

URD2-07



# LONELY HARBOUR

A One-Round D&D® LIVING GREYHAWK®  
Duchy of Urnst Regional Adventure

Version 2

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Fishing boats from Salt Harbour have been found drifting and empty. Have the slavers returned to the Nyr Dyv? An adventure for characters levels 3 – 8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in

the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

## SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ 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 ([www.wizards.com/rpga](http://www.wizards.com/rpga)), 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.

## **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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six ~~level~~ characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Joza n are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

## **TIME UNITS AND UPKEEP**

This is a standard one-round Regional adventure set in the Duchy of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

## **ADVENTURE SUMMARY AND BACKGROUND**

The adventurers are on their way to Greyhawk. On the first leg of their voyage their ship comes under attack, after which they proceed to their lay over.

When the heroes arrive in Salt Harbour, they find Mayor Dahlia Grey and Sheriff Jimny Ofla t waiting to greet them. These two are under the mistaken impression that the heroes have been sent to investigate the disappearances of several boats in the local fishing fleet. The mayor expresses concern about possible Ny r Dy monster attacks, and is a little impatient waiting for the Stormchaser, which should have been here by now.

The characters settle into Salt Harbour. They have a few days to wait, since the ship that they were on was continuing toward the County of Urnst, and the heroes are traveling to Leukish. While they're in town, they learn more about Mayor Grey, the new sheriff, and the two local nobles: Lord Sott and Lord Winburn.

While they are nearby, the local innkeeper begins a long tirade about how he used to joke with his pirate buddies about the fishermen being such easy targets that they weren't worth the bother. He also talks about the slavers, and how they used to harass the western part of the Nyr Dyv, with just these sorts of results. If only he still had the use of both his legs, he'd sail out to some of his old pirate contacts and get them in on this.

The heroes may choose to contact one of the local lords about the problem. Lord Sott feels that the navy should have been here by now to deal with it, and generally complains about the island's isolation causing it to be ignored by the politicians. He doesn't offer an opinion concerning the cause of the disappearances.

Lord Winburn agrees that it's probably people carrying out the abductions, rather than monsters, and makes his yacht available to the heroes if they feel they have a place to investigate. Two of his men can sail it if none of the heroes know how to sail. If there's a Suel noble in the group, Lord Winburn appoints him or her as captain. Otherwise, he appoints another Suel human, or someone he feels is appropriate.

The Dragonsands innkeeper knows a teenage woman in town with some current pirate connections, Reshek Nons, and can take the heroes to her. She knows about a cove that sometimes gets used for keeping people captive, though the sixteen people who have disappeared would strain the capacity. She refuses to go along, but gives the heroes instructions on how to find it.

It's raining, so visibility is low, but they continue sailing toward the coast. Eventually, they approach the cove and see a galleon within. This is the pirate vessel, and it appears to be anchored, with some fires showing on the shore.

As the heroes are looking at this, their boat is attacked by elementals.

The elementals are guarding the cove, and their attacks draw the pirates' attention to the heroes. The pirates swarm to their ship and make ready to sail. The combined efforts of the pirates and the heroes vanquish the elementals, and the heroes can safely sail into the cove and rescue the fishermen.

Once everyone is back in Salt Harbour there is a banquet in the heroes' honor.

## INTRODUCTION

*Travel through the Cairn Hills can be dangerous at the best of times, and right now isn't one of the best. Reports of orc attacks and goblin raids have tipped the balance in favor of booking passage via the lake of unknown depths.*

*You set sail aboard the Silver Star, bound from Leukish to Nyrstran, Salt Harbour, and Radigast City. You and several other passengers will be disembarking at Salt Harbour, where you lay over for a few days then catch the Bright Hope to the free city of Greyhawk.*

Animals of Medium-size or larger aren't welcome on board the Silver Star. Characters can leave them behind in Leukish and retrieve them after the adventure. Small

animals are kept below, and other creatures can stay in the cabins of their owners.

The Silver Star is a two-masted sailing ship, as shown in Chapter 5 of the *DUNGEON MASTER's Guide*. If any heroes are wearing armor while on board a sailor approaches them and warns them against it, saying that if they fall overboard and they can float then the sailors can rescue them, but if they sink into the Lake of Unknown Depths it becomes much more difficult.

## ENCOUNTER 1: SHOULD WE BE HEARING THAT?

Several merrow are lying in wait for any ships bound for Salt Harbour. They hide underwater, then attack the ship. Two climb aboard and fight the crew while one uses his spear underwater to try to break through the hull and capsize the vessel. The crew defends themselves up on deck, but it's up to the characters to dive into the Lake of Unknown Depths and fight off the underwater merrow.

*A day's travel out from Nyrstran, the sun is shining and the weather is extremely hot. The cabins are quite stuffy and most people are out on the decks. A thump from below catches the sailors' attention, and when two large humanoids climb onboard they're already grabbing for clubs... and the thumping from below continues.*

### APL 4 (EL 6)

☛ **Merrow (Aquatic Ogre) (3):** hp 28, 26, 26; see Appendix I.

### APL 6 (EL 8)

☛ **Merrow Toughs (Aquatic Ogre) (3):** Merrow War3; hp 50, 48, 45; see Appendix I.

### APL 8 (EL 10)

☛ **Merrow Toughs (Aquatic Ogre) (2):** Merrow War3; hp 50, 48; see Appendix I.

☛ **Merrow Mage (Aquatic Ogre Mage):** hp 40; see Appendix I.

### APL 10 (EL 12)

☛ **Merrow Mages (Aquatic Ogre Mage) (3):** hp 50, 45, 40; see Appendix I.

**Tactics:** At APL 8 the merrow mage follows onto the deck of the ship the following round.

At APL 10 the merrow mages come onto deck after using spells from a distance.

One merrow stays below the sea and tries to capsize the Silver Star. At APL 4 the sailors can handle the two merrow on the deck, but at higher APLs the characters need to pitch in. The hull of the Silver Star has hardness 5 and 40 hit points. Once a hole has been made in the hull water starts pouring in, and a wooden patch has to be

applied, preferably from both sides, and sealed with pitch. Quick and dirty repairs are carried out as soon as the battle is over, and the captain then sails to a nearby cove to make better repairs. This adds a TU to the length of the adventure.

Six sailors jump to the fight against the merrow while the others keep the ship under control.

## ALL APLS

🔪 **Fishermen/Sailors (6):** Male human Exp3; hp 20, 20, 20, 20, 20, 20; see Appendix I.

**Treasure:** The merrow are armed with longswords (masterwork at APLs 6 and 8). These have a symbol etched on them that can be recognized with a successful Craft (weaponsmith) check (DC 18) or a successful Knowledge (nobility and royalty) check (DC 20) as belonging to the master weaponsmith Alton Nebarre, a resident of Leukish who is patronized by House Kaste. An agent of House Kaste gave these spears to the merrow, though she didn't identify herself as such to the giants, as payment for waylaying any ships on their way to Salt Harbour. The merrow mages have masterwork greatswords with the same symbol on them.

## ENCOUNTER 2: ISLAND-BOUND

*After rounding Point Amberlaine, the northernmost part of the Cairn Hills, the Silver Star approaches an island. Tall cliffs give it the appearance of a cylinder thrust out of the Nyr Dyv, though an inlet leads toward some settlements. The ship lowers its anchor and waits while a keelboat is rowed out toward you. As the sailors load some cargo onto the boat a thin blonde woman climbs about the Silver Star.*

*"I'm Schaundra, and if you're bound for Salt Harbour I'm your ride. Anyone?"*

Everyone but the characters is staying about the Silver Star and on to Radigast City, but there are a couple dozen crates that are being lowered to the boat. Supplies are also being loaded from the boat onto the Silver Star.

Schaundra helps the characters, and their animals, if necessary, into her boat. Four people man the oars as Schaundra deals with the cargo and passengers. She'll answer questions about the town and tries to find out a bit about the characters.

*The boat leaves the Silver Star and starts toward the inlet. A piece of wood sticks out of the water, and as you approach it you can see that it is actually the mast of a ship that lies only a few yards beneath the surface of the lake.*

*The boat passes the mast and continues inward towards the town at the end of the harbor. You can see the many flat-roofed houses of Salt Harbour, where a few old men sit with pipes and nets dry in the sun. Fishing boats lie beached on the shore and a man and woman wait on the quay.*

*"Some important people are waiting for you. The woman over there is Mayor Grey, and the man standing behind her is Sheriff Oflat. Good luck." Schaundra smiles at this, and brings the boat alongside the wharf.*

The mayor of Salt Harbour, Dahlia Grey as well as the sheriff, Jimny Oflat, meet the characters on the quay. Due to a series of disappearing fishermen, they have sent to House Kaste for help and have mistaken the characters for the expected investigators.

*"Halloo," the mayor calls out. "Welcome to Lofrhiane. Thank Osprem you're safe!"*

*The sheriff helps you out of the boat, while the mayor continues to speak.*

*"We're so glad you're here at last. I am Dahlia Grey, mayor of Salt Harbour. This is Jimny Oflat, the sheriff. I trust you left Lord Kaste in good health."*

*Mayor Grey is a buxom woman of middle years, with classic Suel features and a booming voice. Sheriff Oflat is tall, thin, blond, and silent. He nods to you.*

*"We were beginning to think you weren't coming," says Mayor Grey. "When will you be able to begin your investigation?"*

Mayor Grey is hearty and friendly, even though she's concerned about the situation. While she talks to the characters, she'll put an arm around someone's shoulders or give a friendly blow to someone's arm. Sheriff Oflat, by contrast, seems standoffish, especially to a non-humans and non-Suel in the party. However, he's respectful to any Suel nobles and addresses any remarks to them.

When Mayor Grey finds out that the characters are not from Lord Kaste, she is disappointed, but after sizing them up, inquires if they would be able to look for the missing sailors. She offers a reward of 1000 gp to be split among the party.

Any nobles of House Kaste or one of its client houses are housed at the Sott guesthouses free of charge (free luxury lifestyle). Any heroes in service to House Kaste, but not noble, are housed at the Slap and Tickle at Lord Sott's expense (free Rich Lifestyle). In exchange, they are expected to deal with the current crisis without accepting the reward.

*Mayor Grey frowns for a moment, then smiles at you. "You seem a hardy and capable company. Are you up to looking for some missing sailors? We're not a rich town yet, but our budget would stretch to a reward of a thousand gold dukes if you succeed."*

If the characters refuse, they can spend a pleasant few days in Salt Harbour before their ship arrives. If they accept, she gives them the following information, with Oflat interrupting with details when he feels she's being too vague.

- The crew of several fishing boats disappeared a few weeks ago. The boats were found floating empty. Twelve fishermen are missing in total.

- They sent to House Kaste for help when the disappearances started, but no help has yet arrived. As well as sending a team to Lofrhiane, Kaste is also going to present their plight to the Duke, in hopes of gaining more naval support for the region.
- The disappearances happened separately, not all at once.
- Since then, many fishermen have feared to go out and the economy may begin to suffer. Oflat puts in that the economy has been suffering for a long time already.
- While the people mutter about pirates, Mayor Grey is skeptical. She believes the situation may be more complex and expresses fear of Nyrdy v monster attacks. Oflat tends to accept the rumors, which earns him Mayor Grey's scorn.

Both Mayor Grey and Sherif Oflat can also answer any questions about the town and residents, as outlined in the next section.

***"You'll want to talk to the folks in town as well," Mayor Grey says, "so you'll need a place to stay. Might I recommend my establishment, The Slap and Tickle? You'd be very comfortable there. We set a fine table and look after all your needs."***

***At this Oflat rolls his eyes. "The Dragonsands Inn is more your style, friends."***

If there are any Suel nobles in the group, Oflat addresses them specifically:

***"Perhaps you would find Lord Sott's guesthouses to your liking. I can introduce you to him if you would like."***

At this point, the players should decide what level of lifestyle they pay for.

- **Destitute:** sleep on the docks where rats and gulls abound
- **Low:** sleep in a flop with drunken fishermen
- **Medium:** plain but comfortable accommodation at the Dragonsands Inn
- **High:** well-appointed suites at the Slap and Tickle ("special" services not included).
- **Luxury:** Sumptuous rooms at Lord Sott's guesthouse, including servants and dinner with the lord himself.

No matter where they choose to stay, Mayor Grey walks the characters into town. As they go, she points out the main establishments.

***"Over there is the temple of Osprem, may she bless us. Lord Sott maintains the temple; he's the one who sent to Kaste for us. There's the Dragonsands. Mel's stock of stories is as extensive as his bar. Try something from Lord Sott's brewery or Lord Winburn's meadery. And there, with the peaked roof, that's the Slap and Tickle. I'll either be there or at the town hall. Please come see me if you need any assistance."***

Mayor Grey answers any other questions the characters have, to the best of her ability. The following information is known to all adult NPCs the party might meet.

- Salt Harbour is a small town of about 400 souls.
- The Dragonsands Inn is owned and operated by Mad Mel, a retired halfling sailor. Mel hears all the gossip in town and likes to talk, if you can separate the truth from the tall tales.
- The temple of Osprem is in the middle of a small lake, the Basin, and can be reached by a footbridge. The priestess, Roselle Dannon, is an older gray haired Suel woman. If asked why she did not go out in a boat, she replies that Lord Sott asked her to stay and minister to those facing loss ashore.
- House Sott is a small offshoot of House Kaste. Lord Sott owns several farms as well as shares in the local brewery. He is unmarried and childless. He has two men at arms, Pedran Skivn, a Suel human, and Skronk, an orc.
- While the original Lord Sott's inlaws were pirates, the Sott's have been loyal duchy citizens for a hundred years, serving in the navy and contributing to trade and commerce.
- Until recently, Jimny Oflat was Lord Sott's man-at-arms. When House Verle removed the former sheriff, Lord Sott appointed Jimny to the position and took on Skronk in his place. The people like Oflat well enough, but he's still fairly new as sheriff.
- Mayor Grey is well liked by the people and is a good mayor. People sometimes whisper about her wastrel brother Gregor, who is currently on the mainland, receiving treatment for some sort of problem.
- Another minor lord, less powerful than Sott, lives on Lofrhiane: Lord Winburn. Until recently, the Winburn's were a client house to House Teranor and they are now scrambling to find another sponsor house. Winburn and his wife maintain an apiary and meadery. Fittingly, they also support a small temple of Bralm.
- There's a certain amount of rivalry between Lords Sott and Winburn, though they are civil when they meet.
- The priest of Bralm, Barlow "Buzz" Binston, is also missing. He went out on a fishing boat to see what he could find out and to provide some divine protection, but his crew went missing all the same.
- The Slap and Tickle is a well-appointed establishment with a cozy parlor where people gather in the evenings to drink and socialize. Dahlia Grey is in here most nights to keep an eye on things. A few hostesses chat with the patrons and a large female bouncer sits by the door. The bartender is one of the few male employees. He looks to be about sixty and most of the locals call him Uncle Ernand. The employees and patrons can give the characters any of the general information about the town and also suggest Mad Mel, proprietor of the Dragonsands as a good source of information.

## ENCOUNTER 3: DRAGONSANDS INN

The Dragonsands Inn is a modest two-story building with a wide, flat roof. A wooden sign depicting a sleeping dragon squeaks as it swings in the breeze. Inside, several patrons sit at round wooden tables, nursing mugs of beer.

Behind the bar, possibly on some sort of raised platform, stands a halfling. His dark curly hair is a little wild and an eye patch covers his left eye. His left arm is badly scarred and ends in a pointed hook. As he stumps from one end of the bar to the other, you hear an uneven thump that is suggestive of a peg leg.

When he sees you, he calls out. "Ahoy, friends! Mad Mel welcomes you to the Dragonsands. What will you be having?"

Melmaxillian "Mad Mel" Teaberry owns the Dragonsands Inn. He claims to be an ex-pirate and certainly looks the part, despite his small stature. He loves to tell stories about his adventures, although they are rarely exactly the same each time.

Mel answers any questions about the town, interspersing the facts with snippets of tall tales.

- Once when Salt Harbour was celebrating a festival, rabid dire dolphins came up on land and terrorized the townsfolk. Mel twirled his hook and hypnotized the dolphins, leading them back out into the bay.
- Reshek Nons, a local fisherwoman, was captain of a pirate boat that could fly. She took it up above the clouds where she robbed two dragons of all their gold and jewels.
- As well as the usual fare, Mel serves the following local drinks:
  - Winburn mead (2 sp)
  - Lofrhiane lager (8 cp)
  - Suloise Autumn ale (6 cp)
  - St Cuthbert's Stout (4 cp)

If the players are staying at the inn, Mel gets them installed in their rooms, and then buys them a free drink downstairs.

The other patrons in the bar are current or retired fishermen. If asked their opinion on the disappearances, they'll mutter about pirates, except for one young man, Thacker, who is wearing a holy symbol of Osprem. If asked, he'll offer this explanation:

**"It's a judgement on us! We don't pay enough respect to the ocean and Holy Osprem. Only when we are worthy will our comrades be returned!"**

The other sailors roll their eyes, but are clearly tired of arguing with him. Thacker can't elaborate on what kind of "respect" is required to be "worthy" but simply repeats the same sentiments in different words.

If the players ask about the missing sailors or if the other customers are already talking about them, Mel begins a rant. He'll only deliver it in the bar itself, as he likes an audience.

**"Arr, long ago I was a pirate, feared up and down the Nyr Dyv. We would see the fisher folk on the water and leave them alone. What sport would they provide? We'd have them in the drink before you could say 'dragonsbreath.' What had they worth taking? Only stinking fish and a few grimy coppers."**

At this a few patrons raise their heads to look at Mel. Oblivious, he carries on.

**"We went after REAL prizes, like the time infidels of Ket swarmed over the Nyr Dyv. They were coming to invade the duchy but they didn't reckon with the terror of the Dyv. We beat them and we robbed them and we sent them home in their underwear." He laughs loudly and pauses to drink from a tankard.**

**"But there were others out there, evil men who trafficked in the lives of others. Slinking slavers who'd take a crew and leave the ship behind. Just like this, eh? Eh?" He slams his left arm down and the hook becomes stuck in the bar.**

**"I tell you what, friends, if I had use of both my legs," he says, yanking at the hook, "I'd be getting myself a fair ship and looking up my old friends and seeing what they could tell me."**

**One more mighty heave and the hook comes unstuck, sending Mel flying backwards.**

If the characters continue to talk to Mel or go back to see him again later, he'll point them to Reshek Nons, a local woman who captains a fishing boat. He hints that she has pirate connections and may be able to help them.

Other stories Mad Mel might tell:

- "Evil purple lobsters almost wiped out the County of Urnst, but I stopped them."
- "A fair young mermaid fell in love with me once after I pulled her out of a shark's belly. Very sad."
- "I worked with a dwarf who could breathe under water. He just wore full plate all the time and then walked home if he ever fell overboard. Last time was out in the middle of the lake, and he's not home yet. He'll probably be here soon, though."

## ENCOUNTER 4: VISIT TO LORD WINBURN

In the evening, a young page named Broden tracks down the characters if they are in town and asks them to come see Lord Winburn. Winburn wants to check out the characters' credentials and offer them assistance, as he would like to see this situation resolved. He offers them the use of his yacht and a man or two to sail her.

**A young man comes up to you and bows slightly. "Lord Winburn would like to speak with you. Will you come with me now?"**

If the heroes decline Broden's invitation he says:

*"Even so, Lord Winburn would like to speak with you. Perhaps you can come later when it is more convenient to you?"*

If the characters answer yes, Broden takes them to the Winburn estate.

*He leads you on a walk to the Winburn estate on the eastern part of the island. On the way to the manor house, he points out a small temple of Bralm and the Winburn meadery. The manor house is well built and fine with the gold and black wasp crest of House Winburn above the door.*

*The young man shows you inside and leaves you to wait in a well-furnished sitting room. After a few minutes, a man enters.*

*"Welcome to the Winburn estate, my friends. I am Lord Lionel Winburn." Winburn is a tall man, with well-muscled shoulders and long blond hair caught back in a braid. "I should like to help with your investigation. I am concerned for the people of Salt Harbour and for my own priest of Bralm."*

*Winburn sits down as a servant passes around glasses of chilled mead.*

*"You see, Brother Binston went out with one of the last ships to disappear. I encouraged him to go to see if he could provide some protection for the fishermen. I cannot help but blame myself for his loss.*

*"I have been seeking help in other quarters but..." He passes a hand over his forehead. "I pray you will be able to unravel this mystery. I can offer you the use of my yacht, the Waterskater, and a man to help sail her."*

Winburn allows the characters to take the yacht whenever they feel necessary. At least one sailor must accompany them, however, no matter how accomplished the characters may be at handling the yacht.

If the characters ask about the "other help" Winburn was seeking, he tells them he's been receiving visits from House Meissel, a wizard envoy who teleports in and out, about some political matters and he's asked them for assistance, but they have been unable to render any.

## ENCOUNTER 5: LORD SOTT

If any of the players are staying in Lord Sott's guesthouses, this encounter takes place over dinner. Otherwise, they can go to the manor and ask to see the lord. He'll meet with them right away.

Lord Sott is concerned that the navy hasn't yet shown up to provide assistance with the missing fishermen and he feels that naval support in this area should be increased as a matter of course. He is sure that the fishermen will return unharmed.

*Lord Sott enters the room and takes a seat. He is tall with curly red hair and gray eyes. The tip of his nose is missing, marring his otherwise handsome face. He smiles before speaking. "So what brings you to Lofrhiane?"*

If the characters ask about the missing fishermen, Lord Sott gives his opinion.

*"I feel sure that they'll turn up safe and sound before too long. Still and all, I expected the navy before now. It's no secret that we sorely need them in this area more often. Regular patrols, that's the thing. Did my time in the navy, did my patrols back then."*

If the characters question him further, he'll relate any of the general knowledge that the townsfolk have. He won't lend a boat if asked, but suggests talking to Mayor Grey instead. Before the characters leave, he'll make them an offer.

*"Travelers such as yourselves... have you ever considered improving your time with a little trade? I'm always on the lookout for traveling merchants to represent my little brewery. Or there are other fine investment opportunities on the island."*

If the characters want to discuss this further, he recommends they come back after their investigation has concluded.

## ENCOUNTER 6: RESHEK NONS

*You come to a small house in the fishing district. The walls are gray and weather-beaten, but in good repair. Three pots beside the door bloom with bright red flowers. The door opens before you can knock and a woman steps out.*

*"I thought you'd be by," she says. "I'm Reshek Nons." Reshek is a tall woman, with broad shoulders and close-cropped blonde hair. She is simply dressed and holds a piece of bread and jam in her hand. She is also hugely pregnant.*

*"Come in," she says, "and we'll talk."*

If the characters ask about the missing sailors in general, she answers much like any other resident of Salt Harbour. If asked specifically about the pirate connection, she becomes more specific.

*"I'm not a pirate, mind you, let's be clear. I'm a hardworking law-abiding upstanding member of the Salt Harbour community, but I have a friend who has a friend, you know, and he tells me that the pirates use a secret cove for some of their 'activities'. I can tell you whereabouts it is, but I don't want any trouble."*

Reshek gives the characters the location of the cove, which is off the nearby mainland, not the island, but does not sail anywhere with them as her baby is due any day now. She cannot supply them with a ship or boat, either.

If the players ask about the baby's father, she'll tartly tell them to mind their own business.



## OPTIONAL ENCOUNTER 1: NEVER SPLIT THE PARTY

If one or two party members are wandering around Salt Harbour alone, you may choose to insert this encounter. Its only purpose is to allow for some extra roleplaying and to teach the characters not to split the party.

Trellia Rue is old and not quite right in the head. She accosts the players and makes them listen to her long story, after which she gives them some vials of her special brew, which she says can make them feel better when they're ill. It's cod liver oil and has no magical healing properties whatsoever.

*As you walk along the cobbled streets, an old woman comes out of a nearby house and hobbles over to you.*

*"Ah, friends," she says in a cracked voice, "welcome to Salt Harbour. I have some words for ye." She reaches out and takes your arm in a surprisingly strong grip. "Now, you may have heard about our recent troubles."*

Let the characters respond if they wish. She has only one story to tell about the pirates and she tells it whether they want to hear it or not. As she speaks she keeps hold of one or both characters and stops them if they try to leave before she is done.

*"I'm Trellia Rue and I tell ye true. There be evil on the water, evil on the floor below, evil in the air above. Long ago, there was a pirate, aye and devilish handsome he was and the best sword on all the seas. One day he chanced to visit a quite cove where a beautiful lass lived with her nine brothers, fishermen all.*

*"The pirate wooed the lady and won her heart while her brothers were at sea with their nets. When they returned, they first feared to see the pirate with their sister.*

*"But her love for him convinced them and when the pirate took her to wife, he took her brothers for crew and they all sailed off together, terror of the Nyr Dyv for many years.*

*"But then the lass took sick and all her brothers too, with a plague brought on board by a cabin boy. They died, every one but the captain and he went mad.*

*"Day and night, he'd stride the decks of the ship as it sailed on unmanned, until at last it foundered on some rocks and sank and the captain drowned.*

*"And now they say he sails the Dyv in a ship of smoke, taking those he finds for his lost crew, and they are never, never heard of again."*

*She lets go of you and fumbles in a string bag. "Here, friends, take Trellia Rue's magic brew. It will help you when you're feeling poorly." She passes over two vials of dark liquid. "But best you stay on land and pray for your souls."*

*Without another word, she returns to her house and shuts the door.*

If the characters try to question her further, she only tells them to heed her warnings and be off and leave her be.

## OPTIONAL ENCOUNTER 2: THIS IS BORING

Use this encounter if the party is wandering around aimlessly wishing they could hit something. It advances the plot not a whit and only burns away precious slot time.

*Some shouting draws your attention. An orc, wearing only a gray cloak, is surrounded by a mob of youths.*

*"Hey, you long-toothed freak! We don't want you on our island." He thwacks the orc with his club. "Just mind your own business and get out of town!"*

*"I assure you, young sir," says the orc, "I was only doing my job. As man-at-arms for Lord Sott, it is my duty to keep the peace."*

The orc is Skronk, a recent arrival in town. The youths, twice as many as there are party members, are mistrustful and feel they are doing the town a favor by getting rid of him. None of the youths are sober, but they're still only attacking to subdue. Use the sailor stats from Encounter 1.

If any citizens are injured (real damage) or killed then refer to Appendix 3: Laws in Salt Harbour.

## OPTIONAL ENCOUNTER 3: OUT OF THE MISTS

Use this encounter if the party is wandering around aimlessly wishing they could hit something, much like Optional Encounter 2. If desired, both may be used in the adventure. The events of this encounter are important, but not directly related to this adventure.

*As you stroll pass an alley, a horrific site meets your eyes. A trio of strange, beetle-like creatures is devouring the body of a hapless old woman. As you watch, her corpse abruptly vanishes. The beetles turn in your direction.*

At APL 10, another 3 beetles phase in behind the party in the second round of combat.

### APL 4 (EL 5)

☛ **Etherspitters\*** (3): hp 15, 15, 15; see Appendix I.

### APL 6 (EL 7)

☛ **Etherspitters\***, **Advanced** (3): hp 33, 33, 33; see Appendix I.

### APL 8 (EL 9)

☛ **Etherspitters\***, **Advanced** (3): hp 48, 48, 48; see Appendix I.

## APL 10 (EL 11)

➤ **Etherspitters\***, Advanced (6): hp 48, 48, 48; see Appendix I.

## ENCOUNTER 7: THE BAD GUYS (?)

*After about six hours of rowing through the rain, you round a point and see what should be the cove you heard about from Reshek. Peering through the downpour, you can make out a ship anchored near the shore and about a dozen people on land. Several of them jump up when they see you and start waving their arms frantically. Someone else dashes into a cave.*

The people waving their arms are trying to warn the characters away from the cove. Three rounds later a giant wasp flies toward them. There is parchment tied to its leg, but requires a successful Spot check (DC 15) to notice. The wasp lands in the boat and allows someone to remove the parchment and waits for a reply. The parchment reads, "Elementals are guarding the cove. Keep your distance. Help."

In the meantime, many people are running to the ship. Two people start working the ropes and sails and others are grabbing crossbows.

If the heroes approach the cove two water elementals attack the ship and a water elemental and an arrowhawk attack the characters. See DM's Aid 1: Map of Bloody Cove, for a layout of the cove.

## APL 4 (EL 6)

➤ **Large Water Elemental**: hp 68; see Appendix I.

➤ **Juvenile Arrowhawk**: hp 16; see Monster Manual.

## APL 6 (EL 8)

➤ **Huge Water Elemental**: hp 152; see Appendix I.

➤ **Adult Arrowhawk**: hp 38; see Monster Manual.

## APL 8 (EL 10)

➤ **Greater Water Elemental**: hp 199; see Appendix I.

➤ **Elder Arrowhawk**: hp 112; see Monster Manual.

## APL 10 (EL 12)

➤ **Elder Water Elemental**: hp 228; see Appendix I.

➤ **Elder Arrowhawk, Advanced**: hp 128; see Appendix I.

Any cleric with the appropriate elemental domain can either turn or rebuke one of the two creatures, and the character would likely know this even if the player doesn't; remind them if necessary.

## ENCOUNTER 8: ARE WE DONE YET?

*Having dispatched the elementals, you make your way to shore. A man in clerical vestments runs to meet you.*

*"Thank-you! Captain Norann knew he wouldn't be able to handle four elemental creatures, but with you taking two they knew they'd be able to dispatch the rest. I'm Barlow, cleric of Bralm, but you can call me Buzz."*

*"I'm not sure what happens now. Captain Norann was the man who originally kidnapped us, but since we all got trapped here in the cove a few days ago we've kind of been working together. I guess you'd better talk to him."*

Captain Norann, under the orders of Lord Sott, has kept the fishermen he kidnapped as comfortable as he could. They've been eating well and they've been supplied with good quality camping gear. Once he's made sure that all of his crew is safe he returns to shore.

*"Well met! I'm not sure what we would have done if you hadn't come along. In another week or so we would have run out of food! I'm Captain Norann, by the way. I'm told that I spent a week or so kidnapping these poor folks from near Salt Harbour, but I don't remember anything from that time. We're all friends now, and I'm anxious to get them home. There are a lot of them, though; do you suppose that you could take a few on your boat?"*

Norann has +0 at Bluff, but he's adamant that he doesn't remember doing the kidnappings (even though he does). He's sincere about wanting to help people get home, though; this mission has gone to pieces and he just wants to be done with it. He's willing to give whatever reasonable assurances the characters demand that he'll be taking the fisherman back to Lofrhiane.

*"Listen, I'm told that heroes like yourselves get around a bit, and I'm a bit concerned with my reputation. I recently came into possession of a chest containing what's probably more wealth than any of you would ever see in your entire lives. I'd be willing to hand it over to you in exchange for keeping my name clean. I'm going to head back and talk to Lord Sott about all this and see if we can figure out what's going on. Also, later on if any of you are interested in seagoing life I'd be happy to show you how it's done."*

The chest contains coins and jewels worth 500 gp at APL 4, 1000 gp at APL 6, 2000 gp at APL 8, and 5000 gp at APL 10. Captain Norann considers it money well spent if he can wiggle his way out of trouble as a result. He's also willing to offer some training; this gives characters access to the Dread Pirate prestige class.

Captain Norann was actually hired by Lord Sott to keep the fishermen captive for a little while, but things went wrong when the elementals penned them all into the cove. He admits to none of this unless magically compelled to do so.

If it comes down to a fight, there are twelve pirates and twelve fishermen, though the fishermen don't want to fight.

## ALL APLS (EL 10)

☛ **Sailor/Pirates (12):** Male human Exp3; hp 17, 17, 17, 17, 17, 17, 17, 17, 17, 17, 17; see Appendix I.

☛ **Nolann:** Male human Exp6/Dread Pirate\*2; hp 42; see Appendix I.

## CONCLUSION

### GOOD BEER AND ROAST FISH

Once the characters return home and the fishermen are returned to their families Mayor Grey announces a big feast at the Slap and Tickle. The whole town is invited and the characters are the guests of honor. Many different types of lake fish are served, and Lord Sott provides the offerings of his brewery. Mayor Grey also delivers the promised award to the characters for the safe return of the Salt Harbour residents.

If Lord Sott is asked about Captain Norann he tells the heroes that he is unsure about the Captain's story and he is keeping him in custody for the time being. After the Bright Hope takes the characters away from the island Lord Sott releases the captain from his stay in the Sott guesthouses.

Lord Sott is very tightlipped about what he has discovered, preferring to praise the heroes for their contributions but say nothing else. He suspects rightly that House Meissel sent the dementals to mess up his plans to draw the navy's attention to his island. He knows that House Meissel has been courting Lord Winburn as a prospective client, and has surmised that they have destroyed his plans in order to show Winburn what a powerful ally they could be. He isn't certain, and leaves the final investigation to his patron, House Kaste.

Buzz also seeks out the party.

*"I've always wanted to be an adventurer, but I've learned in the past couple of weeks that I can best serve my goddess by staying here and helping our citizens. Lord Winburn used to have a patron who left something in his possession, but that patron is now long gone. This amulet is a holy symbol of Bralm, and any divine spellcaster who worships her can wear it to commune with the workers of tedium. I've only used it to befriend Jace here," he says, pointing to the giant wasp that's hovering outside the window, "but I think that one of you could probably give it a better home."*

The party has a day or two left to spend in Salt Harbour. Among other things, they find that one of the merchants sells harpoons, a weapon not normally available on the mainland. After some relaxing time in town they board the Bright Hope and continue on to the free city of Greyhawk.

Lord Sott is interested in traveling merchants to spread the fame of his brewery. He is willing to sell up to five ten-gallon kegs of Lofrhiane lager to each adventurer for 15 gp per keg on the condition that each keg is sold in a different city and that the adventurer relates the

purchaser, who is probably an innkeeper or tavern owner, about Lofrhiane. If a character has the certified merchant advance, Lord Sott sells him or her up to ten kegs at 10 gp each.

## The End

## EXPERIENCE POINT SUMMARY

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

### Encounter 1: Should We Be Hearing That?

Defeat the merrow.

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

### Optional Encounter 3: Out of the Mists

Defeat the etherspitters.

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

### Encounter 7: The Bad Guys (?)

Defeat the water elemental and arrowhawk.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

### Story Award

Rescue the fishermen.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

### Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

### Total Possible Experience

APL 4	600 XP
APL 6	870 XP
APL 8	1110 XP
APL 10	1350 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 treasurer.

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 (that is., 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 treasures from each encounter add it up and that is 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.

### TREASURE KEY:

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

#### Encounter 1: Should We Be Hearing That?

Defeat the merrow and take their weapons.

APL 4: L: 0 gp; C: 0 gp; M: 0  
APL 6: L: 92 gp; C: 0 gp; M: 0  
APL 8: L: 96 gp; C: 0 gp; M: 0  
APL 10: L: 105 gp; C: 0 gp; M: 0

#### Encounter 8: Are We Done Yet?

Accept the bribe from the pirates.

APL 4: L: 0 gp; C: 100 gp; M: 0  
APL 6: L: 0 gp; C: 200 gp; M: 0  
APL 8: L: 0 gp; C: 400 gp; M: 0  
APL 10: L: 0 gp; C: 1000 gp; M: 0

### Conclusion

Successfully save all the fishermen

All APLs: L: 0 gp; C: 200 gp (the mayor's reward).

The amount of gold received for the Amulet of Bralm varies by APL:

APL 4: M: 300 gp.  
APL 6: M: 600 gp.  
APL 8: M: 900 gp.  
APL 10: M: 1200 gp.

### Adventure Maximums

APL 4: 602 gp  
APL 6: 1092 gp  
APL 8: 1596 gp.  
APL 10: 2505 gp.

### Special Adventure Certificate Items

#### TU Expenditure Notes

This adventure may have cost 2 TU's (or 3 TU's if the character is out of region) if the adventurers did not prevent multiple punctures of the hull of the Silver Star. Check here if this is so. [ ]

### Harpoon Market

The character has learned of a market, namely Salt Harbour, where harpoons can be purchased. This weapon is described in *Sword and Fist*. (Frequency: Regional, Value: N/A)

### Amulet of Bralm's Delight

This amulet acts as a greater holy symbol of Bralm and allows any divine spellcaster who worships Bralm access to the Insect prestige domain upon receiving access to a prestige domain by a prestige class that grants one. A greater holy symbol provides a +1 to turning checks.

#### Insect Prestige Domain

Granted Power: You may prepare divine spells that target animals so that they target vermin. These spells also bypass the normal immunities of vermin.

- 1 Animal Friendship
- 2 Summon Swarm
- 3 Charm Person or Animal
- 4 Giant Vermin
- 5 Insect Plague
- 6 Fly
- 7 Creeping Doom
- 8 Dominate Person
- 9 Animal Shapes

(Frequency: Adventure-Unique, Value: 8000 gp)

### Favor of Mayor Grey

The above named has garnered the respect and thanks of Mayor Grey of Salt Harbour. At some future time when in Salt Harbour this may be exchanged for a room at the Slap and Tickle. (Free High Lifestyle.)

Alternately, it can be used to secure, at a later date, an audience with Lord Sott to negotiate a trade agreement. This allows, by using this favor, the above named to negotiate the purchase of Lofrhiane Lager as detailed on the Lonely Harbour Adventure Certificate.

(Frequency: Adventure, Value: N/A)

### **Trade Deal with Lord Sott**

Lord Sott is interested in traveling merchants to spread the fame of his brewery. He is willing to sell up to five ten-gallon kegs of Lofrhiane lager to each adventurer for 15 gp per keg on the condition that each keg is sold in a different city and that the adventurer tell the purchaser, probably an innkeeper or tavern owner, about Lofrhiane. If a character has certified merchant trade rights for the Duchy of Urnst (a regional meta-gaming certificate) Lord Sott sells him or her up to ten kegs at 10 gp each. Purchasing these at anytime other than immediately following the adventure requires 1 TU for Duchy of Urnst residents and 2 TU for non-Duchy of Urnst residents, and a trade agreement as described above under the Favor of Mayor Grey. Adventurers with this trade agreement can purchase five kegs of ale, or ten with the merchant advance, each time they visit Lord Sott.

The amount a given keg may be sold for depends on the result of a Bluff or Diplomacy check (player's choice) made when attempting to sell it. Only one keg may be sold in any given location.

Check	Value
10	5 gp
15	10 gp
20	15 gp
25	20 gp
30	30 gp
35	40 gp
40+	50 gp

(Frequency: Regional, Value: N/A).

### **Favor of Nolann**

You have earned the gratitude of Nolann. In return Nolann has offered to teach you the skills he knows if you come spend some time with him on the Nyr Dyv.

The above named character may elect to spend this favor to take levels of Dread Pirate. If they do so, mark this certificate void, but allow them to retain it to prove their access. They must spend 3 TU's immediately and an additional 3 TU's each year until they no longer wish to gain further levels. If at any time they do not pay the TU cost then they may no longer take additional levels of Dread Pirate.

(Frequency: Adventure, Value: N/A)

## APPENDIX I: NPCS

### ENCOUNTER 1: SHOULD WE BE HEARING THAT?

#### APL 4 (EL 6)

➤ **Merrow (Aquatic Ogre) (3):** CR 2; Large giant; HD 4d8+8; hp 26; Init -1; Spd 30 ft., swim 40 ft.; AC 13 (touch 8, flat-footed 13); Atk +8 melee (2d6+7/x3, huge longspear); SA 5 ft. by 5 ft./10 ft. (15 ft. with longspear); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +4, Listen +2, Spot +2; Weapon Focus (longspear).

*Possessions:* huge longspear.

#### APL 6 (EL 8)

➤ **Merrow Toughs (Aquatic Ogre) (3):** Merrow War3; CR 4; Large giant; HD 7d8+14; hp 45; Init -1; Spd 30 ft., swim 40 ft.; AC 13 (touch 8, flat-footed 13); Atk +12 melee (2d6+7/x3, longspear); SA 5 ft. by 5 ft./10 ft. (15 ft. with longspear); AL CE; SV Fort +9, Ref +1, Will +2; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +7, Listen +2, Spot +2, Swim +8; Power Attack, Weapon Focus (longspear).

*Possessions:* masterwork huge longspear.

#### APL 8 (EL 10)

➤ **Merrow Toughs (Aquatic Ogre) (2):** Merrow War3; CR 4; Large giant; HD 7d8+14; hp 45; Init -1; Spd 30 ft., swim 40 ft.; AC 13 (touch 8, flat-footed 13); Atk +12 melee (2d6+7/x3, longspear); SA 5 ft. by 5 ft./10 ft. (15 ft. with longspear); AL CE; SV Fort +9, Ref +1, Will +2; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +7, Listen +2, Spot +2, Swim +8; Power Attack, Weapon Focus (longspear).

*Possessions:* masterwork huge longspear.

➤ **Merrow Mage (Aquatic Ogre Mage):** CR 8; Large giant; HD 5d8+15; hp 37; Init +4; Spd 30 ft., swim 40 ft., fly 40 ft. (good); AC 14 (touch 11, flat-footed 14); Atk +8 melee (2d8+7/x3, huge greatsword); SA Spell-like abilities; SQ Regeneration 2; SR 18; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

*Skills and Feats:* Concentration +6, Listen +5, Spellcraft +4, Spot +5; Improved Initiative.

*Possessions:* masterwork huge greatsword.

*Spell-Like Abilities:* At will – *darkness* and *invisibility*; 1/day – *charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep*. These abilities are as the spells cast by a 9<sup>th</sup>-level sorcerer (save DC 13 + spell level).

*Flight (Su):* An ogre mage can cease or resume flight as a free action. While in *gaseous form* it can fly at normal speed and has perfect maneuverability.

*Regeneration (Ex):* Ogre mages take normal damage from fire and acid.

An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or

other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre mages cannot regrow lost parts.

#### APL 10 (EL 12)

➤ **Merrow Mages (Aquatic Ogre Mage) (3):** CR 8; Large giant; HD 5d8+15; hp 37; Init +4; Spd 30 ft., swim 40 ft., fly 40 ft. (good); AC 14 (touch 11, flat-footed 14); Atk +8 melee (2d8+7/x3, huge greatsword); SA Spell-like abilities; SQ Regeneration 2; SR 18; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

*Skills and Feats:* Concentration +6, Listen +5, Spellcraft +4, Spot +5; Improved Initiative.

*Possessions:* masterwork huge greatsword.

*Spell-Like Abilities:* At will – *darkness* and *invisibility*; 1/day – *charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep*. These abilities are as the spells cast by a 9<sup>th</sup>-level sorcerer (save DC 13 + spell level).

*Flight (Su):* An ogre mage can cease or resume flight as a free action. While in *gaseous form* it can fly at normal speed and has perfect maneuverability.

*Regeneration (Ex):* Ogre mages take normal damage from fire and acid.

An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre mages cannot regrow lost parts.

### All APLs

➤ **Fishermen/Sailors:** Male human Exp3; CR 2; Medium-size humanoid (human); HD 3d6+6; hp 20; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d4+3/19-20, dagger) or +4 ranged (entangle, net); AL N; SV Fort +4, Ref +3, Will +4; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Balance +8, Climb +9, Intuit Direction +7, Knowledge (Local – Nyr Dyv) +6, Profession (fisherman) +7, Swim +8, Wilderness Lore +7; Exotic Weapon Proficiency (net), Great Fortitude, Toughness.

*Possessions:* dagger, fishing net.

### OPTIONAL ENCOUNTER 3: OUT OF THE MISTS

#### APL 4 (EL 5)

➤ **Etherspitters\* (3):** CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

*Skills and Feats:* Listen +3, Spot +3; Improved Initiative.

\*See Appendix 2 : New Rules for additional information.

#### APL 6 (EL 7)

➤ **Etherspitters\*, Advanced (3):** CR 4; Medium-size Aberration; HD 6d8+6; hp 33; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +8 melee (1d8+4, bite); SA Ethereal spit, Steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +3, Ref +5, Will +5; Str 18, Dex 16, Con 13, Int 1, Wis 10, Cha 10.

*Skills and Feats:* Listen +9, Spot +9; Alertness, Improved Initiative.

\*See Appendix 2 : New Rules for additional information.

#### APL 8 (EL 9)

➤ **Etherspitters\*, Advanced (3):** CR 6; Medium-size Aberration; HD 9d8+9; hp 48; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +10/+5 melee (1d8+4, bite); SA Ethereal spit, Steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +4, Ref +6, Will +6; Str 18, Dex 16, Con 13, Int 1, Wis 10, Cha 10.

*Skills and Feats:* Listen +12, Spot +12; Alertness, Improved Initiative.

\*See Appendix 2 : New Rules for additional information.

#### APL 10 (EL 11)

➤ **Etherspitters\*, Advanced (6):** CR 6; Medium-size Aberration; HD 9d8+9; hp 48; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +10/+5 melee (1d8+4, bite); SA Ethereal spit, Steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +4, Ref +6, Will +6; Str 18, Dex 16, Con 13, Int 1, Wis 10, Cha 10.

*Skills and Feats:* Listen +12, Spot +12; Alertness, Improved Initiative.

\*See Appendix 2 : New Rules for additional information.

➤ **Pirate:** Male Human (Oeridian) Exp6; CR 5; Medium Humanoid; HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [+3 Dex]; Atk +7 melee (1d6+2, 18-20/x2, rapier); AL CE; SV Fort +3, Ref +5, Will +6; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Appraise +9, Balance +12, Intuit Direction +10, Knowledge (Local: Nyrdyv) +9, Profession (Sailor) +10, Swim +11, Use Rope +12, Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse (rapier).

*Possessions:* rapier.

### ENCOUNTER 7: THE BAD GUYS (?)

#### APL 4 (EL 6)

➤ **Large Water Elemental:** CR 5; Large elemental (water); HD 8d8+32; hp 68; Init +2; Spd 20 ft., swim 90 ft.; AC 20 (touch 11, flat-footed 18); Atk +10/+5 melee (2d8+7, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Water mastery, drench, vortex; SQ Elemental, damage

reduction 10/+1; AL N; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +10, Spot +10; Cleave, Power Attack.

#### APL 6 (EL 8)

➤ **Huge Water Elemental:** CR 7; Huge elemental (water); HD 16d8+80; hp 152; Init +4; Spd 20 ft., swim 90 ft.; AC 21 (touch 12, flat-footed 17); Atk +17/+12/+7 melee (2d10+10, slam); Face/Reach 10 ft. by 10 ft./15 ft.; SA Water mastery, drench, vortex; SQ Elemental, damage reduction 10/+2; AL N; SV Fort +15, Ref +9, Will +5; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +14, Spot +14; Cleave, Great Cleave, Power Attack.

#### APL 8 (EL 10)

➤ **Greater Water Elemental:** CR 9; Huge elemental (water); HD 21d8+105; hp 199; Init +5; Spd 20 ft., swim 90 ft.; AC 22 (touch 13, flat-footed 17); Atk +21/+16/+11 melee (2d10+12, slam); Face/Reach 10 ft. by 10 ft./15 ft.; SA Water mastery, drench, vortex; SQ Elemental, damage reduction 10/+2; AL N; SV Fort +17, Ref +12, Will +7; Str 26, Dex 20, Con 21, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +19, Spot +19; Cleave, Great Cleave, Power Attack, Sunder.

#### APL 10 (EL 12)

➤ **Elder Water Elemental:** CR 11; Huge elemental (water); HD 24d8+120; hp 228; Init +6; Spd 20 ft., swim 90 ft.; AC 23 (touch 14, flat-footed 17); Atk +25/+20/+15 melee (2d10+13/19-20, slam); Face/Reach 10 ft. by 10 ft./15 ft.; SA Water mastery, drench, vortex; SQ Elemental, damage reduction 10/+3; AL N; SV Fort +19, Ref +14, Will +8; Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +22, Spot +22; Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder.

➤ **Elder Arrowhawk, Advanced:** CR 9; Large outsider (air); HD 17d8+51; hp 128; Init +5; Spd fly 60 ft. (perfect); AC 22 (touch 14, flat-footed 17); Atk +21 ranged touch (2d8, electricity ray) or +22 melee (2d6+9, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Electricity ray; SQ Immunities, fire and cold resistance 20; AL N; SV Fort +13, Ref +15, Will +11; Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13.

*Skills and Feats:* Escape Artist +25, Intuit Direction +18, Knowledge (Plane of Air) +17, Listen +22, Search +20, Sense Motive +21, Spot +22; Weapon Finesse (bite).

### ENCOUNTER 8: ARE WE DONE YET?

➤ **Sailor/Pirates (12):** Male human Exp3; CR 2; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk

+4 melee (1d6+2, club); AL NE; SV Fort +4, Ref +6, Will +6; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Balance +9, Climb +8, Intuit Direction +7, Knowledge (Local – Nyr Dyv) +6, Profession (sailor) +7, Swim +8, Use Rope +9; Great Fortitude, Iron Will, Lightning Reflexes.

*Possessions:* club.

**Nolann:** Male human Exp6/Dread Pirate\*2; CR 7; Medium-size humanoid (human); HD 8d6+8; hp 42; Init +8; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +8 melee (1d6+2/180, rapier) and +6 melee (1d4+2/19-20, dagger); SA Fight with two weapons, fearsome reputation +2; AL CE; SV Fort +3, Ref +9, Will +6; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Appraise +10, Balance +14, Intimidate +8, Intuit Direction +11, Knowledge (Local – Nyr Dyv) +9, Profession (sailor) +11, Swim +12, Use Rope +14; Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse (rapier).

*Possessions:* rapier, dagger.

\*See Appendix 2: New Rules for additional information.



## APPENDIX 2: NEW RULES

### ETHERSPITTER

**Small Aberration**

**Hit Dice:** 3d8 (15 hp)

**Initiative:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 40 ft.

**AC:** 19 (+4 Dex, +1 size, +4 natural)

**Attacks:** Bite +4

**Damage:** Bite 1d6+2

**Special Attacks:** Ethereal Spit, Steal Dead

**Special Qualities:** Stick, Minor Fading, Fast Healing 1, Chitter

**Saves:** Fort +1, Ref +5, Will +3

**Abilities:** Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10

**Skills:** Listen +3, Spot +3

**Feats:** Improved Initiative

**Climate/Terrain:** Any land and underground

**Organization:** Unknown

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always Neutral

**Advancement:** 3 – 4 HD (Small); 5 – 9 HD (Medium-size)

Etherspitters look like heavily armored beetles with a large single multifaceted eye in the center of their heads. Directly below this eye is a pair of razor sharp mandibles. Mounted in the center of their back is a large orifice from which they spit a stream of deadly liquid used in sending matter from the material to the ethereal plane. They have 100 thin chitinous legs that allow them to climb virtually any surface.

**Ethereal Spit (Su):** Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +6 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a *dimensional anchor* spell or similar effect that prevents planar travel. This ability can be used every round.

**Steal Dead (Su):** As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used within the area of a *dimensional anchor* spell or other similar effect that prevents planar travel.

**Stick (Ex):** The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of *spider climb* but without the speed restriction.

**Minor Fading (Su):** With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible within the area of a *dimensional anchor* spell or other magic that prevents planar travel.

**Fast Healing 1 (Ex):** With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

**Chitter (Ex):** The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

### DREAD PIRATE AS PRESENTED IN SONG AND SILENCE

Thugs and cutthroats in every port lay claim to the title “pirate,” but actually making a fortune through piracy is no easy task. A dread pirate, however, has mastered every aspect of larceny on the high seas. His network of contacts tells him when a particularly valuable cargo is shipping out. After a flawless ambush at sea, he swings aboard the target ship on a rope, rapier in hand. Once he and his shipmates have overpowered the prize vessel's crew, they liberate the cargo and make their escape. Later, the dread pirate meets representatives from the black market in some isolated cove and sells his newly acquired cargo for a handsome profit.

Some dread pirates accomplish their goals through fear, killing indiscriminately and ruling their ships at rapier-point. Others minimize bloodshed and exhibit a curious sort of chivalry, perhaps realizing that the captain and crew of a prize ship are more likely to surrender if they believe they'll live to see port again. Now and then a dread pirate takes his chivalric streak a step further and preys only on the ships of enemy nations – or even solely on other pirates.

A dread pirate's lifestyle fits most rogues to a tee, for the job requires a number of skills that members of other classes don't have the time or inclination to learn. However, the class is also attractive for some spellcasters, who can use magic to conceal their ships or incapacitate a prize vessel's crew.

**Hit Die:** d6.

## Requirements

To qualify for the dread pirate prestige class, a character must fulfill all the following criteria.

**Alignment:** Any nonlawful.

**Base Attack Bonus:** +4.

**Skills:** Appraise 8 ranks, Profession (sailor) 8 ranks, Swim 5 ranks, Use Rope 5 ranks.

**Feats:** Quick Draw, Weapon Finesse (any).

**Special:** The character must own a ship worth at least 10,000 gp. The method of acquisition— purchase, force of arms, or skullduggery — makes no difference, as long as he can freely operate it on the high seas.

## Class Skills

The dread pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+2	+0	Fight with two weapons
2 <sup>nd</sup>	+2	+0	+3	+0	Fearsome reputation +2
3 <sup>rd</sup>	+3	+1	+3	+1	Rope swing, wind at your back
4 <sup>th</sup>	+4	+1	+4	+1	Fearsome reputation +4
5 <sup>th</sup>	+5	+1	+4	+1	Leadership +2, shifting deck
6 <sup>th</sup>	+6	+2	+5	+2	Come about, fearsome reputation +6
7 <sup>th</sup>	+7	+2	+5	+2	Concealed weapon attack, leadership +4
8 <sup>th</sup>	+8	+2	+6	+2	Fearsome reputation +8, <i>hoist the black flag</i>
9 <sup>th</sup>	+9	+3	+6	+3	Leadership +6
10 <sup>th</sup>	+10	+3	+7	+3	Fearsome reputation +10, scourge of the seas

## Class Features

All the following are class features of the dread pirate prestige class. The Difficulty Class (DC) for any required skill check is included where appropriate.

**Weapon and Armor Proficiency:** A dread pirate is proficient with simple and martial weapons and with light and medium armor. If he is wearing light, medium, or no armor, he can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting. A dread pirate most often fights with a rapier and either a short sword or a dagger in his off hand. If he has no magical means of swimming in armor, he usually goes unarmored, at least while aboard ship.

**Fearsome Reputation:** By 2nd level, the dread pirate is developing a reputation on the high seas. The dread pirate must decide at this point whether to embody the honorable "Pirate's Code" (avoiding undue bloodshed and focusing on cargo, not mayhem) or take a more bloodthirsty approach. Unless going incognito, the dread pirate gains the listed circumstance bonus to Diplomacy checks (if honorable) or Intimidate checks (if dishonorable). At the DM's discretion, failure to live up to one's reputation may negate the bonuses.

**Rope Swing:** If a number of overhead ropes or booms are nearby (and on a ship, they almost always are), the dread pirate can grab one of them and swing up to 20 feet in a straight line as a move action or the movement part of a charge. If the dread pirate makes a DC 10 Use Rope check, this movement doesn't provoke attacks of opportunity for moving through threatened squares. A DC 20 Use Rope check allows the dread pirate to move through occupied squares without provoking an attack of opportunity. The dread pirate can use Rope Swing on land as well (in a room with a tapestry or chandelier, for example).

**Wind at Your Back:** You're a master at eking every bit of propulsion out of the prevailing winds. Any ship you captain moves 1 mile per hour faster than normal.

**Leadership Bonus:** The dread pirate gains the listed bonus to his level for purposes of acquiring cohorts using the Leadership feat.

**Shifting Deck:** As a free action, the dread pirate can take a DC 15 Balance check. If he succeeds, he can negate any penalties for uneven ground, such as a ship's deck in rolling seas. A successful Balance check also works on land,

negating any higher ground bonuses opponents might get. The DM may set a higher Balance check DC for particularly uneven or dangerous ground.

**Concealed Weapon Attack:** Dread pirates often hide small daggers up their sleeves or in their boots. If a dread pirate draws a concealed weapon right before a sneak attack, that sneak attack does an additional 2d6 points of damage. Dread pirates who don't have the sneak attack ability from a previous class get it at +2d6, but only when they make a concealed weapon attack.

**Come About:** Your ability to maneuver a vessel is legendary. The dread pirate gains a +4 bonus to Profession (sailor).

**Hoist The Black Flag:** By displaying a unique insignia, the dread pirate gives all allies within 50 feet a +2 morale bonus to attacks. The bonus lasts for 10 rounds after the flag is revealed, unless the flag is destroyed or lowered first.

**Scourge of the Seas:** By this point, the dread pirate's exploits are so legendary that hundreds of able sailors will sign on as crew for no pay other than a share of the booty. High-level dread pirates use this influx of sailors to crew pirate fleets of up to a dozen ships. Any small city's dock district will have enough sailors (1st-level warriors and experts) to crew a single ship, and larger cities can provide the crew for an entire fleet. The promise of square meals and a chance at glory and treasure is enough pay for these sailors. This ability is separate from the Leadership feat; crewmembers acquired with the Scourge of the Seas ability don't count as cohorts or followers.

### **APPENDIX 3: LAWS IN SALT HARBOUR**

Any character injuring a Salt Harbour citizen will be wanted by the sheriff for questioning. If captured, there will be a trial (see below). The courts also try any character that kills a Salt Harbour citizen (see below).

If the character's end up in court on either assault or murder charges then the character who is accused (only them, no assistance from others) must make three Diplomacy or Bluff checks. The DC of these checks is 15 + 1 for each injured citizen + 5 for each killed citizen. If they fail more than 1 of the checks then they suffer the failure penalty, otherwise they succeed.

Assault charges: Success Penalty:

200 gp / APL fine.

For each 200 gp not payable they will serve jail time (1 TU / 200 gp not payable). A noble may expend a favor with House Sott, or Kaste to reduce this time by 1 TU.

Assault charges: Failure Penalty:

400 gp / APL fine.

For each 100 gp not payable they will serve jail time (1 TU / 100 gp not payable). A noble may expend a favor with House Sott, or Kaste to reduce this time by 1 TU.

Murder charges: Success Penalty:

1 year in jail (52 TU's spent).

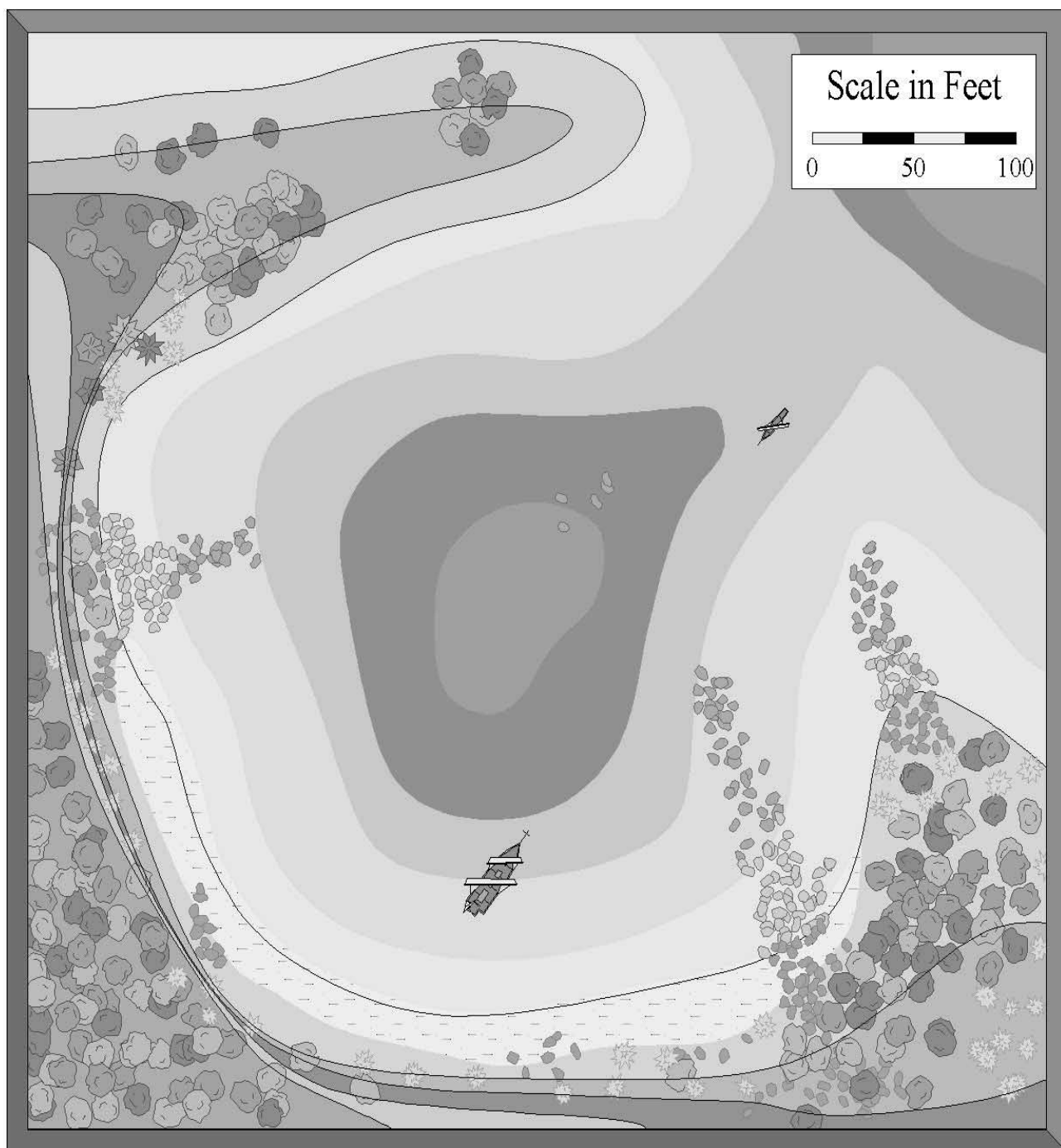
Murder charges: Failure

10 years in jail (520 TU's spent).

If the character is a member of a metagaming organization, then please email the coordinator (or inform them in person) of this event occurring as it may affect the character's standing in the organization.

Any jail term may be appealed to the Duchy Trial however this does not guarantee any action on the part of the triad. If something does come of the appeal it may consist of a special mission, or other special event.

## DM'S AID 1: MAP OF BLOODY COVE



## PLAYER'S HANDOUT: MAP OF LOF'RHIANE ISLAND

