



Blackwheel Company: *A Plague Upon Your Houses*

**A One-Round DUNGEONS & DRAGONS® FACTION
Adventure Packet for 9th-Level Characters
BLACKWHEEL COMPANY™ Faction Adventure for the
XEN'DRIK EXPEDITIONS™ Campaign**

Blackwheel Company Factionmaster: **Brian Mackey**

Development: Chris Tulach

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Adventure Title: A Plague Upon Your Houses
Optimized Level: Level 9
Author: Brian P. Mackey (9852050)
Factionmaster: Brian P. Mackey
Playtesters: Christopher Groves (815732), Justin Muir (41010118), Dave McKay (841796), Shawn Daugherty (41068501), David L. Smith (41010125), Chris Humphries (41078289)
Sources: Players Guide to Eberron [James Wyatt, Keith Baker, Luke Johnson, Stan!], Eberron Campaign Setting [Keith Baker], Secrets of Xen'drik [Keith Baker], Stormwrack [Richard Baker, Joseph Carriker, Jr. and Jennifer Clarke Wilkes], Miniatures Handbook [Mike Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], Magic of Eberron [Bruce R. Cordell, Stephen Schubert, Chris Thomasson], Monster Manual II, Monster Manual III, Players Handbook II [David Noonan]

Adventure Background

The Blackwheel Company's internal conflict has become an open struggle for dominance within the ranks at this point. General Mach Ogdin has publicly declared his wish for the Company to end its exclusive contract with the Dragonmarked Houses. Following up on his proclamation he has called for an Executive Council session to push forward a vote of no confidence against Field Marshal Mackinnon Maceck. The Executive Council is made up of the Company's "shareholders" consisting of all high-ranking officers of the company. The higher the rank earned, the more shares held and the more votes can be cast. While the Council prepares to meet, Maceck and Ogdin are doggedly attempting to sway the officers and hires to support their cause. Interestingly, and perhaps ironically, the internal rift has not impeded the Company's paramilitary operations. In fact, following up on the successful defense of Stormreach against the Ebon pirates, the Company has received broader public support and has experienced a number of successes in other missions. These successes have brought both increased confidence and swollen coffers to the Company.

Adventure Synopsis

With General Ogdin working hard to offend and rebuke the generosity of the Dragonmarked Houses, Field Marshal Maceck has cleverly explored other options to keep the Company well-supplied and at the cutting edge of fighting technology. His deep and long-standing contacts on Khorvaire have allowed him to explore other options for research and development. Following up on the staggering success of the Glory Road as a mobile base of operations, Maceck continues to push the envelope in finding novel ways to combine transportation and military technology. Presently, he has secured an exclusive contract where the Blackwheel Company will fund the start up of a secret joint venture between a small group of Zilargo elemental binders and a resurgent tribe of Dhakaani artisans seeking to restore the lost glory of their empire and reestablish the superiority of goblin artifice. With Blackwheel Company funding, the fledgling cooperative has produced their first work: An Elemental Kraken.

Soon after having to bring down his own ship over Stormreach, Maceck realized that even airships had become viable targets for pirates and other factions. Blackwheel air superiority was no longer as efficient, complete, or intimidating as it once had been, and their distinct advantage gained from it had been largely marginalized. It was far too easy to shoot down, ambush, or hijack airships and they were far too visible. The keen businessman's most recent idea is an elemental ship that runs beneath the waves. The possibilities for the stealthy transport of supplies, troops, or just about anything else are limitless and with elemental-powered technology, such a ship could be built for speed as well. And while the Blackwheel Company may no longer be alone in the skies, Maceck intends them to be devastatingly effective and invisible beneath the vast oceans of Eberron.

This adventure finds the hires sent on a secret mission. Maceck, wisely, no longer trusts his own officers and prefers to keep the details of this mission secret until the last possible moment. The construction of the *Tidal Wraith*, the first of the Leviathan class Elemental Kraken's has been a monumental undertaking in terms of both the secrecy and the funding required. Maceck intends to surprise the Executive Council with it as a show of his leadership and determination. As a result, and well aware of the interference of his rival

Ogdin, Maceck is sending his most loyal and trusted operatives to escort the ship safely to the Council meeting on Sorrowdusk Isle.

Unfortunately, and unbeknownst to Maceck, the Dragonmarked Houses have not let the construction of such a technological marvel escape their notice. Out of both fear of losing their investment in the Company and anger that the Company would seek support and armament outside of and without the consent of the Houses, a team of Pharlian operatives have been planted aboard the vessel to capture it. Under the command of Lt. General Oath, the PC's must attempt to repel the saboteurs and save the ship. Making matters worse, the Pharlian operatives have been ordered to destroy the ship if the attempt to capture it fails. It's up to the PC's to salvage what they can and find a way to escape and perhaps even learn a little about who and why the ship may have been attacked .

Troubleshooting

Very long read-aloud text: Several sections of the adventure have lengthy read-aloud text. Use changes in your inflection or tone to vary the information. Encourage the PC's to participate in the conversation or instruction, and don't be afraid to improvise when necessary.

Setting up the story: The first two acts of this adventure have almost no action. They are there to set up critical elements of the story. Feel free to encourage roleplay, to involve the PC's in other ways, or to challenge them to keep their attention.

A race against time: Once the ship crashes, the PC's have a very limited amount of time to make it out. This may mean rushing past enemies or leaving them behind entirely. With each room they explore from that point forward, be sure and point out how much water surrounds them and how much time they have remaining.

Adventure Secret: In this particular adventure you can choose to award one of two adventure secrets at your discretion: 1) The knowledge that General Ogdin is likely to resort to armed force if the vote at the Executive Council doesn't go his way or: 2) The PC's gain an awareness of the fact that House Pharlian is behind the attack on the *Tidal Wraith*.

Adventure Start

The adventure begins aboard the Glory Road, currently on the move over the frigid reaches of southern Xen'drik.

Part One: Loyalty and secrets.

It wouldn't have been the furthest stretch of the imagination to believe that Skyne Tragar's promotion to Captain would have put her in a better mood, even temporarily. But watching the breath steam from her maw as she berates a group of new hires atop the near-frozen deck of the Glory Road just confirms one thing: You can take the gnoll out of the fight, but you can't take the fight out of the gnoll. Ordinarily a platoon of your rank and reputation wouldn't be caught dead topside in this kind of weather, especially not to watch new hires being put through the paces, but Tragar requested the presence of your team specifically.

Watching the elemental ring burning high above the deck reflect off the beads of ice coating her fur, you get the impression that there must be a pretty good reason she asked you to drag yourselves out in this misery. Her final command can barely be heard over the whipping of the frigid wind. As the recruits break formation and scurry below deck beneath her withering gaze, she spins on the heel of her perfectly-polished if ice-encrusted boot, and motions you over with a nod of her head.

"Closer to the gunwale," She growls lowly, motioning with her hand. "We can't risk being overheard."

Your platoon was largely responsible for Tragar's rise through the ranks, and she has long considered you star pupils and perhaps even friends, so the forcefulness of her tone of voice imparts upon you some of the gravity of what she must have to say. As your team gathers around the ship's railing, she pulls forth a small, gleaming officer's flask from beneath her blacks and offers it to you with a prideful smile on her maw.

"A nip or two will help keep the cold off until we're done with this conversation."

"First off, I thought you'd like to know that the bugbear strike team you trained absolutely nailed their last mission. They hit their target without being seen and made the objective without losing so much as a stray piece of fur."

She growls bemusedly, "after that debacle with the ogre recruits, I was a little skeptical about bringing on the bugbears. But as it turns out, you made solid soldiers out of them."

All hint of amusement leaves the tone of her voice as she spits, "You should know... General Ogdin has called a session of the Executive Council for a vote of no confidence in Field Marshal Maceck. Some of us also think he means to put forth a vote to break from the Dragonmarked Houses."

"As a captain, I'll get my first share to vote with at this Council meeting. You know how I'll be voting. My loyalty is with Field Marshal Maceck. He's the one that pulled me out of the savage heaths of that Droaamish hellhole. He gave me his trust, gave me a job, and gave me a career. I owe him everything and when he asks for my vote, I'll vote for the Company he created, not for Ogdin's vision of the Company. The Blackwheel Company honors its contract. To the end."

She turns away from you for a moment, propping her elbows on the ice-encrusted railing and leaning out over it slightly.

"I know you'll have to make up your own mind about which side to choose. But make no mistake, you will have to choose... eventually."

She turns back toward you, leveling a rare empathetic glance in your direction, "If it comes to fighting, and knowing Ogdin, it just may, it won't give me any pleasure to fight against you if I find you on the other side of the line from me. We've been through a lot together, but I'm loyal to Maceck to the end, even if that means shedding blood if we have to defend ourselves."

She takes a long pull from her flask and exhales deeply, leaving a pungent cloud of vapor hanging in the air.

"Now... The Field Marshal is waiting for you at the helm..." She glances toward the rear of the ship.

"He needs to speak with you immediately. I've cleared the deck of everyone but my platoon. He's got something for you that he can't even share with me. Who knows, when you finish whatever it is, maybe you'll even find yourself with a share to cast at the Executive Council."

She wipes her mouth with the icy fur of her right arm and straightens to walk toward the prow of the ship.

"Good luck hires."

Tragar won't entertain any question and she insists that the PC's seek out the Field Marshal immediately. A Sense Motive (DC 20) check reveals that she truly holds no malice for the PC's should they align themselves with Ogdin, but that she seems grimly resolute about preserving Maceck's vision of the Blackwheel Company. It also reveals that she seems puzzled about why she's not aware of any details about what the Field Marshal might be asking of the PC's.

You should encourage the PC's to find Maceck at the rear of the large deck, and assuming they do, read the following:

It's eerie seeing the vast and sprawling deck of the Glory Road empty beneath the night sky. The competing shadows cast by the moon rising higher above the starboard prow and the elemental ring burning above only make the deck appear more bleak.

Finding the Blackwheel Company's leader isn't difficult. Rumor has it that the Arclight artificer corps wanted to enclose the main helm and use more technologically advanced dragonshard controls. As the rumor goes, Maceck insisted upon a 13-spoked, ebonwood traditional ship's wheel and a traditional helm, out in the open beneath the sky. Of course, nobody is really sure how someone without a dragonmark is able to pilot it, but Maceck has commissioned more clever feats of technology. Then again, there have been rumors around since the ship was built that the Arclight Battalion went ahead and built a secret redundant helm below deck somewhere anyway.

Maceck, tall for a dwarf, barely stands tall enough to see over the hand-grips of the giant wheel. He cuts a regal and statuesque figure as he stands staring straight ahead into the night sky, making slight adjustments to the helm as his adamantine pegleg occasionally catches the light of the elemental ring.

He stares straight ahead into the night as he begins speaking, like some Frostfell Freighter captain searching for icebergs.

"Lads (and lasses), I appreciate you coming up so quickly. Enjoy the weather while it lasts—it builds character. In half-an-hour's time we'll be back over the jungles again."

He pulls the wheel perhaps an eighth of a turn clockwise with no perceptible change to the ship's heading, and continues to stare straight ahead as he talks with you.

"We've had some luck of late... A few lucrative transport runs and an unprecedented string of successful missions. But trying times lie ahead. We must not become complacent, or even comfortable, with our success."

"There's something I need done. Your loyalty to the Company says that your platoon is the right one to do it. There have been too many leaks within the Company lately. For the sake of our hires and your own lives, I can't tell you what it is that needs to be done. If you were captured or let slip the knowledge before the mission was complete, there could be dire consequences for the Company and all involved. So I'll need you to trust me."

"Captain Tragar says that you're the best. That's no small complement coming from her. I need the best for this mission. The very future of the Company is at stake."

"Tomorrow at 0'600 we'll be rendezvousing with Admiral Taralom's ship, the Ancalime II. Your platoon will be transferred under his command as part of a routine staff rotation. The Anaclime II is headed back to Salvage in Khorvaire, back to the mainland... At some point during that trip, you're going to fall off of that ship without being noticed—if you catch my meaning."

"I've said as much as I can say for now. Admiral Taralom is one of my most trusted friends. He'll have more to say when you're aboard. Trust him as you would me."

If any of the PC's have skill in piloting an airship, the Field Marshal asks if they want to take the helm for a moment while he addresses you. If not, he simply steps away from the helm briefly to speak with the PC's.

Finally turning in your direction, the Field Marshal looks somber and weary and perhaps even mortal. And then his eyes catch the gleam from the dragonshard-studded, 13-spoked insignia on his chest, and a broad smile parts his jet black beard.

"Good luck. And give my warmest regards to Lt. General Oath... Now go pack your gear and weapons, and get ready for transfer in the morning. Don't breathe a word of this to anyone. And for Balinor's sake, get in out of this cold. Now go!"

The Field Marshal can't and won't answer any questions. There's too much at stake to talk about the mission, and he has other things to do shortly and won't spend idle time chatting. A Knowledge: Nobility (DC 18) or Profession: Soldier (DC 20) check will tell the PC's that Lt. General Oath, a Dhakaani goblin, was one of the original Six Paths that founded the Blackwheel Company and is now thought to be high up in the Company's research and development department, the Arclight Battalion.

When the conversation ends it's estimated to be between 10 and 11 in the evening, giving the PC's plenty of time to gather their gear and catch a little sleep before the transfer takes place tomorrow. At this point it's fairly wise to discourage many attempts at gathering information.

Part Two: Slipping Away

Admiral Taralom

The exchange went without incident. Four full platoons were exchanged—and though Admiral Taralom was clearly on the better end of the exchange, with a mixed platoon of lizardfolk and minotaur, along with a squad of hobgoblins with a medusa sergeant leaving the Glory Road along side your own platoon, no one

seemed to take particular notice of your passage. Admiral Taralom, and elf of Dragonmarked blood, long renowned for his wit and charm, insisted upon a formal breakfast with the Field Marshal before keelhauling the Ancalime II back toward the mainland.

It has been over a year or more since most hires left the mainland training facilities deep in the jungles of Q'barra for Xen'drik—and to be heading back seems almost incredible. But the brief elation is quickly overwhelmed by the remembrance that your journey was never meant for the civilized shores of Khorvaire. Some other fate awaits...

It was nearly two full days before the Admiral made contact with your platoon. Findecano Taralom was a ruggedly handsome elf. Obviously chiseled externally and forged internally by a life aboard ship, the elf-heir was nevertheless the consummate gentleman and entertainer. While debonair and socially skilled, he lacked the intensity of the Field Marshal's tolerance of and value for diversity. Despite coming aboard with two of the finest and most heralded platoons in the Company, particularly one commanded by the infamous Sergeant Scylla, your introduction to the Admiral came at a lavish officer's dinner completely devoid of any monstrous humanoids.

Sergeant Scylla herself was rumored to have been the most high decorated of the non-shareholder commanders in the company. Certainly the legends of her bravery, cunning, and loyalty to Field Marshal Maceck had become commonplace among the hires. Furthermore, some of the minotaur and lizardfolk that had transferred to the Ancalime II were among the hire ranking enlisteds among the Six Paths and White Hand battalions.

It wasn't until the conclusion of that very segregated dinner that Admiral Taralom took your platoon aside. Having given the appearance of merrily carousing with the officers during the event, his eyes conveyed instant sobriety as he welcomed you into his quarters.

The Admiral's quarters were unmistakably a shrine to his own greatness. Portraits of himself and his father adorned every wall as the commanded every sort of vessel from skiffs, to elven wingships, to elemental galleons, to airships. He ushers you into to ample, velvet covered seats as he reclines in his chair, propping his boots upon his tidy desk.

"Speak easy sailors. I have little more information to give you than the Field Marshal was willing to share. He and I, along with General Pilgrim, General Mach Ogdin, Lt. General Oath, General Tubal d'Cannith, and Hospital General Anthor Graves were the original founders of the Blackwheel Company. We all go back a long way. It should suffice to say that if Maceck can't share his plans with me, it must be a bigger matter than we all understand."

He tucks a lock of sandy-blond hair behind his pointed ear as he glances errantly at an ice-encrusted magical longbow that decorates the eastern wall of the chamber.

"Commanding the Company's armada is not the most horrific job in Eberron, but some days I do miss being in your boots."

"Well... today is not one of those days. In fact, given that this mission is clandestine enough to be kept even from me, I don't envy you in the slightest."

His hands uncharacteristically and nervously begin to wring his ceremonial mithril chain armor as he continues:

"What I do know is this. We're two days out from Salvage—due to arrive at 0'900 of the second day. When this ship touches down in the twisted jungles of Q'barra, you won't be on it. The Field Marshal has ordered you to make a MAAD over a small fishing vessel on the outskirts of Darguun. The goblins aboard will be expecting you."

"Now here's the fun part. Your target isn't much bigger than 10 meters long by 4 meters wide. It'll be like trying to jump onto the head of a pin. This isn't going to be your typical drop. I can't have any of my crew see you leave and Mace doesn't trust my drop officer. I'll be doing the calculations myself and adjusting the ship's speed to match. If all goes well, you drop at precisely 23:40pm tomorrow night. There will be no countdown, no go signal, and no drop officer to coach you through. I'll be at the ship's helm doing my best to make sure our course matches where that ship said it will be. The best I can do is flare the ship's elemental when you're one minute from drop. From that point it's up to you."

"To make matters worse, from our altitude we won't even be beneath the cloud cover. You're going to have to engage your feather fall talisman's using visual tracking once you break through the clouds. Pray to the Dragon Above that these goblins aren't so much as a meter off course."

"Once you hit the deck of that ship, you're on your own. I have no idea what you'll be doing or what your mission is from that point. Hopefully we'll all live to sit through another dinner. That's all I have for you hires. Your talismans will be stowed at the rear of the ship in the bulkhead marked with a 6-spoked wheel. You'll make your drop from the rear of the ship, I'll make sure it's clear."

"Don't let anyone see you drop... and don't die. There's a small fortune invested in your training."

He cracks a wry smile trying to make you feel a bit more comfortable with the difficult task asked of you.

"Good Luck. Now if you'll excuse me, I have some calculations to make."

He drains the last of the wine from the goblet in his hand and darts off toward the door with a chuckle.

Admiral Taralom doesn't stick around long enough to answer questions. At this point the PC's have a little free time, but keep them moving quickly to the drop.

Leaping into the Black

The following day passes tensely for the platoon, filled with both the uncertainty of the drop and whatever awaits for you aboard the goblin fishing vessel. Mercifully, the hour approaches and your team gathers at the rear of the ship. It's a pleasant night over the ocean and the new moon means that the only light aboard deck is cast by the fire elemental and the occasional lantern. Conveniently, there are no lanterns lit at the rear of the ship tonight. Locating the box of talisman's in the bulkhead is relatively easy and a small note accompanies them.

"For the Company!"

~Fin.

The wait is as tense as would be expected and the pounding of hearts makes the counting of seconds even more difficult. Then suddenly, a bright burst of light ripples out from the fire elemental ringing the ship. Sixty seconds to drop.

Wait...

Wait...

There are two opportunities for the PC's to earn a bonus on this difficult drop. The first is a Wisdom (DC25) check to determine the timing for leaving the ship. Use the party's best check (and if they have any method or magic for keeping exact time, grant them the bonus automatically. If the PC's succeed on the Wisdom check, they hit the drop at the exact moment and gain a +4 bonus on their Will save.

Wait...

Go!

At this point, don't make the MAAD save yet, read the following text to the PC's to see if they can spot the ship below to earn another bonus to their save.

And suddenly you find the cloud bank below rushing up to meet you. The wind rips past stinging your eyes and the last shadows cast by the light of the Ancalime II's fire elemental fade away. Passing through the clouds takes but the length of a few breaths and suddenly only black awaits you below. With no moon and the cloud cover lower than expected, making out anything while hurtling toward the ocean at this speed is

going to be difficult. Still, you squint against the wind and peer out, searching the vast black expanse below looking for an indication of when to slow your fall.

A DC 20 Spot check reveals a tiny light bobbing in the ocean below and grants the PC's a +2 bonus on their upcoming Will save. Once you've had the PC's make their spot checks, read the following and then have them make their saves.

As you continue to search the blackness below, the time has come to activate your talisman.

Magic-Assisted Airship Drops

Successfully activating a *feather fall* talisman at the appropriate time during a MAAD means succeeding at a DC 20 Will save. This drop is more difficult because of the fact the target can't be seen. Don't forget to add the two bonuses above (they stack) from the Spot and Wisdom checks. Use the chart below to determine the result of the Will Save.

Final Will Save Total	Result
5 or less	Death—Talisman not activated before impact, or talisman activated too soon (<i>feather fall</i> spell expires before impact)
6-8	3d6 falling damage, landing missed—Talisman activated late. DC 12 Reflex save required to keep from falling overboard. Succeeding on the Reflex save means the PC can catch some rigging and pull aboard the forecastle.
9-12	2d6 falling damage, land prone—Talisman activated late
13-16	1d6 falling damage, land prone—Talisman activated late
17-19	Land prone—Hard landing
20	Acceptable landing
21 or more	Flawless landing—PC lands with a flourish, +2 bonus on Spot, Move Silent, Hide, and Listen checks as well as Initiative and attack rolls within 20 seconds of landing.

Few situations are as difficult as a Magic-Assisted Airship Drop. While risk must exist, it's unrealistic to penalize 5% of players for rolling natural 1's on the Will save. Rolls of natural 1 are not instantly fatal. Treat them as you would any other roll of the d20 in this unique situation. Players may always add an action point roll to this save. NPCs may (and perhaps should) encourage PCs with negative Will save modifiers to use magic or other means to help augment or offset that weakness during the drop.

A DC 15 Tumble check successfully reduces any damage taken by 1d6 points. Casting a spell during freefall requires a DC 20 Concentration check due to the extreme conditions unless otherwise noted.

If any of the PC's fall overboard they must make Swim checks to tread water for 6 rounds before the goblin crew hauls them out of the water.

Landing

The difficulty of sticking the landing on your drop become apparent as you scan over the deck. A shower of splinters shot up even from your decent landings and you wonder if the wood beneath can sustain you for much longer. "Vessel" would be too kind of a description for the absolute wreck of a ship you stand on. The wood looks as if it's held together with wax and tree sap. The riggings are tangled and rotted and there isn't a single sail on deck. As you continue to scan the ship your gaze comes to rest on a quintet of crossbows trained in your direction. The goblins standing behind the crossbows look as if they've been expecting company for some time and are armed and armored for war. Whatever their true purpose, you'd imagine that fishing is fairly difficult in chainmail.

"No shoot!" comes a hissing call in broken common from behind the five crossbows.

The goblins lower their weapons slightly as an unarmored, heavyset goblin squeezes between them.

"Platoon commander? I give this to platoon commander."

He proffers a letter sealed in black wax with the impression of a 13-spoked rank insignia pressed into it.

At this point the goblin will hand the letter over to anyone claiming to be the platoon commander or anyone that asks to take it. The seal is obviously legitimate and a Wisdom (DC 20) check reveals it to match the insignia of the Field Marshal exactly. When the PC's open the letter read the following:

"Lads, this means you've made it safely aboard. This goblin has but one command for you. It is going to seem strange, but you are ordered to follow his command as if it were my own. Remember, I asked you to trust me. So trust me, and do what he says."

~Field Marshal Mackinnon Maceck

And suddenly the letter disintegrates into sparkling golden embers in your hand.

The goblin has a single command and repeats it over and over again pedantically until the PC's comply. They make no other conversation and have no real idea why the PC's are here. They were supposed to hand over a letter and issue a single order.

"You get in rowboat and row 200 strokes from back of fishing boat. Then you throw anchor and wait. No move once anchor down. No lights, no draw attention."

The goblins direct the PC's to the rear of the tiny fishing vessel where a rowboat is kept in tow. They assist the PC's in boarding and then point off in the distance behind the ship, indicating the direction they should row.

The rowboat is in better condition than the fishing vessel, but that offers you little comfort. The boat is barely big enough for your platoon, and a thin puddle of slimy seawater covers the bottom of the boat. Except for some oars and a small anchor, a huge spool of rope is the only other feature of note in the boat. As the last of your team climbs aboard the rowboat sinks dangerously lower into the water, the sea lapping just a few inches beneath the upper edge. Suddenly, the goblins shove the ship back and gesture into the distance.

"Two hundred strokes, that way, then anchor. No lights."

"Oh. You need this!" One shouts in broken common as he tosses a small tin cup into your boat.

Sure enough as the small dingy drifts away from the fishing vessel, a tiny trickle of seawater begins to seep in from the bottom of the boat. The irony strikes you as vaguely amusing: While the rest of your battalion is training or working aboard the planet's most sophisticated piece of magical technology, your platoon is bailing out a rowboat...

At this point it's up to the PC's to row. It's tedious, but no dangers or other pitfalls await them at this point. The goblins quickly rig up sails on their ship and head away from the PC's whether they begin rowing immediately or not. Skip quickly over the rowing bit and once the PC's reach their destination read:

The sea was mercifully calm during the row and 200 strokes wasn't quite as bad as it seemed. When you reach the count, you weigh the small but sturdy-looking anchor and it unspools every inch of the coil of rope. And then you sit. Out in the moonless night, in the vast black of the sea, somewhere many miles off the coast of Darguun. Waiting for whatever... bobbing up and down in the gentle swell of the sea...

Give the PC's a few moments to wait, chat, or discuss what they might be waiting for, but don't wait too long before proceeding:

The wait for whatever becomes tedious and perhaps two hours passes before you begin to hear the slightest noise. As you look around the sea near the boat, tiny bubbles seem to be bursting up from below. With each passing moment more and more bubbles rise up from below and within moments the sea beneath you becomes effervescent. As a layer of foam begins to build from the bubbles bursting on the sea's surface you realize that the bubbles stretch out perhaps several hundred meters on each side of the rowboat. Then a deep rumbling begins to reverberate from the sea below. As each second passes the rowboat begins to bounce and vibrate more vigorously.

Give the PC's a moment to prepare or talk and then read the following:

Suddenly, the sea begins to roil violently and the rowboat bounces about dangerously. As the sea rages around you, the rowboat can be heard straining and then cracking under the pressure. As seawater rushes in through the gaping cracks in the wood, the boat itself is ferociously wrenched upward and an echoing roar issues forth from the surface of the water. And then... total calm.

The gentle trickle of water is the only sound that can be heard. As you survey the area around you, your rowboat lies cracked and broken upon the surface of... another ship. Unlike anything you've ever seen, this ship is alien in every way. The deck upon which your broken rowboat sits is a long, flat platform that stretches some several hundred meters in length. The wood beneath your boots has the look of thickly pitched ironwood, but is as hard and cold as steel. Metallic ribs and braces, thick, but seeming built into the surface of the wood itself outline and brace the deck and sides of the ship. The latticework of thick metal twists and turns as it works its way toward some kind of point at the front of the ship. The ship is essentially a like a large manta ray, but with the largest pair of wings or fins up front and a smaller pair adorning the back. Where the manta would have its prominent front horns, instead the two promontories join in an angular point. A small metal-ribbed dome of some sort crowns the ship and juts up from the main deck of the ship by several meters.

As water continues to cascade off the lightly sloped deck beneath you, a groaning sound issues forth from the housing and following a ringing metallic crash comes the face of a Goblin peering over from atop the domed housing. Incredulously, he gives you a brief wave and scampers down what you imagine must be a ladder, though it's hard to see in the inky darkness. As the goblin hits the deck of the ship, he limps toward you.

"Welcome aboard the Tidal Wraith hires! The first commission of the Blackwheel Company's elemental kraken class of ships. I'm Lt. General Oath, the Wraith's commanding officer."

As the thin, wiry goblin draws close, you can see that his face is covered in strange bluish scars resembling runes. True to form, he's clad in standard issue Company blacks. On his chest is the gleaming emblem of a ship's wheel with nine spokes as well as something more unusual. Just below his rank insignia is the image of a kraken fashioned out of what appears to be a Siberys dragonshard.

"Now, if you'll excuse the haste, we've a deadline to make. Climb aboard quickly, we'll need to dive again before we're spotted. You're supposed to be my security team shipboard, but if we're not spotted I'm hoping we won't have much use for you. Now let's hurry."

With that he turns and begins limping back toward the housing.

Give the PC's a moment to collect themselves. Lt. General Oath is happy to chat with them lightly while they board the ship. He saves his explanation of the ship and its workings until he can give them a full tour. The Lt. General is a mage by trade, and quite full of himself, so talking about himself is always a high priority—but he's generally good natured and affable.

An Elemental Kraken

You find the Lt. General to be fairly friendly and talkative as Blackwheel officers go. He seems immensely proud of his ship, and nearly trips over his words as he rushes to explain every aspect of it to you. You descend from a slick ladder into a small antechamber that opens into a larger control room of sorts. The Lt. General excuses himself for a moment as the last of your team descends into the ship proper. He walks toward a nook in the wall that holds a small speaking stone. He picks up the stone in his hands and it glows as he speaks into it, his voice echoing throughout the ship.

"Float officer, protective bubble. Dive officer, take us down 30 meters. Propulsion, all ahead full on the water elementals. Navigator, you know where we're headed, let's get back on course, I've got our new crew aboard."

The ship shudders for a moment, although compared to the cacophony of your introduction to the Wraith, descending is almost completely silent. As he walks you on a tour of the ship, he begins his explanation:

"When the Field Marshal realized that Blackwheel airships were dropping like flies and air superiority was not the advantage it once was, he began to explore alternative forms of transporting men and supplies. In the Company, transporting things... discretely... has always been a priority. It was then that the idea of an undersea ship came to fruition. The Field Marshal couldn't afford to approach the Dragonmarked Houses with the idea as a result of the internal friction in the Company, particularly given that they'd supplied us with so many of the ships that were lost. So he independently commissioned a small cooperative of Zilargo Elemental Binders and Dhakaani artisans."

"Did you know that the Dhakaani empire was the most far-reaching and technologically advanced civilization in the world? Unfortunately, they sacrificed their lives to end the extraplanar invasion and imprison the last of the Daelkyr. But now, there are some that seek to return the empire to its former glory. The Dhakaani make a GREAT ship! The Dragonmarked House will weep with envy!"

"The Elemental Kraken are a class of ships designed to make the best use of combined elemental binding. Despite our stingray-like appearance, the power and cunning of this ship resemble the horrific kraken far more than its appearance. This kraken will be the largest ship in the fleet. She has four air elementals, one on each forward fin and one on each aft fin. She has three water elementals, two aft between the rear fins and one forward. The air elementals manipulate the ship's buoyancy and provide us with air to breathe and a protective "shell" from the crushing pressures of the sea. The water elementals provide both propulsion and direction, and if you thought they were scary on land, wait until you see what they do when completely submerged! I know you're only soldiers, so I won't get into the specifics, but the truth is more complicated than that. The water elementals actually help with buoyancy since our natural state is to float if all elementals are disabled. The ship by itself is actually capable of floating, but the water elementals fill areas called 'ballasts' and help angle us to dive."

"The hull is magically hardened ironwood reinforced with a thin steel exoskeleton. We don't have any armament so to speak, there's not much to shoot at underwater, but we do have a prow for ramming at the head of the ship. Obviously that's a last resort. If need be, we can provide combat support from the deck after we surface. Right now, these ships are the only thing underwater and if it stays that way we won't have much call for weapons. The goal is to be undetectable and fast. The undetectable part is easy if we're down beneath the waves. And while we're not as fast as an airship, we can easily make 15 knots, and 20 if we buckle down."

"There are some limitations. Economically speaking, we have to carry either three or four journeymen elemental handlers or two extraordinarily well trained handlers to keep the ship going minimally. If you want to run around the clock then you'll need almost twice as many—and that gets expensive. The hull is also fairly tough, but we haven't tested it below 200 meters to be comfortable enough diving deeper than that and we're almost positive that 300 meters and deeper will crush us like a bug. And we do need to resurface every so often to let the air elementals "breathe" and replenish our backup air. We also have several fuel dragonshards that magically power our lighting and several other of the ship's mechanisms. Don't worry, you'll get used to the pale green glow in no time, it's actually there to help you adjust to seeing better in the dark—another Dhakaani invention!"

"Right about now, I'm sure you're wondering what you're doing here. The answer is: Making history... well, that and training! You're our security detail in case any horrid dire sardines pick a fight, or any of my gnomes get too drunk. Actually, up to this point our security detail has been the Brass Golem that guards my quarters—so it's probably a good idea that we add some flesh to our show of force. You see, this ship is bound for the Executive Council meeting on Sorrowdusk Isle. When she surfaces just outside the council chamber, we want a svelt looking crew of Blackwheel hires to pop out and impress. Right now we're skeleton crewed—mostly the gnomes and goblins that helped build her along with some taller folk to help test the equipment. But I need some regular crew to keep the day-to-day operations going as we cross the thunder sea. Once you've got the workings, you'll be training the next group of hires to come aboard. You're our first actual "crew."

"Your rooms are aft, and sorry about the tight fit, but space is at a premium down here. Just wait until we try and cram an entire battalion aboard! Ha! Now, go grab some sleep, training starts in the morning, and I'll need you to be sharp. We'll finish our tour then."

The action has been slow to this point, but is going to pick up at a frenetic pace shortly. Give the PC's a chance to ask a few basic questions, but have Lt. General Oath dismiss anything complicated. After a moment he begs leave to run the ship and insists they get some sleep to be ready for training. If the PC's insist upon leaving the room, let them poke around a bit before the Lt. General comes and escorts them back to their room.

Part Three: The *Tidal Wraith*

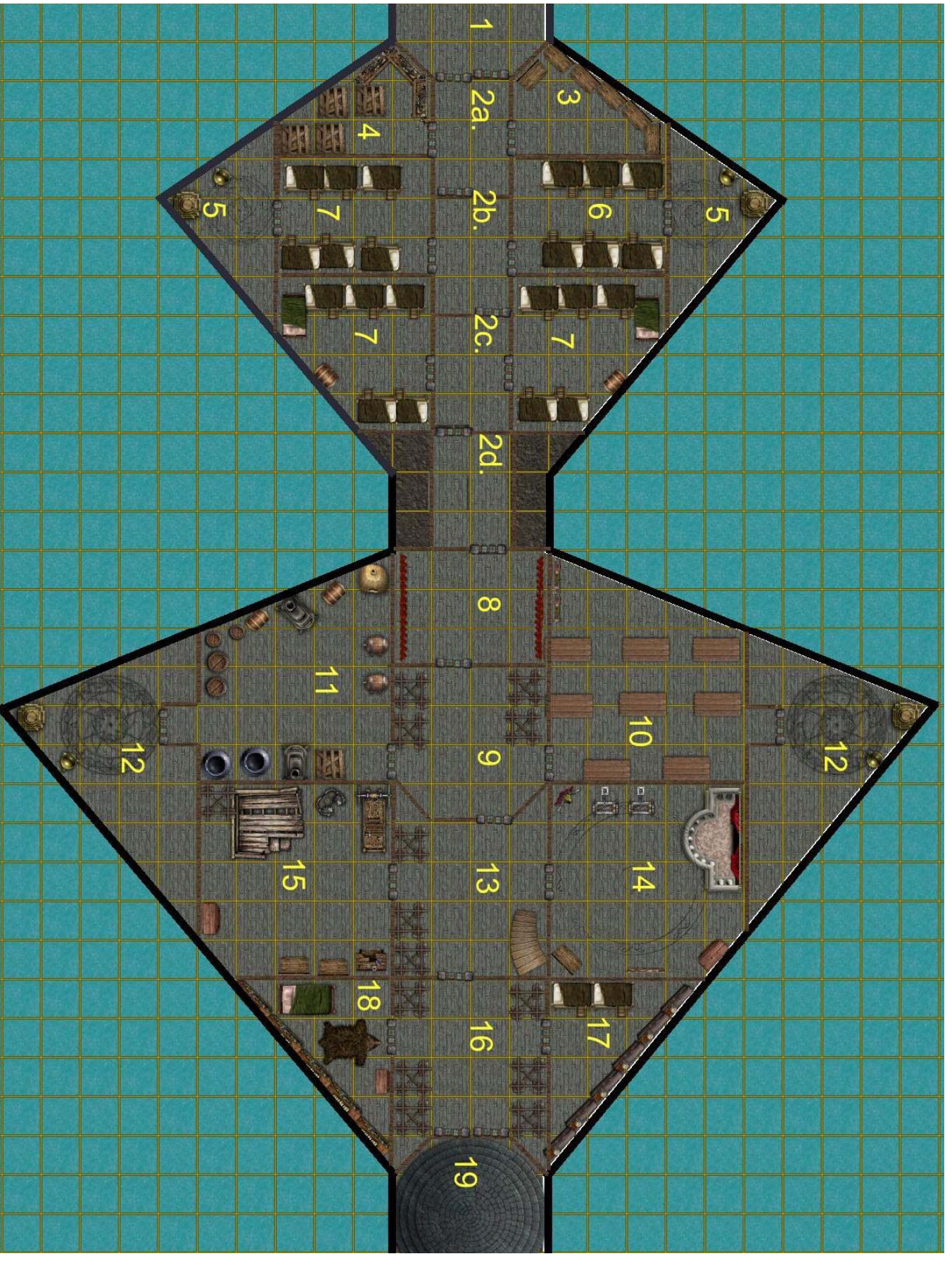
Exploring the Ship

The mission for the PC's is not clear at this point. As far as they know, they are here to crew the ship and escort it safely to the Executive Council meeting on Sorrowdusk Isle. At this point the PC's are going to spend a mundane week or so learning to crew the ship. After that, the saboteurs aboard are going to make their move. The time leading up to that moment should be fairly uneventful. If the PC's want a description of the ship use the descriptions provided but omit the portion containing the seawater, wreckage, and enemies.

Feel free to allow the PC's to interact with the crew, although they're not especially talkative. The crew right now consists of:

- 4 Elven Elemental Handlers
- 2 Gnome Elemental Handlers
- 1 Human Elemental Handler
- 1 Goblin Navigator
- 2 Human Sailors
- 6 Gnome Sailors
- 8 Goblin Sailors





You spend almost two weeks learning the ropes of the Tidal Wraith. Each of you rotates through a variety of jobs ranging from navigation all the way to deck swab and ship's cook. Due to the frenetic pace of work trying to keep the Wraith in top shape with a minimal crew, the time passes quickly. Even so, going almost two weeks without seeing the sun, or without seeing anything other than the wood and steel hull of the ship is maddening. The 'eyes' of the Wraith are a pair of true seeing dragonshard image projectors, and occasionally the ship's navigator will let members of your platoon gaze out into the vast deep. Though amazing to behold the gorgeous ocean depths, it's but a momentary reprieve from the monotony of your steel prison. Your eyes have become accustomed to the eerie green lights that illuminate the Wraith, and you can't help but wonder if you could every stand to gaze into full sunlight again...

Today, the Lt. General seems particularly excited: He announces that you're about a day and a half out from Sorrowdusk. Cleaning and polishing duties have been doubled, and fresh uniforms have been ordered for everyone aboard. An extra coat of polish was even ordered for the Brass Golem that guard's the Lt. General's quarters. The Lt. General is obviously nervous about making the best impression. As a result, he's ordered a pair of evening's off for the crew so they won't look so beleaguered. Ordinarily each member rotates independently, but tonight the crew has been split in half, with the ship running at a slower speed and shallower depth. Your platoon is part of the half that's getting the night off. Lights out for non-active crew has been set for 22:00. As extra rations of rum are delivered, your platoon sits in your cramped quarters, trying to decide how best to spend an evening off.

Give the PC's a few moments to discuss things, but be ready to interrupt if they attempt to leave their room or to push them ahead if they stall out or don't have much to say. And don't let them take any of the rum yet!

At the moment, the saboteurs have already made their move. The poison in the extra ration of rum is working its way through most of the inactive crew, and they've offered plenty to the crew on duty as well. Unfortunately, the saboteurs underestimated the determination and sense of duty in some of the goblin crew who would not drink at their posts. As a result, they had to use force, which has resulted in their plan being altered significantly. At this moment, the leader of the Pharlian operatives aboard, Eyelle has activated a summoning crystal and called for some undead that the House felt would be especially fitting given the nature of the mission. From that point he and his team will attempt to seize control of the ship. Of course, as they learn of the PC's resistance, their plan will quickly move to scuttling the ship and trying to escape.

The gnome at your door looks fairly unhappy to have to take the first working shift, particularly as he stares down longingly at his tray full of rum tankards. As he steps over the knee-knocker lip of your door, a loud clang rings out from the normally quiet ship. Suddenly, the Wraith lurches violently, sending the gnome stumbling into your room, tankards of rum flying. The sensation of descending is sharp as the green orbs that light the ship flicker momentarily.

"Dragon Below..." whispers the gnome, clutching a salvaged tankard of rum, which he promptly drains in one thirsty gulp.

The ship vibrates violently for a moment before listing slightly to the port side. And as the lights begin to flicker again, a crackling voice echoes out over the ship's voice system:

"Security team! Get to the fore, we've been..."

<indistinguishable noises>

"...get to me!"

And with that the voice abruptly cuts out. Then sensation of rapid descent has slowed somewhat, but the ship still lists a few degrees to port. And as your platoon prepares to act, you notice the body of a dead gnome slumped in the corner, empty tankard of rum in hand.

At this point give the PC's a few moments to gather themselves and discuss things, but they should be encouraged to hurry. A Heal (DC 16) check confirms that the gnome was fatally poisoned by something in the rum.

The rooms of the ship are listed in numerical order according to the map. You'll want to start the PC's out in room 2b by reading the box text there as soon as they enter. Use the other room descriptions as necessary

as the PC's are moving through the ship. Note, throughout the ship, unless otherwise noted, the ceilings are 10' high.

Sealing doors: Sealing a door in normal conditions requires a DC15 Strength check. This DC increases to 18 for shallow water and 20 for deep water. When the ship is completely flooded, the DC goes back to 18. Sealing a door is a full round action.

Opening sealed doors. Assume that all doors open toward the aft of the ship. Opening a sealed door is a full round action. The DC for opening a sealed door is equal to the DC for the current condition for sealing it. That DC increases by 4 if the door is opening against the flow of water.

Opposing opening or closing a door: A creature or PC can attempt to oppose the opening or closing of a door as a standard action. The creature or player attempting to oppose makes a Strength check at a -2 penalty. If that check is equal to or greater than the check to seal or open the door, the opening/closing of the door is delayed a round (the opposing party attempts to oppose again against the original check the following round). If the opposing party beats the initial check by 5 or more, the attempt he is opposing fails completely and must be attempted again.

1. Aft Containment Chamber

The door to this room is presently locked and barred from the other side.

The interior of the room is sparsely furnished and two elemental binding stones are linked to struts that extend outside the ships for the water elementals. The dragonshards appear intact, but no one is manning them.

The PC's shouldn't have access to this room. A description is provided in case they feel it is necessary to enter. There is nothing of value in the room and the elemental dragonshards are fused solidly into the ship's architecture.

2. Primary Gangway

The primary gangway is a network of reinforced passages that run through the heart of the Tidal Wraith. The alternating door design is there to slow an onrush of seawater in case of an emergency. Heavy pressure doors with large hand cranks for sealing the room are present at every entry and exit.

This is a generic description for each of the identical rooms in the gangway. Proceed to the more specific descriptions below for more information.

2b.

As you enter this room the sounds of fighting can be heard ahead. Alongside the intermittent sounds of combat comes a far more sinister noise: the creaking of the hull under the increased pressure of the sea. The Wraith is still sinking and it's beginning to take its toll on the ship. The door leading toward the fore of the ship is closed, but not sealed.

A Listen check (DC 18) allows the PC's to localize some of the sounds to the next room. If their check beats a DC 22, they can also hear the sound of dripping water. The door is not locked or sealed and opens easily.

2c.

Although this 10' x 15' section of gangway is no different in appearance than any of the others, you're immediately made aware of where some of the sounds of combat were coming from as you open the door. A pair of sopping wet corpses stand before you, one holding a dead goblin in hand, the other holding a near-dead gnome by the neck. As they notice you enter, one of the drops the goblin and the other snaps the gnome's neck with one hand like a rag doll and turns your direction. You have only a moment to contemplate where these creatures may have come from when suddenly the air becomes soupy and difficult to breathe.

From this point forward, the rest of the module will have the PC's staying in initiative unless otherwise noted.

Foes: The drowned have been instructed to kill any living crew members and to slow them down from reaching the fore of the ship if slaying them outright isn't possible. They are reasonably intelligent undead

and will communicate with the PC's if somehow motivated to do so. If the PC's are able to get them to communicate they will relay the message that they were summoned by "Pharlian Eyelle" to capture this ship.

Drowned (2): hp 154, 152; Combat Statistic

Tactics: The door behind the drowned is closed, and the zombies do their best to clog the narrow corridor while slogging through and attacking anyone in range. They rely heavily on their drowning aura to choke off any rear guard or casters within 30'.

Scaling the Encounter:

7th-level: Remove one of the drowned.

8th-level: One of the drowned begins at half HP.

10th-level: No change.

DROWNED

CR 8

This animated corpse is sopping wet, as if it just crawled from the water. The air around it is thick and cloying, exuding the essences of the corpse's watery grave.

CE Medium undead

Init +5; Senses Listen +14, Spot +18

AC 19, touch 11, flat-footed 18

hp 154 (20 HD)

Fort +6, Ref +9, Will +12

Speed 30 ft. (6 squares), Swim 30'

Melee 2 slams +12* (1d8+12*)

Base Atk +10; Grp +17

Special Attacks: Drowning Aura

Abilities Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12

SQ Darkvision 60 ft., fast healing 5, undead traits, unholy toughness

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Improved

Natural Attack (slam), Lighting Reflexes, Power Attack

Skills Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18

Possessions: -

Drowning Aura (Su): The drowned give off a 30' radius aura of suffocation. All breathing creatures within 30' of the drowned are treated as if beneath the water in terms of being able to breathe. The drowned accelerates the process of drowning. Follow the rules for drowning on each creature's turn within the aura. Multiple auras do not stack. Leaving the aura at any time immediately stabilizes the victim.

***Power Attack:** The drowned's combat statistics above assume that it is power attacking for 5.

2d.

As you enter this room, it's immediately obvious to you that those undead came from this direction. The floor is covered with a thin layer of briny moisture. The door ahead is also closed, although it doesn't appear to be sealed. As you approach, the hull groans loudly and the sound of splintering wood and twisting metal echo through the ship. For a moment, a brief crackle comes over the ship's sending stones.

"Secur..." and is abruptly silenced.

Listen checks reveal nothing other than the sickening sound of the ship beginning to give way under pressure. Be mindful to keep the PC's in initiative as they proceed into the next room. From here the PC's are likely headed to room 8.

3. Engineering

This room is packed with all manner of devices, both magical and mundane. From your rotation you know that all repairs to the ship, both the magical devices and the typical architecture are made here. Various crates and workbenches around the room are cluttered as they normally are in the midst of a busy workday. A dead gnome lies slumped near one of the tables.

The engineering room contains all manner of interesting tools and artifacts, but none the PC's should spend time examining. A Heal (DC 16) check confirms that the gnome was fatally poisoned by something in the rum.

4. Main Hold

Primarily used for the storage of goods to be transported, the room is mostly empty on the Wraith's maiden voyage. There are several crates in the room that are smashed open, their contents missing.

The hold does contain several items of value. The smashed crates contained the instruments used by the Pharlian infiltrators to sabotage the ship.

Treasure: In one of the crates the PC's find *Oil of Repair Serious Damage* and a scroll of *Goodberry*.

5. Aft Binding Chamber

An arcane binding circle dominates the center of this oddly-shaped room. The dragonshard pedestal is intact and contains a glowing dragonshard.

The equipment is intact, but of no value to the PC's. The room is otherwise empty.

6. PC's Quarters

The quarters assigned to you are quite simple and disturbingly cramped. Each of the crew quarters holds up to 18 sailors in 6 sets of bunks, each one stacked 3 high. There's only about 2 feet between the top and bottom of each bunk, and the only personal storage space is a narrow slot beneath the mattress of the bunk itself. Fortunately, the Lt. General assigned this room to only your team, so you had a little space to spread out.

There's nothing else particularly remarkable about the PC's quarters.

7. Crew Quarters

The other crew quarters are similar to your own. They each contain six sets of bunks stacked three high—or space for 18 men. The room is currently empty.

The crew quarters are all empty at the current time. Nothing other than mundane and valueless personal possessions can be found.

8. Primary Gangway: Amidships

Designed as a wider space to avoid bottlenecks, the amidships gangway expands into a larger room. As you enter, the smell of brine assaults your nostrils. The desiccated corpse of a human sailor lies crumpled on the floor ahead, and standing over it is a salt-encrusted, mummified human figure. The horrific creaking of the ship being crushed by the pressure of the depths doesn't seem to bother the creature as it turns and charges you.

Allow combat to begin, but prepare to interrupt it at the start of the 2nd full round.

Foes: The salt mummy immediately attacks, going after the nearest PC first. At the start of the 2nd full round of combat read the following.

Suddenly a voice breaks out over the ship's speaking stones:

"BRACE!"

And then without warning the Wraith slams violently into the sea floor. As you shake off the ringing in your ears and get yourself together the roar of rushing seawater can be heard coming from the back of the ship. The ship has obviously sustained a major hull breach somewhere aft of your position, and you'll need to get moving fast to stay ahead of it.

Any PC in contact with the deck of the ship, along with the Salt Mummy takes 2d6 points of nonlethal damage from the crash (Reflex, DC 18, half). At this point, give all of the PC's Wisdom checks and use highest result on following table for their results:

Wisdom Check	Result
16-20	You estimate that you have 40 rounds (4 minutes) before the ship floods completely
21-24	You estimate that you have precisely 46 rounds (4 minutes 36 seconds) before the ship fills completely with seawater.
>25	Same as above, but add that each sealed door directly in the path of the rushing seawater should slow it down by several rounds.

From this point forward you'll need to keep careful track of each full round. Use the following chart to help you figure out what the number of rounds means for the PC's.

Rounds	Effect
1-12	Rushing water can be heard. Remind the PC's every couple of rounds to provide a sense of urgency.
13-23	Shallow water 1-3 feet deep. Counts as difficult terrain. Increases DC of Tumble checks by 2. Increases DC of strength check to seal doors by 3. Water can still be heard rushing in.
24-39	Deep water, 3-6 feet deep. Counts as 4 squares of movement (or use Swim instead). Tumbling is impossible and size small and smaller creatures must make Swim checks. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't also underwater. The DC to seal doors increases by 5 (this does not stack with shallow water penalty).
40-46	Completely flooded main deck. Use drowning rules for any character on the main deck that cannot breathe underwater.
50+	Second level also floods. Use drowning rules.

Swimming: If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

Drowning: When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns.

Sealing Doors: Every door sealed in the main path of onrushing water (the center 4 squares running the length of the ship) subtracts two from the current round count. Reopening these doors does not add to the round count. Enemies trapped behind sealed doors will make 3 attempts to open them to get to the PC's before giving up. Even after a door is sealed, water continues to rush into the room, it just does so at a slower pace.

After the initial crash of the *Tidal Wraith* is resolved, combat with the Salt Mummy resumes. Of course, the PC's are faced with a difficult choice, they could stay and fight, allowing more water to rush in, or they could run and attempt to seal the doors behind them. Don't forget that enemies can attempt to oppose a door being sealed. After the crash the Salt Mummy takes 1d6 points of damage a round from the seawater.

Salt Mummy: hp 134; Combat Statistic

Tactics: The Salt Mummy pummels the closest vulnerable-looking target. If the PC's attempt to flee it takes a few free shots at them before following after. If the Salt Mummy realizes what's going on it will attempt to oppose closing the door.

Scaling the Encounter:

7th-level: No change.

8th-level: No change.

10th-level: Add an additional Salt Mummy.

SALT MUMMY

CR 8

This humanoid figure is mummified, desiccated, and so encrusted with salt that it is impossible to determine its original race. Despite its mineral encrustation, it lurches forward, reaching eagerly.

CE Medium undead

Init -1; Senses Listen +9, Spot +9

AC 18, touch 9, flat-footed 18

hp 134 (12 HD)

Fort +4, Ref +3, Will +8

Speed 30 ft. (6 squares)

Melee slam +14 (2d6+12 plus dehydrating impact)

Base Atk +6; Grp +13

Special Attacks: Dehydrating impact

Abilities Str 27, Dex 8, Con -, Int 6, Wis 10, Cha 16

SQ Darkvision 60 ft., fast healing 10, undead traits, unholy toughness, water weakness

Feats Alertness, Cleave, Improved Natural Attack (slam), Improved Toughness, Power Attack

Skills Hide +7, Listen +9, Move Silently +7, Spot +9

Possessions: -

Dehydrating Impact (Su): Each time a salt mummy touches a living creature, the creature must make a Fortitude save (DC 19) or take 4d6 points of damage as moisture evaporates from its body. This impact is especially devastating to plants and creatures with the water subtype, which take 4d8 points of damage. Creatures still take half damage on a successful save. The save DC is Charisma based.

Water Weakness: All water deals damage to a salt mummy as if it were holy water.

9. Central Passage

Rows of unpacked crates and equipment that were supposed to be packed away before berthing at Sorrowdusk line the central passage. This room is the first to connect the main artery for the crew amidship. Further ahead lies the fore of the ship, and to either side is the mess and the galley. Slogging in from the mess, now littered with dead bodies comes another of the soggy-walking-corpses.

Be sure and describe the amount of water flowing into the room.

Foes: The drowned attacks immediately and doesn't have much care if the water or it drowns the PC's.

Drowned: hp 147; Combat Statistic

Tactics: The drowned is slightly smarter than the salt mummy, and capable of surviving beneath the water. It doesn't hesitate to grapple foes trying to rush past or to ready an action to close the door, trapping the PC's in with him. It will also oppose a door closing if the PC's slip past.

Scaling the Encounter:

7th-level: Remove the drowned.

8th-level: The drowned begins injured with 98hp.

10th-level: No change.

DROWNED

CR 8

This animated corpse is sopping wet, as if it just crawled from the water. The air around it is thick and cloying, exuding the essences of the corpse's watery grave.

CE Medium undead

Init +5; Senses Listen +14, Spot +18

AC 19, touch 11, flat-footed 18

hp 154 (20 HD)

Fort +6, Ref +9, Will +12

Speed 30 ft. (6 squares), Swim 30'

Melee 2 slams +12* (1d8+12*)

Base Atk +10; Grp +17

Special Attacks: Drowning Aura

Abilities Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12

SQ Darkvision 60 ft., fast healing 5, undead traits, unholy toughness

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lighting Reflexes, Power Attack

Skills Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18

Possessions: -

Drowning Aura (Su): The drowned give off a 30' radius aura of suffocation. All breathing creatures within 30' of the drowned are treated as if beneath the water in terms of being able to breathe. The drowned accelerates the process of drowning. Follow the rules for drowning on each creature's turn within the aura. Multiple auras do not stack. Leaving the aura at any time immediately stabilizes the victim.

*Power Attack: The drowned's combat statistics above assume that it is power attacking for 5.

10. Mess

The mess tables are now strewn with dead bodies. All of the goblins seemed to have died fighting, while several other crew members simply sit slumped at the tables. A door ahead leads to the fore elemental binding chamber.

The PCs will find the mess completely devoid of life.

11. Galley and Storage

A magically-powered oven along with a number of other cooking implements occupy the wall to the right. The rest of the room contains storage, mostly of food and crew supplies, but this room can be used for cargo if necessary.

There are no living beings present in the galley and no bodies. Rummaging through with a Search (DC 18) check will uncover some treasure.

Treasure: In a crate at the rear of the room the PC's uncover a wand of *cure moderate wounds* with 20 charges.

12. Foredeck Elemental Binding Chamber

An arcane binding circle dominates the center of this large chamber. The dragonshard pedestal is crushed and the dragonshard contained within is shattered. The body of a gnome elemental handler lies sprawled upon the floor here, blood pooled beneath him from a slash across his neck.

The equipment is destroyed and consequently of no value to the PC's. The room is otherwise empty.

13. Foredeck Nexus

The foredeck nexus is the room that connects all of the essential components of the fore of the ship. A steeply angled ladder leads upward through a narrow circular hatch to the navigation deck. To the left is the communication center and to the right is the armory and fore hold. At the center of the room lies a translucent crystal pulsing with deep purple veins. It appears to be cracked in a number of places, but this is definitely not something you've seen before aboard the ship. Then again, neither are the creatures surrounding it. From the Armory comes the call of Lt. General Oath:

"In here, quickly!"

This chamber contains nothing of immediate value to the PCs. Make sure to remind the PC's of how much water is in the room and how much time they have remaining. The shattered stone in the center is what's left of the Pharlian summoning shard. The creatures in this area form the bulwark of their attack on the *Tidal Wraith*. Give the PC's a Spot (DC 22) check to see if they notice a ghostly shape slip past in the communication room.

Foes: The zombies form the brunt of the Pharlian sabotage attempt. They pour in, staggered through rooms 13, 14, and 15.

Fast Diseased Gnoll Zombies (8): hp 35, 34, 34, 33, 31, 30, 30, 29; Combat Statistic

Tactics: These undead attack the PC's mindlessly. They make no significant attempt to slow them beyond their basic attack and don't attempt to oppose sealing doors. They attack only the PC's and don't progress toward Lt. General Oath even though they were engaged previously.

Scaling the Encounter:

7th-level: Remove one of the zombies.

8th-level: No change.

10th-level: Add two zombies.

FAST, DISEASED GNOLL ZOMBIE CR 2
Black, pustulent sores erupt from beneath the matted, rotting black fur of this zombie. The zombie wields a massive greatsword and seems to move with preternatural speed.

NE Medium undead

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

AC 16, touch 13, flat-footed 12

hp 33 (4 HD); DR 5/slashing

Fort +1, Ref +1, Will +4

Speed 60 ft. (12 squares)

Melee masterwork greatsword +8 (2d6+7) or slam (1d6+5)

Base Atk +2; Grp +7

Atk Options disease

Abilities Str 20, Dex 12, Con -, Int -, Wis 10, Cha 1

SQ Darkvision 60 ft., undead traits

Feats Toughness

Skills -

Possessions: masterwork greatsword

Disease (Ex): Any successful melee attack by a diseased zombie exposes the target to Filth Fever. Any creature making a successful unarmed or natural attack against the zombie is similarly exposed (a PC that

grapples with a diseased zombie gets a -4 penalty on the save to resist the infection).

Fast Zombie: The fast zombie (in addition to gaining additional base speed and a dodge bonus to AC) is not restricted to taking single actions only. However, it still cannot attack more than once per round.

14. The Communication Room

A staggering array of arcane equipment occupies the walls of this chamber. The body of a human elemental handler lies slumped over at one of the communication sending stones, a bloody wound apparent on the back of his neck. As you survey the rest of the room, you notice that a large amount of the equipment has been smashed or otherwise destroyed

The one longer-range sending stone has been shattered, but at least one of the many ship's sending stone's still operates. The PC's have been trained how to operate the equipment and can broadcast whatever message they want through the ship. No response is forthcoming.

15. Armory and Forward Stowage

The armory was not stocked prior to the Tidal Wraith departing Khovaire, so it lies mostly bare now. All the greater pity that it was bare, because looking at the battered form of the Lt. General Oath, you imagine that he could have used all the help he could have found. Then again, given his reputation as a mage, if he looks like this you'd hate to see what the other guys look like. True enough, the walls and floor are covered in pitted acid scars and scorch marks.

As you enter the Lt. General attempts to stand and crumples to a heap. With an exasperated growl he hisses,

"Damned indignities. You'll have to carry me."

"We've obviously hit the bottom, and not a bit too soon. It may actually be a good thing that the hull ruptured as it relieved some of the pressure—that is, if we don't drown. The good news is, I think I can get us out of here. There's a secret escape bubble built into the rear of the navigation deck above. The bad news is, the activation shard is locked in my quarters behind my golem. That wouldn't seem too bad, except that my golem went berserk defending my quarters at some point during the attack. We'll have to disable it the old fashioned way. Now let's get to my quarters and get that shard!"

The room contains some treasure in a small footlocker to the rear of the room. The Lt. General has been too busy fighting off undead to learn more about who may have sabotaged the ship. He does mention that he thought he saw something walk through the wall across in the communication room.

Carrying the Lt. General: Fortunately, the goblin is quite light at 50lbs, but he does occupy a hand. Furthermore, he carries a Wand of Magic Missiles (3rd level) and uses that on the action of the PC carrying him to assist in any combat. The Lt. General has 22/58 hp remaining and an AC of 14 (+1 size, +3 dex).

Treasure: Event treasure: Potion of *Haste*, Potion of *Cure Serious Wounds*, Amulet of Health +2, and a scroll of *Lightning Bolt*.

16. Forward Hold

Ordinarily, this room would be filled with piles of crates, boxes, and barrels. Forward, through the fore door, there's a cargo hatch that can open for loading and unloading just above the ramming prow. At this point, the Wraith is cargo light and so this room is mostly empty; save of course, the giant axe-wielding brass golem that's making its way your direction.

The brass golem stands in front of the locked door to the Lt. General's quarter. It attacks as soon as anything it can see enters the room. Be sure and remind the PC's of how much water is present and how much time they have left.

Foes: A single brass golem guards the door. The Lt. General barks out orders during combat, and is happy to point out that the golem is healed by fire and slowed by electricity. For the sake of this encounter, when the Golem's maze ends when it is destroyed.

Brass Golem: hp 90; Combat Statistic

Tactics: The golem has gone irretrievably berserk and attacks anything and everything in the room. It starts by using its maze ability against the nearest melee combatant. From there it relentlessly attacks a single target until it falls.

Scaling the Encounter:

7th-level: The Brass Golem begins at half hp with a 26AC

8th-level: The Brass Golem begins at half hp

10th-level: No change.

BRASS GOLEM

CR 10

This mindless golem is forged to resemble a minotaur and gleams brightly thanks to a new coat of polish.

N Large construct

Init +0; Senses Listen +2, Spot +2

AC 31, touch 9, flat-footed 31

hp 90 (16 HD); DR10/adamantine

Fort +5, Ref +5, Will +7

Speed 30 ft. (6 squares), can't run

Space 10'/Reach 10'

Melee +3 wounding greataxe +19/+14/+9 (3d6+10/19-20x3 plus wounding) and Gore +11 (1d8+2) or Gore +17 (1d8+7)

Base Atk +11/+6/+1; Grp +16

Special Attacks: *Maze*

Abilities Str 20, Dex 11, Con -, Int 3, Wis 14, Cha 7

SQ Darkvision 60 ft., low-light vision, construct traits, scent, immune magic, DR10/adamantine

Feats Cleave, Great Cleave, Improved Sunder, Power Attack, Track

Skills Listen +2, Spot +2, Track +21 (+41 in own maze)

Possessions: -

Maze (Sp): Once per day, a brass golem can target a maze effect (CL16) against a single target. The golem is immune to the effects of its own maze ability and that of others of its kind. It can freely enter its own maze to track a target.

Magic Immunity (Ex): A brass golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the slow spell) for 3 rounds with no saving throw. A fire effect breaks any slow effect and heals the golem 1 point of damage for every 3 points dealt by the spell. The golem gets no saving throw against fire effects.

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

17. Officers' Quarters

Although not necessarily more spacious than the general crew quarters, this room is a good deal less crowded. With only 4 bunks, this room is reserved for higher ranking members of the ship's crew. In this case, the four elven elemental binders were quartered here.

A smattering of mundane personal effects dot the room, but nothing of value. The room is empty if the PC's visit it before entering the Lt. General's quarters.

18. Lt. General's Quarters

A single bed occupies this room. The walls are lined with book shelves, and books of all sorts fill them. As you enter, four elves that you recognize as your elemental handlers are armed to the teeth and ransacking the office. As they turn to attack, the appearance of the elf you recognize as Eyelle turns translucent, a fist-sized yellow crystal in his hand. From behind you hear the sound of the Officer's Quarters door opening.

Suddenly, the Lt. General shouts: "Get that shard" gesturing toward Eyelle's hand.

As the PC's enter the room, be sure to tell them how much water is present and how much time remains before combat begins.

Foes: The ghosts emerge from the officer's quarters and immediately move to attack. The elves take up flanking positions, casting spells as needed. Eyelle uses his incorporeal jaunt to run through the wall and toward the navigation deck. If he arrives there it takes him 4 rounds to find the escape bubble, at which point he attempts to leave immediately, leaving his comrades behind. If any of the elves, including Eyelle are captured or otherwise forced to reveal information, they clearly indicate that House Pharlian sent them to capture the ship to punish the Blackwheel Company for not involving the Houses in its development.

Eyelle, Pharlian Phantom Duskblade: hp 51; Combat Statistic

Lacedon Ghast (3): hp 33, 31, 29; MM 119

Pharlian Operative (3): hp 31, 29, 28; Combat Statistic

Tactics: The ghosts and elves slow down the PC's at all costs, using both melee attacks and magic to mount their offensive. The clerics start by reading their scrolls and then follow up with wand attacks and other offensive spells.

Treasure: The PC's find 4 Auran Masks on the three Pharlian operatives (one of them is holding Eyelle's mask).

Scaling the Encounter:

7th-level: Remove one ghast.

8th-level: No change.

10th-level: Add two ghosts.

PHARLIAN OPERATIVE/ ELEMENTAL HANDLER CR 4

Short-cropped blonde hair accents the hawkish features of this sailor.

The elf wears thick armor made of overlapped, iridescent blue scales along with a shield made of a strange, twisted wood. Wands and various spell components hang from a belt pouch at his waist.

Male elf cleric 4

LG Medium humanoid

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

AC 17(+5 armor, +1 shield, +1 deflection), touch 11, flat-footed 17

hp 31 (4 HD)

Fort +5, Ref +1, Will +6

Speed 20 ft. (4 squares)

Melee MW shortspear +4 (1d6)

Ranged MW light crossbow +4 (1d8 19-20/x2)

Base Atk +3; Grp +3

Atk Options cleric spells

Cleric Spells, (5/5/4 CL 4th)

2nd (4 per day)—Sound Burst (DC 14), hold person, spiritual weapon, inflict moderate wounds

1st (5 per day)—command (DC 13), sanctuary, inflict light wounds, cure light wounds, doom

0 (5 per day)—create water, detect magic, light, mending, read magic

Abilities Str 10, Dex 10, Con 12, Int 12, Wis 14, Cha 16
SQ Low light vision 60', elf traits, turn undead, spontaneous casting,
air domain (can turn or rebuke air elementals), magic domain
Feats Extra turning (can turn 10x per day), improved turning (+1 level
for turning attempts)
Skills Concentration +6, Diplomacy +4, Knowledge (arcana) 6, Knowledge (planes) +8,
Knowledge (religion) +2, Profession (sailor) +3, Spellcraft +4, Swim +1
Possessions: scale mail +1, brooch of shielding, MW darkwood buckler, MW shortspear, MW
light crossbow, 20 bolts, wand of *magic missile* 3rd, scroll of *blindness/deafness*, scroll of
scorching ray (18), auran mask

Spontaneous Casting: A good cleric (or a neutral cleric of a good
deity) can channel stored spell energy into healing spells that the
cleric did not prepare ahead of time. The cleric can "lose" any
prepared spell that is not a domain spell in order to cast any cure
spell of the same spell level or lower (a cure spell is any spell
with "cure" in its name).

Magic Domain: Use scrolls, wands, and other devices with spell
completion or spell trigger activation as a wizard of one-half your
cleric level (at least 1st level). For the purpose of using a scroll
or other magic device, if you are also a wizard, actual wizard
levels and these effective wizard levels stack.

EYELLE, PHARLIAN PHANTOM DUSKBLADE CR 9
*Clothed in a grey cloak, Eyelle shimmers and wavers in the air as he
moves.*

Male elf Duskblade 7

CN Medium humanoid

Init +6; Senses Listen +2, Spot +2

AC 25(+2 Dex, +6 armor, +2 shield, +1 natural, +1 deflection, +3 Cha),
touch 17, flat-footed 17

hp 51 (7 HD)

Fort +6, Ref +7, Will +6 (+8 vs. enchantments)

Speed 20 ft. (4 squares)

Melee +1 longsword +11/+6 (1d8+4/19-20)

Base Atk +7; Grp +10

Atk Options arcane channeling, quick cast, phantom strike

Duskblade Spells, as sorcerer (6/6/3 CL 5th)

2nd (6 per day)–*dimension hop* (10 ft., DC 14), *stretch weapon*,
scorching ray (+9 ranged touch)

1st (7 per day)–*blade of blood* (DC 16), *kelgore's fire bolt* (5d6
fire, DC 13), *bigby's tripping hand* (+9 ranged touch, DC 13), *ray
of enfeeblement* (+9 ranged touch)

0 (6 per day)–*acid splash*, *touch of fatigue* (DC 12), *ray of frost*,
daze, *open/close*, *mage hand*

Abilities Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 14

SQ arcane attunement, arcane channeling, armored mage, quick cast,
spell power, phantom strike, incorporeal movement, vulnerability to
ghost touch, phantom defense, incorporeal jaunt

Feats Combat Casting, Combat Expertise, Improved Initiative, Lightning
Reflexes

Skills Concentration +10 (+14 casting defensively), Knowledge (arcane) +12, Knowledge
(planes) +12, Listen +2, Sense Motive +10, Spot +2

Possessions: breastplate +1, amulet of natural armor +1, +1 light shield, +1 longsword, cloak of
resistance +1, ring of protection +1

Arcane Attunement (Sp): Can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, or *read magic* a combined 7 times per day.

Arcane Channeling (Su): You may use a standard action to deliver any touch spell known as part of a melee attack. This attack does not provoke attacks of opportunity. The spell must have a casting time of 1 round or less.

Armored Mage (Ex): Can wear light or medium armor with no chance of spell failure.

Incorporeal Jaunt (Su): A phantom can become incorporeal as a swift action. It can become corporeal again as a swift action or a standard action.

Incorporeal Movement (Su): When willingly moving, a phantom becomes incorporeal. A phantom can suppress or resume this ability as a move action.

Phantom Defense (Su): A phantom's armor bonus deflection bonus, natural armor bonus, and shield bonus count toward its Armor Class, whether it or its attackers are incorporeal or corporeal.

Phantom Strike (Ex): For the purpose of resolving spells, melee attacks, ranged attacks, and other attacks that require only momentary contact to deal damage or have their effects, a phantom is considered to be both corporeal and incorporeal. Thus the phantom receives its normal Str bonus on attack and damage rolls and it can use material components to cast spells.

Quick Cast: You can cast one spell each day as a swift action. That spell must have a casting time of 1 standard action or less.

Spell Power (Ex): If you have damaged an opponent with your melee attack you gain a +2 bonus to overcome its spell resistance

Vulnerability to Ghost Touch (Ex): +50% damage from attacks and effects that have the ghost touch property

New Spells

Bigby's Tripping Hand, *PHB II*, 103
 Evocation [Force]
Level: Duskblade 1, sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

A large hand sweeps at the target creature's legs in a tripping maneuver. This trip does not provoke attacks of opportunity. Its attack bonus equals your caster level + your key ability modifier + 2 for the hand's Strength score (14). The hand has a +1 bonus on the trip attempt for every three casters levels up to a maximum of +5.

Blade of Blood, *PHB II*, 103
 Necromancy
Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 swift action
Range: Touch
Target: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None

Spell Resistance: No

When the affected weapon strikes a living creature, blade of blood discharges. The spell deals an extra 1d6 points of damage to the target. You can voluntarily take 5 hit points of damage to empower the weapon to deal an additional 2d6 (for a total of 3d6) points of damage. The weapon loses this property if it is dropped or the wielder loses contact with it.

Dimension Hop, *PHB II*, 110

Conjuration [Teleportation]

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Kelgore's Fire Bolt, *PHB II*, 110

Conjuration/Evocation [Fire]

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: See text

The spell conjures a small orb of rock and sheathes it in arcane energy. This spell deals 1d6 points of fire damage per caster level (maximum 5d6). If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orb's impact.

Stretch Weapon, *PHB II*, 126

Transmutation

Level: Bard 2, cleric 2, duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: 0 ft.

Target: Melee weapon wielded

Duration: One attack

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The affected weapon stretches, extending towards its target, though it can be wielded normally. The spell adds an additional 5 feet of reach to a melee weapon for a single attack.

New Item

Auran Mask, *Complete Mage*, 134

This mask fits over the character's nose and mouth. The bulk of the item is a cloth packet holding a porous, spongelike substance. It requires a move action to put on or remove, and once a single breath is taken through the mask its benefits only last for 1 hour (or less if taken underwater). A creature wearing an Auran Mask receives a +5 circumstance bonus on Fortitude saves against inhaled toxins. In addition, the wearer can breathe underwater as if under the effect of a water breathing spell, though immersing the auran mask in water reduces its remaining duration to 10 minutes.

19. Forward Docking Bay

The door to this room is magically sealed.

The door to the forward docking bay is magically sealed. Only the Lt. General can open it.

20. Navigation Deck

This room is covered in charts and maps. A pair of viewing lenses sit just above the navigator's chair. A steeply angled ladder leads to the room below.

If Eyelle is here, be sure to let the PC's know. The escape bubble is at the rear of the room.

21. Escape Bubble

A small circular hatch leads into the tiny bubble. Designed for emergency situations, this device was designed for maybe as many as 4 humanoids. Squeezing any more into it than that will make for a very uncomfortable ride, although it should be possible. A small niche on the rear wall contains the slot for the power shard.

If Eyelle is here, be sure to let the PC's know. The escape bubble is at the rear of the room. Once the hatch to the bubble is sealed it is watertight. The bubble contains enough air for two hours, although it won't take nearly that long to reach the surface. Launching the bubble takes 2 full rounds, and can only be done if the hatch is sealed. The bubble can hold a maximum of 7 medium sized creatures.

Leaving the Wraith

The PC's have two choices for leaving the Tidal Wraith. Either they can take the escape bubble or they can attempt to use the Auran Masks found on the elves to depart.

The masks have 10 minutes worth of oxygen, but the ship is 760 feet below the surface of the water. Allow the PC's to move at their full movement speed (as a full round action) since they are ascending with air in their lungs. As a result of the pressure, the PC's take 1d6 points of damage per minute (i.e., every 10 rounds), per 100 feet of water they're in. The PC's would leave through a hatch atop the navigation deck.

If the PC's use the bubble, the ascent is harmless and takes about two minutes.

If the PC's do not leave the *Tidal Wraith*, they drown and the adventure is over.

Ending the Adventure

If the PC's are able to survive the ordeal, the adventure ends after they surface:

As you sit, bobbing on the surface of the Thunder Sea, it's ironic to see just how far you've come. In the near distance, perhaps no more than half a mile away, lies Sorrowdusk Isle. Knowing what is about to transpire at the Council meeting, you only hope that the Field Marshal has some other impressive tricks up his sleeve. As you shield your eyes from the blazing sunlight, you notice the outline of a small goblin fishing vessel heading your direction.

All of the PC's that survive receive the "Undersea Legs" story object. If Lt. General Oath survives, they also receive their promotion.

Adventure Questions

1. Describe how the PCs fared during the MAAD.
 - a. They all landed successfully.
 - b. Some landed poorly.
 - c. Most landed poorly.

- d. Some PC's died as a result of the drop.
2. Describe how the PC's proceeded after the start of the sabotage attempt?
 - a. They moved with calculated efficiency, not wasting any unnecessary time, and quickly found their way to the front.
 - b. The wandered slightly, and wavered some in their decision, but ultimately moved somewhat directly toward their goal.
 - c. They floundered around the ship, attracting attention or exploring unnecessarily.
 - d. They were completely disorganized or in disagreement, they wasted too much time around the ship, and only proceeded to the front of the ship as an afterthought.
3. Describe how the PC's fared in all but the last combat on the ship.
 - a. They dispatched of their enemies handily.
 - b. They fought hard, and struggled some, but were ultimately victorious.
 - c. Some of the PC's died in the fighting.
 - d. All of the PC's died in the fighting.
4. Describe the PC's attentiveness and interaction during the first two parts of the module.
 - a. They participated, attended, and kept their interest focused on the mission.
 - b. For the most part they attended and interacted well.
 - c. They were disorganized or inattentive most of the time.
 - d. They were completely uninterested and inattentive.
5. Did Lt. General Oath survive?
 - a. Yes, and the PC's made sure he was heeded and well treated.
 - b. Yes, but he took a beating.
 - c. No, but through no real fault of the PC's.
 - d. No, and the PC's were careless or directly responsible.
6. Describe the adventure's conclusion.
 - a. The PCs fought their way out of the ship, slaying Eyelle, and safely making their exit in the escape bubble.
 - b. The PCs escaped in the bubble but were unable to capture or kill Eyelle.
 - c. The PCs had to use some other method besides the bubble to escape.
 - d. The PCs failed to escape.
7. Rate the group's roleplaying.
 - a. Fantastic! Everyone had interesting and engaging characters that interacted and challenged the adventure in very fun ways.
 - b. Good. Most players had interesting and engaging characters.
 - c. Okay. There was some roleplaying.
 - d. None. There was no roleplaying. They treated the adventure as nothing more than a set of objectives to be accomplished.

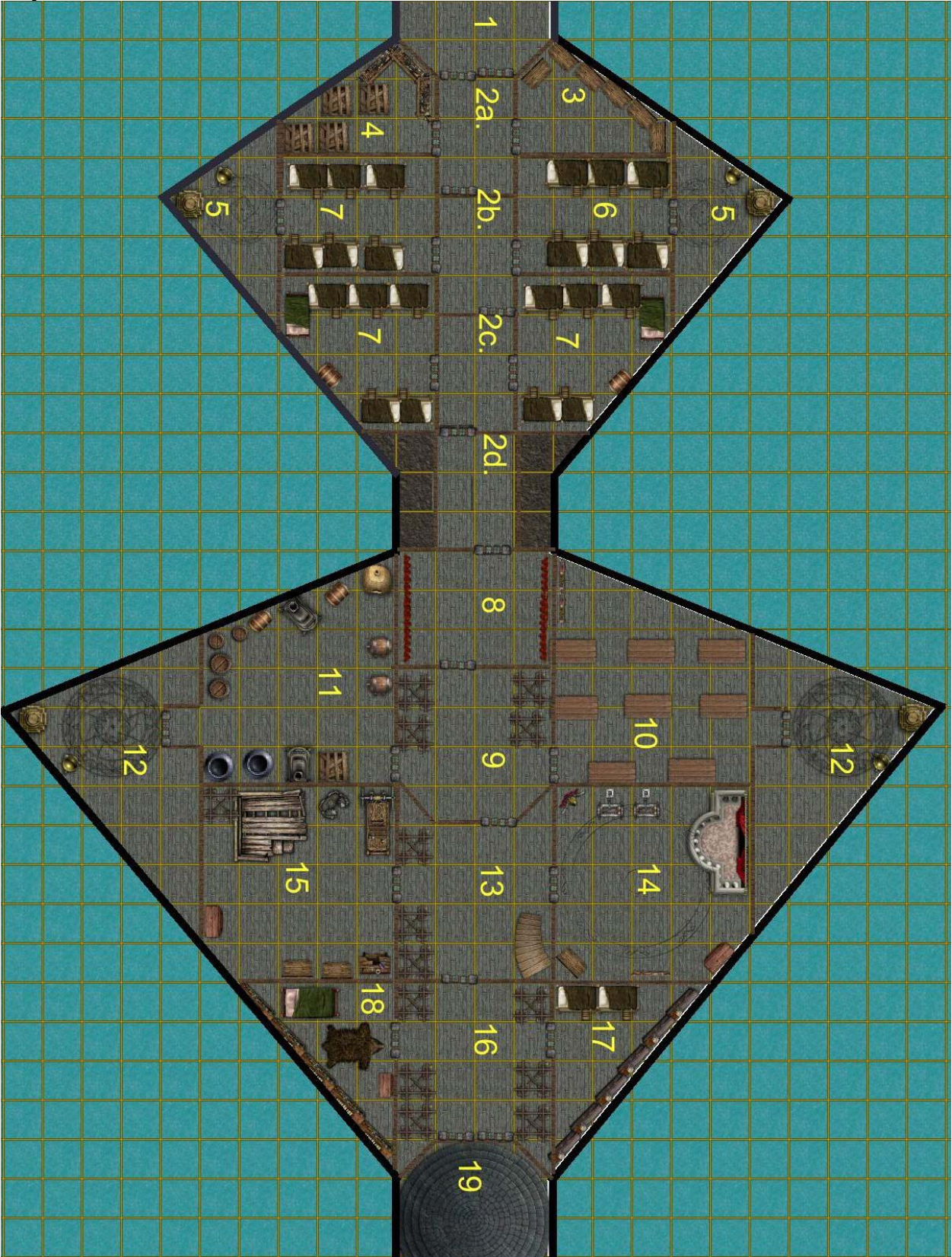
Story Object Request:

Sergeant Rank: This object is a small enameled black wheel with three spokes on it. It is a sign of the fourth rank in the Blackwheel Company. Within the Blackwheel Company rank is a sign of esteem, leadership, accomplishment, and pay. While rank is not an absolute determinant, lower ranking members generally defer to higher ranking members. Sergeant is the first true leadership position in the Company. A Sergeant is expected to lead, make good decisions on the fly and put the needs of his men and the Company first. Blackwheel Company members gain a +1 bonus on Diplomacy and Sense Motive checks with other Company members of their rank or lower for each spoke on their rank insignia. Sergeant adds an additional +800 to their gold piece limit and gain a battle cry that can be used once per day. The battle cry grants a +1 morale bonus on attacks and saves for 1 round per spoke. Like all Blackwheel Company medals and badges of rank, this insignia will magically adhere to armor, skin, or clothing at will. The benefits of rank are cumulative with all previous ranks earned.

Undersea Legs: This one-of-a-kind medal is awarded to Blackwheel Company members that have served aboard the Company's elite Elemental Kraken undersea

vessels. The medal is a Kraken carved in ivory that stands out sharply against the uniform. The Undersea Legs medal allows any character to double the number of rounds they are able to hold their breath. This medal also reduces any penalties for fighting in or under the water. The medal grants a +8 bonus to Swim checks.

Player's Handout 1



Player Handout 2

- 1. Aft Containment Chamber**
- 2. Primary Gangway**
- 3. Engineering**
- 4. Main Hold**
- 5. Aft Binding Chamber**
- 6. PC's Quarters**
- 7. Crew Quarters**
- 8. Primary Gangway: Amidships**
- 9. Central Passage**
- 10. Mess**
- 11. Galley and Storage**
- 12. Foredeck Elemental Binding Chamber**
- 13. Foredeck Nexus**
- 14. The Communication Room**
- 15. Armory and Forward Stowage**
- 16. Forward Hold**
- 17. Officers' Quarters**
- 18. Lt. General's Quarters**
- 19. Forward Docking Bay**
- 20. Navigation Deck**
- 21. Escape Bubble**