistics are modified from the snowshoes presented in, *Arms and Equipment*, p 25.

**Moving without Reef Footgear:** PCs may move across the weed-sea without wearing the reef footgear detailed above. Such movement is slow and laborious. PCs will regularly sink up to their thighs in seaweed. They will get soaked quickly and will quickly become bedecked in seaweed. Consult the following paragraphs to determine how each PC's moves dependant on their weight and load.

**Halflings, gnomes and elves** are able to move across the weed-sea at half their normal movement providing they are not wearing or carrying heavy armor. However, moving in this way does not allow the PC to run or charge.

**Half-elves** are able to move across the weed-sea at half their normal movement rate providing they are wearing or carrying light, or no, armor. However, moving in this way does not allow the PC to run or charge.

**Dwarves, half-orcs, and humans** may move across the weed-sea at a quarter of their normal movement providing they are only wearing or carrying light, or no, armor.

**Exceptions:** While exploring the weed-sea druids enjoy the free movement granted to them, by the woodland stride ability. Freedom of movement, likewise bestows the PCs with the ability to move without penalty here.

## THE YUAN-TI

### Role-Playing Yuan-Ti

When portraying the yuan-ti infesting the *Malachite Serpent* refer to the notes below.

**Appearance:** As natives of Hepmonaland these yuan-ti have Olman characteristics when in human form. Generally they have dark brown hair, high cheekbones and high-bridged noses. Their eyes are similarly dark brown and their hair is jet black.

In their snake forms they are predominantly of green coloration with red or black patterns.

**Halfbloods:** This creature appears as above but has a snake's head and its skin is covered with gleaming scales.

**Personality:** Without exception yuan-ti are ruthless, evil and cunning. They are devious schemers who think nothing of slaying or causing much suffering to others.

### Origins of the Yuan-Ti

The yuan-ti marooned here belonged to an outpost of the jungle city of Alocolta (ah-low-COAT-lah). They still cling to the beliefs of their homeland and yet worship their dark lord.

A key part of yuan-ti worship is the sacrifice of children every month. They believe such sacrifices guarantee them plentiful rainfall.

Numbering few young amongst their own, the yuan-ti have turned to other wrecks to provide the needed sacrifices. As a consequence they are engaged in a sporadic guerilla war with the much more numerous human survivors who dwell on the reef.

Their natural abilities grant them a great advantage over the humans and thus far their secret lair has remained undiscovered.

During their exploration of the *Malachite Serpent* the PCs have several opportunities to uncover hints regarding this conflict. They may choose to rescue the various captives they find aboard, or they may decide that several of them are too corrupted to be saved. Excepting the destruction of the yuan-ti a wider resolution of this conflict is beyond the scope of this module.

### Yuan-Ti Tactics

Before running this portion of the adventure the DM should take time to read the yuan-ti entries in the *Monster Manual*.

Yuan-ti are cunning and devious. They eschew frontal assaults and melee combat except when all other options are closed to them. In the eventuality of melee combat becoming unavoidable the least powerful and valuable members of the group will attack first. In this case the purebloods will attack first, normally from ambush wherever possible. After that will come any classed purebloods present and finally the halfblood, Tlazarantlis will attack. Note, Tlazarantlis should be faced alone as with his minions about him he will be too powerful for many groups.

**Special Abilities:** All yuan-ti have a variety of special abilities, which are well suited to their style of combat.

**Spell-Like Abilities:** Purebloods will use their *cause fear*, *darkness* and *charm person* abilities before engaging in combat. They will only use *entangle* in areas containing sufficient seaweed to effectively impede the characters. Entangled characters will then be subjected to range attacks if this is possible. Purebloods will use their abilities intelligently. Only one will use *darkness* at a time for example unless the situation warrants it.

Halfbloods will only use their spell-like abilities if the invaders penetrate below decks. They will prefer to hang back out of sight and support the purebloods. A halfblood will only allow itself to be forced into combat if all or most of its brethren are already slain or incapacitated.

All yuan-ti can change form into a Tiny to Large-sized viper. This ability is similar to *polymorph*. Additional notes regarding this ability are presented below to speed up play.

**Alternate Form (Sp):** This ability allows the yuan-ti at will to *polymorph* into the form of a viper. Use of this ability is a standard action. Its use cannot be disrupted, does not require concentration and does not provoke an attack of opportunity. The yuan-ti does not regain lost hit points when using this ability and can only assume the form of a viper.

When assuming a new form the yuan-ti gains the following characteristics:

- ❖ The Strength, Dexterity and Constitution.
- ❖ The poison attack.
- ❖ Mundane movement rates
- ❖ Natural armor bonus

- ❖ Natural weapons
- ❖ Racial skill bonuses and bonus feats

The yuan-ti retains the following characteristics:

- ❖ Its own Intelligence, Wisdom and Charisma scores.
- ❖ Its own class and level, hit points, alignment, base attack bonus and base save bonuses.
- ❖ All supernatural and spell-like attacks (which can use while in viper form) and qualities excepting those requiring a body part of the original form.
- ❖ All extraordinary special attacks and qualities derived from class levels.

The yuan-ti does not gain any of the following abilities of the new form:

- ❖ Supernatural special attacks.
- ❖ Special qualities or spell-like abilities.
- ❖ None of the extraordinary special attacks, special qualities or spell-like abilities.

## INTRODUCTION

Before play commences have the PCs introduce themselves to each other.

The PCs must also determine which nation they will be working for. With one particular exception (detailed below) the PCs must agree as a group who they are working for. The PCs may work for either the United Kingdom of Ahlissa or the Kingdom of Keoland during this module. If they have access to their own vessel, mount their own expedition. If a unanimous decision cannot be reached a majority decision will do. Once this has been agreed, read or paraphrase the following:

*Rumors have been circulating for months that the resting place of the legendary Lost Treasure of the Sea Princes has finally been found. Preparations were made in complete secret as many interested parties are thought to be readying expeditions to claim to it. A trusted individual contacted you as the expedition to recover this wealth requires doughty, trustworthy and brave guards. No doubt as part of your duties you will be called upon to fight off any monsters encountered or to discourage any rival expeditions met on route. Your employer is generous however – and he can afford to be if the tales describing the extent of this treasure are even half true. As payment for your services you will be allowed to keep any treasure that you find during your own explorations.*

*The treasure itself is apparently located far to the east, out deep in the trackless wastes of the Solnor Ocean where a great floating reef has been discovered. Many vessels are reported to be trapped within this morass – their crew's fate remains a mystery – and it is within these wrecks that the treasure is reported to lie.*

If the PCs are working for the United Kingdom of Ahlissa or the Kingdom of Keoland add the following:

*You are part of a larger expedition and have been hired on as guards. Many other treasure hunters and servants of the crown have also embarked upon your vessel. Their mission is to retrieve as much of the treasure as possible for their lord.*

If the PCs have any initial questions or want to make any preparations allow them to do so now. If they want to research additional information regarding the weed-sea or the Lost Treasure of the Sea Princes refer to the information gathering section below.

### Learning More

It is highly likely that the PCs will wish to learn more about the Lost Treasure of the Sea Princes. PCs may use the following skills and abilities to discover more about the Lost Treasure of the Sea Princes: Bardic Knowledge, Gather Information, Knowledge (history), Knowledge (local – Splintered Sun), Knowledge (local – Sheldomar Valley) or Knowledge (local – Core). Making checks against these skills represents the PC's careful research or discussion with learned individuals before leaving port.

DC	Information Gained
5	The Sea Princes really ceased to exist as a nation-state during the Greyhawk Wars. Thus, there should be no legitimate claimants to any treasure found.
10	The Sea Princes were a nation of slave owners and buccaneers. It is doubtful if anyone cares what happened to the ships carrying all their treasure. It is unknown however where the Sea Princes got so much wealth.
15	The Sea Princes fleet was lost almost 150 years ago. At the time the Conflict Between Crowns, was wracking the Great Kingdom. In reality little more than a civil war this conflict saw the death of the Celestial House of Rax and the rise of the Naelax as supreme rulers of Aerdy. The Sea Princes sought to capitalize on this by sacking some of the Aerdy's coastal cities.
20	During their raids on the Aerdy coast the Sea Princes plundered Pontylver and fought several skirmishes with the vessels of the Sea Barons before disappearing from history.
25	Fragmented records from the 570s speak of an expedition to the weed-sea by a group of adventurers who had been duped by pirates and assassins. All the adventurers were slain but a few of the assassins are thought have survived. Their tale spoke of boundless treasure but also of sahuagin, carnivorous plant life and a strange society of half-mad humans who inhabited many



	of the wrecks.
30	During their deprivation of the Aerdy coast the Sea Princes encountered and captured a fleet of Rax ships fleeing the Great Kingdom. They slew all on board and took their treasure before being borne away by a huge storm.
35	The Rax vessels carried many items of power as well as many valuables. Chief amongst the items thought lost were several powerful Aerdi weapons.

A successful skill check indicates that the PC has gained the indicated knowledge and any knowledge that would have been discovered with a less successful check.

**Animal Companions and Familiars:** Most animal companions and familiars will be able to accompany their masters on this adventure. Large creatures however will not be welcomed onboard unless the PC has some way of reducing them to a smaller size for the entire journey. In addition, if an animal companion or familiar is of demonstrably extraplanar in nature this animal will not be allowed to board the vessel. Of course, if the PCs can come up with a plan to conceal the familiar for the entire round trip then it may take part in the adventure.

Once all initial preparations have been made, refer to the relevant read-aloud text below.

### Keoland

For parties in the employ of Keoland read or paraphrase the following:

*You sail from Gradsul, mightiest port-city of Keoland. The Dock Quarter of this great metropolis is dominated by a multitude of warehouses and anchored ships carrying trade goods from all over the Flanaess. Jutting from the skyline is the recently finished fourth storey of the Church of Osprey, which is the last building you see as the city disappears over the horizon.*

*The trackless wastes of the Azure pass beneath the bow of the Peregrine as Captain Bryd and his crew skillfully guide you ever eastwards.*

*Standing far out to sea and giving the mysterious peninsula-homeland of the Scarlet Brotherhood a wide berth HMS Peregrine continued eastwards. Once again while passing through the Tilva Straits your vessel is forced to dodge several patrolling enemy warships. However, once the open waters of the Solnor are reached no more enemy vessels, indeed no more vessels at all, are encountered.*

*For weeks all you can make out is the immovable and featureless horizon stretching ever before you. Eventually the lookout spots something on the horizon and Captain Bryd orders a course change. Over the balance of the day the speck on the horizon grows larger.*

*Eventually you can see that the speck is in reality a stretch of land of sorts thickly covered in a mass of*

*seaweed and other detritus. After a moment's study however you realize that you cannot see any land at all! The mass appears to be solely composed of seaweed and other debris of the sea and it seems to be slowly rotating as if caught in some great but invisible whirlpool.*

*You realize that this must be the weed-sea spoken of and that you have finally reached your destination.*

**☛ Captain Byrd**, Oeridian Sea Captain and Privateer of the *HMS Peregrine*.

**Appearance:** His hawk like nose and thick black beard gives him a predatory appearance. He stands 6 ft. and 260 lbs., stout and a bit overweight. Prone to wearing red breasted doublets and jackets. He uses a crutch and walks with a peg leg on his left leg and is missing his left eye, covered in a patch. This enemy of the Scarlet Brotherhood and Sea Princes was once cursed and transformed into a parrot for several years by their twisted magics.

**Personality:** The Captain when excited will still squawk like a parrot, and has a foul mouth that has endeared him to half-orc and dwarf alike. His invention of curses was legendary before he was captured and cursed.

**Background:** His ship uses a special hull design for extra bracing and protection, as well as quickness at sea. He also uses Sea Mages from Gradsul on occasion, and currently ships out with the half sea elf wizard Sussoro who knows the Azure well. On occasion he does special missions for the Duke of Gradsul into enemy waters. He is proficient with the cutlass and the harpoon, and is an excellent navigator. He sails the Azure Seas engaging the Sea Princes under the flag of Gradsul.

**Note:** PCs bearing the Favor of Cap'n Dyrtybyrd is particularly well received by the crew. This favor appeared in Secrets of the Sea Princes, a Keoland interactive.

### United Kingdom of Ahlissa

For parties in the employ of the United Kingdom of Ahlissa read or paraphrase the following:

*The mighty walled city of Prymp now lies hidden over the horizon. Home to the Ahlissan navy it was not a pleasant city and you are glad to have left it. Many parts of it are little more than a slum and the repressive hand of the military is in evidence everywhere.*

*You set out several weeks ago your voyage taking you ever eastwards toward the endless waves of the Solnor Ocean and wealth almost beyond imagining! Sailing from Prymp your voyage was not without incident. Passing through the Gearnat Straits your vessel, the Sea Star, dodged several patrolling Brotherhood and Pomarji vessels. In different times the captain, Remannen Glibersann, would have unhesitatingly sunk such vessels commanding as he does one of the Overking's finest warcraft. However, this mission requires stealth and secrecy and so you quietly slipped past vowing on your return to cause the blockading forces much woe!*

*Standing far out to sea and giving the mysterious peninsula-homeland of the Scarlet Brotherhood a wide berth the Sea Star continued eastwards. Once again while passing through the Tilva Straits your vessel is forced to dodge several patrolling enemy warships. However, once the open waters of the Solnor are reached no more enemy vessels, indeed no more vessels at all, are encountered.*

*For weeks all you can make out is the immovable and featureless horizon stretching ever before you. Eventually the lookout spots something on the horizon and Captain Remannen orders a course change. Over the balance of the day the speck on the horizon grows larger.*

*Eventually you can see that the speck is in reality a stretch of land of sorts thickly covered in a mass of seaweed and other detritus. After a moment's study however you realize that you cannot see any land at all! The mass appears to be solely composed of seaweed and other debris of the sea and it seems to be slowly rotating as if caught in some great but invisible whirlpool.*

*You realize that this must be the weed-sea spoken of and that you now near your ultimate goal.*

☛ **Remannen** (LE male human Ftr4/Exp3; Knowledge [local: Splintered Sun] +5, Profession [sailor] +10).

**Appearance:** Typically Oeridian, Remannen is deeply tanned – a legacy of years spent on the open waters. He is a muscular man. His long plaited hair is auburn in color while his eyes are a light gray in hue. He has an oval face and a strong jaw line, although this is hidden behind a closely cropped beard.

**Personality:** A cunning seaman and experienced captain, Remannen has a black heart but is basically honorable. He has been ordered to transport the PCs to the weed-sea and he will do so, although if the party seems physically weak he will treat them with disdain.

### Interacting with the Crew

While the PCs voyage to the weed-sea they have little to do but rest, train and interact with the crew. While the vessel passes through Brotherhood-controlled waters the PCs will be required to be alert for any attacks none will materialize.

Thus, some PCs may wish to see if members of the crew have any additional information regarding their destination.

A successful Gather Information check reveals the following information.

DC	Information Gained
5	Sea serpents, mighty krakens and worse haunt the uncharted waters of the Solnor!
10	Survivors of previous shipwrecks live in the ruined hulks of their vessels.
15	It is said that the human inhabitants of the weed-sea have found some way to move about on the dense seaweed.
20	Ships of many nations have been mired in the weed-sea. Some of strange, unknown

	designs.
25	Some of the plant life on the reef is rumored to be carnivorous!

A successful check also reveals all the information that would be gained from a less successful check. If the PCs fail this check they simply have to endure several hours of seaman's tales, mariner's tales and downright lies.

### Arriving At the Weed-Sea

Once the PCs have carried out any additional preparations and are ready to disembark read or paraphrase the following:

*The [vessel name] is a hive of activity. Sailors busy themselves making ready the ship's boats to investigate the weed-sea. Through the organized chaos strides Captain [name].*

*"Now that we have arrived," he bellows "you may make ready to disembark. I am sure you are keen to explore some wrecks! Take those three mounds over there," he gestures to several mounds at least five hundred feet away mired deep in the weeds.*

*"We can only stay on station for about three hours," says Captain (name) "after that the accursed currents will carry us away from this place. If you are not back in that time I cannot guarantee you we will be here."*

*With that he orders a ship's boat lowered. Four sailors clamber aboard and make it ready to get under way. Once you are all safely ensconced they pull for "shore." How you are to traverse this morass of weeds however is unknown! Once the ship's boat reached the perimeter of the weed-sea you discovered that the weed-sea is just that. There is no land here at all. Only the lightest most nimble member of the party could possibly hope to cross this expanse.*

**Development:** Once the PCs have exhausted all play opportunities here proceed to Encounter 1: The Great Weed-Sea. If the PCs seem to have no idea how to proceed across the weed-sea refer to the Movement section of The Weed-Sea explanatory text above.

## ENCOUNTER 1: THE GREAT WEED-SEA

Once play in the Introduction has concluded and the PCs have gained as much or as little information as they require proceed to this encounter. They must first however decide on some way to travel across the weed-sea. Refer to the Movement section within the Weed-Sea explanatory text for more information as to how they may cross the weed-sea.

If the PCs fail to come up with any viable way of traveling across the morass one of the mariners on deck nearby remembers stories he heard about a group of degenerate barbarians who dwell in some the vessels trapped here. Apparently they use a strange type of

footwear that he can describe to them. In this instance refer to the Reef Footgear section above.

If the PCs lack the appropriate skills to fashion their own the ship's carpenter can create some for them.

Assuming that the PCs finally manage to begin their travels across the weed-sea read or paraphrase the following:

*Finally you near your goal; the long weeks of ocean travel are at an end. Ahead of you stretches the great weed-sea spoken of in tale and legend. From what you can tell it consists mainly of seaweed. Here and there lie the remains of countless wrecks captured by the remorseless action of the ocean waves and deposited here.*

If the PCs are not flying etc. and are using reef shoes to get about continue:

*Without more careful examination you cannot tell how thick the mass of weeds is, but it does seem to be holding your weight.*

*Movement though is slow and unstable. The weeds are prone to compacting when you step upon them and there is no way of telling when you may inadvertently step on a weak spot and fall through! You are brave adventurers however and such concerns fall away in the face of the vast amounts of treasure said to lie for the taking amidst the wrecks of the Lost Treasure Fleet of the Sea Princes!*

When the PCs start to move across the weed-sea require that they decide on a marching order. For all practical purposes this order can be as wide or as narrow as they wish. Additionally at this point the PCs have no need of a light source as Pelor is high in the sky above them and only a few clouds scud across the sky to offer the PCs any respite from the heat.

Read or paraphrase the following if the PCs are not using magic to traverse the weed-sea:

*Going is slow and travel is tiring. The seaweed provides a strange surface over which to walk. Springy but resilient nevertheless it feels odd to be walking on little more than vegetation. The knowledge that this vegetation is all that separates you from a watery grave thousands of feet down at the bottom of the ocean is something you prefer not to dwell on! With every step you take water wells up through the knotted mass below your feet.*

If the PCs are using magic to move through the weed-sea read or paraphrase the following text. Additional, read this text for those using mundane methods of travel.

*The deeper you travel into the weed-sea the thicker the vegetation becomes. Where at the edge of this vast floating reef a well-manned ship's boat could force its way through, here any such undertaking would be impossible. Deeper into the weed-sea you can make out what appears at this distance to be three jumbled*

*mounds of weeds. Perhaps these mounds are in actual fact the shrouded remains of vessels trapped here since who knows when?*

From the PC's vantage point they make out three such mounds. Nearest to them are two smaller mounds – these are vessels that were all but destroyed by the storms that brought them here. Nothing of interest remains within these hulks as other survivors have picked them clean. The mound furthest away from the PCs however contains the main challenges that the PCs will face in their pursuit of the Lost Treasure of the Sea Princes

If the PCs ask for more information regarding these mounds or indicate that they wish to investigate them further, read aloud or paraphrase the following:

*There are three mounds ahead of you. The two nearest to you are easily several hundred feet distant from your current position. The larger mound is probably at least another hundred feet beyond that. All appear to consist of nothing but a huge mound of seaweed and other vegetation.*

While the PCs traverse the weed-sea they = encounter one or two harpies patrolling the expanse. This/These harpies are flying high above the weed-sea in an attempt to spot prey. Thus it is highly possible that either the harpies will spot the PCs or the PCs will spot the harpies. In either eventuality combat is likely. If neither group spots the other then no combat occurs here. However the harpies will still be patrolling the weeds when the PCs leave. In this instance run this encounter again; checking to see which group spots the other first.

The harpies are flying slowly, roughly 100 ft. above the weed-sea. Thus the PCs have a -10 to their Spot check to notice them (and visa versa).

Treat this encounter as occurring in Plain-type terrain. Thus the harpies will first be able to attempt to spot the PCs at a range of 6d6x40 ft. (and visa versa). Both cover and concealment are nearby. Concealment takes the form of heaped mounds of seaweed (suitable concealment exists within 1d6 squares of any PC's current position) while the remains of trapped vessels provide cover (suitable cover exists within 1d12 squares of any PC's current position).

This encounter includes a +1 EL due to the environment on which the PCs are fighting; however it also includes a -1 EL due to the lack of equipment, animal companions and familiars.

#### APL 2 (EL 4)

🔪 Harpy: hp 31; see Appendix 1.

#### APL 4 (EL 6)

🔪 Harpy (2): hp 31; see Appendix 2.

#### APL 6 (EL 8)

🔪 Advanced Harpy Sor8: hp 46; see Appendix 3.

## **APL 8 (EL 10)**

➤ **Advanced Harpy Sor8 (1):** hp 46; see Appendix 4.

➤ **Advanced Harpy Drd8 (1):** hp 46; see Appendix 4.

**Tactics:** At APLs 2 and 6 the PCs are lucky enough to meet only one of a pair of harpies haunting the weed-sea. At all other APLs however the PCs encounter both harpies. The harpies have worked together for many years, preying off the less mobile inhabitants of the vessels mired here.

If the spot the PCs before the PCs spot them they will hang back and prepare themselves by casting as many defensive spells as possible before initiating combat.

Once combat has begun the harpies will attempt to defeat their foe while remaining at a distance. They will use their spells and natural abilities for greatest effect. They will focus their attacks on any flying opponents or those who are able to injure them from a distance. They are scavengers and primarily want the PCs for their material possessions. If the combat is going against them they will attempt to flee.

**Being Noticed:** During this combat it is possible that the PCs might be noticed by the yuan-ti aboard the *Malachite Serpent*.

Normally due to the distances involved this would be highly unlikely, but sounds travel well over water. If the PCs (or the harpies) employ any loud destructive spells such as *fireball* during this combat however the yuan-ti may hear this and be alerted.

Every time such a spell is employed the yuan-ti in Area 2: Forecastle may make a Listen check. A successful DC 12 Listen check indicates that the yuan-ti have heard the battle. Although obviously it is not certain that whoever is involved in the combat will assault the Malachite Serpent the yuan-ti will nevertheless be at a higher state of alertness and will be looking in the direction of the battle.

**Treasure:** There is nothing of interest or value to the PCs here; the harpies possess practically nothing and what they do own is worthless.

**Development:** Once the PCs have defeated or avoided the harpies they may continue towards their goal. Read or paraphrase the following:

*Having dealt with the harpies the path towards the legendary lost treasure of the Sea Princes is once again open.*

The two smaller mounds closest to the PCs are the shattered, rotting remains of two small vessels. The wrecks hold nothing of interest, except a small colony of nesting sea birds. Read or paraphrase the following:

*Investigating the smaller mounds reveals that they are little more than the shattered poop decks of two long-lost vessels. Nothing else of the vessel remains. Indeed these portions of the wrecks would have long ago sunk beneath the waters of the Solnor if it were not for the*

*cloying properties of the weeds that shroud them. The wrecks have been picked clean. Several portholes and the remains of large rear-facing windows are all that survive.*

Once the PCs indicate they wish to explore the larger mound proceed to Encounter 2: The Lost Treasure of the Sea Princes.

## **ENCOUNTER 2: THE LOST TREASURE OF THE SEA PRINCES**

Fifty years ago the Sea Barons sent several small expeditions to explore and comprehensively chart the coastline of Hepmonaland. Several vessels were sent and most of these returned. A few did not however and although cursory searches were made at least one vessel was completely unaccounted for; its fate yet remaining a mystery to the naval lords of the Sea Barons. Some of these vessels fell victim to either the elements or the primitive inhabitants of the jungles

This one vessel, the *Malachite Serpent*, fell foul of the yuan-ti and their minions. Anchored in a deep-water bay to re-supply and to carry out several minor repairs the ship's company was surprised by a concerted nighttime attack. Most were slain but a few were made captive by their attackers. Seeing the name of the vessel and the particularly ornate figurehead the yuan-ti believed that this vessel was a sign from their fell god Tlaloc, the Olman god of rain. They believed that this act of divine providence was a sign that they should travel to the Dominion of the Sea Barons to capture children to use in the sacrifices their dark lord demands.

Although incredibly intelligent the yuan-ti were not skilled mariners and had spared too few of the crew to effectively man the vessel. Several days into the crossing much of the rigging and sails were lost after a particularly brave seaman learned of the yuan-ti's plan. He sabotaged his own vessel in an attempt to stop the yuan-ti reaching his homeland. Escaping from the vessel with two of his fellows in an open longboat their fate remains unknown.

The yuan-ti and their few remaining captives drifted helplessly ever eastwards for weeks until the *Malachite Serpent* encountered one of the ocean currents converging on the weed-sea. Trapped, the yuan-ti have not only survived but in some ways have begun to thrive among the weeds and rotting hulks that make up their new home. The yuan-ti's natural abilities and shapechanging powers grant them a considerable advantage over the other inhabitants of the floating reef.

### **Features of the Malachite Serpent**

This vessel is almost 90 ft. in length and 25 ft. wide at its widest point. She has a draft of 8 ft. and stands 9 ft. above the waterline to the top of the main deck rails. Thus half of the Hold Level and the Bilges are below the waterline.

Her forecastle and poop deck stands 17 ft. above the waterline to her poop deck and forecastle rails.

The vessel has these generic features. Use these unless the text of an encounter specifically states otherwise.

**Hull:** The hull of the vessel is made of strong, reinforced wood.

🔪 **Hull:** 6 in. thick; hardness 5; hp 60; AC 2; DC 27 Break; DC 21 Climb.

**Deck:** The deck of the *Malachite Serpent* is still in good condition – a testimony to the skill of her builders. In cabins and below decks the vessel is cramped; the ceiling being barely 6 ft. in height.

🔪 **Deck:** 6 in. thick; hardness 5; hp 60; AC 2; DC 27 Break.

**Internal Walls:** Internal walls are constructed of strong wood. Unless specifically stated in the text these doors are not fitted with locks.

🔪 **Internal Walls:** 2 in. thick; hardness 5; hp 20; AC 3; DC 25 Break; DC 20 Climb.

**Secret Doors:** Some parts of the deck and internal walls have been altered by the addition of numerous small holes. These holes have been created to allow the yuan-ti (when in Tiny viper form) to travel about the ship.

Treat these holes as secret doors. At APLs 2-4 a successful DC 20 Search check is required to notice them. At APLs 6-8 they have been additionally camouflaged and require a successful DC 25 Search check to notice. These holes riddle the vessel and are present in every room. An additional DC 15 Intelligence check indicates that the character has noticed that these holes tend to cluster near to walls (to facilitate the yuan-ti's climbing) and were created with some kind of tool, i.e. they are not natural.

**Doors:** Internal doors are simple wooden doors that have swelled due to the constant moisture in the air.

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; DC 15 Break.

**Portholes:** All portholes are 2-foot square and possess stout wooden shutters. These shutters can only be bared from the inside. Individuals of Small size or smaller can automatically squeeze through these portholes unless they are wearing heavy armor. This movement will cost the PC two squares worth of movement. Medium-sized creatures or Small-sized individuals wearing heavy armor, must make a DC 25 Escape Artist check to fit through this space. Medium-sized creatures wearing heavy armor must make a DC 30 Escape Artist check to fit through this space. Individuals wearing light or no armor gain a +2 circumstance bonus to this check. Individuals who are wet also gain a +2 circumstance bonus to this check. These bonuses are cumulative. PCs can take 20 on this check.

🔪 **Shutters:** 1 in. thick; hardness 5; hp 10; AC 5; DC 15 Break.

**Metal Grates:** In several places metal grates have been set in the deck.

🔪 **Grates:** 2 in. thick; hardness 10; hp 60 DC 30 Break; DC 25 Lift.

**Stairways:** The stairways aboard the *Malachite Serpent* are without exception, steep and cramped. Additionally, the stairs themselves are made from wood.

All the stairways have been sabotaged by the yuan-ti so that they are dangerous to individuals using them. While this sabotage is not designed to damage the individual befalling the trap they are designed to alert the yuan-ti to the presence of interlopers. Every other stair has been damaged so that it will collapse if any weight over 60 lbs. is placed upon it. The PC will not fall any distance in this instance but the sound may be heard by the yuan-ti.

**Light:** During the day the interior of the vessel is pretty dark. Most of the portholes are either shuttered or have seaweed growing over them. Similarly although the hull of the vessel has begun to fail in places and many small holes now pierce it these are often clogged and choked with seaweed allowing little light to penetrate into the interior.

Individuals with darkvision will be able to operate in this environment without problems. PCs with low-light vision will be able to see roughly 10 ft. with shadowy illumination extending to 20 ft.

Humans will require some sort of light source to do more than blunder about in the gloom. While aboard, humans will be able to see in a 5 ft. radius. Treat this area as shadowy illumination.

**Damaging the *Malachite Serpent*:** The *Malachite Serpent* is a much more fragile dungeon than those the PCs are undoubtedly accustomed to. Weapon damage and area of affect spells all have the potential to seriously damage the interior structure of the vessel.

When determining the damage caused by acid and sonic attacks calculate the damage normally. When determining the damage caused by fire and cold attack however use the following modifiers. The damage is multiplied by the requisite fraction listed below before the item's hardness is applied:

**Fire:** Although not demonstrably wet, most of the vessel's structure is beginning to rot due to the constant exposure to water and lack of maintenance. Thus, walls, decking etc. do not burn as readily as they would normally do. Thus, fire only deals a quarter of the indicated damage.

**Cold:** Although not demonstrably wet, much of the vessel's walls and decks are waterlogged and beginning to rot. Cold-based spells cause this trapped water to freeze and expand rapidly. Thus, such spells deal half the stated damage and not one quarter as is customary.

**Sinking the Vessel:** If they should try the PCs will find it very hard to sink this vessel. Although they will undoubtedly damage it during their exploration the cloying affect of the seaweed that holds the vessel here will keep it above the water. If the boat sustains massive damage below the waterline and much of the surrounding seaweed has been cut away it is possible that the vessel will start to sink. This process will take 1d8 minutes per deck.

During this period any surviving intelligent foe will flee, taking any treasure with them that they could realistically take with them. Unless the PCs attempt to continue the combat their foe will simply seek to flee; preferring to relocate to another wreck from which they can rebuild their forces.

### Exploration

Unlike the typical dungeon adventure there are many access points from which the PCs may begin their exploration.

**Climbing onto Deck:** Perhaps the easiest way of gaining access to the vessel is to climb up the ship's side to Area 1: Main Deck. This will require a number of DC 21 Climb check dependant on the climber's base movement.

**Porthole:** Additionally, PCs may gain access to the interior of this vessel via one of the many portholes piercing its hull.

**Note:** Due to the mobile nature of the yuan-ti's defense of their lair they are not described in any specific room. Rather the DM should refer to the Yuan-Ti explanatory text above for more information regarding their appearance..

### Approaching the Malachite Serpent

When the PCs indicate that they are ready to begin their explorations read or paraphrase the following:

*A great mound of seaweed rises forlornly out of the weed-sea ahead of you. At first glance it appears to be little more than a great mass of weed and wreckage. A closer inspection however reveals the tell-tale signs of a vessel trapped and almost overwhelmed by the insidious vegetation that makes up so much of this place.*

*The vessel's mast is long gone, naught but a shattered stump forces itself above the weeds that cling to the beleaguered vessel's hull.*

*The wreck radiates an aura of despair and decay. Nothing stirs aboard apart from fronds of seaweed stirring in the faint sea breeze blowing in across the reef.*

PCs with ranks in Profession (sailor), Craft (shipbuilding) or Knowledge (local: Splintered Sun) may make a check to determine something about the vessel's origins. Individuals succeeding on a DC 20 check realize that the vessel seems to possess the sleek lines and high poop deck of a warship built in the shipyards of Asperdi, capital of the Sea Barons. What such a vessel is doing so far out in the trackless wastes of the Solnor Ocean however remains a mystery.

No additional knowledge can be gained from this distance. To learn more the PCs must explore the vessel itself.

Although the wreck looks deserted it is actually guarded by several clumps of the ocean-going variety of assassin vine.

### APL 2 (EL 4)

➤ **Assassin Vine:** hp 30; *Monster Manual* page 20.

### APL 4 (EL 6)

➤ **Assassin Vine (2):** hp 30 each; *Monster Manual* page 20.

### APL 6 (EL 8)

➤ **Advanced 12 HD Assassin Vine (2):** hp 140; see Appendix 3.

### APL 8 (EL 10)

➤ **Advanced 12 HD Assassin Vine (4):** hp 140; see Appendix 4.

This encounter includes a +1 EL due to the environment on which the PCs are fighting.

The assassin vines grow along the port side of the ship. At APL 8 an additional two have grown around the stern of the vessel. The yuan-ti prize these assassin vines as guards. However, they have taken to steps to ensure that the vines cannot reach all parts of the deck. Normally a Huge-size assassin vine would have a 25 ft. reach with its vine attack. However, to facilitate movement around the vessel the yuan-ti have strenuously cut back the vines. Thus, they can only attack creatures in the outside squares of the top deck of the *Malachite Serpent*. This change is represented in the assassin vine stat blocks appearing in the Appendices.

It is possible therefore that the PCs may not encounter the vines before they board the *Malachite Serpent*. In this case however the PCs may leave the vessel a different way and encounter the vines as they leave. Alternatively, the assassin vines may strike using their extended reach whilst the PCs explore Area 1: Main Deck, Area 2: Forecastle or Area 3: Poop Deck.

**Tactics:** The assassin vines attempt to entangle and slay any living creatures that come in range. Although they have grown here, they are not controlled by the yuan-ti, whom they also attempt to slay. The yuan-ti's *alternate form* ability however renders them all but immune to these attempts.

**Treasure:** There is no treasure here for the PCs to find.

### Area 1: Main Deck

This is the main deck of the trapped vessel. It is accessible from the forecandle, the poop deck or by PCs climbing up the sides of the vessel.



*This area is deserted. Seaweed lies tumbled about the deck where it has overwhelmed the vessel's hull. In places it lies in large clumps.*

*The weeds are wet and slippery. Footings are difficult here.*

*To the front of the vessel stand three swollen doors below the forecastle. To the rear stand four doors. Set almost in the centre of the deck is a heavy metal grill all but obscured by weeds and other debris*

*Next to the grill stands the shattered stump of the unfortunate vessel's mast.*

The deck area here is cluttered with debris and is also slick with seaweed and rainwater. Thus movement is difficult here. PCs must succeed at a DC 14 Balance check to be able to charge or move faster than normal here. In addition individuals without 5 ranks or more in Balance are considered flat-footed should combat breakout. For more information regarding this refer to the *Player's Handbook*, page 67.

The doors here are swollen by the constant contact with water; thus they are harder to open than the norm.

☛ **Water-Swollen Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; DC 18 Break.

There is nothing of interest to the PCs here.

**Development:** After investigating this area the PCs may continue their exploration of the vessel.

## **Area 2: Forecastle**

It is likely that the PCs reached the Forecastle via Area 1: Main Deck. However PCs could also have elected to climb up the side of the vessel to reach this area.

*The forecastle is in little better condition than the main poop decks. Great heaps of seaweed lies scattered about here. Set in the middle of the deck stands the rusting bulk of the capstan. Still coiled about it is the anchor chain made redundant by the weeds that hold the vessel firmly in place.*

PCs wishing to investigate the anchor chain more closely may do so. Clearing away some of the seaweed that clusters about the hull will reveal that the anchor is still in place; although the weeds make it immovable without some major cutting back. Additionally sharp-eyed PCs (those succeeding at a DC 18 Spot or Search check) notice faded lettering spelling out the ship's name: The *Malachite Serpent*.

PCs making a DC 30 Knowledge (history), Knowledge (local: Splintered Sun) or Profession (sailor) check remember a vague story of a Sea Baron's vessel named the *Malachite Serpent* that disappeared off the coast of Hepmonaland several decades ago. The vessel's fate is unknown.

PCs clearing away seaweed from the front of the vessel will discover a once ornate bronzewood figurehead of a serpent. It has been hacked and chopped by some kind of weapon until it is all but unrecognizable.

The deck area here is cluttered with debris and is also slick with seaweed and rainwater. Thus movement is

difficult here. PCs must succeed at a DC 14 Balance check to be able to charge or move faster than normal here. In addition individuals without 5 ranks or more in Balance are considered flat-footed should combat breakout. For more information regarding this refer to the *Player's Handbook*, p 67.

When the PCs reach the vessel a yuan-ti pureblood will be sunning himself on the forecastle in the form of a medium-sized viper.

## **APL 2 (EL 2)**

☛ **Yuan-Ti Pureblood:** hp 18; see Appendix 1.

## **APL 4 (EL 4)**

☛ **Yuan-Ti Pureblood Rgr2:** hp 30; see Appendix 2.

## **APL 6 (EL 6)**

☛ **Yuan-Ti Pureblood Rgr2/Rog2:** hp 38; see Appendix 3.

## **APL 8 (EL 8)**

☛ **Yuan-Ti Pureblood Rgr2/Rog4:** hp 46; see Appendix 4.

**Tactics:** Once the pureblood becomes aware of the PC's presence it spends as much time as possible observing the PCs from cover. Once the PCs are all on board or are fighting the assassin weeds the pureblood uses its *alternate form* ability to *polymorph* into a tiny viper. It will then slip down through one of the holes in the deck to alert its comrades.

If the PCs spot the pureblood however before it spots them and attack it, he will attempt to slither away as quickly as possible using the seaweed that covers the boat as cover.

In this encounter the yuan-ti does not want to fight.

Beyond the yuan-ti there is nothing of interest to the PCs here.

**Treasure:** In this encounter the only treasure available is that carried by the pureblood itself.

**All APLs:** 35 gp.

**Development:** After investigating this area the PCs may continue their exploration of the vessel.

## **Area 3: Poop Deck**

It is likely that the PCs reached the Poop Deck via Area 1: Main Deck. However PCs could also have elected to climb up the side of the vessel to reach this area.

When the PCs reach the vessel this area is deserted. Read aloud or paraphrase the following:

*The voracious weeds that cloak this vessel are particularly prevalent here. This area appears deserted.*

*Set into the deck, although now cracked and obviously badly damaged, stands that ship's wheel. There is much clutter and detritus strewn around this area.*

The deck area here is cluttered with debris and is also slick with seaweed and rainwater. Thus movement is difficult here. PCs must succeed at a DC 14 Balance check to be able to charge or move faster than normal here. In addition individuals without 5 ranks or more in Balance are considered flat-footed should combat breakout. For more information regarding this refer to the *Player's Handbook*, page 67.

There is nothing of interest to the PCs here.

**Development:** After investigating this area the PCs may continue their exploration of the vessel.

#### **Area 4: Galley Stores**

This area is accessible from either Area 5: Ship's Stores or Area 6: Ship's Galley. Once the galley stores this area is now used as a prison in which unfortunates falling into the yuan-ti's hands are incarcerated. Currently there are two individuals here.

When the PCs indicate they wish to explore this area read or paraphrase the following:

*The door ahead of you is locked. A huge (but rusty) padlock and chain have been crudely affixed to the door.*

If the PCs wish to gain access to the chamber beyond they must either break or pick the padlock. Alternatively they could batter down the door. Tlazarantlis has the key to this door.

Use the standard statistics presented in Features of the *Malachite Serpent* for the door.

The chain is old and rusted:

☞**Chain:** hardness 10; 5 hp; Break DC 26.

The padlock is relatively crude:

☞**Padlock:** hardness 10; 20 hp; Break DC 27; Open Lock DC 20.

Once the door has been opened read or paraphrase the following:

*The scene before you is one of squalor and degradation. The small cabin before you stinks. The floor is slick with human waste and other unidentifiable substances. Chained to the walls are two individuals. Both are emaciated and appear to be in some pain. It is evident from the marks on their bodies that both have suffered much torture at the hands of their captors.*

*The nearest individual to you is a once powerful human male. His body is crisscrossed with burns, scars and horrific bruising. His neck has been particularly savaged and a number of bite marks pepper this area.*

*The other figure is that of a sahuagin. Appearing to be in almost as bad shape as the human his scales are bent and torn in places.*

*As if awoken by the light, both figures stir and look towards you.*

Both individuals are manacled to the wall and do not have the strength to break free from their bonds. Both have been extensively tortured by their captors who delight in repeatedly biting their prisoners. Repeatable

pumped full of poison these unfortunates have only been "saved" by the timely application of *neutralize poison* by Tlazarantlis. This has gone on for months in the case of Bretrenn but only for two weeks for Ssinhek.

☞**Manacles:** hardness 10; 10 hp; Break DC 26.

Once they become aware of the PCs both occupants will be more than a little confused and wary. They will assume that the PCs are yuan-ti in human form come to torture them more and will react accordingly

☞**Bretrenn:** male human Bbn1; hp 3 (12).

**Appearance:** Once obviously of powerful build, Bretrenn has undergone horrific series of torture sessions. His body is a mass of bruises, burns and bite marks. His hair is long and unkempt and he is covered in his own excrement. His neck is particularly savaged and many bite marks are evident. A DC 15 Heal check indicates that these could have been made by either a snake or vampire.

**Personality:** Bretrenn is mad. More than a little deranged before his capture his experiences have pushed him over the edge into paranoia. The PCs will get little from him and without powerful magics he will live out the remainder of his days as a madman.

**Background:** Bretrenn is one of the humans surviving on the floating reef. The humans have banded together and formed a loose society based on the belief that all land has sunk below the waves. Bretrenn believes this truth absolutely and will attack anyone deny it as such.

**What He Knows:** Bretrenn is anything but lucid. From the moment the PCs encounter him he will do little but mutter, cry, cackle and beg for mercy. It is possible though that the PCs might get some basic information about the layout of the Hold Level. Bretrenn has visited the Cargo Hold (now a makeshift temple) many times and has participated in the bloody rites enacted there. He knows how to reach this area and can hint in his ramblings of the trapped stairs. In addition, he may mutter about "the coils in the deep." This is a reference to the constrictor snakes lurking in the bilges.

☞**Ssinhek:** male sahuagin; hp 5 (11); see the Monster Manual p 217.

**Appearance:** Roughly 6 ft. tall and well muscled this sahuagin's scaly skin is dented and battered through extensive torture. Sharp fangs fill its badly bruised mouth. Its long tail is slashed and torn and in many places the fins on its arms, back and head are missing or damaged.

**Personality:** Ssinhek is an evil and vicious creature who delights in the suffering and death of others. This experience has not changed his opinion on such matters. His overriding desire is to escape this ship so that he might gather his companions and return to wreak his revenge. To this end he will stick to the letter of any agreement he makes with the PCs. He will certainly not reveal anything he knows without ironclad assurances regarding his personal safety.

**Background:** Ssinhek is one of the sahuagin that prowl the waters under the reef preying on those he and his compatriots come across. A ruthless killer he evidences disdain for any non-water breathing creature.

*What He Knows:* Ssinheh knows little of the underdeck layout of the *Malachite Serpent*. He knows of the central shrine area in the cargo hold and has seen the pregnant women there. In addition he can give a pretty accurate description of Tlazarantlis. He knows that he is not like the other yuan-ti and that he is infinitely more dangerous. He also knows that one of the yuan-ti possesses priestly powers.

**Development:** Once the PCs have gained all the information from the prisoners that they can there is little else of interest here. Assuming that they free him, Bretrenn will attempt to leave the ship via the fastest route possible. Unfortunately it is highly possible that this will take him dangerously close to assassin vines that cluster along the port side of the ship. This may necessitate the PCs rescuing him from almost certain death.

### **Area 5: Ship's Stores**

This area is accessible from either Area 4: Galley Store's or Area 7: Crew Cabin. Originally this was the ship's store. The yuan-ti do not use this area although it has been thoroughly ransacked.

*This room has been thoroughly and comprehensively ransacked. Boxes, chests and shredded, moldering hammocks lie haphazardly about this area. The remains of two skeletons lie practically buried here under the damaged furniture.*

If the PCs take the time to search the chamber they will find nothing of value. The only two items of potential interest are the skeletons. A successful DC 15 Heal check indicates that the PCs realized that they have been dead for at least two years (and probably much longer). In reality these unfortunately were members of the original crew slain by the yuan-ti after their vessel became trapped here. Although it is likely that these individuals died a violent death there is no outward sign of how they perished.

A subsequent DC 20 Search or Spot check however reveals the remains of a shirt below one of the bodies. It has been shredded as if by powerful claws. Additionally there are several puncture wounds in the shirt. These are surrounded by a distinct discoloration. A successful DC 20 Heal or Knowledge (nature) check reveals this discoloration to be old, dried poison.

**Development:** Beyond the skeletons described above there is nothing of interest here.

### **Area 6: Ship's Galley**

This area is accessible either from Area 4: Galley Stores or Area 1: Main Deck. In addition this area has a porthole through which the PCs may enter.

*Judging by the remains of a large oven and the dented and slashed work surface still standing along one wall this area was once the ship's galley. It is plainly evident however that nothing has been cooked here for some time. This area has been thoroughly ransacked. A crude*

*path does seem to have been cleared through the debris. It leads to a padlocked door at the rear of the cabin.*

There is nothing of interest to the PCs here. If they search through the remains of the galley they will find nothing but rusty cooking implements and moldering remnants of foodstuffs and their packaging.

**Development:** From here it is likely that the PCs will elect to investigate the locked door. In this instance proceed to Area 4: Galley Stores.

Once combat has begun between the PCs and the yuan-ti this area will be used by the yuan-ti. They will use this cabin as a vantage point from which to snipe at PCs fighting the assassin vines or moving about above decks.

### **Area 7: Crew Quarters**

This area is accessible from either Area 5: Ship's Stores or from Area 1: Main Deck. In addition this area has a porthole through which the PCs may enter. Originally crew quarters this area is unused by the yuan-ti, although they have thoroughly ransacked it.

*The shattered remains of a few articles of furniture and the profusion of rotting hammocks proclaim this as once been used as crew quarters. A closed door is set in the opposite wall.*

There is nothing of interest here for the PCs.

It is likely that if they have not already done so that the PCs will wish to explore the locked door leading to Area 4: Galley Stores. Refer to that encounter for more information regarding this door.

**Development:** Once combat has begun between the PCs and the yuan-ti this area will be used by the yuan-ti. They will use this cabin as a vantage point from which to snipe at PCs fighting the assassin vines or moving about above decks.

### **Area 8: Private Cabin**

This area is accessible from either Area 1: Main Deck, or via a secret door from Area 9: Captain's Cabin. In addition this area has two portholes thorough, which the PCs may enter. This was once the cabin used to house wealthy dignitaries or paying passengers.

*This chamber while once richly appointed is piled high with a mound of shattered furniture, rotting fabrics and other broken or damaged equipment. Slime and mold grow thickly here.*

There is nothing of interest here to the PCs, although they might spend some time searching. Yuan-ti in snake form hiding from the PCs may use this pile as a handy place from which to launch an ambush.

### **Area 9: Captain's Cabin**

This area is accessible from either Area 1: Main Deck, or via a secret door from Area 8: Private Cabin. In addition this area has two portholes thorough, which the PCs may enter.

*Once obviously an ostentatious chamber now this place is dominated by a pile of rotting corpses, animal waste and other unidentifiable wastes.*

PCs may assume that these corpses may animate and attack them. However, this will not take place. This place is simply used by the yuan-ti to dispose of their victims. Their spiritual leader, Zotlatlas, intends to start to animate these bodies as an additional line of defense once he understands the relevant spells (which currently he does not).

There is nothing of interest here to the PCs, although they might spend some time searching. Yuan-ti in snake form hiding from the PCs may use this pile as a handy place from which to launch an ambush.

### **Area 10: Crew Quarters**

This area is located on the Main Deck Level. This area is accessible via Area 11: Cargo Hold. In addition there are two shut portholes through which the PCs may elect to enter.

This area is now used by the normal rank and file yuan-ti as a communal sleeping area. Time, conflict and disease have taken their toll on the yuan-ti and now only a few rank and file individuals remain. If the PCs have managed to penetrate the vessel secretly without alerting the yuan-ti they will discover several sleeping yuan-ti here.

*This chamber is obviously used as a communal sleeping area. [Number] of distinct sleeping pallets are set out here. Each is little more than a pile of heaped cloths. There appears to be little in the way of personal effects stored here; there are no chests, lockers or other storage containers in evidence. This chamber is relatively tidy and appears well maintained. Given the size of this chamber it is obvious that it is easily capable of housing more individuals that it currently does.*

### **APL 2 (EL 3)**

☛Yuan-Ti Pureblood: hp 18; see Appendix 1.

### **APL 4 (EL 4)**

☛Yuan-Ti Pureblood (2): hp 18; see Appendix 2.

### **APL 6 (EL 6)**

☛Yuan-Ti Pureblood (3): hp 23; see Appendix 3.

### **APL 8 (EL 8)**

☛Yuan-Ti Pureblood (6): hp 28; see Appendix 4.

**Treasure:** The only treasure here consists of the yuan-ti's gear.

**APL 2:** Loot: 70 gp.

**APL 4:** Loot: 70 gp.

**APL 6:** Loot: 105 gp.

**APL 8:** Loot: 210 gp.

### **Area 11: Cargo Hold**

This area is located on the Main Deck Level. This area is accessible from Area 1: Main Deck, Area 10: Crew Quarters, Area 13: Mate's Cabin or Area 12: Bosun's Cabin.

This area is now used as a shrine, communal eating area and torture chamber.

*This is easily the largest area you have yet encountered during your explorations.*

*A small amount of light filters into this chamber through a metal grate set into the deck above. This shadowy light illuminates most of the chamber allowing you to make out some of its details.*

*At least forty foot in length and as wide as the vessel this seems to be a room of some importance. The chamber is relatively tidy with little or no detritus littering the floor and seems to have some special significance to the ship's inhabitants.*

*Something seems to be "wrong" with the walls and floor of the chamber. All have been carved with a number of strange and alien-looking symbols the likes of which you have never seen before.*

*Two closed doors open off this chamber to the rear of the vessel while a single door pierces the opposite wall. The remains of the mast still runs through the centre of this chamber. Chained to this are three filthy human females. All are slumped to the floor and have not yet noticed you.*

*Towards the front of the vessel in front of a metal grate set in the floor stands a crude wooden carving. The wood has been scorched black and has been carved to represent a black humanoid head with bulging eyes, huge tusks and antlers. In front of the alter lies a small pile of items, some of which glitter in the light!*

*Apart from the chained and seemingly unconscious women there appear to be no occupants of this chamber.*

Unless the PCs bring their own light source consider this whole area to be lit by shadowy illumination for purposes of vision, concealment and Hide and Spot checks.

**Human Females:** These individuals are currently unconscious. Even when awoken, they exist in a catatonic state little removed from a waking coma. All have been physically abused, but unlike the captives in Area 4: Galley Stores they have not been poisoned. All the women are heavily pregnant. Unless *remove disease* is cast on these captives the PCs will be unable to get any information from them. Indeed, they are barely capable of conscious thought or movement and if the PCs wish to rescue them they will have to be carried.

When combat breaks out here the yuan-ti will not target these women and will (unless in dire straits) eschew attacks that will damage them. The women carry new sacrifices for the god Tlaloc and they will not want to anger him.

☛**Levanna, Heldranna, and Yendrenn: Heavily Pregnant Human Females (3):** Com1; hp 2 (4).

One of the women is different to the others. She has been forced to participate with in the dark rituals of

Tlaloc. As a consequence although she is still human her unborn child is a pureblood yuan-ti. If the PCs examine these individuals a DC 20 Spot or Search check, or a DC 15 Heal check reveals that all is not right with the third woman. Her belly is more distended than the others. What lies within twists and writhes unnaturally.

These women are members of the human barbaric tribe that dwell on several of the ships at the centre of the weed-sea. If they are released they will all eventually find their way back to their brethren. Slaying these women (even Yendrenn who has been infested by the yuan-ti) is an evil act as they are essentially helpless. Paladins and lawful good clerics instantly lose their powers if they are involved in such acts.

**Symbols:** The yuan-ti have carved every available surface of this chamber with a number of their strange and alien symbols. Player's Handout 1 illustrates the two most common sigils.

A DC 20 Knowledge (religion) check indicates that the blacked-headed head sigil is that of Tlaloc, the Olman god of rain. A subsequent DC 25 Knowledge (religion) check reveals that Tlaloc demands monthly sacrifices of children to grant rain.

A DC 25 Knowledge (local – Core) reveals that the sigil depicting a snake eating its own tail is the heraldic device of Alocotla. Additionally the PC knows that Alocotla is a city in Hepmonaland ruled by yuan-ti. It is one of three such cities, but all are far inland. The yuan-ti are not known to possess any vessels so how they came here is a mystery.

**Treasure:** There is some treasure, all of which is found in front of the altar.

**APL 2:** Loot: 50 gp; Coin: 50 gp.

**APL 4:** Loot: 100 gp; Coin: 100 gp.

**APL 6:** Loot: 150 gp; Coin: 150 gp.

**APL 8:** Loot: 200 gp; Coin: 200 gp.

**Development:** This area is of religious significance to the yuan-ti of the *Malachite Serpent* and they will not allow the PCs to occupy or desecrate it. Thus it is highly likely that they will engage the PCs in combat here.

Remember however that yuan-ti prefer to strike from ambush and will use a variety of ranged combat options until melee is forced upon them. Initially the PCs will only face the rank and file purebloods here as the leaders assess the level of threat posed by the PCs. They will be the last to attack the PCs and will likely bide their time until the PCs are weakened or have relaxed their guard.

**Important Note:** If all the available yuan-ti attack the party here en masse then it is likely that the PCs will die. The DM should resist the urge to hurl all the yuan-ti into combat in one go. The yuan-ti will attack over and over again from ambush and will retreat once the PCs seem to be mounting an effective defense.

Severely wounded yuan-ti will prefer to retreat rather than die fighting. In extreme circumstances badly wounded yuan-ti will change their form to that of a small viper and the slither through the metal floor grate into Area 14: The Bilges.

## Area 12: Bosun's Cabin

This area is located on the Main Deck Level. This area is accessible from Area 11: Cargo Hold. In addition this area has a porthole through which the PCs may elect to enter.

This area is now used by the yuan-ti leader, Tlazarantlis, as his personal quarters. If the PCs have breached the yuan-tis' defenses without alerting the defenders they will encounter Tlazarantlis here.

When the PCs reach this area read or paraphrase the following:

*This chamber has a martial feel to it. Weapons, many of them damaged or rusted are hung on all the walls. A small pile of cushions and cloths have been heaped in one corner. A large barrel but in half length-ways, draped in silks and half full of relatively clean water stands in one corner of the room.*

*The deck here however has been corroded by some kind of substance. It is colored black and pitted in many places.*

The half-barrel is used as a bath by Tlazarantlis. The heap of cushions is his bed.

If the PCs have penetrated this far without alerting the yuan-ti they will encounter Tlazarantlis performing a series of martial exercises. He will immediately attack them, hoping that this show of strength will drive them off. In this instance he will try and engage them in the doorway so that fewer opponents can attack him at once. If he loses more than half his hit points he will flee. In addition if he is obviously outmatched he will flee to gather his forces.

A DC 20 Search check indicates that the floor was probably damaged by acid.

### APL 2 (EL 5)

➤ **Tlazarantlis, Yuan-Ti Halfblood:** hp 38; see Appendix 1.

### APL 4 (EL 7)

➤ **Tlazarantlis, Yuan-Ti Halfblood Ftr2:** hp 52; see Appendix 2.

### APL 6 (EL 9)

➤ **Tlazarantlis, Half-Fiend Yuan-Ti Halfblood Bbn1/Ftr2:** hp 70; see Appendix 3.

### APL 8 (EL 11)

➤ **Tlazarantlis, Half-Fiend Yuan-Ti Halfblood Bbn2/Ftr2:** hp 90; see Appendix 4.

**Tactics:** Tlazarantlis is a cunning, vicious and bloodthirsty yuan-ti accustomed to defeating all who stand before him. An oddity for a yuan-ti he actually enjoys melee combat, trusting on his great strength and his skill at arms to carry him through. He is not stupid however and will use his spell-like abilities prior to melee combat in an attempt to soften up his opponents. He

prefers to best warrior types and will seek this kind of foe out above all others.

Tlazarantlis is the leader of this group of yuan-ti and will not hesitate to sacrifice any of the others to guarantee his own survival. He will only enter melee combat after all of his minions are defeated or driven off.

**Treasure:** Tlazarantlis carries some items of note upon his person which the PCs may loot.

**APL 2:** Loot: 35 gp; Magic: *necklace of missiles type 1* [1x 5d6, 2x 3d6] (138 gp).

**APL 4:** Loot: 35 gp; Magic: *necklace of missiles type 1* [1x 5d6, 2x 3d6] (138 gp), *cloak of resistance +1* (83 gp).

**APL 6:** Loot: 35 gp; Magic: *necklace of missiles type 1* [1x 5d6, 2x 3d6] (138 gp), *cloak of resistance +1* (83 gp), *potion of barkskin +3* (50 gp)

**APL 8:** Loot: 35 gp; Magic: *necklace of missiles type 1* [1x 5d6, 2x 3d6] (138 gp), *cloak of resistance +1* (83 gp), *potion of barkskin +3* (50 gp), *gauntlets of ogre power* (333 gp).

**Detect Magic Results:** *necklace of missiles type 1* (moderate evocation), *cloak of resistance +1* (faint abjuration), *potion of barkskin +3* (faint transmutation), *gauntlets of ogre power* (faint transmutation).

In addition, if the PCs slay Tlazarantlis they receive the following AR entry:

☛ **Enmity of Tlaloc:** The PC has slain a favored one of Tlaloc. Although Tlaloc is a relatively peaceful lawful evil deity he bares this individual enmity. Tlaloc's methods are subtle. Encountered snakes will always be hostile to this individual and will attack before any other. In addition individuals with access to *summon nature's ally* and similar spells may no longer summon snakes.

Tlaloc has enemies however who are pleased that you have slain one of his abominations. Because of your actions they have granted you a boon. In the future encountered avian creatures will not attack you, unless you attack them first. In addition, if you have lost the ability to summon snakes as described above you may cast *wind wall* once per week. Treat this as a spell-like ability at a caster level equal to that of your main spell-casting level. Individuals summoning snakes via the skill Use Magic Device do not gain this spell-like ability.

### **Area 13: Mate's Cabin**

This area is located on the Main Deck level. This area is accessible from Area 11: Cargo Hold. In addition this area has a porthole through which the PCs may elect to enter.

This area is now used by the yuan-ti's spiritual leader, Zotlatlas, as his personal quarters. If the PCs have breached the yuan-ti's defenses without alerting the defenders they will encounter Zotlatlas here.

When the PCs reach this area read or paraphrase the following:

*This chamber is one of the finest that you have encountered on this vessel. Expensive cloths, richly appointed furniture and various jewel encrusted accoutrements lie scattered about this room. In one*

*corner stands a large barrel that has been ornately carved. Coiled serpents adorn its surface. Many of these serpents are depicted biting and killing children. Above all the snakes gather representations of heavy clouds the pour rain down upon the assembled serpents.*

The large barrel in the corner of the room is Zotlatlas bath. It is almost filled to the brim with clean water. The other items of furniture are of the usual types but are of very high quality.

If the PCs have reached this part of the vessel without alerting the yuan-ti to their presence they will encounter Zotlatlas here sprawled out on the cushions in human form. He will attempt to flee immediately if outnumbered.

If the PCs have fought their way here it is possible they might meet Zotlatlas here if he has nowhere else to retreat to.

#### **APL 2 (EL 4)**

☛ **Zotlatlas, Yuan-Ti Pureblood Clr1-Tlaloc:** hp 33; see Appendix 1.

#### **APL 4 (EL 4)**

☛ **Zotlatlas, Yuan-Ti Pureblood Clr1-Tlaloc:** hp 33; see Appendix 2.

#### **APL 6 (EL 5)**

☛ **Zotlatlas, Yuan-Ti Pureblood Clr2-Tlaloc:** hp 40; see Appendix 3.

#### **APL 8 (EL 6)**

☛ **Zotlatlas, Yuan-Ti Pureblood Clr3-Tlaloc:** hp 47; see Appendix 4.

**Tactics:** Zotlatlas is cunning and devious. He will not enter melee combat until all the other purebloods have been slain or driven off. He prefers to remain hidden from invaders and use his spells and spell-like abilities to the detriment of any foes.

He will tend to stay in the Hold Level and will vigorously defend Area 11: Cargo Hold. Any individual desecrating the altar in Area 11: Cargo Hold will be the target of his ire.

**Treasure:** Zotlatlas carries some items of note upon his person which the PCs may loot.

**APL 2:** Loot: 35 gp; Magic: *ring of the ram* [6 chgs.] (84 gp), *wand of inflict light wounds* [20 chgs] (25 gp).

**APL 4:** Loot: 35 gp; Magic: *ring of the ram* [6 chgs.] (84 gp), *wand of inflict light wounds* [20 chgs] (25 gp), *dust of appearance* (150 gp), *dust of dryness* (71 gp).

**APL 6:** Loot: 35 gp; Magic: *ring of the ram* [12 chgs.] (168 gp), *Quaal's feather token [whip]* (42 gp), *dust of appearance* (150 gp), *dust of dryness* (71 gp).

**APL 8:** Loot: 35 gp; Magic: *ring of the ram* [18 chgs.] (252 gp), *Quaal's feather token [whip]* (42 gp), *dust of appearance* (150 gp), *dust of dryness* (71 gp), *lesser Silent metamagic rod* (250 gp).

**Detect Magic Results:** *Wand of inflict light wounds* (faint necromancy), *ring of the ram* (moderate



transmutation), *Quaal's feather token [whip]* (moderate conjuration), *dust of appearance* (faint conjuration), *dust of dryness* (moderate transmutation), *lesser Silent metamagic rod* (strong, no school).

#### **Area 14: Secret Storage**

This area is located on the Main Deck Level. This area is only accessible from Area 12: Bosun's Cabin. This area is now used by Tlazarantlis to store items of great value or personal significance.

*Unlike many other parts of the ship that you have explored this area is crammed full of precious items. Gems, various pieces of jewelry, gem-encrusted goblets, and other once-fine items lie scattered about the floor. Many pieces of treasure that lie before you though are tarnished and worn – no doubt a legacy of the corrosive sea air and lack of care.*

*Intermixed with all this is a brilliant white tabard, seemingly unaffected by the conditions. Set into its chest is some kind of symbol but you cannot make out its design from your vantage point.*

This area is not trapped in any way. Assuming that all the nearby yuan-ti have been dealt with the PCs can simply gather up the treasure here and continue their explorations.

**Treasure:** Much of the treasure here is damaged due to the environment in which it has been left. Thus, although of interest to collectors and the like it is not worth as much as it could be.

**APL 2:** Loot: 150 gp; Magic: *Tabard of the sun* (13 gp).

**APL 4:** Loot: 250 gp; Magic: *Tabard of the sun* (13 gp).

**APL 6:** Loot: 150 gp; Magic: *Tabard of the blinding sun* (450 gp).

**APL 8:** Loot: 250 gp; Magic: *Tabard of the blinding sun* (450 gp).

**Detect Magic Results:** *Tabard of the blinding sun* (faint evocation), *Tabard of the sun* (faint evocation).

Sensing the innate goodness of this tabard the yuan-ti do not use it.

☛ ***Tabard of the Sun.*** A shimmering, thickly woven tabard made of the finest white cloth and edged in brilliant gold and silver trim, this item is beautiful to behold. Set into the centre of the tabard is a great silvery sun ringed by silver moons. The tabard is mentioned in several ancient Oeridian myths and has great significance to the few remaining followers of the One True Way in the lands of the former Great Kingdom.

On command the tabard emits light equivalent to a *continual flame* spell. Although no flame is evident the light seems to spring from the moons and stars on the tabard's front. This ability is a command word effect. To call forth the light the wearer must cry out "come forth the blinding light." The light can be dismissed as a free

action. Wearing this item takes up the vest body slot. It is a lesser version of the *tabard of the blinding light*.

Faint evocation; CL 5th; Craft Wonderous Item, *continual flame*; Price 150 gp.

☛ ***Tabard of the Blinding Sun.*** A shimmering, thickly woven tabard made of the finest white cloth and edged in brilliant gold and silver trim, this item is beautiful to behold. Set into the centre of the tabard is a great silvery sun ringed by silver moons. The tabard is mentioned in several ancient Oeridian myths and has great significance to the few remaining followers of the One True Way in the lands of the former Great Kingdom.

On command the tabard emits light equivalent to a *continual flame* spell. Although no flame is evident the light seems to spring from the moons and stars on the tabard's front. In addition once per day the wearer can cast a *searing ray*, which emanates from the central sun. Both of these abilities are command word effects. To call forth the light the wearer must cry out "come forth the blinding light." To cast the *searing light* the wearer must utter "Strike the unbelievers in His name."

Wearing this item takes up the vest body slot.

Faint evocation; CL 5th; Craft Wonderous Item, *continual flame*, *searing flame*; Price 5,400 gp.

#### **Area 15: Secret Storage**

This area is located on the Main Deck Level. This area is only accessible from Area 13: Mate's Cabin. This area is now used by Zotlatlas to store items of great value or personal significance

*This small chamber is crammed full of rotting and tarnished items of once great value. It appears that the perpetually wet environment combined with the remorseless effects of time have combined to cheat you of much of the treasure before you. Partially buried within the pile lies a battleaxe; its handle is chased in silver and it is not tarnished.*

**Treasure:** Much of the treasure here is damaged due to the environment in which it has been left. Thus, although of interest to collectors and the like it is not worth as much as it could be.

**APL 2:** Loot: 50 gp; Coin: 20 gp; Magic: *Valherann* (283 gp).

**APL 4:** Loot: 100 gp; Coin: 40 gp; Magic: *Valherann* (283 gp).

**APL 6:** Loot: 150 gp; Coin: 60 gp; Magic: *Valherann* (283 gp).

**APL 8:** Loot: 200 gp; Coin: 80 gp; Magic: *Valherann* (283 gp).

**Detect Magic Results:** *Valherann* (minor enchantment).

Sensing the innate goodness of Valherann the yuan-ti do not use it.

☛ **Valherann:** Thought lost in the Turmoil Between Crowns, this lavishly decorated weapon was once wielded by Overking Portillan of the Rax-Nyrond family. It bears the Rax-Nyrond emblem on the haft.

The weapon functions as a +1 *silvered battleaxe* and grants its bearer the ability to cast *bless* 3/day.

Minor enchantment; CL 3<sup>rd</sup>; Craft Magic Weapons and Armor, *bless*; Price 3,400 gp.

### **Area 16: The Bilge**

This area is only accessible from Area 11: Cargo Hold.

It is here that the pets of the yuan-ti reside. Dependant on the APL one or several constrictor snakes make their home in the bilges. The yuan-ti have also scattered a small amount of treasure here to entice the foolhardy into the waters below.

When the PCs reach this area read or paraphrase the following:

*The grill appears to grant access to the bilges of the ship. It is impossible to tell how deep the water is within.*

Anyone entering the water in this area will be attacked by the snakes lurking within.

#### **APL 2 (EL 2)**

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

#### **APL 4 (EL 4)**

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

#### **APL 6 (EL 6)**

☛ **Giant Constrictor Snake (1):** hp 63; see Appendix 3.

☛ **Constrictor Snake (1):** hp 19; see Appendix 3.

#### **APL 8 (EL 8)**

☛ **Giant Constrictor Snake (3):** hp 63; see Appendix 4.

**Tactics:** The snake(s) will attempt to grapple, constrict and kill any who enter their lair. Although the water here is not too deep being only 3 ft. in depth, several holes exist in the hull through which these snakes can swim. In addition these holes are big enough for the snake to drag a victim through or for an unwary PC to fall through.

For combat here refer to Appendix 5: Fighting in Water.

**Treasure:** The only treasure to be found here is that deliberately scattered by the yuan-ti to entice foolish individuals into the water. The coins are a mix of old Aerdi and Keoish coins

**APL 2:** Coin: 20 gp.

**APL 4:** Coin: 30 gp.

**APL 6:** Coin: 40 gp.

**APL 8:** Coin: 50 gp.

## **CONCLUSION**

Once the PCs have slain all the yuan-ti, or have retreated from the *Malachite Serpent* proceed to this section.

In this encounter the PCs return to their vessel after exploring one or more of the hulks trapped in the weed-sea. If the PCs have not yet encountered the harpies in Encounter 1 run that encounter again. If they have already slain the harpies read or paraphrase the following:

*Returning across the weed-sea your progress is slow. Luckily you encounter no further denizens of this strange floating reef and you return to your vessel without incident.*

*The crew of (insert vessel name) lower a boat and soon you are safely onboard. Whilst you have failed to discover the legendary Lost Treasure of the Sea Princes you have managed to recover some loot from the wrecks you searched.*

*As you sort through your loot many of the other exploratory groups straggle in across the weed-sea. Many of these groups have been depleted somewhat by their explorations and it emerges that none of have been very successful. They speak of abandoned ships, undead, other terrible denizens of the reef and a colony of half-mad humans who populate many of the wrecks. Perhaps these forsaken people are the final holders of the Sea Princes much-sought treasure?*

*Still, time is against you and Captain (name) begins to make preparations for your long trip home. While unsuccessful this time perhaps you will be able to return again to complete your explorations of this strange place.*

## EXPERIENCE POINT SUMMARY

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

### Encounter 1: The Great Weed-Sea

Slay the harpies

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

### Encounter 2: The Lost Treasure of the Sea Princes

#### Approaching the Malachite Serpent

Slay the assassin vines

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

### Area 2: Fore Castle

Defeat the yuan-ti

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

### Area 10: Crew Quarters

Defeat the yuan-ti

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

### Area 12: Bosun's Cabin

Slay or drive off Tlazarantilis

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

### Area 13: Mate's Cabin

Slay or drive off Zotlatlas

APL2	90 XP
APL4	120 XP
APL6	150 XP
APL8	180 XP

### Area 16: The Bilge

Kill the yuan-ti pets

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

### Discretionary Role-Playing Award

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

[Note to authors: the role-playing award and story awards must be 20% or less of the total award for the scenario and may only be awarded when less than the maximum number of EL's for the APL is used. Remove this paragraph.]

### Total Possible Experience:

APL2	900 XP
APL4	1,350 XP
APL6	1,800 XP
APL8	2,250 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 2: The Lost Treasure of the Sea Princes

### Area 2: Forecastle

Loot from the slain yuan-ti

**All APLs:** Loot: 35 gp.

### Area 10: Crew Quarters

Loot from the slain yuan-ti

**APL 2:** Loot: 70 gp.

**APL 4:** Loot: 70 gp.

**APL 6:** Loot: 105 gp.

**APL 8:** Loot: 210 gp.

### Area 12: Cargo Hold

**APL 2:** Loot: 50 gp; Coin: 50 gp.

**APL 4:** Loot: 100 gp; Coin: 100 gp.

**APL 6:** Loot: 150 gp; Coin: 150 gp.

**APL 8:** Loot: 200 gp; Coin: 200 gp.

### Area 12: Bosun's Cabin

**APL 2:** Loot: 35 gp; Magic: *necklace of missiles type 1* [1x 5d6, 2x 3d6] (138 gp).

**APL 4:** Loot: 35 gp; Magic: *necklace of missiles type 1* [1x 5d6, 2x 3d6] (138 gp), *cloak of resistance +1* (83 gp).

**APL 6:** Loot: 35 gp; Magic: *necklace of missiles type 1* [1x 5d6, 2x 3d6] (138 gp), *cloak of resistance +1* (83 gp), *potion of barkskin +3* (50 gp).

**APL 8:** Loot: 35 gp; Magic: *necklace of missiles type 1* [1x 5d6, 2x 3d6] (138 gp), *cloak of resistance +1* (83 gp), *potion of barkskin +3* (50 gp), *gauntlets of ogre power* (333 gp).

**Detect Magic Results:** *necklace of missiles type 1* (moderate evocation), *cloak of resistance +1* (faint abjuration), *potion of barkskin +3* (faint transmutation), *gauntlets of ogre power* (faint transmutation).

### Area 13: Mate's Cabin

**APL 2:** Loot: 35 gp; Magic: *ring of the ram* [6 chgs.] (84 gp), *wand of inflict light wounds* [20 chgs.] (25 gp).

**APL 4:** Loot: 35 gp; Magic: *ring of the ram* [6 chgs.] (84 gp), *wand of inflict light wounds* [20 chgs.] (25 gp), *dust of appearance* (150 gp), *dust of dryness* (71 gp).

**APL 6:** Loot: 35 gp; Magic: *ring of the ram* [12 chgs.] (168 gp), *Quaal's feather token [whip]* (42 gp), *dust of appearance* (150 gp), *dust of dryness* (71 gp).

**APL 8:** Loot: 35 gp; Magic: *ring of the ram* [18 chgs.] (252 gp), *Quaal's feather token [whip]* (42 gp), *dust of appearance* (150 gp), *dust of dryness* (71 gp), *lesser Silent metamagic rod* (250 gp).

**Detect Magic Results:** *Wand of inflict light wounds* (faint necromancy), *ring of the ram* (moderate transmutation), *Quaal's feather token [whip]* (moderate conjuration), *dust of appearance* (faint conjuration), *dust of dryness* (moderate transmutation), *lesser Silent metamagic rod* (strong, no school).

### Area 14: Secret Storage

**APL 2:** Loot: 150 gp; Magic: *Tabard of the sun* (13 gp).

**APL 4:** Loot: 250 gp; Magic: *Tabard of the sun* (13 gp).

**APL 6:** Loot: 150 gp; Magic: *Tabard of the blinding sun* (450 gp).

**APL 8:** Loot: 250 gp; Magic: *Tabard of the blinding sun* (450 gp).

**Detect Magic Results:** *Tabard of the blinding sun* (faint evocation), *Tabard of the sun* (faint evocation).

### Area 15: Secret Storage

**APL 2:** Loot: 50 gp; Coin: 20 gp; Magic: *Valherann* (283 gp).

**APL 4:** Loot: 100 gp; Coin: 40 gp; Magic: *Valherann* (283 gp).

**APL 6:** Loot: 150 gp; Coin: 60 gp; Magic: *Valherann* (283 gp).

**APL 8:** Loot: 200 gp; Coin: 80 gp; Magic: *Valherann* (283 gp).

**Detect Magic Results:** *Valherann* (minor enchantment).

### Area 16: The Bilge

**APL 2:** Coin: 20 gp.

**APL 4:** Coin: 30 gp.

**APL 6:** Coin: 40 gp.

**APL 8:** Coin: 50 gp.

### Total Possible Treasure

**APL 2:** Loot: 425 gp; Coin: 70 gp; Magic: 543 gp - Total: 1,048 gp.

**APL 4:** Loot: 625 gp; Coin: 130 gp; Magic: 737 gp - Total: 1,492 gp.

**APL 6:** Loot: 660 gp; Coin: 190 gp; Magic: 1,340 gp - Total: 2,190 gp.

**APL 8:** Loot: 960 gp; Coin: 250 gp; Magic: 2,102 gp - Total: 3,312 gp.

### Treasure Maximums by APL

**APL 2:** 900 gp

**APL 4:** 1,300 gp

**APL 6:** 1,800 gp

**APL 8:** 2,600 gp

## Items for the Adventure Record Special

☛ **Valherann:** Thought lost in the Turmoil Between Crowns, this lavishly decorated weapon was once wielded by Overking Portillan of the Rax-Nyrod family. It bears the Rax-Nyrod emblem on the haft.

The weapon functions as a +1 *silvered battleaxe* and grants its bearer the ability to cast *bleed* 3/day.

Minor enchantment; CL 3<sup>rd</sup>; Craft Magic Weapons and Armor, *bleed*; Price 3,400 gp.

☛ **Tabard of the Sun:** A shimmering, thickly woven tabard made of the finest white cloth and edged in

brilliant gold and silver trim, this item is beautiful to behold. Set into the centre of the tabard is a great silvery sun ringed by silver moons. The tabard is mentioned in several ancient Oeridian myths and has great significance to the few remaining followers of the One True Way in the lands of the former Great Kingdom.

On command the tabard emits light equivalent to a *continual flame* spell. Although no flame is evident the light seems to spring from the moons and stars on the tabard's front. This ability is a command word effect. To call forth the light the wearer must cry out "come forth the blinding light." The light can be dismissed as a free action. Wearing this item takes up the vest body slot. It is a lesser version of the *tabard of the blinding light*.

Faint evocation; CL 5th; Craft Wonderous Item, *continual flame*; Price 150 gp.

☛ **Tabard of the Blinding Sun.** A shimmering, thickly woven tabard made of the finest white cloth and edged in brilliant gold and silver trim, this item is beautiful to behold. Set into the centre of the tabard is a great silvery sun ringed by silver moons. The tabard is mentioned in several ancient Oeridian myths and has great significance to the few remaining followers of the One True Way in the lands of the former Great Kingdom.

On command the tabard emits light equivalent to a *continual flame* spell. Although no flame is evident the light seems to spring from the moons and stars on the tabard's front. In addition once per day the wearer can cast a *searing ray*, which emanates from the central sun. Both of these abilities are command word effects. To call forth the light the wearer must cry out "come forth the blinding light." To cast the *searing light* the wearer must utter "Strike the unbelievers in His name."

Wearing this item takes up the vest body slot.

Faint evocation; CL 5th; Craft Wonderous Item, *continual flame*, *searing flame*; Price 5,400 gp.

☛ **Enmity of Tlaloc:** Although Tlaloc is a relatively peaceful lawful evil deity he bares this individual enmity. Tlaloc's methods are subtle. Encountered snakes will always be hostile to this individual. In addition individuals with access to *summon nature's ally* and similar spells may no longer summon snakes using these spells.

Tlaloc has enemies however who are pleased by your actions. They have granted you a boon. In the future encountered avian creatures will not attack you, unless you attack them first. In addition, if you have lost the ability to summon snakes as described above you may cast *wind wall* once per week. Treat this as a spell-like ability at a caster level equal to that of your main spell-casting level. Individuals summoning snakes via the skill Use Magic Device do not gain this spell-like ability.

## Item Access

### **APL 2**

*Tabard of the sun* (Adventure, CL 5th, see above)

*Valherann* (Adventure, CL 3rd, see above)

*Wand of inflict wounds* [20 chgs] (Any, CL 1st, DMG)

*Necklace of missiles type 1* (Any, CL 10<sup>th</sup>; DMG)

**APL 4** (All of APL 2 plus the following)

*Dust of appearance* (Any; 5<sup>th</sup>; 1,800 gp; DMG)

*Dust of dryness* (Adventure; CL 11<sup>th</sup>; 850 gp; DMG)

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

*Tabard of the blinding sun* (Adventure, CL 5th, see above)

*Quaal's feather token [whip]* (Any, CL 12th; DMG)

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

*Lesser Silent metamagic rod* (Any; CL 17<sup>th</sup>; 3,000 gp; DMG)

## APPENDIX 1: APL 2

### Encounter 1: The Great Weed-Sea

➤ **Harpy (1):** CR 4; Medium Monstrous Humanoid; HD 7d8; hp 31; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +7/+2; Grp +7; Atk +7 melee (1d6, club); Full Atk +7/+2 melee (1d6, club) and +2 melee (1d3, claw); SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

**Skills and Feats:** Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

**Captivating Song (Su):** The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a DC 16 Will save or become captivated. This is a sonic, mind-affecting charm effect. If the save is successful, that creature cannot be affected again by that harpy's song for 24 hours. The save DC is Charisma based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round hereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

**Skills:** Harpies have a +4 racial bonus on Bluff and Listen checks.

**Possessions:** Club.

### Encounter 2: The Lost Treasure of the Sea

#### Princes

#### Approaching the Vessel

➤ **Assassin Vine (1):** CR 3; Large Plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3, Grp +12; Base Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./ 10 ft. (15 ft. with vine); SA Constrict 1d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int -; Wis 13, Cha 9.

**Constrict (Ex):** An assassin vine deals 1d6+7 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13, partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4<sup>th</sup>).

**Improved Grab (Ex):** To use this ability, an assassin vine 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.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonemasonry to notice the subterranean version.

**Plant Traits:** The assassin vine is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poison, sleep effects, paralysis, polymorph and stunning. Not subject to critical hits.

#### Area 2: Fore Castle

➤ **Yuan-Ti Pureblood (1):** CR 3; Medium Monstrous Humanoid; HD 4d8; hp 18; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +4; Atk +5 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); Full Atk +5 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); SA Spell-like abilities; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 14; AL CE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

**Skills and Feats:** Concentration +7, Disguise +4\*, Hide +3, Knowledge (nature) +5, Listen +4, Spot +4; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Possessions:** Studded leather armor, heavy shield, longbow, 10 arrows, masterwork scimitar.

#### Area 10: Crew Quarters

➤ **Yuan-Ti Pureblood (1):** CR 3; Medium Monstrous Humanoid; HD 4d8; hp 18; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +4; Atk +5



melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); Full Atk +5 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); SA Spell-like abilities; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 14; AL CE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

**Skills and Feats:** Concentration +7\*, Disguise +4\*, Hide +3, Knowledge (nature) +5, Listen +4, Spot +4; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Possessions:** Studded leather armor, heavy shield, longbow, 10 arrows, masterwork scimitar.

## Area 12: Bosun's Cabin

☛ **Tlazarantlis, Yuan-Ti Halfblood:** CR 5; Medium Monstrous Humanoid; HD 7d8+7; hp 38; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +7; Grp +9; Atk +10 melee (1d6+2/18-20, masterwork scimitar) or +8 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +10/+5 melee (1d6+2/18-20, masterwork scimitar) and +4 melee (1d6+1 plus poison, bite) or +8/+3 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); SA Poison, *produce acid*, spell-like abilities; SQ *Alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, scent, spell resistance 16; AL CE; SV Fort +3, Ref +6, Will +9; Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16.

**Skills and Feats:** Concentration +11, Knowledge (nature) +14, craft/know +14, Hide +10\*, Listen +16, Spot +16; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Combat Expertise, Dodge, Improved Initiative.

**Poison (Ex):** Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

**Produce Acid (Ex):** A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Chameleon Power (Sp):** A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

**Spell-Like Abilities:** 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralise poison* (DC 17), *suggestion* (DC 16). Caster level 8<sup>th</sup>. The save DCs are Charisma-based.

**Skills:** \*Yuan-ti halfbloods using chameleon power gain a +10 circumstance bonus on Hide checks.

**Possessions:** studded leather armor, heavy shield, composite longbow (+2 Str bonus), 10 arrows, masterwork scimitar, *necklace of missiles type 1* [1x 5d6, 2x 3d6].

## Area 13: Mate's Cabin

☛ **Zotlatlas, Yuan-Ti Pureblood Clr1 – Tlaloc (1):** CR 4; Medium Monstrous Humanoid; HD 4d8+8 plus 1d8+2; hp 33; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +4; Atk +5 melee (1d6/18-20, masterwork scimitar) or +7 ranged (1d6, javelin); Full Atk +5 melee (1d6/18-20, masterwork scimitar) or +6 ranged (1d6, javelin); SA Spell-like abilities; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 15; AL CE; SV Fort +5, Ref +6, Will +6; Str 11, Dex 15, Con 14, Int 12, Wis 15, Cha 12.

**Skills and Feats:** Concentration +9\*, Disguise +4\*, Hide +4, Knowledge (nature) +5, Knowledge (religion) +4, Listen +6, Spot +6; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

Skills: \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

*Spells Prepared:* (3/2+1; base DC = 12 + spell level):  
0- *cure minor wounds*, *detect magic*, *purify food and water*; 1<sup>st</sup>- *bless*, *cure light wounds*, *protection from good*.\*

\*Domain Spell: Evil (cast evil spells at +1 caster level); Water (turn or destroy fire creatures as a good cleric turns undead. Rebuke, command or bolster water creatures as an evil cleric rebukes undead).

*Possessions:* Studded leather armor, heavy shield, javelin (3), masterwork scimitar, *ring of the ram* (6 chgs), *wand of inflict light wounds* (20 chgs).

## Area 16: The Bilge

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

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

**Constrict (Ex):** on a successful grapple check a constrictor snake deals 1d3+4 points of damage.

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

## APPENDIX 2:

### APL 4

#### Encounter 1: The Great Weed-Sea

➤ **Harpy (2):** CR 4; Medium Monstrous Humanoid; HD 7d8; hp 31; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +7/+2; Grp +7; Atk +7 melee (1d6, club); Full Atk +7/+2 melee (1d6, club) and +2 melee (1d3, claw); SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

**Skills and Feats:** Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

**Captivating Song (Su):** The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a DC 16 Will save or become captivated. This is a sonic, mind-affecting charm effect. If the save is successful, that creature cannot be affected again by that harpy's song for 24 hours. The save DC is Charisma based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round hereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

**Skills:** Harpies have a +4 racial bonus on Bluff and Listen checks.

**Possessions:** Club.

#### Encounter 2: The Lost Treasure of the Sea

##### Princes

##### Approaching the Vessel

➤ **Assassin Vine (2):** CR 3; Large Plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3, Grp +12; Base Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./ 10 ft. (15 ft. with vine); SA Constrict 1d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int -; Wis 13, Cha 9.

**Constrict (Ex):** An assassin vine deals 1d6+7 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13, partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4<sup>th</sup>).

**Improved Grab (Ex):** To use this ability, an assassin vine 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.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonemasonry to notice the subterranean version.

**Plant Traits:** The assassin vine is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poison, sleep effects, paralysis, polymorph and stunning. Not subject to critical hits.

#### Area 2: Fore Castle

➤ **Yuan-Ti Pureblood Rgr2 (1):** CR 5; Medium Monstrous Humanoid; HD 4d8 plus 2d10; hp 30; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +6; Grp +6; Atk +6 melee (1d6/18-20, masterwork scimitar) or +8 ranged (1d8/x3, longbow); Full Atk +7 melee (1d6/18-20, masterwork scimitar) or +8 ranged (1d8/x3, longbow); SA Spell-like abilities, archery combat style; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 16, favored enemy (humans), wild empathy; AL CE; SV Fort +4, Ref +10, Will +4; Str 11, Dex 17, Con 11, Int 12, Wis 10, Cha 12.

**Skills and Feats:** Concentration +7, Disguise +4\*, Heal +2, Hide +7, Knowledge (nature) +5, Listen +4, Move +8, Spot +4, Survival +5; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative, Precise Shot, Track.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Archery Combat Style (Ex):** The ranger has Rapid Shot as a bonus feat but may not use this when wearing medium or heavy armor.

**Favored Enemy (humans) (Ex):** The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against this creature type. He also does +2 points of damage against such creatures.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Possessions:** Studded leather armor, heavy shield, longbow, 20 arrows, masterwork scimitar.

### Area 10: Crew Quarters

➤ **Yuan-Ti Pureblood (2):** CR 3; Medium Monstrous Humanoid; HD 4d8; hp 18; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +4; Atk +5 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); Full Atk +5 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); SA Spell-like abilities; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 14; AL CE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

**Skills and Feats:** Concentration +7\*, Disguise +4\*, Hide +3, Knowledge (nature) +5, Listen +4, Spot +4; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Possessions:** Studded leather armor, heavy shield, longbow, 10 arrows, masterwork scimitar.

### Area 12: Bosun's Cabin

➤ **Tlazarantlis, Yuan-Ti Halfblood Ftr2:** CR 7; Medium Monstrous Humanoid; HD 7d8+7 plus 2d10+2; hp 52; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +9; Grp +11; Atk +12 melee (1d6+2/15-20, masterwork scimitar) or +10 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +12/+7 melee (1d6+2/15-20, masterwork scimitar) and +6 melee (1d6+1 plus poison, bite) or +10/+5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); SA Poison, *produce acid*, spell-like abilities; SQ *Alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, scent, spell resistance 16; AL CE; SV Fort +6, Ref +6, Will +9; Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16.

**Skills and Feats:** Concentration +11, Knowledge (nature) +14, craft/know +14, Handle Animal +6, Hide +10\*, Intimidate +8, Jump +6, Listen +16, Spot +16; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Combat Expertise, Dodge,

Improved Critical (scimitar), Improved Initiative, Mobility.

**Poison (Ex):** Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

**Produce Acid (Ex):** A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Chameleon Power (Sp):** A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

**Spell-Like Abilities:** 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralise poison* (DC 17), *suggestion* (DC 16). Caster level 8<sup>th</sup>. The save DCs are Charisma-based.

**Skills:** \*Yuan-ti halfbloods using chameleon power gain a +10 circumstance bonus on Hide checks.

**Possessions:** studded leather armor, heavy shield, composite longbow (+2 Str bonus), 10 arrows, masterwork scimitar, *necklace of missiles type 1* [1x 5d6, 2x 3d6].

### Area 13: Mate's Cabin

➤ **Zotlatlas, Yuan-Ti Pureblood Clr1 – Tlaloc (1):** CR 4; Medium Monstrous Humanoid; HD 4d8+8 plus 1d8+2; hp 33; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +4; Atk +5 melee (1d6/18-20, masterwork scimitar) or +7 ranged (1d6, javelin); Full Atk +5 melee (1d6/18-20, masterwork scimitar) or +6 ranged (1d6, javelin); SA Spell-like abilities; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 15; AL CE; SV Fort +5, Ref +6, Will +6; Str 11, Dex 15, Con 14, Int 12, Wis 15, Cha 12.

**Skills and Feats:** Concentration +9\*, Disguise +4\*, Hide +4, Knowledge (nature) +5, Knowledge (religion) +4, Listen +6, Spot +6; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on

page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

*Spell-Like Abilities:* 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

*Skills:* \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

*Spells Prepared:* (3/2+1; base DC = 12 + spell level): 0- *cure minor wounds*, *detect magic*, *purify food and water*; 1<sup>st</sup>- *bless*, *cure light wounds*, *protection from good*.\*

\*Domain Spell: Evil (cast evil spells at +1 caster level); Water (turn or destroy fire creatures as a good cleric turns undead. Rebuke, command or bolster water creatures as an evil cleric rebukes undead).

*Possessions:* Studded leather armor, heavy shield, javelin (3), masterwork scimitar, *ring of the ram* (6 chgs), *wand of inflict light wounds* (20 chgs), *dust of appearance*, *dust of dryness*.

## Area 16: The Bilge

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

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

**Constrict (Ex):** on a successful grapple check a constrictor snake deals 1d3+4 points of damage.

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

## APPENDIX 3:

### APL 6

#### Encounter 1: The Great Weed-Sea

➤ **Harpy Sor8 (1):** CR 8; Medium Monstrous Humanoid; HD 7d8 plus 8d4; hp 58; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +11/+6 Grp +11; Atk +11 melee (1d6, club); Full Atk +11/+6 melee (1d6, club) and +6 melee (1d3, claw); SA Captivating song, spells; SQ Darkvision 60 ft., summon familiar; AL CE; SV Fort +4, Ref +9, Will +11; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 18.

**Skills and Feats:** Bluff +12, Concentration +9, Intimidate +8, Listen +7, Perform (oratory) +6, Spot +3; Dodge, Flyby Attack, Mobility, Persuasive.

**Captivating Song (Su):** The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a DC 16 Will save or become captivated. This is a sonic, mind-affecting charm effect. If the save is successful, that creature cannot be affected again by that harpy's song for 24 hours. The save DC is Charisma based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round hereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

**Skills:** Harpies have a +4 racial bonus on Bluff and Listen checks.

**Spells Known:** (6/7/7/6/4; base DC = 14 + spell level): 0- *dancing lights*, *daze*, *detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1<sup>st</sup>- *color spray*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2<sup>nd</sup>- *melf's acid arrow*, *protection from arrows*, *resist energy*; 3<sup>rd</sup>- *blink*, *fireball*; 4<sup>th</sup>- *Evard's black tentacles*.

**Possessions:** Club.

#### Encounter 2: The Lost Treasure of the Sea

##### Princes

##### Approaching the Vessel

➤ **Advanced 12 HD Assassin Vine (2):** CR 5; Huge Plant; HD 12d8+72; hp 140; Init -1; Spd 5 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6/+1, Grp +14; Base Atk +15 melee (1d8+13, slam); Full Atk +15/+10 melee (1d8+13, slam); Space/Reach 15 ft./ 15 ft. (15 ft. with vine); SA Constrict 1d8+13, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 8, Con 22, Int -; Wis 13, Cha 9.

**Constrict (Ex):** An assassin vine deals 1d8+13 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13, partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4<sup>th</sup>).

**Improved Grab (Ex):** To use this ability, an assassin vine 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.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonemasonry to notice the subterranean version.

**Plant Traits:** The assassin vine is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poison, sleep effects, paralysis, polymorph and stunning. Not subject to critical hits.

#### Area 2: Fore Castle

➤ **Yuan-Ti Pureblood Rgr2/Rog2 (1):** CR 7; Medium Monstrous Humanoid; HD 4d8 plus 2d10 plus 2d6; hp 38; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +7; Grp +7; Atk +7 melee (1d6/18-20, masterwork scimitar) or +10 ranged (1d8/x3, longbow); Full Atk +8/+3 melee (1d6/18-20, masterwork scimitar) or +10/+5 ranged (1d8/x3, longbow); SA Spell-like abilities, archery combat style, sneak attack +1d6; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 18, favored enemy (humans), wild empathy, trapfinding, evasion; AL CE; SV Fort +4, Ref +13, Will +4; Str 11, Dex 17, Con 11, Int 12, Wis 10, Cha 12.

**Skills and Feats:** Concentration +7, Disable Device +8, Disguise +6\*, Heal +2, Hide +9, Knowledge (nature) +5, Listen +4, Move +10, Open Locks +5, Spot +4, Survival +5, Tumble +8; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative, Precise Shot, Track.

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks. Ranged attacks can only be sneak attacks if rogue is within 30 ft. of the target.

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability.



This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Archery Combat Style (Ex):** The ranger has Rapid Shot as a bonus feat but may not use this when wearing medium or heavy armor.

**Favored Enemy (humans) (Ex):** The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against this creature type. He also does +2 points of damage against such creatures.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Possessions:** Studded leather armor, heavy shield, longbow, 20 arrows, masterwork scimitar.

## Area 10: Crew Quarters

☛ **Yuan-Ti Pureblood (3):** CR 3; Medium Monstrous Humanoid; HD 4d8; hp 23; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +4; Atk +5 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); Full Atk +5 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d8/x3, longbow); SA Spell-like abilities; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 14; AL CE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

**Skills and Feats:** Concentration +7\*, Disguise +4\*, Hide +3, Knowledge (nature) +5, Listen +4, Spot +4; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Possessions:** Studded leather armor, heavy shield, longbow, 10 arrows, masterwork scimitar.

## Area 12: Bosun's Cabin

☛ **Tlazarantlis, Half-Fiend Yuan-Ti Halfblood Bbn1/Ftr2:** CR 10; Medium Outsider; HD 7d8+14 plus 1d12+2 plus 2d10+4; hp 70; Init +7; Spd 40 ft., fly 40 ft. (average); AC 23, touch 13, flat-footed 20; Base Atk +10; Grp +15; Atk +16 melee (1d6+5/15-20, masterwork scimitar) or +13 ranged (1d8+5/x3, composite longbow [+5 Str bonus]) or +16 melee (1d4+5, claw); Full Atk +16/+11 melee (1d6+5/15-20, masterwork scimitar) and +11 melee (1d6+2 plus poison, bite) or +13/+8 ranged (1d8+5/x3, composite longbow [+5 Str bonus]) or +16 melee (1d4+5, 2 claws) and +11 melee (1d6+2 plus poison, bite); SA Poison, *produce acid*, spell-like abilities, smite good, rage; SQ Alternate form, *chameleon power*, darkvision 60 ft., *detect poison*, scent, spell resistance 20, immunity to poison, resistance to acid 10, cold 10, electricity 10 and fire 10, DC 5/magic, fast movement; AL CE; SV Fort +10, Ref +9, Will +10; Str 20, Dex 17, Con 15, Int 22, Wis 18, Cha 18.

**Skills and Feats:** Balance +8, Concentration +13, Handle Animal +7, Hide +24\*, Intimidate +10, Jump +13, Listen +18, Move Silently +8, Sense Motive +9, Spot +17, Survival +8, Tumble +10; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Cleave, Combat Expertise, Dodge, Improved Critical (scimitar), Improved Initiative, Power Attack.

**Poison (Ex):** Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

**Smite Good (Su):** Once per day a half-fiend can make a normal melee attack and deal extra damage equal to its HD against a good foe.

**Produce Acid (Ex):** A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

**Rage (Ex):** Gains temporary +4 Str, +4 Con, +2 morale bonus to Will saves. Takes a -2 penalty to AC.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Chameleon Power (Sp):** A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

**Yuan-Ti Spell-Like Abilities:** 3/day – *animal trance* (DC 16), *cause fear* (DC 15), *entangle* (DC 15); 1/day – *deeper darkness*, *neutralise poison* (DC 18), *suggestion* (DC 17). Caster level 8<sup>th</sup>. The save DCs are Charisma-based.

**Half-Fiend Spell-Like Abilities:** 3/day – *darkness*, *poison* (DC 17); 1/day, *desecrate* (DC 16), *unholy blight* (DC 18), *contagion* (DC 18).

**Skills:** \*Yuan-ti halfbloods using chameleon power gain a +10 circumstance bonus on Hide checks.

**Possessions:** studded leather armor, heavy shield, composite longbow (+5 Str bonus), 10 arrows, masterwork scimitar, *necklace of missiles type 1* [1x 5d6, 2x 3d6], *cloak of resistance +1*, *potion of barkskin +3*.

### Area 13: Mate's Cabin

➤ **Zotlatlas, Yuan-Ti Pureblood Clr2 – Tlaloc (1):** CR 5; Medium Monstrous Humanoid; HD 4d8+8 plus 2d8+4; hp 40; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +5; Grp +5; Atk +6 melee (1d6/18-20, masterwork scimitar) or +8 ranged (1d6, javelin); Full Atk +6 melee (1d6/18-20, masterwork scimitar) or +7 ranged (1d6, javelin); SA Spell-like abilities; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 16; AL CE; SV Fort +6, Ref +8, Will +7; Str 11, Dex 15, Con 14, Int 12, Wis 15, Cha 12.

**Skills and Feats:** Concentration +10, Disguise +4\*, Hide +4, Knowledge (nature) +5, Knowledge (religion) +5, Listen +6, Spellcraft +2, Spot +6; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative, Lightning Reflexes.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hi points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Spells Prepared:** (4/3+1; base DC = 12 + spell level): 0- *cure minor wounds* (2), *detect magic*, *purify food and water*; 1<sup>st</sup>- *bless*, *cure light wounds*, *obscuring mist*, *protection from good*\*

\*Domain Spell: Evil (cast evil spells at +1 caster level); Water (turn or destroy fire creatures as a good cleric turns undead. Rebuke, command or bolster water creatures as an evil cleric rebukes undead).

**Possessions:** Studded leather armor, heavy shield, javelin (3), masterwork scimitar, *ring of the ram* (12

chgs), *Quaal's feather token [whip]*, *dust of appearance*, *dust of dryness*.

### Area 16: The Bilge

➤ **Giant Constrictor Snake (1):** CR 5; Huge Animal; HD 11d8+14; hp 63; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 11, flat-footed 12; Base Atk +8; Grp +23; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); Space/Reach 15 ft./10 ft.; SA Constrict 1d8+10, improved grab; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

**Skills and Feats:** Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (hide), Toughness.

**Constrict (Ex):** on a successful grapple check a constrictor snake deals 1d8+10 points of damage.

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

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

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

**Constrict (Ex):** on a successful grapple check a constrictor snake deals 1d3+4 points of damage.

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

## APPENDIX 4:

### APL 8

#### Encounter 1: The Great Weed-Sea

➤ **Harpy Sor8 (1):** CR 8; Medium Monstrous Humanoid; HD 7d8 plus 8d4; hp 58; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +11/+6 Grp +11; Atk +11 melee (1d6, club); Full Atk +11/+6 melee (1d6, club) and +6 melee (1d3, claw); SA Captivating song, spells; SQ Darkvision 60 ft., summon familiar; AL CE; SV Fort +4, Ref +9, Will +11; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 18.

**Skills and Feats:** Bluff +12, Concentration +9, Intimidate +8, Listen +7, Perform (oratory) +6, Spot +3; Dodge, Flyby Attack, Mobility, Persuasive.

**Captivating Song (Su):** The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a DC 16 Will save or become captivated. This is a sonic, mind-affecting charm effect. If the save is successful, that creature cannot be affected again by that harpy's song for 24 hours. The save DC is Charisma based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round hereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

**Skills:** Harpies have a +4 racial bonus on Bluff and Listen checks.

**Spells Known:** (6/7/7/6/4; base DC = 14 + spell level): 0- *dancing lights, daze, detect magic, mage hand, ray of frost, read magic, resistance, touch of fatigue*; 1<sup>st</sup>- *color spray, mage armor, magic missile, ray of enfeeblement, shield*; 2<sup>nd</sup>- *melf's acid arrow, protection from arrows, resist energy* 3<sup>rd</sup>- *blink, fireball*; 4<sup>th</sup>- *Evard's black tentacles*.

**Possessions:** Club.

➤ **Harpy Drd8 (1):** CR 8; Medium Monstrous Humanoid; HD 7d8 plus 8d8; hp 71; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +13/+8; Grp +13; Atk +13 melee (1d6, club); Full Atk +13/+8 melee (1d6, club) and +8 melee (1d3, claw); SA Captivating song; SQ Darkvision 60 ft. animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (Large); AL NE; SV Fort +8, Ref +9, Will +15; Str 10, Dex 15, Con 10, Int 7, Wis 16, Cha 17.

**Skills and Feats:** Bluff +11, Concentration +11, Handle Animal +5, Intimidate +7, Knowledge (nature) +8, Listen +7, Perform (oratory) +5, Spot +3, Survival +9; Dodge, Flyby Attack, Mobility, Persuasive.

**Captivating Song (Su):** The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a DC 16 Will save or become captivated. This is a sonic, mind-affecting charm effect. If the save is successful, that creature cannot be affected again by that harpy's song for 24 hours. The save DC is Charisma based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round hereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

**Resist Nature's Lure (Ex):** The druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

**Wild Shape (Su):** The druid may transform himself into an Small, Medium or Large-sized creature from the *Monster Manual* a set number of times per day. This ability functions as the spell polymorph except as noted here. The effect lasts for 1 hour per druid level or until he changes back into his own form. Changing form is a standard action that doesn't provoke an attack of opportunity. The form chosen must be that of one known to the druid. A druid loses his power of speech while in animal form.

**Skills:** Harpies have a +4 racial bonus on Bluff and Listen checks.

**Spells Prepared:** (6/5/4/4/2; base DC = 13 + spell level): 0- *cure minor wounds, detect magic, flare, guidance, purify food and drink, resistance*; 1<sup>st</sup>- *cure light wounds (2), entangle, faerie fire, shillelagh*; 2<sup>nd</sup>- *barkskin, bear's endurance, heat metal, resist energy*; 3<sup>rd</sup>- *call lightning, cure moderate wounds, dominate animal, poison*; 4<sup>th</sup>- *control water, flame strike*.

**Possessions:** Club.

#### Encounter 2: The Lost Treasure of the Sea Princes

##### Approaching the Vessel

➤ **Advanced 12 HD Assassin Vine (4):** CR 5; Huge Plant; HD 12d8+72; hp 140; Init -1; Spd 5 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6/+1, Grp +14; Base Atk +15 melee (1d8+13, slam); Full Atk +15/+10 melee (1d8+13, slam); Space/Reach 15 ft./ 15 ft. (15 ft. with vine); SA Constrict 1d8+13, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 8, Con 22, Int -; Wis 13, Cha 9.

**Constrict (Ex):** An assassin vine deals 1d8+13 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13, partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4<sup>th</sup>).

**Improved Grab (Ex):** To use this ability, an assassin vine 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.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

**Plant Traits:** The assassin vine is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poison, sleep effects, paralysis, polymorph and stunning. Not subject to critical hits.

## Area 2: Fore Castle

➤ **Yuan-Ti Pureblood Rgr2/Rog4 (1):** CR 9; Medium Monstrous Humanoid; HD 4d8 plus 2d10 plus 4d6; hp 46; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 20; Base Atk +9/+4; Grp +9; Atk +11 melee (1d6/18-20, masterwork scimitar) or +13 ranged (1d8/x3, longbow); Full Atk +11/+6 melee (1d6/18-20, masterwork scimitar) or +13/+8 ranged (1d8/x3, longbow); SA Spell-like abilities, archery combat style, sneak attack +2d6; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 20, favored enemy (humans), wild empathy, trapfinding +1, evasion, uncanny dodge; AL CE; SV Fort +5, Ref +15, Will +5; Str 11, Dex 18, Con 11, Int 12, Wis 10, Cha 12.

**Skills and Feats:** Concentration +7, Disable Device +11, Disguise +8\*, Heal +4, Hide +12, Knowledge (nature) +5, Listen +4, Move +13, Open Locks +8, Spot +8, Survival +5, Tumble +9; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative, Mobility, Precise Shot, Track.

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +2d6 damage on attacks. Ranged attacks can only be sneak attacks if rogue is within 30 ft. of the target

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability.

This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Archery Combat Style (Ex):** The ranger has Rapid Shot as a bonus feat but may not use this when wearing medium or heavy armor.

**Favored Enemy (humans) (Ex):** The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against this creature type. He also does +2 points of damage against such creatures.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Possessions:** Studded leather armor, heavy shield, longbow, 20 arrows, masterwork scimitar.

## Area 10: Crew Quarters

➤ **Yuan-Ti Pureblood (6):** CR 3; Medium Monstrous Humanoid; HD 4d8; hp 28; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +4; Atk +5 melee (1d6/18-20, masterwork scimitar) or +6 ranged (1d8/x3, longbow); Full Atk +5 melee (1d6/18-20, masterwork scimitar) or +6 ranged (1d8/x3, longbow); SA Spell-like abilities; SQ *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 14; AL CE; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

**Skills and Feats:** Concentration +7\*, Disguise +4\*, Hide +3, Knowledge (nature) +5, Listen +4, Spot +4; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Possessions:** Studded leather armor, heavy shield, longbow, 10 arrows, masterwork scimitar.

## Area 12: Bosun's Cabin

☛ **Tlazarantlis, Half-Fiend Yuan-Ti Halfblood Bbn2/Ftr2:** CR 12; Medium Outsider; HD 7d8+21 plus 2d12+6 plus 2d10+6; hp 90; Init +7; Spd 40 ft., fly 40 ft. (average); AC 23, touch 13, flat-footed 23; Base Atk +11; Grp +17; Atk +18 melee (1d6+6/15-20, masterwork scimitar) or +14 ranged (1d8+5/x3, composite longbow [+5 Str bonus]) or +18 melee (1d4+6, claw); Full Atk +18/+13 melee (1d6+6/15-20, masterwork scimitar) and +13 melee (1d6+3 plus poison, bite) or +14/+9 ranged (1d8+5/x3, composite longbow [+5 Str bonus]) or +18 melee (1d4+6, 2 claws) and +13 melee (1d6+3 plus poison, bite); SA Poison, *produce acid*, spell-like abilities, smite good, rage; SQ Alternate form, *chameleon power*, darkvision 60 ft., *detect poison*, scent, spell resistance 21, immunity to poison, resistance to acid 10, cold 10, electricity 10 and fire 10, DC 5/magic, fast movement, uncanny dodge; AL CE; SV Fort +12, Ref +9, Will +10; Str 22, Dex 17, Con 16, Int 22, Wis 18, Cha 18.

**Skills and Feats:** Balance +8, Concentration +14, Handle Animal +8, Hide +24\*, Intimidate +10, Jump +15, Listen +18, Move Silently +10, Sense Motive +9, Spot +18, Survival +9, Tumble +13; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Cleave, Combat Expertise, Dodge, Improved Critical (scimitar), Improved Initiative, Improved Bull Rush, Power Attack.

**Poison (Ex):** Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

**Smite Good (Su):** Once per day a half-fiend can make a normal melee attack and deal extra damage equal to its HD against a good foe.

**Produce Acid (Ex):** A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

**Rage (Ex):** Gains temporary +4 Str, +4 Con, +2 morale bonus to Will saves. Takes a -2 penalty to AC.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Chameleon Power (Sp):** A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

**Yuan-Ti Spell-Like Abilities:** 3/day – *animal trance* (DC 16), *cause fear* (DC 15), *entangle* (DC 15); 1/day – *deeper darkness*, *neutralise poison* (DC 18), *suggestion* (DC 17). Caster level 8<sup>th</sup>. The save DCs are Charisma-based.

**Half-Fiend Spell-Like Abilities:** 3/day – *darkness*, *poison* (DC 17); 1/day, *desecrate* (DC 16), *unholy blight* (DC 18), *contagion* (DC 18), *blasphemy* (DC 21).

**Skills:** \*Yuan-ti halfbloods using chameleon power gain a +10 circumstance bonus on Hide checks.

**Possessions:** studded leather armor, heavy shield, composite longbow (+5 Str bonus), 10 arrows, masterwork scimitar, *necklace of missiles type 1* [1x 5d6, 2x 3d6], *cloak of resistance +1*, *potion of barkskin +3*, *gauntlets of ogre power*.

## Area 13: Mate's Cabin

☛ **Zotlatlas, Yuan-Ti Pureblood Clr3 – Tlaloc (1):** CR 5; Medium Monstrous Humanoid; HD 4d8+8 plus 3d8+6; hp 47; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +6; Atk +7 melee (1d6/18-20, masterwork scimitar) or +8 ranged (1d6, javelin); Full Atk +7 melee (1d6/18-20, masterwork scimitar) or +8 ranged (1d6, javelin); SA Spell-like abilities; SQ Alternate form, darkvision 60 ft., *detect poison*, spell resistance 17; AL CE; SV Fort +6, Ref +9, Will +7; Str 11, Dex 15, Con 14, Int 12, Wis 15, Cha 12.

**Skills and Feats:** Concentration +10, Disguise +4\*, Hide +4, Knowledge (nature) +5, Knowledge (religion) +5, Listen +6, Spellcraft +5, Spot +6; Alertness<sup>B</sup>, Blind-Fight<sup>B</sup>, Dodge, Improved Initiative, Lightning Reflexes.

**Detect Poison (Sp):** All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6<sup>th</sup>).

**Alternate Form (Sp):** All yuan-ti can assume the form of a Tiny to Large viper (see the snake entry on page 280 of the *Monster Manual*) as a psionic ability. This ability is similar to a polymorph spell (caster level 19<sup>th</sup>), but a yuan-ti does not regain any hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

**Spell-Like Abilities:** 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). The save DC is Charisma-based.

**Skills:** \*A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

**Spells Prepared:** (4/3+1/1+1; base DC = 12 + spell level): 0- *cure minor wounds* (2), *detect magic*, *purify food and water*; 1<sup>st</sup>- *bless*, *cure light wounds*, *obscuring mist*, *protection from good*\*; 2<sup>nd</sup>- *cure moderate wounds*, *fog cloud*\*.

\*Domain Spell: Evil (cast evil spells at +1 caster level); Water (turn or destroy fire creatures as a good cleric turns undead. Rebuke, command or bolster water creatures as an evil cleric rebukes undead).

*Possessions:* Studded leather armor, heavy shield, javelin (3), masterwork scimitar, *ring of the ram* (18 chgs), *Quaal's feather token [whip]*, *dust of appearance*, *dust of dryness*, *lesser Silent metamagic rod*.

#### **Area 16: The Bilge**

🐍 **Giant Constrictor Snake (3):** CR 5; Huge Animal; HD 11d8+14; hp 63; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 11, flat-footed 12; Base Atk +8; Grp +23; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); Space/Reach 15 ft./10 ft.; SA Constrict 1d8+10, improved grab; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (hide), Toughness.

**Constrict (Ex):** on a successful grapple check a constrictor snake deals 1d8+10 points of damage.

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

## APPENDIX 5: FIGHTING IN WATER

Land based creatures have considerable disadvantages when fighting in water.

**Ranged Attacks Underwater:** Thrown weapons are ineffective, even when launched from land. Attacks with other ranged weapons takes a –2 penalty on attack rolls for every five feet of water they pass through. In addition normal range increment penalties apply.

**Attacks from Land:** Characters swimming, floating or treading water on the surface or wading in chest deep water have improved cover (+8 bonus to AC, +4 bonus to Reflex saves) from opponents on land. Land bound attackers who are under a *freedom of movement* spell ignores these modifiers. Magical effects are unaffected except for those that require attack rolls and fire effects.

**Fire:** Nonmagical fire (including alchemist's fire) does not burn under water. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a DC 20 + spell level Spellcraft check. If the check succeeds the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as normal. A supernatural fire effect is ineffective underwater unless its description states otherwise.

Spellcraft check to make the fire spell work underwater.

**Drowning:** Swimmers can hold their breath for a number of rounds equal to double their Constitution score but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action the remainder of the duration for which you can hold your breath is reduced by 1 round (Effectively a character in combat can hold his or her breath only half as long as normal). After this time a successful DC 10 Constitution check must be made every round. The DC for each subsequent check increases by 1.

When a Constitution check is finally failed the swimmer begins to drown. In the first round he falls unconscious (0 hp). In the following round he drops to –1 hit points and in the third round he drowns.

### Underwater Combat Adjustments

Condition	Slashing or Bludgeoning	Attack/Damage Tail	Movement	Off Balance? <sup>4</sup>
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half <sup>1</sup>	–2/half	quarter of half <sup>2</sup>	No
Firm footing <sup>3</sup>	–2/half	–2/half	half	No
None of the above	–2/half	–2/half	normal	Yes

1. A creature without a *freedom of movement* effect or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.
2. A Successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
3. Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down – at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
4. Creatures flailing about in the water (usually because they failed Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armour Class, and opponents gain a +2 bonus on attacks against it.

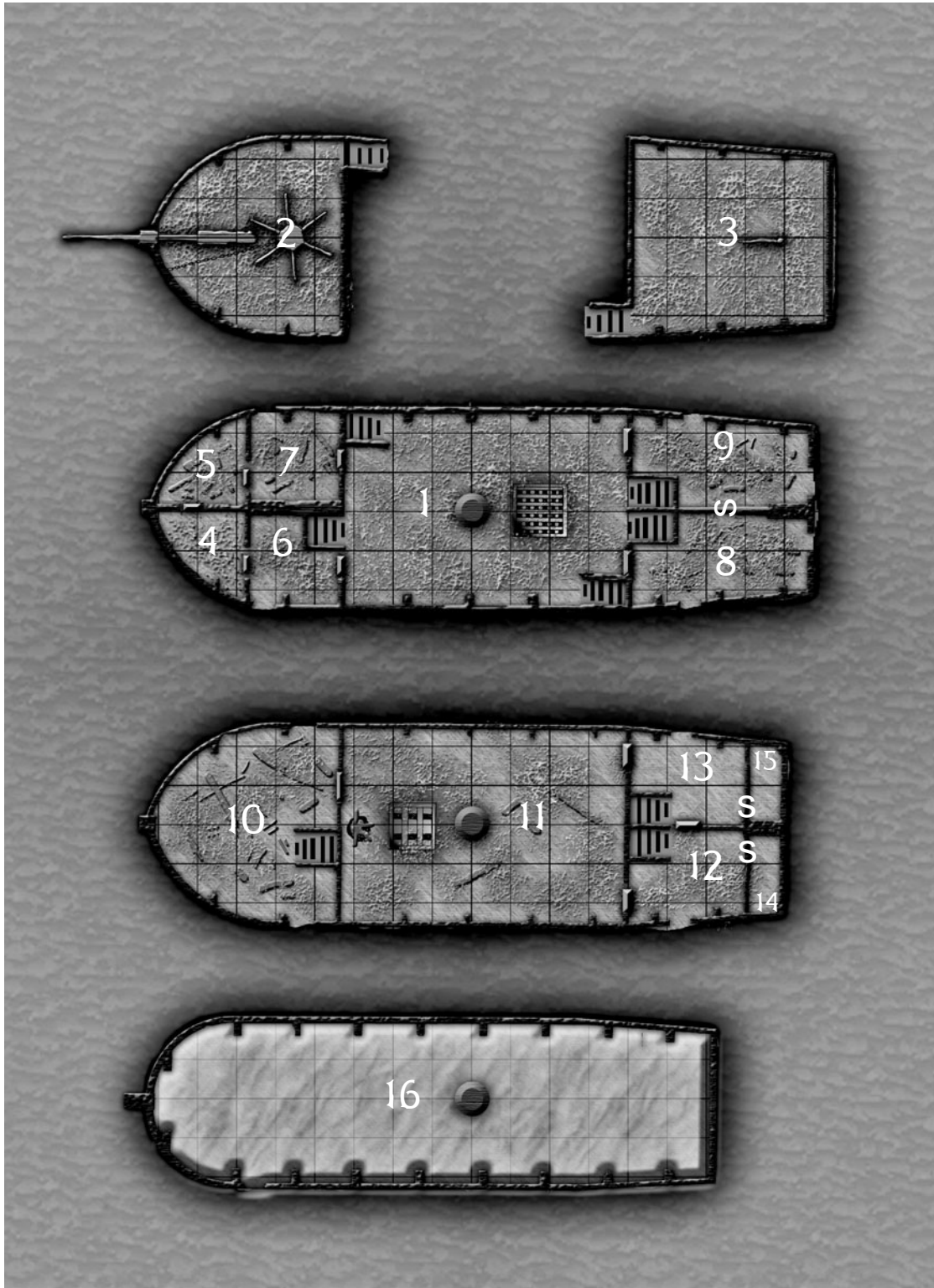
The surface of the water blocks line of effect for any fire spell, even if the caster makes a successful



## PLAYER'S HANDOUT 1: STRANGE SIGILS



# SEA GHOST MAP



## Campaign Consequences

This adventure has Campaign Consequences. That is the results of the event will directly affect the long-term future of the campaign. To this end please answer the following questions and turn this sheet into HQ.

1. For which nation did the PCs elect to work?    Keoland        Ahlissa
2. At what APL was the event run?
3. Did the PCs save the various captives found aboard the *Malachite Serpent*. If they did not, what did they do with the captives?
4. Was Zotlatlas slain?        Y                    N
5. Was Tlazarantilis slain?        Y                    N

**The End**