

NYR3-08

# Run Up The Colors

A One-Round D&D LIVING GREYHAWK<sup>®</sup>

Nyrond Regional Adventure

Version 1.0

by Loren Dean

(With thanks to the cast and crew of Heroes of the Inland Empire and Critical Mass)

"Arr! Yonder be Oldred, says I. City of thieves, and nest of pirates and cutthroats. Climbin' aboard a sleek privateer for some high-seas huntin', are ye? I says some old scores'll be gettin' settled, and some new threats revealed, says I." A seagoing adventure in the Oldred Series for character levels 1<sup>st</sup> through 9<sup>th</sup> (APL 2-8).

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. You as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

### Living Greyhawk

This is a Living Greyhawk Adventure. As a Living Greyhawk adventure it is expected that players bring their own characters with them. If players do not have a Living Greyhawk character generated, get a copy of the current Living Greyhawk character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a Living Greyhawk character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the Living Greyhawk *Gazetteer* and Living Greyhawk Campaign Sourcebook (LGCS).

### Living Greyhawk Levels of Play

Because players bring their own characters to Living Greyhawk games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the

number of levels you add to the sum above. 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.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: Living Greyhawk adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a Living Greyhawk adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a

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

single round it flees, unless another check is successful.

### Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Kingdom of Nyrond. Characters native to Nyrond pay one Time Unit per round; all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Summary and Background

The PCs sign on as a boarding party aboard the privateer *Renegade*, captained by "Black Shayna" Wavesilver. The *Renegade* will be cruising a route from Oldred (in the Duchy of Korenfluss) to Shantadern (in the County of Eventide), escorting a trio of merchant ships. Shayna's ship is rollicking good fun, with a colorful crew and a friendly captain. They are welcomed aboard, and unless they make a singularly bad impression, dine with the captain.

They pull out of Oldred the next morning, and spend a day sailing alongside the merchanters. They do not make very good time, as the merchanters are slow and unwieldy. They anchor for the night, and are ambushed by Sahuagin just after dinner.

The next day, the convoy comes across the wreckage of a ship, and stands to for rescue. Hauling the remnants of the crew out of the water, the PCs learn that the dread pirate Zkull One-Eye attacked the ship.

That evening, the PCs dine with Shayna again. She talks about Zkull, and offers the PCs a deal. She wants to collect the bounty on Zkull while she's still legal and can show her face to the authorities. It will make her life easier after her privateering days are over, "if you know what I mean." She knows where some of Zkull's hideouts are, but needs to know which one he's gone to. She needs the PCs to do two things.

First, she's going to put them ashore in Blind Gull Cove a pirates' haven in the region. She wants them to see Bhurr, an old seadog that knows all the goings-on. He'll be able to tell them what Zkull's been up to lately.

The PCs go ashore in Blind Gull Cove, and meet with Bhurr. Negotiating is delicate, and if they blow it they'll have to fight their way out, and will earn negative influence with the pirates of Relmor Bay (and the adventure will be over). If things go well, Bhurr will rat Zkull out, and the PCs can return to the *Renegade* with the information.

Shayna will then put them ashore a short distance from Zkull's camp. As the PCs approach the camp, they will stumble across Zkull having a private meeting with Risade, a Scarlet Brotherhood sorcerer. They have the opportunity to take him out alone.

The players can then assault Zkull's camp, where they will have to deal with some crew and Zkull's Sea Witch, who will fight a fallback action while the remainder gets the ship moving. Shayna will catch the fleeing ship, the PCs will earn her personal favor, and she'll give them a big cut of reward. On the off chance that the PCs do something to annoy Shayna, they will earn her Grudge instead.

## Introduction

Read the following to get things started:

*Oldred is Nyrond's second most important naval base. Like many other parts of Nyrond, it is flourishing under the new king, with a growing population of 22,000. Besides the large naval contingent, this is home base for 500 hard-nosed militia and 300 king's troops who are rumored to be more loyal to the Duke than the King. The atmosphere is menacing. Half-drunk naval troops looking for trouble are the obvious sign of this. The Oldred thieves' guilds are rumored to be exceptionally powerful, with their hands in every vice, especially smuggling. Though no hard numbers are available, most people who know anything about Oldred assume that smuggling is the city's primary industry. With the thieves' guilds so powerful, nobody flaunts any wealth he wants to keep.*

*You've been sampling the cuisine and spirits of the Sea Wench, an establishment in Oldred's dock quarter, for some time now. The adventuring bug has been gnawing at you lately. You need to find some action. Luckily for you, a fresh notice has been posted on the signboard of the Sea Wench. Adventurer's Wanted, it says. Several others seem to have noticed the posted handbill, and you eye one another appraisingly.*

At this point, allow the characters to introduce themselves to one another. The handbill can be found as

Player Handout 1, and may be given to the players (assuming one of them opts to take it).

## *Encounter 1: A Pirate's Life for Me.*

It is afternoon by the time the PCs get the handbill. At this point, two things can (plausibly) happen. One, the PCs can go to bed and report to dock four the next noon. Two, one or more PCs may opt to scope out the scene at dock four tonight before reporting.

### Scoping out the Scene

Scoping out the scene will allow the characters to see the two ships, *Renegade* and *Outrageous Fortune*, just before the *Outrageous Fortune* pulls out of port and heads east. The *Renegade* is a black three-masted caravel that appears well kept and ship-shape. A Knowledge: Ships or Profession: Sailor check DC 8 will reveal that the *Renegade* probably carries a crew of about 20. Sounds of accordion music come from on board, accompanied by a few rough singing voices.

Have the players scoping the *Renegade* make a Knowledge: Nyrond/Local, Profession: Sailor, Knowledge: Geography, or comparable skill check at DC 15. Give any PC who succeeds Player Handout 2 (details on "Black Shayna" Wavesilver). 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 bonus.

The *Outrageous Fortune* is similar in design to the *Renegade*, though it is painted red and appears less well kept. Profession: Sailor checks (DC 15) made while watching the *Outrageous Fortune* pull out of port reveal that the crew is either new or drunk—the sails are raised haphazardly, the helmsman apparently has trouble getting the ship oriented properly, and so forth.

PCs may make Knowledge or Profession checks as described above concerning the *Outrageous Fortune* as well. The same modifiers apply. Give PCs who succeed Player Handout 2a (details concerning "Silky" Trango).

The PCs cannot feasibly get aboard the *Renegade* tonight. If they ask, they will be told to come back tomorrow after 11 bells. Coming aboard a ship uninvited and unannounced is a cardinal nautical sin (Profession: Sailor DC 5 or Diplomacy DC 9 will reveal this), and Shayna's sailors won't have it. Any character caught getting aboard (or trying to get aboard) tonight will be escorted from the ship immediately and told not to come back. Any such character that shows up again tomorrow won't be allowed aboard. For that character the

adventure will be over. Stats for Shayna's crew can be found in Appendix 1: the *Renegade*. Shayna herself is staying in a fine inn away from the docks, and will not arrive back at the *Renegade* until 11 bells tomorrow morning.

## Reporting as Ordered

Arriving at dock four at noon the next day, the PCs (with possible exceptions as listed above) will be welcomed aboard by Shayna's sailors, who are now expecting company. Read the following:

*The docks of Oldred are always bustling. Carts laden with trade goods move in all directions, accompanied by cursing teamsters and greedy-looking merchants. Tax collectors are here in force, inspecting and excising cargoes as they come and go. This is a noisy, dirty place of perpetual motion.*

*Dock four currently hosts two ships. The first is a nondescript barge that appears to be unloading a cargo of baled wool. The second appears much more promising. A sleek three-masted caravel, painted black, with brass fittings polished to a deep glow, rests comfortably against the pilings. Below the bowsprit is a carved figurehead of a woman in swashbuckling clothing, the carved blade of her rapier running beneath the bowsprit. The nameplate on the ship's bow reads *Renegade*.*

*Two sailors armed comfortably with cutlasses sit on barrels at the bottom of the *Renegade*'s gangway. They stand and eye you appraisingly as you approach.*

The two sailors (Eldem and Tainen, a half-elf and human who claim to be brothers) ask the PCs' business. If shown the handbill, they look the PCs up and down, smile, and Eldem leads the way onto the deck, calling out "Advent'rers fer Shayna comin' aboard!" Read the following:

*You recognize right away that this is no merchant ship. The crew appears ragged and lean, with a look like a pack of hungry dogs. All are armed, and all wear a wary scowl. Roughly two thirds are human, of varying ethnicities. The crew also looks to contain several half-elves, a gnome or two, and a few halfflings.*

*Moving to the front of the crowd is a well tanned human woman of average build. 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.*

*This woman is the one who steps forward and speaks. "Welcome aboard the *Renegade*. I'm Captain Shayna Wavesilver, and this," she sweeps out an arm and indicates the pack of brutes behind her, "is my crew. I assume you're here for the job?"*

Stats for Shayna and her crew can be found in Appendix 1: the *Renegade*.

Have the players make a Knowledge: Nyrond/Local, Profession: Sailor, Knowledge: Geography, or comparable skill check at DC 15. Give any PC who succeeds Player Handout 2 (details on "Black Shayna" Wavesilver). 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 bonus. If no one succeeds at the check, give the handout to whoever rolled highest.

Shayna is hiring a boarding party. She tells the players she is going to be escorting a convoy, which is ordinarily boring work, but there's been some increased pirate activity lately. She wants to be ready, just in case.

The job will last from Oldred to Shantadern and back, a cruise of about 6 days, depending on the wind. The amount she's paying per PC varies by APL:

APL2:	100
APL4:	200
APL6:	300
APL8:	400

This is not a negotiable fee. She's getting funding for this from the duchy, and that's her allowance. Since it's not her money, she has no problem offering the PCs all of it. If the PCs balk at the offer, Shayna will let them know that if they hire on they will be part of the crew, and therefore eligible for a cut of any prizes the *Renegade* may take while at sea. Assuming the PCs accept her offer, she barks:

*"Kosan! Garom! Get our new boarders cleaned up and bunked in!" Shayna smiles pleasantly at you as the sailors hop to. "We'll talk again over dinner, once you've gotten acquainted with the ship and crew."*

Kosan is a wiry shirtless Suel with his hair in a long braid. He and Garom will fix the PCs up with a place to bunk and volunteer to show them around.

Sense Motive checks (DC 15) reveal that Kosan and Garom are loyal to Shayna, and obey more out of respect than fear. They know what the crew knows (see below). Kosan and Garom will, of course, only volunteer information if they are adequately role-played with. If the PCs are content to keep to themselves, Kosan and

Garom will see that they are comfortable and then leave them alone. The PCs have the rest of the day to relax aboard the ship and interact with whomever they choose, or to do some last-minute shopping for supplies they may think they'll need. They are reminded to be back by six bells to dine with the captain. See Appendix 1 for stats and names for Shayna's crew.

The Crew knows the following:

- The *Renegade* is to escort a trio of merchant ships to Shantadern.
- What the merchanters are hauling is unknown, but various sailors have overheard comments about wool and rope.
- No one is expecting much action this time out, and most are disappointed.
- Shayna is operating under a Letter of Marque from the crown of Nyronnd. Her Letter states that she can freely raid shipping of Nyronnd's enemies, and can hunt pirates for Royal bounty. It is also an effective amnesty for past piracy on Shayna's part.
- Shayna's Letter will expire at the end of CY 595. At that time she will probably return to her old pirating ways.
- The duchy of Korenfluss made the hiring of boarders part of Shayna's letter of marque, so she's contract-bound to bring outsiders on board every time she puts out of port.
- Captain Trango of the *Outrageous Fortune* is also operating under a letter of marque, but he hired some old friends and put out to sea early. This sort of thing is Trango's stock in trade.
- Captain "Silky" Trango is a crazy gnome with a flair for the dramatic and a reputation for grand adventures that get people killed. His crew tends to be a collection of drunken loonies, and the PCs are much better off having signed on with the *Renegade*.
- Shayna and a pirate named Zkull One-Eye have been dancing warily around each other for some time now.
- They think Shayna's got a plan for dealing with Zkull, but don't know anything concrete.

At six bells that evening the PCs will be summoned for an early dinner with Shayna. This meal will be eaten on the aftcastle topdeck, where a table and chairs have been set up. There is space for the PCs, Shayna, and her first mate, Alek (his full name's "not important"—he is an

outlaw, after all) who sports a prosthetic hook where his left hand should be (he uses it to spear meat from the platter). The meal is excellent, (Braised beef medallions with artichoke hearts in a shallot cognac vinaigrette, accompanied by a marvelous Urnstian burgundy wine; Shayna lives well). If asked, Shayna will explain with a wink that tonight's bounty comes to the *Renegade's* Captain's table courtesy of a "generous" Onnwallish merchanter. If asked about the cook, Shayna will summon Zodigo, her halfling chef and ship's cook. Zodigo will graciously accept praise for his work, but will excuse himself quickly, as he must see to the crew.

Role-play this encounter to the hilt. Shayna and Alek are good, witty company, and gracious hosts. Shayna will keep conversation going by asking the PCs to relate their adventures, and will ask clarifying questions with genuine interest. Alek uses nautical metaphors and expressions when discussing everything, and sometimes talks himself into a corner that Shayna laughs him out of.

Shayna and Alek know as much as the rest of the crew (see above). Feel free to insert whatever other rumor(s) you choose. These are career sailors, used to telling wild tales with no basis in fact.

When dinner winds down, Shayna and Alek will bid the PCs good evening. By now it will be dark, and there are tasks that must be completed for the night watch. The PCs are expected to hit the sack. If they don't, members of the crew will quietly tell them to do so. It is possible that some PCs may have skills relevant to the workings of a sailing ship (Profession: Sailor is the most obvious, though Profession: Boatman isn't too far off. Craft: Carpentry is extremely useful aboard ship. Others may apply at your discretion). Should a PC possess such a skill and volunteer to use it, he is told to go to bed for now, and will be put to work tomorrow.

## *Encounter 2: Over the Bounding Main.*

At dawn, the *Renegade* pulls out of port with the three merchanters, *Chaythard*, *Honorable*, and *Darter*. They are soon on Relmor Bay proper, heading west with both the wind and the sun at their backs. PCs who choose to help aboard the ship are welcomed, though tasks like lookout duty are reserved for "reg'ler" members of the crew that everyone knows and trusts. Hauling lines (the nautical term for ropes) is always appreciated—many hands make light work.

Conversation today will reveal that the sailors are disappointed in the speed of the merchanters. The *Renegade* is a faster vessel, and does a lot of maneuvering while the merchanters sail straight ahead. The day is

long and tiring, but the crew is generally fun to be around. Should the PCs really be getting into the roleplaying of being on a sailing ship, and time permits, feel free to introduce them to the sea shanties in Appendix 3.

This day exists for roleplaying. Let the PCs interact with the crew as much or as little as they see fit.

When evening falls, the ships anchor for the night. The land is little more than a dark line on the northern horizon, as it has been all day.

Read the following:

*The watch changes as the Renegade and her three charges anchor for the night. The land is little more than a darker line on the dark northern horizon. The bosun pipes the tune for supper, and the crew lines up rapidly, producing a motley assortment of eating utensils. Dinner is a rowdy affair wherein the crew members eat quickly while shouting insults at each other ("Harpy Licker! Bilge Rat!"). After the meal, the night watch heads to their posts, and the day watch heads belowdecks to string their hammocks and get some sleep. It has been a long day, and the crew has been looking forward to some rest.*

*As you contemplate turning in yourself, you catch sight of Garmon, who opens his vest slightly to show you his pipe and smoking supplies. He gives you an invitational look which turns into a bug-eyed expression of horror as a pair of thin ropes sail over the rail to loop around his shoulders. He barely has time to yelp before he is jerked over the side. You (and everyone else) hear him splash into the sea. A split-second later, the deck erupts in motion as several fishman creatures bound over the rails with a croaking battle cry!*

A group of Sahuagin raiders have been tracking the convoy all day, watching movements and counting crewmen. They have decided to run a smash-and-grab attack, simultaneously hitting all four ships. Many Sahuagin climb aboard, but Shayna's crew will deal with most of them. The PCs will have to deal with others as follows

#### APL 2 (EL 2)

☛ 1 Sahuagin (hp 11), see Monster Manual pg. 217

#### APL 4 (EL 5)

☛ 2 Sahuagin (hp 11 each), see Monster Manual pg. 217

☛ 1 Medium Shark (hp 16), see Monster Manual pg. 279

#### APL 6 (EL 6)

☛ 3 Sahuagin (hp 11 each), see Monster Manual pg. 217

☛ 1 Large Shark (hp 38), see Monster Manual pg. 279

#### APL 8 (EL 8)

☛ 6 Sahuagin (hp 15 each), see Monster Manual pg. 217

☛ 1 Huge Shark (hp 65), see Monster Manual pg. 279

**Tactics:** The Sahuagin tactics work in slightly different ways by APL.

- At APL 2, the party will face a single Sahuagin warrior. He will have used a winch crossbow (see Appendix 2, or Masters of the Wild, pg. 26) to entangle Garom and yank him into the sea. The Sahuagin will then leave him (since he can come back for him later), climb aboard, and engage the party.
- At APL 4, there are two Sahuagin raiders, and a single medium shark. One raider uses his winch crossbow on Garom, and the other readies an action with a second winch crossbow to shoot at whichever PC looks over the rail first. The Sahuagin at APL 4 will fight their two victims, fleeing after their two targets are dead. See Appendix 1 for rules on combat in and under the water. Garom had the wherewithal to take a full breath on his way off the ship. Assume that any PC entering the water has also taken a full breath, as discussed in the drowning rules (DMG pg. 304). Garom will hold his breath and take a Full Defense every round until he drowns or is killed.
- At APL 6, there are three Sahuagin with winch crossbows waiting to yank people into the water. They have a single large shark with them.
- At APL 8, two Sahuagin lurk in the water with a single huge shark, and four raiders leap over the rail on the other side.

The shark is only barely controllable by the Sahuagin, and will move to attack anything bleeding. In practice, this means that a shark will attack the closest wounded character first, followed in priority by the last character to attack it, and if these do not exist, attacking a wounded Sahuagin. If no one is wounded and it is not being attacked, it will attack the nearest unengaged non-Sahuagin.

Note: that any PC who dies in the water and goes unrecovered cannot be Raised or Resurrected.

PCs are welcome to jump into the water to pursue, and if they do, they have a chance to save Garom (and others at the higher APLs). In the water the sahuagin are more confident in their surroundings, and so will stand

and fight, though they will not use their Blood Frenzy ability. Remember to apply the appropriate modifiers to the PCs for fighting in water (see Appendix 2 on water combat).

If engaged in the water, a sahuagin will drop any victim it may be dealing with in order to fight (it can always retrieve the body later). Use the buoyancy rules in Appendix 1 to determine what happens to a dropped victim.

Should they lose three quarters of their number (or one at APL 4), or after four rounds, the sahuagin will flee whether they've made a kill or not. They will dive straight down off the ship, and so cannot be feasibly tracked.

Once the sahuagin have been driven off, Shayna will send out boats to the merchanters and take stock. They've been hit, too, and each lost some crewmen. The ships themselves are fine, but now they're shorthanded. This means they will move slower, which will make the trip that much longer.

It is assumed that one or more of the PCs will acquit themselves well and act in a brave fashion during this battle. Shayna will slap such PCs on the back and make comments about liking people who earn their keep.

Should the PCs save Garom, he will give each of the PCs one of his pipes (he has several). He will also swear a life-debt to whichever PC or PCs (if any) was instrumental in his rescue.

The rest of the night will be uneventful.

### Encounter 3: Flotsam and Jetsam.

The next day at about noon, read the following:

*While you stand on deck, you hear "Ship Ahoy!" from the crow's nest. Moving to the rail, you see what appears to be the dead hull of a ship, listing slightly amid the floating wreckage of its masts and sails. A thin wisp of smoke curls from within the wreck, and a few figures can be seen waving in distress.*

*Shayna gives orders to close alongside to take on passengers, and then turns to you. She seems about to say something, then shakes her head slightly, then says "Be ready" before moving further down the deck to give more orders.*

The *Renegade* will pull into the wreckage and pick up the surviving sailors. The remnants of the crew reveal that their ship, the *Nadaja*, was attacked by the dread pirate Zkull One-Eye. The *Nadaja* was a fast courier

carrying light but valuable cargo, and had hoped to be moving too fast to be found by pirates in these waters. Most of the crew was slaughtered in the nighttime attack, and a fair volume of cargo was stolen. The sailors just want to get back to Shantadern.

PCs with appropriate skills (Profession: Sailor, Knowledge: Nyrond/Local, Knowledge: Geography, etc.) may remember some information about Zkull. With a DC 10 check, give the PCs Player Handout 3 (details on Zkull One-Eye).

The sailors tell a horror story of a confused brawl in the dark with over a hundred screaming orcs. One has the following specific story to tell:

*They attacked us in the first half of the night, raking the deck with arrows before ramming us. That's right, they rammed into us hard and just ran on board. Hundreds! It was like the sea, only it was alive, I tell ya! And Zkull hisself, what a sight HE was!*

*He must be seven feet tall, built like a mountain, with a huge scar running down one side of his face. And a patch where whatever made the scar took out his eye. He was swingin' a gigantic curved sword with a black blade. I was standing right next to me mate Ageb when Zkull carved him from neck to nethers. Zkull was shoutin' and bellowin' like a mad bull, and didn't even slow down! I jumped right over the side, I did. Jumped over the side with the half of ol' Ageb what fell that way. It was like a nightmare.*

The sailor, Heech, is either embarrassed or saddened by the last line of his story, and shuts up after that.

Unless the PCs suggest it first, Shayna will order that the survivors be divvied among the merchanters in order to fill their crews back out. She will also give orders for extra lookouts and then retire to her cabin, obviously preoccupied. She will accept no visitors until dinner.

### Encounter 4: Here's the Deal.

At dinnertime, the PCs are again invited to dine with Shayna and Alek on the aftcastle deck. The meal is again excellent: broiled swordfish over polenta with mint-cucumber chutney, a pleasantly light dish accompanied by a fine white Riesling-wine from Dyvers. Shayna and Alek are pleasant, but Sense Motive checks (DC12) reveal that Shayna seems to be wanting to say something, but unsure of either her topic or her timing. If a PC calls her on it, proceed to the narration below. If no one says anything, Shayna makes her offer once the meal is over.

Read the following:



*"Zkull One-Eye is a menace. We've never gotten along, and all that's kept him from sending the Renegade to the bottom is that I've never given him the opportunity. He's one of the reasons I went respectable."*

*"I need to get rid of Zkull, plain and simple. He's gotten much greedier, and much bolder lately. He's taking more than his share of trade on the Bay, and he's scaring merchants into shipping overland. That's not so big a problem right now, mind you, but eventually it will get irritating."*

*"While I've got my letter of marque and I'm still all nice and legal, I'd like to put Zkull down and collect the bounty. You see, there are a number of bounties on his head. Nyrond's got one. Ahlissa's got one. Even Onnwal's got one. He's that bad."*

*"Unfortunately, I can't take him in a straight fight. He's dangerous enough on the sea anyway, and he's got some dried-up old hag of a sea witch that likes blowing holes in ships. She's some kind of wizened old something. A shaman or something. She might have been an orc once. Then again, she might have been a Kuo-toa or Sahuagin once. Whatever she is, she's dangerous."*

*"Since I can't out-fight him, I need to out-think him, and believe me when I say that's no easy task. Zkull's a wily bugger, and he's got plans for just about every contingency. Except one."*

*"Zkull likes to run to his supply caches after he makes a hit. He's got little camps all over Relmor Bay, which makes him the devil to track—he never runs to the same place twice. But I've been thinking about this long enough to track down his hideouts in this area, so I have a rough idea of where he could be this time."*

*"What I need to do is force an unexpected confrontation that will either take him out on shore, or make him jump back onto the Bay too soon. If I can engage him while he's in a hurry, I can probably send his flea-bitten green hide to the bottom."*

*"Unfortunately, I don't have the manpower to send a group ashore—it would leave me short-handed if he takes to the Bay, and I can't take that kind of risk. YOUR group, on the other hand, looks like just what I've been needing. What do you say? I'll get you to him, you help me kill him, and we'll split the bounty. How 'bout it?"*

The bounty on Zkull stands at a significant combined amount (some from Nyrond, some from Ahlissa, and a bit

from Onnwal). Refer to the treasure summary for further details.

Shayna's in a unique position, as are the PCs. The exact individual sums aren't important, as Shayna knows who to talk to and what to do to collect on all the bounties.

Assuming they agree (or want to know more), Shayna says the following:

*"I'll need you to do two things."*

*"First, I'll put you ashore in Blind Gull Cove. It's a little hidden community that serves less-than-legal shipping in this region. I know an old seadog that knows all the goings-on, and he'll be able to tell you what Zkull's been up to lately. I would go in myself, but since I'm 'respectable' right now, I wouldn't be welcomed. You people are unknowns, and can use my name. Say you sailed with me a while back and you're looking to hook up with Zkull now that I've 'sold out.' My contact should be able to point us in the right direction."*

*"Once you find out where Zkull's at, you'll act as a flanking group to flush Zkull out onto the bay where I can take him. Of course, if you can kill him on shore, so much the better."*

PCs might ask about the fate of the merchanters while Shayna makes this little side trip. She says that the *Renegade* sails much faster than the merchanters, and should be able to make this trip in a day, maybe two. Besides, her letter of marque places higher priority on fighting pirates than it does on protecting shipping. Getting Zkull off the bay is much more important than the cargoes of those three ships.

Besides that, what's the government going to do? Take away her letter? It will be expiring soon anyway. PCs who suggest criminal prosecution will be lightly scoffed at. Shayna thinks the Nyrond government's got bigger fish to fry than jailing her, and if she and the PCs can get rid of Zkull, any problem the government may have with her leaving the convoy unprotected will be quietly forgotten.

It is possible that the PCs will find the leaving of the convoy unacceptable. Should this happen, for whatever reason, use the following ideas. Some of these can be made available through appropriate Knowledge checks, and some can probably just be told to the players directly.

Lawful people:

The PCs hired on with Shayna's crew, and serve under her sole command. She's free to carry out her duties as she sees fits, and is the sole authority while the

PCs are on her vessel. Although leaving the merchantmen is not exactly a lawful act, it's Shayna who will ultimately take responsibility. She's asking for their help (and giving pay) as a courtesy, and anyone who doesn't want to follow her orders is welcome to spend the rest of the voyage confined to quarters.

Chaotic people:

Serving a greater good. And gold! 'Nuff said.

Should the PCs press with decent arguments, have the PC doing most of the talking make a Diplomacy check DC 12+(2xAPL). Shayna is desperate for this chance to be rid of Zkull (Sense Motive DC 13 will reveal this), and is therefore hard to convince.

If the Diplomacy check succeeds, Shayna will grudgingly consent to bringing the merchanters along. She will express grave reservations about her ability to catch Zkull, but will go along with it. In return, however, she will demand a 50-50 split of the reward, regardless of how the PCs fare on shore with Zkull (if they even find him).

If the Diplomacy check fails, Shayna will absolutely refuse to bring the merchanters along. The chance at Zkull is too great a prize to lose because of slow ships.

It is possible, depending on the makeup of the party, the information they may or may not have gathered, and the flow of the negotiations, that they will refuse to help Shayna. Her motives are less than completely honorable, after all—she wants Zkull dead so her own pirating cruises will have better pickings. If the party is balking for this or similar reasons, Shayna will explain (or re-explain) that Zkull is a mad dog who should be put down before his body count climbs even higher. Even if the PCs are leery of helping her, she will say, they should do it anyway, as the greater good of the Relmor Bay area is well-served by getting rid of Zkull.

If the party persists in their refusals, Shayna does not press. She hired them to do a job, and will hold up her end of the bargain. The ships reach Shantadern, reload, and return to Oldred without incident. Shayna will be polite but not overly friendly for the remainder of the cruise. The adventure is over; proceed to the treasure and experience summaries and voting.

Should one or more PCs be foolish enough to directly challenge Shayna's authority on board, she will have them confined. Resisting the entire crew is suicidal, and the adventure will be over for the character in question. At the DM's discretion, Diplomacy checks (DC 25, no APL modifier) will allow the offending character to be freed to participate in the adventure, but that

character will earn "Black Shayna's Grudge" as explained on the AR, regardless of the outcome of the adventure.

If the party becomes abrasive or abusive during their negotiations with Shayna, she will put them ashore at Shantadern, and the party will earn Black Shayna's Grudge, as listed on the adventure certificate.

Keep in mind that the decision has to be made now, during this encounter. Waiting until the return trip will place Zkull in one of too many possible hideouts. Even Bhurr (Shayna's contact) won't know where the orc went.

## ***Encounter 5: Avast, ye Scurvy Scum!***

Assuming the party accepts Shayna's offer, she will immediately order a change of course to Blind Gull Cove. She will then explain the first part of her plan. Read the following:

***Blind Gull Cove isn't on any map, but most pirates on Relmor Bay know how to get there. The community serves those plying illegal professions on the Bay, and contains everything the enterprising criminal needs to continue in his, or her, illicit exploits. It's not a nice place, but it's an important place. You'll need to be cautious.***

***As I said, I can't show my face in the Cove right now, since I'm operating under Royal Marque. Alek will take you ashore when we arrive and tell you how to walk to the Cove. You'll need to think of a story. I suggest you say you used to sail with me, but when I "sold out" you jumped ship, and now you're looking for a real pirate, like Zkull, to splice up with. Nobody should ask too closely. Nobody in the Cove wants anybody prying into their business, so they don't pry into anybody else's.***

***When you get to the Cove, find the 'Vulture's Roost'. It's an inn that caters to older pirates who are usually too injured to sail. At the Roost look for Bhurr. He's a salty old dog of a dwarf who knows everything going on in this area of the Bay. If anyone knows where Zkull can be found, it'll be Bhurr.***

***Find out from Bhurr where Zkull's hiding, and then get back to the ship double-quick. Zkull doesn't stay anywhere for long, and if we want to catch him we'll need to move fast.***

***And mind yourselves in the Cove. The place can be a little rough.***

Shayna's told the PCs pretty much all they need to know. They have until midnight (about five hours) to prepare

themselves for the trip. If there are obvious spellcasters in the party, Shayna will suggest that they stay aboard and get the rest they need, while the rest of the party goes to the cove.

At midnight, read the following:

*By midnight, the Renegade nears shore, and drops anchor. Shayna orders the cutter launched, and gives you a map of the area for Bhurr to mark the camp's location on. Alek takes your group aboard the cutter with a crew of rowers. After a good half-hour of pulling, you reach the shore. Alek lets you out, and gives you directions.*

*His directions prove accurate. After a half-hour of walking you are looking down into a rocky cove, which would be nearly invisible to any ship that wasn't heading straight into it. A narrow track in the rock appears to be the only way down, and it must be traveled single-file. The track winds down to sea level, and ends at the entrance to a massive sea cave. Within the cave, you can make out the lights of a town and the silhouettes of a pair of moored ships. This has got to be it. Blind Gull Cove.*

Blind Gull Cove is actually on the Nyronnd Mainland, located in a trackless piece of wilderness with too little vegetation for gazing, and too rocky a coast for fishing villages. Given the manner in which they approach, Blind Gull Cove will be impossible for PCs to find again. Details on Blind Gull Cove can be found in Appendix 3: Blind Gull Cove.

The sounds of faint music can be heard coming from the town. As characters get closer, they will find that things are swinging. Two full pirate crews (their ships, the *Beautiful Emlina*, and the *Wicker Man*, are docked here) are in port to drink away their recent spoils. There are people everywhere in various stages of jolly inebriation.

In fact, two ships in port makes for a fast and furious marketplace. Should the PCs choose to do so, they can find any mundane item listed anywhere in the Player's Handbook for sale in Blind Gull Cove, but at twice the listed price (having this many moneyed pirates around has driven prices through the roof).

Some quiet direction-asking (Gather Information DC 10) can lead the PCs to the Vulture's Roost. Read the following:

*The building itself looks like a slouching sailor. The walls are warped slightly from lack of maintenance in the sea air, giving the place an arthritic look. There is no front door. Instead, a curtain of vertical bead-stands hangs in the doorway. Sitting outside is a*

*wizened old woman selling what appears to be dried rats strung on bits of thin rope.*

*Inside, the air is thick with the smoke of a driftwood fire in the hearth. A pair of crusty-looking old men are playing a dart game off to one side. A trio of elderly halflings are slumped over a table snoring off a drunk. A wild-eyed half-elf is sitting in a puddle (the exact makeup of which is better left unsaid) in a corner, muttering incoherently to himself. Sitting at the rudimentary bar is a weatherbeaten old coot of a dwarf. The dwarf has no hair left on top of his head, but he has grown the side fringes long enough to pull into a short pigtail. His eyes squint from within a face so weathered it looks like leather. He has a pegleg, and a total of three teeth (that don't meet). The bartender looks like he's taken one too many punches to the face. Behind and above the bar is a crude sign, painted with the words "No Wippens".*

This is supposed to mean "no weapons," as the bartender will explain if asked, but the spelling is a little ambiguous. The bartender is totally incapable of enforcing this edict, however, and no one else in the bar cares one way or the other.

The merchant outside is Della, an ancient barmaid who can't work anymore because she can't walk. Her son traps rats, and the pair dry them and sell them as lucky charms for 5 coppers each. She is a kindly old woman who calls everyone "dearie" and honestly believes her rats are lucky. She can only count to five, so PCs trying to use larger denominations of coin must explain monetary exchanges to her. She knows nothing about Zkull.

Inside, no one is interested in talking to the PCs under any circumstances. Other than Bhurr, only the dart throwers are coherent, and they get quiet and sullen if approached. The dwarf is in fact Bhurr, but he will only deal with the characters if they buy him a drink. All the Vulture's Roost has to drink is bad ale, and it sells for one silver piece per mug (prices throughout the Cove are incredibly inflated, since the pirates who come through usually have money to burn—Diplomacy or an appropriate Profession skill DC 10 can remind PCs of this). Throughout Bhurr's conversation with the PCs, he will constantly ask for another drink, consuming a total of ten by the time he's done (one gold piece's worth of ale here). Note that this money spent on ale is not included in upkeep, and must be marked on the AR.

Bhurr is readily communicative once he's drinking. He accepts the PCs story grudgingly, whatever it is. He'll answer most any question the PCs ask. He knows where Zkull is, and can give the PCs directions to the exact location. He thinks Shayna's probably smart to get

herself a letter of marque and some amnesty, but he won't say that very loud. He thinks Zkull's a bloodthirsty maniac, and counsels the PCs against getting involved with the orc even as he gives them directions to the hideout.

Other than that, feel free to improvise. Bhurr will never admit he doesn't know an answer to a question. If he doesn't know, he makes up something plausible. Bhurr does not know how Zkull sets up his camps (i.e. how he posts sentries, guard rotations, etc.), but he won't admit his ignorance, instead making up schedules and layouts.

Assuming the PCs play nice in the Cove, get their information, and get out, their trip is without violence. The current population of the Cove is having a good time, and no one is looking to pick a fight. However, on the way out of the cove, a pack of bully boys will menace the PCs with broken bottles and belaying pins, and the PCs will need to talk them down, buy them ale (at 10gp times the APL), or dispatch them quickly and then run for it before the entire drunken community joins in for the fun of it.

APL 2 (EL 2)

👉 2 Human male Ftr1 (hp 12), see Appendix 3.

APL 4 (EL 4)

👉 4 Human male Ftr1 (hp 12), see Appendix 3.

APL 6 (EL 6)

👉 6 Human male Ftr1 (hp 12), see Appendix 3.

APL 8 (EL 8)

👉 8 Human male Ftr1 (hp 12), see Appendix 3.

Assuming the characters either avoid or quickly deal with trouble, getting back to the ship happens without incident.

## ***Encounter 6: Putting Down a Dog.***

Finding Alek and getting back to the *Renegade* takes an hour. Shayna accepts their information excitedly, and orders the appropriate course to be set. They will arrive in the area of Zkull's camp a day after they return, just before Dawn (about five bells in the morning). This means the party will have a day to rest before going after Zkull.

Read the following:

***You are taken ashore in a ship's boat crewed by Banin, a halfling lookout from Onnwall, and Onia, a burly***

***human Shield Lander woman, who actually does the rowing. Banin whispers to you as you disembark on the spit of beach where they pull up.***

***"If that old tosser Bhurr was tellin' true, ol' One-Eye's camp should be just about a mile and a half west of here. We'll wait for you on the bay, and watch for Zkull's ship. When it heads out, we'll come in and pick you up. If you lot aren't there, we'll push off and try to link back up with the Renegade alone. Shhh, and I'll be wishin' ye good luck."***

***This is a forbidding region of the Nyrond coast. The ground is swampy and soft, making walking difficult. Vines and other undergrowth are everywhere, snaking through the stagnant pools of water and between the swamp-trees. This is the perfect place to hide if you never want to be found.***

Riding animals larger than dogs cannot be effectively ridden on the ground here. It is too soft, and the undergrowth too dense. In fact, the combination of muck and undergrowth makes charging impossible, and reduces normal foot movement to half rate.

As the PCs move toward the camp they will stumble across Zkull having a private meeting with a sorcerer named Risade. An imperious-looking Suel man, Risade is an emissary from the Scarlet Brotherhood, and is meeting with Zkull to discuss smuggling operations. Specifically, Risade wants to contract with Zkull to smuggle poisoned liquor into Oldred, for reasons that will be explained in later scenarios.

Tactically, this encounter can play out in two very different ways. Parties being stealthy will become aware of Zkull and Risade at the same time Risade's familiar spots the party and warns the pair. No surprise is gained, and the fight will begin immediately with a distance of 50' between Zkull and the lead PC.

The PCs have the opportunity to take Zkull out alone, and he will fight to the death. Risade will use his spells to support Zkull, so long as Zkull can be kept between himself and attacking players. If this becomes impossible, he will flee, using his Potion of Invisibility if needed. If captured through some heroic means, Risade will reveal nothing more than is listed above. His Scarlet Brotherhood conditioning borders on *geas*-strength mind control, and he cannot be induced to reveal his true mission, no matter the method.

APL 2 (EL 4)

👉 Zkull One-Eye, Ftr2 (hp 26), see Appendix 4.

👉 Risade, Sor1 (hp 5), see Appendix 4.

APL 4 (EL 6)

☛ Zkull One-Eye, Bbn1/Ftr3 (hp 53), see Appendix 4.

☛ Risade, Sor4 (hp 17), see Appendix 4.

#### APL 6 (EL 8)

☛ Zkull One-Eye, Bbn1/Ftr5 (hp 75), see Appendix 4.

☛ Risade, Sor6 (hp 25), see Appendix 4.

#### APL 8 (EL 10)

☛ Zkull One-Eye, Bbn1/Ftr6 (hp 86), see Appendix 4.

☛ Risade, Sor9 (hp 36), see Appendix 4.

Parties not being stealthy (or taking the tack: We'll just move as fast as we can until we get close to the camp, and then we'll get stealthy), will be surprised by Zkull and Risade, who will have been alerted by the familiar and will have had two rounds to prepare. Risade will use his spells to boost and support Zkull. Zkull and Risade will both be hiding, and Zkull will break from cover and attack the LAST character in line, assuming that those in the rear are not the front-line fighters, and so can be brought down faster.

The PCs will need to bring something significant (like Zkull's head) back with them so Shayna has bounty proof.

Zkull's possessions include 'Da Bleeda, his monstrous falchion, a number of mundane items of jewelry, and a small sack. Within the sack are 200 gold coins of Onwallish make, and a note. The note is a shipping schedule, indicating times and places for the delivery of shipments. The places listed are in Oldred, and are all pleasure houses in the garden district.

## ***Encounter 7: Hammer and Anvil.***

Once Zkull is dispatched, the players can move on to Zkull's camp, where they will have to deal with some crew and Zkull's Sea Witch, who will fight a fallback action while the remainder gets the ship moving. Details on Zkull's camp and its inhabitants can be found in Appendix 5.

Hopefully, the characters will have learned the value of stealth after their fight with Zkull. They may also be hurt, or have used a number of spells, and should be more cautious as a result.

Zkull, ironically, does not post sentries. He is confident in the secrecy of his camps, and has his people moving fast loading his ship, *'Da Crawsbones*, with crates of fine wines and other liquors.

Zkull's current sea-witch is a sahuagin priestess named Igdel. She is a priestess of Sekolah (the sahuagin deity), and uses her knowledge to help Zkull. She plans to eventually sacrifice Zkull and his entire crew to Sekolah, but for now is content to sow death and discord at his side.

At lower APLs, Igdel is accompanied by a number of orc sentries. At APL 8, her personal bodyguard of sahuagin religious fanatics accompanies her. At all APLs, her accompanying combatants will fight to the death to protect her. She will fight for two rounds, upon which time she will begin withdrawing onto the ship. She will cast and move, such that it will take two rounds for her to get aboard. The players should not pursue, as they know Shayna is waiting to board the ship when it reaches the bay. Remind them of this if necessary.

#### APL 2 (EL 4)

☛ Igdel the Sea Witch, Clr2 (hp 15), see Appendix 5.

☛ 2 Orc Sentries (hp 12 each), see Appendix 5.

#### APL 4 (EL 6)

☛ Igdel the Sea Witch, Clr4 (hp 27), see Appendix 5.

☛ 4 Orc Sentries (hp 12 each), see Appendix 5.

#### APL 6 (EL 8)

☛ Igdel the Sea Witch, Clr6 (hp 42), see Appendix 5.

☛ 8 Orc Sentries (hp 12 each), see Appendix 5.

#### APL 8 (EL 10)

☛ Igdel the Sea Witch, Clr8 (hp 54), see Appendix 5.

☛ 4 Sahuagin Bodyguards, (hp 15 each), see Monster Manual, pg. 304.

## **Conclusion**

If the PCs can kill both Zkull and Igdel, Shayna's crew will have an easy time of finishing off the orc pirates. Shayna will catch the fleeing ship, and without Zkull or Igdel, her sailors will dispatch the orcs handily. The PCs will earn her personal favor, and she'll give them the agreed-upon cut of reward (she will pay them from her own private stash, and replace the amount with the bounties she will collect later).

If the PCs do not kill Igdel and she escapes onto the bay, Shayna will take casualties. She will honor her end of the deal and split the bounty money on Zkull as agreed, but the PCs will not receive her favor.

On the off chance that the PCs do something ridiculous, like throw in with Zkull to fight against

Shayna, she will flee, and they will earn her Grudge instead. Zkull offers no favors.

APL 6	240 xp
APL 8	300 xp

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

### Encounter Two

Defeat Sahuagin

APL 2	60 xp
APL 4	150 xp
APL 6	180 xp
APL 8	240 xp

### Encounter Five

Defeat Bully Boys (in any fashion)

APL 2	60 xp
APL 4	150 xp
APL 6	180 xp
APL 8	240 xp

### Encounter Six

Defeat Zkull and Risade

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

### Encounter Seven

Defeat Igdel and her guards

APL 2	120 xp
APL 4	180 xp

### Roleplaying Experience

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 xp

### Total Possible Experience

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

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which

meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

APL 4

600 gp

APL 6

800 gp

APL 8

1125 gp

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

### Encounter One

Payment per PC

APL 2	100 gp
APL 4	200 gp
APL 6	300 gp
APL 8	400 gp

### Encounter Two

Winch Crossbow

All APLs	10 gp
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### Encounter Four

Bounty on Zkull

APL 2	100 gp
APL 4	200 gp
APL 6	300 gp
APL 8	400 gp

### Encounter Five

APL 2 (loot/magic)	210 gp
APL 4 (loot/magic)	790 gp
APL 6 (loot/magic)	875 gp
APL 8 (loot/magic)	1125 gp

### Total Possible Treasure

APL 2	400 gp
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## Appendix One: The *Renegade*

“Black Shaina” Wavesilver’s three-masted Caravel is a well-built ship, painted a sleek black, approximately 80 feet long bow to stern (though the bowsprit extends another ten feet to the front of the ship), and 20 feet wide, with raised deck castles fore and aft. The fore and main masts are rigged with a single square sail each, the aftmast carries a triangular (or lateen) sail, and the bowsprit is capable of rigging an additional square sail should the extra speed be desired.

The Renegade carries a crew of 25, split into a day watch of 15, and a night watch of 10. There are two officers aboard, the Renegade’s captain, “Black Shayna” Wavesilver, and her first-mate, Alek.

All APLs

**“Black Shaina” Wavesilver**, Human Female Ftr3/Rog5: CR 8; Medium Humanoid; HD 3d10+3+5d6+5; hp 50; Init +5; Spd 30 ft.; AC 17 (touch 15, flat-footed 12) [[+5 Dex, +1 ring, +1 bracers]]; Atk +12/+7 melee (1d6+2, 18-20x2, Rapier); SQ Evasion, Sneak Attack +3d6, Uncanny Dodge; AL CN; SV Fort +5, Ref +10, Will +3; Str 14, Dex 20, Con 12, Int 14, Wis 12, Cha 16. Height 5’7”.

*Skills and Feats:* Bluff +10, Hide +10, Listen +10, Sense Motive +8, Spot +10, Swim +10; Combat Expertise, Dodge, Improved Feint, Mobility, Spring Attack, Weapon Finesse (Rapier).

Possessions: Ring of Protection +1, Bracers of Armor +1, Rapier +1.

**Alek**, Gnome Male Ftr2/Rog3: CR 5



## Appendix One continued: Sea Shanties (or Chanties)

### The Chivalrous Shark

Most chivalrous fish of the ocean  
To ladies forbearing and mild,  
Though his record be dark,  
is the man-eating shark,  
Who will eat neither woman nor child.

He dines upon seamen and skippers,  
And tourists his hunger assuage,  
And a fresh cabin boy  
will inspire him with joy  
If he's past the maturity age.

A wizard, a lawyer, a preacher,  
He'll gobble one any fine day,  
But the ladies, gods bless 'em  
He'll only address 'em  
Politely and go on his way.

I can readily cite you an instance  
Where a lovely young lady of Breem,  
Who was tender and sweet  
and delicious to eat  
Fell into the bay with a scream.

She struggled and flounced in the water,  
And signaled in vain for her bar,  
And she'd surely been drowned  
if she hadn't been found  
By a chivalrous man-eating shark.

He bowed in a manner most polished  
Thus soothing her impulses wild.  
"Don't be frightened," he said,  
"I've been properly bred,  
And will eat neither woman nor child."

Then he proffered his fin and she took it  
Such gallantry none can dispute.  
While the passengers cheered  
as the vessel they neared  
And the crew all stood up in salute.

And they soon stood alongside the vessel,  
When a life-saving dinghy was lowered  
With the pick of the crew,  
And her relatives too  
And the mate and the captain aboard.  
So they took her aboard in a jiffy,

And the shark stood attention the while,  
Then he raised on his back fin  
and ate up the captain  
And went on his way with a smile.

And this shows that the prince of the ocean,  
To ladies forbearing and mild,  
Though his record be dark  
Is the man-eating shark,  
Who will eat neither woman nor child.

### A Wet Sheet and a Flowing Sea

A wet sheet and a flowing sea,  
A wind that follows fast,  
And fills the white and rustling sail,  
And bends the gallant mast,  
And bends the gallant mast, my boys!  
While like an eagle free,  
Away the good ship flies,  
And leaves ol' Mithat on our lee.

#### *(Chorus)*

*Oh! Give me a wet sheet,  
A flowing sea,  
And a wind that follows fast,  
And fills the white and rustling sail  
And bends the gallant mast*

Oh, for a soft and gentle wind,  
I heard a fair one cry,  
But give to me the roaring breeze,  
And the white waves heaving high;  
And white waves heaving high, my boys!  
The good ship tight and free;  
The world of waters is our home,  
And merry men are we.

#### *Chorus*

There's a tempest in yon horned moon,  
And lightning in yon cloud,  
And hard the music, mariners,  
The wind is piping loud;  
The wind is piping loud, my boys!  
The lightning flashes free,  
While the hollow oak our palace is,  
Our heritage the sea.

#### *Chorus*

## Appendix Two: Fighting the Sahuagin in and under the water

Underwater Combat rules can be found on DMG pages 92-93. Water Dangers can be found on DMG page 304. It is recommended that the DM familiarize him or herself with these rules prior to beginning play in this scenario.

### New Rule Item

#### Winch Crossbows (From *Masters of the Wild*)

The winch crossbow fires a rope and pulley attached to a special crossbow bolt. The bolt is split down the head and center of the shaft, with the split head bending away from the shaft like a two-headed snake. A thin rope secured to each tip slows the bolt in flight (hence the reduced range increment). On a successful hit, the bolt snaps apart like a wishbone, taking the attached ropes past the target to wrap around and entangle it. If the target is a moveable object of your size category or smaller, you can use the ropes to pull it toward you.

An entangled creature suffers a –2 penalty on attack rolls and a –4 penalty to Dexterity. It can move only at half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed strength check while holding it, the entangled creature can move only within the limits the rope allows. Casting a spell while entangled requires a Concentration check DC 15.

An entangled creature can escape the ropes with an Escape Artist check DC 20, which is a full-round action. The rope has 5 hit points and can be burst (see PHB chapter 8) with a Strength check (DC 25, also a full-round action).

A winch crossbow's entangling effect is useful only against creatures between Tiny and Large size, inclusive. The non-lethal damage can affect any creature.

A winch crossbow requires two hands for effective use, regardless of the user's size. Loading a winch crossbow is a full-round action that provokes attacks of opportunity.

#### Crossbow, Winch

Cost 75gp, Damage 1d8 (non-lethal), Critical 19-20/x2, Range Increment 50', Weight 10lbs., Type: Piercing, Hardness 10, Hit points 10.

## Appendix Three: Blind Gull Cove

Blind Gull Cove is a large sea-cave located many years ago by an enterprising pirate crew. This crew turned it into a small town, which is used to this day by pirates, smugglers, slavers, and other seagoing low-lives to resupply their vessels and fence booty.

Though the cove is on the Nyrond mainland (on the Eventide coast, specifically), the cave itself is impossible to find from the land-side without very specific directions and landmarks. The seagoing entry passage is tricky, and one of the booming businesses run by the people of the Cove is piloting ships through the extremely narrow gorge leading into it. The cove can accommodate three ships at any given time.

Once inside, however, the cove itself is a haven. Any item listed anywhere in the Players' Handbook is available here, but at twice the listed price. Note that items purchased at twice book value may only be later sold for half book value as normal. They are not "better", just inflated.

Only a dozen permanent buildings exist in the cove. Ship crews have, over time, also hollowed a warren of passages and shelves in the surrounding walls of the grotto, which are often used for sleeping, or other assignments, by visitors.

Bully Boys

APL 2 (EL 2)

2 Human males Ftr1 (hp 12). See DMG pg 117.

APL 4 (EL 4)

4 Human males Ftr1 (hp 12). See DMG pg 117.

APL 6 (EL 6)

6 Human males Ftr1 (hp 12). See DMG pg 117.

APL 8 (EL 8)

8 Human males Ftr1 (hp 12). See DMG pg 117.

## Appendix Four: Zkull One-Eye and the Sorcerer Risade

APL 2 – EL 4

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**Zkull One-Eye, Orc Ftr2:** CR 2; Medium Humanoid; HD 2d10+10; hp 26; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 chain shirt]; Atk +8 melee (2d4+6, 18-20x2, Falchion); SQ None; AL NE; SV Fort +8, Ref +1, Will +0; Str 20, Dex 12, Con 20, Int 8, Wis 6, Cha 10. Height 8 ft.

*Skills and Feats:* Hide +3, Listen +3, Spot +2; Cleave, Power Attack, Iron Will.

*Possessions:* +1 Falchion, Chain Shirt

**Risade, Human Sor1:** CR 1; Medium Humanoid; HD 1d4+1; hp 5; Init +3; Spd 30 ft., AC 13 (touch 13, flat-footed 10) [[+3 Dex]]; Atk +0 melee (1d4-1, Dagger); SQ Familiar (Owl, “Chiron”); AL LE; SV Fort +1, Ref +3, Will +5; Str 8, Dex 16, Con 12, Int 15, Wis 16, Cha 16. Height 5’9”.

*Skills and Feats:* Concentration +5\*, Hide +5, Listen +4, Spot +4; Combat Casting, Run.

*Spells Known* (5/4; base DC = 13 + spell level): 0 — [Arcane Mark, Flare, Dancing Lights, Daze]; 1<sup>st</sup> — [Expeditious Retreat, Magic Missile].

APL 4 – EL 6

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**Zkull One-Eye, Orc Bbn1/Ftr3:** CR 4; Medium Humanoid; HD 1d12+5+3d10+15; hp 53; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14) [[+1 Dex, +4 mithril shirt]]; Atk +10 melee (2d4+6, 15-20x2, Falchion); SQ Fast Movement, Rage 1/day; AL NE; SV Fort +10, Ref +2, Will +1; Str 20, Dex 13, Con 20, Int 8, Wis 6, Cha 10. Height 8 ft.

*Skills and Feats:* Hide +5, Listen +5, Spot +4; Cleave, Iron Will, Power Attack, Toughness.

*Possessions:* +1 Keen Falchion (‘Da Bleeda), Mithril Shirt

**Risade, Human Sor4:** CR 4; Medium Humanoid; HD 4d4+4; hp 17; Init +3; Spd 30 ft., AC 13 (touch 13, flat-footed 10) [[+3 Dex]]; Atk +2 melee (1d4-1, Dagger), Atk +6 ranged (ray, see spells); SQ Familiar (Owl, “Chiron”); AL LE; SV Fort +2, Ref +4, Will +7; Str 8, Dex 16, Con 12, Int 15, Wis 16, Cha 17. Height 5’9”.

*Skills and Feats:* Concentration +8\*, Hide +6, Listen +5, Spot +5; Combat Casting, Run, Weapon Focus (Ray).

*Spells Known* (6/7/4; base DC = 13 + spell level): 0 — [Arcane Mark, Flare, Dancing Lights, Daze, Ray of Frost, Resistance]; 1<sup>st</sup> — [Expeditious Retreat, Magic Missile, Shield]; 2<sup>nd</sup> — [Scorching Ray].

**Zkull One-Eye, Orc Bbn1/Ftr5:** CR 6; Medium Humanoid; HD 1d12+5+5d10+25; hp 75; Init +1; Spd 40 ft.; AC 16 (touch 11, flat-footed 14) [[+1 Dex, +5 mithril shirt]]; Atk +13/+8 melee (2d4+8, 15-20x2, Falchion); SQ Fast Movement, Rage 1/day; AL NE; SV Fort +11, Ref +2, Will +1; Str 20, Dex 13, Con 20, Int 8, Wis 6, Cha 10. Height 8 ft.

*Skills and Feats:* Hide +6, Listen +6, Spot +6; Cleave, Iron Will, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion).

*Possessions:* +1 Keen Falchion ('Da Bleeda), +1 Mithril Shirt

**Risade, Human Sor6:** CR 6; Medium Humanoid; HD 6d4+6; hp 25; Init +3; Spd 30 ft., AC 13 (touch 13, flat-footed 10) [[+3 Dex]]; Atk +3 melee (1d4-1, Dagger), Atk +7 ranged (ray, see spells); SQ Familiar (Owl, "Chiron"); AL LE; SV Fort +3, Ref +5, Will +8; Str 8, Dex 16, Con 12, Int 15, Wis 16, Cha 17. Height 5'9".

*Skills and Feats:* Concentration +10\*, Hide +6, Listen +5, Spot +5; Combat Casting, Run, Weapon Focus (Ray).

*Spells Known* (6/7/6/4; base DC = 13 + spell level): 0 — [*Acid Splash*, *Arcane Mark*, *Flare*, *Dancing Lights*, *Daze*, *Ray of Frost*, *Resistance*]; 1<sup>st</sup> — [*Expeditious Retreat*, *Magic Missile*, *Protection from Good*, *Shield*]; 2<sup>nd</sup> — [*Blur*, *Scorching Ray*]; 3<sup>rd</sup> — [*Fireball*].

**Zkull One-Eye, Orc Bbn1/Ftr6:** CR 7; Medium Humanoid; HD 1d12+5+6d10+30; hp 86; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 14) [[+1 Dex, +6 mithril shirt]]; Atk +13/+8 melee (2d4+8, 15-20x2, Falchion); SQ Fast Movement, Rage 1/day; AL NE; SV Fort +11, Ref +2, Will +2; Str 20, Dex 13, Con 20, Int 8, Wis 6, Cha 10. Height 8 ft.

*Skills and Feats:* Hide +7, Listen +8, Spot +8; Blind-Fight, Cleave, Iron Will, Power Attack, Toughness, Weapon Focus (Falchion), Weapon Specialization (Falchion).

*Possessions:* +1 Keen Falchion ('Da Bleeda), +2 Mithril Shirt

**Risade, Human Sor9:** CR 9; Medium Humanoid; HD 9d4+9; hp 36; Init +3; Spd 30 ft., AC 13 (touch 13, flat-footed 10) [[+3 Dex]]; Atk +4 melee (1d4-1, Dagger), Atk +8 ranged (ray, see spells); SQ Familiar (Owl, "Chiron"); AL LE; SV Fort +4, Ref +6, Will +9; Str 8, Dex 16, Con 12, Int 15, Wis 16, Cha 18. Height 5'9".

*Skills and Feats:* Concentration +13\*, Hide +6, Listen +6, Spot +6; Combat Casting, Run, Spell Focus (Evocation), Weapon Focus (Ray).

*Spells Known* (6/7/7/7/5; base DC = 14 + spell level\*): 0 — [*Acid Splash*, *Arcane Mark*, *Flare*, *Dancing Lights*, *Daze*, *Prestidigitation*, *Ray of Frost*, *Resistance*]; 1<sup>st</sup> — [*Enlarge Person*, *Expeditious Retreat*, *Magic Missile*, *Protection from Good*, *Shield*]; 2<sup>nd</sup> — [*Blindness/Deafness*, *Blur*, *Invisibility*, *Scorching Ray*]; 3<sup>rd</sup> — [*Dispel Magic*, *Fireball*, *Hold Person*]; 4<sup>th</sup> — [*Phantasmal Killer*, *Wall of Ice*].

## Appendix Five: Zkull's camp

Zkull does not post sentries. The map is easy to generate. Simply place the ship just off the beach with a rickety plank dock leading a dozen feet to it. Everything else at the camp is temporary, tents and firepits and such.

Zkull's crew consists of forty orcs. These are shock troops, built powerfully and brutally (Zkull kills them himself if they don't "measure up").

Orc Ftr1: CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+3 Studded Leather]; Atk +4 melee (1d6+3, 18-20x2, Scimitar); AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6. Height 6'.

*Skills and Feats:* Hide +1, Listen +1, Spot +1, Swim +5; Weapon Focus (Scimitar).

There are also about 40 slaves as well, chained to their oars. They cannot be effectively rescued. Most are too weak to walk, and one is actually dead, though still chained in place (his partner is trying not to notice). It is arguably better for Shayna to just sink the ship and put them out of their misery.

Neither the Orc shock troops or the slaves will participate in the battle. They will move to get underway as soon as fighting starts, as these are their standing orders. The PCs will only need to fight Igdel and her personal retinue. By the time that fight ends, the ship will be pulling away, where it will meet the *Renegade*.

Igdel the Sea-Witch has stats by APL as follows:

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### APL 2 – EL3

**Igdel the Sea-Witch Clr2:** CR 2; Medium Humanoid; HD 2d8+2; hp 15; Init +1; Spd 30 ft. Swim 60 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 Natural]; Atk +4 melee (1d8+2, Trident); AL LE; SV Fort +4, Ref +1, Will +7; Str 14, Dex 13, Con 12, Int 15, Wis 18, Cha 9. Height 5'10".

*Skills and Feats:* Concentration +6\*, Hide +6, Listen +10, Spot +10; Combat Casting, Weapon Focus (Trident). Cleric Domains: Strength, War.

*Spells Prepared* (4/3+1; base DC = 14 + spell level): 0 — [Guidance x2, Inflict Minor Wounds x2]; 1<sup>st</sup> — [Enlarge Person, Bane, Cause Fear, Shield of Faith]

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### APL 4 – EL5

**Igdel the Sea-Witch Clr4:** CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +2; Spd 30 ft. Swim 60 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 Natural]; Atk +6 melee (1d8+2, Trident); AL LE; SV Fort +5, Ref +3, Will +8; Str 14, Dex 14, Con 12, Int 15, Wis 18, Cha 9. Height 5'10".

*Skills and Feats:* Concentration +8\*, Hide +6, Listen +10, Spot +10; Combat Casting, Spell Focus (Evocation), Weapon Focus (Trident). Cleric Domains: Strength, War.

*Spells Prepared* (5/4+1/3+1; base DC = 14 + spell level\*): 0 — [Guidance x2, Inflict Minor Wounds x3]; 1<sup>st</sup> — [Enlarge Person, Bane, Cause Fear x2, Shield of Faith]; 2<sup>nd</sup> — [Death Knell, Shatter x2, Spiritual Weapon].

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### APL 6 – EL7

**Igdel the Sea-Witch Clr6:** CR 6; Medium Humanoid; HD 6d8+4; hp 42; Init +2; Spd 30 ft. Swim 60 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 Natural]; Atk +7 melee (1d8+2, Trident); AL LE; SV Fort +6, Ref +3, Will +9; Str 14, Dex 14, Con 12, Int 15, Wis 18, Cha 9. Height 5'10".

*Skills and Feats:* Concentration +10\*, Hide +6, Listen +10, Spot +10; Combat Casting, Spell Focus (Evocation), Toughness, Weapon Focus (Trident). Cleric Domains: Strength, War.

*Spells Prepared* (5/4+1/4+1/3+1; base DC = 14 + spell level\*): 0 — [Guidance x2, Inflict Minor Wounds x3]; 1<sup>st</sup> — [Enlarge Person, Bane, Cause Fear x2, Shield of Faith]; 2<sup>nd</sup> — [Death Knell, Shatter x2, Sound Burst, Spiritual Weapon]; 3<sup>rd</sup> — [Bestow Curse x2, Inflict Serious Wounds, Magic Vestment].

**Igdel the Sea-Witch Clr8:** CR 8; Medium Humanoid; HD 8d8+4; hp 54; Init +2; Spd 30 ft. Swim 60 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 Natural]; Atk +9/+4 melee (1d8+2, Trident); AL LE; SV Fort +7, Ref +3, Will +10; Str 14, Dex 15, Con 12, Int 15, Wis 18, Cha 9. Height 5'10".

*Skills and Feats:* Concentration +10\*, Hide +6, Listen +10, Spot +10; Combat Casting, Spell Focus (Evocation), Toughness, Weapon Focus (Trident). Cleric Domains: Strength, War.

*Spells Prepared* (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level\*): 0 — [*Guidance* x2, *Inflict Minor Wounds* x4]; 1<sup>st</sup> — [*Enlarge Person*, *Bane*, *Cause Fear* x2, *Command*, *Shield of Faith*]; 2<sup>nd</sup> — [*Death Knell*, *Shatter* x2, *Sound Burst*, *Spiritual Weapon*]; 3<sup>rd</sup> — [*Bestow Curse* x2, *Dispel Magic*, *Inflict Serious Wounds*, *Magic Vestment*]; 4<sup>th</sup> — [*Divine Power*, *Inflict Critical Wounds* x2, *Greater Magic Weapon*].

Player Handout #1 - Handbill found at the *Sea Wench* tavern

## BRAVE SOULS WANTED!

ROYAL PRIVATEERS WITH VALID LETTERS OF  
MARQUE ARE HIRING BOARDING CREWS FOR ACTION  
ON RELMOR BAY. THIS IS DANGEROUS DUTY, BUT  
WITH GREAT DANGER COMES GREAT REWARD!

IF YOU ARE POSSESSED OF A STOUT HEART AND AN  
ADVENTURING SPIRIT, COME TO DOCK FOUR AT NOON  
EVERY DAY THIS WEEK. ASK FOR THE SHIPS  
RENEGADE OR OUTRAGEOUS FORTUNE.

LICENSED ADVENTURERS PREFERRED.

COWARDS NEED NOT APPLY!!



## Player Handout #2 - Details on “Black Shayna” Wavesilver

Considered one of the more notorious pirates to ply the trade lanes of Relmor Bay, Black Shayna has an intriguing reputation. She targets Ahlissan, Onwallish, and Nyronadal merchant vessels equally. This has made her many powerful enemies, but she has thus far 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 merchanters willingly surrender when they see her sleek ship, the *Renegade*, run up her colors.

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## Player Handout #2a - Details on “Silky” Trango

Captain Trango earned the nickname “Silky” for a reputedly astounding capability to escape absolutely any bad situation. Stories circulate wildly about Silky Trango negotiating, fighting, or dodging his way out of assaults, pirate raids, press gangs, demonic servants, sea serpents, djinn and efreet, and others in a list as long as a drunken sailor’s thirst. He has a widespread reputation as a teller of tall tales, adventurer extraordinaire, thief, smuggler, outlaw, and gambler. Trango is reputed to be able to fry eggs in gale force winds, splice line with his teeth, and go broke absolutely anywhere.

His crew is a widely mixed rogues’ gallery of heroes, cutthroats, liars, and loons that seem to keep Trango’s ship, the *Outrageous Fortune*, barely afloat. They adore Trango, partially for the adventures he always seems to get the ship into, and partly because they can then brag about sailing with him. Of course, the number of sailors who *claim* to have sailed with Silky Trango could fill several grand palaces.

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## Player Handout #3 - Details on Zkull One-Eye

A vicious pirate and slaver, wanted dead by most authorities, Zkull One-Eye is a bloodthirsty killer who lives to inspire fear and take what he wants as he pleases from whoever he feels he can. He raids mercilessly, attacking coasting vessels from blind inlets and cays. Survivors claim his raids are well planned and executed. He is said to favor night strikes, when watches are thinnest and response the slowest—his orc crew can see in the dark, after all, and his prey usually cannot. No intelligent captain speaks the name of Zkull One-Eye without dread.

Zkull’s ship, *‘da crawsbonez*, is a sleek galley with a shallow draft. This allows him to port in places larger men-o-war cannot follow, and thus evade pursuit from ships larger than his own. He keeps slaves chained to their oars, rowing to the cadence of a reportedly magical drumhead made of stretched human skin, beaten with a pair of large bones (thus the ship’s name). Scalps, heads, strung teeth, and other grisly trophies are said to festoon the galley’s deckrails.

Every survivor’s-tale makes Zkull out as a massive orc, well over six feet tall, with a horrific scar running down one side of his face (the patch for which he is named rests over the ravaged eye socket). Zkull leads boarding parties himself, swinging a monstrous cleaving blade rumored to possess dark enchantments of its own.

Notes for AR:

Specials for the top section –

### **Favor of “Black Shayna” Wavesilver**

This character is owed a favor by the notorious Relmor Bay Privateer “Black Shayna”. If this character plays a scenario set in or around a port on Relmor Bay (or set on the Bay itself) the PC can track down Shayna and her band of freebooting cutthroats after the scenario, this will cost an additional TU above and beyond the cost of the scenario. The character can then get Shayna to use her network of contacts to locate a single magical item for the character to purchase from the following list: *Rope of Climbing*, *Nolzur’s Marvelous Pigments*, *Slippers of Spider Climbing*, *Wind Fan*, *Amulet of Mighty Fists +1*, *Folding Boat*, *Cloak of Manta Ray*, *Bottle of Air*, *Murlynd’s Spoon or Monk’s Belt*.

Alternately, if the character so desires, the favor can also be used to gain access to either the Caerizar or Bayfield crime families (two of the Oldred Thieves Guilds). This counts as an “invitation” for purposes of joining the Thieves Guild Nyrond regional meta-org and choosing the city of Oldred as the home city.

The favor is considered redeemed if used in anyway, and must be crossed off by the judge upon use.

### **“Black Shayna’s” Grudge**

The notorious pirate “Black Shayna” Wavesilver lets it be known around Relmor Bay that the PC is a cheating liar (even if it isn’t true, rumor is a bad thing, and Shayna knows this). She further intimates that people should avoid the PC if they “know what’s good for them.” Traders and innkeepers charge the PC exorbitant rates for the risk of dealing with the PC over Shayna’s expressed displeasure. The Grudge must be made aware to all subsequent Judges and noted on all applicable ARs until the grudge runs its course.

The PC must spend four (4) times the normal amount for upkeep when playing in a scenario that begins in a port on Relmor bay. Thus a Nyrondian PC that plays in an adventure starting in Mithat and taking Adventurer’s Standard upkeep must pay 48 gp per TU rather than the usual 12 gp. This stricture overrides all upkeep discounts except those derived from royal meta-orgs, military service, or religious affiliation. This grudge lasts for 1 full real-time calendar year from the date printed on this AR. When that time is up, the next judge may void this entry, and reference such on the appropriate AR. Shayna’s anger will have faded, and she lets bygones be bygones.

### **‘Da Bleeda’**

The wicked falchion once wielded by the infamous pirate Zkull One-Eye. ‘Da Bleeda’ has a broad blade stained black except for its gleaming serrated edge. The handle is wrapped in silver wire, heavily tarnished with use, and a symbol of Gruumsh serves as the pommel. Stories of ‘Da Bleeda’ abound throught the Relmor Bay area and the carrier of the weapon is likely to be accorded respect and a measure of fear by the people of the region.

‘Da Bleeda’ is a +1 Keen Falchion. Brandishing it as part of an Intimidation attempt requires a standard action and grants the iwelder a +4 circumstance bonus to the skill check. However, there could be problems with respect to law enforcement at the judge’s discretion.

Da Bleeda – Moderate Transmutation; CL 10<sup>th</sup>; Craft Magic Arms and Armor, keen edge, crafter must have 5 ranks in intimidate; Price 8,500 gp

### **Rat on a Rope**

This “lucky charm” was purchased in Blind Gull Cove, a pirate’s haven on Relmor Bay. It consists of a desiccated rat corpse with a thong of rough string run through it. It has no magical properties at all, and no value except as a means of identifying oneself as a pirate (for only pirates have been to Blind Gull Cove). The rat is well preserved and gives off no odor.

### **Pipe**

A fine pipe, just over a foot long and delicately carved from a single piece of whalebone. Decorated with scenes of the sea, this pipe was a gift from a sailor aboard the privateer Renegade. While of little value, those who see it will recognize the character as “one of the sea,” possibly granting a circumstance bonus to diplomacy checks with the right type of individual.