

A Pirate's Trail

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Kingdom of Nyrond

Version 1.0

by Tom Kee

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The trail of Captain Yenavast has been cold for quite some time, but some new help just might warm it up once again. That is, if this new help is truly a help after all. Set sail on the high seas of Relmor Bay once again as you search for more clues in a series of brutal killings. A one-round regional adventure set in the Kingdom of Nyrond for characters level 2-10 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], NYR3-08 *Run Up the Colors* [Loren Dean], NYR4-M02 *The Scarlet Shores of Fairwind Bay* [Torry Steed], NYR6-S01 *Making Your Marque* [Torry Steed], NYR6-05 *Death of a Sailor* [Tom Kee], NYR6-I05 *The Mists of Relmor Bay* [Scott Sanders, Andrew E. Harasty], *Spell Compendium* [Matthew Sernet, Jeff Grubb, Mike McArtor] and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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Players Read No Farther

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

Preparing for Play

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round normally to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

The adventure began in Nesseremouth when the body of an unknown sailor washed up on shore. The investigation led to the murder of a priest of Pelor and his entire family.

When the PCs tried to follow up on the priest's investigations, the clues led them into a pitched battle with some very powerful undead creatures.

But still, the first chapter in the story ended only with some clues, not with any real answers. A curved blade, perhaps a scythe, was used in all the killings and the dead sailor was clutching a slip of paper that said "Devil's Pride," a pirate ship in the area.

The story continued in Rel Mord when the PCs answered a letter asking them to come speak with a priest of Pelor. This priest of Pelor asked them to undertake the investigation once again. Not being able to resist, the PCs traveled back to Nesseremouth, to look around the town for clues, and to try to find the whereabouts of the Devil's Pride.

The PCs found themselves being discouraged from the investigation by a group of thugs, and perhaps by the local Sheriff. But they persevered and the PCs found that the Devil's Pride was last seen near Oldred. Booking passage aboard the *Widowmaker* they traveled up the coast toward Oldred. But even that trip was not without peril as the PCs nearly collided with a "ghost ship." The ship left behind some rather corporeal undead for the PCs to fight. Undead again.

Finally arriving in Oldred amidst the celebration surrounding the appointment of a new Duke of Korenflask, the PCs somehow managed to track down the current whereabouts of the *Devil's Pride*.

And so, back out to sea on the *Widowmaker* once more, they hunted down the *Devil's Pride* near the small island where they believed it to be. But when the PCs went ashore to hunt down the pirates' landing party, they discovered a rather gruesome collection of corpses that hit a little too close to home for them. Many of the corpses had been altered to look like the PCs.

They did eventually find and defeat the pirate landing party, but when they decided to press on to see where the boarding party had been, they discovered an equally gruesome and horrifying scene of sacrifice, and perhaps of some unholy birth.

Unfortunately, the captain of the *Devil's Pride* had eluded them having never left Oldred. So, the PCs joined up with the *Widowmaker* again to go over what they had both found. Once again, more clues were found, but the mystery itself eluded them. The captain needed to be found.

But, in the mean time, the Duke of Korenflask had had enough of the "ghost ship" disrupting shipping lines on Relmor Bay. He gathered a large group of adventures and privateers and sent them out to hunt the ghost ship.

Together, the various ships (the *Widowmaker* under the command of Captain Marius Perren, the *Renegade* under the command of Black Shayna Wavesilver, the *Angel's Wrath*, the renamed *Devil's Pride*, under the command of Captain Lesnid Olaf, the *Shayna's Talion*, the renamed *da Crawsbonez*, under the command of Captain Alek, Shayna's former first mate) managed to track down the clues to find the ghost ship. After a great chase at sea, the adventures mounted a boarding party against the ship and found it to be full of undead. Undead again. But just as they thought they were making headway in the fight, the ghost ship turned incorporeal and everyone needed to get off.

Still, the ghost ship has not been seen since. The hunt for Captain Yenavast, however, has been without progress. The adventure picks up with a new plan for tracking down the dread pirate, and the PCs are once again about to become involved.

ADVENTURE SUMMARY

Introduction: The PCs find themselves summoned to appear in front of the new Count of Eventide. For PCs who have played NYR6-So1 *Making Your Marque* or NYR6-05 *Death of a Sailor*, the PCs are summoned from far and wide at the suggestion of Father Archibald of the Church of Pelor. PCs who did not play the above adventures just happened to be in Shantadern and were summoned for the sake of expediency.

Encounter 1: A meeting with the new Count of Eventide, Reyvor Morrdarn. Count Morrdarn will request that the PCs help in hunting down Captain Yenavast for questioning. They will also discover that the King himself has requested that the new Count take charge of this search personally.

Encounter 2: Before shipping out in the morning, the PCs get a chance to meet some of the locals. Local and recent rumors can be had here. This will also give the PCs a chance to do any last minute shopping. Black Shayna, a recurring character will also be reintroduced, and any members of a Nyrond Thieves' Guild will be paid a little visit.

Encounter 3: The PCs join the crew of the *Widowmaker* for a fun, but uneventful, trip up the coast to Oldred.

Encounter 4: Retrieving the "compass" from the Temple of Procan turns out to be a little trickier than expected, but some well-placed Diplomacy may just win the day.

Encounter 5: The Pirate's Trail. Here the PCs board the *Widowmaker* once more and use the newly acquired "compass" to hunt down the *Vile Claw* and Captain Yenavast. The PCs get a chance to "enjoy" life at sea once again before catching up to the *Vile Claw*.

Encounter 6: Having watched the *Vile Claw* submerge before their eyes, the PCs are left with no choice but to turn back or follow the ship beneath the waves. Good thing the *Widowmaker* had a few potions of water breathing on board. But life under the sea is not all mermaids and talking crabs as the PCs find out while facing sharks or octopi that seem to be covering the captain's retreat.

Encounter 7: Having made it past the living guardians, the PCs next encounter a set of non-living guardians in the form of traps.

Encounter 8: Finally catching up with the Captain, or at least part of his crew, the PCs have another fight on their hands while the pirates try to make good their escape.

Encounter 9: A dead end? If any of the pirates made it this far, the PCs will find them cut to pieces and scattered about what appears to be a dead end room.

However, there are some clues to be found here and even a hidden portal if one knows how to look for it.

Encounter 10: Upon their return to Shantadern, the PCs receive a visit from a priestess of Beory who gives them another clue.

Conclusion: The PCs meet with the Count of Eventide once again and share their findings. They are also rewarded for their hard work and persistence.

PREPARATION FOR PLAY

It is important to understand that the Relmor Bay series, while being about pirates and privateers, is, at its heart, a horror story. The series as a whole, and the adventures so far, deals with dark, twisted, and evil themes. This module, however, is meant to be the more light-hearted reprieve before things get dark once again. Constant horror can make the PCs and players become numb to it, so it is important to mix in a little bit of light. To give them a chance to reset their souls on a brighter path before bringing the crushing despair down once more.

This series may very well disturb the PCs and the players. That is its intention. This module however, should lift them up for a little while, before leave them feeling as though once again they have achieved little or nothing. But it is all part of a much larger story. One that, I hope, in the end, they will be able to look back on and enjoy for the rollercoaster ride it was.

Meta-orgs to ask about:

- Church of Procan
- Nyrond Thieves' Guilds (You should ask the PC which "family" they belong to before giving them any information about the current state of things in Oldred. If they do not know, make them choose one and make sure to note it on their AR.)

Previous scenarios to ask about:

- NYR3-08 *Run Up the Colors*, NYR4-M02 *The Scarlet Shores of Relmor Bay*, NYR6-105 *The Mists of Relmor Bay* (if so, the PC will most likely recognize Black Shayna)
- NYR6-So1 *Making Your Marque*
- NYR6-05 *Death of a Sailor*
- NYR6-105 *The Mists of Relmor Bay*

Also ask about the AR notations from NYR6-So1 *Making Your Marque* and NYR6-05 *Death of a Sailor*:

- Urchin (if more than one PC at the table has this award, have them decide between them which has Urchin for the course of the adventure, however, note that the urchin does not really come into play in this adventure)
- Wanted in Nessimouth/Wanted in Nyrond (PCs that are wanted will not be requested or summoned by the Count. They will need to find their own way into the mod.)

INTRODUCTION

The PCs find themselves summoned to appear in front of the new Count of Eventide. For PCs who have played NYR6-So1 *Making Your Marque* or NYR6-05 *Death of a Sailor*, the PCs are sought from far and wide at the suggestion of Father Archibald of the Church of Pelor.

These players receive a copy of *Player Handout: The Count's Request*.

"My Good Adventurer,

A mutual compatriot of ours, one Father Archibald of the Church of Pelor, has recommended you to me in the cause that I have been commissioned to resolve. In the matter of a number of deaths occurring in or around Nesseremouth, I am requesting that you join me in Shantadern on the 10th day of Wealsun. I wish to speak with you of further investigations and the aid that you might provide.

If you can find it within yourselves to meet with me, I would consider it an honor, as well as another stride forward in the cause of justice.

Yours in Honor,

Count Reyvor Morrdarn of Eventide"

For PCs who did not, they just happened to be in Shantadern and have received a summons from the local Count.

These players receive a copy of *Player Handout: The Count's Summons*.

"My Good Adventurer,

Sheriff Espiir has informed me that you are currently within the boundaries of Shantadern. This is good news to me as I have need of your talents with a cause that I have been commissioned to resolve. I am summoning you to join me this afternoon, the 10th day of Wealsun. I wish to speak with you of investigations and the aid that you might provide.

Count Reyvor Morrdarn of Eventide"

If a PC is "Wanted in Nesseremouth" or "Wanted in Nyrond" for any reason, the Count will not summon them. Instead, it is up to the player to find a way to engage with the other PCs.

Those PCs that receive the request may make a DC 20 Knowledge (local – NMR) check to know that there was a renowned warrior by the name of Reyvor Morrdarn in Nesseremouth. A DC 25 Knowledge (local – NMR) check will let them know that a new Count was recently placed in Eventide. Word is just spreading, and it's likely the same man.

Those PCs who receive the request, and therefore are already in Shantadern, may make a DC 5 Knowledge (local – NMR) check to know that there is a new Count of Eventide, by the name of Reyvor Morrdarn, in Shantadern. A DC 10 Knowledge (local – NMR) check will let them know that he is from Nesseremouth, and a

DC 15 Knowledge (local – NMR) check will let them know that he is originally from Onnwal. He's also rumored to be a good man. After all, it's quite the talk of the town right now.

Whenever the player's are ready, move onto **Encounter 1**.

ENCOUNTER 1: THE NEW COUNT HAS A REQUEST

A meeting with the new Count of Eventide, Reyvor Morrdarn. Count Morrdarn will request that the PCs help in hunting down Captain Yenavast for questioning. They will also discover that the King himself has requested that the new Count take charge of this search personally.

Making your way to the County Seat, you eventually find yourself in a waiting room with a group of other adventurers.

The PCs may or may not know each other. This is a chance for them to describe their characters.

After a short wait, you are escorted into a large hall where you find a man that looks to be of fine Oeridian breeding seated at a high chair with other...less well-bred...individuals arrayed around him at nearby tables. The room is also populated by a number of armed guards. This must be the new count, Reyvor Morrdarn.

As you approach, he stands and gestures for you to take seats at the tables as you can find them. "Thank you all for coming," he begins.

♣ **Count Reyvor Morrdarn:** LG male human [Oeridian] fighter 8.

"Some of you I'm sure know why you are here, but for everyone's benefit, I wish to establish a clear understanding among us. First, I am the Reyvor Morrdarn, the newly appointed Count of Eventide. Indeed, the wax on the King's seal has hardly had a chance to harden and here I am making requests of adventurers already. Please do not take that as any kind of slight for it was no less than the King himself who suggested I recruit the aid of Nyrond's adventurers. And one of the King's priests in Rel Mord was kind enough to give me a list of those who have helped before."

Count Morrdarn will go on to recap the Adventure Background if the PCs need it. He will then go on to share a key piece of information that has been withheld from the players to this point.

The count continues, "There is one piece of information that has been withheld from you. While I do not believe it to be of much import anymore, I wanted to give you as much disclosure as possible.

The sailor whose death initiated this entire mystery, and the pursuant deaths, was in fact a member of the Grey Watch. No simple sailor, he. His job had been to infiltrate Captain Yenavast's crew, which he did. But we believe he stumbled onto more than just pirate activity."

"That is why it is of utmost importance that we find this Captain Yenavast and bring him in for questioning. This has proved exceedingly difficult, and, much to my astonishment, the King has tasked me with pursuing this issue with utmost celerity. And so, as one tine of a many pronged approach to finding this Captain and the secret he hides, I am asking you to hunt him directly."

"Yes, yes, I realize you have no leads to follow at this point, but I have made a few arrangements for you, if you should take the job at hand. So, what say you? Will you take this assignment?"

Allow the PCs to agree or not. They may choose to ask questions instead. If they are answered in the following block text, then the Count will simply say, "Accept the assignment and I will answer you." Otherwise, do your best to answer with the information you have. If they accept, read the following text. If they do not, the Count dismisses them outright and the adventure is over.

*"Excellent!" he says. "I knew you were up to the challenge! Now then, the arrangements I've made for you. First, and please, just let me get this out of the way, I have arranged for each of you a payment in the sum of (100 * APL) nobles. Half will be given to you now and half when you return with the Captain. We would prefer him alive, but we will accept him in any form that you can bring him."*

"The second, and probably most important arrangement is with the Temple of Procan in Oldred. I have asked the high priest, Waverider Vilmus Aerond, to produce a diving rod of sorts. I have asked him to use his influence with the Sailor of Sea and Sky to give us a way to track the Captain at sea. He has agreed and the item should be ready for use five days hence."

"The last arrangement is one of transportation. You will need a quick way to Oldred and a trusted means of following Captain Yenavast if he is indeed at sea. So, I have asked Captain Marius Perren of the Widowmaker to take you on board his ship. As a member of his crew, you will be in very capable hands when it comes to hunting pirates. The ship leaves with the first light tomorrow morning."

PCs who have not played NYR6-S01 Making Your Marque, NYR6-05 Death of a Sailor, or NYR6-105 The Mists of Relmor Bay can make a DC 20 Knowledge (local-NMR) or Profession (sailor) check to have heard of the Widowmaker and Captain Marius before. He has a reputation for attacking pirates and illegal smugglers. Give the PC a +2 circumstance bonus if he's a local to Eventide or a member of the Nyronde Navy.

Treasure: The Count pays out half of the money offered.

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

👑APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

👑APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

👑APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

Development: When the PCs have finished asking questions, he will wish them well and send them on his way. The PCs will have the rest of the evening in Shantadern to attend to their affairs. Go to **Encounter 2**.

ENCOUNTER 2: AN EVENING IN SHANTADERN

Before shipping out in the morning, the PCs get a chance to meet some of the locals. Local and recent rumors can be had here. This will also give the PCs a chance to do any last minute shopping. Black Shayna, a recurring character will also be reintroduced, and any members of a Nyronde Thieves' Guild will be paid a little visit.

Shopping

Shantadern has just started to grow up a little in the last few years, owing to being the new County Seat. Still, it's hardly more than a small town. The PCs may purchase any items that would normally be available between adventures, or anything that they have access to of frequency: Any, Nyronde Regional, or Nyronde and Her Environs Meta-Regional, with a couple of exceptions. They do not have time to get armor made for them, so only non-metal armors would be available. Likewise, they do not have time to have any magical items upgraded. Also, they may not purchase anything over 3,000 gp.

Tavern Hopping and Rumors

Shantadern doesn't have that many taverns and many of them, especially the older ones, are pretty undesirable. Still, the PCs are able to find places to drink, eat, and bed down for the night as need be. And of course, it's hard to avoid the local gossip. Much of the talk is about the new Count and is represented below, but other common rumors have also been included. Feel free to skip this section if the players are not interested.

- I was talkin' to the Tribune day afore last, and he says it was Admiral Mantus what recommended Morrdarn for the job. Says the Admiral got to know him down in Nessimouth. Quite friendly I hear.
- I knew Reyvor back in Nessimouth. Practically grew up with his son. He's a good one that one. And an honorable streak a mile long. Basically, the complete opposite of Ventrose.

- I know he's supposed to be a good man and all, but he's not even Nyronde. That accent of his? It's from Onnwal.
- Yep, I heered he's really from a noble house in Onnwal, but with no direct claim to any titles. Don't seem right puttin' foreign roy'lty in charge of us what was born and bred in Nyronde!
- Yeah, but Reyvor is VERY popular among the rest of the Onnwalese ex-patriots. Maybe he can do what no one else has and fold Nesseremouth into Eventide. Nesseremouth having always been a problem city that is.
- I hear Ol' Lynwerd is countin' on Reyvor to help solve a lot of the local problems. But I hear a secret meeting with Korenfluss and Onnwal has them all plottin' together against him instead.
- Reyvor weren't given no choice in movin' to Shantadern. Me youngest works as a scullery at the mansion and she says the wife was none to happy with the move.
- Word from up in Brackenmoor is that the King didn't even tell Duchess Talnith he was appointing a new Count. They say she's considering marching on us again!
- Oh yeah, well word from Woodwyche is that not only did the King tell her, he asked her for permission!
- I heard there tell of a sunken lich tomb somewhere in Gnatmarsh. The lich is said to control all the evil critters of the swamp.
- Word from the Duchy of Urnst is that Duke Karl has gone missing. He's always been known to take long trips, but he's never been gone this long before.
- Wow, haven't you heard? They went and made some new guy the Duke of Urnst. Some guy named Ellis Lorinar. Never heard of him. I bet that one's sticking in the Queen's craw!
- Another change of hands. It's been all over that Contessa Elone, you know over in the County of Urnst, done got herself killed beyond even raising. I hear the Lord of the East is the new regent. Serves her right if you ask me. Siding with the Dark Prince and stealing Nyronde land. I hope she rots!
- I heard whole villages were being killed down in the Entrell Estates.
- Midmeadow ain't no picnic either. That used to be a beautiful town. Now it's really fallen on hard times. No thanks to those Pholtans!
- I hear a wizard was killed in Hammensend. They found him in an alley on the south side with a burned stick in his hand.
- Heck, I heard there was one of them no good occult slayer types runnin' around up there. I can't wait until the King lets the old Grey Seer loose on him. Ha, ha, ha!
- I wonder what them gnomes in the AAAA are up to? It's been a long time since they blowed somethin' up. Heck, we should hire that occult guy to go after them!
- Gnomes? Who cares! I just got back from Rel Mord and their facing a whole invading army of ant-men up that way. Course, I don't know what's to be scared of a bunch of little men anyway, come to think of it.

"Black Shayna" Wavesilver

At some point during the evening, most likely when the PCs are enjoying drinks at a tavern, but fit it in as best you can, they will be approached by Black Shayna, a notorious privateer and ex-pirate in Nyronde.

As you enjoy your drinks and the local gossip, a well-tanned human woman of average build makes her way toward you through the crowd. Her black hair is cut sharply at the length of her chin, and held back by a wide strip of red cloth. She wears a canvas vest and black silk pantaloons over bare feet. At her hip rests a rapier, worn with the air of one who is well versed in its use.

"Hello friends, mind if I join you in drink?" she says. "The next round is on me."

If there are any PCs that have met her before, she will quickly recognize them and call them by name. They too will recognize her as Black Shayna. In any event, she will wait politely for permission to join the group and will then order a round of drinks as promised.

☛ **"Black Shayna" Wavesilver:** CN female human fighter 2/rogue 5/scarlet corsair 3.

"Please, allow me to introduce myself," she continues. "I'm known as Black Shayna, Captain of the Renegade, a privateer ship."

The PCs may make a DC 15 Knowledge (local – NMR) or Profession (sailor) check to know the following information. PCs with any sort of naval or law enforcement background receive a +2 circumstance bonus on this check. Any PC from a port town on Relmor Bay gets an additional +5 circumstance bonus.

Considered one of the most notorious pirates to ply the trade lanes of Relmor Bay, Black Shayna has an intriguing reputation. As a pirate, she targeted Ahlissan, Onnwalese, and Nyronde merchant vessels equally. This made her many powerful enemies, but she always managed to evade capture. Her skills with the blade are spoken of widely, and tales of her boarding actions are fearsome.

Shayna is also known for giving quarter when asked. She and her crew have reputations for returning courtesy with courtesy. She has left victim crews with sufficient supplies to make port, and has been known to host a grand feast with spoils taken from the victim ship before departing with the remainder of the loot. Many merchants willingly surrendered when they saw her sleek ship, the Renegade, run up her colors.

But these days, she's turned honest and works as a privateer for the King. The same skills she once used against the King's ships are now turned against the King's enemies (or at least any ship not flying the Nyronde colors).

"Word on the docks," Shayna says quietly while sipping a drink, "has it that the Count has hired you to go after Yenavast on the Widowmaker. That's a good ship and a good captain. No, please don't worry, I'm not here to cause trouble for you, or broadside you with questions. I just wanted to introduce myself as a captain with a Letter of Marque very similar to the one Marius sails under. My ship, the Renegade, is a good ship, and I'm a fair captain myself. If for whatever reason, things don't work out between you and the Widowmaker, please consider joining my crew. We're always looking for new adventurers to fulfill the Marque."

Having said her peace, she'll answer questions and chat for a little while before leaving with a rather large half-orc who was sitting in a corner watching.

Tables of Four

This module includes a special option for tables with only four players. Regardless of the APL, if the table only has four players (and no cohorts), Vola Dreng, a local mercenary, will approach the PCs and offer to hire on as an extra blade.

◆ **Vola Dreng:** CN female half-orc barbarian 4; Appendix 1.

And speaking of half-orcs, no sooner does Black Shayna leave with a half-orc in tow, but another one,

a female this time, and a barbarian by the smell of her, approaches you.

*"Sorry, I didn't mean to snoop," she says, "but I heard you were going out on the Widowmaker. Not meaning to offend, but you look like you could use an extra blade with you. If you've a mind to, I could hire on for (APL * 150) nobles straight up. I'll pay my own expenses and you keep the treasure."*

Vola can be bargained down to APL * 100 nobles, but then she wants room and board covered if it's needed at any point. Interestingly enough, although she loathes the Iron League, Vola is a Licensed Adventurer, and so is licensed to carry weapons in Nyronde. And she will show the PCs her license if they seem wary of her or otherwise ask.

If the PCs hire Vola, she will accompany them all the way through the mod, but her job is to fight and that's all she'll do. During rough weather on the ship, she stays below deck.

Thieves' Guilds

This part of the encounter only happens if there is a member of any Nyronde Thieves' Guild in the party. It will also only happen to the guild member PC/s and will occur when they are alone, perhaps while shopping, bathing or relieving themselves.

If the PC is a member of the Caerizar faction of the Oldred Thieves' Guild, they will be approached by a lone Suel man and asked why they are here.

"Did Ivor send you to look in on us? Well tell him all is moving along fine. This new Count is going to be a problem, but I don't think he has enough local support to stop us. Now get out of town before Kav-Iru sends you home in a box!"

If the PC is a member of any other Nyronde Thieves' Guild, the encounter is a bit different.

Suddenly you find yourself surrounded by a number of Suel men and women. "Don't try anything, we have more backup than you have friends in there. And besides, this is just a little social visit. We noticed you were lost, having accidentally found your way into Shantadern. So we thought we'd just drop by and give you directions out of town. You have until morning to be back on the road, or on a ship. Otherwise, we'll make sure you find your way home in a nice box. And tell your bosses that this is our town now. Stay out!" And with that, they let you pass, while they disappear back into the shadows.

Development: When players are done with their evening in Shantadern, move on to **Encounter 3**.

ENCOUNTER 3: ABOARD THE WIDOWMAKER

The PCs join the crew of the *Widowmaker* for a fun, but uneventful, trip up the coast to Oldred.

Having spent the evening in Shantadern, the PCs find there way down to the docks and to the gangplank of the *Widowmaker* just as the sun is breaking over the horizon.

Whether or not the PCs have served aboard the *Widowmaker* before, they will first need to talk to the first mate, Crump.

If the PCs have sailed on the *Widowmaker* before, Crump will simply welcome them back with hearty pats on the back and tell them to go aboard and talk to the captain.

PCs that have not sailed on the *Widowmaker* before will have to listen to Crump give his lecture. He'll explain that the ship is not for passengers, but that the PCs will be serving as crew. He'll also tell them the following information before sending them on to speak to the Captain:

- The *Widowmaker* is a privateer ship that specializes in pirate hunting.
- The *Widowmaker* is a large, but fast, caravel (a sailing ship) that carries a crew of 30 (not including the PCs).
- The captain of the *Widowmaker* is Marius Perren.
- The Letter of Marque that the *Widowmaker* normally sails under requires them to take on at least one Licensed Adventurer whenever setting sail with the intention of acting as a privateer. This trip though, they have a special Letter of Marque, signed by the Count of Eventide and authorized by the King, that allows special permission to take on the Count's men, Licensed or not.
- While the PCs will be expected to help in combat, they will not be required to do all of the fighting; the crew is experienced at capturing other vessels and will do much of the fighting themselves.
- For this journey, the Count is paying them, and not Captain Marius, but they are still part of Marius' crew.

Captain Marius welcomes the PCs aboard. Those who have sailed with him before are treated well and simply told, "You know your way around the ship. Stow your gear and make ready to sail." For the rest, if there are any who look like they might be spell casters, he says, "And for you wizards, clerics and such, I don't want you casting any fire spells. I want to have a ship at the end of the voyage." He will then ask one of the crewmen to find quarters for the PCs and will tell them they will be underway in just a short while.

☛ **Captain Marius Perren:** CG male human warrior 1/fighter 2/swashbuckler 7 (worshipper of Procan); Profession (sailor) +14, Swim +14.

☛ **First Mate Crump:** CG male human commoner 2/expert 5; Profession (sailor) +11, Swim +5.

☛ **Kerastanor "Keri" Perlantasil:** CG male elf [aquatic] fighter 1/ranger 3; swim speed 40 ft.; Swim +11.

☛ **Average Officer:** NG male human commoner 1/expert 2/swashbuckler 3; Profession (sailor) +7, Swim +5.

☛ **Average Crewman:** NG male human commoner 1/swashbuckler 1; Profession (sailor) +3, Swim +5.

A note on watches at sea: You may wish to have the PCs discuss and workout any watches they wish to join between them. It's probably best to get this out of the way up front, so that it doesn't bog things down later. To assist in speeding this along, you can give them Player Handout: *Ship Watches*.

Spirits are high as the crew of the Widowmaker make ready to sail at the first site of the Sun Father. Sailors are quick to their tasks with a light step. Nothing seems to raise the spirits of the Widowmaker more than pursuit of pirates, so it's no wonder when a shanty breaks out from the capstan after the Captain shouts to "weigh the anchor."

"Way, hay up she rises, Way, hay, up she rises, Way, hay, up she rises, Earlye in the morning!"

Sailors stamp on the deck to the words, and then the First Mate Crump makes the call to keep things going "What will we do with the drunken sailor? What will we do with the drunken sailor? What will we do with the drunken sailor? Earlye in the morning?"

And the lookout calls down a response from the nest, "Hoist him aboard with a running bowline. Hoist him aboard with a running bowline. Hoist him aboard with a running bowline. Earlye in the morning!"

Then the crew all join in again stomping their feet to the tune, "Way, hay up she rises, Way, hay, up she rises, Way, hay, up she rises, Earlye in the morning!"

And so it continues as the ship pulls away from Shantadern and turns north and northeast to skirt the coast to Oldred, "Put him in the scuppers with the hose pipe on him...Way, hay and up she rises...Put him in the brig until he's sober...Way, hay, and up she rises...Make him turn to at shining bright work...Way, hay, and up she rises... Pull out the plug and wet him all over...Earlye in the morning!"

The rest of the trip is not much different. The weather is fair with strong prevailing winds and the Widowmaker makes good time. Such good time that the Captain even gives the crew a chance to enjoy the calm and safe waters near the beach in Fairwind Bay.

If anyone complains about the short side-trek, Captain Marius will remind them that the object they seek is scheduled to be done the day they arrive and that getting there sooner will not get them away from Oldred sooner. And spending extra time in Oldred as opposed to spending that time in Fairwind Bay is not something he would prefer for his crew.

As real time permits, allow the PCs to role-play a few hours on the beaches near Shining White. In addition to the local villagers on or near the shore, there are also a good number of sea elves in the water: some frolicking while others seem to patrol the waters. There is nothing of import to be done here and the PCs will not have a chance to meet Farenne or her companions at this time.

Eventually Captain Marius sets sail again and the rest of the trip is much of the same. Good weather, good winds, and good companionship on the Widowmaker. Even with the brief layover at Shining White, the trip along the coast only takes a little over three and a half days, with the Widowmaker pulling into Oldred just after five bells of the afternoon watch.

The object isn't due to be done until the following day, so the Captain will grant shore leave to the crew for the evening. This includes the PCs, but everyone is expected back aboard by midnight.

As the gangplank is lowered, it is met by a group of Nyrond's naval men. "Welcome to Oldred, Widowmaker," says the oldest of the bunch. "For those of you coming ashore, we'll just need your names for the books and we'll need to go over a few things. Come on down and gather 'round."

♣ **Lieutenant Dandel:** N male human rogue 5/fighter 3 (Sense Motive +15).

If any of the PCs played NYR6-05 *Death of a Sailor*, Dandel will recognize them, jot down their names, and, assuming they aren't trying to carry anything past him they shouldn't have, wave them on. Assuming the rest of PCs do as he requests, continue. If not, he'll do his best to execute his job with or without their cooperation. If the PCs don't do anything stupid, like attack him or his men, then the worst he will do is confine them to the ship. Which means they'll be leaving with the ship unless they find a way to sneak off.

The man introduces himself as Lieutenant Dandel of the Royal Navy and asks each of you for your name.

Any PCs that try to lie must make an opposed Bluff check against the Lieutenant. For instance, a PC may be Wanted in Nyrond and may not want to tell their real name.

The only reason a PC would be detained at this point is if indeed he or she is Wanted in Nyrond. In which case, they will be arrested. This being Oldred though, the

imprisoned PC can either spend 2 TUs or 500 gp to bribe their way out of prison before getting to court. This will take them two days though, and the Captain Marius will be in a foul mood for having to wait. The PC will be confined to quarters while the ship is underway.

"So, we do have a couple of rules that we need to enforce," continues the Lieutenant. "First off, unless you have the proper rights to carry arms in Nyrond, then you'll need to turn over any and all weapons larger than a dagger. Or you could just leave them on the ship."

"Second, the streets of Oldred are tight, so no large creatures are allowed to walk the streets without a permit. If you have any, and yes that includes horses, they'll have to be stabled here near the dock. And before you ask, no, it's not possible to get a permit." And with that, he finishes by asking if there are any questions or problems.

He'll do his best to patiently work his way through the standard set of questions and dodges he normally gets from adventurers. Nothing new for him.

Characters who are allowed to freely carry weapons in Nyrond (via meta-org access) do not need to check their weapons, but they must have appropriate campaign documentation. Otherwise, he will require that the PCs check all weapons larger than a light weapon.

The one exception that will be made for large animals is for members of the Knights of the Realm meta-org. Sir Elmain Vardushi has issued a standing order that Knights of the Realm are to be allowed their mounts in Oldred.

Ordinarily bribery, if done subtly, will usually work as a way around this problem, but not on this occasion. The Lieutenant knows he has someone in his crew who has been assigned to watch for such things and so he won't hear of it. In fact, he'll make a rather big deal about how he would never accept a bribe and that the PC involved should consider him or herself lucky not to be in irons now.

Development: The evening in Oldred is meant to be uneventful and simply allows the PCs another chance to role-play, go shopping in a bigger city, or look up friends and contacts. You, the judge, may choose to role-play any encounters with the PCs, but there is really no new information for the PCs at this point. Anything they hear should be information they already have.

If the PCs attempt to visit the Temple of Procan early, they will simply be asked to return in the morning. Of course, if they are just there for normal Temple business, they will be attended to accordingly.

Also, a messenger from the Duke will approach any PC who played NYR6-105 *The Mists of Relmor Bay* and who has the Favor of Duke Korenflask. The messenger will inform the PC that the Duke has made arrangements to square the favor he owes them. These PCs, and only these PCs, will receive the Redeemed Favor of Duke Korenflask special item on the AR.

When you and the players have decided to move on, continue to **Encounter 4**.

ENCOUNTER 4: THE TEMPLE OF PROCAN

Retrieving the “compass” from the Temple of Procan turns out to be a little trickier than expected, but some well-placed Diplomacy may just win the day.

Unusual for Oldred, the Temple of Procan is one of the few venues to openly display its wealth. The Temple must feel very secure, for the building is decorated both inside and out with coral and gold. Most likely, the head of the temple is very well placed and influential in both the official circles and the unofficial circles of Oldred. Probably not someone to be trifled with.

The temple itself is busy as always, but you eventually make your way through the crowds. “Greetings friends,” says a young tan-skinned priest, “how may the Sea Father’s church help you today?”

Allow the PCs to explain their mission and then continue:

“Ah yes,” says the young priest, “Waverider Vilumus is expecting you. You’ll find him near the fountains just beyond that door behind me. Please, go right in.”

Assuming the PCs continue on:

It’s hard to miss the twenty-foot tall and fifteen-foot wide gold and coral encrusted doors the young priest gestured toward. The construction is just as solid though as they push easily inward to reveal a very large courtyard filled with beautiful fountains and open to the sky above. The sun is just beginning to hit some streams of water high in their arcs, making it appear as though jewels were flying through the air.

Standing amid the fountains, and attending to what appears to be another young priest of the Storm Lord, is a much older man, perhaps just past mid-life. He too is dressed in the aqua and sea-foam robes of the Temple, but the gold inlays help mark him as the man you seek.

☞ **Waverider Vilumus Aerond:** CN male human cleric 14.

As you enter, he dismisses the younger priest and turns toward you, “May the seas embrace you and carry you home. I’m glad to see that your journey to Oldred has left you hail and hearty. The Storm Lord has seen fit to bless your passage. But rough waters and angry storms lie ahead of you. This I have seen through the grace of he who Sails the Sea and Sky.”

“But please, before we proceed, if you would be so kind as to introduce yourselves? For my part, I am the Waverider Vilumus Aerond and it is both my joy and my calling to oversee those who make their livings from the waters here in Oldred.”

He will pause to allow the PCs to introduce themselves and answer any simple questions that he can before moving on. If anyone jumps right to why they are here, then simply continue.

The newly seated Count of Eventide, in the King’s name, has asked of me to produce a divining rod of sorts that will allow you to track down Captain Yenavast upon the high seas. This object I have made. “At which point he retrieves a golden trident about three inches in length from within his robes. It is coral encrusted and dangles upon a fine silver chain. As he holds it, it seems to twist of it’s own accord and eventually stops moving with the trident pointed in a southerly direction. “But I have had another vision that has given me pause in handing this over to you.”

At this point, it is important to note whether there is a member of the Church of Procan within the group. If there is, he will simply dismiss his concerns thusly:

“Ah, but that is not a vision I will choose to pay mind to this day, as you travel with a member of the Storm Lord’s church and this is surely a sign of good luck. Here, take the trident, it will point the way to Captain Yenavast as long as he is on, under, or near the open waters.”

If there is no member of the Church of Procan in the party, the encounter goes quite differently, but ultimately should end the same way. Use the following text instead:

“While I cannot speak of that which I have seen, I have come to believe that this “compass” would be best placed into the hands of a member of my own church. And so, I believe that I will not turn it over to your keeping.”

This will probably set the players into a bit of fervor, but if they remain calm and approach the situation diplomatically, they will find it is actually quite easy to convince him that should be given the trident.

If the PCs take a diplomatic approach, allow them to make a simple DC 10 Diplomacy check to get him to give them the trident. Who is making the roll and who is assisting must be decided before anyone rolls.

However, if the PCs are in any way rude to him, the DC of the Diplomacy check rises to 20. This could be something as simple as a PC saying, “Well the King wants us to have it, so you have to give it to us.”

Worse yet, if the PCs are uncouth enough to actually threaten him, physically or otherwise, the DC rises to 30. It would be very unwise to try to use the King’s name as a

threat, much less the Count's. He will scoff at the PCs for such.

Suggestions of sending a member of the church along with the PCs will not work. He will say he considered such, but that he does not believe it is the right thing to do.

Note that the DCs would normally be 15, 25, and 35 respectively, but the PCs are getting a +5 circumstance bonus because Vilumus is an honorable man, if a bit chaotic, and did say that he would deliver the trident.

If the PCs make the Diplomacy check, then Vilumus will give them the trident and send them on their way. However, if they fail to retrieve the trident, they are in a very bad position, and the mod may be over for them, an utter failure (see Development below).

Vilumus will not speak of the vision no matter how hard the PCs push him about it, but regardless of whether the PCs have been given the trident, he will impart one other piece of information to them.

While the information came too late to be of use, it has been passed on to him that Captain Yenavast was seen near Wragby with a crewman from the *Vile Claw*. It's also been said that the crew of the *Vile Claw*, a not so successful pirate ship, mutinied some months ago. Therefore, it's quite possible that Yenavast has hooked up with the *Vile Claw*. However, the ship has not been seen in any ports of late.

Development: If the PCs managed to retrieve the trident, simply continue to **Encounter 5**. If the PCs fail to retrieve the trident, they have one more option before the mod is over for them. Waverider Vilumus is probably the second-most influential official in Oldred. The only other person who could possibly persuade Vilumus to change his mind at this point would be the Duke of Korenflask, Elmain Vardushi. If the PCs think to try this route, they can spend an extra TU arranging a meeting with the Duke and getting him to intervene. They still have to succeed at a DC 15 Diplomacy check with the Duke to get him to act. If they do not think of this path or otherwise fail to convince the Duke, the mod is over, go to the **Conclusion**.

ENCOUNTER 5: THE PIRATE'S TRAIL

Having obtained the trident from the temple of Procan, the PCs board the *Widowmaker* once more and use the newly acquired "compass" to hunt down the *Vile Claw* and Captain Yenavast. The PCs get a chance to "enjoy" life at sea once again before catching up to the *Vile Claw*.

The purpose of this encounter is threefold. First, it's meant for the PCs to get another taste of life at sea and some of the problems that come with it. Second, it is intended for the PCs to get a hint that there is some outside force helping them. The captain, of course, will claim it to be the Storm Lord's doing if it is discussed. Third, and ultimately, this is where the PCs will almost

catch up with Captain Yenavast, before losing him again, but only so briefly.

The initial direction of the trident when the PCs are leaving Oldred plots a path on the map of Nyronnd that runs through or very near to Shantadern, Uskarn, and Nesseremouth. It's hard to tell initially if one of those cities is the actually destination, but by the time the *Widowmaker* has cleared Storport, it becomes more clear that Captain Yenavast, and indeed the *Vile Claw*, is in or near Nesseremouth.

Captain Marius takes a much more aggressive path this time out and sets sail for deeper water cutting a southwesterly course toward Shantadern across the open waters, beyond the relative safety of Fairwind Bay, and nearer to Stormwater Island (AKA Monkey Island).

It takes about three days of travel, with fair weather and light winds to make it back within sight of the coast near Shantadern. However, by this time, it has become obvious that Captain Yenavast is on the move as the trident is now pointing nearly due south, and Captain Marius turns to follow. Initially he keeps the coast in sight, but as it becomes more obvious that Captain Yenavast and the *Vile Claw* are heading out to sea, he begins to turn the *Widowmaker*, first southeast, and then south-southeast, leaving the shore behind once again.

After about another half day on the water, it has now been a little over four days at sea, so it is early on the fifth day, the PCs may notice that the wonderful weather they are having may turn into a detriment. A DC 11 Profession (sailor) or Profession (boater) check will allow the PC to know that sometimes very fair weather can lead to no winds at all and being becalmed. And sure enough, the *Widowmaker* does find itself becalmed for nearly an entire day.

The same check will also allow the PC to know that there is an excellent chance that the *Vile Claw* is becalmed as well. Unfortunately, the *Vile Claw* has magic on board that allows them to make progress, albeit slowly, and this can be noticed via use of the trident to track them. Between the captain and the navigator, and the PCs if they wish to help, it is determined that the current path for the *Vile Claw* will likely take it to Stormwater Island. But for now, there's nothing to be done about it. If the PCs have magic that can help, allow them to use it, but the *Vile Claw* will still manage to get around the *Widowmaker* and stay in the lead for now.

During the calm, day five at sea, it is likely that the PCs will discuss the weather at some point, and may even wish to make Survival checks. A DC 15 Survival check will allow the PCs to know that despite the fair weather today, there is a storm brewing for the following day. A DC 20 (or higher) Survival check will allow them to know that the storm is only going to last the one day and should be gone by day seven.

Also, while the ship is becalmed, the ship is paid a very short visit by someone who seems to be there with a message.

As you wait out the lack of wind with the crew in various states from calm, to worried, to frustrated,

the ship suddenly lurches repeatedly as if being hit by waves. With the best viewpoint, the look out is the first to see it and calls out something incomprehensible while pointing down over the port side of the ship.

The reason is quickly clear as eyes fly wide across the ship from stem to stern. A colossal creature, with a wide, streamlined shell with jagged protrusions has surfaced just next to the Widowmaker. Its long neck emerges from one end of the shell and its crested head rises up to tower over the ship. It's taloned flippers and long snake-like tail move gently in the water, but still manage to send waves large enough to rock the ship.

Show the players Player Handout: Dragon Turtle and allow the PCs to react in any manner they wish, but the dragon turtle simply ignores them.

Finally, its sharp lined jaws open and it speaks, "I bear a message for you mortals." Its voice booms with nearly ear shattering volume and a stench that brings bile to more than one throat on the ship. "When all seems lost, seek your prey below the waves." And with that, the creature slides gently back below the waves with a grace that belies its sheer mass. Still the simple displacement of volume causes a small eddy that sets the ship to spinning for a short time.

The crew is clearly in a state of nervous excitement for quite some time afterward, but when there is no repeat appearance, the encounter eventually becomes nothing more than the next great story to tell when they get to port.

The rest of the day and night are uneventful, but sure enough, day six dawns with a small storm brewing. Still, there is some wind once again. Unfortunately, the winds are directly against the *Widowmaker*, so progress is halting, as Captain Marius has to tack widely into the headwinds. And as the day goes by, the storm gets worse and worse, but not to a point where it is of any danger or beyond the skill of the crew to handle easily.

However, as the night of the sixth day leads to the dawn of the seventh day, the storm has intensified rather than weakened as expected. Anyone who made a DC 20 Survival check earlier will know that there is something unnatural about the current storm. At this point, the ride gets a little rough, as the storm seems to keep getting worse.

You should probably have the map of the *Widowmaker* drawn by this point, but it's not necessary if you don't want to use it. In any event, you need to have the PCs all tell you where they are on the ship and if they are on deck, then you need to ask if they are tying themselves off. They will see that most of the crew are tying themselves off, with varying degrees of slack being left for movement. If a PC asks a crewman to help tie them off, the crewman will "take 10" on the Use Rope check, giving the PC a DC 15, but don't tell them the DC.

The PCs cannot "take 20" on the Use Rope check as it is an opposed roll which carries a penalty for failure.

Once everyone is placed and tied off or not, there is going to be a series of Profession (sailor) checks for the captain to keep the *Widowmaker* bow first into the oncoming waves. While these checks are going to be done in relatively quick succession, they actually happen over the course of a few hours, with results from each one getting more severe.

The captain will be "taking 10" on his Profession (sailor) checks and it assumed the first Mate is always assisting, which together is enough normally to handle even pretty bad storms, but as things get really bad, he will be depending on his crew to execute commands quickly and efficiently to "assist" him. This will take the form of a fixed number of assists on each of the Profession (sailor) checks. There are five crewmen in position to assist, plus any PC who is on deck and has at least one rank in Profession (sailor) can also assist.

By the time the captain needs help, the storm has reached windstorm (gale) proportions and even though the *Widowmaker* is a colossal vessel, the ship is going to be taking on green water over the bow if the check is made or the ship rolls if the check is not made. The severity of the wash or roll increases with each check.

For the first Profession (sailor) check, a total of two assists are required to keep the bow pointing into the waves. If there are PCs with Profession (sailor), Profession (boater) does not work for this check by the way, then allow the PCs to roll first before having the crew assist. If two assists are made, then the bow cleaves through the waves and the ship takes on a light surge of green water. Any PC on deck must make a DC 6 Strength or Balance check, or fall prone. If they fall prone, they are washed 1d4 squares toward the port and aft (back, and to the left). If they are tied off, they will only go as far as they have slack in the rope, assuming their Use rope check was better than a DC 6, otherwise the rope comes undone. If this movement would be enough to push them off the ship, they are then allowed a DC 11 Reflex save to catch themselves on the railing. Again, if they are tied off, but the rope had enough slack to allow them to go overboard, then Use Rope check can also be used to oppose the Reflex save DC. If it was not at least a DC 11, then the rope lets loose and the PC has gone overboard.

If the Profession (sailor) assists were not made, the ship instead rolls to port. The same basic rules apply as they do for the wash except that it is a DC 10 Strength or Balance check to remain standing and that a PC who falls prone will slide 1d4 squares directly toward the port side. It's still a DC 11 Reflex save and the Use Rope check still applies as well.

If at any point during the course of the storm a PC goes overboard, feel free to scare them with a DC 20 Swim check for stormy weather and allow PCs on board a full action to try to respond. But, this is only meant to scare the PCs and give them a taste for life at sea. At the end of the "round," Keri, the aquatic elf ranger with a swim speed, will dive overboard and rescue the PC.

Once Keri ends up going in the water to rescue a PC, you can skip further Profession (sailor) checks and simply describe what happens, as the PCs will know he is there to save them.

Sometime after the first Profession (sailor) check, have the PCs roll a DC 30 Spot check and read the following:

The storm seems to be getting stronger, but Captain Marius continues to make good headway while fighting the headwinds.

If any of the PC made the Spot check:

In fact, just on the horizon, you believe you can make out the shape of a sail. And while it's hard to make out at this distance, it looks like the storm seems to stop right around the ship. But it's so hard to make out, maybe it's just a trick of the rain in you're eyes. And then it's gone from sight again.

If no one made the Spot check:

At that point, the lookout cries out that he sees a ship on the horizon. "Captain, curse me for a landlubber if that storm don't seem to stop right around him!" And then he loses sight of it again.

Some more time passes before the storm turns just a little bit nastier and the captain needs help once a gain with a larger wave this time. Have the PCs, and crew, if needed, make Profession (sailor) checks once again. This time the Captain needs a total of three assists.

If the assists are made, the ship takes on a heavy surge of green water. The rules are all the same, but this it's a DC 12 Strength or Balance check and DC 17 Reflex save. And, if they go prone, they are washed 2d6 squares toward the aft and port.

If the assists are not made, the ship rolls badly and heels dangerously to the port side. Once again, the rules are the same, but it's a DC 20 Strength or Balance check to remain standing and those who go prone slide 2d6 squares directly to port. And, it's a DC 17 Reflex save to avoid going overboard.

A half hour or so later, the largest wave so far causes the captain to need help once again. This time, four assists must be made, so, if there are no PCs with Profession (sailing), the odds are slim on making it.

If the assists are made, the ship takes on another heavy surge of green water. The rules are exactly the same as they were for the second assist.

If the assists are not made however, the ship encounters heavy rolls and nearly capsizes to the port side, only to recover and then heel dangerously to the starboard side. Once again, the rules are the same, but it's a DC 20 Strength or Balance check to remain standing and those who go prone slide 2d6 squares directly to port. And, it's a DC 17 Reflex save to avoid going overboard. Plus, it immediate repeats, but with those falling prone sliding to the starboard side the second time.

As soon as things get settled from the last wave, and if people went overboard, the events below happen, just as the last of them are being rescued, read the following:

Just as the storm seems to be at its worst, it almost suddenly abates. Where, one minute, the rain and wind were blasting the ship, the next minute, only a cool breeze remains. The waves, too, seem to be much rougher, although not entirely calm. And, of all the luck, the wind seems to be shifting, unseasonably so, in the direction of the Vile Claw. "Blessings of the Storm Lord be upon us," cries the captain. "Our luck's turned me boys! Full sail and let's get after bilge rat!"

A short while later, the Vile Claw comes into view, and the trident points you straight at her. "She's becalmed," cries the lookout. "I don't unnerst'nd it," says Crump, "but I'll be a sea dev'ls mate if'n we airn't bless't by sumptin'."

But then some form of song or perhaps a chant drifts across the air, and the Vile Claw, sails and all, suddenly plunges bow first beneath the waves and disappears from sight."

The PCs can make a DC 32 Spellcraft check (there is a -10 Circumstance penalty for barely being able to hear the spell) to identify the spell *submerge ship* being cast.

Checking the trident will show that it is now pointing beneath the waves.

Development: At this point, the PCs should realize that they need to pursue Captain Yenavast underwater. They may not like it, and they may not be prepared, but it is where the adventure leads, and they need to follow him to continue the adventure. They have a few things working in their favor. The trident seems to still be pointing the direction and they can use it move the *Widowmaker* more or less directly above him. The storm and the becalmed area both seem to have abated, although the water is still choppy and visibility is limited. Still, it isn't at storm levels. And finally, Captain Marius has eight normal *potions of water breathing* aboard the ship that he is willing to donate to the cause. He does not agree to send Keri with them if they ask, but he will say he'll send Keri after them if they haven't returned in six hours (a little over half the potion's duration).

Assuming the PCs are willing to drink the potions and dive underwater, continue to **Encounter 6**. If not, the mod is basically over, and mostly a failure, move to **Encounter 10** and adjust any boxed text to match the failure. The ship's morale will be very low.

ENCOUNTER 6: GUARDIANS OF THE DEEP

Having watched the *Vile Claw* submerge before their eyes, the PCs are left with no choice but to turn back or follow the ship beneath the waves. Good thing the *Widowmaker* had a few *potions of water breathing* on board.

But life under the sea is not all mermaids and talking crabs, as the PCs find out while facing sharks or octopi that seem to be covering the captain's retreat.

The sea beneath the ship is an area of what should be fairly deep water, a few hundred feet if not more. The water is still badly churned from the storm however, and surprisingly, to some, the visibility is particularly bad due to sediment clouding the water. The water is rough and, while in it, it will take a DC 15 Swim check to do anything. Make sure to read up on the Swim skill (*Player's Handbook*, pg 84) and the Underwater Combat rules (*Dungeon Master Guide*, pg 93).

No matter the light source, and PCs who cannot see in the dark will need a light source after about 90 ft., the visibility is only clear out to 30 ft., and murky out to 60 ft.

The reason the water is so sediment filled is because there is an outcropping of rock 150 ft. below the surface. As the PCs descend, they will actually pass just near the edge of the outcropping (this should be drawn as a cliff) with the trident still pointing straight down. However, when the first PC reaches the top of the outcropping, the guardians of the cave attack the PCs.

As the water deepens and darkens in descent, it becomes apparent that there is an outcropping of rock below and to the side. No wonder the sea is so full of sediment. But sadly, the water plunges ever deeper past the cliff-like face of the rock and the trident points deeper still...

Draw the cliff, have the PCs place their figures and declare their depth, with the lowest PC being at 150 ft., even with the top of the outcropping, and ask for Spot checks. The PCs must make a DC 19 (distance and circumstance modifiers) Spot check to notice the shapes in the murkiness about 40 ft. from them. If all the PCs make the Spot check (or subsequently use *Feign Surprise* cards) such that no one is surprised, then there is no surprise round. Otherwise, there is a surprise round. Have everyone roll initiative and proceed normally in either case.

Creatures: At APLs 2 and 4, the sharks will be coming from either side of the PCs, parallel to the cliff face and level with the lowest PC. At APLs 6 and 8, the octopus or octopi will attack from below and begin attached to the wall. At APL 8, they should start around 20 ft. to either side of the PCs and 30 ft. below them.

APL 2 (EL 4)

🐡 **Shark, Large** (2): hp 38, 38; *Monster Manual* 279.

APL 4 (EL 6)

🐡 **Shark, Huge** (2): hp 65, 65; *Monster Manual* 279.

APL 6 (EL 8)

🐙 **Octopus, Giant**: hp 47; *Monster Manual* 276.

APL 8 (EL 10)

🐙 **Octopus, Giant** (2): hp 47, 47; *Monster Manual* 276.

Tactics: While these are normal animals, they have been trained to guard the cave entrance about 90 ft. below the edge of the cliff. They will use a combination of normal tactics, trying to pick off anyone on the outside of the pack of fish, and not quite as normal tactics, going after people that try to "advance" toward the cave entrance. The latter includes those who fail Swim checks, which could also conform to the former.

At all APLs, these are normal animals that value their lives. If they are reduced to 25% of their normal hit points, they will attempt to flee, using a Withdraw action to avoid Attacks of Opportunity.

Development: Assuming the PCs defeat the creatures, they will find the trident leads them to a concealed cave entrance about 90 ft. below the cliff top. If at least one PC in the group can "take 10" and make a DC 15 Swim check, then simply allow that PC to Shepard the others to get them into the cave, continue to **Encounter 7**.

If no one can make a DC 15 Swim check by "taking 10," or if at any point during the encounter it looks like things might become a TPK, Keri will arrive to assist their swimming, or in the worst of scenarios, drive off the guardians and then assist them back to the ship. The PCs will have to decide how to proceed from there, but they will still have hours of water breathing left if they want to try again.

ENCOUNTER 7: UNDEAD TRAPS

Having made it past the living guardians, the PCs next encounter a set of non-living guardians in the form of traps.

The PCs will need to swim up and through a small cave mouth and tunnel to emerge into a larger cave. The "beach" they arrive on within the cave is more of a rocky shoreline, but the ground is smooth and solid enough that there is no difficult terrain. The cave system seems to be natural and volcanic in nature. All of the rock is very porous and black, but hard to the touch.

Following the trident's guidance, you emerge from the water within the cave system, it appears an air pocket is trapped here providing a breathable, if stale and humid, atmosphere. The walls, ceilings, and floors all seem to have been made naturally and consist of black porous rock. Half way across the fairly large cavern is a rocky shore, almost a beach, and beyond it lies a small tunnel exiting the chamber.

Draw out the room (see DM Map: the Cave System) and have the PCs place themselves. Make sure to note where everyone is when the first person enters the trapped

square. It is also quite possible the PCs will have a rogue who can search for the trap and disable it, but don't ask them if they are searching. Leave it to them to mention it.

Trap: Just before the entrance to the tunnel a magical trap has been laid to waylay anyone crossing the threshold without first saying "Hail the Reaper" in common. At APLs 6-8, the trap actually consists of multiple traps. And, while they can be found with one Search check, individual Disable Device checks must be made for each trap. Triggering a trap, while trying to disable it automatically triggers any remaining non-disabled traps as well. The creatures will appear anywhere within fifty-five feet of the trap, and should be placed into open spaces accordingly, keeping in mind that they are meant to stop intruders from proceeding. So having at least one appear in the tunnel would make the most sense.

When the trap is triggered, have everyone roll initiative and roll initiatives for the creatures as well. People may act normally on their turn, but there may be nothing for them to do yet. Anyone with the Spellcraft skill, may attempt a Spellcraft check on their turn to determine the spell being cast. While there is no way to disrupt the spell in its trap form, a quick thinking PC could attempt to counter it with a *dispel magic* (or any other appropriate form of counter spelling).

Also keep in mind that the creatures are summoned and so all effects that affect summoned creatures will affect them. Also, since they will only last 13 rounds, if a cleric successfully turns a creature without destroying it outright, you may wish to consider the creature effectively defeated.

APL 2 (EL 4)

✚ **Summon Undead III Trap:** CR 4; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon undead III*, 13th level wizard); Search DC 28; Disable Device DC 28.

✚ **Troll Skeleton:** hp 39; *Monster Manual* 227.

APL 4 (EL 5)

✚ **Summon Undead IV Trap:** CR 5; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon undead IV*, 13th level wizard); Search DC 29; Disable Device DC 29.

✚ **Wyvern Zombie:** hp 94; *Monster Manual* 267.

APL 6 (EL 7)

✚ **Summon Undead IV Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; multiple traps (two simultaneous *summon undead IV* traps); spell effect (*summon undead IV*, 13th level wizard); Search DC 29; Disable Device DC 29.

✚ **Allip:** hp 26; *Monster Manual* 10.

✚ **Wyvern Zombie:** hp 94; *Monster Manual* 267.

APL 8 (EL 9)

✚ **Summon Undead V Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; multiple traps (three simultaneous *summon undead V* traps); spell effect (*summon undead IV*, 13th level wizard); Search DC 30; Disable Device DC 30.

✚ **Vampire Spawn (2):** hp 29, 29; *Monster Manual* 253.

✚ **Wight:** hp 26; *Monster Manual* 255.

Development: When the PCs have bypassed the trap or defeated, driven off, or out waited the undead, simply proceed to **Encounter 8**. The NPCs ahead will know the PCs are coming, from the fight, but the PCs may still wish to stop and heal before proceeding.

ENCOUNTER 8: THE CASTOFFS

Finally catching up with the captain, or, at least, part of his crew, the PCs have another fight on their hands, while the pirates try to make good their escape.

What the PCs don't know is that the *Vile Claw* dropped the captain and most of his officers off here to "make good their escape", while the ship's mage and the rest of the crew left with the *Vile Claw*.

What the captain doesn't know is that he's been double-crossed yet again, and this time he didn't manage to avoid it (see **Encounter 9**).

Creatures: Depending on the APL, the captain has left one to three of his men behind to cover his escape. At APL 8, he considers the PCs enough of a threat to stay himself and fight. In any event, he sends his bosun ahead to try to get the portal open. Unfortunately for all of them, the rather complex ritual they were told to use is completely bogus and the portal never gets opened.

The NPCs staying behind don't really consider the PCs a huge threat, although much of that attitude is simply due to arrogance. However, because of this, they don't try to set up any sort of ambush. They simply stand at the other side of the room (see *DM Map: the Cave System*) and wait for the PCs to enter the room before declaring themselves and moving to attack. It is not intended for there to be a surprise round here.

APL 2 (EL 4)

✚ **Quartermaster:** male human rogue 2/warrior 1/swashbuckler 2; hp 45; Appendix 1.

APL 4 (EL 7)

✚ **Quartermaster:** male human rogue 2/warrior 1/swashbuckler 2; hp 45; Appendix 1.

✚ **Master of Marines:** male human warrior 1/fighter 5/ranger 1; hp 64; Appendix 1.

APL 6 (EL 9)

☛ **Quartermaster:** male human rogue 2/warrior 1/swashbuckler 2; hp 45; Appendix 1.

☛ **Master of Marines:** male human warrior 1/fighter 5/ranger 1; hp 64; Appendix 1.

☛ **First Mate:** male human warrior 1/swashbuckler 3/rogue 3/scarlet corsair 1; hp 72; Appendix 1.

APL 8 (EL 11)

☛ **Quartermaster:** male human rogue 2/warrior 1/swashbuckler 2; hp 45; Appendix 1.

☛ **Master of Marines:** male human warrior 1/fighter 5/ranger 1; hp 64; Appendix 1.

☛ **First Mate:** male human warrior 1/swashbuckler 3/rogue 3/scarlet corsair 1; hp 72; Appendix 1.

☛ **Captain Yenavast:** male human barbarian 2/warrior 1/fighter 7; hp 92; Appendix 1.

Tactics: All of the NPCs, even the quartermaster, are experienced fighters. They will use tactics that make sense for their abilities and will coordinate with other to gain the largest advantage they can. This is not meant to be an easy fight, although you never know, so try to run them as intelligent combatants who will try to focus damage and reduce the numbers of the PCs.

At most APLs, the officers don't really want to fight to the death, but they do also fear their captain, so they will only run if they think they're about to lose. At APL 8, with the captain in the room, they will not run unless he leaves. The captain has a special item on him that works as a one-time *dimension door*, but it can be activated as an immediate action. So, if he sees a killing blow coming for him, he will activate and flee to the portal room, where he will sadly meet his end (see **Encounter 9**).

Treasure: When the PCs take the time to loot the bodies, they will find the following treasure.

👑 **APL 2:** Loot: 15 gp; Coin: 0 gp; Magic: 360 gp – +1 rapier (193 gp each), ring of protection +1 (167 gp each)

👑 **APL 4:** Loot: 16 gp; Coin: 0 gp; Magic: 979 gp – +1 mithral chain shirt (92 gp each), +1 rapier (193 gp each), +1 spiked chain (194 gp each), gauntlets of ogre power (333 gp each), ring of protection +1 (167 gp each)

👑 **APL 6:** Loot: 16 gp; Coin: 0 gp; Magic: 1,764 gp – +1 mithral chain shirt (x2) (92 gp each), +1 cutlass (193 gp each), +1 rapier (193 gp each), +1 spiked chain (194 gp each), gauntlets of ogre power (333 gp each), gloves of dexterity +2 (333 gp each), ring of protection +1 (x2) (167 gp each)

👑 **APL 8:** Loot: 16 gp; Coin: 0 gp; Magic: 3,054 gp – +1 mithral chain shirt (x3) (92 gp each), +1 cutlass (193 gp each), +1 falchion (198 gp each), +1 rapier (193 gp each), +1 spiked chain (194 gp each), amulet of natural armor +1 (167 gp each), gauntlets of ogre power (x2) (333 gp each), gloves of dexterity +2 (x2) (333 gp each), ring of protection +1 (x3) (167 gp each)

👁 **Detect Magic Results:** +1 mithral chain shirt (faint transmutation), +1 cutlass (faint transmutation), +1 falchion

(faint transmutation), +1 rapier (faint transmutation), +1 spiked chain (faint transmutation), amulet of natural armor +1 (faint transmutation), gauntlets of ogre power (faint transmutation), gloves of dexterity +2 (faint transmutation), ring of protection +1 (faint abjuration).

Development: When the PCs have defeated the pirates and move on, proceed to **Encounter 9**.

ENCOUNTER 9: A VERY DEAD END

The PCs will find any of the pirates that made it this far cut to pieces (including the bosun) and scattered about what appears to be a dead end room. However, there are some clues to be found here and even a hidden portal if one knows how to look for it.

Following the tunnel to its conclusion finds a gruesome sight. Body parts lay flung about the cave like an ale-induced nightmare of an abattoir. The ceiling and walls are sprayed with arcs of blood and the floor lays red with many pools still forming.

The bodies of all the crewmen that made it this far, including the captain and the bosun for sure, are within the room with many body parts completely severed from the bodies. The captain himself was completely cut in two at the torso.

Still there are some clues to be found here.

Search check on the bodies:

- DC 5 – The heads of all the bodies are missing completely.
- DC 10 – The bodies don't seem to have been looted. However, loot at APLs above what the PCs are playing is damaged beyond repair by the killing blows.
- DC 12 – there are a number of tracks in and around the bodies, but it's hard to make sense of them.
- DC 24 – The bosun's body has a small holy symbol of Nerull hidden inside the right boot.

Heal check (on any of the bodies):

- DC 15 – A sharp bladed weapon, most likely a slashing weapon of significant size (not a light weapon), caused all the wounds.
- DC 20 – The blade of the weapon was most likely curved.
- DC 25 – To have severed the captain's body in half the way it was, it's very likely that the weapons was some form of scythe.

Track check:

- DC 10 – A number of medium humanoid booted individuals struggled here.

- DC 15 – All but one set of tracks can be associated to the boots left in the room.
- DC 20 – The set of tracks not accounted for last stood next to the captain's body, and appear to have never left. Perhaps the individual *teleported* away.

Search check on the back wall:

- DC 30 – The PC can just make out what looks like a natural archway in the stone.
- DC 35 – The PC can also find three arcane looking symbols hidden in the rockwork around the archway.

Spellcraft check on the archway and symbols:

- DC 30 – The PC believes the archway to be a portal. Where it leads to and how to activate it are unknown. Note that this is a portal, not a gate, which would indicate that it does not lead to an extra-dimensional location, but rather somewhere on the Prime Material Plane.

Development: Beyond what the PCs have found, this is truly a dead end. They can take the bodies and loot if they choose to, but have no choice but to leave the way they came, unless they have some other means of egress with them. Continue to **Encounter 10**.

ENCOUNTER 10: THE EARTH MOTHER SENDS A MESSAGE

Upon their return to Shantadern, the PCs receive a visit from a priestess of Beory who gives them another clue.

The PCs, most likely feeling frustrated at yet another trail gone cold but, with a few new clues, make their way back to Shantadern.

The mood of the ship is mixed with some feelings of success and others believing they are being led like rats to the cheese. Still, at least the trip back is unimpeded and without incident.

Pulling into Shantadern, the hour is still early enough to catch the Count before dinner and brief him. However, waiting on the docks is a woman in brown robes who approaches as the crew begins to come ashore. She has the look of one who has carried a burden upon her. "Please, I have information I must pass onto you. I'm not sure what it all means, but I know it is important that I share it with you."

Allana Ghriogair (pronounced "GREE-gare"), the priestess of Beory from Nesseremouth, approaches the PCs with a somewhat desperate aspect to her. She knows she has had an important vision, and she just wants to share it and relieve herself of the burden. It is possible that some of the PCs may have met her NYR6-05 *Death of a Sailor*, but it's up to the PCs to recall. If they don't remember the

encounter, and very few PCs actually did encounter her, then they have never met.

☞ **Allana Ghriogair, Priestess of Beory:** NG female human [Flan] cleric 2.

Alanna continues, "In a dream, I saw Father Atlan surrounded by undead and about to be overwhelmed when the power of the Sun Father suddenly seemed to flow through him destroying all but one ghastly looking creature. It just stood there, arm outstretched, claws pointing at Father Atlan. And then the dream ended. I couldn't make anything of it, but I knew it to be important. So, I went on a pilgrimage to see a holy mother in the Gnatmarsh and ask her for advice. Mother Gilan prayed for guidance, but what the Earth Mother told her was sparing. All we found was that the claw is the key. I do not know what this means, but I can only pray that it will be of use to you."

With that, a great weight lifts from her, but weariness also comes across her face. "Please," she says, "I must go now and rest. I'll return to my shrine near Nesseremouth now. I pray the earth unfolds its secrets in time." And with that, she turns and leaves.

Development: There is nothing really for the PCs to do here. They have been given another clue. How it fits into the puzzle is unknown, although they may very well see a connection. What they do with the clue is up to them, but does not impact this adventure. Continue to the **Conclusion**.

CONCLUSION

The PCs meet with the Count of Eventide once again and share their findings. They are also rewarded for their hard work and persistence.

The PCs are immediately escorted into the count's presence when they announce themselves.

The count stands and waves you forward as you enter the hall. "Ah, I see you return with corpses for captives. A partial success then?" he says.

He will listen to their stories, take their reports, even speculate with them if asked, but ultimately, it's clear to all that the mystery is still not solved.

SUCCESS

If the PCs were successful in tracking and defeating Captain Yenavast (and/or his officers), the count is pleased with them and in addition to paying them the rest of the money owed them, he will also give them his favor. Additionally, he will ask them if they would be willing to continue the search. If they say yes, then he will say he will contact them again, when he has had a chance to piece together the next step.

Treasure: The Count pays out the rest of the money offered.

👑**APL 2:** Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

👑**APL 4:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

👑**APL 6:** Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

👑**APL 8:** Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

FAILURE

If for any reason, the PCs did not manage to get to the dead end cave and return with Captain Yenavast's body (or at least the information from the room), then they have failed. The count will not pay them the rest of the money and will not reward them with his favor. In fact, he simply dismisses them in a rather curt manner.

EXPERIENCE POINT SUMMARY

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

Encounter 6

Defeat the guardians:

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

Encounter 7

Experience objective

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 8

Experience objective

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

Story Award

Returned Captain Yenavast's body to Count Morrdarn:

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

Discretionary roleplaying award

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

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 1:

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

APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

Encounter 8:

APL 2: Loot: 15 gp; Coin: 0 gp; Magic: 360 gp – +1 rapier (193 gp each), ring of protection +1 (167 gp each)

APL 4: Loot: 16 gp; Coin: 0 gp; Magic: 979 gp – +1 mithral chain shirt (92 gp each), +1 rapier (193 gp each), +1 spiked chain (194 gp each), gauntlets of ogre power (333 gp each), ring of protection +1 (167 gp each)

APL 6: Loot: 16 gp; Coin: 0 gp; Magic: 1,764 gp – +1 mithral chain shirt (x2) (92 gp each), +1 cutlass (193 gp each), +1 rapier (193 gp each), +1 spiked chain (194 gp each), gauntlets of ogre power (333 gp each), gloves of dexterity +2 (333 gp each), ring of protection +1 (x2) (167 gp each)

APL 8: Loot: 16 gp; Coin: 0 gp; Magic: 3,054 gp – +1 mithral chain shirt (x3) (92 gp each), +1 cutlass (193 gp each), +1 falchion (198 gp each), +1 rapier (193 gp each), +1 spiked chain (194 gp each), amulet of natural armor +1 (167 gp each), gauntlets of ogre power (x2) (333 gp each), gloves of

dexterity +2 (x2) (333 gp each), *ring of protection* +1 (x3) (167 gp each)

Conclusion:

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

APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 15 gp; Coin: 200 gp; Magic: 360 gp;
Total: 575 gp

APL 4: Loot: 16 gp; Coin: 400 gp; Magic: 979 gp;
Total: 1,395 gp

APL 6: Loot: 16 gp; Coin: 600 gp; Magic: 1,764 gp;
Total: 2,380 gp

APL 8: Loot: 16 gp; Coin: 800 gp; Magic: 3,054 gp;
Total: 3,870 gp

Special

☛ **Redeemed Favor of the Duke of Korenflask:** You have performed a valuable service for the Duke of Korenflask. In return, he has managed to secure access for you to purchase *belts of health*. You now have Regional access to a *belt of health* +2 or +4.

☛ **Favor of Count Reyvor Morrdarn:** You have performed a valuable service for the Count of Eventide. In return, he has managed to secure access for you to purchase *belts of health*. You now have Regional access to a *belt of health* +2. Additionally, he has arranged to have any one weapon of your choice upgraded with the *aquatic* special ability (*Sto*). Only one weapon may be upgraded and this part of the favor should be crossed off upon receiving the upgrade.

👑 ***Belt of Health:*** This belt is made of leather and has the image of running and pouncing lions engraved around it. The belt grants the wearer an enhancement bonus to Constitution of +2 or +4. Moderate Transmutation; CL 8th; Prerequisites: Craft Wondrous Item, *bear's endurance*; Price: 6,000 gp (+2), 24,000 gp (+4).

🗡️ **Allana's Dream:** Allana Ghriogair has told you of her dream. "*The claw is the key.*"

ITEMS FOR THE ADVENTURE RECORD

Item Access

APLs 4-8:

- +1 *mithral chain shirt* (Adventure; DMG)

APPENDIX 1: APL 2

ENCOUNTER 8: THE CASTOFFS

QUARTERMASTER

CR 4

Male human rogue 2/warrior 1/swashbuckler 2

NE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Suloise

AC 17, touch 14, flat-footed 14

(+3 Dex, +3 armor, +1 deflection)

hp 45 (5 HD)

Fort +7, **Ref** +7, **Will** +2; evasion

Speed 30 ft. in studded leather (6 squares), base speed 30 ft.

Melee +1 rapier +8 (1d6+2/18-20)

Base Atk +4; **Grp** +5

Atk Options Combat Reflexes, sneak attack +1d6

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

SQ trapfinding

Feats Combat Reflexes, Improved Toughness, Iron Will, Weapon Finesse

Skills Appraise +6, Balance +9, Climb +6, Diplomacy +6, Gather Information +1, Hide +7, Intimidate +1, Jump +3, Knowledge (local – NMR) +6, Listen +2, Move Silently +7, Open Lock +7, Profession (sailor) +2, Sense Motive +5, Spot +2, Swim +6, Tumble +11, Use Rope +7

Possessions masterwork studded leather, +1 rapier, ring of protection +1

Grace (Ex) a swashbuckler gains a +1 competence bonus on Reflex saves as long as he does not wear medium or heavy armor and is not carrying a medium or heavy load.

ENCOUNTER 8: THE CASTOFFS

QUARTERMASTER

CR 4

Male human rogue 2/warrior 1/swashbuckler 2

NE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Suloise

AC 17, touch 14, flat-footed 14

(+3 Dex, +3 armor, +1 deflection)

hp 45 (5 HD)

Fort +7, **Ref** +7, **Will** +2; evasion

Speed 30 ft. in studded leather (6 squares), base speed 30 ft.

Melee +1 rapier +8 (1d6+2/18-20)

Base Atk +4; **Grp** +5

Atk Options Combat Reflexes, sneak attack +1d6

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

SQ trapfinding

Feats Combat Reflexes, Improved Toughness, Iron Will, Weapon Finesse

Skills Appraise +6, Balance +9, Climb +6, Diplomacy +6, Gather Information +1, Hide +7, Intimidate +1, Jump +3, Knowledge (local – NMR) +6, Listen +2, Move Silently +7, Open Lock +7, Profession (sailor) +2, Sense Motive +5, Spot +2, Swim +6, Tumble +11, Use Rope +7

Possessions masterwork studded leather, +1 rapier, ring of protection +1

Grace (Ex) a swashbuckler gains a +1 competence bonus on Reflex saves as long as he does not wear medium or heavy armor and is not carrying a medium or heavy load.

MASTER OF MARINES

CR 6

Male human warrior 1/fighter 5/ranger 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +1

Languages Common, Elven

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 64 (7 HD)

Fort +10, **Ref** +4, **Will** +1

Speed 30 ft. in mithral chain shirt (6 squares), base speed 30 ft.

Melee +1 spiked chain +13/+8 (2d4+9)

Base Atk +7; **Grp** +11

Atk Options Combat Expertise, Combat Reflexes, favored enemy +2 (humanoid [elf]), Improved Trip, Power Attack

Abilities Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ wild empathy +0

Feats Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Climb +7, Handle Animal +0, Intimidate +6, Jump +6, Knowledge (geography) +3, Knowledge (nature) +3, Profession (sailor) +3, Ride +2, Spot +1, Survival +1, Swim +11, Use Rope +2

Possessions +1 mithral chain shirt, +1 spiked chain, locked gauntlet (left hand), gauntlets of ogre power

ENCOUNTER 8: THE CASTOFFS**QUARTERMASTER****CR 4**

Male human rogue 2/warrior 1/swashbuckler 2

NE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2**Languages** Common, Suloise**AC** 17, touch 14, flat-footed 14

(+3 Dex, +3 armor, +1 deflection)

hp 45 (5 HD)**Fort** +7, **Ref** +7, **Will** +2; evasion**Speed** 30 ft. in studded leather (6 squares), base speed 30 ft.**Melee** +1 rapier +8 (1d6+2/18-20)**Base Atk** +4; **Grp** +5**Atk Options** Combat Reflexes, sneak attack +1d6**Abilities** Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 8**SQ** trapfinding**Feats** Combat Reflexes, Improved Toughness, Iron Will, Weapon Finesse**Skills** Appraise +6, Balance +9, Climb +6, Diplomacy +6, Gather Information +1, Hide +7, Intimidate +1, Jump +3, Knowledge (local – NMR) +6, Listen +2, Move Silently +7, Open Lock +7, Profession (sailor) +2, Sense Motive +5, Spot +2, Swim +6, Tumble +11, Use Rope +7**Possessions** masterwork studded leather, +1 rapier, ring of protection +1**Grace (Ex)** a swashbuckler gains a +1 competence bonus on Reflex saves as long as he does not wear medium or heavy armor and is not carrying a medium or heavy load.**MASTER OF MARINES****CR 6**

Male human warrior 1/fighter 5/ranger 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +1**Languages** Common, Elven**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 64 (7 HD)**Fort** +10, **Ref** +4, **Will** +1**Speed** 30 ft. in mithral chain shirt (6 squares), base speed 30 ft.**Melee** +1 spiked chain +13/+8 (2d4+9)**Base Atk** +7; **Grp** +11**Atk Options** Combat Expertise, Combat Reflexes, favored enemy +2 (humanoid [elf]), Improved Trip, Power Attack**Abilities** Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8**SQ** wild empathy +0**Feats** Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)**Skills** Climb +7, Handle Animal +0, Intimidate +6, Jump +6, Knowledge (geography) +3, Knowledge (nature) +3, Profession (sailor) +3, Ride +2, Spot +1, Survival +1, Swim +11, Use Rope +2**Possessions** +1 mithral chain shirt, +1 spiked chain, locked gauntlet (left hand), gauntlets of ogre power

FIRST MATE**CR 7**

Male human warrior 1/swashbuckler 3/rogue 3/scarlet corsair 1

NE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Languages Common, Flan

AC 20, touch 15, flat-footed 16
(+4 Dex, +5 armor, +1 deflection)

hp 72 (8 HD)

Fort +8, **Ref** +11, **Will** +4; evasion

Speed 30 ft. in mithral chain shirt (6 squares), base speed 30 ft.

Melee +1 *cutlass* +13/+8 (1d6+4/19-20)

Base Atk +7; **Grp** +9

Atk Options Combat Reflexes, Improved Feint, sneak attack +2d6

Abilities Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8

SQ trapfinding, trap sense +1

Feats Combat Reflexes, Improved Feint, Improved Toughness, Iron Will, Weapon Finesse, Weapon Focus (cutlass)

Skills Balance +12, Bluff +10, Climb +9, Diplomacy +5, Intimidate +7, Jump +9, Knowledge (geography) +2, Knowledge (local – NMR) +3, Profession (sailor) +7, Sleight of Hand +7, Swim +7, Tumble +17, Use Rope +8

Possessions +1 *mithral chain shirt*, +1 *cutlass*, *gloves of dexterity* +2, *ring of protection* +1

Grace (Ex) a swashbuckler gains a +1 competence bonus on Reflex saves as long as he does not wear medium or heavy armor and is not carrying a medium or heavy load.

Insightful Strike (Ex) a swashbuckler applies his Intelligence bonus to damage rolls with any light weapon, as well as any other weapon that can be used with Weapon Finesse. Targets immune to sneak attacks or critical hits are immune to this additional damage. A swashbuckler loses this ability if he wears medium or heavy armor or carries a medium or heavy load.

ENCOUNTER 8: THE CASTOFFS

QUARTERMASTER

CR 4

Male human rogue 2/warrior 1/swashbuckler 2

NE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Suloise

AC 17, touch 14, flat-footed 14

(+3 Dex, +3 armor, +1 deflection)

hp 45 (5 HD)

Fort +7, **Ref** +7, **Will** +2; evasion

Speed 30 ft. in studded leather (6 squares), base speed 30 ft.

Melee +1 rapier +8 (1d6+2/18-20)

Base Atk +4; **Grp** +5

Atk Options Combat Reflexes, sneak attack +1d6

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

SQ trapfinding

Feats Combat Reflexes, Improved Toughness, Iron Will, Weapon Finesse

Skills Appraise +6, Balance +9, Climb +6, Diplomacy +6, Gather Information +1, Hide +7, Intimidate +1, Jump +3, Knowledge (local – NMR) +6, Listen +2, Move Silently +7, Open Lock +7, Profession (sailor) +2, Sense Motive +5, Spot +2, Swim +6, Tumble +11, Use Rope +7

Possessions masterwork studded leather, +1 rapier, ring of protection +1

Grace (Ex) a swashbuckler gains a +1 competence bonus on Reflex saves as long as he does not wear medium or heavy armor and is not carrying a medium or heavy load.

MASTER OF MARINES

CR 6

Male human warrior 1/fighter 5/ranger 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +1

Languages Common, Elven

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 64 (7 HD)

Fort +10, **Ref** +4, **Will** +1

Speed 30 ft. in mithral chain shirt (6 squares), base speed 30 ft.

Melee +1 spiked chain +13/+8 (2d4+9)

Base Atk +7; **Grp** +11

Atk Options Combat Expertise, Combat Reflexes, favored enemy +2 (humanoid [elf]), Improved Trip, Power Attack

Abilities Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ wild empathy +0

Feats Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Climb +7, Handle Animal +0, Intimidate +6, Jump +6, Knowledge (geography) +3, Knowledge (nature) +3, Profession (sailor) +3, Ride +2, Spot +1, Survival +1, Swim +11, Use Rope +2

Possessions +1 mithral chain shirt, +1 spiked chain, locked gauntlet (left hand), gauntlets of ogre power

FIRST MATE**CR 7**

Male human warrior 1/swashbuckler 3/rogue 3/scarlet corsair 1

NE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0**Languages** Common, Flan**AC** 20, touch 15, flat-footed 16

(+4 Dex, +5 armor, +1 deflection)

hp 72 (8 HD)**Fort** +8, **Ref** +11, **Will** +4; evasion**Speed** 30 ft. in mithral chain shirt (6 squares), base speed 30 ft.**Melee** +1 *cutlass* +13/+8 (1d6+4/19-20)**Base Atk** +7; **Grp** +9**Atk Options** Combat Reflexes, Improved Feint, sneak attack +2d6**Abilities** Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8**SQ** trapfinding, trap sense +1**Feats** Combat Reflexes, Improved Feint, Improved Toughness, Iron Will, Weapon Finesse, Weapon Focus (cutlass)**Skills** Balance +12, Bluff +10, Climb +9, Diplomacy +5, Intimidate +7, Jump +9, Knowledge (geography) +2, Knowledge (local – NMR) +3, Profession (sailor) +7, Sleight of Hand +7, Swim +7, Tumble +17, Use Rope +8**Possessions** +1 *mithral chain shirt*, +1 *cutlass*, *gloves of dexterity* +2, *ring of protection* +1**Grace (Ex)** a swashbuckler gains a +1 competence bonus on Reflex saves as long as he does not wear medium or heavy armor and is not carrying a medium or heavy load.**Insightful Strike (Ex)** a swashbuckler applies his Intelligence bonus to damage rolls with any light weapon, as well as any other weapon that can be used with Weapon Finesse. Targets immune to sneak attacks or critical hits are immune to this additional damage. A swashbuckler loses this ability if he wears medium or heavy armor or carries a medium or heavy load.**CAPTAIN YENAVAST****CR 9**

Male human barbarian 2/warrior 1/fighter 7

NE Medium humanoid (human)

Init +2; **Senses** Listen +5, Spot +0**Languages** Common, Aquan**AC** 19, touch 13, flat-footed 17

(+2 Dex, +5 armor, +1 deflection, +1 natural)

hp 107 (10 HD)**Fort** +13, **Ref** +5, **Will** +5**Speed** 40 ft. in mithral chain shirt (8 squares), base speed 40 ft.**Melee** +1 *falchion* +17/+12 (2d4+10/15-20)**Base Atk** +10; **Grp** +15**Atk Options** Cleave, Combat Reflexes, Power Attack**Special Actions** rage 1/day**Abilities** Str 20, Dex 14, Con 14, Int 12, Wis 10, Cha 10**Feats** Cleave, Combat Reflexes, Improved Critical (falchion), Improved Toughness, Iron Will, Leadership, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)**Skills** Balance +5, Climb +12, Handle Animal +1, Intimidate +13, Jump +15, Knowledge (local - NMR) +2, Listen +5, Profession (sailor) +4, Ride +3, Survival +5, Swim +13**Possessions** +1 *mithral chain shirt*, +1 *falchion*, *amulet of natural armor* +1, *cloak of resistance* +1, *gauntlets of ogre power*, *gloves of dexterity* +2, *ring of protection* +1**Rage** when raging, Captain Yenavast's stats change as follows:

AC 17, touch 11, flat-footed 15

hp 127

Fort +15, Will +7

Melee +1 *falchion* +19/+14 (2d4+13/15-20)

Grp +17

APL ALL: OTHER NPCS

VOLA DRENG

CR 4

Female half-orc barbarian 4

CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +5, Spot +0

Languages Common, Orc

AC 15, touch 11, flat-footed 14; uncanny dodge
(+1 Dex, +4 armor)

hp 44 (4 HD)

Fort +6, **Ref** +2, **Will** +1

Speed 40 ft. in studded leather (8 squares), base speed
40 ft.

Melee +1 *greataxe* +10 (1d12+7/x3)

Base Atk +4; **Grp** +8

Atk Options Power Attack

Special Actions rage 2/day

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 10, Cha 6

SQ illiteracy, trap sense +1

Feats Power Attack, Weapon Focus (*greataxe*)

Skills Climb +7, Handle Animal +0, Intimidate +3, Jump
+11, Listen +5, Ride +3, Survival +3, Swim +9

Possessions +1 *studded leather*, +1 *greataxe*, 150 gp.

Rage when raging, Vola's stats change as follows:

AC 13, touch 9, flat-footed 12

hp 52

Fort +8, Will +3

Melee +1 *greataxe* +12 (1d12+10/x3)

Grp +10

APPENDIX 2: NEW RULES

NEW CLASSES

Swashbuckler (*Complete Warrior*, pg 11)

The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.

GAME RULE INFORMATION

Swashbucklers have the following game statistics.

Abilities: The lightly armored swashbuckler depends upon a high Dexterity for her Armor Class, as well as for many class skills. High Intelligence and Charisma scores are also hallmarks of a successful swashbuckler. Strength is not as important for a swashbuckler as it is for other melee combatants.

Hit Die: d10.

Class Skills

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skills Points at 1st Level: (4 + Int modifier) x 4.

Skills Points at Each Additional Level: 4 + Int modifier.

Table: The Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Weapon Finesse
2nd	+2	+3	+0	+0	Grace +1
3rd	+3	+3	+1	+1	Insightful strike
4th	+4	+4	+1	+1	—
5th	+5	+4	+1	+1	Dodge bonus +1
6th	+6/+1	+5	+2	+2	—
7th	+7/+2	+5	+2	+2	Acrobatic charge
8th	+8/+3	+6	+2	+2	Improved flanking
9th	+9/+4	+6	+3	+3	—
10th	+10/+5	+7	+3	+3	Dodge bonus +2
11th	+11/+6/+1	+7	+3	+3	Grace +2, lucky
12th	+12/+7/+2	+8	+4	+4	—
13th	+13/+8/+3	+8	+4	+4	Acrobatic skill mastery
14th	+14/+9/+4	+9	+4	+4	Weakening critical
15th	+15/+10/+5	+9	+5	+5	Dodge bonus +3
16th	+16/+11/+6/+1	+10	+5	+5	—
17th	+17/+12/+7/+2	+10	+5	+5	Slippery mind
18th	+18/+13/+8/+3	+11	+6	+6	—
19th	+19/+14/+9/+4	+11	+6	+6	Wounding critical
20th	+20/+15/+10/+5	+12	+6	+6	Dodge bonus +4, grace +3

Class Features

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength

bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th level, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Acrobatic Charge (Ex): A swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): A swashbuckler of 8th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Lucky (Ex): Many swashbucklers live by the credo "Better lucky than good." Once per day, a swashbuckler of 11th level or higher may reroll any failed attack roll, skill check, ability check, or saving throw. The character must take the result of the reroll, even if it's worse than the original roll.

Acrobatic Skill Mastery (Ex): At 13th level, a swashbuckler becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions. When making a Jump or Tumble check, a swashbuckler may take 10 even if stress and distractions would normally prevent her from doing so.

Weakening Critical (Ex): A swashbuckler of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.

Slippery Mind (Ex): When a swashbuckler reaches 17th level, her mind becomes more difficult to control. If the swashbuckler fails her save against an enchantment spell or effect, she can attempt the save again 1 round later at the same DC (assuming she is still alive). She gets only this one extra chance to succeed at a certain saving throw.

Wounding Critical (Ex): A swashbuckler of 19th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

NEW PRESTIGE CLASSES

Scarlet Corsair (*Stormwrack*, pg 65)

Many pirates sail the seas, but few reach the infamy of the scarlet corsair, so called from the trail of blood left in her wake. Where most other pirates are content to use intimidation to cow their opponents into submission, allowing them to plunder as they please, the scarlet corsair revels in combat and slaughter.

This isn't to say that all scarlet corsairs are violent killers, though most certainly are – a few scarlet corsairs refuse to take on a target unless that target is capable of putting up a good fight. Whether patriotic privateer or self-serving buccaneer, the scarlet corsair relies on the reputation of her quick blade and terrible fighting skills to drive her prey before her.

Hit Die: d8.

REQUIREMENTS

Alignment: Any nonlawful.

Base Attack Bonus: +5.

Skills: Bluff 8 ranks, Intimidate 8 ranks, Profession (sailor) 4 ranks.

Special: Sneak attack +1d6.

Special: Must have established a reputation as a fearsome pirate.

Class Skills

The scarlet corsair's class skills (and the key ability for each skill) are Appraise (Cha), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Perform (Cha), Profession (sailor) (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Scarlet Corsair

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Improved Feint
2nd	+2	+0	+3	+0	Sneak attack +1d6
3rd	+3	+1	+3	+1	Corsair's feint (once per 2d4 rounds)
4th	+4	+1	+4	+1	Sailor's step +2
5th	+5	+1	+4	+1	Scourge of the seas
6th	+6/+1	+2	+5	+2	Sneak attack +2d6
7th	+7/+2	+2	+5	+2	Corsair's feint (once per 1d4 rounds)
8th	+8/+3	+2	+6	+2	Sailor's step +4
9th	+9/+4	+3	+6	+3	Frightening lunge
10th	+10/+5	+3	+7	+3	Sneak attack +3d6

Class Features

The following are class features of the scarlet corsair prestige class.

Improved Feint: Upon joining this prestige class you gain Improved Feint as a bonus feat, even if you do not have the normal prerequisites for that feat. You can feint in combat as a move action to render your foes flat-footed and thus make sneak attacks against them.

Sneak Attack: At 2nd level, you gain the ability to deal an extra 1d6 points of damage when you catch your foe off guard. This is exactly like the rogue ability of the same name (see *Player's Handbook* page 50). The extra damage dealt increases to 2d6 at 6th level and to 3d6 at 10th level. If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Corsair's Feint (Ex): As a scarlet corsair, you are a master of dirty fighting and trickery. You can make a feint as a free action rather than as a move action (see the Improved Feint feat, page 95 of the *Player's Handbook*). But once you've surprised your enemies with such a feint, it takes time before you're able to fool them again. At 3rd level, you must wait 2d4 rounds before using corsair's feint again. Waiting requires no specific actions on your part; you can fight normally during this time. Beginning at 7th level your reflexes improve and the time between corsair's feints drops to only 1d4 rounds.

Sailor's Step (Ex): At 4th level, you have learned to use the chaos of a ship at sea to your benefit, taking advantage of the swaying ship and swinging rigging to remain out of reach of your opponents. While aboard a ship and wearing nothing more than light armor you gain a +2 dodge bonus to your Armor Class. If you are caught flat-footed or otherwise denied your Dexterity bonus, you also lose this bonus. At 8th level, the dodge bonus from the sailor's step class feature increases to +4.

Scourge of the Seas (Ex): Starting at 5th level, you can instill fear into your enemies. When you use Intimidate to demoralize foes, the attempt affects all enemies within 30 feet who can see and hear you, and the effect lasts for a number of rounds equal to your Charisma modifier (minimum 1 round). This is a mind-affecting ability, and multiple uses of this ability don't stack.

Frightening Lunge (Ex): Your ability to run your enemies through is unnerving to those who cross swords with you. Beginning at 9th level, on a successful sneak attack, you can sacrifice 2d6 points of damage to render your foe shaken. A shaken character takes a -2 penalty on all attack rolls, saves, skill checks, and ability checks.

NEW FEATS

Improved Toughness [General] (*Complete Warrior*, pg 101)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

NEW SPELLS

Submerge Ship (*Spell Compendium*, pg 211)

Evocation [Water]

Level: Sorcerer/wizard 7

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Ship touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You grant the ship touched a swim speed of 60 feet and the ability to move beneath the water. You can control the ship's speed and direction as a free action. All interior spaces of the ship remain dry even if a doorway or porthole is open while the ship is underwater. Any creature aboard the ship when the spell is cast can move about the ship with ease (including climbing and jumping) as if it were afloat on a calm sea. Such creatures can breathe water for the duration of the spell as long as they remain within 10 feet of the ship. External forces, such as a storm or an angry dragon, can still jostle the ship and cause it to shake and possibly knock passengers and objects from it, but nothing falls from the ship as a result of your direction of its movement.

You can transfer control of the ship to another individual by giving that individual the miniature rudder you used as a focus to cast the spell. If the focus is ever lost or becomes unattended, the spell's duration expires.

Once the spell ends (either because the duration expired, the focus was lost or became unattended, or the magic was successfully dispelled), the magic lingers for 1 additional round per caster level. During this time, the ship ascends toward the water's surface at a rate of 60 feet per round. If the ship is still underwater when the additional time runs out, it immediately sinks, and its passengers risk drowning.

Focus: A miniature wooden rudder inlaid with silver, worth 2,500 gp.

Summon Undead III (*Spell Compendium*, pg 215)

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Components: V, S, F/DF

Casting Time: 1 round

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

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like *summon monster* III (PH 286), except that you can summon one undead from the 3rd-level list, two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

You choose which creature to summon, and you can change that choice each time you cast the spell.

Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Summon Undead IV (*Spell Compendium*, pg 215)

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead* III, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

Summon Undead V (*Spell Compendium*, pg 215)

Conjuration (Summoning) [Evil]

Level: Cleric 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead* III, except that you can summon one undead from the 5th-level list, two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower-level list.

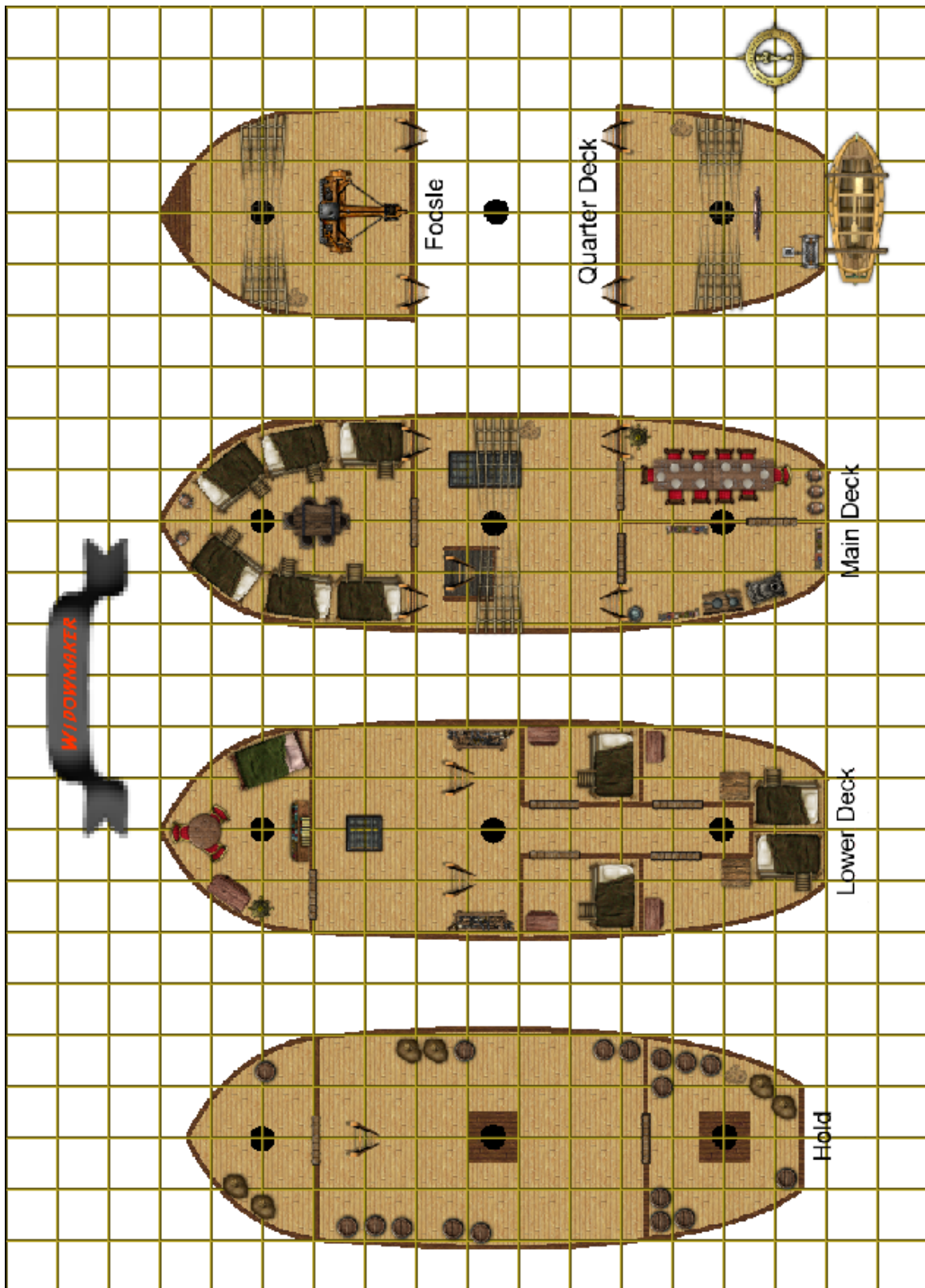
NEW EQUIPMENT

From *Stormwrack*, pg. 107.

TABLE: NEW WEAPONS

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Light Melee Weapons							
Cutlass	15 gp	1d4	1d6	19-20/x2	-	3 lb.	Slashing
¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.							
² When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”							

DM MAP: THE WIDOWMAKER



DM AID: SHANTADERN

Shantadern (large town): Conventional; AL N; 3,000 gp; Assets 301,500 gp; Population 2,010; Mixed (Humans 79% [Suel 40%, Oeridian 20%, mixed 40%], Halfling 8% [lightfoot 70%, tallfellow 28%, deep 2%], Half-Elf 5%, Elf 4% [wood 50%, high 45%, sea 5%], Half-Orc 2.5%, Gnome 1%, Dwarf .5%).

Authority Figures: Count Reyvor Morrdarn, Warrior of Renown (LG male human [Oeridian] fighter 8); Planac, Watch-Captain of the Royal Guard (LG male human [Oeridian] warrior 3/fighter 3/paladin 3, Heironean); Sheriff Espiir (LN male human warrior 3/fighter 4); Commander Diira, 1st Fleet (LN female human expert 4/warrior 2/swashbuckler 3); Tribune Roth Tillman, 5th Legion (expert 1/warrior 3/fighter 1).

Important Characters: Kav-Iru Caerizar, first cousin to Ivor Caerizar and representing the Caerizar's interests in Shantadern (LE male human [Suel] aristocrat 1/rogue 7); Harahna, a local "archeologist" who specializes in the Claw point catacombs (NG female human commoner 5/expert 2/rogue 1); Zinpyr, head of the church of Xerbo and Osprem (N male human [Suel] cleric 6); Alennnden, head of the "underground church" of Olidammara (CN male human rogue 3/cleric 2); Tanshomaz, proprietor of the Sleeping Sailor Tavern (CN male half-elf rogue 2/expert 3); Balhesma Ilshar, a minor noble who wasn't pleased to have his power base disrupted by the arrival of the Count Ventrose, but is even less pleased with the appointment of Count Morrdarn (LN male human [Suel] aristocrat 3/sorcerer 1); Tatharos, patrols the local waters attempting to keep them free of major predators (CG sea elf ranger 4); Vola Dreng, a recent import and a bit of a ruffian for hire, she has a specific dislike for members of the Iron Fist Guild (CN female half-orc barbarian 4); Sonnken, proprietor of the Moneychanger Inn & Tavern, cleric of Zilchus (LN male human expert 2/cleric 2); Shalara Morrdarn, a daughter of Count Morrdarn who moved to Shantadern with her father (N female human [Oeridian] wizard 3); Osbyle, ranking priest of Osprem (N female human [Suel] cleric 3); Xiahes, runs a small music school dedicated to Lydia (NG female human cleric 3); Ilasnavo, runs a gaming house of Norebo (CN male human cleric 3); Ilasnavo, runs a gaming house of Norebo (CN male human cleric 3); Shar-Muma Maukthurg, Kav-Iru Caerizar's consort (N female human [Suel] sorcerer 3); Oslo Leagallow, a local bard of very minor renown who can be found telling stories at any of the local taverns (CG male halfling [lightfoot] bard 3); Zumyeh, runs the shrine of Beory, shared shrine with Pelor (NG female human [Flan] cleric 2).

Others: Bbn2 (x2), Bbn1 (x4), Brd1 (x2), Clr2 (x1), Clr1 (x8), Drd2 (x1), Drd1 (x2), Ftr4 (x1), Ftr2 (x4), Ftr1 (x8), Mnk2 (x1), Mnk1 (x2), Pal1 (x2), Rgr2 (x2), Rgr1 (x4), Rog4 (x1), Rog2 (x4), Rog1 (x8), Sor1 (x2), Wiz1 (x2), Adp3 (x1), Adp1 (x9), Ari2 (x2), Ari1 (x9), Com4 (x2), Com2 (x4), Com1 (x1745), Exp1 (x57), War2 (x2), War1 (x96).

Shantadern has a slowly growing population of about 2,010. Since being made the capital of Eventide during the reorganization of King Lynwerd residency has been on the rise despite the rule of Count Ventrose and the subsequent stewardship by Duchess Talnith. Signs of construction throughout the city can still be seen, but the recently completed docks have put an end to one significant project.

It is hoped that the newly appointed Count Reyvor Morrdarn will spark even more growth in the city.

Authority Figures: Shantadern is now the seat of the County of Eventide and has been for more than half a decade now. As such the Count of Eventide makes his residence here and also holds court within the city. The count depends on the local Sheriff, Espiir, to maintain law and order in the town among the private citizens. Commander Diira of the 1st fleet and Tribune Tillman of the 5th legion are tasked with keeping the military presence in line. And Watch-Captain Planac is responsible for the Count's personal security. He feels terrible at having let Count Ventrose die on his watch, even if he never cared for the Count himself. He is determined not to let anything happen to Count Morrdarn.

Temples: Shantadern is host to a handful of temples, but none are very large, although the temple of Xerbo and Osprem is growing in size under the leadership of Zinpyr and Osbyle. Alennnden leads the second most prosperous temple in town, but few even know it exists. The temple of Olidammara tends to stay underground and is only frequented by priests and temple raiders. Sonnken runs the Moneychanger Inn & Tavern, which also functions as a modest temple of Zilchus. As the prosperity of Shantadern goes, so goes the temple of Zilchus. Xiahes runs a very small temple of Lydia. Much like the temple of Olidammara, very few even know it exists, but not because it is hidden. Ilasnavo runs the most honest local gaming house, which doubles as a temple of Norebo. Zumyeh, a local priestess of Beory runs a small shrine, which is also dedicated to Pelor. Unfortunately, there is not currently a priest of Pelor in town to run services for the faithful. She hopes to resolve this problem in the near future.

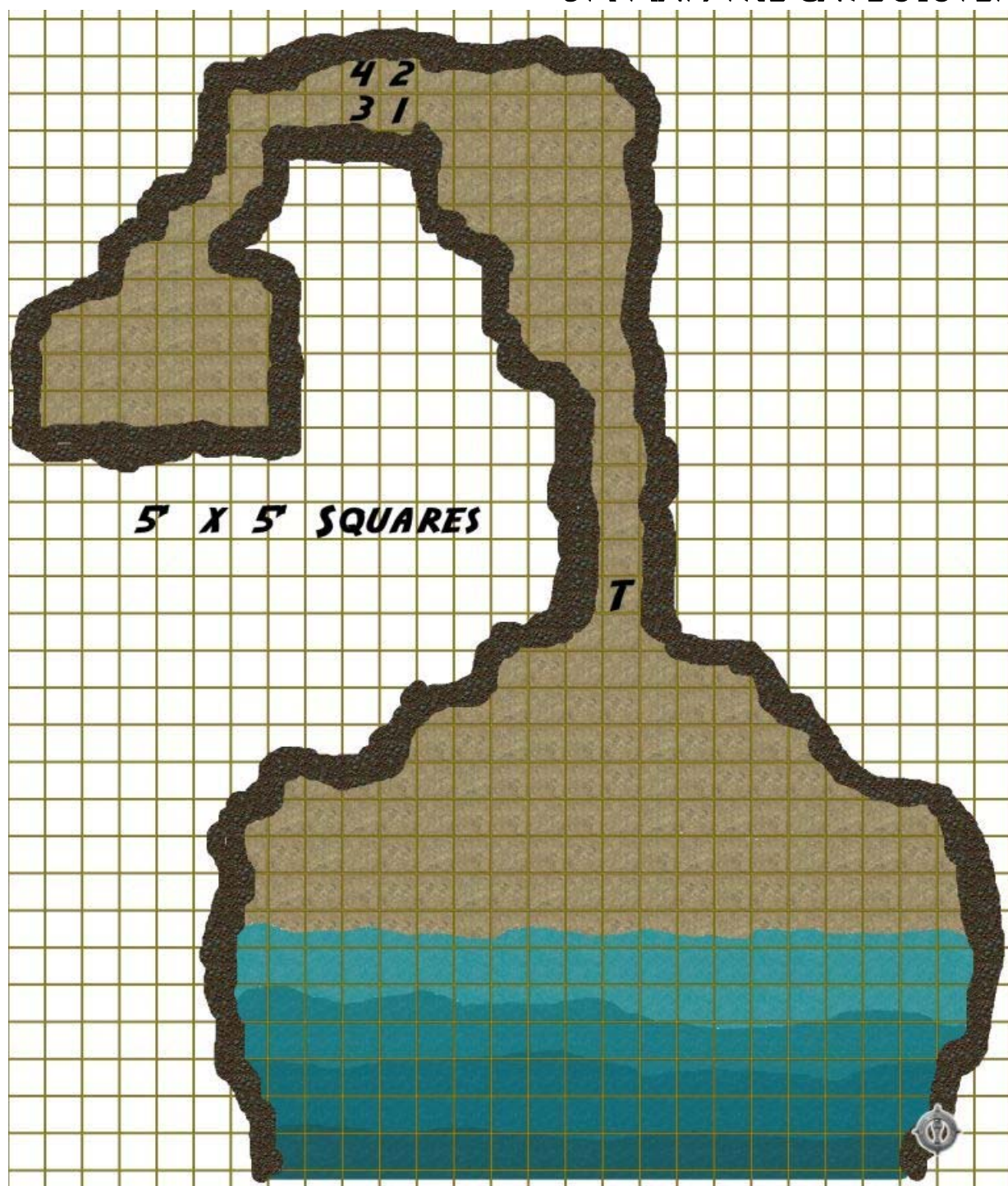
Thieves' Guilds: While Shantadern does not officially have a Thieves' Guild, the Caerizar family, out of Oldred, has recently been laying the foundations for moving their business here. As survival in Oldred becomes more and more difficult for them, Shantadern becomes a better and better option for their continued existence. Therefore, they are making a major move to secure a power base here.

Rat on a Rope (from "Run up the Colors"): If any of the PCs possesses the "rat on a rope" from "Run up the Colors" and displays it while looking for information in

Shantadern they are approached by a local pirate. He asks where they got the rat and comments on how it's a particularly nice one. He'll then inform them that if

they're ever looking for work they should ask around by pier three.

DM MAP: THE CAVE SYSTEM



PLAYER HANDOUT: THE COUNT'S REQUEST

My Good Adventurer,

A mutual compatriot of ours, one Father Archibald of the Church of Pelor, has recommended you to me in the cause that I have been commissioned to resolve. In the matter of a number of deaths occurring in or around Nesseremouth, I am requesting that you join me in Shantadern on the 10th day of Wealsun. I wish to speak with you of further investigations and the aid that you might provide.

If you can find it within yourselves to meet with me, I would consider it an honor, as well as another stride forward in the cause of justice.

Yours in Honor,

Count Reyvor Morrdarn of Eventide

PLAYER HANDOUT: THE COUNT'S SUMMONS

“My Good Adventurer,

Sheriff Espiir has informed me that you are currently within the boundaries of Shantadern. This is good news to me as I have need of your talents with a cause that I have been commissioned to resolve. I am summoning you to join me this afternoon, the 10th day of Wealsun. I wish to speak with you of investigations and the aid that you might provide.

Count Reyvor Morrdarn of Eventide”

PLAYER HANDOUT: THE SHIP WATCHES

A bell is used to sound the time onboard a ship. The bell is rung every half hour. And the watches are broken into four-hour watches, of which there are six in a day for a total of twenty-four hours.

The watches are as follows:

Middle (or Mid) Watch: Midnight to 4 AM

Morning Watch: 4 AM to 8 AM

Forenoon Watch: 8 AM to Noon

Afternoon Watch: Noon to 4 PM

First Dog Watch: 4 PM to 6 PM

Second Dog Watch: 8 PM to Midnight

The bells are struck every half an hour, so eight bells during a watch. When the eighth bell rings, your watch is over.

PLAYER HANDOUT: RELMOR BAY



PLAYER HANDOUT: DRAGON TURTLE

