Black Sails Over Freeport

A d20 System Adventure for Characters Level 6 and Up

By Brian E. Kirby, Robert Lawson, William Simoni, and Robert J. Toth

d20 system

Green Ronin Publishing
GRR1024

Requires the use of the Dungeons & Dragons ®, Third Edition Core Books, published by Wizards of the Coast ®

Black Sails Over Freeport

Being the True and Tragical Account
Of the Lost Historie of the City of Adventure;
How Freeport Became the Plaything of the Gods,
Waged Bloody War Against the Full-Fathom Five,
And Lives Ignorant of Its Current Peril
Under the Spreading Shadow
of the Fearsome Yarash.

Black Sails Over Freeport

~ Credits ~

Design: Brian E. Kirby, Robert Lawson, William Simoni, and Robert J. Toth

Development: Chris Pramas

Editing: Christina Stiles

Cover Art: Wayne Reynolds

Interior Art: Toren "Macbin" Atkinson, Ramsey Hong, Steve Lawton, Chris Keefe, Ralph Horsley, Marcio Fiorito, David Griffith, Joseph Wigfield and Britt Martin

Cartography: Rob Lee, Hal Mangold, Todd Gamble

Graphic Design and Art Direction: Hal Mangold

Green Ronin Staff: Nicole Lindroos, Hal Mangold, Chris Pramas, and Evan Sass

Authors' Special Thanks: to Chris Pramas, Nicole Lindroos, Hal Mangold and Evan Sass; to Christina Stiles and the artists who made us look good; to our playtesters and friends for sharing their time and their advice (however pointed); to our ever-patient wives and families, who sweated this one out along with us; and, of course, to Mike the Nurse, without whom none of this would have been possible.

Playtesters: James Aitken, Charles Alsdorf, Ramsey Hong, Pete Jencius, Andrew Kilduff, Jennifer Kirby, Michael Lee, Erik Mattsen, "Crazy" Todd Miller, Patrick O'Neil, Kim Pratt

Black Sails Over Freeport is ©2003 Green Ronin Publishing. All rights reserved.

Freeport: The City of Adventure

Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.

Black Sails Over Freeport, Green Ronin, Freeport, the Freeport logo, and the Green Ronin logo are trademarks of Green Ronin Publishing.

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, Inc., and are used with permission.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 5.0. A copy of this License can be found at www.wizards.com/d20.

The following is designated as Product Identity of Green Ronin Publishing, as defined in Section 1(e) of the Open Game License: all proper place and personal names, excluding Yig.

All text is designated as Open Game Content, except the previously claimed Product Identity.

Printed in the U.S.A.

Green Ronin Publishing
P.O. Box 1723
Renton, WA 98057-1723

Email: custserv@greenronin.com
Web Site: www.greenronin.com

It is not well for God to be alone.

—G.K. Chesterton

If there are two, one betrays.

—Jean-Pierre Melville

~ Table of Contents ~

Introduction 4

Adventure Synopsis 5
The Lost History of the City of Adventure 5

Act I: Red Skies at Morning 11

Section One: Blood on the Docks 12
Section Two: Baumann and Buche 15
Section Three: Baumann's Prize 19
Section Four: Maps and Legends 25
Section Five: The Belly of the Beast 38
Section Six: The Chase 44
Section Seven: Libertyville 49
Section Eight: Hell's Triangle 56

Act II: Islands of the Damned 62

The Islands 62
The Arrival 63

The Isle of Undeath 69

The Isle of Undeath: Surface Level 69
The Isle of Undeath: The Dungeon 75
Level One: The Observatory 75
Level Two: The Library 76
Level Three: Daen's Quarters 78
Level Four: The Labyrinth 80
Level Five: Undead Finishing School 87
Level Six: Reanimation 91
Aftermath 93

The Boneshaper's Throne 97

Section One: All Against All 97
Section Two: Freak on the Borderlands 104
Section Three: Head Games 111
Section Four: Being Zoltan Zaska 120
Section Five: A Pirate's Life 125

The Island of the White Gorilla 126

Section One: Going Ape 126
Section Two: Run Through the Jungle 134
Section Three: Death and the Maiden 137

Crystal Lake Island and the Stone of the Heavens 147

Section One: Life on the Island 147
Section Two: Under the Island 157

Yarashad 175

Section One: Ocean Deep, Mountain High 175
Section Two: Nature's Way 177
Section Three: The Boneyard 179
Section Four: Harry the God 181

Act III: Red Skies at Sunset 185

Prologue 185
Section One: A City Under Siege 189
Section Two: Yarash Rising 196

Epilogue 203

What Next? 204

Dramatis Personae 209

Ship Crews 210
Act I: Red Skies at Morning 212
Act II: Islands of the Damned 218
Act Three: Red Sails at Sunset 242

~ Introduction ~

Welcome to *Black Sails Over Freeport*, the sixth installment in Green Ronin's series of d20© System adventures. To play *Black Sails Over Freeport*, you'll need the *PHB*, *DMG*, and *MM*. This adventure makes mention to previously published books about Freeport, primarily *Freeport: The City of Adventure* and *Denizens of Freeport*. Familiarity with these books will certainly enhance your roleplaying experience, but they are not required. Stats and background information are provided as needed. GMs may also find *Tales of Freeport* handy for source material, new locations, and short "side trek" adventures.

Although Freeport is designed for use in any campaign world, names have been provided for some prominent people and places, most notably the previously unnamed God of Pirates, Harrimast. These are merely suggestions, and can be changed to better fit your own setting.

A map of Freeport with all locations necessary for this adventure is located on pages 252-253

Encounter Levels

Black Sails Over Freeport is designed for a party EPL (Effective Party Level) 6, which typically means four 6th-level characters. Adding more or lesser-powered characters can change the party's EPL and the amount of experience points awarded to each character. It can also make certain encounters too hard or too easy for the party.

To ensure that a party is in the proper range for this adventure, determine the encounter level as if your players were monsters (Consult **Chapter Three** of the **DMG** for information on Encounter Levels), and then subtract 4 from the result to get the value.

Adventure Synopsis

Black Sails Over Freeport allows the PCs to prevent a lost, evil god from rising again and destroying Freeport, and they must race against time to do it.

Act I starts the characters off at the Docks in Freeport, where an odd gnome requests they hold onto a map for him. Through the course of this part of the adventure, the characters learn that the map is ancient, and it leads to a mythic island called Yarashad, where great treasures are said to rest. The more they research, however, they learn that the island is associated with a lost, evil god (Yarash) and his pirate henchmen called the Full-Fathom Five—a bit of interesting history that Sea Lord Cromey went to a lot of trouble to erase from Freeport's records. While they go off in search of a magical sextant to take them to the island, they also learn that Yarash's cultists want the magic item just as badly.

Meanwhile, this chapter foreshadows civil unrest with the city's expanding orc population and a growing war between the barbarians and the elves that come to a head in Act III.

Act I ends with the PCs traveling to Hell's Triangle and arriving in an otherworldly ocean where Yarashad is set to appear. Four other islands sit before them.

In **Act II**, the PCs must explore the four islands, home to Yarash's remaining Full-Fathom Five. Here, the PCs need to extract the artifacts Yarash gave to his undead henchmen, who were supposed to use the items to bring back their master. Jealousy and delusions of grandeur set each of the remaining members on paths to fill their own agendas, however. The PCs have to deal with the Five's machinations while they explore the islands, and they must fight these powerful foes to gain their artifacts—which won't be easy.

In **Act III**, the PCs return to Freeport with vast amounts of treasure and Yarash's artifacts. While the city and the PCs deal with a growing war between the nearby barbarians and the elves and an orc uprising in Freeport, the presence of these items in the Material Plane allow Yarash and the Son of Yarash, a kraken, to return. The PCs must once again save the City of Adventure from monumental impending doom!

The Lost History of the City of Adventure

In the beginning, there were two gods, and every seafarer had to choose between them. If you worked a merchant vessel, or took to the oceans for pleasure, you made a sacrifice to Harrimast, the great god of pirates (**F:COA** on pages 95-96). You'd weigh down a few kegs of choice ale and wine, waterproof a chest full of gold and potions, sprinkle the whole collection with a few drops of captain's blood, and maybe, just maybe, Harrimast would intercede on your behalf, sparing your vessel from corsairs or natural disasters. But, if you didn't pay proper obeisance, you'd better pray that whatever god you *did* worship was on your side, for Harrimast would turn the full fury of *his* followers against you. And they didn't come any wickeder or more ruthless—unless, of course, they worshipped Yarash.

In the heavenly hierarchy, Yarash began as Harrimast's first mate, a cosmic messenger who appeared to pirate captains in visions, stirring their blood for battle; a vicious, avenging deity who rose from the seas riding a kraken that gorged itself on lifeboats; and a cold-blooded demigod who cleared enemies' decks with a wicked, flashing hook he wore at the end of his arm.

Over time, the pirates turned to worship Yarash in his own right—a certain kind of pirate, that is, one whose lust for battle and blood overshadowed his hunger for gold. These pirates sent untold numbers of sailors to the depths of the seas to appease Yarash; they horribly tortured countless others until they praised Yarash's name and joined their zealot captors. By then, the converts' minds were so broken that they only thought of inflicting the same pain they had suffered upon others.

Eventually, the pirates of the world's seas divided their allegiances between the two deities. Those pirates who respected self-interested acquisition, romantic adventure, honor, and who showed

their enemies some small mercy, worshipped Harrimast; and those who sought to terrorize the seas, turning it red with their enemies' blood, devoted themselves to the sadistic Yarash. Harrimast saw his right-hand man's power and perversity growing, and it appalled him. Yet, instead of banishing his lesser—for Yarash was too useful for that—he decided to discipline him.

A century of torture in the bowels of Harrimast's celestial dreadnought left Yarash repentant—at least outwardly. His limbs cracked and bloody and his prized kraken walled in a cavern deep beneath the waves, Yarash crawled to his master's feet and swore renewed fealty.

But he would have his revenge. And he would use the city of Freeport to do it.

The Great Betrayal

Freeport began as a paradox. It was founded as a safe haven for pirates, an ideal spot for them to rest and refuel after long voyages of plunder. But they could only visit if they observed a strict code of conduct and left their buccaneer ways on the high seas.

So a city founded by and for pirates required that its citizens *stop* being pirates. Even though the restriction only applied to the island, it had an effect on the buccaneers' adventures on the high seas. They became a little less bloodthirsty; they became adventurers rather than despoilers. And they slowly returned to the worship of Harrimast.

To the venerable pirate lord, Freeport's growing stability and renewed worship of him proved his own wisdom in not banishing and robbing the upstart Yarash of his power; the return of the pirates' veneration to Harrimast caused Yarash's powers to wane without the good captain's intervention.

For Yarash, however, Freeport was the last straw. Pirates respecting *laws*? Pirates *tempering* themselves? Pirates bowing down before a cowardly god?

Even the Great Raid, the greatest piratical event in Freeport's history, repulsed Yarash. To the bloody-minded god, the Great Raid—in which the great Captains Drac and Francisco rallied all the pirates of Freeport to take on the world's navies—represented an unthinkable compromise. He wished every captain in the fleet would have immediately attacked his neighbor or have stood alone against the wolf pack of naval frigates. In his eyes, only the weak formed alliances. And if the pirates needed strength in the face of their enemies, they should have prayed to a god who truly knew about battle.

So Yarash felt a bit of righteous glee when the harassing navies regrouped and prepared for an all-out war against the pirate city, a war the weakened corsairs could not win. With the pirates crushed, Harrimast would lose his worshippers, and thus, his power. And then Yarash would put an end to his hated master.

But Yarash would preserve a few of Freeport's pirates to carry on the traditions so dear to him. For this honor, he chose the most cunning and powerful among them, those who still had some of the old fire, and he appeared to them in their dreams. "*Stay out of the coming battle,"* he warned them. "*Stay behind, and I will make you the first of a pirate race that will rule the seas for a millennium to come".*

The five pirates refused. Daen Danud, a proud, cruel captain, was arrogant enough to think he could reach greater glory on his own by staying loyal to Francisco, who had proclaimed himself a Sea Lord of Freeport (along with his bitter rival but ally of convenience, Drac). Francisco, this diabolical captain believed, could be easily manipulated once he took control of Freeport. Moab Cys'varion, a drow hardened in the gladiatorial clubs of the pirate city, owed a blood debt to Francisco, whose agents had freed him from bondage.

Bizarre Love Triangle

Then there was the trio—the love triangle. Zoltan Zaska, a vain, swaggering, swashbuckler, had no use for Yarash, for he loved the thrill of the chase, not the dark delights the vile demigod offered. Besides, leaving Francisco's service meant abandoning his true love, Black Jenny Ramsey, a flighty, fiery heiress whom he had initiated into the life of piracy. Jenny had no real love for Francisco, but she wouldn't leave her other paramour, a starched, stiff-necked bore named Ezekiel Carthy, who had devoted himself to the Sea Lord.

Spurned by a collection of weaklings and cowards, the angry Yarash locked himself in Harrimast's celestial torture chamber to prevent his roars of rage from reaching his master's ears.

But he would have the last laugh soon enough.

Drac, you see, was thinking along the same lines as Yarash. He knew the war would ruin Freeport, so he went in secret to the continental powers and signed a treaty behind Francisco's back; the treaty ended the conflict and gave Freeport official recognition as a city-state. Francisco didn't learn about the settlement until he led his fleet into battle—whereupon, the double-crossing Drac didn't join the fight.

As the five pirates who earlier refused Yarash stood drowning on the decks of Francisco's ships, watching the waters redden with pirate blood, they rebuked Harrimast—how could the god of pirates allow this to happen to his sovereign nation? Then, with their dying breaths, they swore allegiance to the one power that could save them.

Yarash heard. And he laughed.

The Full-Fathom Five

While Harrimast was busy overseeing the rise of Drac and feeding off the fatty prayers of Freeport pirates, Yarash plucked the five apostates from the afterlife, and he deposited them on five boats in the deep ocean. Though now undead, the captains yet remembered the promise they had made in their former lives, and Yarash appeared to them clothed in flesh and bearing powerful artifacts—weapons and tools Harrimast had long ago given him to work his will upon the waters. From the quarterdeck of the lead vessel, *The Drowned Maiden,* Yarash laid forth his plan.

You are my Full-Fathom Five, he said. *In this disguise, I will lead you, so that the craven Harrimast remains unawares. Under my direction, you will become the scourge of the seas. You will plunder and spill blood as no pirates before have dared, for you will do it tirelessly, and you will do it with a god at your side. You will teach the navies of the world that what they have bought is not peace but a respite. And you will teach the pirates of Freeport that*

they are not worthy to bear that title. They will join us, or they will be thrown out to sea—piece by piece.

So the Full-Fathom Five, with a god at their head, embarked on the most savage mission the oceans had ever seen. They didn't know Yarash's full design—to provoke the continental navies into declaring another war on Freeport, a final confrontation that would bring every seagoing vessel in the world to the waters around the pirate city. And then Yarash would cast a powerful summoning spell to free his prized kraken, which his followers called the Son of Yarash, and set it loose on the hapless vessels. *With every seafarer in the world dead and every worshipper of Harrimast gone forever, Yarash's old master would be powerless. And then Yarash, engorged on the blood sacrifice of the war, would dispatch the cowardly pirate lord once and for all.*

The Five just understood that a god had given them the license to commit unheralded cruelty upon the ships they attacked. And, within just a few weeks, they had captured and sunk dozens of vessels, putting their crews to the sword in blasphemous rituals, while Yarash's avatar looked on in ecstasy.

Message From The Mainland

The continental powers sent a warning to Freeport: This had to stop *now.* Drac's successor, Sea Lord Cromey, knew only too well how much the city stood to lose if it went to war. So, assembling a fleet of the most trusted captains on the island, he took to the waves to seek out and destroy this marauding band.

Cromey's men met the Five on the high seas, and they fought frequent and bloody battles. Always, their projectiles exploded in the air before striking the Five's armada, and their grappling hooks melted when they struck home. Then, when the Freeport fleet closed enough to send men over to the enemy vessels, they discovered far greater problems: whenever a Freeporter fell, he rose from the planks as a gibbering zombie, hungry for the flesh of his former comrades!

Cromey grew desperate. Then he remembered Hell's Triangle.

The patch of ocean had become legendary as a graveyard of ships, for those who sailed in never returned. Even if the skies were clear for miles around beforehand, when a ship actually approached the Triangle, storm clouds soon gathered and winds whipped the boat. Then all became quiet.

Cromey knew he couldn't beat the pirates in a straight fight. But he thought he might be able to do the next best thing: lure them into the Triangle and drive them out of the world forever. This approach didn't seem any likelier to work than his original offensive, but it was the only chance he had left. He readied his captains for a frantic game of cat-and-mouse in the most dangerous water in the world. The whole fleet knew it was a suicide mission, and tensions ran high. Would mutiny destroy the gallant armada before the corsairs did—or the whirling triangle of ocean—or perhaps the Continental navies, which waited just beyond the horizon?

It was a bleak moment for Freeport. Then fate lent a hand.

The Apostate

Even the dead can dream. And in the nights since the long battle began, Ezekiel Carthy had come close to drowning in them.

In life Carthy had been more of a captain than a pirate. Unlike his fellows, he lived by duty and discipline, and felt a keen sense of loyalty to his pirate homeland. After a time, robbing became too distasteful for him, so he plunged himself into service in Francisco's navy. The only distraction he permitted himself was Black Jenny Ramsey, a fierce pirate lass who had stolen his heart—and was content to toy with it, flirting endlessly with a loathsome cad named Zoltan Zaska.

Now the fleet was gone, and to save himself, Carthy had sworn himself to the most repellent master he could imagine. Deepening his isolation and self-disgust was the knowledge that the woman he held above all others, and his rival for her affections, had *also* plunged themselves into Yarash's service. And both of them enjoyed the new roles Yarash had given them. How could Carthy have been so wrong about her—and about himself?

Yet he had sworn an oath to Yarash, and he was bound to it. But his seething rebelliousness found other ways to surface. Evening after evening, as he sank into the half-sleep of the undead, the ghostly image of his former master, Francisco, standing on the prow of a burning vessel visited him. *Look at me, Carthy!* the long-dead Sea Lord yelled to him. *Look at what I sacrificed, what we* all *sacrificed, to save that damned city of ours. And this is how you repay my memory? Drac betrayed us, but Freeport did not. Would you tear the heart from our home? And for what?*

The first evening, Carthy ignored the dream; by the end of a fortnight he was so consumed with guilt he was ready to end his unlife. Only his sense of duty and his love for Black Jenny kept him from self-destruction. He knew he had to right his great betrayal to the homeland he loved, however. For, if his life was to truly perish, he wanted it to end while he served Freeport, not some vile master.

On a moonless night, there was a roar from the belly of Carthy's ship, *The Coral'ed Corpse,* and the vessel blew apart. The other undead crews closed on the damaged craft, trying to salvage it. They prevented it from sinking, but many sailors were been lost, including the captain himself. The Five put the rest of the crew to the sword for suspected sabotage—but the real saboteur had escaped long before the ship was scuttled, and he was about to do even more damage.

Carthy, dripping brine and stinking of death, arrived on the deck of Cromey's flagship. Cromey's officers, thirsty for vengeance, drew their blades and advanced on the creature. But the old sea hand Cromey knew Carthy and remembered him favorably. As he looked into the undead man's face, something there reminded him of the man who had gone to his death valiantly in the service of the city. When the creature asked him to hear him out, Cromey told his men to stand down, and he invited Carthy to his cabin to explain himself.

Grateful for the courtesy, the undead captain told Cromey his story and the whole bloody history of the Five; the tale sickened Cromey to the core. Carthy then said to him, *I know what you're trying to do. The Five know well of the Triangle. And they will approach it without fear because they have a tool that will let them survive its battering seas...or at least they believe they do.*

With that, he withdrew a sextant from his coat pocket. The brass device pulsed with magical energy and bathed the cabin in an otherworldly blue light. *This sextant*, Carthy said, *is one of the artifacts Yarash brought to the world when he clothed himself in flesh. Without it, their fleet cannot survive the maelstrom. And*

without me at their side, you should have a fighting chance to defeat them.

Such is my penance, he added with a faint smile. *I throw myself on your mercy, even though I deserve none.*

Cromey took the sextant and turned it over in his palms. He felt as though he were holding all of Freeport.

The Islands of the Damned

Yarash's servants plummeted for days. One moment they had been closing with the Freeport fleet, inflicting punishing losses on them, and the next—well, it was hard to say. A storm struck, and then a wave big enough to drown the entire world crashed into them.

When the four undead pirates regained their senses, they were clinging to the wreckage of their respective ships, floating through a chain of small islands. In desperation, they called on Yarash for help. But Harrimast answered their prayers. *So, dogs,* roared the towering, bearded apparition that appeared in their minds' eye, *what capital mischief ye have been making! But now, I'm calling an end to yer gamboling. I leave ye here, on these Islands of the Damned, to live out the dogs' lives ye have chosen for yourselves, forever removed from the company of Freeport's mortals— and their blood, which ye crave, and their trinkets, for which ye kill them.*

The captains only redoubled their cries to Yarash, but Harrimast's laughter nearly split their eardrums. *As for the whelp ye worship,* the deity said, *he may be crafty with a cutlass, but he ain't as clever as he claims—hiding himself inside a man's body, girding himself with pretty toys…a damned fool of a whelp he is. And now he'll pay.*

With that, Harrimast revealed Yarash—hanging thirty feet above the water, surrounded by a whirling globe of chains—to the captains. He still bore his avatar form, and the artifacts (minus the sextant) that focused his power circled around him. *Ah, me old companion,* Harrimast said. *It's come to this. One last chance I give ye; renounce yer ways, and swear fealty to me.*

Yarash spat toward the heavens. *You will die at my hands!*

Harrimast gave out a great sigh. Then he ripped Yarash to pieces.

As the undead captains watched in horror, the bloody chunks of their master plummeted into the ocean, sending up great gusts of steam as they struck. But Harrimast wasn't done. *So much fer yer flesh, whelp,* he spat. *Yer spirit I condemn to the Abyss.*

With that, he hurled the divine energy that had been his first mate towards one of the small islands; it struck with the force of a meteor, plowing a mile-long furrow into the tropical sod. The force propelled the artifacts from his body, sending each flying toward a nearby island.

And so ye won't get lonesome, Harrimast jeered, *here's the trinkets ye craved so greatly.* The god opened his palm, and thousands of pounds of gold and jewels and other valuables rained from the sky, burying his first mate's vile soul. Then he blew across the face of the water, and the island vanished with a whisper of wind.

The pirates cringed, waiting for Harrimast's next attack, but the god had departed, leaving them to their fate.

The Legacy of the Full Fathom Five

Carthy, whom the Sea Lord spared, settled quietly into Freeport life. After many men's lifetimes of prayer and self-denial, he finally won Harrimast's forgiveness. He talked no more about his former life, and over time, the people of Freeport forgot the great battle—along with the wicked god who had instigated it. As Cromey and his lieutenants didn't want any other pirates to know just how close Freeport's forces had come to defeat, they carefully culled all accounts of the Full-Fathom Five from the official records. At the same time, they quietly endorsed worship of Harrimast. Within two generations, the evil Yarash's existence was reduced to a mere rumor: a story of a vanishing island that held unimaginable riches but also mortal peril. The stories called the island Yarashad.

But the god and his henchmen endured in disgrace. Trapped on the Islands of the Damned in another plane of existence far from the human world, the pirates created grotesque societies of their own. Each corsair took control of an island, and used an artifact from Yarash's avatar to warp it to his or her own wicked ends. The islands became nations in miniature, each with a horrific social structure of its own, and each in conflict with the others, as the captains played out the petty jealousies and treacheries they had brought with them from their mortal lives.

Unworthy. Still Yarash sent them dreams. He told them of his travels through inter-planar space, drifting across bleak starscapes on his miserable chunk of rock. But, he told them he had found a way out. He had studied the movement of the island, and he determined that it would pass once again into the island chain from whence it came—when the stars had reached a certain configuration. The remnants of the Full-Fathom Five could then free their former master from his prison—but only if they worked together and pooled the artifacts in their possession, for they would need all of the powerful arcane tools to overcome the traps and tests Harrimast had placed on the island; and Yarash would need the artifacts to return to full strength when he manifested and to summon the long-sleeping Son of Yarash, the kraken, from its watery tomb…

Though Yarash's plan proved simple enough, the pirates would never trust each other enough to pool the artifacts they held. And even if they could agree, they still needed Carthy's missing artifact, the sextant—the most valuable one, and the one that would unlock Hell's Triangle. And it lay in the human world, far beyond their reach.

So Yarash sent other dreams to different men. He sought out the cruel and the weak willed, and he whispered to them terrible secrets, dark, delicious secrets. Over time he created a cult, dispersed across the world, ready to do his bidding among the human race. Yarash has charged his cult the task of recovering the sextant and bringing it through Hell's Triangle. Once in the Triangle, they are to persuade the undead pirates to give up the remaining artifacts—by any means necessary.

If they succeed, Yarash will rise and lead a rejuvenated Full-Fathom Five across the oceans of the world, leaving blood and bones in their wake. The armies of the world will converge on Freeport, sink its fleet, and raze the city to the ground.

Unless…

- Act the First -

Red Skies at Morning

In Which a Band of Stalwart Adventurers
Learn of Widespread Mayhem;
Meet a Man Who is Not Who He Seems;
Discover a Long-forgotten Battle;
Locate a Valuable Artifact;
And Journey to their Certain Doom

"I'll tell you what I've heard myself," continued Captain Smollett:
"that you have a map of an island, that there's crosses on the map
to show where treasure is, and that the island lies—"
And then he named the latitude and longitude exactly.
—Robert Louis Stevenson, Treasure Island

Act I: Red Skies At morning

We begin with the news of war breaking out on the mainland. Privateers, who know that Freeport's Admiralty will soon be issuing Letters of Marque (essentially renting out Freeport's buccaneers to do what they do best on behalf of another country), head to the city in droves. But since the Captain's Council hasn't named a new Sea Lord, the Admiralty has stopped issuing the revenue-generating Letters. The Council, meanwhile, is in a state of deadlock, as the wily politicians try to mold the rules of succession to serve the needs of their private factions—while simultaneously trying to better their own positions.

But other problems seethe below the surface. Orcs have streamed into the City of Adventure in ever-larger numbers to assist in the refurbishing of Milton's Folly, and the natives aren't happy having that many savage humanoids swarming the streets, particularly ones who work for cut-rate wages. Upping the tension: the **Sons of Krom**, a radical orc-rights group whose leader, **Drak Sockit**, claims to be a descendant of the last Sea Lord—and who broadcasts that piece of information to any human within earshot.

The characters, blissfully unaware of these details, begin the adventure at the Docks, looking for their next job. This time, the job finds *them*, in the form of a gnome named **Flint Quickfoot**. Flint rushes up to the adventurers, and he begs them to keep a scroll case for him while he eludes some pursuing pirates. The PCs eventually learn that Flint has acquired a map that leads to the fabled **Yarashad**, a long-lost island that said to house a legendary treasure hoard. Unable to decipher the map's text, Flint sent a note to his academic/treasure-hunting friend on the mainland, **Lucien Buche**, who promised to take the next ship to Freeport. Unfortunately, Lucien's ship crossed paths with the *Kraken's Claw,* a marauder captained by the bloodthirsty **Morgan Baumann**, who has brought the scholar to Freeport as her captive.

Once freed from Baumann's clutches, Buche reveals that finding the island isn't the difficult part. To reach it, the characters have to traverse the one area of the seas that even the most stalwart pirate fears: Hell's Triangle. Buche insists that he knows a way to successfully traverse the obstacle that's sunk a thousand ships: a magical sextant that is rumored to be in Freeport.

Further research about the sextant at the Temple of the God of Knowledge leads to a startling discovery: the sextant's previous owner, **Ezekiel Carthy**, was part of a band of pirates who worshipped a long-forgotten god named **Yarash**. The group, who called themselves the **Full-Fathom Five**, satisfied their god's hunger for blood and booty in equal measure, and had once planned to destroy Freeport itself. Only Carthy's defection prevented the pirates' plan from succeeding.

Some further investigation reveals that Carthy's namesake still lives in the city. When approached, the elderly gentleman, with great reluctance, reveals his family turned the sextant over to the Sea Lords long ago. But the city's leaders have lost track of the item, and it has now fallen into some very unlikely—and unhuman—hands.

The characters aren't alone in their search. A band of Yarash's cultists are scouring the city for the sextant. Yarash needs the magic device to free himself from exile and destroy the city whose very existence mocks him. The characters are one step ahead of the cultists, but not for long.

After a brief excursion to Freeport's prison barges, the characters finally get their hands on the sextant, only Buche can't figure out how to operate it. When the characters return to Carthy to get some answers, they find him gone, his home ransacked, and a squad of cultists waiting in ambush. The ensuing chase eventually leads to the smoldering ruins of **Libertyville**, where the PCs discover a temple to Yarash, a battered hostage, and another gang of cultists ready to die.

Once rescued, Carthy agrees at long last to help the PCs use the sextant to navigate Hell's Triangle. But he also has a secret to reveal…

First-time Freeport Adventures

If you're Game Mastering for a group already familiar with Freeport, great! They already know much of the city's flavor, who holds the reins of power, where they can buy supplies, get a decent meal, or hurl themselves into a scrap.

Not having prior knowledge of the city's ins and outs won't hamper your group's enjoyment, however. All they really need to know is that Freeport is a former pirate haven gone legit, at least on the surface. Traditionally ruled by a **Sea Lord**, the last man to bear that title, Milton Drac, has recently been killed. The **Captains' Council**, an advisory body made up of Freeport's powerful and privileged, has been ruling in the Sea Lord's stead, while opposing factions within the Council alternately try to enforce and circumvent the rules of succession that will give the city a new leader. If the PCs need to learn anything else, they can discover what they need the same way any visitor to a foreign place would: by asking the locals. As the GM, you get to decide how accurate that information may be.

Before you unleash your group on Freeport (or vice-versa), think of an appropriate reason for their visit. Perhaps they want to see with their own eyes the place they've heard so much about, good and bad. Maybe they have relatives they want to visit, scores they want to settle, or a past they'd rather forget (you can also consult pages 109-117 of **Freeport: The City of Adventure** for other ideas). Your players will spend several days in the city, so let them fulfill their personal agendas as the first part of the adventure unfolds to add greater depth to their experience and to personalize the adventure.

Section One presents two pieces of opening flavor text to read to your players. The **Landlubbers** section suits characters first setting foot in Freeport, and begins with them debarking from the ship that carried them from the mainland. The **Old Salts** section assumes that the PCs have been in town for some time, and it starts with a trip to the Docks to see what new trouble awaits them. From there, the adventure unfolds in the same fashion. (Of course, experienced Freeporters may call upon old allies or seek out old enemies along the way).

~ Act I: Red Skies At Morning ~

Section One: Blood on the Docks

Another morning dawns on Freeport. The previous evening's blood and effluvia drain into the sewers and out to sea. In the Merchant District, the dayshift guards relieve their bleary-eyed compatriots, while the men they guard enjoy their breakfasts and oversee their staff, as they busily unlock bars and gates and disable the protective spells that kept the bandits away for another night.

In the twisted alleys of Scurvytown, the inebriated and walking wounded step over the corpses of the less fortunate, while those who prey on the weak retreat into dark corners to count the fruits of their labor. Buckets of filthy water are emptied into the streets, carrying the blood and teeth from the previous night's "festivities" into the sewers.

The family men and women of the Eastern District struggle awaken after another night of too little sleep. Some troop off to do menial labor, cleaning— or building—the houses of the more prosperous Freeport residents; others load wares onto carts, pack animals, and children, and then make their way to the Seaside Market for another day trying to make an honest living.

The early hour has far less significance on the Docks, where the first rays of sunlight fall upon the one section of the city that is already awash in activity. The PCs begin our tale amid this buzzing mass.

If the characters are new to Freeport, fresh off the boat, proceed to the **Landlubbers** section; otherwise, proceed to the **Old Salts** section.

Landlubbers

One thing is certain: You've definitely had better times at sea. Since leaving the mainland two weeks ago, you've endured almost constant storms, as if the ocean itself wanted to prevent you from reaching your destination. Then, last night, without warning, the rain ceased. You could finally eat your dinner without using one hand to hold down your plate. You could go up on deck and see the stars as the water parted effortlessly before the boat. And you could sleep without lashing yourself into your bunk.

You woke early and walked up to the foredeck to watch the sunrise. And there in the distance, bathed in the red hues of dawn, you saw it: Freeport. Crouching on the side of the island like a buccaneer about to leap across the gunwales, the city stares back at you with equal parts menace and hearty welcome.

This is the city where pain and plunder are reaped and collected, the city that destroys the weak and feeds them to the strong, and the city where any innocent cleric might be a lunatic cultist in disguise.

When you arrive, people going about their daily business, loading and unloading cargo, fill the docks. As the crew of your ship throws out mooring lines to their compatriots on land, you have plenty of time to take in the vessels beside you.

Next to your ship, a cargo vessel is offloading some of the oddest cargo you've ever seen: orcs. It unnerves you to see these creatures you've battled numerous times walking unhindered through throngs of ordinary people. Evidently, you're not alone in this assessment, for more than one stevedore glares as the orcs tread past.

The full din of the docks envelops you as you walk down the gangplank onto solid ground. You are beginning to wonder where you should begin your first sortie into the city when a short, slender figure runs toward your. When the little man, a gnome, reaches you, he bends forward, hands on his knees, trying to catch his breath.

"Hello, hello, hello," he says between pants. "Good to see you. I thought you'd never get here."

Proceed to the **Little Folk, Sea Dogs & Greenskins** section.

Old Salts

You awaken, like most mornings, to the sound of seagulls. Dawn has not long passed, and from your window you can see the sky painted in red hues. It's a gloomy start to your day, which makes it seem much like any other in Freeport.

The smell of this morning's repast wafts up as you enter the dining area. Though the fare may be tasty, you have other matters on your mind than breakfast. For today you have no obligations to fulfill, no scores to settle, no wrongs to avenge. Today, you start anew.

As you step outside and make your way through the streets, you see a city in varied states of wakefulness. The streets in your area are relatively empty, as its residents linger over the meal you wolfed down. The Seaside Market is livelier, with merchants preparing their stalls for another day of haggling and trading. You continue seaward, toward the thumping heart of Freeport: the Docks. If you're looking for trouble during the daytime, or hoping to stop it before it spreads, the Docks are the place to be.

Indeed, there seems to be a change in the quality of the air as you reach the place where the city meets the sea. It feels more energetic and alive—and tense. When you see a long line of orcs emerging from the hold of a cargo ship, it doesn't take you long to see why.

Certainly, you've heard that the city needed cheap labor to assist with several construction projects, but you never thought they meant that cheap. Seeing the orcs tromping around in droves is disconcerting. Evidently some of the stevedores are also dislike the arrangement, for you see them giving malicious glares at the passing line.

Then, a short, slender figure runs toward you, grabbing your attention away from the city's newest imports. Surprisingly, the little man, a gnome, stops in front of you, and then leans forward to place his hands on his knees, as he struggles to catch his breath.

"Hello, hello, hello," the little man wheezes between gasps. "Good to see you. I thought you'd never get here."

Little Folk, Sea Dogs & Greenskins (EL5)

Though the PCs may have a hard time believing it, the Captains' Council actually invited the orcs to Freeport. After the debacle of Milton's Folly (chronicled in the *Freeport Trilogy*), no one in Freeport wanted to work on the lighthouse, leaving the Council with a problem. To save the project from total failure, the Council elected to remove the magical elements from the structure and replace them with good old-fashioned rock and mortar. Since only the orcs proved willing to work on the project, the Council offered them the task, resulting in the exponential growth of the orc population—which has presented another problem: where to house them.

As every tenement in Scurvytown currently overflows with the brutes, the Council decided to divert some of the incoming labor to clear out the jungle encroaching on Drac's End; there, the orcs will build more housing on the reclaimed land. Community reaction has been, as the PCs are about to discover, decidedly mixed.

The gnome who has just run up is **Flint Quickfoot**. He doesn't know the PCs, and they don't know him. But Flint is in a bit of a bind, so he's pretending otherwise.

Flint's Responses

What do we need to look after?

"It's a trifle, really, just this small case. And what's inside it, of course." He shoves a two-foot-long, half-inch-diameter scroll case made of hollow bone to the PC who asked the question.

What's in it?

"A map of some sort. Don't bother—if I can't read it, neither can you."

We want more money.

"I'd love to engage in a robust haggling session with you after you hand this back to me in one hour's time. But 50 gold is what I have on me now, and they're going to be here any second."

No, we* really *want more money.

"Okay, okay, okay. Listen, this is the key to more wealth than any of you have ever laid eyes upon. You can bargain with Lucien after we find a way to get it to him. Right now, however, I'm rather in danger of having my head forcibly removed from my body, an event I'd like to put off if at all possible. Okay?"

Where did you get the map?

"I bought it from someone who had no idea of its true value. Quite a bargain, really."

Why us?

"You come to the Docks dressed like that, and you need to ask?"

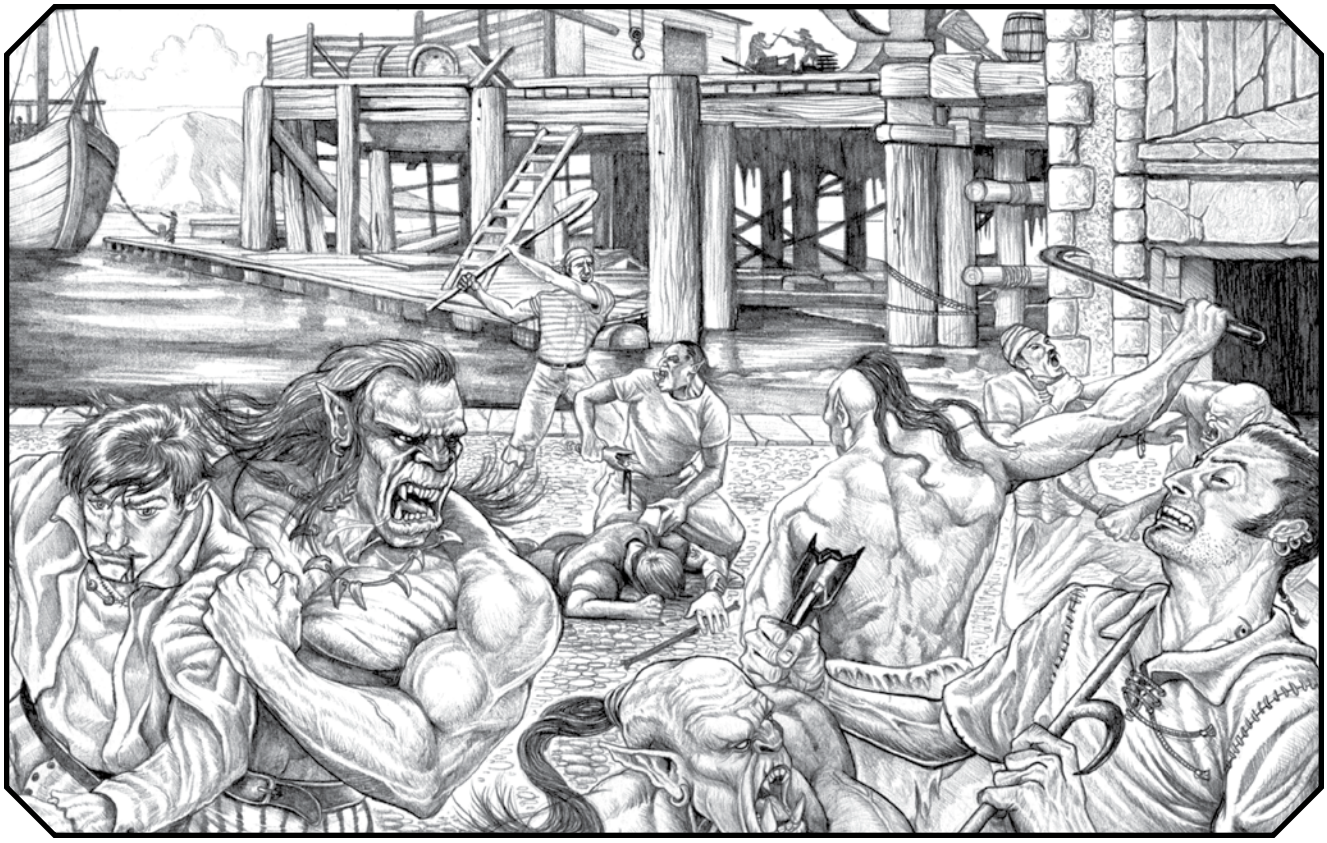
Who's this Lucien fellow?

"A scholar, one of the best on the mainland. He studies fungus and dragons, mostly, but treasure hunting's a bit of a hobby of his. If you consider spending every waking moment submerged in a fantasy world where there's always more treasure to be plundered to be a hobby, that is. Pastime, perhaps? Anyway, he's very smart."

Who's after you?

"Pirates. Nasty ones. Baumann's boys from the *Kraken's Claw*. They'll be here any—oh, no, there they are!"

Flint asked a friend, **Lucien Buche**, to come to Freeport to examine a treasure map Flint discovered. Then Flint heard a rumor that the ***Kraken's Claw*** waylaid his ship, whereupon the ruthless **Captain Morgan Baumann** took Lucien prisoner. Flint heard Baumann's boat was coming in, and he raced to the Docks to find Baumann's men leading his friend off the *Kraken's Claw*. The gnome tried to contact the heavily guarded Lucien, but Baumann's pirates chased him off. Soon afterwards, they realized their mistake: if the gnome had something for the academic, then that information or item was certainly something Captain Baumann would want to know about. Thus, they began to chase him.



Tired and running out of breath, Flint luckily spotted the PCs, and thinking them eminently capable of taking on a few pirates, he has approached them about keeping the map for him.

Flint doesn't tell the adventurers this, of course. His bottom line: someone wants to steal something from him, and he needs the PCs to guard it until he can shake the pursuit. All the PCs have to do is hold this thing for an hour; thereafter, they should meet him at the **Rusty Hook** (**F:COA** on page 43). He'll pay 50 gold pieces now, plus another 150 when they bring the item to him at the appointed place and time.

Your PCs will probably react to this encounter with skepticism. Time is short for the gnome, however, so you should play up Flint's nervousness, having him look around anxiously and rock back and forth on his heels. You may also want to keep track of time, interrupting any line of questioning with the next section of flavor text after a full minute elapses.

Flint responds to a few likely questions the PCs have (See the **Flint's Responses** sidebar on the previous page). Anyone using Sense Motive (DC 10) on Flint realizes the gnome is definitely not bluffing.

If the PCs haven't accepted the offer by the time the pirates show up, Flint simply drops the scroll case and the gold on the ground in front of the PCs, and then he runs like hell. The pirates spot him and give chase. If your group actively prevents Flint from escaping (by tying him up, casting *hold person* or *charm person*, etc.), the fight that's about to erupt provides enough distraction for the gnome to get away.

Killing Flint outright makes the next few scenes a bit more difficult to play, but not impossible. The PCs should now know the names Lucien Buche, the *Kraken's Claw*, and Morgan Baumann (if not, they need only ask around about any nasty pirates who may have docked recently). And the book that the players discover on the pirates' corpses in **Section Two: Baumann & Buche** could just as easily show up in this section. But the PCs will have a hard time rationalizing this course of action to Lucien, who will be less than enthusiastic about giving them *any* information if they murdered his friend.

Right now, though, a quartet of marauders is looking for trouble. If the PCs let Flint run off, read the following:

> *From around the corner of a nearby warehouse stride four men with cutlasses in their hands and a thirst for blood in their eyes. They spot the gnome dashing away, and they move to intercept him. Unfortunately for them, they have to move through the thick lines of orcs to do so.*

If the PCs prevent Flint from escaping, read the following:

> *From around the corner of a nearby warehouse stride four men with cutlasses in their hands and a thirst for blood in their eyes. Their weathered faces, scraggly beards, and bare feet mark them as men more accustomed to the boards of a swaying deck than the immovable stone they now stand upon. They see the gnome standing in your midst, and they move with measured paces toward you. Unfortunately for them, they have to move through an increasingly dense crowd of stevedores to get to you.*

The PCs can either stand where they are, move to engage the pirates, or begin a tactical retreat. Before they've gone more than a few steps, something much bigger occurs.

Flint (1): hp 25.
Sea Dogs (4): hp 28.

Before the pirates can maneuver through the dense throng, a sudden silence descends on the proceedings. A quick glance around determines the cause: an orc has fallen to his knees, clasping a gushing head wound. A large rock lies beside him like an admission of guilt. After a few seconds, an orc companion threatens the crowd with his pickaxe and demands in broken Common, "Who am throw that?"

From the crowd comes an answering challenge. "What are you gonna do about it, green-skin?"

Violence appears inevitable.

Give the PCs about 10 seconds to act, and then move directly to the bloodletting. Since both the orcs and the dockworkers are armed with improvised weapons (shovels, grappling hooks, etc.), the brawl is more bloody than lethal. This is very much a mob fight, so the attackers only seek to rend as much exposed flesh as possible. The PCs may freely enter the fray on either side.

Although the fight starts out small, it very quickly engulfs this entire section of the Docks. If your group tries to stay out of it, they have to make a concerted effort not to be provoked into joining the fracas, as either a crazed orc who believes they're part of the "human filth" attacks, or a dockworker throws things at them and calls them "dirty orc lovers." If the PCs want to proceed toward the pirates, they have to cut their way through—no one here responds to the word *please*.

Baumann's Sea Dogs, no strangers to fighting in crowds, cut a swath toward the nearest area outside the melee, which is, conveniently, away from the PCs. Unless the PCs act very fast, or resort to magical means, they won't catch the brigands.

After 12 rounds (six rounds if the PCs engage in the fracas), read this:

The din of crashing metal and pained screams makes it difficult to hear anything other than the steady pulse of blood through your head. So, at first, you have trouble identifying the shrill sound cutting through the cacophony. But a glimpse of swinging batons informs you that the Sea Lord's Guard has arrived.

Most combatants drop their weapons and raise their arms unthreateningly. A few cracks to some skulls finally convince the holdouts to do likewise.

Should the PCs attack a guard, or unwisely slay one, they whistle for reinforcements until the group is beaten into unconsciousness. New guards arrive at the rate of four every three rounds. Afterwards, they take the PCs to The Fortress of Justice in the Old City.

Orcs (15): hp 14.
Stevedores (21): hp 15.
Sea Lord's Guardsman (10): hp 5.

Section One: Pluses and Minuses

Can't We All Just Get Along?: +100 XP to any PC who tries to stop the fight before it begins.
Equal Opportunity Clobberin': +50 XP to any PC who has the chutzpah to fight alongside the orcs.
Nothing is Over!: -50 XP to any PC who engages in combat with the Sea Lord's Guard after the fight ends.
End Gnome: -100 XP to each PC for killing Flint (twice that for characters of good alignment).

Section Two: Baumann and Buche

Although the guards enthusiastically use brute force to break up the fight, they seek answers about the fight's catalyst with far less zeal. As the wounded are tended to or carried away, the guards single out an orc, a dockworker, and one PC (either choose someone who jumped in the brawl with relish, or pick a PC at random) for questioning. Let the PC know this is just a formality, and after a few minutes they set the PC free, with a half-hearted, "Keep your nose clean, got it?" The guards have a 5% chance of recognizing an "old salt" character (15% if the character has taken part in any of the other published Freeport adventures). If so, the guards set the character free without any hassle—unless the character did something in the past to warrant harassment.

Of course, if any of the PCs prove especially belligerent during questioning, the guards take them back to headquarters for a more thorough grilling. Even this is routine, and it should be made obvious that the PCs can be excused for their lawbreaking by making a donation (at least 25 gp) to the Sea Lord's Guard's Widows and Orphans Fund.

Once they get a quiet moment to themselves, the PCs may want to see what's inside the scroll case.

Flint's Map

Flint gave you a roll of thick parchment, browned and faded and roughened to the consistency of leather. When opened, the parchment expands into a cracked five-foot square map, with wear along the edges.

The odd markings upon the parchment catch your eye first. The map has no indications of scale or direction; the trails of latitude and longitude begin at the margins of the map, but they don't extend more than a few inches. Five islands rendered in ochre by an unsteady hand dominate the map, forming a rough circle.

Four of the island drawings feature terrain markings—mountains, jungles, natural harbors, and so forth. In addition, a unique icon sits below each of these four islands: a prosthetic hook, a spyglass, a ship's bell, and a pistol. The fifth island is blank, save for a symbol in its middle—a skull and crossbones with five stars ringed above the dome of the head—and a single word beneath it: **YARASHAD**.

As the PCs continue to examine the map, they find curious things in the margins. In one corner is an inscription:

> **BY A SHIP-WRACK'D HAND, LATE OF FREEPORT, A VETERAN OF THE GREAT CAMPAIGN, AS A WARNING TO ALL: HERE THERE BE TERRORS BEYOND ALL RECKONING.**

Beneath the inscription is a date—several days short of 150 years ago.

Another patch of ocean set off in a triangle and filled with a picture of a whirling vortex of water sits in another corner of the map, falling inside the latitude and longitude coordinate markings. The name **HELL's TRIANGLE** rests below it; an icon of a **sextant** sits beside it. The text below the sextant icon reads:

> **SAFE TRANSIT, HOUSED IN FREEPORT, THE GIFT OF NOBLE CARTHY.**

Research or a skill check (Knowledge (arcana, geography, or Freeport), Profession (sailor) or basic Intelligence; DC 20) tells the PCs that the islands on the map do not exist in this world's oceans. Showing the map to the average sea salt, librarian, or sundry expert yields the same answer. And nobody knows the name Carthy. (Nobody on the streets, that is. **See Section Four: The Temple of Harrimast** on page 30).)

Hell's Triangle and the island called Yarashad, however, occupy a central place in seafaring lore. If asked, most Freeporters can give the PCs the basic details listed in the sidebar on these places. The offered details should suit the NPC telling the tale, though. For instance, a hardened sea captain dispenses the stories with a roll of the eyes, while a half-drunk swabbie spins out yarn after yarn after yarn, each one more fabulous than the last.

That, then, is what the PCs know or can find out about the map. Lucien Buche, Flint's scholar friend, can provide the missing piece of the puzzle—the piece of information he used as a bargaining chip with Captain Baumann.

Here's what Lucien knows: Yarashad can be found on the other side of Hell's Triangle, and it will appear soon. And there *is* a way to traverse the Triangle safely: a magical sextant that protects any ship within a certain radius from the Triangle's fury. That sextant can be found in Freeport, and is possibly connected to the name Carthy.

Looking for Lucien and Flint

At some point, the PCs may decide to seek information on Lucien and Flint. Because Lucien is a non-native Freeporter and because the gnome lives rather inconspicuously, inquiring about them gets the PCs a plethora of puzzled glances. However, talking to the locals allows your group a chance to learn a variety of other half-truths, rumors, and even a smattering of useful information about other things in Freeport. Here's a sampling of the snippets they are graced with:

- "Fixing that lighthouse is a bad idea. It's cursed, sure as I'm sittin' here. If I was one of them Captains' Councilors, I'd just cover it in oil and set it alight."
- "Of course Drac was crazy! Y'know why? He was a mutant."
- "Orcs! Bah! Used to be you could count on real humanoids to do work in this city. No orc is gonna take my job, I'll tell you that." (If asked about his job, he responds, "Shut up.")
- "What do we need a new Sea Lord for anyway? Captains' Council runs the show. Everyone knows that."

Yarashad

Yarashad has been the subject of sailors' tales for well over a hundred years: a fabulous island that has ever been lost at sea, on which the pirate god, Harrimast, placed vast amounts of treasure. Its beaches have sand of gold dust, the trees flower with pearls and diamonds, and the streams run with the purest silver. Many men have sought Yarashad, and they have met their doom in Hell's Triangle in their search for it. To make matters worse, the island not only lies outside the world, but it wanders perpetually throughout creation, a protection the pirate god, Harrimast, placed upon it. Only once every 150 years does Yarashad reappear where men can reach it—always for one day only and always in the same spot. But that spot does not exist on this plane, so no seafarer has yet discovered the gateway to this massive treasure trove.

Hell's Triangle

Though real, Hell's Triangle has attained the same legendary status as Yarashad. A perpetually fogged-over patch of ocean several days' sail from Freeport, the Triangle has claimed more vessels over the centuries than the navies of the world combined. When approaching the triangle, a ship's navigation tools, mundane or magical, give wild readings, and then stop working entirely. Then a thick mist rolls over the ship's decks and seeps through the ship's seams, filling the cabins and hold. Then…nothing. The few survivors of the Triangle's fury report a savage whipping whirlpool that comes alive in a heartbeat, as if their vessels had sailed over a great gaping maw and been sucked down its throat with one colossal breath. Not even a plank of wreckage has ever been recovered from the Triangle.

Seasoned seafarers know to avoid the Triangle, but there's always a captain arrogant, or ignorant, enough to brave the curse. And every pirate has a story about a distant cousin or their first mate's son-in-law making it through—tall tales to be sure.

The Kraken's Claw (EL 7)

If the PCs took the time to question Flint before accepting to hold the map for him, then they may have learned that Lucien came in on the *Kraken's Claw*. If they look for it, they find the moored ship easily, for both the ship and its captain are notorious figures in Freeport. And any dockworker or sailor knows that Captain Baumann has a favorite slip right next to Scurvytown's border.

Baumann's ship is medium-sized and sleek, with two sails and a dozen portholes on each side that allow the crew to use oars when the wind fails. The ship also has four mounts for Titan GG Swivel Guns (see **F:COA**, pp. 150-151 for more information on this weapon), one aft, one on the bow, and one on either side. The ship has eight guns in total, two for each mount, which the crewmen switch out to allow one to be fired while they reload the other. While in dock, a 10-man skeleton crew watches the ship.

The gangplank has been retracted, and crewmen patrol the ship. The crewmen, of course, won't allow anyone to come aboard for a tour, so if the PCs desire to get onboard, they'll need to use stealth, ingenuity, or force. If the PCs attempt the latter, choosing to swarm the ship or are caught sneaking around on it, they are in for some interesting consequences: the pirates call for assistance from the Sea Lord's Guard! The Guard responds quickly (in three rounds), and unless the PCs can think up a plausible reason for their actions, they are hauled away to spend an evening in jail. The Sea Lord's Guard is, after all, charged with keeping the peace, which the PCs were obviously disturbing. Should your party grumble that they're not a bunch of bloodthirsty pirates, have a guard remind them that the pirates weren't the ones caught trespassing illegally.

Even if the PCs do get aboard the *Kraken's Claw* without raising the alarm, they discover little of value. Both Captain Baumann and her first mate's quarters are opulent, if cramped, while the crew quarters near the cargo hold are simply cramped. All of the booty has already been offloaded, and the eight guns, which are stored in a small room off the main deck, are the only remaining items of value.

Sea Dogs (10): hp 28.
Sea Lord's Guards (5): hp 5.

Inquiring about the captain of the *Kraken's Claw* gives the adventurers a clearer idea of who they're up against. They can learn the following from a Gather Information check:

The Kraken's Claw

DC 5	Morgan Baumann is actually a shape-shifting vampire who feeds on children's blood.
DC 10	Baumann killed her own father to take his ship.
DC 15	Baumann's first mate, an elf, is almost as powerful as she is.
DC 20	Baumann respects the letter of the law while in Freeport, but woe to any ship she spies out of sight of the city.
DC 25	The city only tolerates Baumann's presence because she leaves no witnesses to her crimes alive.
DC 30+	Baumann uses Freeport as a port of call to store her considerable loot, which she keeps in a secret hideout somewhere in Scurvytown.

Follow-up questions about Baumann's elven first mate yield little aside from his name (**Shantar Froese**) and that he rarely leaves Baumann's side. Further prying about the hideout proves fruitless.

Extra, Extra, Read All About It! (EL 1)

Eventually, despite the information they may have eked out, your group should realize that meeting with the gnome at the Rusty Hook should bring the overall picture into better focus.

As they make their way to the Rusty Hook, the PCs learn a bit about what's going on in the world—tidbits that foreshadow events taking place in Act III:

> *As you're wending your way through the crowds, you hear a solitary, adolescent voice cut through the babble of voices like a boson's whistle: "Wild men on the march! War on the waves! Are your ladies safe? Read all about it!"*

The strident voice belongs to Danny Daily, who is hawking a special edition of *The Shipping News*. If the PCs don't react to his initial pitch, he approaches them directly. As is always the case with newsies, Danny should be played with either a Cockney or New York accent. Danny is illiterate, so he only knows what he's been told to pitch. Should the PCs buy a copy ("That'll be two pennies, guv'ner."), give them **Handout One** (**Appendix** page 205).

To keep the session flowing, you can provide your group with these pertinent points, and allow them to read the entire handout when their characters experience some "down time":

- Back on the mainland, a barbarian horde has invaded their elven neighbors to the south. With allied nations lining up on either side, the original border skirmish is building into a broader conflict that could embroil much of the continent.
- Elven and barbarian emissaries recently arrived in Freeport to enlist the city's marauders to gain a naval advantage.
- The Admiralty has refused to grant the Letters of Marque needed to legitimize the marauders' raids, due to a technicality: The Sea Lord needs to oversee the process, only Freeport currently has no Sea Lord.
- Freeporters are of two minds about this. On one hand, some folks say that this war promises to be a long, bloody one, and getting involved in it will only make Freeport a target. On the other hand, as aptly expressed by Captain Xavier Gordon, the privateers' representative to the Captains' Council, getting involved in this conflict is *exactly* what Freeport is about.

Alternate Handouts

Alternately, you can provide **Handouts Two** through **Five** (**Appendix** page 206), which present the information in brief, readable form.

Flint and the Rusty Hook (EL 6)

When the adventurers finally arrive at the Rusty Hook, they easily find out Flint's room number from the barmaid (Gather Information check DC 5), though she gives them a none-too-trusting glance. "The gnome said he wouldn't be getting many visitors," she grumbles, "but they've been coming in all day." If the PCs ask about the other visitors, the barmaid tells them that a quartet of "rough-looking types" went up to call on Flint 30 minutes ago.

If this unsubtle hint doesn't put your PCs on guard, approaching the room surely will. As they get closer, they hear whispered voices, along with a couple stifled grunts of pain. Listening at the door (Listen check DC 10) allows the group to eavesdrop. They hear the gnome saying, "I don't know what you're talking about! You've searched the room, now leave me be!" Then a low, gruff voice says, "You keep sayin' that, matey. Maybe a few more blows to yer noggin will help refresh yer memory. Ya-harr."

Inside the room are the four Sea Dogs from the *Kraken's Claw* who chased the gnome in **Section One**. Two of them hold Flint down on the bed, while one makes judicious use of a sap at various points on the gnome's body and the other one asks questions. Because the pirates are so involved in their "questioning," the PCs can catch them flat-footed on the first round. The sea dogs fight to the death.

Should the PCs capture a sea dog, he proudly declares his affiliation with Captain Baumann, but he doesn't give up any information on her hideout's whereabouts unless the PCs use violence or magic, such as a charm person, to extract it.

If none of the pirates survives, the PCs find a few clues on their bodies that should point them in the right direction:

- One of the pirates carries a small pouch filled with snake weed, a potent narcotic and Freeport favorite, along with a pipe and matches.
- Another pirate carries a well-read paperback copy of *Thoroughly Filthy Fanny* tucked inside his waistband. As one might expect, the book's contents range from the pornographic to the acrobatic, with plenty of crude drawings sure to make Lawful Good characters blush. Stamped on the book's inside cover is an inscription that reads: "Another Fine Piece of Literature Provided by Rudolph's Exotic Book Shoppe."

Flint gratefully accepts any assistance the PCs give him in uncovering the missing pieces of his story, and he gives them the gold he promised them (one of the dead pirates has it). He tells them that he acquired the map a few months ago, although he won't elaborate on the specifics of how and where. Not being able to make heads or tails of it, he corresponded about it with his friend Lucien, who assured him that the map was extremely valuable.

Lucien also wrote that he planned to book passage to Freeport on the *Wasser Madchen* to assist him further with his find. Rumor has it that the *Wasser Madchen* crossed paths with the *Kraken's Claw* at sea, and was sunk. When the *Kraken's Claw* arrived in Freeport, Flint went to the Docks to spy on it. To his surprise, Baumann and her men appeared with Lucien in tow. Flint doesn't know why the infamous captain allowed the academic to live, especially considering *her* reputation, but he guesses that Lucien probably told Captain Baumann that he knew how to get his hands on a load of treasure. Which would also explain why the pirates have been looking for Flint with such fervor.

Now, the PCs can follow the clues found on the pirates to Baumann's hideout. Flint knows Rudolph's Exotic Book Shoppe is located in Scurvytown, and he's heard that it fronts a drug den, which the contents of the recently deceased pirate's pouch (Flint can identify the substance if the PCs haven't come across it before) would appear to confirm. Given that the PCs have shown a modicum of trustworthiness (they showed up, after all), perhaps they could investigate? If this map proves as important as Lucien believed, he needs to hire a cunning bunch like the PCs, anyway…

Flint knows that he can't break in to save Lucien, and he has just given his available money to the PCs, so he can't afford to hire anyone else. So, one way or another, the gnome gets the PCs to agree. He repeats that the map promises to lead them to more wealth than they can imagine, and he plays to their sense of righteousness (provided they have any) by portraying Lucien as helpless and weak (which he is)—and Flint even begs. As the GM, you should have the best idea of what motivates your group, so use it.

Once the PCs agree, Flint tells them how to get to the Book Shoppe; he even knows the password they need to get in: "I'd like to see your exotic-book reading room, please." He claims he's simply *overheard* the password—of course, he doesn't do drugs! He does not accompany the PCs, however, as he's hurt and tired (and he does not want to receive any more wounds).

Sea Dogs (4): hp 28.

Section Two: Pluses and Minuses

Take 'Em Alive!: +50 XP to each PC if any of the pirates are taken alive.

To Gnome Him Is to Loathe Him: -100 XP to each PC for killing Flint before we do it properly later in the adventure.

Cracking the Claw: +150 XP to each PC who gets aboard the *Kraken's Claw* without raising the alarm.

Send More Cops: -100 XP to each PC who received the *Nothing Is Over!* minus in **Section One**, yet decides to physically assault the Sea Lord's Guard again when they're called in to prevent the party's trespass.

Section Three: Baumann's Prize

Captain Baumann's hideout lies beneath the drug den known as the Smoking Dragon Club on Dreaming Street in Scurvytown. Addicts using abyss dust, snake weed, or anything else they can get their hands on fill the wretched place. Like many of the area's establishments, the Smoking Dragon Club houses lost souls who no longer care where they find themselves in the morning.

Captain Baumann assumed ownership of the Smoking Dragon the old-fashioned way: she killed the previous owner and took it from him. The club has proven a good money-maker for her over the years, especially since she installed her own man in the place to run it: a man named Drake, who lost a battle at sea with a giant squid that blinded him in both eyes. Knowing Drake couldn't sail again, Captain Baumann asked him to run the Smoking Dragon for her. She hasn't regretted the decision. Drake has learned to use what senses he *does* have to compensate for his lack of vision. Nothing happens within the walls of the Dragon that he doesn't know about.

Smoking snake weed is technically illegal in Freeport, and using abyss dust can get you flogged, so the club understandably needs a front. Passersby on Dreaming Street see only a dingy signboard depicting an open book and a glowing candle with the words Rudolph's Exotic Book Shoppe printed underneath them. Only those who know the password gain entrance to the drug den.

In the beginning, the cellar beneath the place housed supplies and not much else. Then Captain Baumann, wanting a safe place for her and her men when in port, decided she needed a hideout. Several years ago, she hired some dwarves to excavate the cellar. Near the end of the project, they discovered a level beneath the cellar that may have been part of a home in ancient Vallossa—the great serpent empire that predated Freeport by thousands of years.

This pleased Captain Baumann, for most of the structure beneath remained intact. After a few months, the captain had her secure hideout, and she had discovered some treasure in the ruins that kept her group in ale and spirits for quite a long time.

Captain Baumann brought Lucien Buche to this place, where she hopes to intimidate—or torture—him into revealing his secrets.

The numbered entries below describe each area within the Smoking Dragon Club and the levels beneath it. Many of the events described herein change depending on the heroes' actions, especially if the villains have been alerted to the PCs' presence. Please read over these sections to carefully to acquaint yourself with the layout and the NPCs' possible reactions.

The heroes may choose to scout out the bookshop before they enter. At random intervals, they see people—who look more like derelicts than scholars—wander in and out of the shop. Those entering the shop appear to be in a rush, and they cast furtive glances in all directions as they approach the entrance. Patrons leaving the shop seem disoriented or drunk, often stumbling in the street.

If the heroes attempt to capture one of the exiting drug addicts, they can do so easily. Stats for a typical drug fiend can be found in the Appendix for this section. If the PCs browbeat their captive, they learn the bookshop's true purpose even the passwords (see page 20 for the passwords) for entry to the den below (in case they didn't learn this from Flint earlier). Those entering the shop know the password to give Blaine Henry, but only Blaine knows the daily password to gain entrance to the den itself.

Rudolph's Exotic Book Shoppe (EL 2)

You have entered a dimly lit shop with bookcases lining the walls. Carpet completely covers the floor and a floor-to-ceiling curtain conceals the wall opposite you. An elderly man sits hunched over a desk in front of the curtained wall. A candelabra burns in front of him, shining light on the book he's reading. He looks up over the rim of his glasses at you as you enter. Motioning to the bookcases, he says, "Hello there. Please look around and see if there is anything you like. If you need and help, just ask." He then returns to reading his book.

The man behind the desk is **Blaine Henry**, an old historian who just wants to be left alone to read his books. He has been the front man for this place for many years, and he even served under its previous owner. He cares nothing for what goes on in the back rooms of the place. He only concerns himself with the history of Freeport's pirates, and as long as Captain Baumann allows him to buy the books he wants, he has no problem covering for the club.

If the PCs want to talk to him about books or Freeport's pirates, Blaine speaks at length with them. He knows a great deal about a variety of topics, and an enthusiastic audience can gain his sage-like information for free. Later, when the heroes hear Lucien Buche's tale (See **Lucien's Story** sidebar on page 24), Blain can show the heroes some books about the Full-Fathom Five and the magic sextant's fate. The books are very old and tattered, but any hero that reads them can learn (on an Intelligence check, DC 15) that the sextant is some sort of a key, not just a navigation device.

Blaine will not answer any questions about the drug den willingly. He can be convinced upon threat of death to give up the passwords or bribed by any hero that can produce a rare book about the history of Freeport's pirates. If the heroes hang around the

bookshop for about 10 minutes, a patron rushes in and whispers the password to Blaine Henry. A Listen check (DC 15) or a Spot check (DC 15) to read the patron's lips reveals the password.

The heroes must say the following, which they may have learned from Flint (**Section Two: Flint and the Rusty Hook** page 18), to Blaine to gain access to the back rooms: "I would like to see your exotic-book reading room, please." Blaine then motions them behind the curtained back wall to a door at the far end of a passage. Finally, he gives them the password "Drac," which they must give to the man at the next door.

Blaine Henry: hp 43.

The Smoking Dragon: Ground Level

1A. Outer Door Warden (EL 3)

A large metal door with a slot in it sits at the end of this passage. As you approach, the slot grates open, and you see eyes squinting at you. Then a gruff voice says, "What's the password?"

If the correct password is given, the warden, a rogue named **Kas**, opens the door, allowing the heroes entry. If more than three heroes try to gain entrance at the same time, Kas may become nervous, even if they do know the password. After all, the heroes may be Police Chief Xander Williams' strike force, sent to root out the drug den—and Captain Baumann *did* tell him to look out for anything out of the ordinary. He may require the heroes to leave their weapons with him or refuse them entry all together. Dealing with Kas may provide an excellent roleplaying opportunity, as the heroes need to persuade the door warden to let them in.

Kas does not open the door for anyone who doesn't know the password. The iron door is locked from the other side. If the heroes try to force it, and Kas is not incapacitated, he goes below to warn Captain Baumann of impending danger. He also knows that Drake, with his keen sense of hearing, will hear the door break, and he will cry out for help if necessary.

Iron Door: Open Lock 30 DC; 2 in. thick; hardness 10, hp 60, break DC 28.
Kas: hp 19.

2. Inner Door Warden

Opening this iron door is not a problem for the heroes if they have entered peacefully or gotten past the outer door warden without causing too much trouble. Drake has excellent hearing, and he detects any normal combat that takes place in the hallway (Listen check DC 15; Drake has Listen+12). He then orders the bouncer, Rebecca, to lock this door. It takes her one round after getting her orders from Drake to move to the door and lock it. (See the next section, **Room 3: Main Smoking Den**, for Drake and Rebecca's hit points)

Iron Door: Open Lock 30 DC; 2 in. thick; hardness 10, hp 60, break DC 28.

3. Main Smoking Den (EL 6)

As you walk into this smoke-filled room, a pungent odor assaults your senses. The windowless room is quite dark inside, with only a few dim candles held in sconces along the walls to illuminate the room. Scattered about are a few couches and chairs. In the room's center lie three round, cushion-lined depressions. A few patrons sit here and there, smoking or sniffing according to their preference. Looking to the back wall, you notice six, curtained-off cubicles. Out of one of them stumbles a young man who collapses on a nearby couch. An old man sits behind a counter to the right; he holds an exquisite quarterstaff across his lap, and he stares blankly toward you. A small, barred window sits behind him, and an ironbound door is just to his right. An extremely tall woman, arms crossed in front of her, stands before the door.

During the day, d10+1 people enjoy the pleasures of the Smoking Dragon. At night, the number of patrons increases to d20+5. The patrons are mostly derelicts from Scurvytown, but citizens from the Eastern District or Drac's End frequent the place, as well. The patrons ignore the heroes for the most part, as they are intent upon getting their latest fix.

The man sitting behind the counter is Drake, the manager. He is blind but quite capable of defending himself. He takes the patrons orders and money at the counter and hands it though the barred window behind him. Someone on the other side then passes the drugs through the grate for the customer. If the PCs want to partake, snake weed costs 3 sp and a hit of abyss dust costs 2 gp.

Drake is loyal to Baumann, and he does anything to prevent the heroes from gaining access to the lower levels. He cannot be bribed, and he fights to the death, if necessary.

The iron door leads to a corridor.

Drake: hp 25.
Iron Door: Open Lock 30 DC; 2 in. thick; hardness 10, hp 60, break DC 28.
Rebecca: hp 45.
Typical Drug Fiend: hp 6.

4. Drug Room (EL 2)

The odor of snake weed wafts heavily throughout this room, and the strength of it sets you aback for a moment. Barrels line the wall to your left, and the odor emanates from there. Across the room is a long table filled with alchemical equipment. A significant quantity of a fine black powder sits on the table. This can only be abyss dust.

The sturdy iron door to this room is always locked. If the heroes have somehow disposed of Drake and Rebecca without making a ruckus, two of Captain Baumann's gnome alchemist henchmen are here. They do everything possible to prevent the heroes from opening the door. They defend themselves if attacked, but they ultimately surrender in hopes of saving their skins. If they become aware of the heroes, and have enough time, they leave the room through the **secret door** (**Area 6**) in the hallway outside the room that leads to the basement, locking the door behind them.

The room contains a small fortune in drugs. The street value of the abyss dust on the table alone is worth 10,000 gp, while the snake weed amounts to almost 4,000 gp. Depending on your group's moral outlook, finding the drugs may be an excellent moneymaking opportunity—or a chance to eliminate one more drug dealer plaguing Freeport.

Alchemists (2): hp 21.
Iron Door: Open Lock 30 DC; 2 in. thick; hardness 10, hp 60, break DC 28.
Secret Door (Area 6; leads to a corridor that leads to Room 7 in the Basement): Search check DC 25; Unlocked.

5. Henchmen Quarters

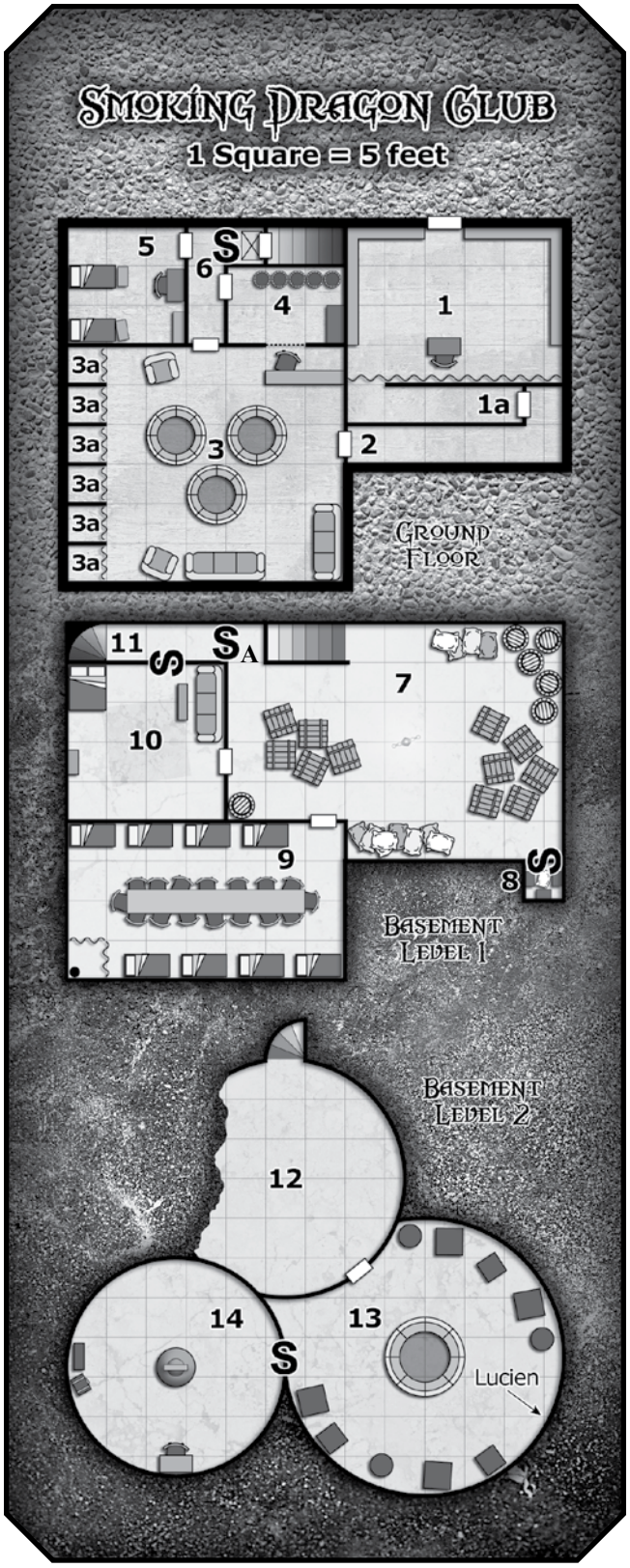
This room contains two sets of bunk beds, complete with four footlockers. There is a small armoire against the near wall, and a writing desk next to the door.

These are the sleeping quarters for Kas, Rebecca, and the two alchemists from Room 4. The footlockers are locked but not trapped. In total, they contain 225 gp, 120 SP, a parchment with the formula for making abyss dust, and 2 *potions of neutralize poison*.

Footlocker (locked): Open Lock DC 25.

6. Basement Door (EL 7)

The door to the basement is hidden very well (Search DC 25). It is not locked and can be opened easily once detected. A short



corridor extends beyond the door, ending in another unlocked door. This second door, though unlocked, is trapped. A pressure plate rests in the floor, and it activates an alarm in Areas 9, 10, and 13 in the lower levels to let Captain Baumann know unwelcome guests have arrived. The button to switch off the alarm rests on the wall just inside the door on the right.

Secret Door (Mentioned in Room 4; leads to corridor that leads to Room 7 in the Basement): Search check DC 25; Unlocked.
Door (trapped): CR 1; mechanical; touch trigger (attached); manual reset; Search DC 25, Disable Device DC 20.

The Smoking Dragon: Basement Level 1

7. Basement Storage

The stairs lead down into a large, dank room with a dirt floor. In the center of the room is a tall, iron candelabra with 10 lit candles. The scant light produced by these tapers causes shadows to dance about the room. Scattered throughout the area are numerous crates, barrels, boxes, and sacks. You see no exits in this room.

Captain Baumann uses this room to store her less-valuable plunder. The containers in this room hold food, wine, and basic supplies like oil, torches, rope, etc. For every minute the PCs search here, there is a 20% chance that 1d6 of Captain Baumann's crewmen stumble out from Room 9 and discover them.

If the PCs raised the alarm, this room is a perfect place for the *Kraken's Claw* crew to lay an ambush. The objects spread around the room provide ample cover and ideal hiding places that the pirates can take advantage of. Their basic plan is to have two pirates get the heroes' attention on one side of the room, while the main group attacks from the other side. The first mate, Shantar, directs the attack from location A on the Basement Level 1 map.

8. Treasure Trove (EL 8)

The door to this room is hidden and trapped.

Secret Door (trapped): Search check DC 30.
Doorknob smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19.

The secret door creaks open to reveal a small five-foot-long by five-foot-wide room. Three chests and two full sacks sit on the floor along the wall.

The two sacks contain 1,000 gp and 1,200 sp, respectively. The two chests (Chest 1 and 3) on each side are not trapped, but the one in the center is. Their descriptions follow:

Chest 1: Not trapped. Locked: Open Lock DC 30. Contains 500 gp and *feather token, anchor*.

Chest 2: Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. *Market Price:* 17,500 gp. Contains: 1,100 sp, *helm of comprehend languages and read magic*, and a black pearl worth 600 gp.

Chest 3: Not Trapped. Locked: Open Lock DC 30. Contains: 1,100 gp, a black velvet mask studded with numerous gems (value 160 gp), and an eyepatch with a mock eye of sapphire and moonstone (value 2,000 gp).

Similar to Room 7 above, for every minute spent here in the treasure room, there is a 20% chance that 1d6 of the *Kraken's Claw* crewmen stumble upon the heroes.

9. Crewmen's Quarters (EL 9)

You have entered a rectangular room, 35 feet long and 20 feet wide. A table with 16 chairs sits in the center of the room, while double bunks line the walls for the same number of boarders. A footlocker sits in front of each bunk. There is a small, curtained-off area in the northwestern corner of the room.

What the heroes encounter in this room varies greatly depending on what time of day it is and whether or not they have raised the alarm. Between the hours of 3 a.m. and 1 p.m., 14 crewmen are asleep in their bunks. The rest of the time, they are eating and drinking and/or playing at dice or cards. Two crewmen are always below in Room 12, as Captain Baumann has taken to setting a guard for her prisoner. Obviously, if the alarm has been raised, the 14 are waiting in ambush for the heroes in Room 7, and this room is empty.

The footlockers are all locked. They contain various personal items, mugs, lockets, clothes and such. Searching the whole lot will only garner 700 gp worth of various items and coin.

The curtained-off area covers a hole in the floor, which the crewmen use as a latrine.

GM's Note: The 16 sea dogs are described as follows in the NPC section located in the **Act I: Section I Appendix:** halfling rogue pirate (2), human rogue pirate (6), dwarf fighter pirate (1), human fighter pirate (3), Shantar's guards human fighter pirate (2), half-elf cleric pirate (2).

Footlockers (locked): Open Lock DC 20.

10. Shantar's Quarters (EL 6)

Opening the door to this room and looking beyond, you wonder if you're in the same basement anymore. This 20-foot-long by 20-foot-wide room is exquisitely appointed. Beautiful rugs adorn the floors and golden candlesticks light the room. There is a plush couch along the wall to your right, a carved wooden armoire on the wall directly in front of you, and a comfortable-looking bed in the northwest corner. No common pirate lives here.

This room belongs to **Shantar Froese**, the first mate of the *Kraken's Claw*. Obviously, he enjoys living in style, and he uses his ill-gotten gains to purchase creature comforts. If the alarm has not been raised, he is sitting on the couch, sipping fine wine and reading a book. If he is caught here, he tries to use his *wand of web* (CL 7, 27 charges) to entrap the heroes, and then he escapes through the **secret door** in the north wall that leads to the lowest level to warn Captain Baumann.

If the PCs raised the alarm, the alerted Shantar directs his men from the area marked A on the map of the Basement Level 1 map. If things go badly, he flees through the secret door with as many of his men as possible, and he heads down the stairs to warn his comrades of the impending danger.

Shantar does not keep any of his treasure here, as he does not trust his men. He does have some fine sets of clothes in the armoire worth 400 gp. A bottle of fine wine worth 50 gp rests on the table beside the couch.

Secret Door: Unlocked; Search DC 30.
Shantar Froese: hp 57.

11. Spiral Staircase to Baumann's Quarters

Two unlocked secret doors allow entrance to this room.

(2) Secret Doors: Unlocked; Search check DC 30.

The Smoking Dragon: Basement Level 2

12. Serpent Man Foyer (EL 4)

The spiral staircase leads into a circular room. The walls on your right appear to have suffered from a cave-in, as this room is deep underground. Mosaic tiles depicting a massive, coiled snake baring its fangs decorate the floor. There is a door in the wall at the opposite side of the room.

If PCs raised the alarm, the two guards here are alert for trouble and ready for the heroes as they come in. They stand near the door in the far wall. If the guards are aware of the intruders, they drink a *potion of barkskin (+5)*, and then the follow that with a *potion of haste* (CL 5). If still alive, Shantar runs to Area 13 with Captain Baumann and the prisoner.

(2) Sea Dog (Shantar's Guard): hp 28.

13. Baumann's Sitting Room (EL10)

You have entered a circular room and are immediately drawn to the bas-relief carvings on the walls. The craftsmanship is incredible, and you know that there must be some meaning behind the images, which depict strange serpent men engaged in a wide variety of activities. In the center of the room is a round, sunken couch appointed with plush cushions. Scattered about the place are 10 cages filled with exotic birds. Some are freestanding, while others hang from the ceiling. Chained to the wall at the far end of the room is a gaunt man, wearing a blue robe and cracked glasses. He looks up at you almost unable to speak. In a raspy voice he says, "Help me, please."

What comes next depends largely on what has happened to the heroes during their foray through the upper levels. If the PCs raised the alarm, any survivors make their last stand here with Captain Baumann. If the heroes have sneaked down, they may only be facing Captain Baumann herself.

Regardless, Morgan Baumann is no fool. She has not survived this long without being able to recognize a no-win situation. If the odds prove insurmountable, she parlays with the heroes in an attempt to ransom Lucien, the poor bookworm, for some gold. She explains to the heroes that they may kill her, but they will suffer losses on their side, as well. If, however, they pay her a small sum, say 1,000 gp, to make up for some of the damage they have caused to her home, she will release the bookworm.

If Baumann knows she has no chance of convincing the heroes to pay a ransom her prisoner, she orders her men to attack, and then whistles very loudly—and, suddenly, all of the birds fly out of their cages. While the birds fly about the room, all missile fire suffers -2 penalty to hit, and any spells cast require a Concentration check at 10+ the spell level. Stats are provided for the birds, but they do not attack the heroes, just distract them. Baumann and her companions do not suffer these penalties, as the birds have been trained to harass only strangers who enter the chamber.

If the fight goes badly for them, she curses the heroes with the following words: "You have not seen the last of me, you worthless scum. Captain Baumann will live to fight another day. When that day comes, I will hunt you down and skewer you one by one for what you have done to me this day. If you think this a mere threat, you are mistaken. Watch your back, my friends, for you will never know when I will strike!" With that, she takes out her *teleportation gem* and vanishes, traveling back to her ship to lick her wounds.

Lucien's Story

"I have been fascinated with pirates and Freeport since I was a little boy. All those stories of adventure and mayhem! I longed to sail the seas and strike fear into the hearts of merchantmen. Alas! It was not to be. You see, I get horribly seasick, and I spend most of my time aboard ship below decks. I quickly realized the pirate life would not be for me. So, I threw myself into the study of Freeport's pirates. For the past 30 years, I have read almost everything I could get my hands on about piracy. From the escapades of Drac and Francisco to their predecessor Jarl One-Eye, my appetite was insatiable.

"Then, one day, I received a letter from a friend of mine in town. He had found a weathered map that appeared to lead to untold treasures. From his description, and my long studies, I knew it could be only one thing—the map to legendary Yarashad! I had only heard about it in sailors' tales. The chance to study it in person was too good to pass up!

"You see, over the years I have developed a theory. Many sailors have searched for Yarashad, yet no one has ever found it. I believe that is because the island appears on the other side of Hell's Triangle, the area marked on Flint's map! To make matters worse, it appears only once every 150 years. This is why no one has ever found it, you see. Only one question remained: how could the island be reached? When Flint told me about the markings on the map, I had my answer. A magical sextant! That must be the answer! This sextant is a magical device that allows ships to survive the punishing waters of the triangle. All my research tells me such a device exists, and furthermore, that it is resides in this very city! With the aid of the sextant and correct timing, Yarashad can be found!

"I was on my way to meet my friend when Captain Baumann attacked my ship and took me prisoner. I told her enough to save my life—that I had a secret that would lead her to great treasure. But I wouldn't tell her the rest. I knew my life was forfeit as soon as I did, and I held out hopes my old friend Flint would find a way to rescue me. And I see he has. You seem to be honorable folk, and I am willing to trust you. Besides, I am too tired and beaten to do much about it if you are not. We could share the treasure, you know. If you give me your word and take me from this place, I will tell you what I found on the map. What do you say?"

Playing Lucien Buche

Lucien Buche has a very critical role in the beginning stages of *Black Sails Over Freeport*: He informs the players about the island of Yarashad and helps them dig up information on the sextant they'll need for their journey into Hell's Triangle.

Unfortunately, Lucien becomes much less important once he's gotten the players headed in the right direction. And though he may be an academic, he's not about to just let someone take the treasure he's been researching for years. So the PCs now find they've added a new member to their party, and you have another role to play. This shouldn't be an albatross to carry for either you or your players, so here are a couple ways to make Lucien a positive addition to your game:

- **The Bumbling Academic:** Good for comic relief, this version of Buche is knowledge-gathering savant at books, but an idiot at everything else (Marcus Brody, the curator from the *Indiana Jones* trilogy, is a perfect example of this type). Sample activities for the bumbling academic include asking an orc for directions; accidentally buying several pounds of snake weed; getting constantly, violently seasick; walking into lampposts; and so on.

  Sample dialogue: *"I say, old chap, do you suppose this gunpowder is too damp to light?"*

- **The Fount of Knowledge:** A much more useful NPC, especially for players who don't know their way around Freeport very well. Of course, since most of his knowledge is from reading rather than practical application, there's always the chance that he'll lead the players into the Broken Mug instead of the Merchant District. Some potential activities include handicapping the ongoing mainland war, giving offhand personality profiles of the entire Captains' Council, and identifying any wondrous items the players may have in their possession.

  Sample dialogue: *"Wait! If you don't turn the knob on that chest to the right two times while you recite the afternoon prayer to Yig in the original Valossan, this whole place is going to come down around our heads!"*

- **The Pompous Windbag:** Similar to the Fount-of-Knowledge type, but with half as much knowledge and a propensity to talk about twice as long (for another pop-culture reference, imagine the Cliff Clavin character from *Cheers*). Prospective activities include recalling Francisco's successful final battle (he lost), waxing philosophical about the higher density of elven beer (there's no such thing), and describing a way to build a better lighthouse (underwater).

  Sample dialogue: *"Of course, to signal your benevolent intentions to your adversary, you have to be certain to take a firm grip on the blade of your weapon so you can extend the hilt to—ouch!"*

Should you or your players get tired of Lucien's presence, keep in mind that he *is* an academic, not an adventurer. Your characters will be facing quite a few situations that could be potentially harmful to an unarmed, unarmored librarian. Not that we would advocate making him into a human minesweeper, but any combat could be finessed enough to make it his last.

The bas-reliefs hide a **secret door** to Baumann's quarters.

Lucien is in bad shape. The pirates have tortured him for days, and remarkably, he remained unwilling to give up his secret. If the heroes treat him kindly and offer him some food and drink, he confides in them, sharing with them his story (See the Lucien's Story sidebar).

Captain Morgan Baumann: hp 80.
Exotic Birds (10): hp 2.
Lucien Buche: hp 33.
Secret Door: Unlocked; Search check DC 30.

14. Baumann's Quarters

The secret door opens into yet another circular room. A round bed with plush blankets rests in the center of the room. A writing desk sits along the curved southern wall, while an armoire and a chest rest against the curved western wall. Fantastic mosaics depicting the night sky, complete with sparkling constellations, cover the ceiling.

This room is Captain Baumann's quarters, a bit more Spartan than those of her first mate, but still quite comfortable. The locked, trapped armoire contains fine clothing valued at 500 gp. (Baumann carries the key on her person.)

The trapped chest contains the following: *boots of elvenkind*; 1,500 gp; sapphire pendant on gold chain (1,900 gp); brass mug with jade inlays (600 gp); solid gold idol (10 lb.) (600 gp); gold dragon comb with red garnet eye (1,400 gp); finely wrought small gold bracelet (20 gp).

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison needle); poison (blue whinnies, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

Section Three: Pluses and Minuses

I'm on the Guest List: +50 XP to each PC if the party gets into the hideout without resorting to violence.
Did You Say Those Barrels Were Full of Oil?: +50 XP to PCs who creatively uses the scenery (barrels, crates, drapes, etc.) to their advantage during combat with the sea dogs in this section.
Hi, We're the Sadistic Temperance Committee: -75 XP to any PC who demonstrates their pity for the drug-addled unfortunates in the Smoking Dragon by bashing their faces in.
Crikey, Look at the Size of That One!: +250 XP to each PC for capturing either Shantar Froese or Morgan Baumann alive (+750 XP if both are captured).

Section Four: Maps and Legends

At this point, the PCs have an ancient map, a brand-new enemy, and a mystery to solve: Where's this sextant that can make them rich? After some digging, the PCs learn that the sextant is a relic from a long-forgotten battle. The gain one lead on the item's location: an old man who is descended from one of the sailors in that fateful fight. Meanwhile, sinister forces make themselves known—and a diabolical force prepares to re-enter the world.

The Back Story

Unbeknownst to the PCs, they're not the only party on the trail of the sextant. Several days before the start of this adventure, a team of Yarash's cultists entered Freeport, under the command of their vile leader, Billy Bones, to find the artifact. The cultists' only clue: the name Ezekiel Carthy. Centuries ago, a captain sailed under that name with Francisco's fleet, the fleet Captain Drac betrayed and abandoned. Along with four fellow mariners, Carthy swore a dying oath to Yarash, an oath that returned the five from the dead and launched their career as the most fearsome buccaneers the seas had ever known.

But Carthy's conscience wouldn't rest. On the eve of a massive naval engagement with the forces of Freeport, he turned against his comrades. He delivered into Freeport's hands a sextant, one of the unimaginably powerful artifacts that Yarash used when he appeared as an avatar. With the sextant's magic at their side, the Freeporters drove the weakened enemy fleet into a whirlpool—and drove the battle from the history books.

The pirate god Harrimast sent Yarash and his henchmen, the remaining four of the Full-Fathom Five into exile, and now Yarash is gathering strength to return. For this, he needs all the artifacts collected in one place. The cultists, though, have hit a stumbling block in their search: Nobody in town knows the name Carthy, and none of the cultists' locating spells can track him down. Carthy long ago made peace with the *good* pirate god, Harrimast, who now protects the ancient mariner with divine magic (See **Section Four: The Temple of Harrimast** on page).

The cultists stop at the Temple of the God of Knowledge to find out information on Carthy and his possible current whereabouts. They do their research there just before the PCs arrive—and they leave an important clue behind. Frustrated, they head to Henry Blaine's bookshop—just after the PCs bust up the drug den below—and strong-arm the old man, to no effect. Frustrated, they decide to take much more drastic action…

No Place Like Gnome (EL 1)

After the pleasantries with Lucien have been completed, the academic asks to see his friend Flint. The PCs will more than likely want to get on with the treasure hunt proper, but Buche insists the gnome can provide information about how he acquired the map that could help them with the next piece of the puzzle: finding the sextant. If the PCs protest that they've already asked the gnome how he came by the map, Lucien simply gives them a knowing look and says, "Well, of *course* you did." And he begins jabbering on about how crucial it is to find the sextant. "Without it, you might as well use that map to wrap the day's catch, don't you know!"

The barmaid at the Rusty Hook favors them with an ill look, but does not prevent the PCs from going to Flint's room. Inside his flop, however, is a sight that might give the adventurers pause:

Flint is still in the room, although it looks as though he will never leave it again under his own power— or in one piece, for that matter. The gnome lies splayed on the room's solitary bed. His throat has been cut wide, and his chest sliced open, with the contents of the latter piled sloppily at his feet. Blood, bile, and other viscera have soaked into the mattress and puddled onto the floor below. These substances have also been used to scrawl a series of words and symbols onto the wall near the bed. They're in no language you've ever seen.

But between the unhallowed words you make out one design that's almost familiar: a skull and bones. As you look closer, you realize something strange about the design: five stars circle the dome of the skull.

And so enter the cultists of Yarash. The cultists obviously have no need for the map, but they have correctly surmised that the map's holder will need the same mystic sextant they're hunting for. Flint didn't have a clue about the sextant, so the cultists decided to offer the gnome as a sacrifice to their god. The results of their handiwork lies on the bed in a bloody, sodden heap.

GM's Note: If the PCs have left any pirates from the **Section Two: Flint and the Rusty Hook** encounter tied up in this room, they have been killed in a similar fashion.

Should a PC use Decipher Script (DC 25) or cast *comprehend languages*, she finds the words and symbols are essentially exaltations to Yarash. "Yarash, we offer these gifts in your name," "O Master of the Seas, guide us as we struggle in your foul name," and "Bloody One, grant us strength," etc.

If *speak with the dead* is cast on Flint (or any unlucky pirates), he reveals the intruders attacked not long after the PCs left. The attackers were dressed in black robes, with cowls pulled over their heads that hid their faces. They stabbed him with a dagger, paralyzing him. They questioned him about a sextant, and they didn't seem to be at all interested in the treasure. They mentioned a name several times during the investigation: Yarash. To his credit, Flint didn't give up Lucien or the adventurers, though the attackers didn't seem interested in who had the map, either.

Lucien is understandably distraught. His friendship with Flint has extended over a decade, and for the gnome to be murdered at the start of what could be their greatest adventure is…is…it's a bad way to begin, to be sure. Still…Lucien thinks the good gnome would have wanted Lucien to carry on the quest, and the fact that there's risk involved will make seizing the prize all the sweeter, won't it? Lucien asks the PCs to join in this effort. "By Drac's ghost, let's find that treasure and get back at the blackguards who did this foul deed!"

He says the PCs' next order of business is to find that sextant, which is the key to getting through the whirlpool. And the PCs must be quick about it. If the date on the map is correct, Yarashad will appear any day now! As the GM, you should drill this last fact home to the PCs.

As for Lucien, he wants to take Flint's body to be cremated, so he can carry the gnome's remains with him at all times; he later scatters them over the treasure in Act II (should he survive that long).

No Place Like Gnome Pluses and Minuses

Snap Out of It: -100 experience points to any PC who insists that Lucien interrupt his grieving to help them find the treasure.

...or the Heavens Fall!: +100 experience points to any PC who makes a stirring speech about "Doing this job for the little guy!"

Some Rescue: +50 experience points to any PC who realizes Lucien is probably in considerable danger and gets him to a safe house (as opposed to commandeering him for research in the Temple of the God of Knowledge).

Other Information Sources (EL 1)

Where does one find a sextant in a seaport? Lucien can direct the party to the Temple of the God of Knowledge, which he says has the best library in town, and which he had planned to visit before Captain Baumann waylaid him. (If the PCs have played through the *Freeport Trilogy*, they'll probably be exchanging knowing glances at this point.)

The PCs can investigate the location of the sextant any way they choose, but the parties listed below are the only ones in town that have any worthwhile information or advice to share. Everyone else is drunk or lying.

The Shipping News

C.Q. Calame, the publisher of Freeport's daily rag, is gruff and gregarious, but he won't have much to tell the players. "The only relic in these offices is me!" (As for back issues of the paper:

"The morgue only goes back as far as the first Calame—before then, it's all smoke and sea monsters.") The most Calame can do is direct the players to the reporter on the Gods & Monsters beat, "Unkie" Al Crowley. Crowley, whose desk is cluttered with holy symbols and half-empty beakers, tells the players he's never heard of the sextant, but whenever he needs to do any research he heads over the Temple of the God of Knowledge. (This, by the way, is the standard answer from most people in Freeport with half a brain.)

The Hall of Records

The clerk won't have the faintest idea where to look for a sextant. He'll suggest the PCs check out the Temple of the God of Knowledge. If, however, the PCs go to the Hall of Records after they visit the temple, and they ask about the banned or censored books they've discovered in the temple, the clerk finds only bare-bones official proclamations. There won't be any detailed explanation for why the books were banned.

The Captains' Council

The PCs may want to search for the sextant in the city's official repositories for treasure and artifacts. If so, run them through the encounter that follows this one at the Captains' Council—but don't include the orc encounter at the end. Have the Council clerk suggest the PCs try the Temple of the God of Knowledge for more information on the sextant. Then have the players run through the next few encounters—the Temple of Harrimast, Carthy's house—but have the NPCs react with horror to the fact that the sextant is missing. Be sure to have the NPCs underline that the sextant is extremely powerful and would be very dangerous to anyone who didn't have divine favor or royal blood—which means it's probably not in the hands of a common thief. This should prove a good setup for the orc Spacko's approach (See **Section Five: Serendipity Steps In** on page 39)

The Temple of the God of Knowledge

If the PCs have been through the previous Freeport adventures, Brother Egil or one of his colleagues is only too glad to direct them to the stacks. If the players are newcomers, it's easy enough to ingratiate themselves with the congenial clerics.

If the PCs approach the cleric(s) forthrightly about what they're looking for—books on the sextant and map—the presiding cleric looks at them strangely and comments, "You didn't find what you needed the other day?" When questioned, the cleric explains that *another* party of rough-looking types came in just yesterday, looking for information on a magical sextant. Well, not at first. The other party started off looking in the city directory and in Freeport history (searching for someone named Carrey? Carvey? Carney?). Then, after an hour or so of digging, they came back and said they couldn't find what they wanted. So they asked for books on a magic sextant. The cleric sent them to the *Magick Items and Artefackts* section.

The cleric apologizes for mistaking the PCs for the other party but can describe the other crew in only the sketchiest terms: four men, medium build, in deep black pirate regalia. They left a donation in gold and didn't chitchat.

If the PCs ask to see the books the other fellows viewed, the cleric points them toward the city directory and the section on Freeport history; he then directs them to the *Magick Items and Artefackts* catalog. If the PCs happen to ask to see the *gold* the other party donated, let them make an Appraise check (DC 20). On a successful roll, the PCs realize the coin is centuries old, dating from Freeport's earliest days. On a failed check, the PCs can tell only that the coin isn't from any mint they recognize. (The gold is ancient plunder from one of Yarash's hidden coffers on the Material Plane.)

Looking through the city directory yields nothing. The book includes plenty names that sound like Carrey, Carvey, and Carney, but none of them mean anything to the PCs or anyone else they might ask about. The catalog of magic items is equally frustrating. Have the PCs make a number of Intelligence checks during this process, but the results are all the same: they turn up nothing about the sextant. The temple has books about magic, and books about sextants, and occasionally books about both, but nothing about this *particular* sextant, the one that can get sailors past Hell's Triangle in one piece, nor any indication that such a sextant might exist in Freeport.

The trip to the Temple of the God of Knowledge should not prove fruitless, however. Here are some things the PCs may discover:

- After some considerable research time, have the PCs notice a piece of paper (Spot check, DC 15) hanging out of one of the volumes they've taken off the shelves. The paper contains a scrawled note (See **Handout Six** on page 207). The PCs should realize these are book titles, and that they've flipped through some of these very books during their research. With a bit of prompting, they likely realize the previous party left the list behind.
- If the PCs search out the titles listed on **Handout Six**, they find all but *The Cycle of Yarash* at the temple. Also, none of the books mention the magic sextant, and indeed the books cover a wide range of topics, but the tomes have a couple of things in common. They all discuss Freeport's history at some point, however briefly, and on a Search check (DC 15), the PCs note that all the books contain the seal of the city of Freeport on the inside cover (See **Handout Seven on page 207**). This seal doesn't exist in any other books the PCs may have looked through.
- If the PCs spend time reading through the books, they notice (Spot, Intelligence, or Knowledge (local) check DC 25, with a +5 circumstance bonus if the PCs are looking specifically for strange things in the books) that the books' text jumps abruptly in the sections dealing with Freeport's history, the history of piracy, or the history of Harrimast, the pirate god. So, what's going on? Lord Cromey decreed that the city's near-defeat at sea—and, hence, its vulnerability—should not be publicized, so he had the books officially censored to prevent the information from reaching the world at large.
- As for *The Cycle of Yarash*, the only book on the list not crossed out, the PCs won't find it on the shelves. But if they check the card catalog, they find an entry marked with the Sea Lord's Seal—different from the others (See **Handout Eight** on page 207). If the PCs ask the clerics about this odd entry, they act sheepish and evasive on this subject, but they eventually tell the PCs that Sea Lord Cromey had the

various books on the list officially censored 150 years ago, and he banned *The Cycle of Yarash* outright. The records show that the actions were taken for reasons "*pertaining to the continued Security and Divine Favor of the Island.*"

- If asked where they PCs might find a copy of The Cycle of Yarash, the clerics state that unexpurgated copies would likely only exist in private book collections or antiquarian bookshops—ones that don't mind risking legal trouble. If the hint's not obvious enough, a cleric might mention Blaine Henry by name. **GM's Note:** If Blaine has been killed or run off, or if his shop has been destroyed, switch the encounter there to the Temple of Harrimast.

Blaine Henry

The PCs arrive to find the shop plastered with foreclosure and past-due notes—and old man Henry nursing some bruises. Apparently, a gang of four toughs came into his shop as he was cleaning up the mess the PCs made the day before. The brutes demanded the same information about a magic sextant and a man named Carthy. The bruised codger is now understandably tight-lipped.

If the PCs show him some sympathy, heal his wounds, and offer to cover his expenses, Blaine opens up. He describes his attackers more or less as the clerics at the temple did, but he also remembers something important: the men had designs seared into the palms of their hands, a black skull and bones, with five stars encircling the perimeter of the skull. The same design the players saw in Flint's room at the Rusty Hook (See **Section Two**).

Yes, he knows about the censored books; yes, he knows about *The Cycle of Yarash.* It takes great diplomacy (Diplomacy check DC 25) or at least 100 gp to get him to reveal his big secret: he's got a copy of the *Cycle* stashed in the back.

The book is a tattered, waterlogged volume, with only a few pages remaining. On those pages, only a few words per page remain legible. Blaine informs the PCs that the *Cycle* is an epic poem, a story about Freeport's early days.

The few readable sections are tantalizing but frustratingly opaque (See **Handout Nine** from the **Appendix** page 207.

Blaine won't know anything else about Carthy, including where his descendants might live in Freeport. If the players are lost, have Blaine suggest they follow up on the line in *The Cycle of Yarash* about "Harrimast and those who do his will." Next stop, the Pirate Temple.

If the players skipped the Temple of the God of Knowledge, and went straight to Blaine for clues on the sextant, he can tell them about the edits and the banned books, filling in the information they would otherwise have "missed."

Other Information Sources Pluses and Minuses

I'll Gladly Pay You Thursday…: +100 experience points to any PC who asks to see the gold the cultists donated to the Temple of the God of Knowledge.

You Sell Books *Here?*: +25 XP to the PC who thinks of visiting Henry Blaine to find *The Cycle of Yarash*.

Get Me to the Church on Time: +50 experience points to any PC who realizes the party needs to go to the Temple of Harrimast to ask about Carthy.

Can We Skip to the Flavor Text?: -50 XP to any PC who beats an NPC to get him to spill what information he has (each occurrence).

The Orc Who Would Be King (EL 7)

The PCs will likely think to approach the Temple of Harrimast at some point. Have them arrive just as a service is letting out. You might want to sprinkle some members of Captain Baumann's crew among the crowd.

You spot the temple several blocks away, as its peak has been crafted to look like a crow's nest, and it rises high above the surrounding buildings. A huge Jolly Roger fixed to a wrought-iron spike caps the peak. As you approach, you get the outlines of the building—a cylinder of roughly hewn stone gone green and white with lichen. As you walk across the wooden dock that leads to the door, you smell salt air and feel the sea winds brush against your back.

As you arrive, the temple's doors open, and a crowd tramples across the dock. Then you hear a shout behind you.

"Hey manflesh! You am wake up! No seaweed god am protect you from Sons of Krom!"

A Note About Orcs and Ork!

The orcs as presented in *Black Sails Over Freeport* owe a few debts to Green Ronin's very first book, *Ork! The Roleplaying Game*, most notably, the worship of the god Krom, the greenness of their skin, and the way they talk. These elements are included for flavor, as a way to give the orcs some personality. However, you may freely alter these details to fit your own campaign. For instance, you may wish to substitute the leader of your campaign world's orcish pantheon for Krom. Or you might simply add Krom to your setting as a minor orc god. Orc skin color changes from edition to edition, and there's no one "right" precedent. We like green. If is at odds with your campaign world, you can either treat these orcs as a subrace from an exotic part of the world or simply change it for your game.

If you haven't seen it before, "ork talk" may seem a bit confusing. The basic idea of *Ork!* was that orks have little concept of past or future. Everything is happening in the present, thus their pervasive use of "am" when speaking ("Me am kill him yesterday", for instance). *Ork!* was admittedly a comedy game. If your game has a more serious tone, you may want to paraphrase the "ork talk".

When the PCs turn around, they find an angry, hulking half-orc in a long coat, polished black leather, and a beret standing on a crate and barking out insults. Several orcs dressed just like him surround him. They look equally angry. The half-orc is **Drak Sockit,** and his orc followers call themselves the **Sons of Krom** (See the **Drak Sockit and the Sons of Krom** sidebar below for background).

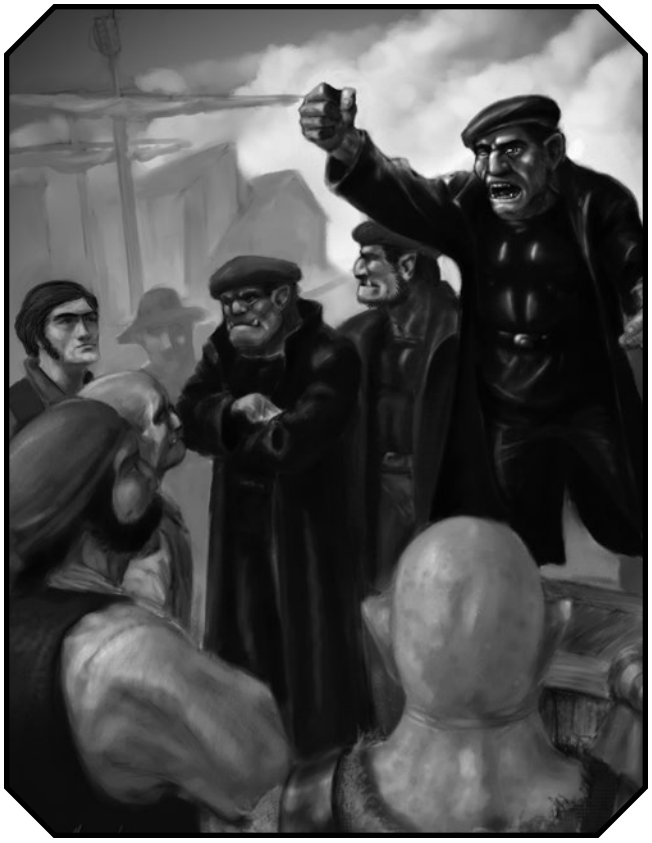
Drak's goal today: to get under some humans' skin. And what better place to do that than at the church at the center of Freeport's religious life? He keeps barking out insults and threats, making the points that orcs have been treated badly in Freeport (witness the orc riot at the Docks just the other day); humans are wicked and weak; and the pirate god, Harrimast, is puny compared to the mighty Krom.

But all of this, he shouts, is going to change when he is in charge—because he is descended from Sea Lord Drac's bloodline, and he has proof, proof the Captains' Council can't ignore for long.

If challenged about this proof, he says, "Me am have plenty of proof. Me am show it to world real soon." Then he launches into his life story, which involves Milton Drac taking advantage of his mother and giving her a fancy Freeport trinket, along with lots of promises.

Drak is smart and sharp-tongued. In conversation, he's witty, rude, and condescending. (His followers, for their part, don't do much but nod enthusiastically when he makes a point.) Drak's speech is invariably loaded with racial epithets. (Humans are manflesh or soft boys; elves, blueboys or an obscene variation thereof; halflings, stunties; dwarves, nose-diggers or chin-wipers. Half-orcs in the company of humans he calls "kept" or worse.) Any party members who engage Drak in conversation receive the full treatment. If they bring up the orc riot and their role in it, Drak is contemptuous and dismissive. ("Manflesh am start that fight, and then when it am get too tough, he am send for manflesh police! When there am orc police, they no am come when manflesh call!")

Drak's shouts make the crowd angrier and angrier. Resolve the scene however best suits your needs. If the adventurers come up with clever comebacks for Drak or some good speeches to placate the crowd, let everybody go off grumbling but with honor satisfied. On the other hand, if the PCs clearly want a fight, let



them mix it up. They should be able to deal enough damage to either side to make the other combatants realize that continued engagement isn't worth the cost.

During the course of the encounter, let a PC or two spy a figure in black hanging around the edge of the fight/heated debate. The figure watches the orcs closely, as if noting of how they move and/or act. As soon as he's spotted, he darts away. This is a **Cultist of Yarash,** sizing up an opportunity. (Seeing the cultists here also clears up potential confusion in the following scene.)

Drak Sockit and the Sons of Krom

Drak Sockit just might be the most dangerous creature in Freeport. And he's milking it for all it's worth.

Clever, charismatic and calculating, Drak came to town around the same time as the rest of the orc laborers, but he didn't pick up a shovel—he hopped on a soapbox. He began agitating on behalf of orc causes, lecturing his kinsmen—and their human oppressors—about the war between the races and how the greenskins are due to turn the tables real soon. To that end, he has formed **The Sons of Krom**, a paramilitary, quasi-religious group whose ostensible point is to convert the orcs of Freeport to stricter observance of Krom, an orc deity. But, in fact, the Sons of Krom exist mainly to terrify the powers that be, stomping around town in sleek uniforms, acting more purposeful and disciplined than most people would think possible for orcs. On occasion they've gotten into brawls, but mostly they steer clear—they're waiting for their leader's command to strike.

But Drak has even bigger fish to fry. As his first name subtly implies, Drak thinks he's descended from the Drac bloodline—and hence he believes he's a candidate for the Sea Lord's throne. His story: Milton Drac forced himself on a helpless orc lass, his mother. His proof: a magical sextant Drac supposedly gave her, along with fake promises of puny human love. But Drak's keeping the sextant under wraps for now. He knows it's his ticket to the top, and he doesn't want to flash it around and have the humans attack him in force.

The search committee winnowing down Sea Lord candidates is vexed, to say the least. They've asked Drak to keep his claim quiet until the committee completes its search. Big mistake. Drak's been broadcasting his lineage and the committee's request for silence ever since.

Angry Crowd Guy: hp 14.
Drak Sockit: hp 39.
Sons of Krom: hp 34.

The Orc Who Would Be King
Pluses and Minuses

Krom Am Preserve Us!: +25 XP to any PC who listens to the Sons of Krom's rabble-rousing with open interest (or at least a lack of open derision).

Say huh?: -50 experience points for stupidly antagonizing the orcs (like letting them get under their skin, and then starting a fight, etc.).

It Just Got Green in Here: +50 experience points for creatively antagonizing the orcs (walking away with a smirk, arguing their points, etc.).

The Temple of Harrimast (EL 11)

This room, an 80-foot diameter circle, is as cold as night in the northern seas. Friezes and mosaics cover the walls—scenes of plunder, ships aflame, treasure being buried on tropical beaches, cold justice meted out to the disgraced or the betraying. From above you hear a cold, rusty creak—looking up, you notice the whole ceiling is lined with nets, ropes and chains, like the mast of sailing ship. On the ground, pews dominate the room; about30 feet before the end, there is a raised platform decorated with nautical paraphernalia—a captain's wheel, a walking plank. Above them all hangs the focus of the room: a golden skull and crossbones superimposed over two crossed swords. A fire seems to smolder in those empty sockets…

The PCs can notice a few things if they look around. A Spot check (DC 15) reveals that the pews are crafted from rowers' benches. A closer look at the altar (Spot or Intelligence check DC 15) reveals the wheel to be the high priest's podium. The friezes (Appraise check, DC 15) are quite old and roughly done, as temple artwork goes. Looking closely at the friezes (Spot check or Appraise check, DC 25) reveals that the artwork has been redone in places. (The priests had the pictures of Yarash fighting beside Harrimast or carrying out his will removed when Yarash fell from grace.)

While the PCs are looking around, a cleric, **Peg-Leg Peligro**, the temple's high priest, eventually clomps out to talk to the party. The following dialogue assumes the players are new to Freeport. Adapt as necessary.

You hear a scuffling sound from behind the altar—alternating with a loud CLOP, like a horseshoe on cobblestones. A deep, whiskeyed voice calls out, "Visitors, praise Harrimast! What wind brings ye aboard? Looking for a blessing, are ye? Perhaps ye be sailin' out in this landlubber war, for I do smell the sea about ye?"

Then, staggering out of the shadows, you see a looming figure, muscled and weather-beaten, dressed in captain's gear—a crimson knee-length coat and a tri-cornered hat—with a huge gold hoop in one ear, a patch over one eye, and a glowing ivory peg in place of one leg. For a crutch he carries a huge, gnarled harpoon.

Me name is Father Peligro—but ye may call me Peg-Leg."

Peg-Leg is garrulous and transparent with the PCs. He used to be a practicing pirate, as did most of his acolytes, so he isn't the most airy, sophisticated theologian. But his heart and soul are completely devoted to Harrimast, and he'll be glad to tell the PCs anything he knows about the temple and the god it serves. Except when it comes to…

- **Yarash:** The Harrimast temple banned worship of the vile god the same way the Sea Lord banned books about the naval battle. Consequently, there's almost no "institutional memory" of the fallen first mate, and what does remain is not for outsiders to hear. Peg-Leg plays the doddering old salt here: "Aye, Yarash, that name be old…many stories about that name…I credit none of them, meself." The PCs may make an opposed Sense Motive check (Peg-Leg's has Bluff +5) to see if he's sincere. Of course, if they have access to a *discern lies* spell, they'll realize he's lying about this and anything of relevance they ask below.

- **Carthy:** Peg-Leg grows grave at the mention of the name. He says something along the lines of: "Aye, me hearties, many men in this town live in the shelter of Harrimast's gaze. And I know of 'em, for I dedicate prayers to 'em meself at every service. But revealing such names...not to strangers… No, not without some purpose, inspiring though ye story may be. I cannot assist ye."

  If the players remark that *another* crew seems to be hunting for this same man, have Peg-Leg grow even graver and start to break off the conversation. If they tell him about the tattooed symbols on the assailants' hands, he immediately heads behind the altar to his priestly chambers.

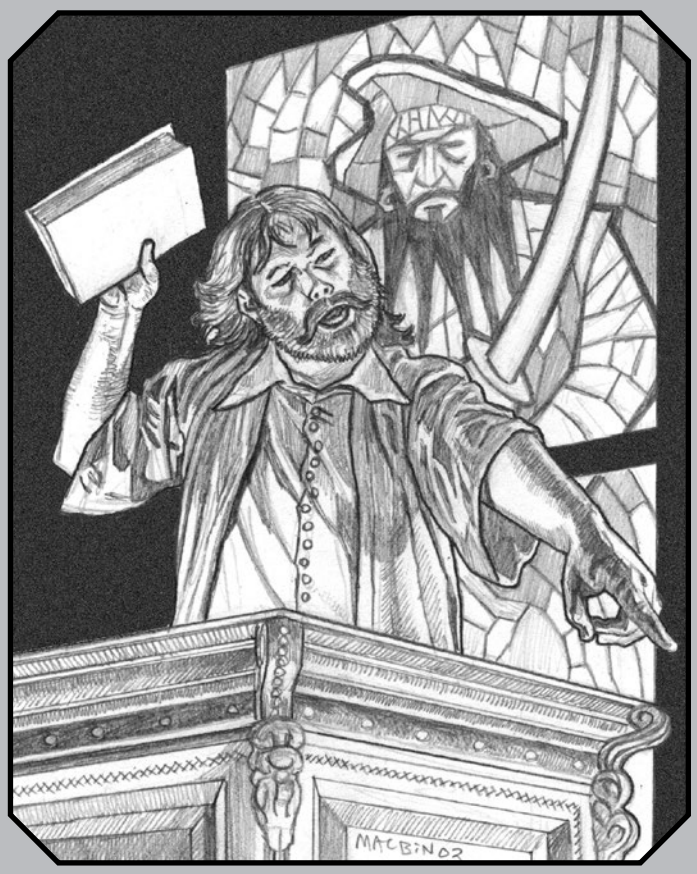
- **The Full-Fathom Five:** Peg-Leg knows the name, and some of the truth, but wants to avoid the subject. He plays the addled-brained old salt here. "Aye, there have been old stories, sea shanties, about a group of pirates that bore that name. But there are as many tales as there are sailors. Some say the ghost of Captain Francisco led them. Some say they robbed the wealthy and gave to the poor. Some say they were the most terrible buccaneers ever to sail the seas." He doesn't give credit such stories.

- **The Sextant:** See entry on the Full-Fathom Five above. He knows *generally* what the sextant is for, but he isn't prepared to tell a bunch of strangers. "Aye, there are many relics, many magic items…but I do not recognize this one, me hearties."

- **Yarashad and Hell's Triangle:** He knows the same stories about Hell's Triangle and Yarashad as the rest of the town, but he doesn't credit them and won't speculate on them.

At that moment (or at any other opportune time during the conversation)…

Peg-Leg Peligro



Father Peg-Leg, as he's known to most, spent his younger years sailing the high seas, plying the pirate's trade. During one battle, he was knocked overboard, and a shark attacked him as his companions hauled him out of the water. He swore to Harrimast that he'd dedicate his life to worship if he survived the incident. And Peg-Leg kept his word.

For a high priest, he's something of an anomaly. He presides over huge masses at each of the city's holidays, but he holds impromptu services down on the docks, usually in the most raucous taverns frequented by the roughest cutthroats. With all of Freeport clamoring to go to sea under Letters of Marque, he keeps very busy.

In conversation, he is gruff and charming. He looks a bit top-heavy and doddering, but many a scoffer who tangled with the old man found himself sleeping in a bed of kelp.

Father Pegleg carries a fewitems of power, desribed below

Whaler's Greatlance

This *+2 greatlance of wounding* is a favorite of whalers and marines alike. Its shaft is formed from a single piece of whalebone covered in scrimshaw hunting scenes. The weapon's head is fully four feet long, with a blade as sharp as a shaving razor. Due to the curved blade, this weapon can also be used to make trip attacks. A greatlance has reach, so you can use it to strike opponents 10 feet away, but you cannot use it against an adjacent enemy.

The *whaler's greatlance* is a *wounding* weapon and it causes 1 point of Constitution damage from blood loss when it hits a creature. A successful critical hit does not multiply the Constitution damage. Creatures immune to critical hits are also immune to the constitution damage from the *Whaler's greatlance*.

Moderate Evocation; CL11th; Craft Magic Arms and Armor; *harm;* Price 32,310 GP.

Weapon	Cost	Dmg(S)	Dmg (M)	Critical	Weight	Type
Greatlance	20 GP	1d8	1d10	x3	15 lb.	Piercing

Captain's Clomper

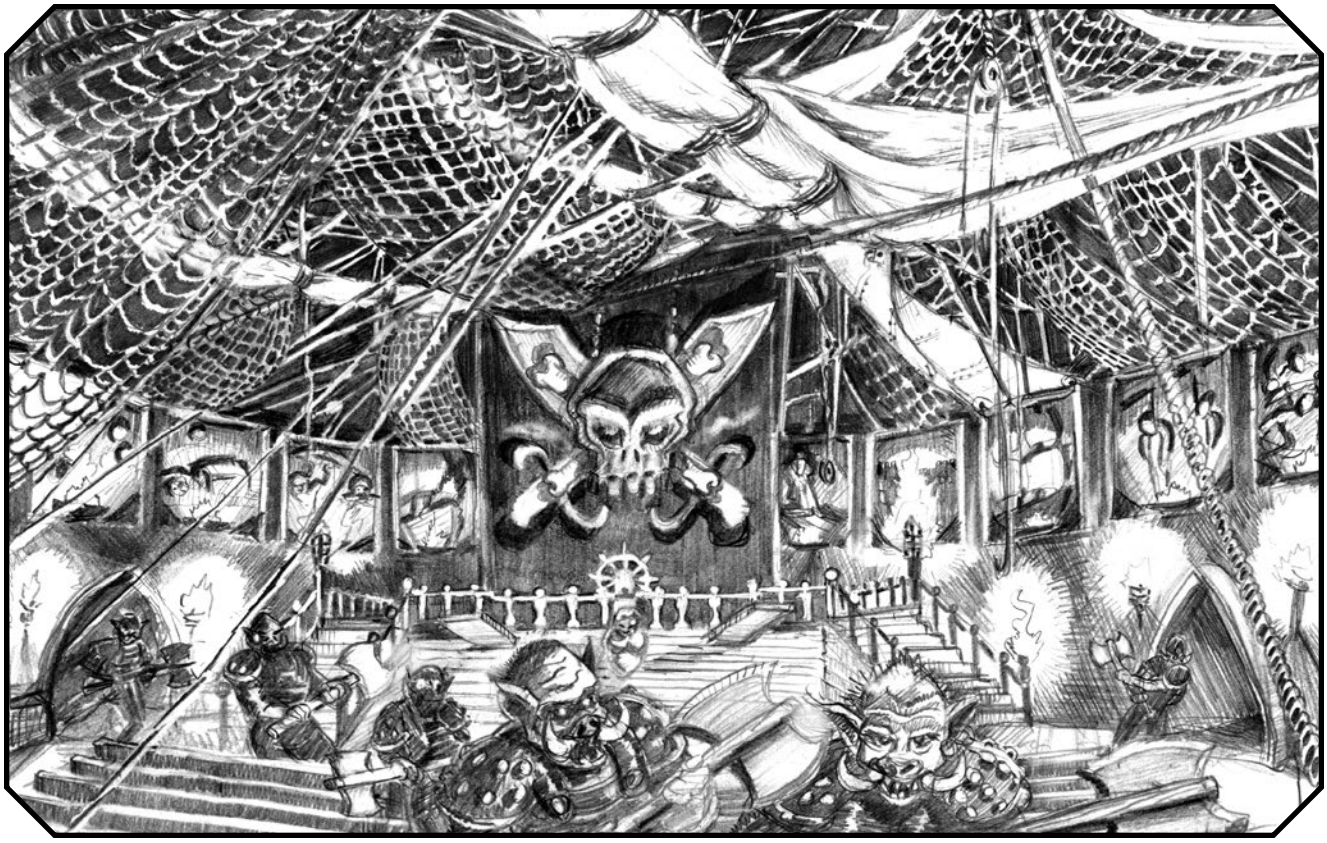
This solid ivory peg leg not only supports the pirate who's lost a limb-it makes him better than he was before. As a free action, the wearer of the captain's clomper can act as though affected by a haste spell for up to 10 rounds per day, a spider climb spell for 1 hour per day or a water walk spell for 1 hour per day. The effects cannot be used at the same time.

Moderate Transmutation; CL 8th; Craft Wondrous Item, Ivory, *haste*, *spider climb*, *water walk*; Price 38,500 gp.

Captain's Coat

This ensemble looks like a thick, salt-bitten greatcoat, a fading, patched red vest, and tri-cornered hat. But in fact it's potent proof for the pirate captain who needs protection and mobility on his fighting deck or in the water. The captain's coat confers a +6 natural armor bonus to the wearer. In addition, when the pirate hits the water, the captain's coat provides a +10 circumstance bonus to Swim checks and any Endurance checks made to stay afloat or swim, the wearer may also attack normally while underwater or perform other actions as per the freedom of movement spell. All pieces of the ensemble must be worn to get the full effect, however.

Faint Transmutation, Moderate Abjuration; CL 18th; Craft Wondrous Item, *barkskin*, *freedom of movement*; Price 112,000 gp.



The doors burst open and four orcs, in the same black getup as the Sons of Krom, race down the center aisle, waving their greataxes and howling like all of hell is behind them. Just as the players start to react, additional duos crash through each of the temple's four windows.

The PCs can parley if they choose, but it won't do much except provoke an attack of opportunity. The invaders came to fight, but they're not the orcs that they seem; they're **Cultists of Yarash** disguised by *alter self* spells. (**GM's Note:** Their leader, Billy Bones, is not among them.) PCs who engage in combat with these "orcs", however, might realize (Intelligence check DC 20 on the first round of engagement, DC 15 thereafter) that something's not quite right about these creatures. They don't move like orcs, and they don't fight like them. Anybody who's hit by one of these orcs' "greataxes" gets an Intelligence check (DC 15) to realize that the blow didn't *feel* like a greataxe. If one of the orcs dies, he reverts to his true form.

The cultists have come here on a desperate mission. They've figured out that Harrimast is protecting Carthy, so they decided to weaken Harrimast's hold over the city by desecrating his temple. Then, they figure, they can find Carthy using locate spells.

The cultists have all imbibed potions of *alter self* so that they appear to be orcs. Thus, the bulk of the "orc" strike force is in the temple as a distraction, while two orcs make their way to the altar and attempt to cast *desecrate* on the holy symbol. They're making a frontal assault instead of sneaking in later because (1) they've spent a long time on this hunt already, and Yarash isn't known for his patience, and (2) they don't want the priests or Harrimast to suspect what's going on, so they want the orcs to be very publicly blamed for the attack. If that means losing a few of the faithful, so be it.

Notes on the Battle:

- One cleric cultist and a wizard cultist approach the altar. The wizard immediately reads a *scroll of wall of fire* to protect the duo from attack. The wall runs the length of the altar, from one side of the temple to the other. If the PCs successfully dispel the fire spell, or get around it, the wizard reads a *scroll of interposing hand* to keep the attackers at bay.
- Be sure to play up the pirate angle when structuring the battle. For example, nudge your party's rogue, or other dexterous adventurer, toward the chains and ropes dangling from the ceiling—perfect for swinging over the fire in a burst of derring-do (Tumble or Jump check, DC 18).
- If the PCs need help, Father Peg-Leg can take on a few cultists himself (See **Dramatis Personae** page 215 for his stats). He targets the two cultists at the altar.
- Give the PCs lots of chances to take out the desecrators before they do their dirty deed. For example, let the desecrators take the full first round getting to the altar; on the second round, they cast *wall of fire*; then give the players a round to notice, or have Father Peg-Leg alert them to the trouble at the altar, and *then* start the *desecrate* spell.
- Even if the PCs don't stop the desecration, it's not the end of the world. Simply alter Father Peg-Leg's speech below to fit the new facts, and have him spend the rest of the day casting *consecrate* with his fellows. Basically, only the details of the plot change. If the cultists' spell succeeded, it means they cracked Harrimast's protective spell and located Carthy. If they didn't, it means they followed the PCs to Carthy's home.

Harrimast and His Church

The pirate god is the patron of buccaneers and the city of Freeport. Corsairs pay him tribute in hopes of making their raids bountiful; merchants and other seafarers pay homage in hopes of protecting their cargo. It seems like a conflict of interest, but Harrimast doesn't just stand for thievery on the high seas. He also embodies everything that's noble and romantic about piracy. Adventure, derring-do, love and honor are all crucial elements of his character and his worshippers' philosophy. They may not be as happy-go-lucky as bards, or as noble as paladins, but the buccaneers who swear fealty to Harrimast temper their worst impulses with a rough mercy and code of conduct. Followers of Harrimast always spare a crew when possible, and they treat prisoners fairly. They even consent to landlubber laws and sacrifice their impulses for the greater good, so that Freeport can prosper as a port city.

Yarash, Harrimast's first mate, saw these actions as soft, and that belief led to the split between him and Harrimast. The fiery first mate was Harrimast's hatchet man on the Material Plane, carrying out his vengeance and enforcing his laws on the high seas. Eventually the lesser being acquired followers of his own, and he came to feel contempt for his older, supposedly softer patron. But, when Yarash betrayed Harrimast openly, he found out the old boy could still manage plenty of thunder. Now the first mate rides the planes in exile, and Harrimast is the only god of the buccaneers.

His worshippers are a rough-and-tumble crew; so are his clerics, who are mostly drawn from the ranks of corsairs. They help anybody who makes a worthy sacrifice to their god, but they don't go out of their way to do good—any charity works they undertake benefit the bottom line of the church or increase the pirate god's glory. They look for converts on the docks, and occasionally they travel on pirate ships as chaplains. In conversation, they tend toward Pirate Standard—lots of yars, lots of salty talk, but all of their tales of fabulous wealth and adventure wind their way toward a sales pitch for Harrimast.

Harrimast's priests all wear a gold earring worth 50 gp, a symbol of their respect for the god. Anyone returning a dead pirate priest's body to the temple with his earring intact receives both the earring and Harrimast's blessing.

The god of pirates is Chaotic Neutral. He is associated with the domains of Air, War, Travel, and Water. His favored weapon is the cutlass. (Harrimast replaces the **God of Pirates** in **F:COA** on pages 95-96.)

New Spell: Hand of Harrimast

Abjuration [Good]

Level: Clr 9
Components: V, S, M/DF
Casting Time: 1 minute
Area: 10 feet+5 ft/lvl radius from object or person touched
Duration: Concentration
Saving Throw: Will negates (harmless)
Spell Resistance: No

The *hand of Harrimast* spell works very much like a combination of the spells *magic circle against evil* and *mind blank*—with a few additional twists. Although the spell does prevent all possession and mental domination attempts, as well as stopping entry of summoned or conjured creatures, much like *magic circle against evil*, it does not confer a deflection bonus to AC or a resistance bonus on saves. Like *mind blank,* the subject of a *hand of Harrimast* spell is protected from all devices and spells that detect, influence, or read emotions or thoughts; mind-affecting spells and effects; divination spells or effects; and the *limited wish*, *wish*, *miracle*, and *arcane eye* spells.

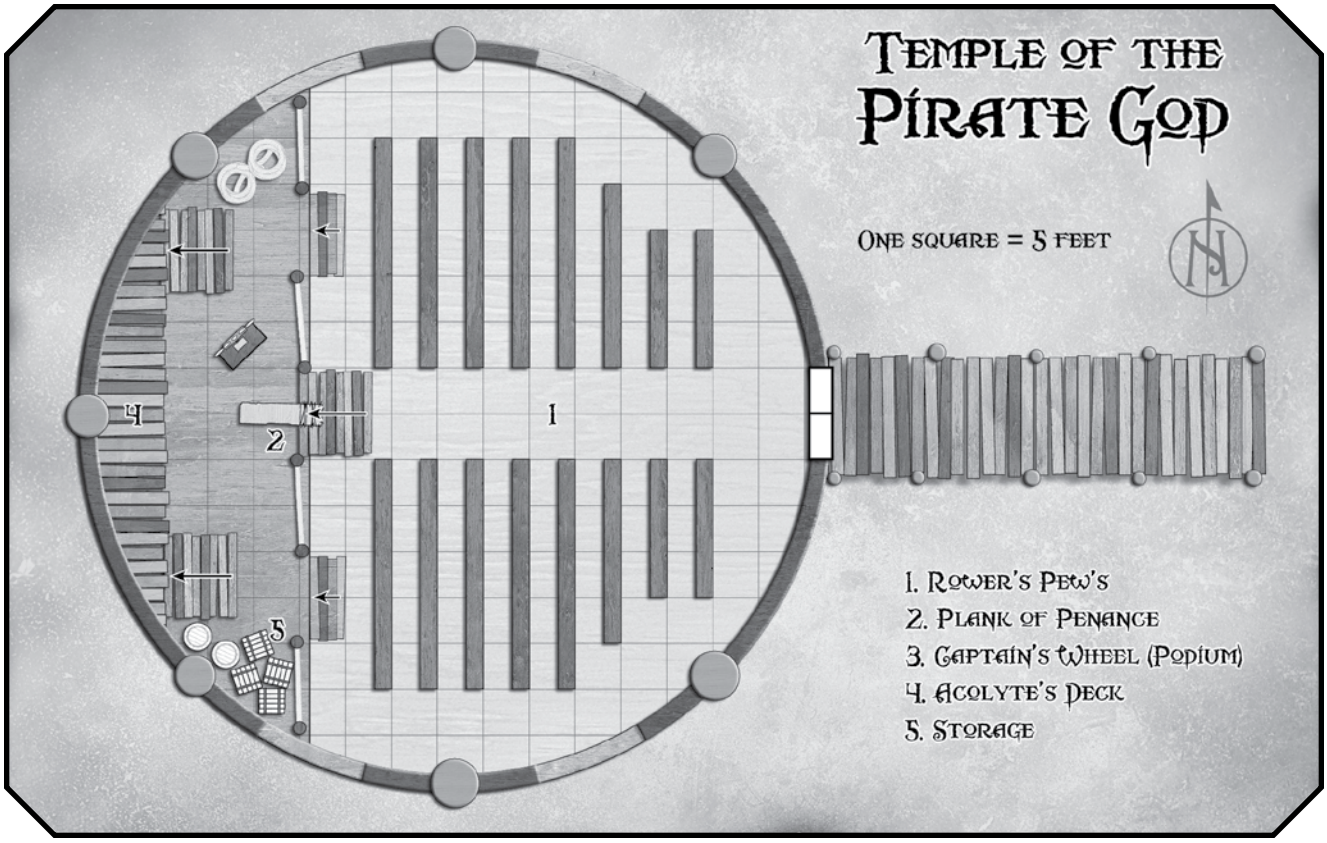
But the *hand of Harrimast* also covers its tracks—any person who tests the barrier, whether by physically encountering it or trying to cast spells to penetrate it, has to immediately make a Will save (DC 15+caster level) or suffer memory loss. Those so affected will not remember attempting to get past the barrier, that there is a barrier, or even why they were looking in that area in the first place. This does not prevent future attempts (whether intentional or not), but any memory associated with the prior attempts are lost for good.

The caster can designate specific people or groups of people (a friend, ship mates, members of Harrimast's church) that will be allowed to pass unhindered through the barrier when it is first erected. Anyone else who gets through, whether by physical or magical means, terminates the spell.

Peg-Leg Peligro: hp 78.
Cultists of Yarash: hp 28.
Wizard Cultist: hp 14.

After vanquishing the strike team, the PCs can investigate the orcs'post-mortem transmutation and realize that these odd cultists have struck again. The cultists' presence in the temple shakes Father Peg-Leg. (If he's dead, a pair of pirate priests race in through the front door and cast *gentle repose* on him, if the PCs haven't done so already. They then take his body to be resurrected. If he's dead, another cleric can provide the following chunk of information in the boxed text, or the players can wait until Father Peg-Leg is returned to the living. Revise to suit the circumstances.)

Father Peg-Leg (or another priest) takes a look at the dead cultists and shakes his head.



"This be terrible and strange," he tells you. "Ye have convinced me, with yer blood and steel and the flesh ye have hewn before me that you are true. Something wicked and wild be rising in this world." He then lifts one of the cultists' hands and points to the design on the palm. "If I didn't see this mark with me own eyes, never would I credit all them old sailor stories. Now I wonder…now I wonder just what we be up against!

"There be stories…yar, stories that run back to the very founding of this island…about a gang that bore this mark…the wickedest cutthroats ever to sail the oceans. ***The Full-Fathom Five*** *they called themselves. Five wicked buccaneers who worshipped a devil so foul that Harrimast had to swab him from our memory—Harrimast's fallen first mate,* ***Yarash,*** *who rode upon a beast the size of this island…a kraken he called his own son. Together they were the wickedest pirates ever to sail the oceans. They cared nothing for loot or for adventure; they just loved the feel of blood running down a blade. They would've overrun the shipping lanes entirely, the stories say, if Harrimast hadn't stopped their villainy.*

"As I said, I always thought they was just stories. Now that I see this mark…now that I see what they was planning to do…I can only wonder."

Peg-Leg scowls and looks keenly at you. "Harrimast has sent ye to me on this blackest of black days. Ye have done good for me. He must intend ye to do more. The man ye seek—this Carthy—aye, he be protected by Harrimast. His line has lived in Freeport for these many years under a false name to keep him hidden from the world. I'll tell ye where he lives. If he comes to harm by yer hand, may Harrimast strike ye dead and take me for chum in his heavenly oceans. But I truly believe ye be workin' for me Pirate Lord."

The cleric gives you an address in the Merchant District, the ritzy section of town. "Carthy lives there under the name Caleb Solomon."

"One more thing," he says, as you're about to leave. "This man ye seek be protected by Harrimast. But these blackguards be protected by someone, too."

The Temple of Harrimast
Pluses and Minuses

Harrimast Preserve Us!: +50 XP to each PC preventing the desecration of the Temple of Harrimast.

Pirate Panache!: +50 experience points for anyone using the temple's trappings creatively during the combat.

I Knew That Rogue Level Would Come in Handy: +50 experience points to anyone who notices the altered artwork and makes the connection to the edited books.

Can We Skip to the Flavor Text?: -50 XP to any player who tries beating Father Peg-Leg to get him to spill what information he has (each occurrence).

The Terrible Old Man (EL 1)

After the temple incident, the PCs can rest or head to the Merchant's District immediately. Whatever the PCs do, in the meantime, the cultists regroup and decide on a different plan of attack.

Yarash and His Cult

Yarash began as Harrimast's first mate and hatchet man. When there was work to be done among the mortals, Harrimast laid out the battle plan, and Yarash did the dirty work, rising from the seas on a mammoth kraken known as the Son of Yarash. Eventually, the first mate attracted followers of his own, and his head swelled. With his growing power, Yarash turned on Harrimast and plotted his demise, but Harrimast learned of his duplicity and exiled the upstart for his crimes.

To this day, worshippers—in much smaller numbers and entirely in secret—still call to Yarash. He represents the darkest side of piracy, thievery, and rapine stripped of any romance, derring-do, or honor. Pirates who follow this wicked deity plunder not for wealth or adventure but for the sheer ugliness of it. They'd let a ship full of treasure go to the ocean floor if it meant they could catch a dinghy of escaping sailors and flay them. This bloodthirsty philosophy created a gulf between Yarash and Harrimast—and led to the lesser divinity's downfall.

But he still lives, though he drifts in exile among the planes, trapped with the treasures he accumulated in this world. As things stand, he doesn't have the power to manifest in the Material Plane, but he can still communicate with creatures here, sending them dreams and other mental summonses. Thus, has he corrupted weak-minded pirates with powerful appetites, thereby creating a secret network of spies, assassins, and all-around evil-doers. All of them bear the mark of Yarash's greatest enterprise, the Full-Fathom Five, on their palms: a skull and crossbones with five stars ringed above the dome of the head.

Yarash's typical cultist is a solitary, calculating, sadistic brute who thinks only of furthering his patron's ends. The merciless fellow is relentless and fanatically loyal. In his capacity as a spy, he can affect a certain roguish charm to win over the unwary. Cultists spare no one when in combat (even killing an ally who might otherwise be captured). If, however, an opponent has chaotic or evil tendencies, or has shown exceptional cruelty or cunning in battle, Yarash may instruct the cultist to convert the lucky bloke, saving him from a coup de grace.

Yarash is Chaotic Evil. He is associated with the domains of Destruction, Chaos, Death and Water. His favored weapons are the crossbow and the cutlass (preferably dripping with poison).

William "Billy Bones" Grimshavy

The leader of the cultist strike team is a particularly depraved buccaneer named William Crimshavy, better known by his nickname, which he acquired over years of merciless plunder on the high seas: Billy Bones. Billy Bones sails with any crew that will have him, and at this point, few will, as the stories of his exploits turn the hardiest buccaneer's stomach. (It's not so much his brutality to victims but to his fellow pirates that turns off prospective employers: Billy has been accused of several mutinies and has eaten at least one fellow crewmen—yes, with fava beans.)

Billy doesn't speak, he shouts, and he enriches every sentence to the utmost with colorful obscenities. The hawk-faced man slicks his graying black hair straight back, and he carries an atomizer on his belt, attached by rubber tube to a glass facemask. At more or less random intervals he inhales bursts from the atomizer, which often contains something useful, such as a *potion of haste* or *cure moderate wounds*, but sometimes just abyss dust. As for his love life, the less said the better.

In combat, Billy usually keeps one cultist by his side. Billy then attacks with a gun in each hand and tosses the pistols to the cultist to reload on the cultist's turn. If his pistols are spent, or if the cultist is killed, Billy attacks with a magic cutlass in each hand. He may also try *flame strike* or *slay living.* If in grave danger, he's not above casting *plane shift* to make a quick getaway.

The Merchant District is a neighborhood of large, guarded brownstones, well-kept specialty shops, and subtle but pervasive police. The PCs need to be on their best behavior here. And a bath wouldn't hurt, either.

After a bit of searching, you find Carthy's house, a two-story affair at the end of a cul-de-sac, fronted by gates and a private garden. As you walk toward the house, you feel a palpable energy surrounding it, like a hand gently but insistently resisting your approach.

The pressure the PCs feel is "the Hand of Harrimast," which protects Carthy. If the cultists have desecrated the temple, the pressure is a powerful warding spell cast by Peg-Leg and his top clerics that protects Carthy in the interim. The PCs can walk through the force field easily enough, though they feel a little nausea after doing so.

Two burly temple clerics dressed in guard's gear stand at the gate. If the PCs mention Father Peg-Leg, one guard runs inside to approve their entrance with Carthy. (If Father Peg-Leg has given the players a letter of reference, or some such, the guards bring the PCs inside the gates immediately but not into the house just yet.)

A few minutes later, Carthy sends word that he refuses to see the PCs. Only mentioning the Full-Fathom Five or Yarash gets him to change his mind. At that, he instructs the guards to send the PCs into his sitting room.

You are led through a high, cluttered hall toward a door. Souvenirs of a life tide to the sea hang all around you: a captain's wheel hangs from the wall where other people might have a mirror, a fishing-net covers another wall section, and a harpoon and shark jaw sit above the door you're about to enter. The whole place smells of musty salt air.

The comfortable, well-appointed sitting room contains numerous plush leather chairs and couches for the PCs to sit upon. Bookcases run along the walls in the room and a massive

Ezekiel Carthy

Carthy began his career as a gallant pirate, bound by fierce honor. Stern, upright, and rigidly handsome, Carthy did not steal from people who couldn't afford to lose the money, and treated his prisoners with the utmost courtesy, insisting his crew not to kill or molest captives. Even in his private life he was upstanding: Carthy passionately loved a dashing lady pirate, Black Jenny Ramsey, but courted her from a respectful distance, with letters of introduction and kid gloves and gifts of perfume from distant lands. He refused to call his rival for Jenny's affections, one Zoltan Zaska, a cad, even though Zaska was the vilest sort—a brazen, preening pirate. How could she pay such a rogue the least attention?

Alas, all that was a long time ago—more than 150 years ago, in fact.

When Freeport was founded, Carthy realized he had a chance to be part of something larger than himself, to serve a cause with honor. When the nations of the world attacked Freeport, he signed on to sail with Francisco, as did his coy lover and her reckless beau. Soon enough, though, Drac betrayed the fleet and the Francisco's captains faced a watery grave.

With his dying breath, Carthy cursed his folly. How could Freeport and the god who watched over it, abandon them like this? He swore that his honor would be avenged—in this world or the next.

Lo and behold, it was. The vile Yarash returned Carthy, along with Black Jenny, Zoltan Zaska, Daen Danud, and the drow Moab Cys'varion, to this world and promised them eternal life as undead—if they joined him in creating a pirate band that would turn the oceans red with blood. Hungry to appease his honor, Carthy agreed—as the others did, for their own reasons—and the Full-Fathom Five were born.

Carthy made his new master the focus of his honor, and for a time became the scourge of the oceans. When Freeport's captains sailed against them in force, he battled them back like all the rest. But then he began to dream of his old master, Francisco, who rebuked the pirate for abandoning his principles. Carthy ignored the dreams at first, but the strain on his conscience grew too great. He abandoned the fleet and turned over a powerful artifact, a sextant, to Sea Lord Cromey. The action proved decisive. With the sextant, the Freeporters pushed the Full-Fathom Five through Hell's Triangle, a legendary patch of ocean from which no ship returned. Thereafter, Harrimast sent Yarash and the Five into extradimensional exile.

Harrimast spared Carthy, however, but had him swear to him and the Sea Lord that he would remain silent about his actions and lead a life of anonymity. Then Cromey had the city wipe the records of the incident, so no one would realize just how close Freeport had come to defeat. Harrimast's worshippers expunged Yarash from their services, and eventually, from their memories. Carthy swore that he wouldn't be a reminder of those dark days.

And Carthy's oath was made with more than just words: Harrimast cast a powerful protection on the magical sextant. It can be used only if Carthy utters a special command. But if Carthy speaks the word, he will instantly die.

So Carthy has lived quietly down through the years, poring endlessly over what he has done and what he has left behind. He still thinks of his lost love and his long-ago honor—which he doubts he can ever regain. He suspects his Jenny may yet live beyond Hell's Triangle, but he knows he is forever barred from passing through that portal. Only death can reunite them now…

lacquered oak desk sits in one side of the room. The window behind the desk looks out into the backyard garden.

Give the PCs a chance to do some poking before Ezekiel Carthy arrives in the sitting room to speak with them.

If the PCs look about, they might note the following:

- On a Spot check (DC 10), they note the books on Carthy's shelves cover mostly on nautical themes, but he also has an interest in everything from philosophy to modern novels. The shelves do not contain magical or evil tomes or anything on the secret history of Freeport, its pirates, or Yarash. But some of the books are quite old—old enough to catch Blaine Henry's interest.
- Carthy's desk is locked (Open Lock, DC 25). Inside, the ungracious PC finds normal minutiae: bills, bank records, general correspondence, and so forth. If the PC looks very closely, however, he notices (Appraise or Intelligence check DC 25) that Carthy seems incredibly wealthy but has no recorded source of income.
- On a Spot check (DC 10), the PC takes note of the only two paintings in the room. One hangs on the wall adjacent to Carthy's desk, close enough for him to swivels his chair and gaze upon it. This painting depicts a striking woman in a full-on pirate outfit; she's tall, confident, and has dark features. She looks stiff and unnatural in the pose, but her face still conveys arrogance and fire.

  The second picture hangs on the far side of the room on the wall opposite the desk. The painting depicts a nautical scene, some kind of ceremony on the deck of a ship at nighttime. The ship's crew stands around a lighted circle, and they look suspiciously at the two illuminated figures. One of them is obviously a ship captain; he looks very upright and warlike in an admiral's uniform. The other figure wears dark robes and a stern expression on his face, as he hands something to the ship's captain. Although the painting has faded with time, on a Spot check (DC 20) the PC notes the object is clearly a sextant. Above the pair flies a seraph bearing a banner: *Victorie Affured*.

When Carthy enters, read the following:

> *The door opens and a tall man enters, wearing a navy-blue dressing gown with a crest over his heart and a cravat around his neck. You immediately note his thinning hair has gone gray and his face and hands are wrinkled and permanently browned from salt air; he moves with a cane. But as you look closer, you sense a strange vitality coming from him, as if he's a lot stronger than he looks.*

If the players have studied the painting, give them a Spot check (DC 25) to notice that Carthy's face matches that of the robed figure in the painting. If they all fail their rolls, let them talk to Carthy but have a nagging sense that something's familiar about his face. Then give them another Spot check roll (DC 15).

Carthy treats the PCs graciously but cautiously. He extends them every hospitality, but he does not chitchat, preferring to get quickly to the point. "What's all this about Yarash, the temple, and the Full-Fathom Five?" he asks immediately.

Upon hearing the story, a pall comes over the old man's face. In a halting voice, as if he were choosing his words *very* carefully, he proceeds to tell the following story.

> *"Many years ago my…family…swore an oath to Harrimast and the lords of Freeport. We did the city a great service but bound ourselves to silence about it in return for the protection of the Sea Lord and the god he served. I can tell you that the men you fought in the temple serve the…powers against which my family performed this…service—this sacrifice."* The old man swivels his chair so that it faces the painting of the pirate woman, and he lowers his face into his hands.

At this point, settle things with roleplaying. How much you reveal to the PCs is ultimately up to you. Be sure to balance two considerations, however. For PCs, there's nothing more frustrating than running into an NPC who holds the key to the whole story but who won't spill the beans for complicated, abstract reasons. (Witness most episodes of *The X-Files*, for instance.) On the other hand, Carthy has very good reasons for not telling the whole story. He has sworn an oath to his god and his city, and those two entities have treated him far better than he thinks he deserves. Telling the truth may lead to grave trouble for Freeport. He has committed grave crimes in his past that remain eminent in his mind. If the PCs use the sextant, they will destroy him (see the **Ezekiel Carthy** sidebar). And he's just met the PCs, no matter who's vouching for them.

Be sure to make those reasons absolutely clear to the PCs. If they do some clever, admirable roleplaying, however, reward them with information for their efforts.

That said, here are some key facts Carthy likely lets slip no matter what tack the PCs take. (For details on what Carthy *really* knows, see the **Ezekiel Carthy** sidebar.)

- His family fought in a sea battle early in Freeport's history. Freeport ultimately won the battle because of something his family did, for which Harrimast has rewarded them over the decades.
- At some point in his past, he lost his great love: Black Jenny Ramsey, a smoldering pirate lass. He was a rival for her affections and lost her to a greater love because of something he, Carthy, did. Anything else is too painful to say.
- Yarash had something to do with his family's great sacrifice at the sea battle. Yarash was evil, and not of this world.
- The Full-Fathom Five were a scourge upon the oceans, the fiercest pirates that ever sailed. His family helped scuttle them. As far as he knows, they're lost from this world forever.
- The tattoo on the cultists' palms is, indeed, the mark of the Full-Fathom Five. He has not seen such marks for many a year. If the powers behind the Five were regrouping…if they were gathering new allies…well, the consequences could be terrible.
- The sextant…aye, the sextant. Yes, that's his ancestor handing over the sextant, and, yes, it did prove crucial to victory. As far as he knows, Hell's Triangle and Yarashad are just sailor's stories. But if the PCs (or Lucien) lay out Lucien's speculations about Yarashad appearing behind the whirlpool, Carthy's eyes grow wide. If the Five have somehow regrouped outside of this world…if the shadow of Yarash has fallen over that isle…why, anyone who traveled there would be in grave peril! The rewards would be ungodly huge, both in this world and the next, but think of the risks!

Inevitably, the PCs ask Carthy for the sextant. He tells them that, as far as he knows, it remains in the hands of the Sea Lord, stored in the headquarters of the Captains' Council, for his family gave it to the Sea Lord almost 150 years ago. And, no, he won't vouch for them before the Captains' Council. The artifact has remained safe in the hands of city government for years, and bringing it out of hiding now, when evil forces are looking for it, would be foolish. He certainly sympathizes with the PCs' quest, but he can't be any part of it. There's too much potential for disaster. This point is non-negotiable, even with great roleplaying.

Ezekiel Carthy: hp 90.

The players now have a clear goal—obtaining the sextant—and a sense of the gathering danger around them. This isn't going to be the treasure hunt they envisioned originally—it may very well end up being a battle for their lives. First, though, they need to get the artifact necessary to start their search. And that will prove a battle in itself. In this section, the players will learn that Carthy's ancient gift has been lost—and to get it back they'll have to plunge into the vilest pits of depredation in all of Freeport.

The Terrible Old Man Pluses and Minuses

Humanitarian Award: +50 experience points to all if the PCs patiently sit through Carthy's heart-rending but long-winded personal history.

Section Five: The Belly of the Beast

A Trip to Council Headquarters

If the PCs follow Carthy's lead on the sextant, they end up at Council headquarters, wherein they're in for a mystery.

- First off, the PCs' questions about a sextant lead to baffled responses. "A sextant? A sextant? Never heard of it. If it's an official artifact, it would be stored in the city's official Hall of Treasures." (Located in the same building.)
- If the PCs press about the Hall of Treasures. "Oh no, the Hall of Treasures isn't open to the public—thievery and all that—but I can get you the most up-to-date catalog. How does that sound? Then if there's something you want to get access to, you can petition the Council."
- "Ah, here we are!" (As the clerk blows dust off the cover of a leather-bound tome.) "The most recent catalog. It's not of much interest to the public, you see. Well, let's see what we have here. Holy Avenger (not much use for that here, is there?)…apparatus of the crab…kraken's jawbone (still has some ship's planking between the teeth!)…ah yes! Here we are. A sextant. Entered by Sea Lord Cromey."
- Just as the PCs begin to think about how to get their hands on the item, the clerk interrupts: "Ah, wait a moment. Do you see that red mark there by the catalog number? That means the item was missing as of the last inventory."
- The clerk goes into the story with a sigh. "Milton Drac, the last Sea Lord, was somewhat…dissolute. He outright stole a number of Freeport's prize antiquities and distributed them to people he wanted to bribe, or curse, or otherwise influence. Now that he's dead…well, there's simply no way of tracking down all that's been lost. I'm terribly sorry!"

Give the PCs some time to stew over this. Let them, perhaps, go back to Father Peg-Leg or to Carthy's house to ask for help. Neither can provide it, beyond agreeing that Milton was bad news and the sextant is probably lost forever.

Give the PCs some time to try to make the connection to the half-orc Drak. Drak mentioned that his mother received a magical trinket from Milton Drac. If the PCs don't make the connection, have them make an Intelligence check (DC 20) to jog their memory.

Serendipity Steps In

Either way, have the PCs make a Spot check (DC 10) after they leave the location they're currently in. If they pass, they notice a figure in black lurking around the corner they just turned. They can easily capture this stalker and get him talking.

As it turns out, an orc named **Spacko**, in full Son of Krom regalia, is shadowing them. Spacko is fairly good-natured, as orcs go, and a little sheepish about approaching the PCs. But he remembers the PCs from outside the temple, and he needs some humans' help. The Sea Lord's Guard arrested his boss unfairly, and he needs the PCs to help him prove his innocence. (If your PCs have figured out the solution and are trying to track down the Sons of Krom themselves, simply alter the following encounter to suit the situation.)

If the PCs resist, have Spacko go into a very earnest, non-confrontational, spiel about how poorly orc laborers have been treated in Freeport, and how Drak is just trying to make things better. Maybe he goes overboard sometimes, but he just wants to help the orcs. If *that* fails, have him appeal to the PCs' sense of honor and justice: "Drak am in jail! He am no do nothing wrong! They am put him there because he am say he am gonna be Sea Lord!"

With any luck, the PCs will give the orc a break and listen to his story. If not, play the trump card (which would otherwise come out in normal conversation): "Drak am going to die because he am so proud! He am have proof he am Sea Lord! But he am no want to show big bosses because he am think they am steal it! He am even take it with him to jail! *(Whispering)* It am magic, see? Somebody am need to give it to big bosses so they know Drak am Sea Lord!"

At this point, if the players *still* aren't getting it, give them an Intelligence check (DC 10). Spacko confirms what they're suspecting: yes, the magical gadget is a sextant. ("You am look at star with small part, and then you am move swingy thing on bottom.") What are the odds?

Spacko can fill in some details. Drak is being held on **the Hulks**—the floating prisons reserved for Freeport's most egregious offenders, from whence no convict returns (See **F:COA Chapter Three: The City of Freeport** on pages 32-33). The Sea Lord's Guard charged the orc boss with disturbing the peace, incitement to riot, and making a false claim to the Sea Lord's throne. Apparently, he refused to produce his one piece of evidence when the Captains' Council asked. He didn't trust them, and feared they would steal it. The Council decided on the spot that he was lying, and they had him shipped off to the Hulks.

Spacko, and his fellows, begged Drak to turn over the sextant, but their leader refused ("Humans no am trick Drak!"). Indeed, to prevent his subordinates from turning over the device in his absence, Drak hid the sextant in a very special place (thanks to the very orcish feat Gullet from *Wrath & Rage: A Guidebook to Orcs and Half-Orcs*) and thus carried it aboard the Hulks. He intends to be the first convict to survive the prison ships, but Spacko doubts even a guy as tough as Drak can pull off that feat.

Spacko: hp34.

If the PCs try to negotiate a solution, it fails, for no one comes back from the hulks. They're put there to rot and be forgotten. As always, if the PCs come up with a singularly brilliant roleplaying solution, let them go for it. But if their solution consists of asking the police and Council to let Drak go, it simply doesn't work.

The Brush-off From the Coppers

If the PCs have run through the other Freeport adventures, and hence saved the city, they have enough clout to get an audience with Police Chief Xander Williams. Or they might use Father Peg-Leg or C.Q. Calame to get them an appointment—both of them are formidable forces in Freeport.

But getting to see the boss won't solve their problem. The Chief Williams tells the PCs they make an intriguing case, but his hands are tied, for Councilor Marcus Roberts swore out the warrant for Drak's arrest. Roberts alleged fraud on Drak's part, and Drak refused to produce evidence that would exculpate himself, so Williams had no choice but to execute the warrant.

The PCs may insist that Drak *has* the evidence but is just too stubborn to produce it. The chief is dubious and tells them that they've been fed a line. If the PCs persist ("Why don't you just go there and *check*?" etc.), he tells them that he doesn't bend the rules for anybody. Drak had ample opportunity to present his evidence but flat-out refused. Drak knew what would happen to him when he made that choice. If the PCs accuse him of unfairness, or of pandering to the Captains' Council, he grows red in the face. He reminds them how many of the Sea Lord's Guard died trying to stop the destruction of Milton's Folly (see *Madness in Freeport*) and how many risk their lives every day because of intrigues and counterplots the Councilors hatched. He gave Drak the same deal he gives everybody else, and Drak didn't take it.

The PCs may argue that the city is in grave danger if the sextant isn't recovered. (This carries more weight, obviously, if the PCs are old Freeport hands.) Chief Williams tells them he has his special cult squad looking into the disturbance at the temple and researching all the relevant literature. He doesn't want any gangs of vigilantes trying to solve this themselves, what with tensions so high in the streets over the war and the whole orc thing. If the PCs insist ("Yeah, but it's *us*" or "It's going to be bad, real wrath-of-god stuff") Williams thanks them for their time, but he tells them that the police have learned a lot from the disasters of the past few years, and they can handle it.

Even threats from Father Peg-Leg or C.Q. won't budge Williams. He is respectful, but he tells them to let the professionals do their job.

If the PCs *don't* have good enough connections to talk to Williams, a sub-sergeant stops them at the front desk and gives them a two-sentence version of the above. End of story.

The Captains' Council Says "No Thanks"

As above, if the PCs have run through the other Freeport adventures and saved the city, they have enough clout to get an audience with Councilor Marcus Roberts, who heads the search committee to find the next Sea Lord. Or, again, they might use Father Peg-Leg or C.Q. Calame to get them an appointment.

Councilor Roberts listens to their story and smiles. He tells them that Drak was a terrible gadfly, irritating the Council and making threats about what he'd do if his claims weren't heard. Finally, Roberts could stand it no longer; Drak's claims proved a calumny

The Hulks

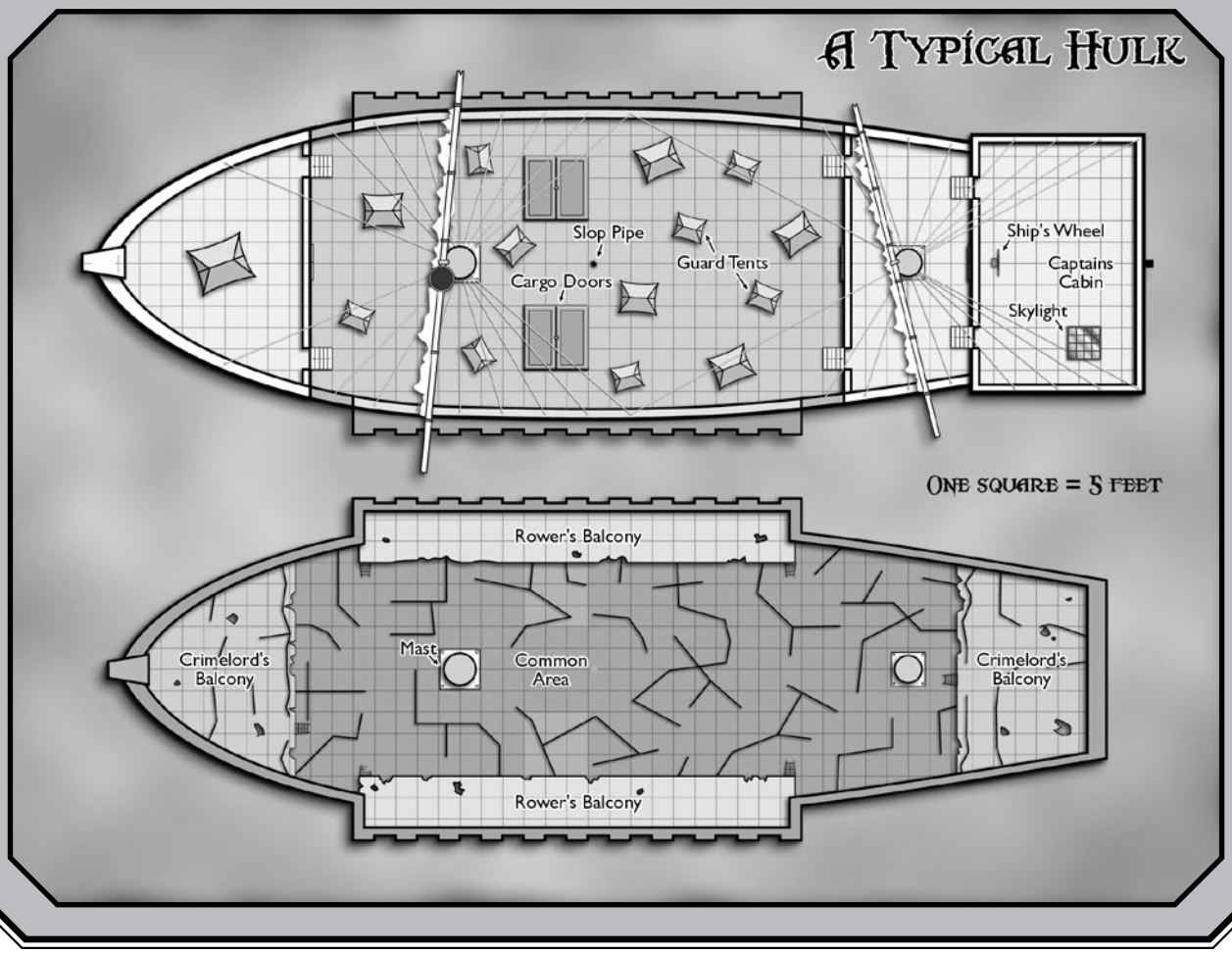
Essentially huge, decommissioned freighters, the Hulks (see **F:COA** on pages 32-33) sit just outside the harbor, ballasted with the vilest collection of reprobates, recidivists and deviants in Freeport. While the city jail is formidable, there just isn't enough room to house all these blackguards—so the worst of the worst end up here.

Prisoners, manacled hand and foot, must row their own launches out to these vessels of despair, watched over by a stern guardsman who's immune to bribes and indisposed to speech. Once onboard, the prisoner spends the rest of his days in the ship's holds, a teeming roach-hive of rapine and larceny. Fresh fish sleep on the floor, while the older cons take the moldering hammocks that cobweb the crossbeams. There are never enough supplies to go around, and the guards aren't aggressive about making sure everybody gets a fair share. If you're not willing to fight or steal, you'll never get a bowl for the chow line or a decent spot on the floor. And if you do assert yourself, you don't want to let your guard down—not for a moment. You show some toughness, and somebody will want to bust you down to size real soon. Indeed, new power structures emerge and topple seemingly by the hour, as inmates arrive and get killed off. Whoever can claw his way to the top of the dunghill and stay there is in charge. Some incarcerated crime bosses have, in fact, set up small fiefs in the rotting hellholes.

The guards, for their part, take a laissez-faire approach to policing. They mainly stay above decks in quasi-permanent shantytowns; at mealtime, they pour a cauldron of slop down a central shaft for the prisoners to grab at. (The shaft is too narrow for all but Tiny creatures to travel down—enough for a familiar, perhaps, or a shrunken character.) Occasionally, just to remind the inmates of their authority, they send down a heavily armed squadron to do a bed check or consult with snitches. Otherwise, the incarcerated are on their own.

Relevant Hulk Statistics

Outer Hull (wood): AC -8, hardness 7, hp 40, break DC 28 (protected against decay by *mothball* spell—See **F:COA**, page 129).
Deck Floor (wood): AC -8, hardness 5, hp 30, break DC 25 (protected against decay by *mothball*).
Cargo Doors (brass): AC -8, hardness 10, hp 25, Break DC 30.
Locks on Cargo Doors: Amazing (Open Lock, DC 40), also barred with a *hold portal* spell (guards know command word to open)



on the Council and the city itself. He asked Drak to produce his so-called evidence or back off his claim. Drak refused to do either, so Roberts swore out a warrant.

He does not approve of springing Drak or letting the PCs visit him. Roberts says orcs are born liars, untrustworthy and prone to all sorts of malicious japes. The PCs, Roberts says, should consider what kinds of friends they make in this city. (If the PCs are city regulars, he suggests they're draining their goodwill by associating with that crowd.) As for the claim that something terrible will happen if the PCs don't get the sextant, or that the city is infested with cultists, Roberts rolls his eyes. When has Freeport *not* been in danger from secret societies? Fortunately, the city has a police chief with the skill and power to do something about it.

Having Father Peg-Leg, or C.Q., intercede won't do much good. They're important men, but Roberts is a Councilor—a whole different league. He shows suave, condescending respect to the temple and the newspaper, but he won't knuckle under. Father Peg-Leg, he suggests, should be praying for all the good citizens of Freeport going to sea in the mainlander war, not worrying about a few fools with tattooed palms. And there are plenty of orcish depredations that C.Q. could be writing up, aren't there?

If the players *don't* have good enough connections to talk to Roberts, a sub-clerk stops them at the front desk and gives them a two-sentence version of the above. End of story.

A Perilous Trip to the Hulks (EL 12)

So, how do the PCs assault a Hulk? That's entirely up to them, but several possible approaches are outlined below. In all cases, if prisoners think an escape attempt is in the offing, they immediately make a break for what they think is the escape route, and they do not relent until they're out. If *guards* think there's a breakout going on, they fire off warning flares to the surrounding hulks, and then they send down heavily armed patrols to quell the disturbance.

Of course, the PCs inevitably come up with something kooky, like draining the harbor or causing an undersea earthquake or turning the boat to stone, so be prepared.

Full Attack

An all-out attack isn't the smartest way to go, but a high-powered party might just pull it off. Hulks usually carry a complement of some 30 guards and 10 or so crewmen, and they hold about 400 prisoners. Set up the map, set up the placement of the guards and cons, and let the siege begin! Remember the note above: If the prisoners think there might be a breakout in progress, they go nuts. When the players get below decks, chaos ensues.

Infiltration

The PCs might try to fly onto the deck, row up alongside and climb, swim beneath and cut a hole in the hull or cast *passwall,* etc. Have the PCs make appropriate Move Silently or Hide checks and other skill tests as needed to open locks or break down walls. Remember, again, if the cons or guards sniff a breakout, the heavens start to fall.

Fast Talk

The PCs might pretend to be healers sent in to treat Drak or another prisoner, or clerics from the pirate temple trying to convert the wretched. If they try something along these lines, they'd better have a picture-perfect set of forged papers, or else the guards throw them off the deck.

Arrest

The PCs try to get arrested and sent aboard. If they seem bad enough, this certainly puts them where they want to be (else they go to the regular jail)—but without armor and without weapons. Then they face the challenge every other prisoner does: getting the hell out.

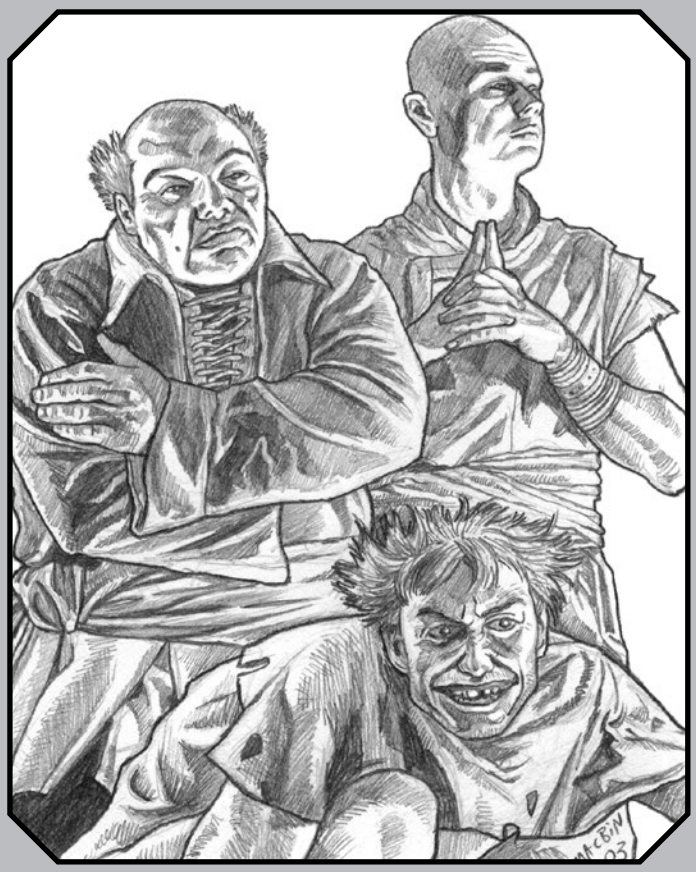
Allies

The PCs may try to involve some allies in the fight.

- The clerics of Harrimast may take a bit of convincing, but they're Chaotic Neutral, and they know the plankton is about to hit the fan, so they're up for anything. An assault joined by Father Peg-Leg would be terrible to behold, and it would have profound, long-lasting consequences for Freeport. (Which would begin to unfold while the PCs are off looking for treasure in Act II.) The Captains' Council would bring Father Peg-Leg to trial, leaving the temple without a high priest at the time he's needed most, given the brinkmanship between the landlubber powers and the seething tensions between the humans and orcs. (Perhaps the good father would even be sent to a hulk…)
- Unlike Spacko, the Sons of Krom do not want to hear, let alone help, any humans. Still, the PCs could use a combination of fancy talk and honor-proving combat to win over the fanatical orcs and convince them to join in the fight to liberate their leader.
- The Lobstermen would be *very* interested in what the players have to say, particularly the part about the treasure map. This group doesn't play a part in *Black Sails Over Freeport* as such, but it's possible the players have encountered them in their adventures, or read about them, and want to get them involved. So here are some basics. The Society of Lobstermen present themselves as a simple fishermen's club, but in fact, they're a squad of expert treasure-hunters. The Lobstermen plunge under the waves in quasi-high-tech diving gear, armed with deadly, water-friendly weapons, and scour the ocean floor for wrecks. (For a full description of the Society of Lobstermen, see **F:COA** on pages 43-45.) If you want to drop these fellows into your campaign, simply have them get wind of the mysterious island (perhaps they found the wreck of Lucien Buche's ship and pieced the story together from there) and approach the PCs to offer assistance. If the Lobstermen attack, they do it from below, perhaps with the PCs providing a distraction above.
- C.Q. Calame is always a standby, although his efforts are restricted to the battlefield of public opinion. (Of course, he could provide an army of *hasted* newsies *spider climbing* up the side of the boat and whapping the guards on the sconce with rolled-up papers. Hmmm…) C.Q. loves a good

Hulk NPCs of Note

Krysos Boz



Most Hulks have a crime lord who has set up a satrapy in the moldering hold. On Drak's Hulk, that man is Krysos Boz, a bloated, loathsome toad who made his illicit fortune cornering the city's pornography racket and left a trail of bodies in his wake doing it. He distributed the usual printed smut, but his claim to fame was magical playing cards with suggestive paintings that actually writhed before your eyes. An impolitic fellow, Boz got high-handed with one too many underlings, and somebody grassed. Police Chief Xander Williams's Vice Squad captured Krysos Boz and set him adrift.

On the Hulks, Boz is a distant, imposing figure. He has a deck all to himself, and flunkies and henchmen (see **"Limes" Hammer** and **Chatty Matty**) always surround him. He dismisses newcomers, and he does not like to fight when it comes down to it; his lackeys do the hard work for him. Most days he remains aloof, leering over his magical cards, waiting for his underlings to bring him buckets of slop.

All the convicts hate Boz, but he's the only game in town. He has a team of 20 convicts (see stats for typical convict) that act as his enforcers, and they pull no punches. In return, they get a couple extra seconds at the slop funnel every night and a chance to huddle near the relatively clean air of the crime lord's deck.

If the PCs start a rescue attempt, Boz tries to control the situation. First, he squeezes the players out of it, and then (if he realizes he can't get out without them) tries to make himself seem necessary to the operation (manpower, contacts on the outside, etc.). If the rescue attempt is more sudden and violent than that, Boz's underlings protect him for a few rounds; when death or freedom stares them in the face, however, they save themselves, leaving Boz to his fate.

"Limes" Hammer

Limes is Boz's mouthpiece. This smooth-talking insect handles all negotiations, pleadings and entreaties for the truculent crime lord. Like his boss, Limes is invariably aloof with newcomers, until they've proved their usefulness to his employer. If other convicts get too close to Boz, Limes resents the attention the crime lord pays them, and he plots to have them killed. Among other quirks, Limes claims to be a vegetarian (hence, through distant derivation, his nickname).

Chatty Matty

Chatty Matty is Boz's dog-boy. A filthy, gibbering idiot in rags and tatters, Chatty Matty scampers around on all fours, doing menial jobs for the great one and snatching up bugs to nibble. Matty whispers insults at other criminals, usually based on some wildly inaccurate premise, and then ducks behind Boz's skirts, as it were, to escape the consequences. As soon as the insulted party goes off grumbling, Matty emerges and runs around the room again, repeating the slander.

story, and an orc brought down by pride and an unfeeling bureaucracy has him hollering, "Stop the presses!" The chances of him actually getting Drak sprung are slim, but once again good roleplaying should trump all. If the PCs deliver a sweetly packaged story to C.Q., and he runs with it, why not let the cops and the Council get shamed into letting the orc go? Of course, the PCs have earned the enmity of two of the most powerful institutions in Freeport, and get a chilly reception when they need help in **Act III**.

Extreme Measures

It's quite possible the players might have a serious case of "overkill-itis", and do something like summon some sort of massive sea creature to attack the boat, or try to sink it on their own (undersea earthquake, comet, legion of sea devils, etc.). If the boat starts to go down, the guards make a hasty exit, leaving the prisoners to their fates. The prisoners claw for the exits with every ounce of strength they have.

But You Said...

It's possible your PCs drag out a small detail included in passing in this module, or in another Freeport book, and use it as the linchpin of their rescue attempt. If so, more power to them. Rescuing somebody from a Hulk should be impossible, so if someone actually pulls it off, they've likely done something the planners never dreamed could happen. So, for example, if your PCs want to steal the *apparatus of the crab* from the Captains' Council—which the clerk mentioned earlier in the city's laundry list of items in the Hall of Treasures (See **Section Five: A Trip to Council Headquarters** on page 38)—then, let them go for it!

The End of the Whole Sordid Affair

One way or another, the PCs end up facing Drak—and another tough choice. Drak doesn't want to go, and he doesn't want to give up the sextant (which he's hidden in his gullet; see sidebar). He's confident Krom will set him free or at least martyr him to the cause. And forget about giving up the sextant. That's his key to Freeport.

Still, he's spent some time in the Hulks, so he's more amenable than usual to talking things out. (Convicts don't like orcs any more than dockworkers do.) The PCs can make a convincing case that Krom wants him to leave or turn over the magic item. (e.g., languishing in prison is a cowardly, un-orcish way to die; or, OK, languish in prison, but your brothers on the outside will think you're a liar if you don't prove your case by handing over the sextant, etc.) Or, if the PCs get involved in a convoluted adventure below decks, they may win Drak's confidence by rescuing him from other convicts or proving their mettle in a battle against Krysos Boz, the crime lord.

However the PCs resolve the matter, there's still one big problem: Drak needs the sextant to make his case to the Council, and the PCs need the sextant to get past Hell's Triangle and find the treasure. What to do?

The PCs might be completely honorable about it and bring the sextant to the Council, demanding that they dismiss the charges against Drak. If so, the Council insists upon examining the object at some length before coming to any decision. If the PCs leave the sextant with the Council, the cultists promptly steal it. If this happens, Drak and the Sons of Krom fly into a rage, decrying this as another human plot to keep the green man down—and any goodwill the orcs had toward the PCs evaporates. (However, if the PCs come up with an expert plot to placate the orcs, let it work.)

Alternatively, the PCs may come to some arrangement with Drak: Let us *borrow* the sextant, and we'll give it back as soon we're done with it. The orc is dubious about this, but if he trusted them enough to leave the Hulk with them, he can probably be talked into a deal. This, however, presents a problem when the sextant is destroyed in Act II. Drak and the Sons of Krom will be hopping mad when they find out Drak's proof is gone.

Of course, the PCs may decide to dispense with diplomacy and just kill Drak. Opting for this cut-and-dried solution makes the resolution pretty simple, too: The orcs get very, very angry. And they come looking for the PCs—in hordes.

Drak's Secret

This feat originally appeared in *Wrath & Rage: A Guidebook to Orcs and Half-Orcs*, a part of Green Ronin's Races of Renown series.

Gullet (General)

You can swallow an object and keep it hidden in an internal pouch.

Prerequisite: Savage humanoid, Medium-size or larger.
Benefit: You can swallow up to 1 cubic inch of material per point of your Constitution score. Swallowing or retrieving an object takes a base time of 1 minute, regardless of size, but an Escape Artist check can speed it up. Consult the following table.

Gullet

Escape Artist Check	Time
10 or less	1 minute
11-15	5 rounds
16-20	2 rounds
21-25	1 round
26+	Partial action

Items are stored in an inert fleshy pouch that conceals them from detection, as the obscure object spell. (This is an extraordinary ability.) This pouch is a normal part of orc anatomy, but you have gained limited control over it. Hidden items do not take damage from stomach acid nor come into contact with any body fluids. Normal objects, even weapons and sharp items, cause you no harm while they are so concealed. However, you are harmed by objects that are corrosive, poisonous, diseased, produce energy of some sort, or are animated. You automatically fail any saving throws you are called upon to make by such cargo.

An object stored in this gullet for more than a day becomes a bit gamy, but it can remain in storage for up to six weeks before it must be removed. If left inside any longer, the item becomes embedded in the pouch's tissues, requiring a successful Heal check (DC 25) to cut it free. If the check fails, the healer can try again, but each check (successful or not) deals 1d4 points of damage to the patient.

Section Five: Pluses and Minuses

Well, There's Always a Frontal Assault: +100 XP to each PC who participates in an all-out attack on the Hulks, without any outside assistance. This XP may be awarded posthumously.
Is This a Dungeon or a Dragon?: +250 XP to any brave soul who removes the sextant from Drak with his bare hands (remember where he keeps it).
Workin' It: +25 XP to each PC who makes underworld contacts while on the Hulks.
Ok, Who Can Breathe Water?: -125 XP to each PC if they sink the Hulk without retrieving the sextant from Drak first.

Section Six: The Chase

Assume it is nighttime when the PCs get back to shore. If Lucien accompanied the party, read the entire section below. If they chose not to take Lucien with them, he awaits them on the Docks, pacing back and forth. As soon as they set foot on shore, he begins pestering the PCs for a look at the sextant. "Come now, old boys, let's have a look at it." Then read the players the section below, leaving out the portions in brackets.

> *[Darkness has already fallen upon the city as you move away from the Hulks and back to the relative safety of the Docks.] With more excitement than you've seen him muster since you rescued him from Captain Baumann's den, Lucien turns the sextant over and over in his hands. Even without magical aid, you can tell the device is enchanted; it practically throbs with power. Carved arcane designs unlike any you've ever seen cover its surface. They make you feel vaguely uneasy.*
>
> *[Lucien is still staring intently at the device when you once again set foot on solid ground.] "This could take me a few hours to decipher," he informs you. "I think it best that we all turn in for the night."*

This is sound advice, as the players are in for a *very* long day tomorrow. Should the party make noises about getting to the bottom of things this evening by pumping one of their sources for information, Lucien reiterates his point, albeit a bit more petulantly. "I've been researching this treasure for years, my good fellows. One more night isn't going to hurt." The only possible exception to this would be if the group thinks of going back to visit Ezekiel Carthy, and even then Lucien requires convincing. Should they do so, skip directly to that section. Otherwise, read this after they've had a chance to get their beauty rest:

> *You're in the middle of breakfast, feeling much better after a full night's sleep, when Lucien joins you. If he's gotten any rest at all, you'd be surprised. His eyes are red and half-lidded, and the last time you'd witnessed someone shuffling across a room like that, he was undead. With a sigh, Lucien pulls up a chair and drops the sextant onto the center of the table.*
>
> *"Much as it pains me to admit it," he tells you wearily, "I'm at a loss."*

Smart as he is, Lucien's reach in this instance far outreaches his grasp. It's not every day that someone comes across an artifact whose true nature has been obscured by a god. Lucien assures them the device *will* get them through Hell's Triangle, but its protection will only last a short time. It appears that someone needs to speak some sort of magical phrase to get it to operate while on the threshold of the Triangle itself. Unfortunately, he cannot uncover that word.

Continuing the Investigation

Once again, the party may poke about wherever they like, but they soon find out that all roads lead to Ezekiel Carthy.

Captains' Council

If the PCs go to Marcus Roberts or the Council for further information, they will promptly be expected to hand over the sextant for examination, and the cultists promptly steal it, as previously detailed.

The Shipping News

C.Q. is somewhat surprised to see the PCs again so soon ("You folks lookin' for a beat, or ya just miss me?"), but he's at a loss for any concrete information. "Well, it's a sextant. Now all you need is a boat and a star to steer her by." "If that were imbedded in someone's skull, *then* we'd have a story!" Al Crowley confirms it's like no sextant he's ever seen…then again, he can count the number of sextants he's examined on one hand.

Temple of the God of Knowledge and the Hall of Records

Though polite, the people encountered here cannot help.

Blaine Henry

There's a new addition to the posters and notices that are slapped haphazardly across the shop's face—a single wooden plank nailed across the door with a single word painted on it: CLOSED. Should the players tear off the plank, they find that it's already loose.

The changes inside are a bit more dramatic.

> *From the look of things, Mr. Henry has been busy. The shop is completely empty. There are no books, no desk, no candles—even the curtain that hung across the back wall has been removed, exposing the corridor to the drug den.*

Henry recently decided that the bookselling business has become a wee bit too violent in Scurvytown, so he packed up his collection and moved it to Drac's End (along with about 20% of any loot the PCs may have overlooked). He may or may not decide to open a shop in his new location, but for now he's enjoying not being beaten up or questioned by passersby.

The other residents of the area didn't wait long to take advantage of the vacancy. As the PCs are about to discover, the Smoking Dragon's former clientele have decided to take up permanent residence until someone kicks them out or they kick off.

Both doors leading to the smoking room have been bashed inward, and the inner room is in a complete shambles.

> *The place still stinks of snake weed and abyss dust, but those odors now compete with a more powerful smell: humanoid sweat and filth. About a dozen lost souls are sprawled about the room in various stages of*

drug-induced stupor or drug-deprived delirium tremens. The cushions, curtains, and just about everything else that wasn't nailed into place have been uprooted and ruined. Several slogans, written in a substance you'd rather not identify, now cover the walls.

Along with the usual infantile graffiti ("Orcs am go home!," "Don't get off the boat," "Yer mom's an ooze," and "The Stupendous Lobe wuz here," the last complete with a Kilroy-esque caricature of a figure with an oversized skull peering over a fence) is a message that may well disturb the players, especially if they happen to notice that it's written in blood (Spot check DC 15): "Beware his return."

Should the PCs have the gumption to speak with any of the new residents, they are graced with these various gems:

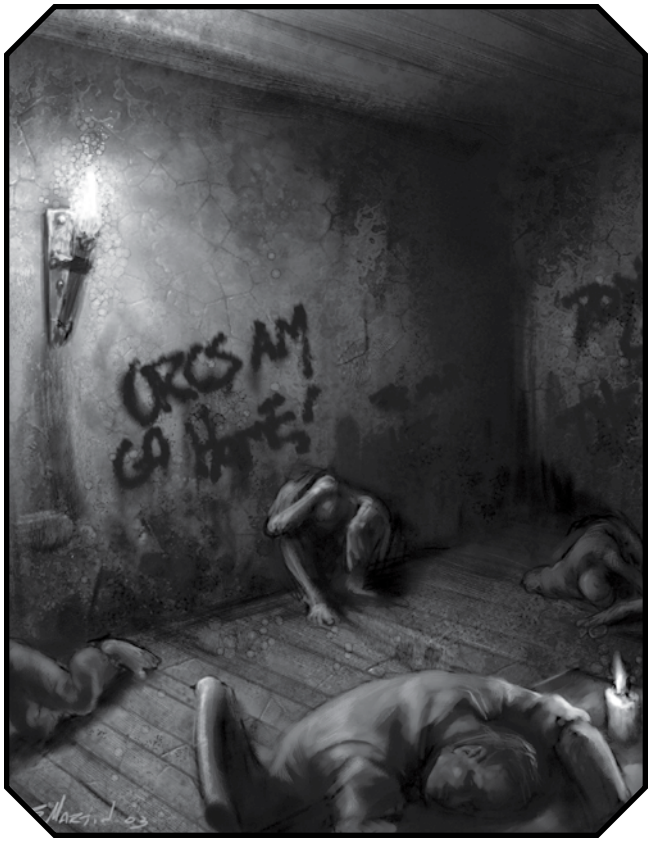
- "Cap'n says we're shippin' out tomorrow, and to hell with the Admiralty. Pirates, waitin' for a 'bye your leave.' Pshaw! Did you know you've got a kobold growing in your nose?"
- "Gog a blub neezle flib bu bb bwb plhim boat boat boat."
- "Used to be a man could set up a shanty in Drac's End whenever he wanted. Now them orcs are puttin' in buildings. And roads! It's enough to make you enter the Abyss. Hey, there's an idea."
- "Excuse me, folks, can you spare a few gold pieces for snake weed? Hey, at least I'm not lyin' to ya."
- "Blaine? Never heard of 'im. What'd he do?"
- "The walls are moving! Don't just stand there, try to brace them with something!"

GM's Note: If your group has been trying to insinuate itself into Freeport's underworld, or if they just happened to have picked up an abyss dust or snake weed habit, you may want to insert a drug dealer cruising the ruins of the Smoking Dragon Club, looking to pick up new customers. Crafty PCs recognize that the dealer has to have connections to a supplier, and that supplier has connections, and so forth. Freeport's illegal underside doesn't come into much play during this adventure, but could certainly come in handy should the players consider making the City of Adventure their permanent home base.

The entire first level is in similar shape, with desperate junkies literally sniffing the floorboards in the drug room (See **Smoking Dragon Club: Room 4** on page 21), and several others trying to shake off their fever dreams in the bunks (**Room 5** on page 21). Anything of any possible value on this floor has already been stolen, spent, snorted, and smoked.

Because no one has been looking for it—or no one who could be has been in control of their senses recently—the secret door that leads to the lower floors has not been discovered. (Although it will be if the PCs aren't careful, which will result in those areas being ruined like the rest in short order).

The lower levels are utterly devoid of both light and life (unless your party is lacking XP, in which case it is entirely possible that a group of serpentmen have just tunneled in from the sewer). The area lacks any sort of clue that might lead the party to their next step. However, if they missed out on the booty the last time they visited these depths, you might give them another shot at it by either lowering the Search DC to 25, or assume that Blaine left some of the doors open in his haste to grab what he could and get



out. Because he was in such a rush, and not exactly the strongest of fellows to being with, Blaine left a lot of the riches behind—just subtract 20%, as previously noted.

Temple of Harrimast

Father Peg-Leg comes out to see the PCs immediately, although it's clear that something is eating at him. He cannot provide any insight into the sextant, other than to confirm its magical nature. But he does have other information that should provide the PCs with a push in the right direction.

A few questions reveal what is troubling the cleric. The good father was making his devotions last evening, when he felt a disruption in Harrimast's protection, almost as if the god's gaze had been distracted for a moment. The protection returned, of course, but Peg-Leg is afraid that something terrible and unnatural has occurred. "Maybe it's just an old sea dog lettin' his superstitions get the best of 'im, but there's more than a whiff of death in the air. Yar, and maybe more to follow."

Should your party still not seem inclined to follow-up with Carthy, then don't be afraid to make Peg-Leg more direct. "Harrimast may have other sailors to tend to, but ye don't. I warned ye not to let harm come to Carthy, and ye won't be keepin' your end of the bargain chewin' the blubber with me."

Ezekiel Carthy

Carthy, naturally, knows exactly how to use the device, since he is the original owner. Unfortunately, the cultists of Yarash have not been idle during the PCs' adventure in the Hulks. They found Carthy the day before, and took him by force back to their hideout in Libertyville. Carthy hasn't divulged the location of the sextant,

so the cultists have been keeping a close eye on his house to see who stops by for a visit.

As usual, the streets of the Merchant District are much quieter than those of its neighbors, which makes you stand out even more than usual. A lone carriage passes you as you make your way down the street; its driver notes your arms and armor with a look of disdain.

Something strikes you as different as you approach the Carthy residence. And then you realize that there is no one at the gate to greet you. You also notice that the energy you felt when you approached the house the other day is now noticeably absent.

The passengers in the carriage are eight cultists of Yarash, who have been making regular runs by Carthy's house. The driver was actually noting the character's features, noting likely spellcasters, fighters, rogues, etc. They've already taken care of the gate guards, which the party soon discovers when they open the front door.

When you arrive at Carthy's you find the front door unlocked, furthering your suspicions. The smell of blood assaults your noses even before you see it sprayed across the entryway. Copious splashes line the floor, walls, and even portions of the ceiling. The bodies of the two guards have been left there, their throats slit. But what chills you the most is the way the bodies have been ritually mutilated, their bodily fluids used to sketch arcane symbols around their lifeless forms in an all-too familiar pattern.

Indeed, the guards have been butchered in the same fashion as the gnome, Flint, and several large Full-Fathom Five symbols can be found painted near their bodies. Should the PCs check the lower level first, read the following:

The souvenirs you noted the first time you were led down these halls are now in various states of disarray. The captain's wheel lies on the floor in pieces, the fishing net has been ripped down, the harpoon and shark jaw both shattered. The sitting room is in much the same condition. The couches and chairs have been cut open, the drawers from the desk have been emptied, and the books that lined the walls now litter the floor, their bindings systematically removed and tossed in a corner. Oddly, both of the paintings have been cut from their frames, and are nowhere in evidence.

The cultists removed the paintings because they saw the sextant in one, and they recognized Black Jenny Ramsey in the other. Both have been taken to the cultists' leader, Billy Bones, who is even now confronting Carthy with the information.

The second floor consists entirely of Carthy's bedroom, bathroom, and study. All have been thoroughly picked over.

Nothing has been left intact; even the walls haven't escaped unscathed, with several holes punched through at random.

As you make your way up, you notice that there are several drops of blood dotting the steps. When you get to the landing, you see that they head off into what appears to be the bedroom.

These particular droplets belong to the two cultists Carthy slew during his kidnapping. The other cult members, not wanting to leave more corpses behind than they already have, carried their fallen brethren out of the house after accomplishing their mission.

In case the PCs expected to find a hidden, untouched room—they won't. The cultists had plenty of time to work the place over, and anything that might potentially help their cause has been removed.

It is obvious at first glance what happened in the bedroom. One of the windows has been smashed in, and there are slashes that could only have been made by edged weapons. Additionally, jagged sprays of blood decorate the walls and floor. Clearly, Carthy didn't give up without a fight.

A thorough Search of the room (DC 25) reveals one item of note:

As you look about at what was obviously a fierce fight in close quarters, your eye catches something partially embedded in the wall. A single tug pulls free a piece of black, rough-hewn fabric. Whoever came for Carthy had to pay for the privilege in flesh.

Anyone examining the fabric notices that it made is of the same kind of cloth that they have seen the cultists wear. Should your PCs not make this connection, a simple Intelligence check (DC 10) makes it obvious.

Yarash's Minions (EL 10)

The cultists, in the meantime, have spotted the PCs going into the Carthy abode, and they have doubled back to set up an ambush to steal the sextant from them. Though they try to be stealthy, the PCs may hear (Listen check DC 30) the carriage pull up. Six of the cultists disembark, with two each covering the front and back exits, and two more climbing atop the roof. If they haven't heard the carriage, the PCs might hear the cultists as they scale the wall (Listen check DC 20). Otherwise, when they finally come out of the house, the cultists attack the PCs from behind.

Cultists of Yarash (5): hp28.
Warrior Cultists of Yarash (3): hp 27.

Tactics

- If the cultists have time to set up before the party exits the house, the leader of this band (who remains with the coach and driver) prepares to cast *detect magic* as soon as the heroes appear. Since the cultists know how many people are in the group, they wait by the doors until the PCs have all exited before springing their trap. The two cultists on the roof, who each have a bolt dipped in purple worm poison (Injury DC 24; Initial Damage 1d6; Secondary Damage 2d6 Str), shoot first, and then the ground forces move in to engage in melee. Since the sextant is by far the most powerful magical item the characters carry, the leader can tell who is

carrying it by the end of the first full round of combat (unless the PCs are not surprised, in which case it will be after the second full round). He then points that person out to his companions. At which point the two cultists on the roof hurl themselves onto the two characters who currently pose the biggest threat to their plan (fighters, paladins, barbarians first, sorcerers, clerics and wizards second, all other classes last), while the two already on the ground immediately try to steal the sextant from the character holding it. The next round, the cultists who waited at the other exit join the fray and engage anyone who's been left out, or double up on other characters who might interfere with their goal.

- If Lucien is with the party and is carrying the piece, the cultists take it from him in short order. The cultists then try to prevent the other party members from getting to the thieving cultist before he reaches the carriage.
- Should the party all exit by the back door, the cultists there alert the others. One of the two on the roof casts *detect magic*, and then they try to run interference by jumping from the roof as noted above.
- In the event that the party splits up and exits through *both* doors, the two cultists on the roof have been instructed to consider the people in front a diversion, and to immediately run to the back. They then cast *detect magic* and fight as noted.
- If the players don't have the sextant with them, the cultists try to inflict as much damage as they can. Then they retreat back to the coach, with two of them staying behind to guard the rear.

The Getaway

Should the adventurers break through the cultists and head directly for the coach, their leader realizes that the jig is up, and tells the driver to go before the party gets within striking distance. On foot, the PCs have no chance to catch up. Luckily, there are a few horses trotting past (or tied up next door, or whatever else happens to be convenient). Even more coincidentally, there are just enough horses for the entire party. And the chase is on!

The driver's escape route goes directly down Wave Avenue then cuts over into the Warehouse District to the docks, where two more cultists are waiting in a rowboat to take them back to Libertyville. Assume that the PCs have "borrowed" light horses (move 60 ft), and that two heavy horses (move 50 ft) are pulling the carriage. Once the PCs begin to close the gap, the mission leader pops out of a trapdoor in the roof of the coach with a pistol. He takes aim at the PCs' newly acquired mounts (AC 13), which requires the PCs to make a Ride check (DC 15) for every hit—assuming, of course, that the horse survives.

As if being fired upon isn't enough, riding through Freeport at a full gallop certainly poses its own challenges for the PCs. Each rider should make a Ride check (DC 10) every round to avoid running into people, outdoor cafes, and each other. Trying to fire a ranged weapon requires another Ride check (DC 12) to avoid losing control of the horse. Ranged-weapon attacks made in this way are at a –2 penalty. In addition, the cultist mission leader receives a 20% miss chance due to concealment.

Obstacles to the Chase

To spice up the pursuit even further, here are some potential obstacles that you can throw at the PCs to add to the danger of the chase:

The Circus Is in Town

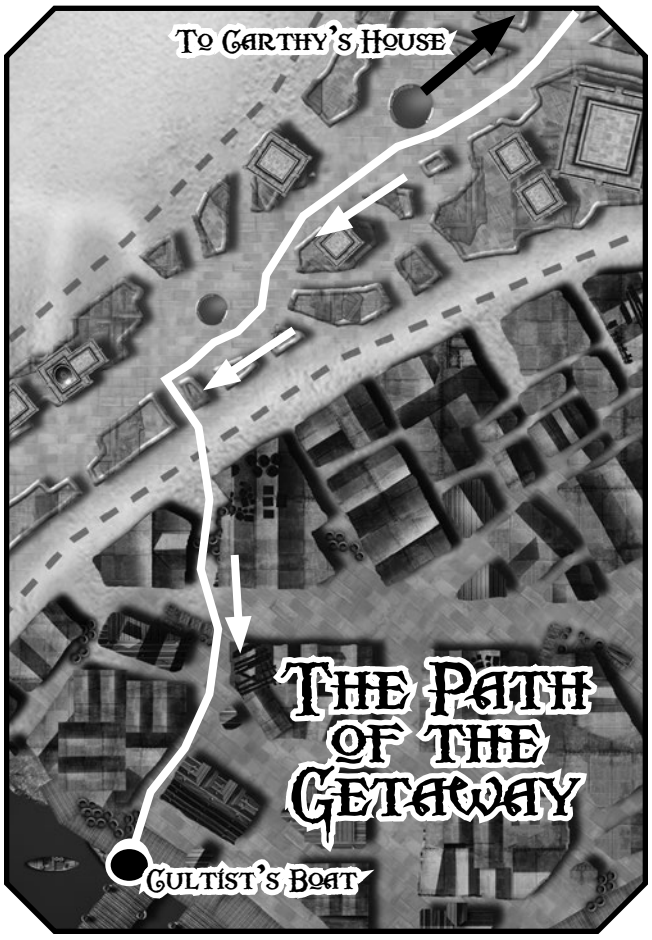
Although the city is hundreds of miles away from anything remotely resembling a desert (unless your Freeport is in such a location, in which case this is slightly more plausible), a camel train is being led through the streets, and just happens to get in the PCs' way (Ride check DC 18, or lose ground that takes an additional round to regain).

Somebody Save My Baby!

A woman taking her newborn out for some fresh air has the pram yanked from her inattentive hands by the careening carriage, sending the helpless tike toward an open manhole cover, band of hungry orcs, gelatinous cube, or some similar hazard. Unless the PCs intercede, certain doom befalls the impossibly cute (Cha 20) cherub. No Ride check is necessary to cut the pram off at the pass, but each rider who stops to do so loses at least two rounds.

We Want Booty!

A group of pirates, complete with misspelled placards, are protesting the delay of the release of the Letters of Marque, choking the street with their yarr-laden chants. Having a coach barreling through their midst hasn't exactly warmed their surly disposition, so it's completely likely that a few of them take some swings (+3 melee, club 1d6) at anyone further disturbing their disturbance. Successful hits strike the horse 75% of the time and the rider 25% of the time. Each hit requires a Ride check (DC 15) from the rider to avoid falling off the horse.



Attack of the Oblivious Interior Decorators

Someone on Wave Avenue picked an inauspicious time to refurbish their manse, as two workers carrying a large mirror, plate glass window, tapestry, or other such bulky object carry their burden into the middle of the street. Fortunately, it might be possible to jump a horse over or through it (Ride DC 20 or lose ground as above).

Catching the Cultists

PCs who want to jump onto the carriage's roof need to make either a Jump or Tumble check (DC 20) to bridge the distance. Unsuccessful leaps result in the unlucky PC receiving 1d6 damage.

Of course, engaging in melee atop a moving coach isn't easy, either. Each round, the combatants should make a Reflex save (DC 15) before taking any action in order to stay on their feet. Anyone who misses his save (mission leader included) slips onto his backside and is considered flat-footed until he regains his feet.

It takes the coach 10 rounds to travel the entire route from Carthy's house to the Docks, and an additional 2 rounds for the cultists to get from the coach to the rowboat.

You decide how the chase resolves itself. The PCs might stop the carriage before it reaches the Docks; they may do battle with the cultists on the Docks; or they may get to the Docks just in time to see the scalawags rowing out of bowshot. Regardless of how it shakes out, the trail to Libertyville is almost impossible to follow unless at least one of the bad guys gets away clean. This might require a bit of gerrymandering on your part—a *fly* potion, perhaps, or a few fudged rolls, anything that allows a cultist to escape, while leaving something of a trail to follow. Perhaps the best way to do this would be to have the mission leader take a quick look at his companions waiting in the rowboat (Spot check DC 20 to notice this), and realize that he won't be able to get away by that method, so he then quaffs a *fly* potion. Since Libertyville is east of Freeport, this requires him to fly over the entire city, which allows your group to pursue on foot along the docks, and practically to the end of the island itself. By the time he heads out of sight, it is obvious that the cultist is heading toward the leeward island, and the PCs likely also note that there are several columns of smoke coming from that direction. Plus, there are those two cultists waiting in the rowboat, who could certainly be persuaded to divulge their destination.

Getting to Libertyville

A Gather Information check (DC 15) tells the PCs everything they need to know about Libertyville: a village on the leeward island of the Serpent's Teeth that was conceived as a sister city (or rival, depending on who's being asked) to Freeport. Its founding has been met with failure upon failure. The results of the latest attempt can still be smelled when a strong wind blows in the right direction. Here's what else the PCs may discover:

Libertyville

DC 20	Libertyville started burning a few weeks ago. Thus far, no one has been too concerned with putting the flames out.
DC 25	Last time someone tried making Libertyville a going concern, creatures arose from the sea to put a stop to it.
DC 30+	Rumor has it that one of the members of the Captain's Council is backing a new effort to build the village and wants to dump enough resources there to make it work. Maybe they'll resettle the orcs there once their work in Freeport is complete.

Since the PCs probably had to hire a boat to get to the Hulks, arranging transportation shouldn't be difficult. Otherwise, a rowboat large enough to carry the group, their equipment, and Lucien can be rented on the Docks for a moderate daily fee (25 gp), although most folks look at the PCs askance if they mention where they're going. That town is cursed, the locals say, and no one knows what sort of evil lurks on that island.

How right they are.

Section Six: Pluses and Minuses

Black Cloaks Are Fashionable This Fall: +75 XP to the PC who discovers the fabric embedded in the wall of Ezekiel Carthy's bedroom.

I See a Coach? I Attack: +50 XP to any paranoid PC who attacks the cultist-laden carriage without any provocation.

Curses, Foiled Again: +250 XP to each PC if they stop the coach and capture or kill all the cultists, despite your best efforts.

Not My Problem: -100 XP to any non-evil PC who intentionally lets the baby carriage roll to its fate (-500 XP if the character is a paladin).

Battle Plan? We Don't Need No Stinkin' Battle Plan!: -50 XP to each PC if the party sees or hears the cultists setting up their ambush…and they walk into it anyway.

Section Seven: Libertyville

Even though the adventurers are a more powerful group than the cultists, they are at a disadvantage here because Billy Bones and his malignant band know they're coming, how many people are in the group, and how strong they are. Although the cultists would not normally commit all their forces in a do-or-die scenario, current circumstances demand a change in strategy. The PCs probably still have the sextant, and the cultists need both it and Carthy to be successful. So their main goal in this section is to try to kill the PCs using traps and hit-and-run ranged attacks. Failing that, they try to weaken the party so that the final encounter is more evenly matched. Since they are prepared, the cultists should never be surprised in combat.

Unless the PCs decide to land on the island on the far side of Libertyville and approach on foot, they arrive on the beach marked with an "A" on the Libertyville map.

If the village you see as you beach your boat was meant to rival Freeport, it has quite a ways to go. A half-dozen huts arranged in a semi-circle face the beach with what was probably the town's signal fire in the center. A guard tower and another small structure whose function is not immediately clear also form a part of the town. All of the buildings are in various states of decay, and most are slowly smoldering into ashes. Unsurprisingly, no one greets you.

Indeed, the only person above ground here aside from the players is a single cultist lying in wait inside the guard tower (See **Area 6** on **Libertyville: Map Two**). This cultist is armed with a heavy crossbow and a light crossbow (+5 base attack), which he uses when the party approaches the garden (See **Area 4** on **Libertyville: Map One**) or either of the two huts (See **Area 2** on **Libertyville: Map One**) located nearest his outpost. He has 10 bolts that have been dipped in purple worm poison (Injury DC 24; Initial Damage 1d6; Secondary Damage 2d6 Str), which he shoots first. He also has a few other tricks up his sleeve when the players assault him directly.

Warrior Cultist of Yarash: hp 27.

Libertyville

1. Main Hut

This hut is larger than the others, and looked like it may have been a meeting place at one time. The thatched mud roof is intact, but there is very little beneath it that needs to be protected. There are some benches and what might have been a podium standing before them, but all have seen better days and have obviously not been used in quite some time.

This was to be the main meeting hall for the islanders, but it has gotten more use from animals needing shelter. Nothing of value resides within, unless the players are lacking wood to feed a fire.

2. Huts

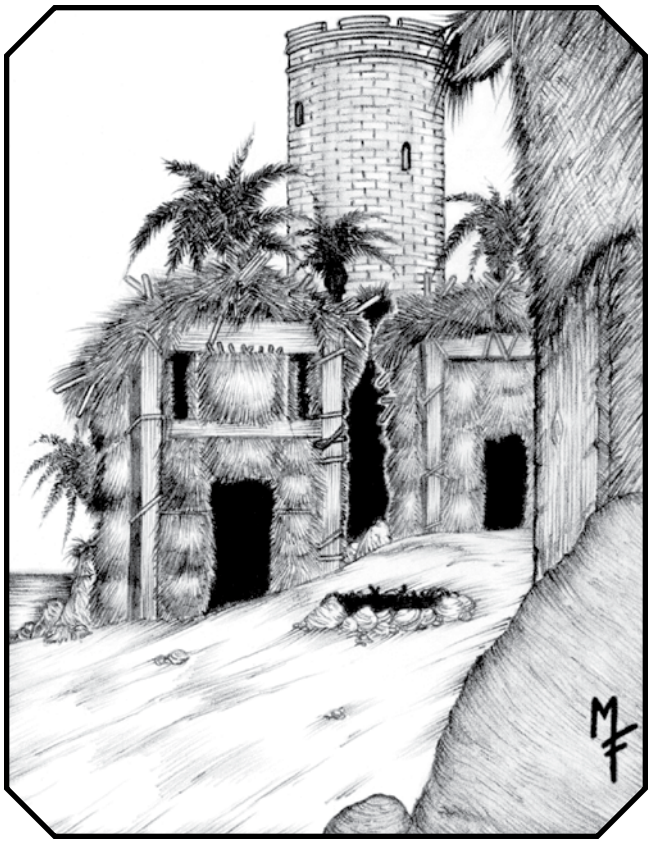
This appears to have been a hut built for a single family. Like every other structure here, it needs repair.

Each of these huts was built to the same specifications, so there is very little to tell them apart aside from their varying states of decay. The northernmost hut, however, was occupied long enough that the inhabitants built a secret hutch in the floor (Search check DC 25), which contains 23 gold pieces, 12 silver pieces, and a *potion of cure light wounds* (CL 5).

3. Storage Shed

The door to this building has been torn from its hinges and lies in pieces beside the entrance, allowing you to see a variety of farming tools inside. The damage inside is extensive, and the southwestern corner of the roof is completely caved in. All the damage appears fairly recent.

The damage is indeed recent, but it was no evil force that consigned this structure to its fate, simply a bolt of lighting that set part of it ablaze. Anyone who examines the damage (Search check, DC 20) can figure that out.



The shed doesn't have much that can help the PCs battle the cultists: a few rusted rakes, hoes, and sundry other tools to assist someone living off the land.

4. Overgrown Garden (EL 4)

This rectangular section is fenced off from the rest of the settlement, and was evidently going to be used as a garden. The fence has been torn down in a few places by the local wildlife, and what plants remain are now fighting for space with a number of vines that are slowly spreading out to the rest of the encampment.

This area actually contains some edible vegetables that the PCs can collect for sustenance. Unfortunately, doing so brings them within reach of the **two assassin vines** that have taken up residence here.

The cultists know about the two creatures, and have made a point of avoiding the garden. The guard on duty in the tower waits to see if the plants do his work for him before loosing a bolt.

Assassin Vine (2): hp 30.

5. Campfire

This fire pit served as the central cooking spot and heat source for the burgeoning village. It looks much as you'd expect, simply a large hole dug in the earth, ringed by stones, with a pile of mostly burned logs at its center.

The cultists used the pit during those infrequent times when they stayed above ground in Libertyville. They also set fire to the village's remnants soon after they arrived here (a few weeks ago). The smell offended a certain Ms. Louse so much that she wrote a letter to the *Shipping News* about it.

Should they search through the ashes, the PCs find a lot of soot.

6. Guard Tower (EL 3)

In contrast to the other structures in camp, this building is in relatively sturdy shape. A set of steps begins in front of you and winds its way up past a number of arrow slits before ending in a platform above you. Aside from a door to your left, the ground floor appears devoid of any details or furnishings. You see no one, but you do hear the noise of metal scraping on stone coming from above your heads.

The guard tower has been useful to every group of settlers that has tried to establish Libertyville (given the success of those settlements, however, the point is certainly arguable), so the various groups consistently maintained it throughout the years.

The stairs wend their way past arrow slits in the south, east, and north walls before ending at a platform that allows observers a clear view of their surroundings. Two small barrels filled with oil sit there as well, as the PCs are about to discover. The guard has heated the oil in small batches over an open fire he built on the platform, and the sound the PCs hear is the only chance they've got to avoid being covered in the molten substance.

Give the PCs about five seconds, and then announce that they hear a loud bang coming from above them. If anyone looks up, they see the upended barrel falling from the platform, preceded by the heated oil. Anyone still in the 10-foot-square area in front of the door who does not immediately get out of the way takes a direct hit from the oil (1d6 damage), and is covered with it until he takes time to wash it off. Anyone within 5 feet of the area takes 1 point of splash damage.

The platform also provides a vantage over all of the stairs within the building, so the cultist can get off at least one more shot, which he uses against the lead character. Once the group reaches the stairs against the north wall, the cultist tips over the second barrel of oil, which coats the steps all the way to the northeast corner. When the characters continue through the oil (or have done enough damage to the cultist with ranged weapons that his life is in immediate danger), he takes a burning piece of wood and drops it into the oil. Any character in the affected area must make a Reflex save (DC 15) or catch on fire and take 1d6 damage (see **The Environment** in **Chapter Eight** of the **DMG** for rules on catching on fire). Any PC walking through the burning area who was covered with the oil in the previous attack automatically catches fire, and must make Reflex saves (DC 15) every round until he takes time to douse himself.

After they defeat the cultist, the PCs find a wheel crank mounted on the wall. When turned, it opens the secret door in **Area 7**. There is nothing handy with which to lock the wheel, so the door only stays open for about 10 seconds. PCs who don't figure out a way to tie the wheel off need to think of a speedy way to get to the door before it slams closed (jumping off the platform, for instance).

Anyone searching the body of the fallen sentry will find two doses of purple worm poison that he never got the chance to use.

Warrior Cultist of Yarash: hp 27.
Purple Worm Poison: Injury DC 24; Initial Damage 1d6; Secondary Damage 2d6 Str.

7. Barracks

Apparently, off-duty guards used this sparsely decorated 10-foot-long by 10-foot-wide room to catch some shuteye. The room has a single bunk, currently being used by rodents, and nothing else.

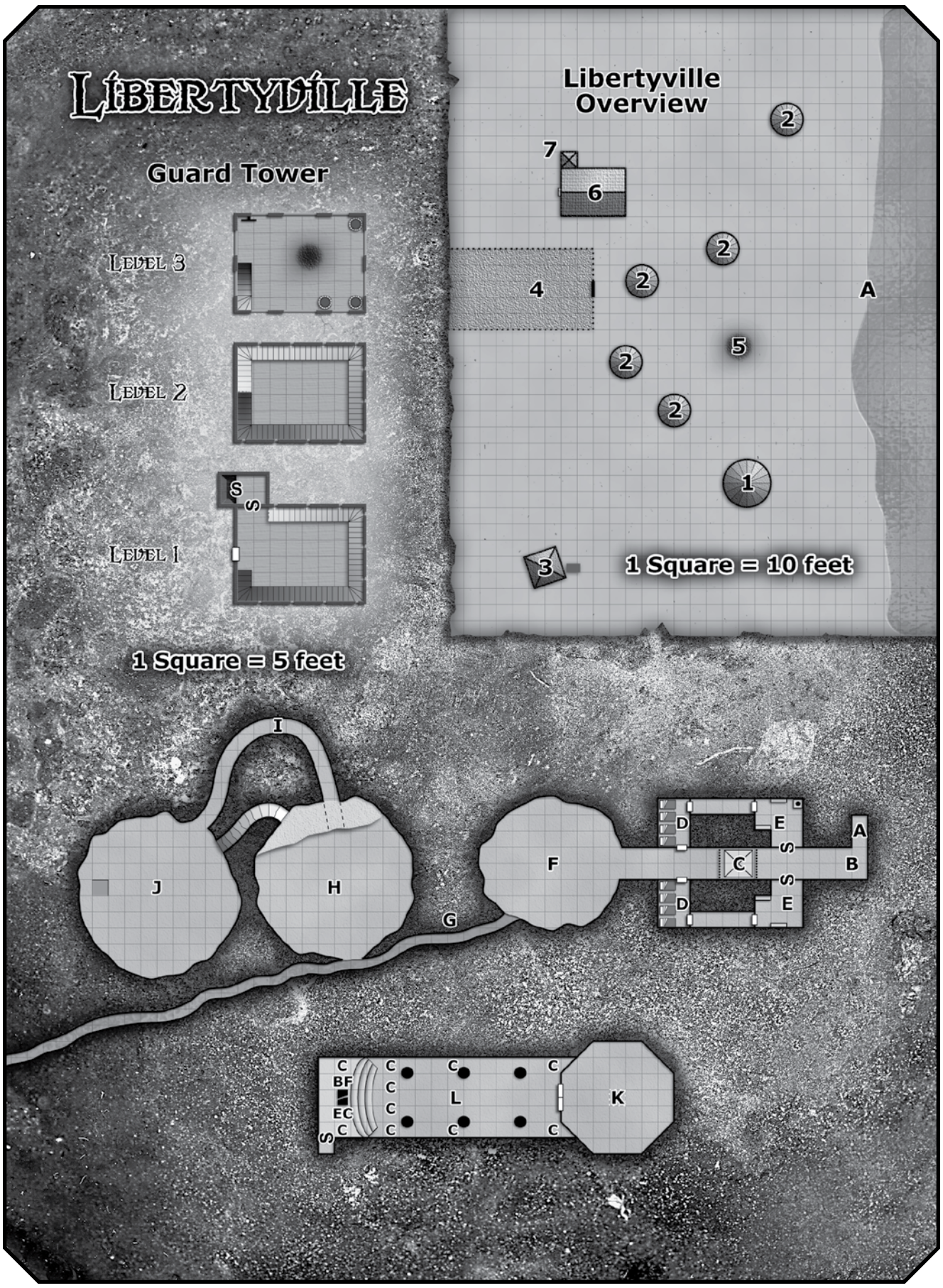
The solid stone **secret door** in the west wall is well hidden. Other than bashing it down, only the wheel crank from **Area 6** can open it. The door opens onto a five-foot-long by five-foot-wide shaft that descends 100 feet to **Area A** on the **Beneath Libertyville: Map Three (Level One)**. An iron ladder is mounted into the west wall, and the PCs can use it to climb to the bottom.

Secret Door: Search check DC 30; Unlocked; hardness 8, hp 60, break DC 28

Beneath Libertyville

A. Shaft (EL 5)

The ladder to the bottom of the shaft is trapped about 50 feet down. If the characters do not specify that they are looking for traps at any


Libertyville
Libertyville Overview
Guard Tower
Level 3
Level 2
Level 1
1 Square = 10 feet
1 Square = 5 feet
A
B
C
D
E
F
G
H
I
J
K
L
S

point in their journey, the entire ladder retracts into the wall after the first character down passes the halfway point. Everyone on the ladder when it retracts must make a Reflex save (DC 20) or have their hands crushed by the retracting ladder, taking 1d4 points of damage. Of course, PCs who make their Reflex save may wish they hadn't—as they begin falling. Note that PCs who make their save fall on PCs who haven't. PCs thus landed upon take an additional 1d4 point of damage, and have to make a Strength check (DC 15) to avoid being knocked down the shaft. The Strength check difficulty should be raised by one level for each additional character falling on a teammate (DC 20 for two characters, DC 25 for three, and so on). Characters who make their Reflex save can use the narrow confines to their advantage, bracing themselves against the walls (Strength check DC 15) to "crabwalk" their way down.

As if the potential for a life-threatening fall wasn't enough, the bottom of the shaft becomes a **spiked pit trap** as soon as the ladder retracts. Only the first PC down has to make a save, as he provides enough of a buffer to keep his compatriots safe from further injury. Of course, having someone on top of you increases the difficulty of avoiding the spikes, so the Reflex save should increase in difficulty for every character forcing the bottommost PC down (DC 25 for one character, DC 30 for two, etc.).

To top it off, the noise of the ladder's retraction—not to mention the sound of falling bodies—alerts the cultists in **Area D** to the PCs' presence, and they have crossbows at the ready when the PCs arrive at the **Portcullis Trap** in **Area C**.

The PCs can disable the trap by pressing in a disguised stone (Search check DC 25; Disable Device check DC 15) before proceeding past the halfway point on the ladder.

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic; automatic reset; DC 20 Reflex save avoids 50 ft. deep (5d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

B. Stone Hallway

The shaft connects to a rough-hewn stone corridor that travels west as far as you can see.

Two **secret doors** that lead to two equipment (**Area E**) rooms sit on either side of the corridor. If the PCs succeed at a Listen check (DC 30) as they pass by the doors, they may hear movement from behind the walls. Should they discover the doors and open them, they discover a single cultist in each room, dipping a bolt in **large scorpion venom**.

Fifty feet down the corridor are two doors that lead to the barracks (**Area D**). To reach those doors, the PCs have to pass over the **Portcullis Trap** (**Area C**). The corridor then widens into the first of a series of caverns (**Area F**).

Secret Doors (2): Search check DC 25; Unlocked; Hardness 8, 60 HP, Break DC 28.

Large Scorpion Venom: Injury DC 18, Initial Damage 1d6 Str; Secondary Damage 1d6 Str.

C. Portcullis Trap (EL 2)

This is another pressure trap. The trap is triggered once a character steps on and then off of the trigger plate. Should the players not detect the trap in time, address the following section to the PC walking point:

Portcullis Trap: CR2; mechanical; location trigger; manual reset; Atk +10 melee (3d6/x2 crit); Search DC 20; Disable Device 20.

As you walk down the corridor, you feel one of the stones beneath you give slightly, and you hear a small click. Too late, you move away from the trap, only to see an iron portcullis crash to the ground in front of you!

PCs who are beneath the portcullises when they drop have a chance at a Reflex save (DC 25) to jump out of the way, and then face the possibility of being struck by the points. PCs who are between the two gates have a tougher time getting clear, so adjust the save accordingly (DC 30). Rogues may attempt to tumble through (Tumble check DC 30). Which way the PCs jump obviously makes a tremendous difference to the rest of this encounter, so be sure to ask which way they are moving.

As soon as the portcullises are down, four cultists emerge from **Area D** (two from the north and two from the south), with two more joining them from **Area E**. Each cultist carries a light crossbow, and has a single bolt dipped in **large scorpion venom**. They shoot these first, and they take as many shots as time allows. If any PC jumps free of the trap, the cultists engage in melee with their cutlasses.

The trap has been around for quite a while, so the iron is not exactly what it used to be. Two Strength checks (DC 15) are enough to break off a bar and allow the PCs to squeeze through to their freedom. Once the PCs have broken through the west gate, the four cultists (or any left standing) on that side break and run to alert their compatriots in **Area H**. The two remaining cultists try to hamper the PCs for as long as they can, and they fight to the death.

Large Scorpion Venom: Injury DC 18, Initial Damage 1d6 Str; Secondary Damage 1d6 Str.

D. Barracks (EL 7)

The reinforced wooden doors that lead to these two rooms are unlocked.

The door opens into a 10-foot-long by 15-foot-wide room whose orderly appearance immediately denotes its function as a barracks. The room contains four cots, only three of which look as if they've been used recently. A corridor heads east from the eastern wall.

Aside from their orientation, these rooms are exactly similar, down to the number of cultists who use the room. The corridors lead to **Area E**, the equipment room.

If the PCs avoid the **Portcullis Trap** (**Area C**), they find two cultists in either room, crossbows at the ready. The resulting sounds of combat attract the attention of their colleagues, who race from their current positions to assist.

The cultists carry the only things of value on their person, so the barracks contain no treasure.

(2) Cultist of Yarash: hp 25.
(2) Warrior Cultists of Yarash: hp 27.

E. Equipment Rooms (EL 6)

The doors that separate **Area D** from the equipment rooms are made of wood and are unlocked.

Once this room might have been worthy of the term armory, but no longer. Time and mildew have rendered the few pieces of leather armor here useless. A few polearms lie on the floor, though their wooden hafts have deteriorated so much that a mere touch would likely reduce them to dust.

The cultists have taken any weapons and armor of value from these rooms, with the exception of a single *+1 glaive*, whose magical nature will be obvious to anyone who does a thorough Search (DC 20) of the room (Choose one room to place this in). The glaive is hidden amongst the shoddy polearms. If the PCs find one of the secret doors in the corridor to gain entry, a single cultist with his crossbow readied is in either room.

As these rooms were also intended to serve a similar function, they are practically identical. A latrine in the north room is the only difference between the two. If the players have not discovered them already, the secret doors that open into the corridor will be much easier to find (Search check, DC 15) from inside.

Cultist of Yarash: hp 25.
Warrior Cultist of Yarash: hp 27.

F. Underground Cavern (EL 4)

As you travel farther west the corridor widens into a natural cavern, and the ceiling extends into the darkness above you. The caverns contain a plethora of stalagmites and stalactites, with minerals encrusting most of their exposed surfaces. You hear swiftly running water coming from somewhere off to your left.

If the cultists have had enough of a head start away from the Portcullis Trap, they may well try to snap off a few shots from behind cover in this area. Should you be feeling particularly malicious, the cultists certainly would have had enough time to rig some ropes around a few of the **stalactites** to yank them loose and drop them upon the PCs. Optionally, the cultists could inflict damage in other ways; you decide.

The water the PCs hear comes from an underground stream beneath the cavern's floor. Although the opening to the stream is only three feet high, the PCs should have no problem following the sound to its source (Search check DC 10).

Should the PCs decide to search the cavern on their way out, there is a 30% chance they uncover a few of gems worth 5d10 gp each.

Stalactites: CR 4; mechanical; touch trigger (attached); Atk +15 melee (3d6, rocks); Search DC 15; Disable Device 10.

G. Underground Stream (EL 2)

The stream is approximately one foot lower than the cavern entrance, and because of its narrow size, the PCs have to travel in a single file. The water is bone-chillingly cold.

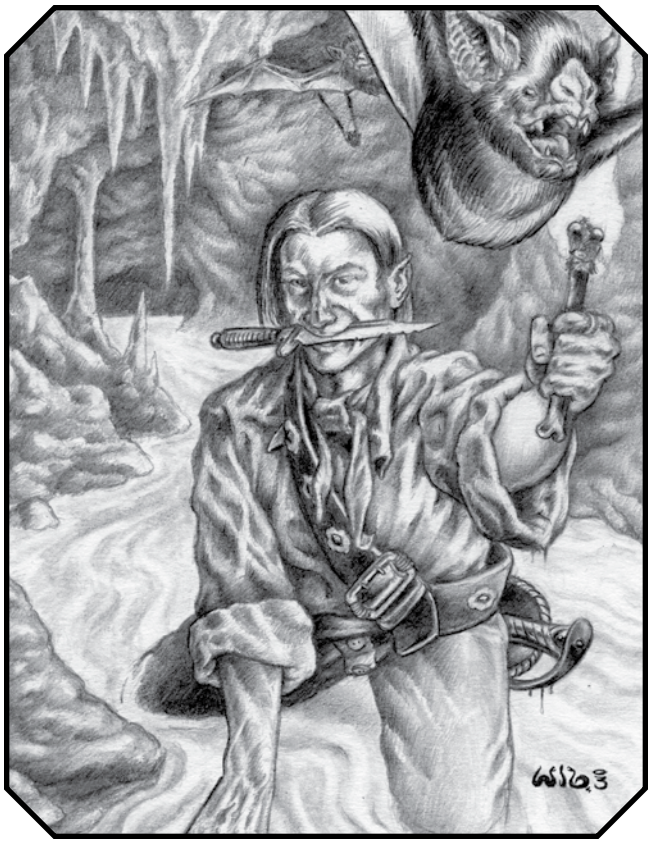
As you step down into the stream, it feels as if the water has passed right through your clothing and armor and touched your skin with its frigid tendrils. The roughly circular passage is only three feet wide, making walking upright impossible, even for the party's shortest members. The rock beneath your feet is slippery, and it is an effort to move forward without losing your balance.

If one of the cultists from **Areas D & E** survived, he waits here to trigger a **collapse** in the ceiling 10 feet away from the entrance to **Area H**. Most of the ceiling does not fall in, but there is still a chance that the debris can do some significant damage. Anyone inspecting the ceiling notices that it has been weakened on a successful Knowledge (architecture and engineering) or Craft (stonemasonry) check (DC 20). Dwarves can make a check simply by approaching the affected area.

More problematic is the effect of the cave-in on the stream. The fallen rocks block the flow of the water, causing the stream to completely fill the tunnel within six rounds. Anyone pinned by the debris (see **Cave-Ins and Collapses** in **Chapter Three** of the **DMG** for more information), is also completely submerged within two rounds.

If the PCs do not clear away the 1,000 pound load within five minutes, the water fills up the tunnel all the way back to **Area F**. The water pressure breaks through the obstruction in about 20 minutes' time, but anyone under the rock pile is dead long before then. This also gives the cultists even more time to prepare their final defense.

Collapse: 3d6; Reflex Save DC 15 for half.



H. Second Cavern (EL 7)

You step from the stream into another cavern, which looks much like the cavern you just left, with one crucial difference—many of the stalagmites have been removed. A moment later, you find out why.

Four more cultists await the party here. They are lying on a ledge in the northern portion of the cavern, with light crossbows at the ready. Luckily for the PCs, these cultists do not have poisoned bolts. Unfortunately, the cultists have cover. The ledge is 20 feet up, and the only way up, short of *flying, teleporting,* or climbing the walls, is via the stairs in **Area J**.

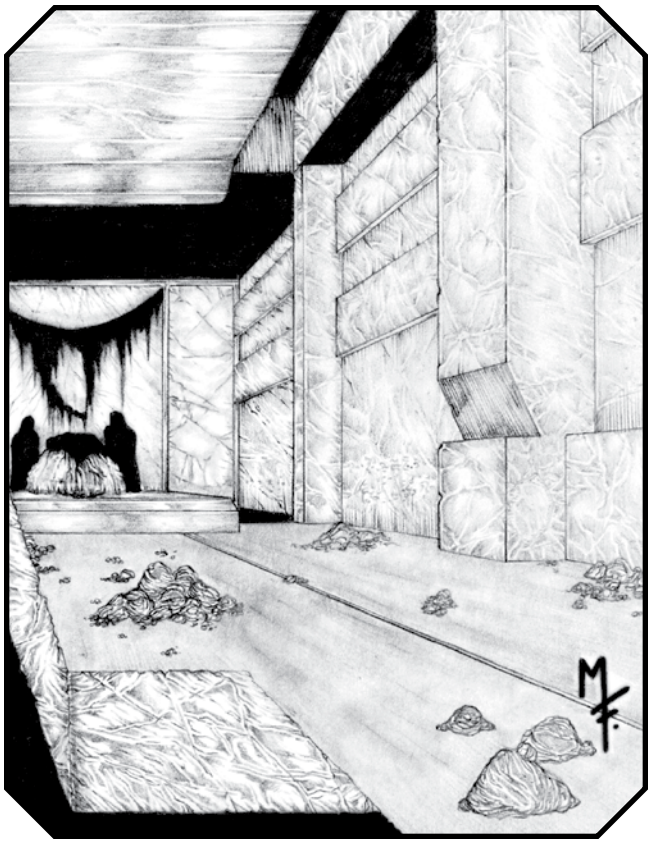
The cultists shoot at the party as long as they can. The only way your group can effectively evade the bow fire is to retreat back to the stream or to run into the passage on the opposite side of the room. As soon as the PCs clear harm's way, the cultists run down the steps and through the trapdoor in **Area J**, leaving one of their number to get off a few last shots and cover their escape.

Warrior Cultist of Yarash (4): hp 27.

I. Gray Ooze Lair (EL 4)

The passageway that takes the PCs from **Area H** to **Area J** would be completely unremarkable if not for the gray ooze living here. The cultists found this out the hard way, and have been avoiding this passageway as much as possible since then.

The ooze is currently stretched out over an eight-foot section of the passage right where it doubles back onto itself. It waits for the first character to walk about halfway over its extended length before striking. That unfortunate character has a moment to notice that the floor feels a bit pliant (Int check DC 20), and then can make a Reflex save (DC 15) only if he or she recognizes the danger before the ooze strikes.



Gray Ooze: hp 31.

J. Third Cavern (EL 4)

This cavern is similar to the others, and is about 20 feet in diameter. Assuming a cultist left the skirmish in **Area H**, he waits here behind a stalagmite, his crossbow at the ready (he has cover). He fires only one shot, and then he charges in to do as much damage as possible before the PCs kill him. The unlocked **trapdoor** to the **Antechamber** (**Area K**) is not particularly well hidden, as it was primarily designed to keep out unintelligent creatures. The trapdoor leads 10 feet below.

Trapdoor: Search check DC 15; Unlocked.

K. Antechamber

You descend from the cavern into a roughly octagonal room 35 feet across at its widest point. The polished stone floor alone shows a level of care unseen in the level above it. Several mosaics depicting humanoid creatures performing rituals to a long-forgotten god decorate the walls. And though all of the scenes illustrate joyous events—bountiful harvests, successful hunts, and the like—an undercurrent of dread pulls at your skin, as if you had swum through a fetid river and were unable to completely cleanse yourself of its filth.

If Lucien Buche is with the party at this stage, he cannot identify the people in the mosaics or the god they're paying homage to. Even with an extraordinary Knowledge (arcane or religion) check (over 30), a PC only garners that these scenes are older than Libertyville and possibly predate Freeport's founding. The source of these divinely inspired pieces of artwork is not covered here, but getting to the bottom of this mystery would certainly make a suitable mystery for any party looking for further adventure.

After the PCs have been in the room for a moment, the group should discern that the mosaics are not the source of the dread they feel. It is coming from the set of unlocked, inward-opening double doors in the west wall.

L. Desecrated Temple (EL 11)

If your party members don't like to banter with the villain before they get 'round to the bloodshed, feel free to skip this next section of text and move straight to clobberin' time.

Should your group prefer a chance to do some talkin', inform them that…

Opening the double doors magnifies the unease you felt in the adjoining room. At first glance, this long chamber appears to be a temple to the same god ardently worshipped in the antechamber mosaics. But

you soon note that a new kind of worship has taken over this formerly holy place.

The wall portraits here have been crudely defaced, and some of them have been pulled completely out of the stone and shattered on the floor. Arcane symbols riddle the six columns that run the length of the temple, some of which have been etched with knives and chisels, some painted with large swaths of blood. The tapestries that once adorned the rear wall, some 60 feet away, have been used to make a fire in front of the altar, which has been hacked almost in half. But it is what lies in front of the altar that stops you in your tracks—or rather who.

Lying in a pool of his own blood, his clothes in tatters around his battered form, is Ezekiel Carthy. He appears to be breathing—barely.

A line of four cultists stands in front of the three steps that lead to the altar, and another two stand on either end of the platform on which the altar rests. A man with a shock of thinning, greasy hair slicked back straight on his head stands over Carthy, and slowly lowers a cocked pistol to his prisoner's head. Though he is some distance away from you, you have no problem hearing what he has to say to you.

"Look at you!" he bellows before inhaling deeply from a glass facemask attached to his collar. "Standing there like you're just going to $!%@! stride in here and just ^%#$! take what I worked so hard to steal. NO you won't, you $!%@!! You're all a $!%@! disappointment. I'm so $!%@! disappointed. Most &&*@#! disappointed that you've made it this far. But if you take just one more step, ONE MORE, your friend here won't live to see you take another."*

Billy Bones's threat may sound convincing to the PCs but it's hollow (Billy has Bluff +5, if the PCs want to make an opposed Sense Motive check). As previously noted, he needs the sextant to bring back to his masters, and he needs Carthy to operate it. If the PCs look like they're swallowing his bluff, he pushes the point harder: "You have no idea what you're messing with; Carthy deserves everything he's getting, and there's no treasure on the other side of Hell's Triangle." He will even go so far as to offer the PCs a sizable amount of "#$@#*! Money" for the sextant and their hasty departure.

Should the group actually hand over the sextant, Billy Bones grabs hold of Carthy and the magic item and casts *dimension door,* taking them back to the Libertyville shoreline (since Carthy is unconscious, he is a "willing" target). He then leaves the rest of the cultists to deal with the PCs as best they can. If the PCs survive that, they have to track down Billy Bones, which becomes even more difficult if he makes it to Hell's Triangle. Otherwise, they are destroyed in about a month.

But more on that later.

Assuming the PCs' don't fall for the bluff, they still have their work cut out for them. The desecration done to the temple acts as a permanent *bane* spell (-1 to attack rolls and –1 to saves against fear effects) that encompasses the area. Five of the cultists in the west end of the temple (the four in front of the steps and one on the platform) immediately fire their crossbows at the first sign of aggression from the PCs, while Billy casts *flame strike,* and then begins shooting his pistols, which the cultist standing next to him reload. The two cultists behind the double doors (which the players should not see unless they peek behind them) and the two cultists hidden behind the center columns move to flank the party once they've gone past.

Billy knows that it's put-up-or-shut-up time; this is his best and probably only chance to get Carthy and the sextant. He retreats only when it is clear that staying longer means his death, but he would rather die than allow himself to be captured. As the battle begins, he changes the potion in his atomizer from abyss dust to *haste*. As the party engages his last line of defense, he continually berates the party with obscene non-sequitors ("You've got pretty blood. So red and thick." "Bad things, man, bad things." "Blood for our lord!" "Yeah! Scream again! I want to hear you &*%$%! Scream again!" "Don't you %&*#$%& look at me!") Once the party cuts through the line of cultists, Billy Bones takes a snort of *haste* from his atomizer, and then attempts to *inflict critical wounds*, then *inflict serious wounds*. Then he goes to work with both cutlasses.

Once he has gone below 10 hp, he declares, "You #$%#$% fools! You could have won a swift, easy death. Once our lord has risen, you will wish you had. I'll see you…in Hell!" With that, he casts *dimension door* and escapes to the Libertyville beach.

Carthy is down to 1 hp, but he refuses healing, instead opting to drain a rum flask that he has on his person. The flask actually contains a *potion of inflict critical wounds*, although there will not be enough left in the container after Carthy has drained it for the PCs to realize this.

Once he has imbibed the potion, he insists that he be taken from "this foul place." Even now, he refuses to speak to about what happened. If the PCs show him the sextant, he looks resigned. "You've found it after all. I beg you, take it away. I was wrong. I should have consigned it to the bottom of the sea a long time ago. It's not too late. Do as I say, or others will come for it." If he sees that the PCs are set on using the piece, he relents with a heavy, melancholic sigh.

Though they are unaware of it, the PCs have just sealed Ezekiel Carthy's fate.

The **secret door** in the southwest corner of the room is well-hidden but unlocked. Inside are humanoid vestments, two potions of *cure moderate wounds*, and 128 gp.

Warrior Cultist of Yarash (4): hp 27.
Cultist of Yarash (6): hp 25.
Billy Bones: hp 75.
Secret Door: Search check DC 30.

Section Seven: Pluses and Minuses

Just Call Me Twinkletoes: +500 XP to each PC who avoids taking damage from *all* the cultists' traps.

Just Call Me Twinkle—ow!: +50 XP to each PC for every trap they avoid (should not be combined with *Just Call Me Twinkletoes)*.

Just Call Me Clutz: -100 XP to any PC who gets caught in *all* the traps.

That's Not a Man, Baby: -250 XP to any PC who intentionally or accidentally does damage to Carthy.

I've Got Your Sextant Right Here…: +100 XP to each PC if they convince Billy Bones that they'll hand over the sextant.

Section Eight: Hell's Triangle

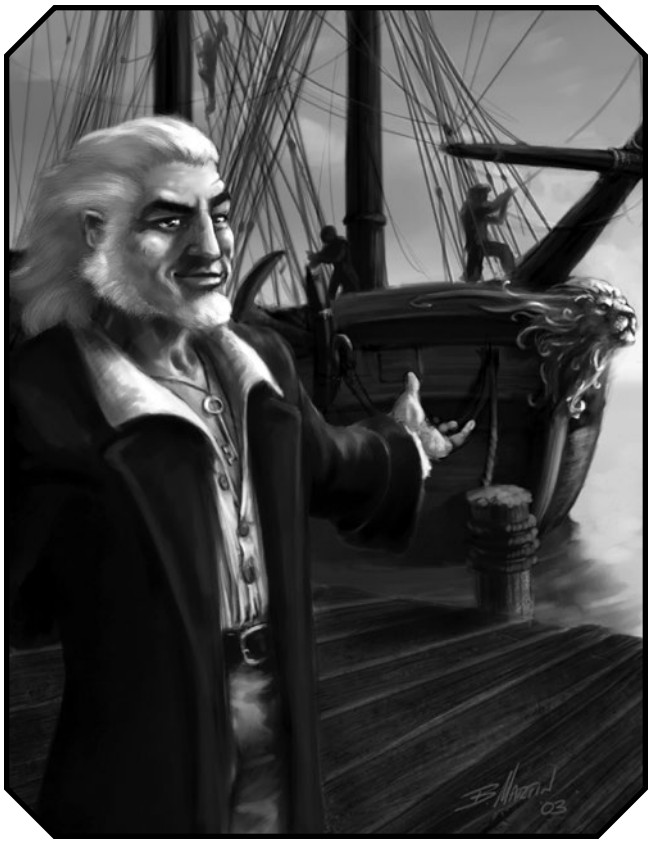
Captain Carthy will die if he helps the heroes enter the whirlpool using the sextant. As the heroes begin talking about how they should use the sextant, Carthy attempts to convince them one last time that it is not a good idea. He talks of man-eating sea creatures larger than any ship and a strange fog that envelops any ship traveling into the Triangle. He also quickly points out that those who enter the Triangle do not return—and that even if they survive the horrors of the Triangle, he does not know what awaits them on the other side. They may never be able to return to this plane of existence.

This is a good opportunity for some roleplaying. It not only adds some depth to Carthy's character, but it can also provide foreshadowing and a real sense of dread about what may happen in the Triangle. In the end, the appearance of the cultists and the possible rise of Yarash will weigh too heavily on Carthy's mind, and after some persuasion, Carthy agrees to guide them to the whirlpool.

Hey, We Need a Ship!

Obviously, the heroes need a ship to continue on from here. The simplest solution to this problem is that the heroes already have a ship of their own. They need only outfit it with supplies and crew as they normally would for a long sea voyage. If they do not have a ship, things get a bit more complicated.

Having a ship built is out of the question, as it would take months, and time is of the essence. Thus, the PCs may hire a ship or buy one from someone at the Docks. Buying one costs the most, as the heroes not only have to purchase a vessel, but they have to hire a crew and purchase supplies for them all. It should be abundantly clear at this point that the heroes need a large vessel, with at least two or three masts. If they are looking for something smaller, have them make a Wisdom or Profession (sailor) check (DC 10) to realize that something smaller will not do. The Ship Specification Table shows the types of ships that are available for sale, along with the crew needed and armaments on board. Please note that the crew must be hired or shanghaied, as they are not included in the listed price.



After purchasing the ship, it needs to be crewed. Shanghaied sailors are cheaper but less loyal. Keep this in mind when determining morale during the voyage. Crews can be hired at the rate of 5 sp per day per man for basic sailors. A navigator and first mate run 5 gp per day. Their morale rating can be improved if they are given a share of the spoils and treated fairly. Of course, the heroes may perform these functions themselves, using the following skills: Profession (sailor and navigator) and Knowledge (geography).

Of course, the heroes may hire a vessel that already crewed. The cost varies according to the ship's size. The captain charges an up-front fee and always requests a share of the spoils. Of course, the heroes could always lie to the captain and then commandeer his ship at sea. Although this method is cheaper, it could lead to problems of morale later on. The up-front cost is 1,000 gp, 2000 gp, and 2,500 gp, respectively, for each ship type listed in the Ship Specification table.

A sample sailing vessel, the *Sea Lion*, is outlined in the appendix, complete with crew. You may also create your own vessel and crew for the heroes to use.

Diving Spells

If they have not already, the heroes may want to use divination magic to find out as much as they can about the sextant, map, Hell's Triangle, etc. You have been given detailed descriptions of all of these items and areas, so please do not discourage the heroes from investigating them. These spells can be used to add to the mystery to the game, as the answers they give are often cryptic and create more questions for the heroes to ponder. For example: A *legend lore* spell cast on the sextant may reveal the following, "A protective guide, to be sure. In the hands of the old one it provides safe passage, but at the same time a long-awaited death."

Heading for the Triangle

Hell's Triangle is three to four days' sail from Freeport. Wherever you have placed the city in your gaming world, the Triangle is located as far away from the mainland as possible. Carthy and Lucien impress upon the heroes that time is of the essence. Carthy highlights the danger that the cultists and their sinister plans may pose to Freeport, and Lucien reminds hem that, according to the treasure map, Yarashad will appear within several days' time. So the PCs cannot dilly-dally around Freeport after recovering the sextant. They must put to sea as soon as possible.

Ship Specification Table

Vessel	# Crew Min/Max	Armaments	Purchase Cost
Sailing Vessel	8-12	None	8,000 gp
Merchant Vessel	15-20	1 Ballista	13,000 gp
Warship	15-20	2 Catapults	20,000 gp

Notes: A sailing vessel is a single-masted ship with no armaments. It is fast and light. A merchant vessel has two to three masts and a ballista mounted on the foredeck. It is slow but sturdy and has lots of cargo room. A warship has two to three masts with catapults mounted fore and aft. It is very sturdy but slightly slower than the small sailing vessel.

Alternatively, the rules for firearms from **Freeport: City of Adventure** may be used to outfit the ship. See pages 147-151.

In general, the Triangle's waters vary greatly. Most often, the seas surrounding it are rough, sporting whitecaps and making sailing difficult. Sometimes the seas are very rough, with swells of up to 20 feet. Even more ominous is the fog-bound area near the Triangle's center. Here, the seas are almost at a dead calm, and the creaking of every deck board can be heard.

Encounters in the Triangle

Here are four planned encounters for the heroes that occur before they reach the whirlpool. Feel free to use some or all, and add more if you think your group will enjoy them.

Captain Baumann's Revenge

Captain Baumann has not forgotten the heroes and what they did to her in her hideout. She has been watching them carefully, biding her time, waiting for the day when they would set out for Hell's Triangle. She wants that pirate treasure, and she is going to get it at all costs. She knows now that she will never get through the whirlpool without the sextant. Rather than stealing it, she plans to follow the heroes and ride through the whirlpool in their wake. She has consulted with a wizard and is convinced that this will work. The wizard has a *crystal ball* with *true seeing*, and he has been using it to track the heroes. Baumann knows what each of the heroes looks like and she's seen the ship they are traveling in, so any *nondetection* wards have to include all of these people and items to be effective. If Baumann cannot track the party via the *crystal ball*, she heads for the center of the Triangle and take her chances.

Baumann does not want to confront the heroes at this time, so she tries hard to avoid detection as she follows them to the whirlpool, remaining out of sight of their vessel whenever possible. Her wizard ally has prepared three *gust of wind* spells to help her ship get within range, when necessary, to enter the whirlpool.

If the heroes detect the Baumann's presence through magical or other means, they have a decision to make. Carthy tells them that turning to face her now may jeopardize the mission. The PCs may try to harass her, though, perhaps by summoning a sea creature to attack her vessel or flying over and dropping a *fireball*. The possibilities are endless, but keep in mind that Baumann is meant to be a recurring villain as the heroes venture to the seas beyond the whirlpool. If she is vanquished now, it may be satisfying to the heroes, but not as much fun as having her harassing them as the adventure goes on. The *Kraken's Claw* is detailed in the **Appendix**.

There's a War Going On, You Know (EL 10)

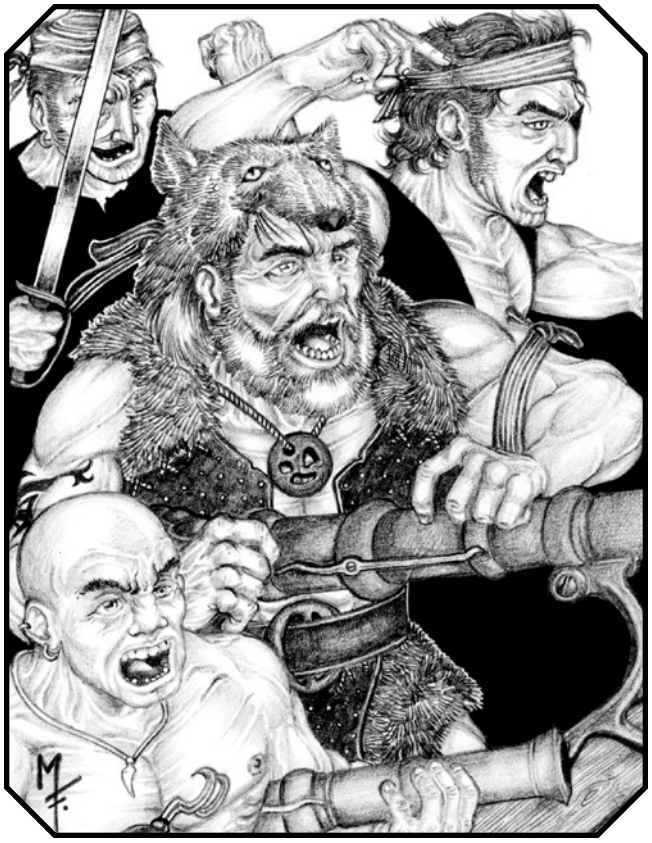
This encounter is designed to remind the heroes that there is a war brewing on the mainland, and Freeport is getting caught up in it. On the high seas, it is often difficult for commanders to ascertain the allegiance of any given ship, as all vessels do not fly their nation's colors. Unscrupulous combatants, of course, take advantage of the situation, attacking and capturing neutral vessels and impressing their crews into hard service.

One such captain is **Clayton "Red Wolf" Saragosa**, who commands the *Fang* for the barbarian navies. Clayton is a barbarian from the far North from a culture born and bred to sailing. He has blue eyes, fair skin, and long, bright, red hair and wears the pelt of a winter wolf as a cloak. The hair was a trait passed on from his mother, a woman taken by his father in a raid. In battle, he often flies into a fit of rage, his eyes bright and unblinking, his hair flowing wildly about him, and his teeth clenched in anger. His enemies began calling him the Red Wolf, and the name stuck.

The *Fang* is a small, fast, galley with two masts. A Kolter Titan GG swivel gun is mounted on the port and starboard sides to help with boarding actions. (See **F:COA** on pages 150-151). The ship also has an enchanted **figurehead** of a snarling wolf that grants *resist energy (fire)* on the entire ship and crew. Captain Saragosa can recharge the figurehead by placing a fire opal worth at least 500 gp in its mouth. Nine sailors, the first mate, and Captain Saragosa crew the ship.

Snarling Wolf Figurehead

The ship also has an enchanted figurehead of a snarling wolf that grants *resist energy (fire)* to the ship and anyone on board. An 11th-level wizard created the figurehead, and it absorbs 30 points of fire damage to the vessel and/or its crew. Snarling Wolf Figurehead: Greater Abjuration; CL 11th; Craft Wondrous Item, *resist energy: fire*, carved wooden figurehead of at least 500 gp value; Price 44,500 gp.



Their plan of attack is simple. The captain uses the *Fang's* speed to bear down on the opposing ship, taking care to avoid a broadside if possible. His men then fire at the heroes as soon as they are in range. One-eyed Pete the wizard uses his *scroll of lightning bolt* on the largest concentration of people on the deck of the heroes' ship. At the last moment, the *Fang* comes up alongside the enemy vessel and a volley from the swivel gun clears the decks. The barbarians then throw grappling hooks over to pull the ships together, while others swing over on ropes from the masts. When they capture the crew, they loot the ship and then refit it as a barbarian warship. They press the crew into working for them—or they kill them.

This encounter is a great opportunity to have some fun with swashbuckling combat. Have the NPCs swing from ropes to attack the enemy, balance on the yardarm while sword fighting, or make a heroic leap across to the enemy ship as they engage.

Clayton "Red Wolf" Saragosa: hp 69.
Clayton's First Mate, Stumpy Hookhand: hp 25.
One-eyed Pete: hp 19.
Clayton's Rogue Pirates: hp 22.
Clayton's Fighter Pirates: hp 21.

The Storm of Storms

At some point in the journey to Hell's Triangle, the heroes encounter a terrible storm. This should occur before the last encounter listed. Make sure you give the heroes plenty of warning so that they can take some precautions. The skies begin to look dark and ominous and the winds pick up tremendously. Thunder rattles the decks and lightning lights up the skies. Then the seas then turn rough and the rains come, bringing the storm in earnest.

The heroes may want to lash themselves to the deck or try to ride it out below deck. That would be too easy and very uninspiring. One or all of the following things could happen to liven things up during the storm:

I'm Gonna Be Sick!

The endless swaying of the boat in the storm may cause some of the heroes to get seasick (See Seasickness Rules in **F:COA** on page 113). The heroes have to make a Fortitude check (DC 20) or temporarily lose 1 point constitution per day until he makes a successful Fortitude check. Keep in mind that the DC for the check after the storm is 10.

Man Overboard!

Someone important—a party member, Lucien, or the vessel's captain—washes overboard. The heroes must save him before he drowns! Play this for cinematic effect as much as possible. Waves crash on the deck, lightning strikes in the distance, and the ship keeps moving away, etc. Certain skills come into play here, like Swim, Use Rope, Profession (sailor), Balance, etc. Remember to apply armor check penalties for anyone foolish or unlucky enough to fall into the ocean while still wearing armor!

Leak!

The pounding of the waves and the rocking of the boat cause a leak in the hull. The ship takes on water at an alarming rate. Someone has to swim into the hold to stop the leak, or the ship will surely sink! The PCs can fix this problem by casting a *make whole* spell may be cast on the hull if the caster knows the breach location. Or, the hero may stop the leak with more mundane things, like tools or a spare sack—any item that can be shoved in the hole temporarily until the storm passes.

Hey! Who Tied that Knot?

Although the crew has battened down the hatches and tied down the sails, one of the knots comes loose. The mainsail is now partially open and the storm threatens to rip it apart, and, of course, the PCs need the sail to get where they are going. The heroes have to come out on deck and help tie down the sail. Here again, skills like Use Rope, Balance, and Climb come in handy. For example: A hero may have to climb up the mast (Climb check, DC 20), shimmy out on the yardarm (Balance check, DC 25) and tie down the sail (Use Rope check, DC 20). Failure means crashing to the deck, doing it all over again, or worse: falling in the raging seas. See **Man Overboard!**.

Death Fog (EL 5)

The center of Hell's Triangle is ringed with a perpetually thick fog. It is so dense that it is difficult to see your own hand in front of your face. In this area, the water is very still and there is only a slight breeze, so the ship will be moving very slowly. Every sound is magnified in the stillness. The ropes rubbing against the mast, the creaking of the ship boards, and the lapping of the water on the ship's hull will combine to become both annoying and creepy. Intuit Direction will be the only way to navigate in this impenetrable fog.

Lurking in this area is a pair of Life Leeches. (See Appendix: New Monsters). They were drawn here when the whirlpool was created. Now they prey on any living creatures that venture into the fog.

They will use their near invisibility in the fog and their blindsight ability to strike at vulnerable party members. Since visibility is so minimal, 2 feet at the most, anyone not directly in melee combat will not be able to see the life leeches.

There should be a buildup to this encounter. Take some time describing the eeriness of the fog. Maybe a wisp of air passes by one of the heroes as they are on deck or a strange noise causes him to turn his head. There should be a feeling of foreboding before the attack comes.

Life Leech: hp 45.

Into the Maelstrom (EL 6)

The center of Hell's Triangle is a one-mile-diameter circle surrounded by a wall of impenetrable fog. The sky is clearly visible, as it appears that the heroes are in the eye of a storm. The whirlpool lies at the circle's center, drawing all things toward it. For dramatic effect, the heroes should arrive here at night. The stars and the moon hang brightly in the sky. A swirling wind drives their vessel along the current toward the Triangle's center.

The whirlpool is a massive, swirling patch of water one 100 feet across. Lightning rises from its depths toward the cloudless sky. An ear-shattering thunder booms occasionally, causing the hull to vibrate. As the PCs draw near the whirlpool's raging waters, they realize the water will tear the ship apart if they can't find some magical means to protect it.

As the ship closes in on the whirlpool, Carthy stands on the forecastle and raises the sextant above his head. He speaks a word in an unknown tongue. In an instant, a golden sphere of force surrounds the ship in a protective bubble. The lightning and waters rage around them, but the sphere keeps all within safe.

At this moment, an **osyluth devil** attacks Carthy. The Captains' Council of Freeport bound the devil to the whirlpool, fearing that Carthy might return to this spot someday to somehow resurrect his old companions. The devil has been waiting for Carthy to appear for almost 150 years, and he uses his spell-like ability to *teleport, greater* right in front of Carthy. The devil attempts to rip the sextant from Carthy's grasp. Although Carthy would normally be more than able to defend himself, the drain of using the sextant leaves him helpless. If the devil rips it from his grasp or Carthy tries to attack the fiend, the protective aura around the ship dissipates, and the whirlpool slowly rips ship the ship apart, tearing it asunder after 10 rounds.

Osyluth: hp 95. (**GM's Note:** If this devil is too weak for your group, you can try adding another one or using the monster advancement rules in the **MM** to make him tougher. This combat should be challenging for the group as it marks the end of **Act I**.)

After the devil has been dealt with, the ship sinks beneath the waves within the sextant's protective. As this happens, Carthy begins to change, as the sextant drains his life energy from him. Above the storm's din, he speaks his final words:

"I die now, but not with regret. You have given me a chance to pay for my past crimes, and I thank you for it. I was one of the Full-Fathom Five! I sailed with those vile brutes nearly two centuries ago. We were once the finest captains who ever sailed the seas, and we served proudly in Freeport's navy. But Drac betrayed us and left us for dead; and to save our lives we traded our souls to Yarash. The crimes we committed upon the

oceans, I dare not speak. They grew too great for me to bear, and I knew the Five must be stopped.

"Yarash had five artifacts on his person—five ancient holy tools Harrimast gave to him when he was his first mate and avenging angel. I stole the artifact that gave him command of the seas—the sextant. The captains of Freeport drove the Five into Hell's Triangle, where the vortex swallowed them. But I fear they live still, those bloodthirsty brutes. And I fear they have collected the rest of Yarash's artifacts—which would make them unspeakably powerful.

"Beware them, my courageous friends! They are cunning and vicious beyond my power to describe! But you must battle them all if you hope to return. For the artifacts unlock Yarashad's treasures. You need them all to find the riches you seek. But they hold secrets you can't imagine…the dark powers of Yarash…and his Son…

"Farewell, and may Harrimast put wind at your backs. I ask one favor before I depart. If you see Jenny Ramsey, tell her Ezekiel Carthy still—still—"

Then Carthy gasps for breath and his broken body falls to the deck. Suddenly, the ship slips through the whirlpool and falls from a great height. With a tremendous splash that throws everyone to the deck, the ship lands upon a wide ocean. Above them, the whirlpool disappears. The heroes look about to see a green ocean and a sky filled with unknown stars. They have reached the other side of the whirlpool, but where that is exactly, they cannot say.

As they are falling through the whirlpool, have the heroes make a Spot check (DC 20). A successful check means that they have spotted what they think is the *Kraken's Claw*. It appears to have been drawn in after them, but whether or not the sextant protected it from the whirlpool is unclear. Now, the ship is nowhere in sight.

Section Eight: Pluses and Minuses

You Call That Tough?: +1,000 XP to each PC if no one in the party dropped below 0 hit points during the course of Act I.

Let's See Some ID: +100 XP to any PC who guessed that Ezekiel Carthy was much older than he appeared.

Somebody Stop Him!: -100 XP to any PC who tries to prevent Ezekiel Carthy from using the sextant.

In the (unlikely) event that some of the PCs have not advanced a level at some point during Act I, they should be given enough additional experience points to reach the next level.

- Act the Second -

The Islands of the Damned

In Which the Adventurers come Face to Face
With the Remnants of the Full-Fathom Five;
Steal the Artifacts of Yarash;
Lay Hands on Limitless Amount of Plunder;
And Confront a Foe
They Thought They'd Left Behind

"They lives forever mostly; and if anybody's seen
more wickedness, it must be the devil himself."
—Robert Louis Stevenson, Treasure Island

~ Act II: Islands of the Damned ~

The PCs survived the rigors of Hell's Triangle, and they now find themselves amidst four islands that don't appear on any map—except the one Flint Quickfoot paid his life for. Before the sextant consumes Ezekiel Carthy's (un)life energy in **Act I**, he reveals to the PCs that they need certain keys to unlock the treasure buried on Yarashad: the pistol, bell, spyglass, and hook pictured on Flint's map. Currently, Yarashad is nowhere in sight.

The PCs, no doubt, choose an island to explore. In doing so, they soon discover that each island bears a character unique to its master. The PCs also discover the relationship between the pirates has decayed over the long decades of exile (as the **Views** section denotes in **The Islands of the Damned** section that follows). When not openly warring against each other, the undead captains keep to themselves, brooding and scheming in their tiny kingdoms. They each know the others hold the remaining artifacts; they also know that simply *pooling* their artifacts can allow them to escape their dimensional prison—or even free their erstwhile master when Yarashad reappears. But none trusts the others enough to do this.

Knowing this, Yarash dispatched cultists to Freeport to steal the sextant, travel to the islands, and to recover the rest of the artifacts, by guile or force. The cultists would then use the artifacts to free their master when Yarashad reappeared. But that plan, of course, went awry, thanks to the PCs.

In any event, if the players want the treasure, they need to obey Carthy's dying injunction and collect the artifacts themselves. (If they don't get the point, Lucien could certainly emphasize it.)

As suggested at the end of **Act I**, you should allow the PCs to level up before running this section of the adventure.

The Islands

There are four Islands of the Damned to be explored, one for each of the remaining members of Yarash's minions, the Full Fathom Five. A brief overview of the islands follows.

The Isle of Undeath

Master: Daen Danud (page 70). Daen is a pale, shriveled lich who stands just above six feet tall. He wears his white hair pulled back in a ponytail that falls to the middle of his back, and he wears white leather armor and a white cloak, both randomly mottled with blood.
Artifact: Ship's Bell (page 95)
Artifact's Power: Controls the undead
Island in a Nutshell: A huge complex housing an undead army created to overrun the other islands and put their inhabitants to the sword hides beneath this idyllic island.

Daen's View of the Others

Ahunatum (Black Jenny Ramsey): Daen finds Ahunatum too weak to be of use to him, and he almost pities her refusal to accept her undeath.
Moab Cys'varion: Daen respects the drow for his ambitious plans, but thinks his dabblings are ultimately a waste of time.
Zoltan Zaska: Daen sees Zoltan as a vain fop; he's beneath contempt.
Ezekiel Carthy: Daen blindingly hates the betrayer.

The Boneshaper's Throne

Master: Zoltan Zaska (page 98) The ghoul appears as a rotting man in dashing pirate garb. The stench of death clings to him.
Artifact: Pistol (page 122)
Artifact's Power: Controls manufactured objects
Island in a Nutshell: Zoltan Zaska pits tribes of humans against each other and he uses them in barbarous experiments. He rules over his charges in his skull-shaped, flying castle.

Zoltan Zaska's View of the Others

Ahunatum (Black Jenny Ramsey): Zoltan desperately loves Jenny, but he doesn't wish to face her.
Daen Danud: Zoltan believes Daen to be a grotesque sadist, and he avoids him at all cost.
Moab Cys'varion: Zoltan remains unsure about Moab; the drow may be an ally, but he may just as likely be an enemy.
Ezekiel Carthy: Zoltan holds unmitigated hatred for the man he blames for his current circumstances.

The Island of the White Gorilla

Master: Ahunatum (Black Jenny Ramsey) (page 127) Ahunatum appears as an unearthly beautiful woman in flowing white robes. She's tall, blonde, and imperious; her demeanor is as cold as ice. She conceals her missing left hand—now a hook.
Artifact: Hook (page 143)
Artifact's Power: Dominates the minds of living creatures.
Island in a Nutshell: While human slaves labor in mines under the yokes of their intelligent gorilla masters, the mistress of this jungle island slakes her lust for blood and makes her unholy artifact even more powerful.

Ahunatum's View of the Others

Zoltan Zaska: Ahunatum views her ex-lover as a shadow of his former self; she finds him all the more pathetic because he continues to try to recapture previous glory.

Daen Danud: Ahunatum finds Daen vile and disgusting, though desperation could cause her to ally with him.
Moab Cys'varion: The drow remains an utter mystery to Ahunatum.
Ezekiel Carthy: Her blinding, obsessive rage for Ezekiel masks a deep, wounded love.

Crystal Lake Island

Master: Moab Cys'varion (page 148) The undead drow Moab has sickly white skin, no hair, and bright red eyes.
Artifact: Spyglass (page 173)
Artifact's Power: Opens dimensional gates
Island in a Nutshell: In an ancient castle beneath the waves of this island's lake, experiments are being performed on unwitting humans in order to create an invincible, mutated fighting force.

Moab's View of the Others

Ahunatum (Black Jenny Ramsey): Moab is indifferent towards her.
Daen Danud: Daen's love of undeath repulses Moab, so he prefers to avoid him.
Zoltan Zaska: Zoltan has so much potential as a sadist—but love makes him weak.
Ezekiel Carthy: Ezekiel's betrayal of the Five baffles Moab; he often wonders what led him to turn on his allies.

The Arrival

After their trip through the maelstrom, the PCs arrive in the Islands of the Damned to a deceptively lovely day. The next leg of their epic journey is about to begin. Smiles, everyone—always smiles!

The sky above you is clear blue, broken here and there by faint wisps of cloud, and the sea beneath is very calm. Four islands spread out before you, and there's no sign of Hell's Triangle— and no way of knowing how you will ever return home.

But, for now, you have other concerns to address, starting with raising the sails to catch the gentle wind behind you.

If your PCs make various attempts to return to Freeport, they all fail, regardless of the method chosen. They want to gain their bearings from the night sky? Well, they've never seen these constellations before. They try to teleport? They're out of range—way out of range. They want to open a dimension door? No dice; Harrimast wants them to stay put. Basically, to go back, the PCs need to go forward.

If the PCs don't think to check the map, Lucien brings it to them, saying, "By gum, we've made it through! There are the islands, but we seem to be missing one...Yarashad itself, I assume. Well, that means we have time to gather those artifacts that chap Carthy went on about before the sextant killed him. Poor fellow."

From there, it's on to the various islands.

Running Act II

So, where do the players go first? Wherever they want. This section of *Black Sails Over Freeport* allows the PCs to explore the islands in any order they wish. To keep some structure to this Act, and add a bit more depth and interconnectivity, the adventure includes several "planned encounters" within each island section. While Yarashad's appearance is obviously essential to the plot's development, the others can be added as you see fit. The events are:

Yarashad

Shortly after the PCs collect the final artifact, the lost island of Yarashad reappears. Then, the PCs must race to solve the mysteries of Yarashad before the island vanishes again—or before one of the PCs succumbs to the imprisoned Yarash's temptations.

You can play this event one of two ways: the island simply shows up (**The Tranquil Approach**), or it rises out of the water like a volcano on speed (**The Dramatic Approach**).

The Tranquil Approach

The morning greets you with a vivid red sky. You remember the old saw: "Red sky at morning, sailor take warning." You never thought much of it— until now.

Something else strikes you as odd, and it takes you a moment to put your finger on it: there's an island at sea that wasn't there yesterday. A quick glance at the map confirms your suspicions...it's Yarashad.

The Dramatic Approach

A low vibration shakes you awake, growing in intensity as you come to your senses. You begin to don your clothing when you hear a desperate shout from above: "All hands! All hands on deck, you mangy dogs! Move it!"

The cause of the alarm becomes evident as you sprint on deck to the first red rays of the morning sun...a wave, nearly 40 feet high, is headed straight for you.

At this point, the PCs need to make all sorts of skill checks. They need to make Dexterity checks to get the sails furled, Strength checks to take control of the wheel or to help out on the oars, Profession (sailor) checks to get the boat facing into the wave, and any other check you deem necessary to make certain the ship survives the oncoming tsunami. You need not set DCs for this encounter; just make it suspenseful. When the wave hits, read the following:

The prow of your vessel bites into the wave, launching a blast of spray that drenches you to your skin. The water lifts the bow, and forces your boat skyward. You flail at nearby ropes as the loose debris

slides aft. Still you keep climbing, the boat standing nearly on end as you make your way up, up, ever up. You can see the last stars of the night sky, and then the bow blocks them from view. Still you go up, until the bow is above and behind you, pushed farther back by the wave's crest. And then, you are over, the prow pushing through the top of the wave and down. You are slammed down to the deck as the front of the ship crashes into the back of the wave, sending another torrent of water over you and below decks.

Then the sea before you calms, the tidal wave having passed behind you. Ahead, the cause of the disturbance is plain: an island, one that hadn't been there yesterday, sitting alone as the waves caused by its appearance extend outward like ripples fleeing a tossed stone. A quick glance at your sodden map confirms your suspicions…it is Yarashad.

Attack!

While the PCs explore the first island, they encounter an attack force from one of the rival members of the Full-Fathom Five. This is the first clue that the pirates' relationship has deteriorated from mere distrust to open hostility. More details about this encounter are provided within each island's description.

Retaliation

While uncovering the secrets of the second island, the PCs stumble upon a force preparing to leave to wreak havoc upon its neighbors. The islands' write-ups describe what this entails.

Planned Encounters for Captain Baumann

The following encounters describe possible situations involving Captain Baumann. The captain and her crew have beefed-up stats in **Act II**, reflecting the experience they have gained in the islands. Their new stats are included in the **Act II** stat listing in the **Dramatis Personae** on page 218**.**

Feel free to use any of the following encounters.

A Shot Across the Bow (EL 11)

After they complete the second island and are en route to the third, the *Kraken's Claw* returns. Morgan Baumann and her crew survived the rigors of the giant whirlpool, and she is determined to make the PCs pay for stealing her rightfully taken plunder. But the time she spends amongst the Islands of the Damned may give her second thoughts about who her enemy really is.

The wind has proven most cooperative today, and the sea has been relatively calm. Should the weather hold, you believe that you can put a boat ashore within the next few hours.

As the island comes into sharper focus, you notice something coming from around the other side. It's a ship! The first you've seen since you plunged through Hell's Triangle. Oddly, it makes better headway in this wind than your own vessel, and it's headed in your direction, and is closing fast.

Baumann correctly guessed that the PC's vessel is the only other ship in this godforsaken stretch of the sea, and has ordered one of the *gust of wind* spells be used to close the gap. She stands on the bow of the ship, grinning and waiting. Your PCs should have a chance to recognize her...right before she screams out, "Fire!".

The good captain knows the PCs' actions with the sextant got her ship through Hell's Triangle, so she does not want to kill them outright, only hurt them. Her swivel gunners try to cause some collateral damage, like killing a crewmen or two. Her Sea Dogs are much more adept at ship maneuvers, so she never lets the two ships get close enough to allow boarding actions, preferring to let her guns do the talking. She harries the PCs' ship until it gets close to shore, and then she breaks off as suddenly as she engaged. Your PCs may believe they drove her off, or that she refused to enter the shallower waters—or that she can come back and finish them at her leisure. Let them believe what they will.

If allowing Baumann to escape for the second time seems like a dirty GM trick, you may want to alter the encounter so that the *Kraken's Claw* only gives the PCs' ship a single pass and continues on its way, rather than harassing them as long as she likes. However, if you'd prefer one less loose end to tie up later on, then extending the encounter may be the way to go.

The Enemy Within

Before she left to wreak havoc upon the PCs' ship, the *Kraken's Claw* sent a rowboat filled with a half-dozen of her Sea Dogs ashore. The crew has been getting the lay of the land when they run into the PCs. Details on where the adventurers run into these scurvy dogs is placed within the islands' descriptions.

Baumann's Dilemma (The Enemy of My Enemy Variation) (EL 9)

After the Sea Dogs she sent to explore the third island do not return, Morgan Baumann realizes the *Kraken's Claw* is in trouble. Being in an unknown part of the world, she does not know how to return to friendlier waters. As her crew dwindles and no safe harbor manifests itself, Baumann reluctantly realizes that the PCs are in the best position to help her, even though she originally planned to kill them. Therefore, she decides to make some concessions.

As the players steer their ship toward Yarashad, they notice that the *Kraken's Claw* stands between them and the island. If the PCs move to avoid the ship, it follows and eventually closes the gap. When the ship comes close enough for the adventurers to make out individuals on the deck, Baumann orders her crew to strike the colors. Then she raises the white flag of truce, and furls the sails, leaving the *Kraken's Claw* dead in the water. The PCs notice there are no guns on deck, and one Sea Dog is waving for their attention. The crewman bellows across the gap that his captain wishes to parley, and that she will meet them between ships in her rowboat. They can see that, indeed, Baumann and two of her crew are being lowered in a boat.

Using the Artifacts of Yarash

Each artifact serves as a conduit for a particular aspect of Harrimast's power in the Material Plane. When Yarash swept into battle carrying the complement of divine tools, he could bring his master's full strength down on his foes. Without the artifacts, the first mate proves hardly more formidable than any one of his undead lackeys.

Angling the **sextant** into proper position gave Yarash easy transit of the world's oceans—his sails filled even in a doldrums, and his decks stayed dry in the roughest seas. The **hook** gave the vile first mate the power to dominate men's minds. The mightiest admirals quailed at sight of his sails on the horizon, and his cultists endured any torture, died any death, if it furthered the wicked demigod's cause. The **pistol** let Yarash control the creations of men's hands, ruining the weapons of his enemies, or warping ships' planks until the nails flew out of them like shrapnel. With one peal of the **ship's bell**, Yarash could summon, create, and control the undead, raising skeletons from the seafloor or zombies from butchered corpses on an adversary's decks. And peering through the **spyglass** allowed Yarash to travel between planes—flashing out of nowhere to slaughter a ship's crew, and then vanishing while the water flowed red and hot with fresh blood.

When the surviving Full-Fathom Five found themselves trapped with the artifacts, they tried to tap into the magic items' power to get back home. But they discovered, to their horror, only a divine being could use the powerful artifacts properly. The Five managed some creations through them, but these were mere laboratory projects. Zoltan Zaska parlayed the pistol into a flying fortress and legions of automatons, but he couldn't figure out how to make a ship strong enough to withstand Hell's Triangle. Moab Cys'varion worked for years to focus the energy of the spyglass, but couldn't create a dimensional gate to return him to the Material Plane. Daen Danud clanged his ship's bell and created legions upon legions of undead, all of whom could be laid low by a team of clerics; Yarash had used the same bell to create the Full-Fathom Five, who brought the navies of the world to their knees. Black Jenny Ramsey's hook, which formerly cowed admirals and kings, turned her subjects into pathetic, half-starved castaways. Only Ezekiel Carthy came close to exploiting the full power of his artifact. He used it to save the world.

Still, the artifacts remain potent tools—powerful enough to penetrate the island prison of Yarashad and restore its lone captive to his former glory. Harrimast let the Five hold onto the artifacts because he understood the pirates' character: they were too bitter and wicked to ever cooperate with each other, to pool the weapons they had stumbled across—and none of them possessed enough power to conquer the others.

Why not just destroy the artifacts—and Yarash—outright? Harrimast, at the core, is a pirate. He likes the thrill of the chase; he likes a high-stakes game. Without cooperation, he knew the Full-Fathom Five could never invade Yarashad. But just maybe the witless scurvy dogs would wipe each other out with some spit and vigor, enough to make the great pirate lord roar himself silly on the deck of his great celestial galleon. Or, even better, some tough comers might decide to come after the treasure themselves, wiping out the undead pirates and leaving Yarash friendless and damned for eternity.

But just because Harrimast wants to see his wicked stepchildren keelhauled doesn't mean he's going to make it easy for anyone to do the deed. Why open a door, when you can throw someone through a window? Thus, he has made the artifacts so unstable that using them poses tremendous risks to anyone not divine—but anybody who wants the treasures of Yarashad must take that risk.

Once they have the artifacts, the PCs must make Will saves to use them. Whenever they attempt to perform an act with the artifacts, you decide if that task is straightforward or complex. Based on the difficulty of the task, have the PCs roll against the Using the Artifacts Table. In most cases, the Full-Fathom Five can make the artifacts obey their instructions at will.

The items may have additional powers outlined in the descriptions of their respective islands—in most cases, these powers are specific to the island in question. Keep in mind that the PCs may come up with creative uses for the artifacts not outlined here. Feel free to grant them leeway with the magic items if the ideas seem feasible.

Straightforward Tasks: Will save (DC 25)

Straightforward tasks include the various tests on Yarashad, as described in that section (such as opening a gate to clear an existing—but partially blocked—tunnel, subduing golems, taming the undead, and so on). This also includes using the artifacts for the purposes devised by the Full-Fathom Five (piloting Zoltan Zaska's skull fortress, etc.). Other simple tasks include:

Hook: The user can affect all creatures within 10 feet per character level with a lesser mind-affecting spell, such as *charm person* (as cast by a 10th-level sorcerer). The user might also help a willing subject remember a forgotten fact or force an unwilling subject to speak the truth. (Note: If a character does *not* lop off a hand to use the hook, a Straightforward use of the hook becomes a Complex one, requiring a DC 30 check.)

Spyglass: The user can create a gate through a solid object no more than 100 feet thick, or create a gate to another location within line of sight no more than a quarter-mile away.

Ship's Bell: Evil characters can animate dead, as per the *animate dead* spell cast by a 10th-level cleric. Good characters can Turn Undead as per a 10th-level cleric.

Pistol: The user can cause a simple artifact—meaning a product of human hands, not a magical device—to malfunction, such as a sword shattering or a cannonball exploding; control one golem or 1d6 smaller constructs; or create a simple artifact.

Sextant: The user can calm choppy waters, stop a light rain, or create a light breeze. No check is required to use the sextant to traverse Hell's Triangle. Using it for anything more complicated requires a check.

Straightforward Task Results (roll 1d20)

25+	**Success.** The PCs achieve their goal. Any other checks they make with this artifact receive a +5 familiarity bonus. The PCs *do not* get subsequent bonuses for successful checks, unless they succeed at a complex task (see below). (If the PCs have already received the +10 bonus from a complex use of the artifact, cap the bonuses there.)
20-24	**Failure.** The PC is stunned for 1d4 rounds.
11-19	**Failure.** The PC is knocked unconscious for 1d10 rounds.
05-10	**Failure.** The PC is knocked unconscious for 1d4 rounds, after which he becomes a fanatic proselytizer for Harrimast. His alignment slowly changes to chaotic neutral, becoming permanent at the end of 24 hours. Clerics and paladins may resist this change with a Will save (DC 18). The hook artifact may also be used to affect the change (roll on the **Complex Task Results Table**).
01-04	The PC becomes a fanatic proselytizer for Harrimast, as outlined above, and also loses 1d6 points of Wisdom. Only a *restoration, wish, limited wish,* or *miracle* spell restores the Wisdom—or by a successful use of the hook artifact (roll on the **Complex Task Results Table**).

If the PC rolls a natural 1, roll again. If the second roll is 1-2, the PC may be feebleminded as per the *feeblemind* spell (Will save, DC 20).

Complex Tasks Examples: Will save (DC 30)

Hook: The user can affect all creatures within a 10 feet area per character level per a strong mind-affecting spell, such as *dominate person* as per a 10th-level sorcerer, with the effects lasting one day. The user can restore a character's lost Intelligence or Wisdom. (Note: If a character does *not* lop off a hand to use the hook for a Complex task, the DC rises to 35.)

Spyglass: The user can create a gate through a fully intact mountain or similarly thick barrier and can create a gate between an object further than a quarter-mile away or not in line of sight. (Note: Creating a portal between planes is too difficult for mortal beings to attempt.)

Ship's Bell: Evil users can control and create undead. Good users receive heightened turning abilities, gaining the Extra Turning feat.

Pistol: The user can create a complex artifact—meaning a product of human hands, not a magical device—or cause one to malfunction or control 1d6 golems or 3d6 smaller constructs.

Sextant: The user can cause or calm a major storm. The user might bring down lightning on an enemy's mast or capsize a ship. As above, no check is needed to use the sextant to traverse Hell's Triangle. Using it for anything more complicated requires a check.

Complex Task Results (roll 1d20)

30+	**Success.** The PC achieves the desired result. Any other checks made by the same character with this artifact receive a +10 familiarity bonus. The PC *does not* get subsequent bonuses for successful checks, complex or straightforward. (If the PC has already gotten the +5 bonus from a straightforward use of the artifact, give him a +10 *total* bonus and cap the bonuses there.)
25-29	**Failure.** The PC is stunned for 1d4 rounds.
20-24	**Failure.** The PC is knocked unconscious for 1d10 rounds.
11-19	**Failure.** The PC is knocked unconscious for 1d4 rounds, after which he becomes a fanatic proselytizer for Harrimast. His alignment slowly changes to chaotic neutral, becoming permanent at the end of 24 hours. Clerics and paladins may resist this change with a Will save (DC 18). The hook artifact may also be used to affect the change.
01-10	The PC becomes a fanatic proselytizer for Harrimast as outlined above, and also loses 1d6 points of Wisdom. Only a *restoration, wish, limited wish* or *miracle* spell can restore the lost Wisdom.

If the PC rolls a natural 1, roll again. If the second roll is 1-5, the PC is feebleminded as per the *feeblemind* as cast by a 10th-level sorcerer.

Should the PCs row out to meet her, they find Baumann standing in the front of the boat, arms crossed.

The good captain eyes you as you approach, as if measuring your intent. She maintains her silence as you draw your boat alongside; then she uncrosses her arms and places them on her hips, a mere hand's-breadth from her cutlass. She holds that pose for a moment, and then lets out a sigh.

"Yarr, 'tis an accursed place you've dragged us to," she states, "and judging by the look o' ye, you've had more than your share of scrapes since we sank through the Triangle. Abominations fill every island, each worse than the last, and there's naught to be plundered but death. Much as I'd like to dangle you from the crow's nest by yer guts for swiping me prisoner, I reckon that we'll both have a better chance of survival if we stand together."

Difficult as it may initially be for the PCs to believe, Baumann's offer is genuine, and she'll make concessions to prove it: not only does she agree to accompany the PCs and follow their orders until they get back to civilization, but she also agrees to steer clear of any vessel the adventurers voyage upon from this point forward. She won't offer, but if informed that she won't be receiving any portion of the booty, she concedes. She won't be happy about it, but she figures that she'll have much more chances for plunder back in Freeport's waters.

If questioned about the honesty of her offer, she replies (through gritted teeth), "Morgan Baumann has never offered her hand in truce to anyone, ye dogs. I make this offer once, and should ye spurn it now, you'll not see it again. I'm a pirate, but I'm no Drac. When I gives me solemn oath, I keeps it."

Should your PCs accept Baumann's offer, they find they've gained a powerful fighting companion. Baumann helps the PCs with their remaining obstacles in this act, but parts ways with them once they return to civilization.

If, on the other hand, your PCs would prefer doling out wounds instead of bandying words, they need to begin making Reflex saves (DC 15) every time they swing a weapon to keep from falling overboard. Baumann has ordered her dogs to row back to the *Kraken's Claw* should fighting break out. She does not engage the PCs, but instead yells up to her crew, "Blow them to hell, boys!" The Sea Dogs can set up and fire a Gorgon gun at the PCs' boat in two rounds, and they do not let up until their captain makes it safely aboard, at which point they break away. From here, you can either bring the two groups together again using **Baumann's Dilemma (Kick 'Em When They're Down)**, or simply assume that the wily pirate figures a way to ride the PCs' coattails back to Freeport).

Baumann's Dilemma (Dwindling Numbers Variation) (EL 8)

This scenario is the same as the Enemy of My Enemy Variation in most respects, except both the PCs and Baumann have a bit more incentive to work with each other—they've lost too many crewmembers to operate their craft.

The easiest way to accomplish this is to slowly whittle away at the PCs' crew through prior combat with Baumann (**A Shot Across the Bow**), through various encounters with the islands' inhabitants (like the **Aftermath** section of the **Isle of Undeath**), and then sweep the last critical members overboard as the ship moves through the tsunami Yarashad's appearance caused. They have enough forward momentum to carry them to the *Kraken's Claw* and no further. A member of the crew could inform the adventurers that they're becalmed as they're leaving to speak with their adversary.

Baumann offers the same terms as previously noted, and suggests the party and the last members of their crew come aboard the *Kraken's Claw*. It's a faster ship, she points out, and it's armed. Leaving The *Kraken's Claw* would initially be a sticking point, but, with good roleplaying on the PCs' part, Baumann can be convinced to board their ship. The two crews get along, but not well. For her part, Baumann chafes if she has to take a subordinate role on the adventurers' boat, and she has little tolerance for poor captainship. "Let me do it, ye whelps," she admonishes. "You've not the sea legs for it."

Baumann's Dilemma (Kick 'Em When They're Down) (EL 12)

This variation occurs after the PCs' final confrontation on Yarashad, just as they drag their bruised, battered forms back to their boat, booty in tow. The scenario assures that the party does not become the richest individuals in Freeport, if not the world.

Captain Morgan Baumann stands on the strand, her hands folded casually over the cutlass planted in the sand at her feet. Four members of her crew stand behind her, weapons drawn and ready. Further out, you see your ship, locked in battle with the Kraken's Claw*, the marauder's guns blazing. As you watch, you see pirates retreating from your ship's deck, swinging across to their ship on ropes, and a few of the wretches even throw themselves into the briny water.*

Your crew is winning! They've driven off the cutthroat horde!

Your joy is short-lived, for even as the Kraken's Claw disengages, you can see your vessel is listing hard to starboard. Your remaining crewmen jump from the decks as the ship begins its slow descent to the depths.

Although she hasn't looked back to check on the progress of the battle, Baumann breaks into a grin, as if the outcome was never in doubt.

"Now, ye louts," she says calmly, "ye and me will parley."

Baumann's goal is the same, getting back to civilization, but her terms are much harsher—she gives the PCs enough booty to compensate them for their ship, but she takes the rest. "It's not every day that the *Kraken's Claw* gets to take on passengers, and it's a handsome price you'll pay. Still, ye seem able to pay it."

Do the PCs fight Baumann and risk being abandoned by her crew if they succeed? Do they try to use the artifacts against her (or at least point out that Baumann is going nowhere without the sextant)? Do they agree to her terms, and then stage a mutiny? And, most important, what does the PCs' newfound friend Harry do about all this (see the section on **Yarashad** at the end of this Act)? The possibilities are endless…

The Isle of Undeath

Daen Danud's demesne appears idyllic from a distance. The mile-and-a-half-long, mile-wide island is almost completely devoid of man-made structures, except for a 50-foot-high tower on the island's eastern end. The 300-foot-high cliffs surrounding the structure render it inaccessible from sea. Grasslands and dense forests, which gradually give way to rockier territory as the land rises steeply to its highest point on the eastern isthmus, cover the remainder of the island.

The PCs can land rowboats on two places on the island: the cove on the northern edge of the island (**Area A** on the overhead map) and the beach on the western end (**Area B**).

Planned Encounters

If there were people here before Daen arrived, there is little sign of them now. In fact, the only things the PCs are likely to encounter are zombies. During the day, there is a 5% cumulative chance per hour that the PCs will encounter a group of five zombies on their way to deliver a fresh victim to one of the stone altars scattered throughout the island (see **Area C: Altar of Bloodletting** for more on the altars). At night, the chance will rise to a 15% cumulative chance.

You can find information on Act II's planned encounters in the following parts of this section:

- The **Attack!** encounter is detailed in **Area C**: **Altar of Bloodletting**.
- Daen's legions prepare for **Retaliation** in **Area 40: Boat Launch**.
- **The Enemy Within** can be found in **Area 29: Detritus Room One**.

The Isle of Undeath: Surface Level

A. Rocky Cove (EL 7)

As you navigate along the northern side of the island, you spy an inlet in the distance. When your ship sails close enough for a better look, you see a cove that extends inward for almost a quarter mile. Although a number of rocks jut above the water's surface, you believe a skilled sailor can land a rowboat without much difficulty.

Anyone with Profession (sailor) can steer a rowboat past the sunken obstacles without much difficulty (DC 10), and even untrained characters can give it a go (Str check, DC 15). Anyone rowing the **rowboat** who rolls a 5 or lower grounds the boat. Grounded boats take 2d6 points of damage. Dislodging the boat requires one or more characters to get out of the boat and make a Strength check (DC 15). Due to the force of the buffeting waves, anyone on the rocks has to make a Balance check (DC 15) every round until they free the boat. Anyone failing the check slips, taking 1 point of damage, and must make a Reflex save (DC 10) or be swept off the rock altogether, taking an additional 1d6 points of damage, as they rip open their palms trying vainly to gain purchase on the sharp points.

Drowning shouldn't be a particularly large threat to the adventurers (we didn't bring your group through Hell's Triangle just so they could die trying to get into the dungeon, after all; they're supposed to meet their deaths *in* the dungeon), but anyone looking to rescue a fallen and floundering comrade has to exit the boat to do so. Don't forget those per round Balance checks…

Once the PCs succeed at three rowing checks, they reach the southern edge of the cove, where they can tie their boat(s) to the rocks and leave them. Rowboats that sustain enough damage to create a hole still get the players to their destination, but the PCs cannot use them to return to their ship. In this case, the PCs can either signal their ship to send another rowboat in, or they can repair the boat(s) with wood from the nearby forest—spells that repair may be an option, too.

Rowboat: Hardness 5, hp 15.

Once the PCs tie off the boat(s) and are ready to go ashore, read the following:

The slope leading to the island proper gets steeper as you climb, and the rocks and dirt are moist from sea spray. By the time you gain the top lip, you are all quite wet and covered in a lot of mud that is even now beginning to work its way beneath your armor and into some uncomfortable areas.

From your new vantage point, you can see most of the island— what little of it there is to see. A forest, which appears to have been left undisturbed for hundreds of years, sits to your right. To your left lies an expanse of grasslands that follows the gradual slope of the eastern half of the island. The highest point you can see is a large tower on the far eastern end of the island; it rises at least 50 feet.

But you also notice, closer to the middle of the island, near the edge of the forest, some sort of stone table. At this distance, it is impossible to tell what it is, and what it's doing there.

If the PCs have some magical means to view the table from this distance, read them the description from (**Area C**). The "table" is one of the stone altars used to drain blood from unfortunate captives. Should the group move to the southeast altar (the one mentioned in the flavor text above), their path takes them directly over a trapdoor (**Area H**).

Daen Danud

In life, Daen Danud (DAYN Dah-NUHD), the master of the Isle of Undeath, was both a bloodthirsty fighter and a malicious sadist. Of all the Full-Fathom Five members, Daen most enjoyed sacrificing prisoners to Yarash. In fact, he often presented their deity with live offerings on his own time, and the screams of the people he tortured could be heard throughout his ship for days; usually, his victims lapsed into insanity before death released them.

At the time of Freeport's founding, Daen allied himself with Captain Francisco because he believed the leader to be weaker than his counterpart, Drac, which allowed Daen greater freedom to pursue his passions. Unfortunately for Daen, Drac exploited Francisco's weakness and tricked the captain, thereby dooming Francisco's fleet. Though Daen's evil dabblings prevented him from being anything other than a proud secularist in life, Yarash's offer of a new life at the moment of his death quickly caused the pirate to embrace faith. And like many converts, Dean's faith, though twisted, is total and unswerving.

His banishment to the Islands of the Damned has not mellowed Daen in the slightest. During his stay on the island, the lich has used the Bell of Yarash to create undead to do his foul bidding, turning the island into a virtual factory in his quest for a creeping, unstoppable, malevolent army.

Daen appears as a pale, shriveled man. He stands 6'1" tall, with a full head of white hair pulled back and tied in a ponytail that falls to the middle of his back. He wears white leather armor and a white cloak, both of which are randomly mottled with blood. He talks in a slow, low voice that drips with malicious intent, and he shows no sign of lost vitality.

Though Daen doesn't realize it, Yarash has judged him for his actions since their banishment, and he has found him wanting. While his devotion appears unswerving, Daen spends more energy and thought on his own goals than on those of the deity who gifted him with new life. Should Daen actually open the portal on Yarashad, he's in for quite an unpleasant surprise.

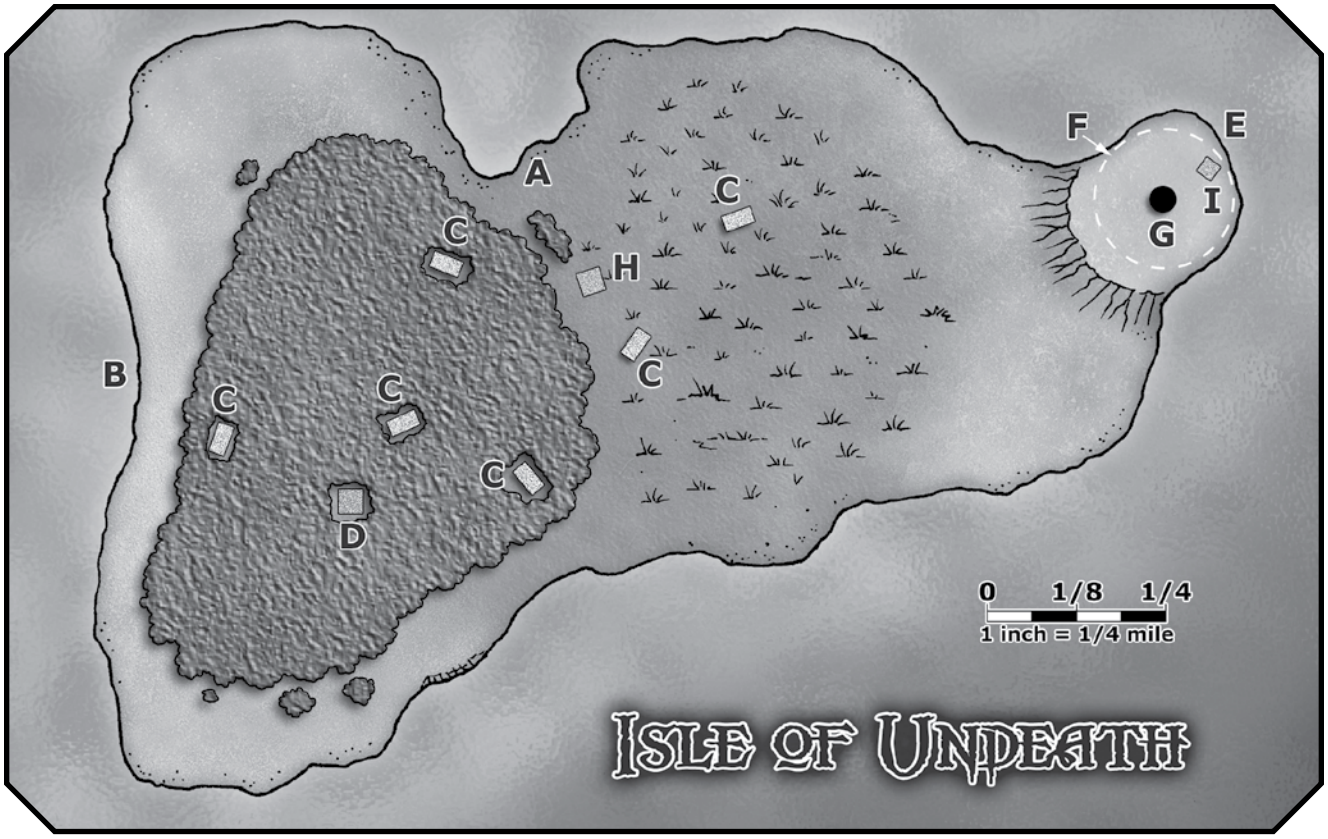
Daen's View of the Other Pirates

Daen plans to send his undead army against the remaining members of the Full-Fathom Five. While he initially felt the others were not quite as dedicated to Yarash as he, their mutual goals of plunder and conquest proved enough for him to keep a civil tongue. Their banishment to the Islands of the Damned slowly changed his attitude toward his former comrades. Now he sees them all as weak and unworthy of their lord's continued grace. By destroying them, he hopes to prove to Yarash that he alone has been deserving of his gifts. He views the love triangle between Black Jenny Ramsey, Zoltan Zaska, and Ezekiel Carthy as childish and contemptible. Daen only loves violence and the chance to commit it, so he does not understand this foolish pursuit of the heart.

Of all the remaining members, Daen only respects **Moab Cys'varion**, mainly because the dark elf thinks about conquest as much as the lich himself. However, he thinks the wizard's dabbling in mutation is an utter waste of time and effort—why bother experimenting with flesh when you can simply raise it from the dead?

If Daen has a heart, he might feel sorry for **Black Jenny Ramsey;** she alone has not accepted the full reality of her undeath. But, in addition to his full-time obsession with sadism, Daen is a misogynist, and he views the self-styled gorilla queen as a weakling who is of no use to him. Although, oddly enough, she is not quite as weak as **Zoltan Zaska**, whom Daen long ago wrote off as a preening, arrogant boob more in love with his own image than in furthering the goals of their unholy master.

The one consuming focal point of his centuries of rage, however, is **Ezekiel Carthy**. Not only did the keeper of the sextant engage in the ridiculous folly of love, but he also betrayed both his god and compatriots. Woe to any creature, alive or undead, who mentions the accursed Carthy in his presence. Should he detect anyone carrying the sextant—the object that caused the Five's banishment—he will not rest until he retrieves it. Anyone left alive from a combat with Daen will have quite a long time to contemplate their mistake—that is, until they lose the capacity for rational thought entirely.



B. Reach the Beach

As you round the corner of this new island, the constant flow of the wind lessens a few knots, as if it had expended too much energy traveling to this point and would prefer to rest a bit before continuing onward. You are left to drift on the strength of the wind's memory, but that matters little, for what you see before you is one of the favorite sights of any sailor who's had his share of rough seas: a sandy beach. Not only does the beach look particularly inviting after the journey you've had thus far, but it also extends almost the entire length of this end of the island. A blind yeoman could row a skiff anywhere along it and still be assured of a safe landing.

Though their own paranoia may cause the PCs to think twice about landing here (it seems quiet, after all—too quiet), they really do have nothing to fear. The beach is such an easy landing, in fact, requiring no rolls to reach it safely. Furthermore, the isle's inhabitants aren't exactly the type to come to the strand to sun themselves, so the PCs could even camp here for the night and not be disturbed. Once they prepare to move on, read the following to your group:

The beach's sand gradually gives way to hardy grass as you make your way inland. A thick growth of trees that covers most of the land lies in front of you. Although it appears that you can probably walk around the trees to go directly north or south, the most direct route would be to head through them.

As you are contemplating your options, you notice a small clearing just inside the forest. The numerous trees before you obscure your view of it, but you're almost certain that something is standing in the middle of that clearing.

The clearing mentioned above is directly adjacent to the beach on the overhead map, and Daen's minions created it as a place to set another altar.

C. Altar of Bloodletting (EL 5)

To speed up the process of turning prisoners (and the occasional animal) into undead minions, Daen scattered six stone tables throughout the island's expanse. They serve a singular purpose: to collect blood and send it to the dungeon below.

Although the altars slightly vary in appearance due to the rough means of creation and years of use and exposure to the elements, each measures roughly three feet by 10 and stands about four feet from the ground. They are balanced on a two-by-five rectangular column of solid rock. Numerous carved arcane symbols cover the entire structure. Characters using Decipher Script (DC 15) or *comprehend languages* find that the symbols bear many similarities to the marks made around the ritually sacrificed bodies they discovered in **Act I**.

Daen's minions drag the unfortunates (be they alive, freshly dead, or somewhere in between) to the table, where iron manacles secured

to the stone hold them in place. The minions slit the throats of their live captives, and then they wait dispassionately while they die. They then shove their weapons clear through the corpse at least a dozen times to facilitate the draining of the body's vital fluids.

As each table is slightly concave, the bloods drains toward the table's center, where it falls into a funnel leading below the island's surface, where it ultimately collects in **Room 53**. Once the body has been sufficiently perforated, the minions leave the corpse for 24 hours to allow it to drain completely. After 24 hours, they collect the body and take it to their master. Only one altar—the one on the easternmost edge of the forest—is currently occupied.

Upon first discovering an altar, read the following to the PCs:

In the middle of the wilderness, an immense stone table rises four feet above the ground. And though you cannot tell the purpose of the object at a glance, the visible weathered bloodstains are enough to put you on your guard.

Victims

If the PCs encounter a group of zombies near the altars and decide not to attack them immediately, read the following:

The undead slowly drag their captive toward the altar. Although the man looks like he has given up hope of escape, he suddenly begins to struggle with the last of his remaining strength when he sees the stone slab. His voice, now hoarse from screaming at the unfeeling creatures holding him, manages a few incoherent utterances. Despite his efforts, his captors do not even break their shambling stride.

Two of the undead creatures force the man down onto the slab, while two others methodically manacle him to the table. The remaining monster slowly removes a long ebony dagger from its scabbard. Once his companions secure the prisoner, he dispassionately slices the man's throat with the dagger.

The man, his doom certain, gurgles in pain as a spray of blood erupts from the gash in his neck. His captors unsheathe their swords and hold them loosely at their sides, waiting for the inevitable outcome.

Should the PCs intervene at any point to save the man, he thanks them in his own way: "Blamther! Shahbba-doo! Equus rodentus!"); he then runs for the nearest patch of ocean. Should the PCs attempt further conversation with him, they quickly realize the poor soul has gone irreconcilably insane.

If the adventurers would like to follow the underground trough to its source, they can certainly try. Without an earthmover and engineer, they might accomplish the task within a year. Crawling familiars (weasels, rats, etc.) can navigate the system, but if Daen happens to be there at the time (25% chance), the familiar likely does not return to its master.

Zombies (5): hp 22.

Planned Encounter: Attack!

If this is the first island your PCs explore and you plan on using this encounter, you should have the zombies make an appearance with their captive—and then unleash the enemy attack. Depending on which island is attacking, the forces consist of:

- **Crystal Lake Island (EL 12):** Moab's lieutenant, Jhondal, leads 10 mutant soldiers. The zombies' helpless captive is one of the lake people, and Moab wants him brought back. Once the captive is retaken, the soldiers beat a fighting retreat back to their boat (docked wherever the PCs aren't beached).
- **Gorilla Island (EL 12):** Five white gorillas (hp 61 each). The captive is an escaped slave, and although he's no longer any good for the mines, Ahunatum does not want to lose a potential meal.
- **Boneshaper's Island (EL 15):** One (1) gigantic flying skull. The captive is one of the warring tribesmen (perhaps even a tribal leader), and Zoltan wants him back where he belongs. The skull simply swoops down with its mouth open and scoops the zombies and their captive inside. Daring PCs may even attempt to scramble inside, but chances are that not all of them can jump in time…

D. Trapdoor

Like its companion (**Area H**), this trapdoor opens to an underground passage that leads to **Dungeon Level Four.** The woods hide the unlocked trapdoor well. If the PCs happen to walk over the trapdoor (25% chance for each character), allow the PCs to notice the earth "sounds different" (Listen check, DC 20).

Trapdoor: Unlocked; Spot (DC 30); Search (DC 20).

E. Cliffs of Dementia (EL 15)

As you steer your boat toward the easternmost tip of the island, the land begins to rise until it towers hundreds of feet above your mast. The earth that had once gently sloped toward the ocean now falls away precipitously, presenting a sheer, solid mass of rock. Waves crash endlessly against the stone, attempting in vain to find a weakness it can exploit. Perhaps, in a thousand years' time, the waves will succeed, but for now, they shatter against it in vain.

Climbing the uneven cliff surface requires a Climb check (DC 18), and getting a boat close enough to allow someone to climb is perilous indeed. The pounding waves quickly drive even the largest boats against the cliffs, and the resulting pressure rips a sizeable hole in the hull should a ship remain there for more than a minute. The waves smash rowboats to splinters before the characters can even stand up.

Should the PCs press on regardless, they discover fierce crosswinds once they have climbed a couple hundred feet (Climb check, DC 25). Sadistic GMs can roll the damage from any fall (we suggest starting at 20d6 and going up from there), but it's safe for you to assume that any slip from that height proves fatal.

PCs actually making it near the top discover a several large holes in the cliff surface. These crevices resulted from Daen's excavations. He used the removed stone to build the altars strewn about the island's surface, as well as the tower that houses his lab and observatory.

The cliffs also cover a hidden entrance to the dungeon that is accessible only during low tide (See **Area 40** on page 88 for details on what's behind the entrance). Even if your group explores this portion of the island at low tide (25% chance), and they find the entrance (Spot check, DC 35 to see the door's well-hidden seams), getting the 30-foot-long, 30-foot-wide slab to open does pose quite a challenge. Assume the door weight two tons, and give them a shot at it; trying the door may make them takes their chances at climbing up the cliff.

F. Intruder Alert

Because he is paranoid that his former companions want his island, Daen has cast a *zone of life detection* spell, which encompasses the entirety of the upper portion of the island (see map). Unless the PCs find either of the two trapdoors (**Areas D** and **H**) on the other end of the island, they have to deal with this obstacle one way or another.

Once they have scampered their way to the top, have the PCs make a Spot check (DC 25) to determine whether or not they note the spell's presence. If they do, read them the entire section below. If they do not, read the following but omit the bracketed portions.

As you work your way eastward through the grasslands, the island begins to slope upward. The slight grade becomes gradually steeper as you push forward, until you have to bend forward and grasp at the ground to maintain your progress.

New Spell

Detect Living

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You can detect the aura that surrounds living creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of living auras.

2nd Round: Number of living auras in the area and the strength of the strongest living aura present, in addition to its Type (as defined in the *MM*).

3rd Round: The strength and location of each living aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an living aura is determined by the HD of the living creature, as given on the following table:

Aura Strength

HD	Strength
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

Lingering Aura: A living aura lingers after its original source is destroyed. If *detect living* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Lingering Aura

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect living in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: A piece from a thriving plant or an ounce of blood from a living creature.

New Spell

Zone of Life Detection

Abjuration

Level: Clr 3, Pal 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 60-ft. radius emanation centered on a point in space
Duration: 3 hours/level (D)
Saving Throw: None
Spell Resistance: No

Used primarily by liches and other evil creatures whose companions are undead, the *zone of life detection* establishes an emanation area that alerts the caster whenever a living creature of Tiny or larger size enters the warded area or touches it, much like an *alarm* spell. The mental alarm alerts the caster (and only the caster) so long as the caster remains within 1 mile of the warded area. If asleep when the barrier is penetrated, a single mental "ping" awakens the caster from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on this mental alarm.

1st Round: The spell informs the caster of the number and size of the creatures entering the ensorcelled zone.

2nd Round: The caster learns the creatures types (humanoid, beast, etc.) and strength as per the *detect living* spell.

Anyone about to enter the area affected by the *zone of detect living* has chance to Spot (DC 25) it. Successful checks reveal arcane energy, although the exact nature of the magic is not obvious without the use of a Spellcraft check or *detect magic*.

Zone of life detection can be made permanent with a *permanency* spell.

Arcane Material Components: A tiny bell and a piece from a thriving plant or an ounce of blood from a living creature.

The top of the hill presents a magnificent view of the island below: the gently waving grass, the dense wall of green forest…you can even make out your ship in the distance and a hint of the other islands in the chain.

Behind you, the only noticeable feature is a black tower that rises an additional 50 feet from the ground. [You also notice that the air 10 feet in front of you is shimmering with some kind of arcane energy. It seems to encompass the entire isthmus on which you now stand.]

The two easiest ways to circumnavigate the spell are to go over or under it. Since it extends only 60 feet up, a character could easily *fly* over it, and digging a passage a couple feet into the earth would also suffice. Other spells, such as *teleport* or *dimension door*, would work equally well.

Should the PCs simply decide to throw caution to the wind and step through, they feel nothing. However, Daen immediately knows his barrier has been breached. Unless the characters continue to stand within the spell, however, he will not know that they are humanoid. Nevertheless, he alerts the creatures in the dungeon below to be on heightened awareness for the next half hour (each section of the dungeon provides wandering monster details for each of the three stages of alertness; see **The Isle of Undeath: The Dungeon, Wandering Monsters** on the next page for definitions of these stages).

G. The Dark Tower (EL 10)

The black rock of which the highest point of this island is composed appears to have been belched whole from the ground it stands upon. It is perfectly cylindrical, with no discernable mark or features of any kind.

Daen didn't want his observation post to be easily accessible, so climbing the tower is going to be difficult (Climb check, DC 30). Anyone successfully climbing it notices a number of observation blinds cut out of the rock near the top. Only characters that are of Small size or smaller can fit through the openings, however. Those squeezing through find themselves in the **Observatory** (**Area 1**).

H. Trapdoor

Should the PCs land at the cove (**Area A** on the map of the Island), and move to the southern altar within the grasslands, they can automatically make a Spot check (DC 25) to notice that the ground near the trapdoor has been recently disturbed. They might also notice that the earth "sounds different" (Listen check, DC 20) should they walk directly over the door (25% chance for each character).

The trapdoor is not locked and, when opened, reveals a set of stairs descending into a corridor that ultimately leads to **Dungeon Level Four**.

Trapdoor: Unlocked; Spot (DC 25); Search (DC 20).

I. Escape Hatch

As this escape **hatch** is Daen's private entrance/exit, it is quite well hidden.

If opened, the door leads to a corridor that bring the PCs to **Area 9** on **Dungeon Level Three**.

Escape Hatch: Search (DC 35); Trapped (*Ghoul Touch* Trap); Locked, Open Lock (DC 25); Hardness 5, hp 15, break DC 18.

***Ghoul Touch* Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (ghoul touch, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27.

The Isle of Undeath: The Dungeon

Wandering Monsters

The length of time that the PCs will have to spend in the dungeon almost guarantees they will encounter undead minions shambling about. Throughout this section, tables detail what creatures the PCs may encounter at various locations. But there's a twist. Due to Daen's rather untrusting nature, the complex is run much like a military base, complete with three stages of alertness. The current level of alertness determines how many creatures the PCs meet and their relative strength.

Normal: Even at the lowest state of alertness, semi-regular groups patrol the various levels. The PCs have a 20% chance of encountering wandering monsters every 10 minutes during *Normal* alert status.

Heightened: The dungeon is on *Heightened* alert if the adventurers are spotted but not engaged by some of the complex's residents. Tripping the *zone of life detection* spell (**Area F** on the surface) also triggers the second level of readiness. At this state, the PCs have a 35% chance of encountering a wandering party every 10 minutes. If the PCs are not discovered again after 30 minutes (3 checks), then the alertness status drops back to *Normal*.

Danger! Danger!: The highest level of alertness is triggered if your group has been slaughtering undead willy-nilly, or if one of the animated minions escapes. Patrols at this point are almost constant, and the adventurers now have a 50% chance of being spotted every 5 minutes. After 1 hour (12 checks) at this level without further encounters, the alertness level drops to *Heightened.*

Of course, the system is far from perfect (we *are* talking about undead). If the PCs move from level to level, the chances are pretty good (75%) that the alert status is one stage lower than the floor they just vacated.

Wandering Master

Most of the time (80%), Daen can be found on **Dungeon Level Six**, either creating new undead or collecting blood for his various experiments, though 15% of the time he is on **Dungeon Level Three**, unwinding from his near-constant planning to take over the world. The remaining 5% will be spent either in his library (**Room 2**) or in the observatory (**Room 1**) on **Dungeon Level One**.

The chances that the PCs encounter Daen in the halls as he goes from one location to another are pretty slim (5% for every hour in the dungeon). Daen always takes a personal escort of six undead apes. Should this occur, he immediately presses his retinue to attack, while he retreats to the Barrels of Blood room (**Area 53**) to ward himself against the intruders. He will also place the entire dungeon on *Danger! Danger!* alert status, which remains in place until either he or the adventurers are dead.

If the players raise the dungeon's alert status to the *Danger! Danger!* level without encountering Daen, the lich proceeds to the Barrels of Blood room by the most direct route, and should be considered prepared for the final encounter by the time the PCs find him (See **Area 53** o page 91 for more details on Daen's preparations).

Additionally, every morning before dawn, Daen comes out of his escape hatch (**Area I**) to recast the *zone of life detection* spell. Coming outside, casting the spell, and going back in takes less than five minutes, so unless the PCs note they want to attempt their entry near that time, chances are they miss him. Also, about once a week, Daen goes down to the Auditorium on the fourth level (**Area 13)** to speak to his troops and to inspect the ongoing fight training on level five (**Area 36**). While it would certainly be dramatic to see Daen in either of these contexts, considering the plethora of walking dead that would be in either location, it's almost certain that the party would not emerge intact.

Level One: The Observatory

1. Observatory

When the adventurers enter this room, read the following:

> *The low whistle of the wind greets you as you enter the room. It's easy to see why: a half-foot-wide slit runs along the walls for almost the circumference of the room. Four bookcases containing numerous notebooks occasionally block the opening to the outside world. A table with several unrolled scrolls atop it sits in the center of the room.*

Daen uses this room to spy on his former pirate mates. A telescope mounted on a tripod stands near the southern bookcase. Anyone peering through it during the day can see the other Islands of the Damned and even pick out individual figures. At night, the PCs can only make out the odd light or two (attempts to pinpoint the islands' location based on the constellations proves fruitless).

The bookcases each contain journals filled with Daen's observations on the various and sundry activities occurring on the other atolls. These unexpurgated notes reveal the lich's paranoid, unstable nature. You can read the following samples to give the PCs an idea of his state of mind:

- "The stone head descended today. Fools! They worship the weak. They have never felt true power."
- "These abominations he creates. What is their purpose? Many of them cannot even walk, let alone carry a weapon. Let him build his legions. I shall be the victor."
- "What sick ridiculous puppets they are, and what a gross little stage they dance on. Not a care in the world. No idea that they are NOTHING."

- "Master of gorillas? We were to be masters of all. I want to weep with frustration at what we have become. Yarash willing, I will crush these unbelievers and regain our Lord's trust."
- "Their defenses are not yet rebuilt. I will send more of my fierce legions tonight, and slaughter them with their own dead."

If the PCs have already visited one or two of the other islands, be certain to include this passage:

- "Who are these strangers, intruders in our realm, and how did they survive the descent through the Triangle? They are making directly for the islands. If they survive, I may have to meet with them. What lovely wights they would make!"

If the PCs have not yet encountered the *Kraken's Claw*, they can also discover this passage:

- "The Jolly Roger! I never thought I would ever see it being proudly hoisted at the top of the mast, flapping in the wind to strike terror in the hearts of all who see it! The *Kraken's Claw*? Do they know of Yarash, or have they been tainted by Harrimast's filthy and blasphemous lies? Will they have to be instructed in the ways of our Lord's glorious pain?"

The room contains over 100 such journals, which would take at least two days for the party to read entirely, and then only if they all spent all day doing it. If they decide to put at least an hour into researching the writings, have each reading party member make a Gather Information check. Here's what they may uncover:

Gather Information

DC	Result
10	Daen believes Ezekiel Carthy is alive and living in Freeport.
15	Yarash has not spoken to Daen since they came through Hell's Triangle. He assumes that, since he was the most loyal to Yarash, the other surviving members of the Full-Fathom Five have not heard from him either.
20	Daen expects Yarashad will reappear very soon.
25+	Yarash was formerly Harrimast's "enforcer," until Harrimast wrongly cast him out for attempting to seize more power.

The unrolled scrolls on the table contain sketchy maps of the other Islands of the Damned, including Yarashad, though it is the least detailed (see **Handouts** in the **Appendix**). The maps should give the PCs a good indication of the general topography of each island, which pirate resides there, and where they could beach a rowboat. They cannot glean the relative strengths and weakness of the island inhabitants, nor can they tell what exactly they may be up against. Daen's already exploited any weaknesses the islands had, and the other masters have long since strengthened those points. And while Daen probably knows that, there's no way the PCs would. Still, they should come away with a bit more information about their environs than they had previously.

The **door** to the stairs leading to **Room 2** is locked but not trapped on this side.

Door to Room 2: Open Lock (DC 25); Hardness 5, hp 20 hp, break DC 25.

Level Two: The Library

2. Library

The stairs deposit you in a large, circular room lined with bookcases. There are two main cases, one each on the east and west walls. Each case conforms to the wall's curvature, and extends from the floor to the ceiling, 15 feet tall in all. They are almost completely filled with books of all shapes, sizes, and ages.

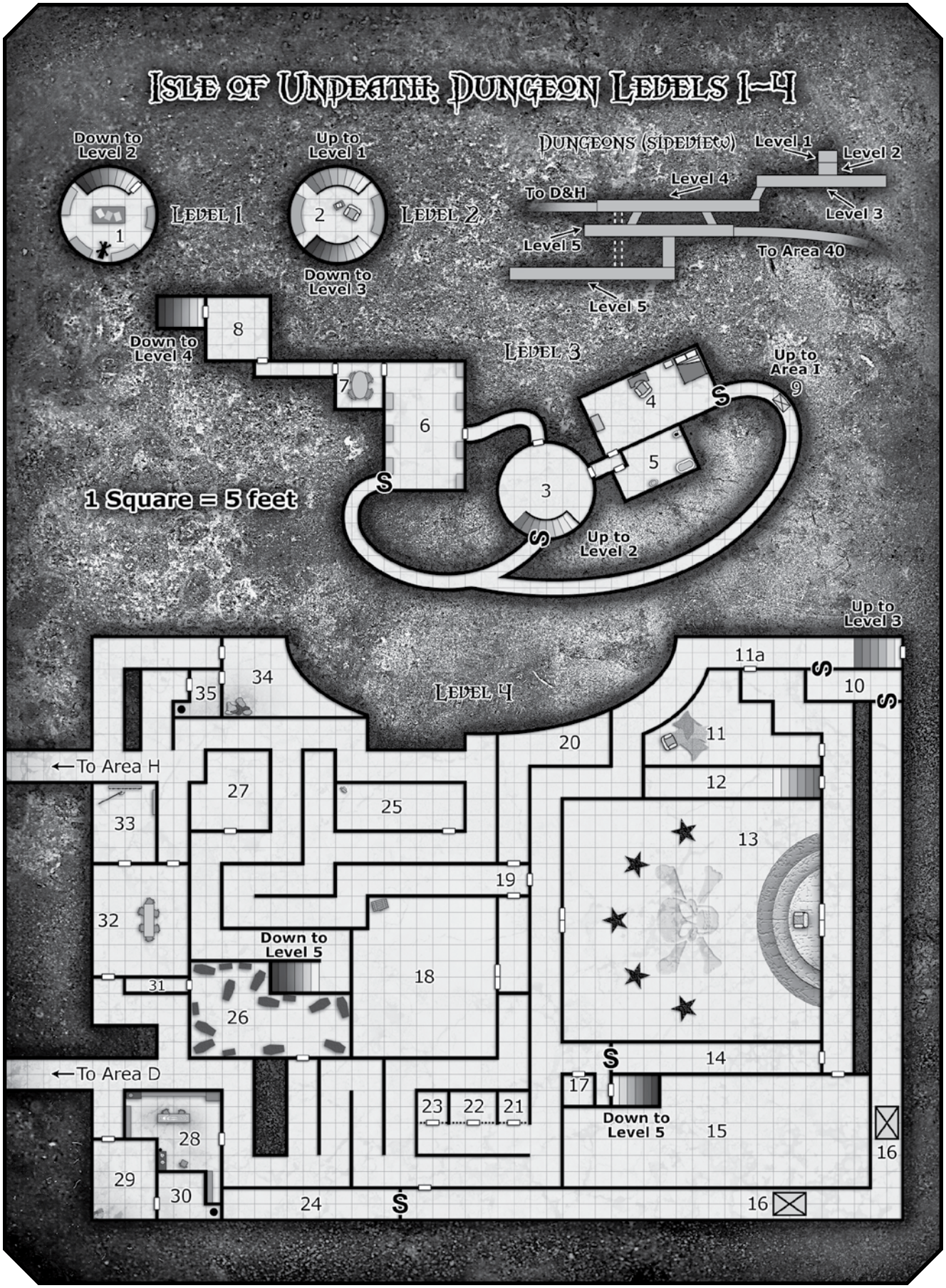
An overstuffed chair and a large bookstand with an open book upon it sit near the eastern case.

For anyone looking to research the various strains of undead, this room proves more valuable than a chest filled with gems. PCs who are not yet familiar with the undead can at least gain all of the information on the monsters covered in the *MM*.

Some of the other books deal with advanced "physics." Daen has been trying to figure out the exact timing of Yarashad's reemergence, and he believes that it has something to do with the position of the stars in the sky. Sample book titles include: *The Night Sky in Relation to an Increase in Brain Hemorrhages in Small Flying Rodentia, Mysterious Transcendence at the Strand of Nightmares, Unified Sticky Web Theorem*, and so on. Although all of the books are written in Common, it takes someone with significant intellect (Intelligence 16+) to even understand the books. As you might expect, the authors of these tomes know a lot more about writing page-long sentences than they do about the laws of gravity. For instance, PCs who delve into the books learn that the sun revolves around the planet because the Sun God has been swinging it on the end of his lasso since eternity began. Eventually, he'll grow tired of his game and simply throw the sun away, plunging the world into a new eternity of darkness. The fact that Daen has determined that Yarashad will soon reappear is more a testament to his own bull-headedness than anything logical he might have learned from reading these particular volumes. Each of these books contains notes he scribbled in the margins, over the illustrations, and even across the text itself. His additions should help to make the theories presented within almost completely incomprehensible.

The library also contains a wealth of information on Yarash—if any PCs have an interest in learning about him (most of what they can learn is contained in the first section of the Prologue). The library houses enough information here, in fact, that any evil character, or even a character who may be thinking of changing his ways, could learn enough about the cult to become a cleric of Yarash.

The library also contains an earlier version of *A True Historie of Freeport Pyrates* that includes the text that Lord Cromey later had edited from the books (It's the book the Yarash cultists wanted. Remember? See **Act I, Section Four: The Temple of the God of**


Isle of Undeath: Dungeon Levels 1-4
Down to Level 2
Up to Level 1
Level 1
Level 2
Down to Level 3
Dungeons (sideview)
Level 1
Level 2
Level 4
To D&H
Level 3
Level 5
To Area 40
Level 5
Down to Level 4
Level 3
Up to Area 1
1 Square = 5 feet
Up to Level 2
Up to Level 3
Level 4
←To Area H
←To Area D
Down to Level 5
Down to Level 5
Down to Level 5

Knowledge on page 27 for more information), that the players are free to take and read at their leisure. The text is complete in that it includes the rise of the Full-Fathom Five, including their names, but ends before their defeat at Hell's Triangle, as Daen has been trapped and unable to acquire a more current version. The book is worth 5,000 gp to a serious collector such as Blaine Henry, should the PCs actually be able to track him down. Otherwise, they'll be lucky to get a tenth of that price.

The book on the stand may appear to be just as obtuse as the more esoteric tomes on the shelves, but it is actually a general ledger that Daen uses to keep track of his growing army. Each line of the ledger represents a different day, and each column represents a different type of undead. There is also a column dedicated to new creations and one to creatures who were "killed." All of the headers and various footnotes (detailing where the newly created creatures came from, how something died, etc.) are in shorthand, so even if the PCs can puzzle out what the ledger details (Intelligence check, DC 15), they cannot discern which number corresponds to the appropriate minion. If Lucien is still with the party, he could certainly be of assistance at this juncture, though it will be quite difficult to get him to leave once he cracks open a book.

The chair is simply a chair, and is actually quite comfortable. The **door** to **Room 1** on the top level of the tower is both locked and trapped on this side.

Door to Room 1: Trapped (*Lightning Bolt* Trap); Locked: Open Lock (DC 25); Hardness 5, hp 20 hp, break DC 25.

***Lightning Bolt* Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Level Three: Daen's Quarters

Daen set aside this level, with the exception of a few rooms, for his personal use. All the rooms were dug from the surrounding rock, and are, for the most part, relatively even. The hidden corridors are much more roughly hewn, and the ceiling is a uniform 12 feet high.

Doors on this Level (Unless otherwise noted): Unlocked; Hardness 5, hp 20, break DC 23.

Wandering Monsters

Normal (EL 4): Mummy (1), hp 68.
Heightened (EL 5): Mummies (2), hp 68 each.
Danger! Danger! (EL 7): Mummies (4), hp 68 each.

The mummies do not know about the secret passageways, so no wandering monster checks are necessary while the PCs are exploring them.

3. Stairwell

This room is actually the base of the dark tower that comprises the first two levels of the dungeon. A **secret door** hides within the steps; it leads to the hidden passageways and the escape hatch (**Area 9**).

Secret Door: Unlocked; Search check (DC 30).

4. Master Suite

For a moment, you feel as if you've stepped out of the confines of the dungeon and have been suddenly transported to a fine inn.

Lush violet, velvet curtains cover every inch of the walls. An immense four-post bed takes up a significant portion of the northeast corner. The room also contains a nightstand, a vanity with a mirror, and an armoire.

The room sounds different from the corridor you just exited, due to the thick white carpeting covering the floor from wall to wall. The recipient of all this opulence is not currently in attendance.

As your PCs most likely guess, this is Daen's bedroom. Even though he is a lich and doesn't require sleep, that doesn't mean he can't enjoy the finer things in life. The room is very orderly, as befits a man who devotes all his time to gaining more and more control over his surroundings.

Daen keeps his most valuable items on his person, but he does store some of the trinkets he's reclaimed. Characters searching the vanity (Search check, DC 15) find 1d10 gems worth 75 gold pieces each, as well as a *ring of chameleon power* and a *potion of neutralize poison*.

The one-foot-tall by one-foot-wide vanity mirror is intelligent, and it animates if any of the PCs address it directly ("Hello mirror," "How do I look, mirror?" or "Mirror, mirror, on the wall," etc.). The mirror, whose name is—fittingly—Mirror, has been rather bored by the 100 plus years it's spent in Daen's service, and it leaps at this opportunity for witty repartee. It most likely opens with, "Well, well, well, aren't you looking *lively* today?" It then tries to horn in as many undead puns as it can ("I'll tell you, that Daen is a son of a lich").

After working their way though a few groaners, the PCs can pick up some very useful information from Mirror—for a price; it wants out. It's tired of looking at the same hard, ageless face every single day; it wants something lively, such as a dwarf (they're always good for a laugh, and they get riled up so easily, after all). If the party has a dwarf in it, Mirror appeals directly to that character.

Mirror can fit within a backpack, and may prove more useful than the PCs realize. Though it remains silent most of the time, it can *detect undead* at will at a range of 50 feet (See the **Mirror, the Intelligent Mirror of Daen Danud** sidebar on the next page for more information on its powers and knowledge), and it can warn the party should they be about to cross paths with the creatures (which can come in quite handy should the dungeon be on alert).

The **secret door**, like the others on this level, is very well hidden and unlocked. If Mirror tells them where it is, no roll is necessary.

Secret Door: Unlocked; Search check (DC 30).

5. Loo

When the adventurers enter this room, read the following:

The claw-footed tub, sink, and privy make the function of this room obvious the moment you walk in. It is, however, quite a bit larger and more opulent then you're accustomed to. All of the pieces, and the floor itself, are made of polished white stone. And you can all recall sleeping in common rooms smaller than this space.

The fixtures in the room are both completely functional and utterly harmless.

6. Wardrobe

As pedestrian as it may seem, Daen doesn't spend all of his time strutting about in his white armor and cape, though he has numerous wardrobes on the western side of the room that contain nothing but his usual getup. However, the eastern wardrobes contain more casual attire. Daen is still a pirate at heart, so these clothes tend more toward the black, flowing garments associated with that group. They are functional, but hardly protective.

If the PCs think they can pass themselves off as the lich by dressing up in his clothes, they're sadly mistaken. No one in the lower levels has seen their master dressed in anything but white. Besides that, the players exude life, something Daen most certainly does not.

7. Reception Room

When the adventurers enter this room, read the following:

A single oval table and the four chairs that surround it dominate this 15-foot-long by 15-foot-wide room. Judging by the dust layered on the furniture, the room has not been used in quite a while.

Daen originally built the room to entertain visiting dignitaries, or even the other three surviving members of the Full-Fathom Five, when they were all on speaking terms. But since relations with the other pirates have soured, and since Daen now prefers converting visiting dignitaries into zombies, the room is now essentially just another corridor.

Door to Room 6: Locked; Open Lock (DC 25).

8. Guard Room (EL 7)

This room houses the four mummies who patrol this level. If the PCs enter from the southern door, they can catch the mummies flat-footed. Also, if your group entered this level from the tower and has already defeated mummies on patrol, remember to subtract them from the total here.

Aside from the filth left by the mummies, there is nothing else in the room. The door in the southern wall is locked.

Door: Locked; Open Lock (DC 25).
Mummies (4): hp 68.

Mirror, the Intelligent Mirror of Daen Danud

AL CN; Int 17, Wis 17, Cha 10; Speech, telepathy, 120 ft darkvision and hearing; Ego score 12.

Lesser Powers: deathwatch continuous, *detect magic* at will, Listen +10.

Greater Power: detect undead at will.

Personality: Mirror is a naturally gifted gabber, an attribute that he kept well under wraps during his service to the lich Daen Danud. Any potential new owner has to deal with a near-constant stream of puns (which are initially focused on the *liveliness* of its new owner, but Mirror gets tired of that in a year or two). The occasional bout of repartee keeps Mirror content. Should it be abused (constantly being told to shut up, etc.) it tries to attract the attention of someone else at its earliest opportunity. If it's old owner is done away with—well, so it goes. Mirror has seen enough death that another one is just how things seem to go.

Moderate divination; CL: 15th, Craft Wondrous Item, *deathwatch, detect magic, detect undead*; Price: 27,500 gp.

What Mirror Knows:

- Daen's gift from Yarash is what gives him the power to control undead.
- There is a secret door in the southeastern corner of the room.
- Although these are Daen's private quarters, he is only here a few hours every day.
- There is at least one mummy guard who checks this room every few hours.
- Daen occasionally cries out in his sleep, either begging Yarash to hear him, or reliving the battle of Hell's Triangle.

9. Escape Hatch

This wooden trap-door is set in the ceiling down this corridor. A wooden ladder leans against the wall nearby. The hinges on the hatch are oiled, and it looks like it is well maintained

Daen has not attempted to keep this trapdoor secret, and in fact keeps the ladder propped up against the corridor wall to facilitate his morning ritual. The door is unlocked from the inside, and it leads to **Area I** on the island map.

Level Four: The Labyrinth

This level acquired its name not so much because of any particular skill required to navigate it, but simply because of the needless complexity of its corridors. Because this level has the most obvious access to the surface, defensibility was a key aspect in its construction. If there were ever an invasion, Daen's forces would have plenty of opportunities to trap or double back on their foes. Fortunately for the PCs, such an attack never came, and many of those tactics have now been forgotten.

The entire level was constructed out of stone, some of it with a finer eye to detail than others; still, all of it is relatively smooth. The ceiling rises 12 feet everywhere except in **Area 13**, where it rises over 30 feet.

Stone Doors on this Level (Unless otherwise noted): Unlocked; Hardness 8, hp 60 hp, break DC 28.

Wandering Monsters

Normal (EL 7): Skeletons (10), hp 24.
Heightened (EL 8): Skeletons (8) and wights (6), hp 24/39.
Danger! Danger! (EL 9): Skeletons (6) and wights (8) and mummies (3); hp 24/39/68.

Monster encounters are limited to the corridors only.

10. Worg Room (EL 6)

Six worgs live in this 10-foot-long by 30-foot-wide room, which is accessible only via the inward-opening **secret doors** in the north and south walls. Opening the door in the south wall automatically opens the door leading to the other worg room (**Area 24**), which likely exacerbates the situation for the PCs.

Daen's minions feed the worgs just enough to keep them perpetually hungry but not on the verge of starvation. If the PCs enter through the north door, the creatures pause for a round (long enough to lose any surprise) to see if their strange visitors have any fresh meat on them. When they see the player's aren't carrying any food for them, they immediately attack, attempting to make the PCs their meal.

Secret Doors: Unlocked; Search (DC 20).
Worgs (6): hp 47 each.

11. Sitting Room

Daen uses this private sitting room while he waits for his fearsome undead horde to assemble in the Auditorium (**Area 13**). The room contains four animal-fur rugs, a single chair, and a few portraits of Yarash. The portraits typically portray him as a gigantic pirate wearing the stereotypical garb (including an eye patch), either towering over a mound of gold, a pirate ship, or a fallen enemy's corpse. His eyes exude menace in every painting, and more often than not, both his clothes and hands are drenched with blood.

Other than the rugs, which are worth about 10 gp in trade each, there is nothing of value in the room.

11A. Locked Door

The **door** that opens into the corridor that leads to Areas 11-15 is locked.

Door: Locked; Open Lock (DC 25).

12. Observation Blind

Upon opening this door, the adventurers discover a set of stairs leading to a platform. A number of two-inch by two-inch slits cut in the south wall afford anyone peeking through them a decent view of the Auditorium below (with the exception of the northernmost door in the western wall). Daen uses this room to gauge when it is time for him to make his weekly grand entrance to survey his forces (and, conveniently, make certain that his hold over them isn't weakening).

Should any of the PCs look through the slits, read the following passage:

> *The narrow slit affords you a view of an immense room below you. Five star-shaped columns sit in a semicircle below; a large black skull and crossbones is inlaid in the floor at the focal point between the columns. In the eastern side of the room, a set of three steps leads up to a dais, on which sits a throne of bones. Two fifteen-foot-tall by five-foot-wide iron doors stand in the wall behind throne. There are two simpler doors behind the columns on the western side of the room.*
>
> *A full-size mural of what can only be the dungeon's master decorates each wall of this room. The master appears as a gaunt man dressed in white armor and a white cape that match his pale skin. He holds his right out before him, palm outstretched, and you can see the mark of the Full-Fathom Five, which also decorates the floor below you, in his hand.*
>
> *Although it appears this room could hold several hundred people, it is currently empty.*

If you're looking to make a quick end to the dungeon (or, conversely, a quick end to your party), it's possible that Daen can be in the middle of one of his "pep talks" when the party enters the blind (normally, less than a 1% chance, given that these gatherings occur only once a week for about an hour). Still, if the circumstances fit, read the following to the PCs:

> *As seasoned adventurers, it is a rare day indeed when you see something in a dungeon that literally takes your breath away. Today is one of those days.*
>
> *An immense room that appears to be a cross between a temple and an amphitheater sits below you. Laid in black polished stone in the center of the floor is the eternal sign of pirates: the skull and crossbones. But the five star-shaped columns that ring the skull and bones illustrate that no ordinary pirate uses this chamber. This is a hall made for a member of the Full-Fathom Five.*

Both the skull and bones and the five columns face a dais on the eastern edge of the room. A five-foot-high throne of bones sits on that dais. And sitting upon that throne is the master of this dungeon.

Though his features are impossible to make out at this distance, the larger-than-life murals that fill each wall give you a rather ideal estimate. He is preternaturally gaunt to the point of being shriveled, and his white garb is a perfect complement to his nearly translucent flesh. In the murals, he holds his right hand before him, and he bears the same mark on his palm that is both writ large on the floor before you and etched into the corpses of the cultists you slew in Freeport: the Jolly Roger, surrounded by five stars.

While disturbing, it is not the sight of the man on the throne that gives you pause. It is the undead, scores of them, taking up half of the room that gives you pause. They stand in rapt attention as their leader speaks to them about the glorious battle to come.

The PCs would be able to conduct a ranged attack from their position, which can certainly work well in the short run. Once Daen leads a horde of undead to attack them, however, the PCs will most likely wish they had a chosen a room with an escape route.

13. Auditorium (EL 0 if empty; EL 20 if full)

Entering From the West

The door opens to a cavernous room that extends over 50 feet in front of you, and whose walls rise up 30 feet to the ceiling above. You are standing at the apex of a semicircle of five star-shaped columns, in which a few sputtering torches are ensconced to give the room light.

You can see that there is something embedded in the floor in front of the columns and several steps lead up to a dais on the far side of the room. The other details of the space are lost in flickering shadow.

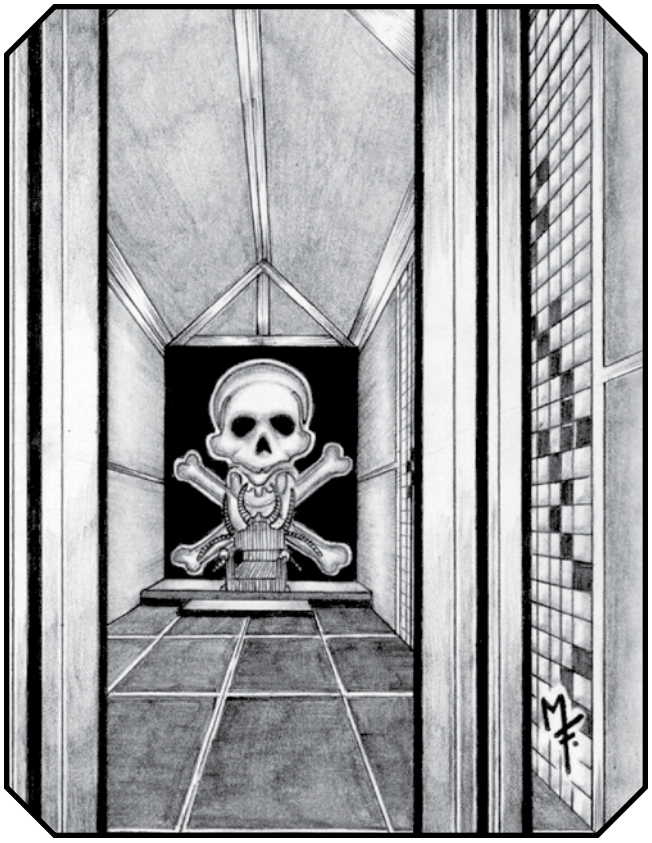
Entering From the East

Although the doors to this room are about three times as massive as ordinary doors, they swing open easily. Once open, they reveal a vast room whose furnishings seem to be focused upon your present position. Or near to it, anyway.

A large throne of bones, its back to you, sits directly in front of you, and you see that you are on a dais that overlooks the rest of the room, which stretches out over 50 feet before you and 30 feet above you.

Inlaid in the center of the floor is a black stone skull and crossbones, and standing behind it are five star-sculpted columns that, in tandem, make up what you know to be the symbol of the Full-Fathom Five.

Although the room can easily fit more than a hundred people within its confines, it is currently empty.



Once the PCs have their bearings, they notice the other features of the room (murals, skull and bones, throne, depending on where they entered). Of course, if the room is currently occupied when the party enters, they are in for quite a fight.

Tactics

- **Western Entrance:** Even if the PCs are being stealthy, it is almost impossible to enter the auditorium without at least one of the minions hearing them (Listen check, DC 10). If the PCs bash the door down, not only are they immediately attacked, but they are surprised as well. While Daen's minions begin swarming around the interlopers, Daen sends three of his ape bodyguards through the **Dead End Corridor** (**Area 14**) to cut off their escape, while he sends the remaining apes forward for a frontal assault. The lich then calmly approaches the melee and begins casting spells until the PCs fall. Should they hack their way through toward him, he draws his mace and attacks.
- **Eastern Entrance:** There's simply no way for the PCs to open either of the massive doors from the eastern end without being noticed, as numerous pairs of eyes will be facing that direction. Daen immediately draws his mace and charges, going toe-to-toe with the PCs until his hordes rush in to take the PCs out, whereby he disengages to cast spells.

If your group digs in for the duration here, chances are the undead will overwhelm them. In such a case, given their audacity, Daen decides to add these interlopers into his undead army rather than killing them outright. When they go down, he directs some of his zombies to take them out to the altars on the island's surface. You may want to give the PCs another shot by having them miraculously "come to" as the zombies carry them to the altars.

Of course, if they then proceed to go immediately back down and take on the undead all at once again, then they deserve whatever you feel like throwing at them.

Mummies (10): hp 68.
Skeletons (60): hp 24.
Zombies (45): hp 22.
Wraiths (18): hp 55.
Wights (25): hp 39.

14. Dead End Corridor

A fine layer of dust covers the floor of the corridor before you, and the air smells as if it has been trapped here for years. This space has obviously not been used recently.

Although the corridor appears to end in a wall, a **secret door** that opens directly adjacent to the entrance to Dungeon Level Five actually lies at the dead end.

Secret Door: Unlocked; Search (DC 35).

15. Subdual Room

Although Daen initially intended to use this space as a waiting room, he found that he prefers to wait in the **Sitting Room** (**Area 11**). Ever since, this area has functioned as a place to drag undead that appear to be slipping out of Daen's control. Since this hardly ever occurs, the room is devoid of furnishings and any valuable items.

16. Pit Traps (EL 12)

This lengthy corridor is meant to eliminate intruders without jeopardizing the rest of the dungeon's population, so the locked **door** keeps out everyone except those determined to gain entry.

Upon opening the door, the first character gets a chance to make a Spot check (DC 20) to notice tracks in the dust that lead directly to the **secret door** to the PCs' right. The door leads to **Room 24**. Should the PCs discover and open the door, note that the door to **Area 10** also opens. After the PCs have entered the corridor, the tracks they make obscure the previous ones.

Before and after the corridor's lone corner lies a matching set of 10-foot-deep **pit traps**. The traps open once the leading row of PCs (usually two) steps over the middle of them, unless someone finds them beforehand.

The pit traps are really just the prelude, however. If the players happen to trigger either one, the **secret doors** to **Rooms 10 and 24** open simultaneously, releasing 13 **worgs**. The beasts, hungry for fresh meat, immediately rush forward and attack. The worgs know better than to get caught in the traps, so PCs who hope to lure them into the pits are in for a surprise when the beasts simply jump over them.

Should the PCs navigate past both of the pitfalls, they eventually learn the corridor dead ends. Finding the door to **Room 10** is relatively easy (Search DC 20), but remember that opening the door here will result in the door to Room 24 opening as well.

Door: Locked; Open Lock (DC 28).
Pit Traps: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 10 foot deep (1d6, fall); Search (DC 20); Disable Device (DC 20).
Secret Door (to Room 10): Search (DC 20).
Secret Door (to Room 24): Spot (DC 10); Search (DC 20).
Worgs (13): hp 47.

17. Warden's Room (EL 11)

Unlike the other rooms on this level, dirt covers the floor of this 10-foot-long by 10-foot-wide chamber. Embedded in that earth is a coffin that belongs to **Sonsimoth**, a vampire who acts as a warden for the cells around the corner (**Rooms 21-23**). Since undead are hardly known for their unruliness, Sonsimoth has not had any charges for a number of years. Although he moves about at will, the vampire cannot escape the islands because of the sun. So, rather than simply stick his fangs into the first PC who pokes his neck inside the room, Sonsimoth waits to see if the PCs might be interested in…talking.

Since the dungeon minions aren't particularly adept at conversation, and most humanoid discussions tend to start and end with "Aaaaahhh!" the vampire has been unable to actually find out what is going on in the world. If the PCs don't immediately attempt to annihilate him, he reveals himself to be quite a mannered, erudite gentleman. He gladly shares what information he knows about the dungeon and its ruler on one condition: that they take him back with them.

Here are a few tidbits that Sonsimoth can dangle in front of the PCs:

- He knows where Daen goes during the different stages of the day (see **Wandering Master** on page 75) and the quickest route to get to him
- He knows what Daen's device does (control undead)

- He can make a quick sketch of **Dungeon Level Four**.
- He knows some general details about the other islands and their inhabitants

We suggest playing this encounter against the PCs' expectations. Instead of the stereotypical black velvet cape, Sonsimoth wears adventurers' gear. He eschews the "bleh bleh" and stilted Transylvanian accent for unaccented Common. He most definitely does not opine that he "never drinks…wine," nor does he make any reference to the "children of the night."

The vampire does truly wish to get out, and may even agree to aid the PCs in their quest if it gets him back to a populated area that much sooner. He promises not to kill or enslave any of the PCs should they agree to transport him, and he actually keeps those promises. Taking Sonsimoth back to civilization requires transporting his coffin back to the ship and storing it below decks…and keeping a few pints of blood available (or being prepared to lose a few crewmen).

Of course, once he gets back to civilization, the vampire begins making minions and sucking blood like there's no tomorrow, which may eventually cause such a nuisance that the PCs have to do something about him.

Alternatively, the PCs can simply kill him at the onset.

Sonsimoth: hp 39.

18. Skeletons in the Closet (EL 10)

Aside from the dozens of skeletons that are even now beginning to lumber toward you, weapons raised, there appears to be little of note in this room.

Along with other rooms of its size on this level, this space is used to house "off-duty" undead. The skeletons don't pose too much of a threat individually, but the sheer number of them that come at the PCs in unceasing waves may convince the party that a lengthy engagement is not what they want at this time.

However, should they actually clear the room, they discover a single unlocked chest containing 170 sp and (2) two *potions of cure moderate wounds* (CL 7).

If the PCs encountered any skeletons as part of a wandering-monster band on this level, be sure to subtract the casualties from the total represented here.

Skeletons (60): hp 24 each.

19. Choice of Doors

This text should only be read to the PCs if they approach from the west. Otherwise, treat this area like a regular corridor.

As you turn the corner, you see that the corridor comes to a halt ahead of you at a juncture of three doors in the north, south, and east walls. When you get closer, you note a carving atop each entrance: to the north, a pair of crossed bones, the flesh dangling from them in strips; over the south door, a skull stares down blankly at you through its empty sockets; and to the east, the two motifs have been combined. With the exception of the carvings, the doors all look exactly alike.

The doors *are* exactly alike…completely harmless. Your group may believe something sinister is at work here. Let them. You can even play it up, should you feel like it—make a few hidden rolls, tell the PCs they hear a click as they open the door, point out that the eye sockets of the skull seem to be watching them no matter where they move, and so on. If your PCs always expect trouble when you read a section of boxed text, this could play on those expectations quite nicely. How much you want to build this up (or not) remains completely up to you.

20. In a Wight Room... (EL 11)

Much like the skeleton room (**Room 18**) to the south, this area houses a few dozen wights who are not currently undertaking tasks for Daen. It's rather uncommon for the wights to get visitors, so they notice the opening of the door unless the PCs attempt to Move Silently (DC 15). Even so, these undead are slow to recognize the extent of the threat, so the PCs have surprise as long as they act immediately.

Note that any wights slain while patrolling this level should be subtracted from the room total.

Wights (24): hp 39.

21–23. Cells

As one would expect of jail cells, the southern walls are comprised of iron bars, with the door built into the bar structure. All of the doors are locked, and years of neglect have actually made the devices that much harder to pick. The decay does make the door a little easier to bust in, but repeated attempts to do so eventually cause Sonsimoth, the vampire warden (See **Room 17** on page 82) to investigate the noise (if the PCs haven't encountered him already).

Cell Doors: Locked; Open Lock (DC 25); Hardness 8, hp 50, break DC 25.

21. Cell A

This cell is empty.

22. Cell B

The corpse of a human male slumps against the back wall of this cell. Three arrows protrude from his body—the most likely cause of his death. You can't tell how long the corpse has been laying in this position, but most of the flesh not covered by decrepit leather armor is now dust, and the clumps of faded blonde hair lying on the floor are the remnants of his head. The corpse holds a bone horn in its right hand, almost as if it was going to blow one last note before passing to the next realm.

If the PCs try to grab the horn, or touch the corpse in any way, its remaining flesh and bones slowly disintegrate into dust. Over the sound of the body's rapid decomposition, the PCs may hear (Listen check, DC 20) a ghostly whisper, as if it were being carried into the cell via a sudden gust of air: "They took the little ones." Who this man was and what he died trying to defend remains a mystery. If asked, the vampire warden, Sonsimoth, does not have any definitive answers either, as the man was near death when he was originally brought to the cell.

The horn is a *brass horn of Valhalla*.

23. Cell C

This cell is empty.

24. Worg Room (EL 7)

Like its sister room (**Area 10**), this room acts as a kennel for seven worgs. The PCs can discover the **secret door** that opens into this room by either spotting footsteps in the dust (if no other PC entered the corridor) of the corridor outside the room or by conducting a search. Opening the door here causes the door to **Area 10** to open as well, which brings the other worgs charging toward the PCs from the rear in three rounds.

Aside from a number of gnawed-upon bones, there is nothing else of note in the room.

Secret Door: Unlocked; Spot (DC 20); Search (DC 20).
Worgs (7): hp 47.

25. Ghast Station (EL 9)

This 40-foot-long by 15-foot-wide area houses a dozen ghasts, minus any that the PCs may have met on patrol. A few coins (17 gp and 11 sp) lie scattered among the debris, along with a quiver of (6) *sleep arrows*.

Ghasts (12): hp 39.

26. Mohrg Manse (EL 9)

The opening door reveals a room that appears to be some kind of storage area. A number of stone, lid-less or partially open sarcophagi lie scattered about. A few coffins, with their inhabitants still intact, lean against the wall.

When Daen first started building his undead army, fresh bodies were at a premium. Not yet being able to take on a host of living creatures on his own, he made do by digging up the remains of the recently deceased on other islands and animating their corpses on the spot. Later, he had his creations do the job for him, but the mindless creatures initially brought back the body and whatever it had been interred in. Eventually he broke them of this habit, but every once in a while, he still gets the odd coffin or sarcophagus, which gets stored here.

Two mohrg currently use this room, each occupying an open coffin of your choosing. They are currently "resting," and do not react to the PCs' presence unless the PCs touch them or make an inordinate amount of noise (say, knocking a sarcophagus lid).

Mohrg (2): hp 104.

27. Mummy Quarters (EL 9)

Ten mummies use this area. If the PCs previously defeated any mummies on patrol, then subtract their number from this room.

Mummies (10): hp 68.

28. Kitchen (EL 4)

Read this passage as your PCs prepare to open the door to this room:

As you approach the entrance, a strong odor wafts out to greet you: the smell of spilt blood and gangrenous flesh. Even though the closed door, the stench is practically overpowering.

Characters who take pains to cover or plug up their nostrils are rewarded for their caution:

What was an unpleasant odor becomes an almost tangible wall of putrid stench that assaults your senses as soon as you open the door. The place resembles a combination kitchen and butcher shop. Thick layers of dried and coagulated blood and victuals cover every square inch of flat surface.

Several animal and humanoid bodies hang from meat hooks in the ceiling off to your left. Some of the bodies still hold some vestige of life, twitching slighty as they hang.

In the room's center, two undead creatures work on a desiccated human. One hacks away at an arm with a cleaver, while the other removes organs from the chest cavity and places them into a steaming pot on a stove behind her. There is an empty pie tin, already lined with a flaky crust, awaiting the remainder of its ingredients.

The food needs of the dungeon are pretty basic, as the only creatures that actually require nourishment are the worgs. But that's not to say that the beasts who dwell here don't miss the carnal joys of tearing flesh off of bones or chewing on an overgenerous portion of brains every now and then. So every so often, when a few animals have been captured, or some experiments haven't quite worked out, **Remeli** and **Liaju**, the two ghast cooks, receive them.

Any character who didn't take the precaution of a nose plug must make a Fortitude save (DC 15) once he gets a good whiff of the air in this kitchen. PCs who fail their save spend the next 1d3 rounds bent over as they evacuate their most recent meal onto the floor, and are at a –1 penalty for all rolls until they leave the room.

Remeli and Liaju are nonplussed by the PCs' entrance, and assume they've shown up to volunteer to be the next meal. Liaju tells them, "Very good. Right now we have enough meat for today's feeding. If you'd like to place yourselves on the hooks, we'll be able to use you in the next day or so. Make sure you plunge the hook directly into your rib cage, so that you don't fall off." If any of the characters lost their lunch, Remeli says, "Hey, we've got to finish prepping the main course before we whip up the sauce. Bam! Hey, you makin' some more? Lemme get you a pot. Bam!"

The two ghasts do not engage in combat unless attacked or threatened. Your group can engage in banter with them if they like, but all the pair really know is how best to separate a torso from its limbs and how to properly serve eyeballs as a garnish.

The corpse on the table is wearing a *ring of diving* (See **Ring of Diving** Sidebar), which functions like a *dive* spell (as cast by an 8th-level wizard) at will.

Liaju (ghast): hp 39.
Remeli (ghast): hp 35.

New Ring: Ring of Diving

This sea-green ring continually grants its wearer the ability to breathe underwater, darkvision to 60 feet, immunity from the effects of pressure, and a +10 competence bonus to Swim checks like the *dive* spell (See *Pocket Grimoire: Arcane* on pg. 73).

Moderate transmutation; CL 7th; Forge Ring, *dive;* Price 56,000 gp

Be Our Ghast

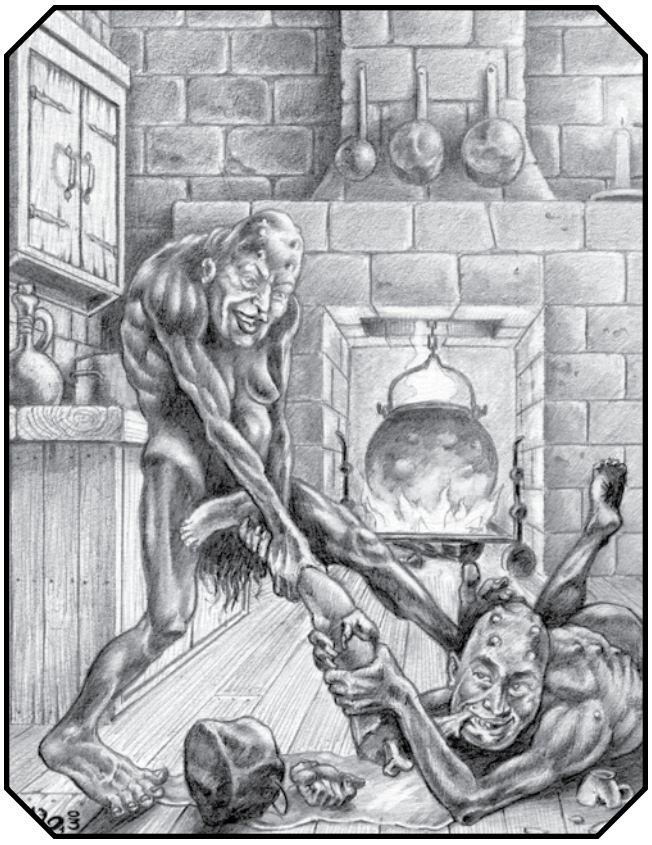
Remeli, Male Ghast Chef

Short (5'4") and squat, Remeli wears slacks, a double-breasted jacket and floppy chef's hat, all of which were once white. His speech is generally slurred but comprehensible, and, for some reason, he ends almost every sentence with "Bam!" For instance, "I'm cleaving this flesh for my master's next meal. Bam!"

Liaju, Female Ghast Chef

Tall (6'4") and thick, Liaju is made even more imposing by the clunky high heels she wears. She wears blood-drenched slacks and a ruffled shirt. Liaju speaks with an unidentifiable accent that garbles most of her words, rendering them virtually incomprehensible. This does not prevent her from nattering on incessantly, however. "Now you take the brains, making certain that they're of the correct consistency…soft to the touch but not too mushy…and sautee them over medium heat..."

In addition to the rolling pin she wields like a club and a plethora of cooking utensils, Liaju also carries a hip flask in her front pocket that contains alcohol of such potency that anyone foolishly taking a draught must make a Fortitude save (DC 20) or lose one point of Wisdom permanently.



29. Detritus Room One

Daen's minions drop off corpses here that they bring into the complex via **Trapdoor D** (see island map). Here, the bodies are stripped of any clothing, equipment, and other belongings before they're dropped down the **C-chute** in the adjoining room (**Room 30**).

If your party entered the complex through **Trapdoor D**, they see the various dots of blood that have fallen onto the corridor floor over the years, which lead directly to this room. Should they come from any other direction, they most likely note the blood trail once they approach the intersection.

There are no bodies (either alive or undead) here at the moment, just a pile of belongings that have yet to be disposed of. Anyone searching through the room finds 2d12 sp.

Planned Encounter: The Enemy Within (EL 9)

The Sea Dogs had previously found **Trapdoor D**, but have since only gotten this far into the complex. One of them remembers the PCs, and he immediately launches an attack. Should their forces be halved, the remaining pirates run into the next room (**Room 30**), and down the chute to **Room 51**. Soon after that, Daen's bodyguards tear them apart.

Sea Dogs (6): hp 35.

30. C-Chute One

The trail of blood leads you into a smaller, irregularly shaped room that has one distinguishing feature:

a large hole at the far edge of the room. The path leads right to its edge, and years of constant usage have dyed the outer lip the color of rust.

If the party feels particularly daring, they can squeeze into the shaft and follow it down. They have to remove their armor and any other protuberances (backpacks, pouches, etc.) and either shove their belongings in front or drag them behind to do so, however. Carrying a lit torch is, of course, out of the question. It's a tight fit, so the PCs can control their descent without fear of falling. They eventually arrive in **Room 51** on the **Dungeon Level Six map**.

31. Here, Kitty, Kitty (EL 2)

Not all Daen's experiments are successful. Although most failures rarely live long, the rare exceptions are placed in unused sections of the dungeon and left there. This is one of those sections.

A large, undead mountain lion waits behind the door to this room. It's very lonely, having been here alone in the darkness for years, unable to truly die, and it knows of no other way to greet and thank interlopers for intruding upon its solitude than to rip them to shreds, which it proceeds to do as soon as someone opens the door.

For obvious reasons, the **door** is locked.

Door: Locked; Open Lock (DC 28).
Zombie (Mountain Lion): hp 41.

32. Guard Room (EL 7)

In theory, the zombies and ghouls stationed in this area are supposed to patrol the two corridors that lead to **Trapdoors D and H,** ensuring that intruders don't sneak in. In practice, these walking dead shirk their limited duty in favor of smoking stogies (yes, we know, but please indulge us) and playing cards. This almost certainly means that the PCs can catch them by surprise.

The ghouls wear chain mail and carry morningstars, and they move to engage the PCs while their compatriots ready their weapons. The zombies pick up their halberds, which are leaning against the west wall, and use the polearms' superior reach to attack characters engaged with the ghouls.

Sgt. Hartmann, another ghoul, leads them. He also wears chain mail, but he carries a greataxe. He directs the guards until the skirmish goes against them, and then he wades into the fight himself.

The room contains nothing magical. The cigars, however, are of surprisingly decent quality, and the playing cards are actually a set of illustrated skeletons doing naughty things, with the number and suit (clubs, bones, bleeding hearts, diamonds) crudely scrawled in opposite corners. Observant rogues (Search check, DC 16) may notice that there is an extra card in the deck: an ace of bones.

Ghouls (6): hp 19.
Sgt. Hartmann (ghoul): hp 19.
Zombies (6): hp 22.

33. Equipment Storage

Daen's minions keep the spare halberds, clubs, leather and chain mail here in case the alert status rises and more monsters need to

patrol the halls, or in case any weapons currently in circulation need to be replaced. The room contains a dozen of each item, all medium-sized, and a suit of *+1 chain mail*.

34. Detritus Room Two

Like **Detritus Room One** (**Room 29**), corpses brought into the complex from **Trapdoor H** (see island map) are placed here to be stripped down. Your party either spots the old blood trail (Spot, DC 15) if they enter through that trapdoor, or they discover it at the corridor's intersection.

A pile of belongings takes up most of the west corner of the room. Rummaging through the pile for two rounds yields 2d20 gp.

35. C-Chute Two (EL 4)

A very peculiar tableau is unfolding before you: in the southwestern corner of the room, the lower half of a pallid corpse is sticking out of a hole in the floor. A zombie is slowly jumping up and down on the corpse, assisted by two brethren, who are attempting to force down the lifeless form by prodding it with their swords. Three more zombies stand before them, patiently waiting for their turn with a body of their own. They whip their heads around at your entrance, with looks of what could almost be mistaken for shame passing over their twisted miens. But then those looks fade to their customary grimace, and the grunts of effort change to low moans of menace.

The odd scene gets even odder once the zombies begin moving. The three zombies carrying the corpse drop it to the floor with a meaty thud, and then draw their weapons. The two trying to force the other corpse down the hole pull their swords free, and they move to attack. The last zombie, standing on top of the corpse, draws his own weapon, waves it menacingly, and then falls down the chute with a mumble of dismay, as the corpse finally gives way below him.

Once the zombies have been disposed of, the PCs can climb down the hole, which has the same characteristics as the one in **C-Chute One** (**Room 30**), and ends in **Room 52** on the **Dungeon Level Six map**. The hapless zombie who fell down the hole is sitting on top of the corpse that preceded him.

Level Five: Undead Finishing School

Most of this level's denizens don't understand the irony of this dungeon level's name. In this instance, however, "finishing" refers to the process that makes these creatures a more potent fighting force, not masters of high-society mores.

This level is also constructed out of stone, but the amount of finishing varies widely from the rough-hewn corridors to the more polished dormitories, all the way to the advanced engineering evident in **Room 36**. Ceilings generally vary randomly from 8 to 12 feet high (due to the aforementioned variances in construction), with the ceiling in **Room 36** rising to 24 feet.

The adventurers also notice that it feels quite a deal warmer on this level and smokier to boot. This is due to the **Smithy** (**Room 48**). It is neither hot nor hazy enough to cause the PCs any difficulty, but it becomes a bit of a nuisance after a while.

Stone Doors (Unless otherwise noted): Unlocked; Hardness 8, hp 60, break DC 28.

Wandering Monsters

Normal (EL 7): Zombies (10), hp 55.
Heightened (EL 7) Zombies (12) and wights (6), hp 55/39
Danger! Danger! (EL 8): Zombies (14), wights (8), Xamisum, hp55/39/48

36. Arena (EL 16)

Daen set aside this cavernous space to train the undead in basic combat tactics. They learn the bare bones (no pun intended) of weapon use, and then they fight each other. The ones who survive become stronger, while the ones torn to pieces get returned for reanimation. The training sessions run virtually nonstop, so assume one is taking place when the PCs enter.

Echoes of steel clanging against steel greet you as you enter a corridor leading to a large circular room. There is no need for stealth, as only the most cataclysmic noise would drown out the din of steel. As you approach the edge of the corridor, you discover that this is no mere room but a miniature coliseum. Four spectator stands ring the circular area you now face; they rise above the arena floor and are shaped like star points.

On the dirt floor in front of you, a large, obscenely muscled zombie instructs his 12 lesser-skilled brethren the ins and outs of combat.

Your party can choose to back away and avoid a direct confrontation. Should they decide to attack, Xamisum, the drill leader, is the first to notice them:

The well-built corpse looks you over, obviously gauging your strength. He then addresses his class:

"Our esteemed leader has favored us with a most pleasant surprise, mates—live targets upon which to sharpen our weapons. Remember your lessons, and make sure to destroy any clerics first. Now…attack!"

The zombies have learned well, and send one-fourth their number to attack the party's cleric (if they have one). If the party lacks a cleric, then the undead bestow their tender mercies upon any spellcasters. They distribute the rest of their numbers evenly among the remaining party members.

Xamisum initially limits his interaction to shouted encouragement of his students. Such comments include: "Keep that sword arm straight," "You're dropping your shield arm, mate," and "Use your number, you nancies!" He waits for the PCs to work through

the other zombies (unless he is singled out before then), and then draws his bastard sword and charges straight for the party's strongest fighter. He does not surrender.

Sitting in the stands are another 24 zombies, 16 skeletons, 10 wights, 7 ghasts, and 3 mummies. Once the combat concludes, they applaud the display and belt out a few unearthly cheers, believing this to be simply another fighting lesson. Should the adventurers boldly charge into the stands, you can distribute the undead as you see fit (placing like with like might simplify matters for you), as they all converge on the PCs when the fighting resumes. If, on the other hand, the PCs simply loot the corpses, they find 3d20 gp, and they may leave of their own accord

Skeletons (16): hp 24.
Ghasts (7): hp 39.
Mummies (3): 68.
Wights (10): hp 39.
Xamisum (zombie): hp 48.
Zombies (36): hp 55.

37. Equipment Room

This room holds equipment for Daen's island raiders. The wall racks here contain enough equipment to outfit 24 Medium size humanoids: chain mail, small metal shields, and long swords.

The iron door in the north wall is locked, but Xamisum carries the key. This door is also the only door in the dungeon that has a relatively watertight seal to prevent a large tide from seeping in. An unlocked **secret door** rests in the west wall.

Iron Door: Locked; Open Lock (DC 28); Hardness 10, hp 60, Break DC 28made.
Secret Door: Unlocked; Search (DC 30).

38. Secret Equipment Room

In this 10-foot-long by 5-foot-wide room contains magical items that are parceled out to undead raiders who show exceptional promise or who are embarking on a particularly hazardous mission. The stash includes (2) *+1 large metal shields*, (1) *cursed +1 falchion* (functions above ground only), (2) *+1 falchions*, and (3) suits of *+2 studded leather armor*.

A trapped **secret door** rests in the north wall.

Secret Door: Unlocked; trapped (*Lightning Bolt* Trap); Search (DC 35).
***Lightning Bolt* Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28 or say "Xamisum" to temporarily dispel for six rounds.

39. Double-Secret Equipment Closet

Xamisum uses this space on the rare occasions that he has to accompany an expedition off the island, so all of the equipment here is made for Large size creatures. The room contains a set of *+2 plate armor of acid resistance*, a *+3 bastard sword of wounding*, *bracers of armor +2*, a *+1 amulet of health*, and a *+1 large metal shield*. If the PCs haven't previously defeated the zombie trainer, and **Dungeon Level Five** goes to *Danger! Danger!* status, he collects his things from this room before patrolling the level.

40. Boat Launch

The corridor you've been treading slowly wends its way downward, and it's one of the longer stretches you've had to walk since you entered the dungeon. The air about you feels moister, and up ahead you hear the cause: waves lapping calmly against an unseen shore.

The corridor opens into a cavern with a long, rocky beach used as the launching point for Daen's raids on the other islands. The beach contains six skiffs, each built to carry four, but capable of carrying up to six Medium size humanoids in a tight fit. A length of rope attached to a piton embedded in the rock of the western wall secures the boats. During high tide, a foot of water covers the beach, whereby the pitons keep the boats from floating off.

For GMs who actually like to keep track of high and low tides while their party moves though the dungeon, assume that the cycle between tides takes about six hours. For those who'd rather rely on a more random approach, the chance of it being either high or low tide when the PCs enter the area is 25%. There is a 50% chance that the tides are changing, so that it is neither high nor low tide.

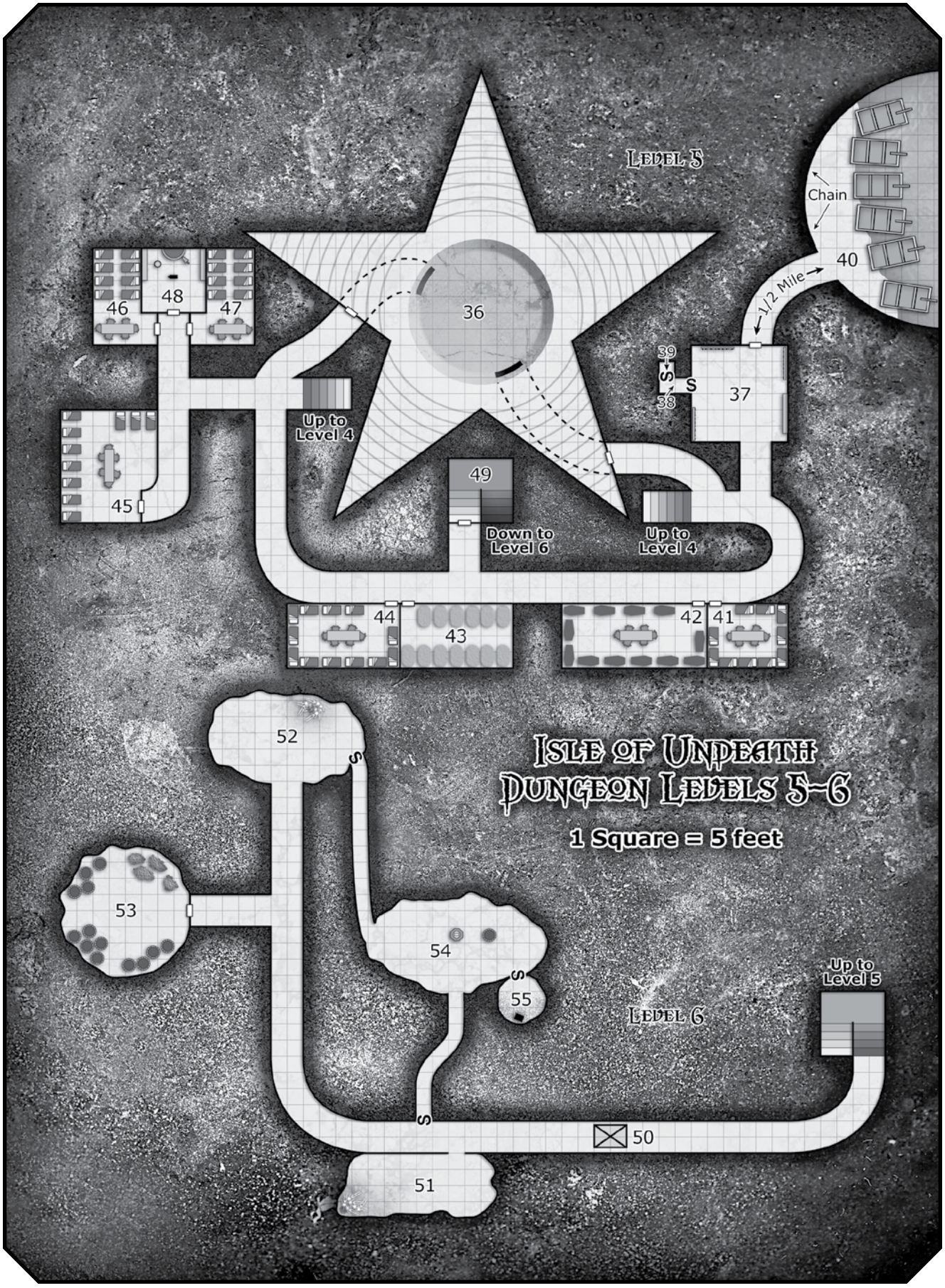
Two large metal chains dangle from the ceiling, forming an elaborate pulley system with the wall opposite the beach, which stands more than 100 feet away. Applying enough strength (Strength check, DC 20) to the chains pulls open the door, which is actually part of the outer cliff wall (see **Area E** on the island map). The PCs must pull down on both chains at the same time to open the door. Once it opens, the PCs can secure the chains in the same pitons that anchor the skiffs.

Planned Encounter: Retaliation (EL 7)

If the PCs have previously visited one other island, then assume that it is low tide in this room and there are eight zombies preparing to leave in two rowboats. One of the zombies has shown some combat prowess, and has been allowed to take a suit of *+2 leather armor*, a *+1 large metal shield*, and a *cursed +1 falchion* from the secret equipment room (**Area 38**). The zombies immediately attack.

41-47. Elite Undead Barracks

Each of these individual rooms houses a different type of undead minion when they are not being trained or raiding the other islands. The Spartan rooms contain a table in the center of the room for eating on or passing the time playing undead games (and the less said about that, the better) and simple cots along the walls (unless otherwise noted). Torches in sconces provide light. Aside from an odd coin or three, there is little booty worth collecting in these areas.


Level 5
Chain
40
1/2 Mile
36
46
48
47
39
S
38
37
Up to Level 4
49
45
Down to Level 6
Up to Level 4
44
43
42
41
52
Isle of Undeath
Dungeon Levels 5-6
1 Square = 5 feet
53
54
55
Up to Level 5
Level 6
50
51

41. Skeleton Quarters (EL 7)

Normally home to 26 skeletons, only 10 reside in the room at present. The rest are watching the proceedings in the arena.

Skeletons (10): hp 24.

42. Zombie Quarters

The zombies in this room are all at the arena. Instead of cots, the zombies have the luxury of sleeping in open coffins. If the PCs search through the coffins, they note (Search check, DC 10) that one of them actually contains a pillow, inside of which hides a diary and a quill. There are no dates on the diary, and almost all of the entries are ruminations about brains. Some sample of the zombie laureate's work include:

- *What is the meaning of life? Is it the endless quest to better ourselves, the constant struggle to achieve the perfection that can only be realized once we remove the physical and mental constraints that have been bred into these flawed forms? Is it the acquisition of total consciousness? Or maybe it's just the epicurean ecstasy that comes from eating brains. Mmm, brains.*
- *I was transfixed today as I saw a woman running across the fields. Her dark tresses flowed behind her fleeing body like wind moving across a barley field. Her muscles, taut from exertion, rippled beneath her skin like an ocean crashing against the shore. Her screams of terror were an enrapturing siren's song. Then I killed her and ate her brains.*
- *A fool and his brains are soon dinner.*

There's nothing else of note in the room.

43. Wight Quarters (EL 9)

Twelve wights currently inhabit this room. Instead of cots, the creatures sleep in makeshift graves. When the PCs enter, they are asleep in them, and they do not come out unless disturbed.

One grave contains a *potion of cure moderate wounds* and a *potion of fly* (CL 8).

Wights (12): hp 39.

44. Ghast Quarters (EL 9)

Thirteen ghasts are killing time in this room.

Ghasts (13): hp 39.

45. Mummy Quarters (EL 9)

This room is kept dark, which makes the 10 mummies living here feel at home. Scattered around the floor are 2d8 gp, 2d12 sp, and 2d4 cp.

Mummies (10): hp 68.

46. Mohrg Quarters

No mohrg are currently assigned for training, so this room is empty and unused.

47. Ghoul Quarters (EL 9)

The 21 ghouls in this room use their idle time wisely by sparring against each other. Crafty adventurers may well be able to leverage the situation to their advantage:

> *You've entered into a major skirmish, as 10 ghouls wearing blue armbands face off against 11 ghouls with green bands. Each is armed with a sword and a shield, and thus far it would appear that none of the creatures has succumbed to his wounds. The telltale creak of the door hinge alerts the ghouls to your presence. They look at you unblinkingly, and perhaps even a bit expectantly.*

The PCs can easily avoid melee by saying something along the lines of: "Oops, wrong room." They can then shut the door and leave. But the ghouls could be fodder for whatever scheme your group can think up: they could instruct the monsters in the new seppuku combat technique, demonstrate the proper way to decapitate a ghoul (over and over again), tell them there's a package they all need to sign for, lead them in a round of "row your boat" until their heads explode from the musical complexities—whatever you want. Basically, the ghouls are dumb, and they'll fall for anything. Hacking them to bits works just as well, though.

If the PCs clear out the room through combat, they find a *minor ring of energy resistance (cold)* on a ghoul's corpse, as well as the purse for the interrupted fight (21 gp).

Ghouls (21): hp 19.

48. Smithy (EL 3)

Damaged arms and armor are brought here for repairs. The ghast tasked with repairing the dings and patching the holes is known simply as "The Smith." The Smith works his material over an open forge in the north wall, and then bangs it into shape on an anvil that sits in the center of the space. There is no flue for The Smith's forge, which explains the heat and smoke the PCs have been enduring since they entered this dungeon level.

The Smith, who is reshaping a cutlass as the PCs enter, looks up from his work long enough to yell, "What do you want?"

Once again, you party can turn what would normally be a straight-up combat situation to their advantage. If they pretend to have been sent to The Smith to have their equipment repaired, he obliges, albeit grudgingly. Any items the Smith repairs remain unusable for an hour, however, for they have to cool off.

If the PCs attack the Smith, he uses his metal-shaping hammer as a weapon (warhammer). His leather apron affords him the same protection as leather armor.

The Smith: hp 39.

49. Stairwell

> *A set of stairs that bend around a corner and lead down into darkness stands before you.*

The stairs lead down to **Dungeon Level Six**.

Level Six: Reanimation

Daen and his guards use this section exclusively to turn corpses into more soldiers in the lich's undead army, so the rooms and corridors here are only crudely carved out of the surrounding earth, with the ceiling height rising to seven feet in most places.

Stone Doors (Unless otherwise noted): Unlocked; Hardness 8, hp 60, break DC 28.

Wandering Monsters

This level does not have any wandering monsters, as Daen and his guards pose enough challenge.

50. Spiked Pit Trap (EL 2)

This trap opens the first time a character weighing over 100 pounds steps into the middle of it. Springing the trap also triggers an alarm in **Room 53**, and should Daen be in the room when this happens, he immediately prepares his *skin of blood* spell (See **New Spell: Skin of Blood** on page 92). More information on these preparations can be found under **Room 53**. The trap can be disabled by pressing a small button located on the floor on both its western and eastern sides (Search DC 20).

Spiked Pit Trap: CR 4; mechanical, location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6 fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

51. Body Depository One

The smell of decay assaults your senses even before the five-foot-high pile of bodies becomes visible. You note the stack contains corpses of all sorts: gorillas, goblins, humanoids, and some creatures with some rather disturbing mutations.

Bodies that are dumped from **C-chute One** (**Room 30**) end up here, where they are thrown onto the pile to await Daen's attention. PCs who want to climb up the shaft need a boost up to the ceiling, and also need to make two Climb checks (DC 15) before reaching the top. Characters making the attempt need to doff their backpacks and other protruding gear before proceeding.

52. Body Depository Two

Aside from its layout, this room is similar to the other body depository in all respects (in fact, you may use the flavor text from **Body Depository One** if the PCs enter this room first) except for one: a warren of rats has made their home in this pile of corpses. The rats do not attack unless the PCs disturb the pile. Aside from the rats, the warren also contains a dozen gold coins and a trio of silver pieces. The zombie who fell through **C-chute Two** (**Room 35**) is here if the PCs previously took time to explore that area.

Rats (13): hp 1 (see **Animals** in the *MM*).

53. Buckets of Blood (EL 12)

The door to this room is unlocked, but the knob is trapped with a *slay living* spell that is triggered when anything living touches it. Obviously, triggering the trap alerts Daen to the intruders' presence, whereby he immediately prepares his *skin of blood* spell (See **New Spell: Skin of Blood** on page 92). Each of the dots on the map represents a barrel filled to various levels with the blood Daen needs to raise and control the dead. In the northeastern corner of the room is a small copse of "trees" that have been carved from the surrounding rock. Daen's undead gorilla guards wait in these trees while their master completes his work. They immediately pounce on any intruders, providing Daen with the time to complete his spell.

***Slay Living* Trap:** CR 6; spell; spell trigger; no reset; spell effect (*slay living*, 9th-level wizard; DC 17 Fortitude save or die; 3d6 damage if save); Search DC 30; Disable Device 30.

After he casts the spell, Daen takes a moment to address the PCs:

The withered pirate strides confidently toward the fray. Blood, crackling with vile energy, covers him from head to toe.

His voice is a low rasp, laced with malice. "You are powerful to have come this far. You will make a formidable addition to my legions. Answer me true, and your death will be quick and almost painless. Who sent you?"

New Spell

Skin of Blood

Necromancy [Evil]

Level: Clr 4, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature Touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Before casting this spell, the target must completely douse himself in blood. The source of the blood is immaterial, but there must be enough of it to cover his entire body. Upon successful casting of the spell, the blood conforms to the target's body as if it were a second skin. The blood acts as an additional suit of armor, conferring a +3 AC bonus to its wearer. This bonus stacks with any other natural or magical armor the character may be currently using.

In addition, the spell also confers these spell-like abilities:

Blood Blast: A ball of blood shoots forth from the enchanted character's hand and explodes in a 10-foot radius at a point in medium range the character designates. Those caught within the blast radius take 2d10 +1d10/2 caster levels of damage. Those who make a successful Reflex save take only half damage.

Blood Boil: A stream of superheated blood shoots from the character's finger and sticks to a target in short range upon a successful ranged touch attack. The burning blood splatters the target, causing 1d4 damage per caster level. The blood will continue to scald the target for 1d4+1 rounds or until the affected area is submerged in water.

The damage from these effects is based on the level of the character who originally cast the *skin of blood* spell. If the character uses these abilities three times, the spell is immediately discharged.

Material Component: Enough blood to cover one's body.

If the PCs answer "Carthy," Daen flies into a rage. "You dare speak that name in my presence? I will flay the skin and sinew from your writhing forms! I will inflict such pain upon you that you will beg to serve me in undeath. And then I will use the sextant you fools have used to gain entry to my dominion to raise Yarash from his slumber, and you will come to think of my ministrations as a lover's embrace. Now die!"

If the PCs answer with a name of one of the other members of the Full-Fathom Five (or a general description), Daen chortles mirthlessly. "So this is the best my former colleagues could muster. After I slay you, I shall send you back to your master as proof of your failure."

Should the PCs give a wise-ass answer or let their weapons do the talking, Daen lets out a small sigh. "It matters not. You'll die just the same, and when you rise again, you shall call me Master."

Tactics

- Daen first uses his *time stop* scroll, then uses his *turnabout* scroll (see page 249) on the party's spellcaster.
- In the 2nd round of *time stop*, he casts *inflict serious wounds* on one of the party's fighters.
- If there is a 3rd round of *time stop*, he casts *bestow curse*.
- If there is a 4th round of *time stop*, he casts *summon monster II*.
- If there is a 5th round of *time stop*, he casts *bull's strength* on one of his gorillas.
- Once *time stop* ends, Daen casts the *blood blast* function of the *skin of blood* spell at the party's lead fighter.
- If *turnabout* did not work, Daen casts *blood blast* function of the *skin of blood* spell at the party's spellcaster.
- Daen keeps one of the effects that *skin of blood* affords him in reserve so that he can retain the spell's bonus to his armor class. If he has only used *blood blast* once (say, if the *turnabout* spell was successful), he uses the *blood blast* effect on the party's paladin, monk, or rogue.
- Daen's undead gorillas have been trained to make certain that any enemy falling in combat stays down. Should any character fall below zero hit points during the course of combat, the nearest gorilla strikes the downed character with a double-fisted blow to the head on the next round. Treat this as a coup de grace action.
- Daen casts *animate dead* on any character who dies in melee, and instructs the reanimated PC to fight his former friends.

Once Daen receives a mortal wound, he begins screaming. Then, the follow events transpire:

The lich slowly rises off the floor, his arms flung out from his body as if he were being drawn and quartered. His body begins to shake as a sphere of energy envelopes it. His screaming becomes more feverish and high-pitched, and it appears that he cannot possibly open his mouth wide enough to excise all the pain and suffering he is experiencing. Then a torrent of blood and gore erupts from his mouth and shoots across the room. The crackling sphere surrounding him brightens, and the flow of fluid increases. It runs from his nostrils and ears, and then his eyes burst from the pressure, and the gushing continues from his empty sockets. This is much more blood than one human should be capable of holding. Perhaps, at the end of his time on this plane, the lich is being called to task for the hundreds of souls that he had slaughtered, for the thousands of gallons of blood he spilled for his own gain.

Then, it stops. The sphere contracts, folding the now shrunken corpse upon itself as it grows smaller. It grows

still smaller until it reaches half its size, a quarter, and then even smaller than that…until only a sparkling circle the size of a gold piece hangs suspended before you, spinning rapidly. Then, even this minuscule remnant collapses inward, warping the space around it as it disappears.

For a moment, all is silence. And then the world explodes.

While not encompassing the entire world, the explosion has a profound effect on both the dungeon and its inhabitants. Anyone within a 30-foot radius of the point where Daen shuffled off the immortal coil is enveloped by the blast, taking 3d10 points of damage (Reflex save DC 25 for half damage). Anyone on the **Dungeon Level Six** must make a Fortitude save (DC 15) or be deafened for the next 2 hours.

The force of the blast blows the door to this room off its hinges, kills any gorillas that may still be alive, and shakes the entire complex. Fortunately for the PCs, it also pops open both **secret doors** to **Room 54**.

Daen's death causes more unpleasant effects on the entire dungeon (See **Aftermath** for more details).

Secret Doors: After the burst, anyone passing within 10 feet of them can make a Spot check (DC 10) to find them.

54. Yarash's Ship's Bell

The unlocked secret doors are the only entrances to this room and are normally quite well hidden (Search check, DC 30), but, if the PCs defeat Daen, his death pops them ajar.

After a brief jaunt down the corridor, the adventurers see:

A large, one-foot-high by one-half-foot-wide bell of solid gold sits on an octagonal pedestal in the middle of this room. A number of inscrutable etched runes cover its surface, much like those you've seen on the sextant. A small golden, rune-decorated hammer lies next to the bell, and a barrel sits one foot away from the bell's pedestal. There is nothing else of note in the room.

Here at last is Daen's key to his control of the island's multitude of undead. The bell not only raises the dead, but also places the reanimated corpses under the control of the bell's user. This bond is so strong that it makes affected undead more difficult to turn (which has been noted in the monster stats for this section).

Although the bell is not secured to the pedestal, handling it causes some unpleasant effects. For one thing, any Good character touching it takes 1d10 points of electricity damage (no save). Secondly, touching it causes Daen's control over his undead minions to cease, which returns the creatures to their chaotic norms. Lastly, the absence of the magical aura infusing the dungeon's very structure is going to bring the place down around the characters' heads.

The barrel is half-filled with blood, which is needed to make the Bell of Yarash work (see the item description for more details). Once a character touches the Bell, read the following passage:

No sooner do you place your fingers on the bell's surface than you all feel as if the air has been suddenly sucked out of the room. There is no noise. In fact, there is no sound whatsoever. Then, seconds later, the feeling is gone, replaced by a rumbling that begins deep within the ground. Then, this too passes.

The Bell does not appear affected by these events, but the death knell for the dungeon has begun. Further details of its collapse are covered in the **Aftermath** section.

55. The Booty

A well-hidden **secret door** leads to this room. Inside are several mounds of treasure, including 1,307 gp and 710 sp. There are (3) *potions of cure moderate wounds* (CL 7), a *potion of invisibility*, and a *potion of haste*. The room also contains a *ring of protection +2* and an *amulet of natural armor +2*.

Also in the room is a locked **box** containing Daen's phylactery. Should the characters not destroy the papers located within, Daen eventually reappears within 1d10 days and digs his way out of the ruins of his dungeon, perhaps providing a future adventure for your group.

Box: Locked; Open Lock (DC 35); Hardness 20, hp 40, break DC 40.
Secret Door: Unlocked; Search (DC 30).

Aftermath

Once Daen has been dealt with and the bell secured, the time for the dungeon is grows short. The PCs may believe that their travails are over, but once they return to the stairwell (**Area 49**), read this section:

You are about to begin your ascent up the stairs and away from this dungeon's undead master when another bout of rumbling shakes the ground beneath your feet. A large crack opens up in the corridor behind you, and a portion of the staircase crumbles into another rift that is beginning to widen as you watch.

Running Scared (EL10)

At this point, the adventurers have 10 minutes (60 rounds) to get out of the dungeon before it utterly collapses. They should be able to jump the chasm with ease (Jump check, DC 5), but from here the tasks get significantly harder. See page 94 for a timetable of the dungeon's undoing.

Should the PCs reach their boat before the 10 minutes are up, or if they decide to commandeer a skiff from **Area 40,** you can halt the countdown and assume the characters escape the dungeon's collapse. Especially since they have another problem to face:

The Undoing of Daen's Dungeon

Round 1	Earthquake begins.
Round 5	A piece of ceiling drops on PCs; Reflex save (DC 10) allows them to dodge it. Otherwise, they take 2d6 points of damage.
Round 10	10% chance of running into Wandering Monsters. Treat all Wandering Monster encounters as if the dungeon is at *Danger! Danger!* alert status. If the monsters are different types of undead, they are already fighting amongst themselves.
Round 12	A major tremor shakes the complex, causing those who fail a Reflex save (DC 15) to fall down.
Round 20	20% chance of running into Wandering Monsters.
Round 24	A supporting wall next to the party gives way. Reflex save (DC 15) gets them out of harm's way. Failure results in 1d10 points of crushing damage, although the characters are not pinned.
Round 28	The ceiling above the supporting wall collapses. Characters still in the area must make a Reflex save (DC 20) or take 2d10 points of crushing damage. A Strength check (DC 15) is required to get out from under the debris.
Round 30	30% chance of encountering Wandering Monsters.
Round 34	Outer wall of **Room 34** gives way, allowing the ocean to pour in.
Round 35	The doors to **Room 34** burst open, and water spills into the northeast corner of **Dungeon Level Four** and begins to flood **Dungeon Level Six**.
Round 37	PCs in the corridor leading to **Trapdoor H** are swept off their feet and forced through the exit, taking 2d6 points of damage as a result (Reflex save (DC 15) for half).
Round 38	The water on **Dungeon Level Four** reaches the staircase to **Dungeon Level Five**, which also begins to flood.
Round 39	PCs in the corridor to **Trapdoor D** are swept off their feet and deposited outside the exit, taking 2d6 points of damage in the process (Reflex save (DC 15) for half).
Round 40	40% chance of encountering Wandering Monsters.
Round 41	The water completely floods the western half of **Dungeon Level Four**, and the water reaches the other staircase to **Dungeon Level Five**.
Round 43	The walls in western half of **Dungeon Level Four** collapse, resulting in a cave-in of the ceiling.
Round 45	Water reaches **Area 49** on **Dungeon Level Five**.
Round 47	**Dungeon Level Six** completely floods, causing any breathing creature still on that level to drown.
Round 49	The ceiling in **Dungeon Level Six** completely collapses, and the area between the staircases on **Dungeon Level Five** gives way.
Round 50	50% chance of Wandering Monster encounter.
Round 51	Water reaches northeastern staircase of **Dungeon Level Four**.
Round 52	**Dungeon Level Five** floods completely, flushing anyone still on that level into **Area 40**.
Round 53	**Dungeon Level Four** begins to collapse.
Round 54	The collapsing of **Dungeon Level Four** causes the upper levels to become unstable.
Round 55	**Dungeon Levels One and Two** shake violently.
Round 56	The shaking grows more violent; a 5-foot wide chasm opens in the middle of **Dungeon Level One**, completely bisecting it.
Round 57	**Dungeon Level Four** is completely destroyed, and a gigantic hole opens beneath it.
Round 58	**Dungeon Level One** falls inward upon itself. Anyone inside the level may attempt to tumble to safety (Tumble check, DC 20).
Round 59	**Dungeon Levels One to Three** collapse in on themselves.
Round 60	The eastern tip of the island begins to slide into the sea. Simultaneously, a tremendous hole opens in the grasslands area of the island, which will eventually reaches a depth of 50 feet. Characters in these areas must make a Reflex save (DC 15) each round to avoid being caught in the remnants of the collapse. Those who fail their saves take 1d10 damage every round until they are rescued or they climb (Climb check, DC 20) out.

As you are setting your oars for the row back to your ship, a pale, shriveled hand reaches over the stern of your boat. Another hand follows it, and then an undead head, all of which are dripping seaweed. You are about to deal with the threat when you hear something climbing into the boat behind you.

This is Daen's parting shot. A total of four zombies have been waiting in the sea near the boats to drag the PCs to their watery deaths (if the PCs are in more than one boat, then the zombies have three to deal with each group). A successful hit and a failed Strength check (DC 10) on the part of the zombie will keep them from boarding. For each swing the PCs make, and for each hit a zombie scores, the adventurers need to make a Balance check (DC 15) or into the drink they go. Once in the water, a zombie will initiate a grapple and attempt to drag them down. Characters who fail two successive grapple checks have begun to drown. Since the PCs have not yet rowed very far, they will not need to make Swim checks in order to do battle (unless, of course, they are under 4 feet tall).

But this is just a delaying tactic to allow the main zombie force, all 20 of them, to attack the party's boat. The first sign that something is amiss will occur when the PCs get back to the boat and no one

The Ship's Bell of Yarash

This pure gold bell appears anything but normal, as intricate runes exalting the foul Yarash cover it, the stand that allows it to swing, and the hammer used to make it peal. Yet, striking the bell with the hammer only results in a clear, low tone that carries quite a distance.

What effect the bell has depends on the ringer's alignment and his or her success on a Willpower roll (as outlined at the beginning of **Act II**). For evil characters, a Straightforward roll allows them to *animate dead*, per the spell, as a 16th-level sorcerer, with the following differences:

- The bell animates all corpses within a 30-foot radius.
- The amount of undead you can control is doubled to 16. Any excess within the 30-foot radius are uncontrolled.
- All undead created by the bell have the +1 Turn Resistance special quality.

On a Complex roll, an evil character may cast *create undead* or *create greater undead* as a 16th-level sorcerer. As long as the bell is rung once per day (see below) and the created undead are within the 30-foot radius described above, the undead created with this spell will be under the caster's control.

The evil character may also make a Complex roll to *control undead* in a 1,000 foot per character level radius, as per the spell. As long as the bell is rung once per day (see below), and each of the already-controlled undead are still within the radius described above, there is no limit to the number of undead that can be controlled and no duration to the spell's effect. The bell's effect lasts for 24 hours, at which time the bell must be struck again to reestablish dominion over the creatures. If the bell is not struck after the 24-hour period, or if someone other than the original user touches the device within that time period, the effect ends. Raised corpses remain animated but uncontrolled. The undead do not respond to commands, and act as normal until someone else tolls the bell.

If a good character attempts a Straightforward use of the bell, he or she takes 1d6 points of damage. Good characters may, however, attempt to use the artifact to Turn or destroy undead. For characters that cannot ordinarily perform turning, a Straightforward roll allows them to Turn Undead as a cleric of their own level. Also, any negative result on the turning-check roll is raised to at least a Cleric Level 5 result on the Turning Undead chart (See *PHB*). For characters that can ordinarily perform turning, a Straightforward roll allows them to perform one turning six levels higher than their current level, and a negative result on the turning-check roll is raised to at least Cleric Level 5 on the Turning Undead chart. (Evil characters may attempt to rebuke undead, with the same modifiers.) If a good character attempts a Complex use of the bell, he or she permanently loses 2d6 hit points. Good characters who cannot Turn Undead may use a Complex roll to attempt one turn as a cleric five levels higher than their own, and any negative result on the turning-check roll is raised to at least their own character level on the Turning Undead chart. Good or neutral characters who *can* Turn may use a Complex roll to perform one turning ten levels higher than their current level, with any negative results on the turning-check roll raised to at least their own character level on the Turning Undead chart. (Evil characters may attempt to rebuke undead, with the same modifiers.)

Neutral characters who use the bell must make a Will save (DC 25) after attempting to use the bell to control undead, or their alignment drifts inexorably toward evil over the course of the next seven days. Neutral characters attempting to create undead with the bell must make a Will save (DC 30) or suffer the same fate. The character must make a full *atonement* to a high priest of his or her god to return to neutrality.

responds to their hails. They will then hear the distinct sounds of battle coming from above them, and they'll also spy a lone zombie climbing a rope up the ship's side, a sword in his mouth.

By the time the players gain the deck, the fighting has gotten fierce. There are already 2 dead crewmen, and 1 fallen zombie. The crew will continue to lose 2 of their number every 4 rounds, while killing 1 zombie, until the zombies have half their original number. Then it will simply become a mop-up operation.

Once your party has defeated the last of Daen's minions, they look back to see:

The island you saw when you arrived has undergone a radical transformation. The eastern peninsula has fallen into the sea. Smoke rises from the center of the island, the last remnants of the complex that until recently had lie beneath it. It looks as though those remnants will continue to billow forth for some time to come, which cannot be said of its master, who had, until recently, held its undead minions beneath his sway.

The bell is yours, but your quest is not yet over. For there are still other islands to visit…

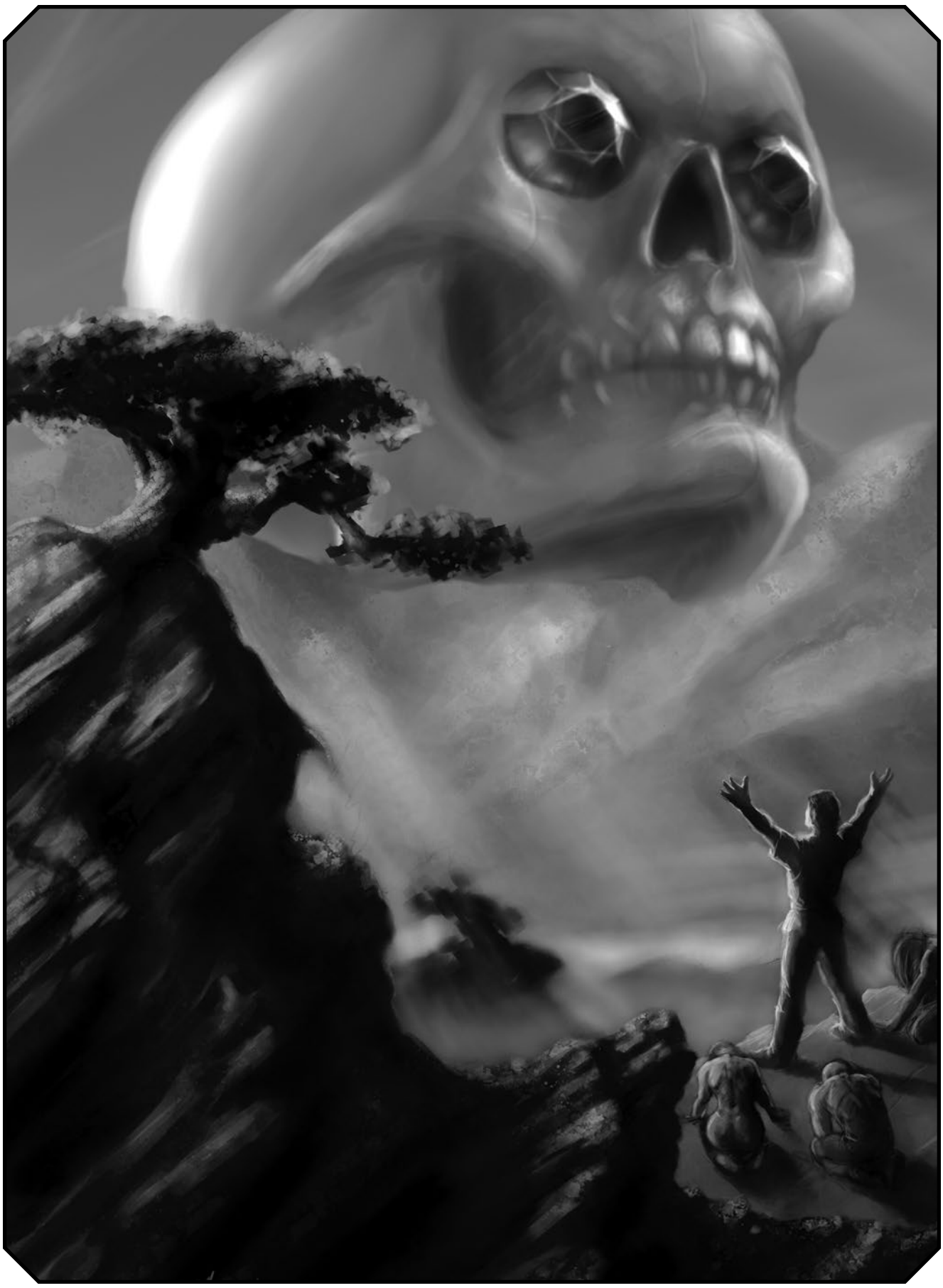
Isle of Undeath: Pluses and Minuses

Another Brick in the Wall, Pt. 4: +100 xp to each PC if they avoid the *zone of life detection* spell.

Be Vewwy, Vewwy Quiet: +300 xp to each PC if they go through the entire complex without raising the alert level to *Danger! Danger!*

Snow White Ain't Got Nothing on Me: +25 xp to each PC if they take the Mirror from Daen's master suite.

Eggs, Milk—What am I Forgetting?: -1,000 xp to each PC if they fail to recover the Bell of Yarash.



The Boneshaper's Throne

On this island, marked by a pistol on the treasure map, the PCs find themselves in the clutches of **Zoltan Zaska**, a one-time swashbuckler and ladies' man. Death and the trip through Hell's Triangle have not been kind to Zaska. When the PCs find him, he has been reduced to a cowering, self-loathing ghoul, living vicariously through a host of creatures and constructs that do his bidding. But the artifact he holds is strong enough to sustain this twilight life—and help him carry out a plan for escaping it.

GM's Note: This island is extremely light on magic items and treasure. There are abundant healing potions and *potions of fly* and cursed weapons on the Skull but no real booty to speak of. If you feel your PCs deserve a better carrot at this point, toss in more items as you see fit.

Planned Encounters

If you use the planned encounters provided in the introduction to Act II, you can find the relevant information in these sections of this island:

- The **Attack!** encounter is detailed in the **Be It Ever so Evil** section on page 100.
- Although Zaska does not let slights go un-avenged, he does not engage in **Retaliation** while the PCs are on the island.
- The PCs discover **The Enemy Within** in **The Infernal Machines** section on page 112.

Section One: All Against All

Zoltan's island is roughly skull-shaped, with rocky beaches lining the shore and dense jungles ringing the interior. A natural harbor rests on the west side of the island. From the water, the PCs can see a large butte jutting up in the middle of the island; a white wall encircles the top of the island.

If the PCs are leery of dropping anchor in the mouth of a skull, they can try settling in anywhere else on the island's perimeter, but it takes a Profession (sailor) check (DC 30) to navigate the shallows. If they fail the check, the boat runs aground, and the PCs must wait for high tide (the following day) to leave the shallows (another Profession (sailor) check, DC 30).

Wherever the PCs drop anchor, let them have a look at the surrounding water. On a Spot (DC 20), they notice the rotting infrastructure of another boat on its side next to their own. There's nothing remarkable or valuable on the boat; it's just an ill omen…

The island's beaches are uninviting, being composed almost entirely of sharp, shale-like rock. If the PCs do some digging among the stones (Search check, DC 20) they uncover some scraps of wood and tatters of canvas—further signs of shipwrecks.

The beaches extend for about 50 feet before the jungle rears up—in which daylight turns to darkness, for thick canopy of intertwined branches high above block the sunlight from reaching the forest floor. The PCs hear suspicious sounds all around them (have them roll fake Listen checks): something crunching through the leafy underbrush, branches groaning and cracking overhead, strange chittering sounds in every direction, and so on.

While the PCs stumble around the island, they note some random animals, such as **giant lizards** and **badgers** (or maybe a **crocodile** or two). Climbing trees requires two Climb checks (DC 17); hacking through the canopy to get a bird's-eye view of the forest takes two successful Strength checks (DC 15). Meanwhile, in each tree, a **giant constrictor snake** wends its way through the branches.

If the PCs dispatch any animals, give them a Spot check (DC 17) to notice something unusual in the gore: a finely crafted metal arm. It is the remnants of one of Zoltan's henchmen creations, the **Skull-Duggers.**

After the PCs have been walking and hacking for a while, have them make Listen checks (DC 15). Those who succeed hear drums: a dull thumping that quickly fills the whole forest and seems to be coming from every direction. Those who make their checks with a total of 20 or higher can distinguish *two sets* of drums working, just slightly out of sync of each other.

Presumably, the PCs investigate the drums (or take action to avoid them). Whatever they do, as they get started, have them roll a Spot check (DC 15). If they succeed, off in the distance—in a position not connected in one way or another with the drums—they spot a giant figure standing in the leaves, almost hidden in the foliage. They can also make an Intelligence check (DC 20) to notice that they're being observed.

> *The dark gray figure stands perhaps 10 feet high and five feet across. It has a pair of fiery red eyes, each the size of a small shield. As you look closer, you realize the figure's mouth is set where its legs ought to begin—the whole thing, in fact, is a giant head.*

A closer search (Search, DC 12) discloses that the figure is, in fact, a statue of finely carved rock—a **Headstone (**See the **Headstones** sidebar on page 105 and **Headstones** in the **Dramatis Personae** on page 224) that watches over the island. This one—unlike its cousins, which guard Zoltan's fortress—doesn't have offensive capabilities. But buried deep in eye sockets is a smooth, rounded stone crafted by Zoltan to capture images and sounds from the surrounding area and transmit them back to him over golden wiring buried deep underground. In practical terms, these mechanized relays mimic the *true seeing* and *sending* spells. If the PCs move out of the statue's field of vision, the sentry rotates on its base to track them.

Lizard, Monitor: hp 32
Badger: hp 6
Constrictor Snake, Giant: hp 91.
Headstone: hp 85.

Two Tribes Go to War

How you introduce the islands' warring savages depends on what the PCs do. If they follow the drums' source, they stumble across

Zoltan Zaska

In life, Zoltan Zaska was a dashing, roguish ladies' man, and some even called him "Harrimast Beneath the Heavens." In some ways, he *was* the embodiment of the venerable pirate god: he could be cold as a cutlass in battle and in thievery, but he loved adventure, the thrill of the chase, and the clink and glitter of gold. In short, he was a romantic. It didn't hurt that he was strikingly handsome and a clotheshorse. He went into battle dressed immaculately, and always with a gleaming grin, even as he drove his blade through an opponent. And after a fight, he showed his female captives considerably warmer attention than his male ones.

For all his picaresque loves, his heart belonged to Black Jenny Ramsey, a beautiful and charming pirate lass. Not only was Jenny exceptionally toothsome and just as fiery as Zoltan himself, but she also fed his rapacious ego. Only Jenny, he thought, understood his exceptionality as a buccaneer. In fact, how could he love a woman who didn't understand the attention-starved corsair at his core? She had a flaw, though: she flirted. She couldn't keep from making eyes at Ezekiel Carthy, a stuffed shirt and all-around boorish fellow who should've been balancing ledgers in a back office, not striding ship decks.

When newly founded Freeport raised a navy, Zoltan joined it on a lark, thinking it an opportunity to wear a finely tailored uniform and a chance to tweak grim old Carthy. But soon enough, Zoltan's jolly plans went to hell—literally. When Drac betrayed Freeport's fleet, the naval captains faced a watery grave.

Clinging to the ruined foredeck of his sinking ship, Zoltan's mind reeled. How could such a marvelous specimen like himself die so…unspectacularly? Not to mention so *soon*? With his dying breath, he called out to anyone who would help. Yarash answered.

Zoltan, along with Black Jenny, Carthy, Moab Cys'varion**,** and Daen Danud, were returned to this world and promised eternal life as undead if they joined Yarash in creating a pirate band that would turn the oceans red with blood. Terrified of obliteration, Zoltan agreed, as did the others for their own reasons. The Full-Fathom Five was born.

But undeath proved too terrible a fate for Zoltan to bear. His vanity recoiled at his newfound ugliness, and the stink of the grave that clung to him. Slaughter for slaughter's sake had never appealed to him, but he came to embrace it wholeheartedly as a way to release the powerful hatred he felt for his wretched, demonic self. And what a fearsome figure he made… howling from the decks in tattered finery, an unholy blaze behind his sunken eyes…

When Carthy turned traitor and gave the forces of Freeport the sextant, he cursed him and swore revenge. Now, in exile behind the impenetrable Hell's Triangle, Zoltan sits and broods—and deteriorates—over his former life. Death initially took a hard toll on him, and the passage through the Hell's Triangle's maelstrom has left him a battered husk at best.

But, in his weakness, he's become more dangerous than ever.

Zoltan, ever vain, is consumed by a single desire: finding a body he can steal, a fit vessel for his warped old soul. To do that, he has used the magic powers of his artifact—an elaborate, gilded pistol—to turn his island into a testing area. The pistol gives him control over the products of men's hands—tools, weapons and other creations—a power Yarash once used to warp enemy ships and melt their weapons from a distance. Now it serves Zoltan in maintaining a totalitarian technocracy, with himself at the head. Literally.

Zoltan has constructed an elaborate flying fortress, in the shape of a skull, manned and guarded by a range of elaborate construct creatures. From this seat of power he lords over the wretched inhabitants of the island, mostly sailors who wrecked here after coming through Hell's Triangle. As if the Triangle weren't bad enough, these unlucky mariners have become pawns in Zoltan's relentless search for a host body.

First, Zoltan plucked the women of childbearing age from the marooned crews and secreted them in his fortress. Then he pitted the crewmen against each other in a state of constant total war, encouraging them to fight with exhortations from his flying fortress, and dispatching weapons and healing potions from same. Meanwhile, inside the fortress, his forced concubines produce potential heir after heir. (The pistol artifact keeps him fecund in undeath through a complex arcane process; in modern terms, he uses the weapon's powers to sift the genetic code out of his own flesh and produce a viral strand of it that he then introduces into his unwilling wives.) The children are drilled in the arts Zoltan has learned over his long life, and then are released into the wild to fend for themselves among the savage tribes. Whoever can survive these battles, piece together the secret of the island, and come gunning for Zaska *might*—just *might*—be worthy of possession.

Miserable as he is, Zoltan can still summon up the fire of his former self. He flirts with female adventurers and cuts a gypsy-ish figure. (In combat, he also plays the roguish pirate, swinging from chandeliers and pulling down draperies on his opponents, not to mention taunting them with boasts and witty insults.)

Zoltan appears as a rotting man (ghoul) in dashing pirate garb.

Zoltan's View of the Other Pirates

Any mention of **Captain Carthy** drives Zoltan into a witless rage for several moments, after which he emerges with a smirk and a laugh. Zoltan considers Carthy a vile turncoat—not to mention an officious boor—who forced Zoltan into this moldering body through his treason. The "official history" that Zoltan drums into his subjects includes lengthy tirades against the former Full-Fathom Fiver who followed his conscience.

Zoltan is considerably warmer toward **Black Jenny Ramsey**. He still loves her, and he hungers to see her, but fear and self-hatred prevent him from attempting it. How could she love him when he looks like he does—when he's become a monster? (A good part of Zoltan's fury toward Carthy is actually anger over Black Jenny. Zoltan always suspected Jenny, deep down, actually loved the old stuffed shirt, and Zoltan can't abide the thought.)

Daen Danud doesn't figure in Zoltan's plans much at all. In life, Zoltan found him repulsive, a degenerate sadist and, at best, an ally of convenience. As a member of the Full-Fathom Five, Zoltan grudgingly modeled himself on Danud, as the former fop struggled to find his own path into true evil. Now Zoltan lives in weary anxiety over Danud. He knows if the vicious demon ever found his way to Zoltan's island, he could wreak serious havoc, but frankly Zoltan has bigger problems to worry about: himself and his state of undeath.

As for **Moab Cys'varion**, Zoltan admired the suavity and cunning of the dark elf when he saw him battle in Freeport's underworld arenas, and even became his friend, after a fashion, when they tortured prisoners together in Yarash's fleet. Now he confuses Zoltan more than anything else. Even when they chummed around, Zoltan never quite knew what the cagey elf was up to—or what drove him. He's even less certain now.

the battle itself. If they avoid them, they probably end up in the middle of one (or both) of the two villages.

Here, then, is a basic description of the tribes and their home bases, which you can tailor to suit the PCs' actions.

Crawling from the Wreckage

The island's two savage tribes were born of the shipwrecked crews of two vessels: the *Eomer Fitzgerald* and the *Johnny Basilisk*, a sloop. Decades ago, a storm drew both ships through Hell's Triangle, and they were presumed lost (A Profession (sailor) check (DC 30) or a successful bardic knowledge check (DC 25) reveals this fact.) However, the crews were doomed to suffer a crueler fate…

After setting up crude villages on either side of the island (mostly from the wreckage of their ships), the crews explored their new home. Little did they realize *they* were being watched. Zoltan used his Headstones to ferret out secrets about the two crews, and he then used the information to pit them against each other. For example, planting evidence that the villages were stealing from each other's food stores.

Soon enough, the crews went to war. They fought savagely through the jungles, with Zoltan watching their every move through his Headstones. As they crawled back to their respective villages, broken and bloody, the lord of the island announced himself. His flying fortress rose from its hilltop base, appeared to the retreating armies, and showered them with gifts from its maw: healing potions pumped from a high-pressure hose and magic swords dropped from a chute.

The crews realized this floating skull was probably bad news—especially when the women of the village began to disappear, returning years later, looking dazed and spent. But it was hard to see the Skull as completely malevolent when its healing potions and magic swords *worked.* So the crews availed themselves of the head's gifts…and started to find it less and less strange that paranoid visions filled their dreams and the thoughts of vengeance and terror filled their heads when awake. The potions and weapons were cursed: the former weakened the crews' will, making them more susceptible to suggestions, and the latter made them belligerent.

Now, little distinguishes these tribes from one another. Both are feral, covered in decades' worth of scars and tattoos, and often they have bits of bone shoved through their nostrils and ears, or they sometimes wear an enemy's ears and or head on their belts. Their leaders are simply the biggest, toughest savages in the band, and they keep an eye out for potential usurpers.

There's something curious about some of the tribesmen, however: they look alike. Or, rather, they all look like their father—Zoltan Zaska. Zoltan pressed the kidnapped women into service as mothers, releasing them from the Skull only when they had passed childbearing years. The children these women spawned have an even stranger fate in store. Zoltan trains the girls to be a new generation of mothers, and his henchmen train and educate the boys to be to be mirror images of the undead captain. Basically, the boys learn to be perfect gentlemen and perfect rogues. And when they are old enough, Zoltan sends the boys into the wild to fend for themselves.

Zoltan hopes one of his sons will prove strong and wily enough to break into the skull fortress and battle his way to Zoltan's bedchamber. Whereupon Zoltan will know he has finally found a worthy heir—someone worthy of depositing his spirit in, that is.

So far, none of Zoltan's sons have made it all the way, but some have come close. Mostly, once the boys reach the jungle, they forget their fancy training and become a member of a tribe. But they can't forget the strength Zaska wound into their sinews, or the cunning he wove into their heads; the Sons of Zoltan always physically and mentally stand above the shipwrecked crewmen. And even the least ambitious of them always has one eye on the plateau at the center of the island—a home that haunts the boys' nightmares.

Whenever you think it's appropriate, give the players a Spot check (DC 20) to notice that:

- Many, many members of the crews look very much alike.
- There are no girls or young women in the villages—only older ones.
- There are no boys younger than 20.

Fields of Fire (EL 11)

When the PCs begin exploring the island, the two crews start another of their daily campaigns, converging, as ever, in the stretch of forest immediately between their two villages.

Just before the fighting begins, Zoltan's fortress takes to the air with an immense groaning sound, and it hovers just above the tree line of the battle, booming messages of encouragement from its foul maw. The following description also holds if the Skull appears while the PCs are in the village.

All of a sudden, a shadow passes over you with a whoosh of air that nearly knocks you flat. You look up, and you find yourself staring at a skull—a gleaming, polished skull at least twice as big as a man-o'-war. The eyes strike you first: giant rubies, illuminated from behind and glowing with a hellish red light. Below them, a jaw clanks and grinds, exposing for moments at a time a maw large enough to swallow a dozen men.

All activity around you stops for a moment, as all eyes turn toward the grotesque edifice, as if waiting for permission to continue. Suddenly, a voice booms from between the gleaming teeth:

Battle is truth! The sword is good! Blood for the Skull! The Skull gives life!

The PCs may try to figure out how the Skull flies. On the underside of the castle, and at several points on its face, are a series of tiny nozzles (Spot check, DC 30, if the Skull is far overhead; DC 20 if it's closer or on the ground). As the Skull flies and changes direction, puffs of smoke jet out of the nozzles and propel the Skull along. The nozzles are firing atomized *potions of fly*, which keeps the Skull airborne and allows it to change direction. These act as if the nozzles were firing propellant; in other words, if the nozzles fire on the right side, the Skull moves to the left.

Boorman: hp 59.
Konnery: hp 52.
Typical Crewmen (40): hp 34.
Typical Son of Zoltan: hp 38.

Life During Wartime

If the PCs come across the battle itself, the first tribe they find attacks them. (The crews come to battle with 20 men each, with their respective captains at the head.) When the *other* side hears the fighting, they plow into the enemy's lines and attempt to aid the PCs—they assume the Skull sent them down as divine aid for their cause. (After all, the Skull always sends out young men to one village or the other.) The villagers may be taken aback by any women of childbearing age within the party, for they haven't seen any in quite sometime. They may see this as a sign that Zoltan favors them, for they have never received such a gift. (The PCs then have to convince them that the women aren't for them.)

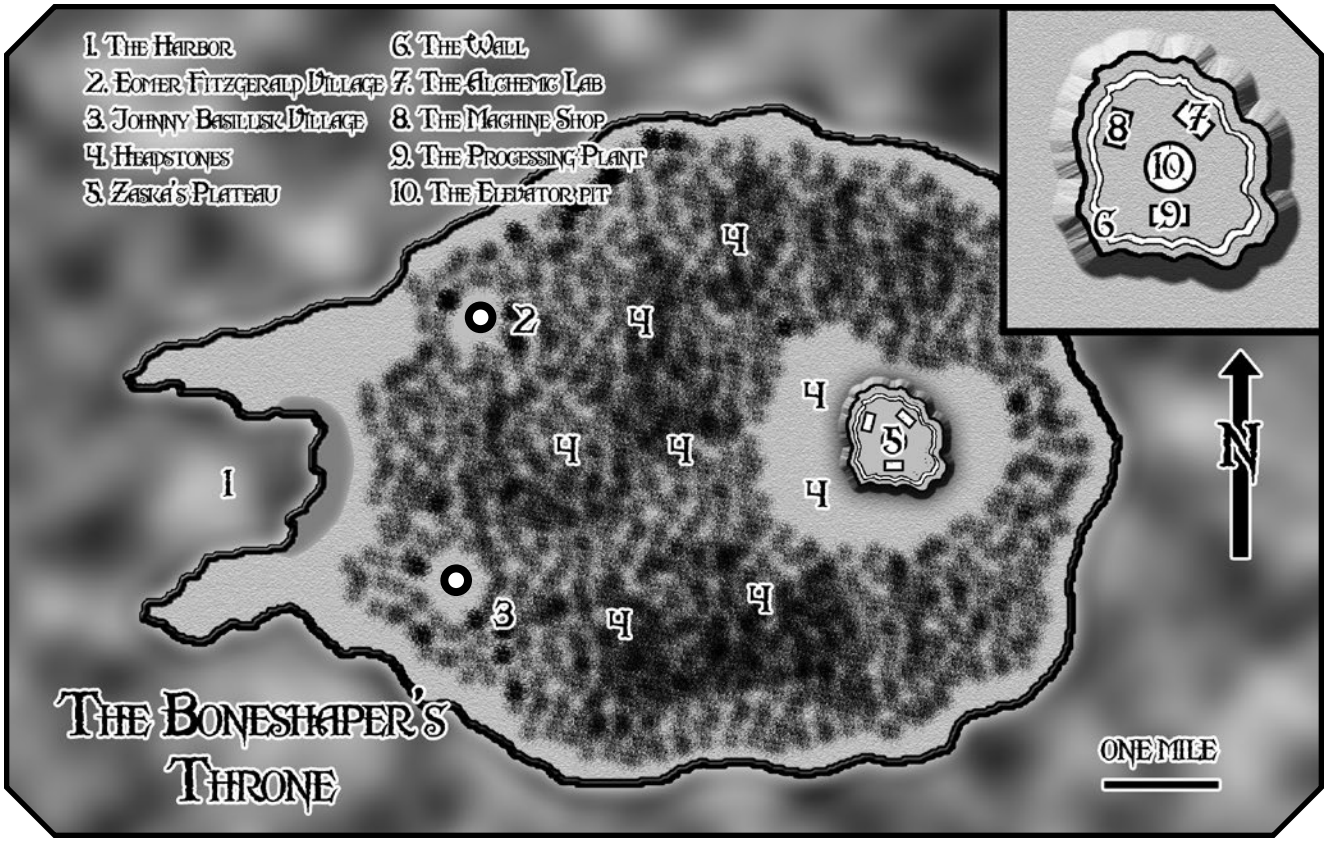
The PCs, in this battle scenario, can try to slip out of the fight, battle the crew(s), or attempt to startle them with some show of force, valor, or magic. They might try taking on one or both of the captains, for instance, or shooting off *fireball* spells and claiming they're a divine power. In that case, have the relevant PC(s) make Bluff or Intimidate checks, whichever is appropriate.

The crews fight each other until they're all reduced to fewer than 10 HP each, at which point they crawl back to their villages—and the flying head follows them. It goes first to the village that put on a better show during the battle, showering it with healing potions and new swords, as well as words of encouragement. (*The Skull is pleased with your blood offering! Nourish the Skull, and it will reward you!*) Then it goes to the losing side, dispensing the same stuff, but with stern warnings (*You have angered the Skull! Fail again, and it will leave you to rot in the jungles!*).

The Skull (Zoltan) of course, quickly learns of the PCs' presence, and watches their movements closely. The PCs can, of course, try to sneak onto the Skull at this point. Zoltan certainly won't try to stop them, but he makes it as tricky as possible. Anyone hiding out in the mouth while the Skull takes flight, for example, finds himself drenched with cursed potions and pelted by a rain of cursed swords. And the jaw snaps shut before the PC can cry for help…

Be It Ever So Evil (EL 11)

The two villages appear virtually identical: a ring of ramshackle huts made of salvaged wood, with a slightly sturdier and larger



model for the chief. Both villages have a quasi-ceremonial cooking circle in the center, where the Skull delivers the carrot and stick after battles. Headstones sit on the four compass points of the cooking circle; they allow Zoltan to spy on the villagers but do not have offensive capabilities.

Both villages also have a hut in the corner where they keep the local unspeakable horror, a captured monster that serves as a kind of judicial champion for the village. In the *Eomer Fitzgerald* village, an **owlbear** serves this purpose; in the *Johnny Basilisk* village, it's a **giant crocodile**. Nobody's beaten them yet…

There's nothing of value in the huts themselves, just some moldy leaves by way of bedding and some crude bowls and utensils. The chief's hut is guarded if he is in the village, but there's really not much to look after except the man himself. Each chief may have some salvaged trinkets: broken spyglasses, waterlogged maps, and so forth—but none of them are useful or valuable.

Obviously, encounters in the village can shake out any number of ways. Here are a few of the most likely scenarios and their probable outcomes.

- If the PCs sneak around the villages *during* the battle, they won't meet any resistance (except from the local beastie), and they don't find anything valuable. They discover some residue of healing potions in the feeding pit and some bones outside the village champion's pit, but that's about it.
- If the PCs sit out the battle and enter the village after it's over—or if they enter *during* the battle and the villagers return while they're searching—they could try to pass themselves off as visitors from the Skull or as rescuers from the real world. (In the latter case, as above, they'd better be prepared to cast *remove curse* and do some heavy parlaying.) In any case, it will be tough to break through the visitors' lifelong enthrallment to Zoltan Zaska. *Charm* spells, or some other show of magic or force, are almost a must. Trying to sway the villagers *without* them requires a Bluff or Intimidate check, with the villagers getting a +7 enhancement bonus to their rolls. The chief is particularly suspicious, and resentful, of the new arrivals. His first instinct is to throw them to the village monster. If the PCs talk him down, or undermine him in front of his villagers, he plots to kill them in the night—either sending men after them or setting the monster loose while they sleep. (The PCs might try to counter this by finding and helping some up-and-comer who has eyes for the throne.)
- If the PCs took part in the battle, and they fought on the *winning* side, the winning villagers welcome them into their village as conquering heroes. Still, as above, the chief is more than a little resentful and suspicious of these new heroes—and, again, he plots to kill them in the middle of the night, as he doesn't want any competition. That aside, being on the winning side of the battle makes a lot of things easier for the PCs. They have a much smoother time persuading the villagers that the Skull sent them—or, conversely, that the flying god is a fake.
- If the PCs took part in the battle and found themselves on the *losing* side, they either end up licking their wounds in the losers' village—where they are still a target of the disgruntled chief, as he blames them for his loss—or they get dragged back to the winning village as monster food.
- No matter what happens, if the PCs are in the village when the Skull dispenses its goodies, the villagers look at them strangely if they do not grab their share of the dropped

Magic Items From the Skull

Zoltan uses the power of the artifact to assist in generating these items, thus the higher-than-normal saving throws.

Cursed Potions of Cure Light Wounds

The potions do *cure light wounds* (CL 5), but they also deludes the drinker (as per the *charm person* spell, CL 10) into believing the Skull speaks the truth. The subject gets a Will save (DC 16) but suffers a –4 circumstance penalty if he or she has consumed the potions consistently for more than a week. While under the influence of the magic, they suffer a –4 circumstance penalty to any mind-affecting spell cast by Zoltan Zaska, such as *suggestion*. The potion's effects can be reversed for PCs with a *remove curse* spell; inhabitants of the island, who have been drinking the potion for some time, require some serious proof of the head's evil intentions, in addition to any magical cure. Price: 50 gp.

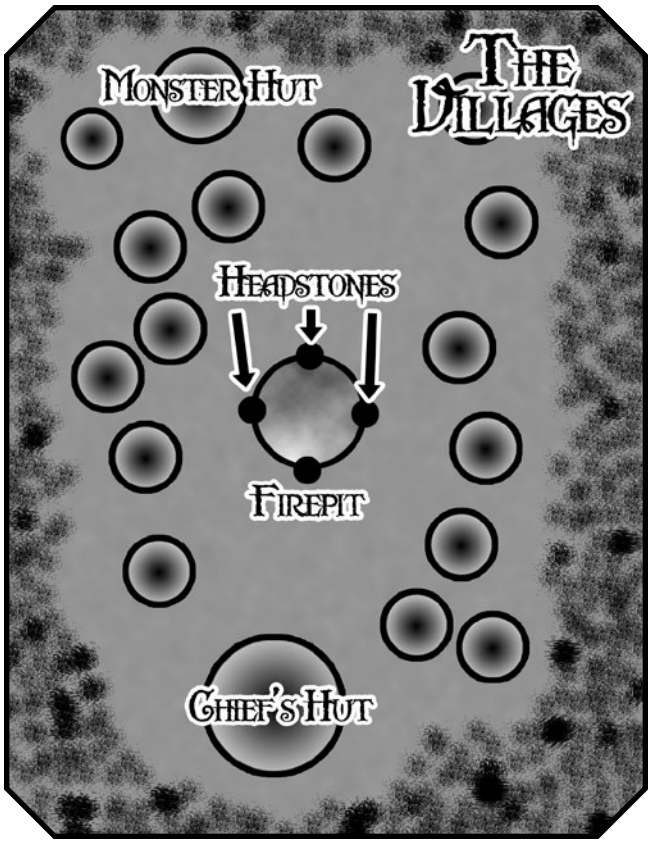
+1 Longswords of Blood

These *+1 longswords* must be coated in blood every day, or its bonus fades away (until the longsword is coated again). The character using this longsword must make a DC 16 Will save every day it is within his possession or become chaotic evil. **GM's Note:** the villagers long ago failed these saving throws, and they are chaotic evil.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; Price 1,000 gp.

goodies. So they'd better have a good explanation for why they're passing it up!

Presumably, the PCs want information from the villagers about the flying fortress and the artifact it presumably contains. Unless the PCs perform some grandiose act of heroism, daring, or magic—such as wiping out the opposing village in battle, bringing someone back from the dead, or defeating the village monster—the locals refuse to talk about the Skull, except to say that it is a god, the bringer of life. The chief protects the taboo with particular vigor.



If the PCs break down the villagers' resistance, they can learn the following:

- The crews have been here for many, many years, and the Skull has protected them for all that time.
- Zoltan Zaska is the lord of the Skull.
- Some of the crewmen are Sons of Zoltan. They were born and raised on the Skull. They are special. (Just ask a Son of Zoltan.)
- All island's women are Brides of Zoltan. (In some cases, daughters, too. But let's not dwell on that.) They are kept in the Skull until they can no longer bear children.
- Any former Bride of Zoltan recalls little about her time on the Skull—just hazy, painful memories of white rooms and a bedchamber filled with a rotting stink. If asked about her children, she gets misty and distant.
- The Skull settles on a plateau in the middle of the island. Terrible demons protect it.
- Artifact? What artifact?
- Full Fathom Who?
- At some point, one older lady asks if the PCs bring any word of the Twins. If the PCs have been to Black Jenny's island, they most likely know what she's talking about. If not, the lady fills them in: A squad of gorillas stole a pair of boy infants; they sailed off with them to one of the other islands. The PCs can use this for leverage: The Twins, MacDoall and Haston, are something of a legend in the villages, and the tribes would do anything to recover them.

Boorman: 59 hp.
Giant Crocodile: 133 hp.
Konnery: 52 hp.
Owlbear: 112 hp
Sons of Zoltan (15): 38 hp.
Typical Crewmen (10): 34 hp.

Get to Know Your Tribe Leaders

Boorman (leader of the Eomer Fitzgerald's crew)

Boorman, a Son of Zoltan, is more of a brute-force man than his counterpart across the island. He rules his clan with fear, not charisma. He is truculent and clumsy with newcomers and ham-handed in his attempts at subterfuge. But he's tough—just enough to stay alive and in power.

Konnery (leader of the Johnny Basilisk's crew)

Another Son of Zoltan, Konnery is just as ruthless and bloodthirsty as his counterpart, but he knows when to lay on the charm and subtlety. He likes to slaughter newcomers, too, but he likely lulls them into a false sense of security before cutting into them.

Planned Encounter: Attack!

As forces from the other islands would most likely *not* want to face both sets of villagers during their daily conflict (see **Life During Wartime** on page 100), they wait for the combatants to head back to their separate encampments before attacking. They try to find an opportune moment (night), and then come at the villagers from all sides at once. Forces, of course, vary according to which island they originate from:

- **Isle of Undeath (EL 6):** Zombies (8), hp 22; they try to gang up on one villager, and they drag him back to be turned into an undead.
- **Crystal Lake Island (EL 12):** Mutant Soldiers (10), hp 21; Lt. Jhondal, hp 81. As this is a test of the mutant fighters' efficiency, they seek to inflict as much damage as possible, and they retreat after losing their leader or half their number.
- **Island of the White Gorillas (EL 12):** White gorillas (5), hp 61 hp. The beasts want to take some offerings back to their mistress, so they try to snatch a villager or two while the others run interference.

Journey to the Plateau

As the PCs make their way to Zoltan's lair, a few incidents unfold around them. If the PCs forge ahead quickly, the scenes are not necessary. But if they're stuck about what to do next, or if you just want to throw them some curves, these episodes bring them further into Zoltan's story and introduce them to some concepts that recur throughout the island.

Angry Young Man (EL 1)

As the PCs make their way through the jungle (perhaps following the Skull-Dugger Haulers, see **Bringing in the Dead**), they come upon a figure moving stealthily through the treetops. He is **Alderton**, a Son of Zoltan, who is heading to the fortress to exact revenge on his cruel papa. (Obviously, tailor the encounter to the PCs. If they're camping in the jungle, for example, Alderton might sneak up on them in the night and search their bags for supplies.) Alderton has vague memories of a boyhood spent in Zoltan's fortress, being drilled in all manner of skills—and then abandoned in the wild. "He throws us among the savages—us, his own sons! He will pay for his cruelty in blood—if he has any still to give!"

Alderton may be a prime specimen, but he can't really tell the PCs much about the fortress' layout or even the surrounding wall. (For stats, treat him as a **Typical Son of Zoltan**.)

Bringing in the Dead (EL 11)

Have the PCs stumble across some bodies left over from the battle (or, if the PCs stick around a village, have some wounded combatants give up the ghost during the night). Then, at an opportune moment, have a team of **Skull-Dugger Haulers** arrive to collect the corpses. Alter the text below as needed.

> *From deep in the underbrush you hear a cracking and tearing of branches—then a heavy metallic clanking, as if several suits of armor were creaking and wheezing their way through the foliage. As the trees part you see skulls—at least a half-dozen of them, gleaming white with a hint of flame in their hollow sockets, set atop eight-foot frames. Skeletons, you realize—glittering, polished metallic skeletons with reinforcing plates across their chests and arms that scrape the forest floor. For hands they have large, flat plates.*

The Skull-Dugger Haulers pick up the corpses like flapjacks, and they carry them up to the plateau, paying no attention to the PCs. If attacked, they let out a shrill whistle that brings down a squad of four **Skull-Dugger Maulers** within three rounds. In the meantime, the Haulers drop their baggage, and they try to attack the PCs with slap attacks. Alternatively, the PCs could follow the Haulers back to base or could even pose as corpses, allowing themselves be carried to the Processing Plant inside Zoltan's fortress. (The Haulers aren't that smart, so they collect any humanoid that appears to be dead.) If the PCs take this tack, see the Processing Plant description below for details.

If Alderton is with the PCs, he calls the Skull-Duggers "the long fingers of Zoltan." He warns the PCs that the creatures are much more dangerous than they look. (Presuming the PCs haven't tangled with the Maulers yet.) Beyond this point, Alderton won't have much by way of specifics to tell the PCs—he can point out what the various automatons are supposed to do, and he can perhaps fill in some scraps of back story on the inhabitants of the Skull. But basically, he's a damage soak.

Alderton (Typical Son of Zoltan): hp 38.
Skull-Dugger Haulers (4): hp 53.
Skull-Dugger Maulers (4): hp 86.

Heads Up (EL 1)

Scattered throughout the jungle are Zoltan's stony sentries, the deadly sculptures called Headstones. If the PCs travel with Alderton, he warns the PCs to avoid the Headstones. "Zoltan's spies! He sees what they see. And when you reach his fortress… they kill on command!"

See the **Headstones** sidebar on the following page for more information.

Headstones: hp 85.

Section One: Pluses and Minuses

Let Us Go, and I'll Bring Back the Sun: +100 XP to any PC who convinces the islanders he or she is a god.

Yeah, I'm Talking to You: +50 XP to anyone who directs a threat or warning to Zoltan via the Headstones.

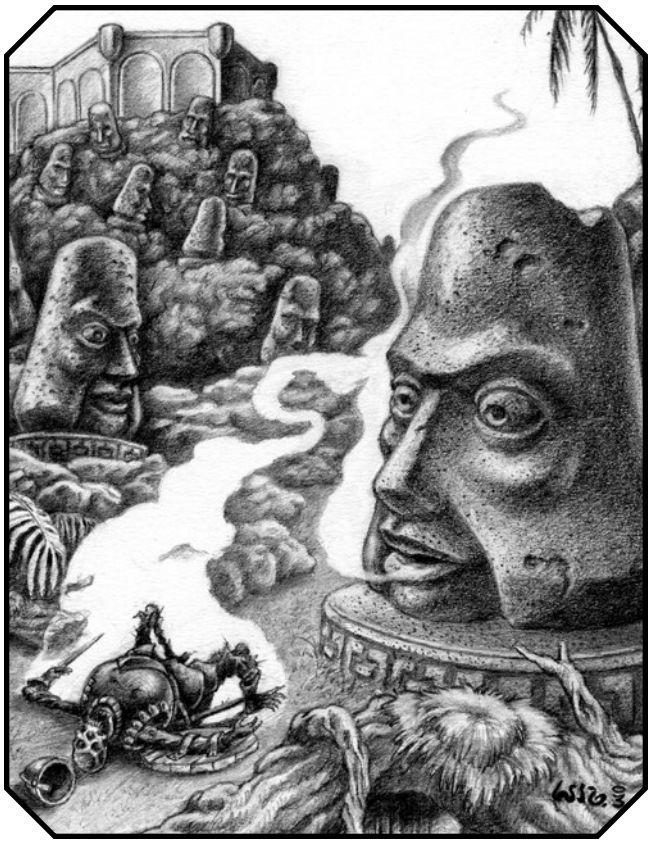
In the Jungle, the Peaceful Jungle: +200 XP to any PC who makes peace between the villages. Another 100 if he or she gets the locals to storm the Skull.

Heading Up: +100 XP to any PC leaping onto the Skull.

Section Two: Freak on the Borderlands

Eventually the jungle tapers off into a field of shoulder-high grass, which, after about a mile, ends in the towering sides of the plateau. Headstones sit scattered throughout the tall stalks, tracking the PCs' movements as they pass. But these sentries are a somewhat different than the ones the PCs encountered before: They speak. When the players are far away, the stones whisper almost inaudibly (but very very creepily); when the PCs get closer, the sentinels croak out dire warnings: "Go no further" and "None see the Boneshaper and live" are among the more cheerful utterances.

If the PCs try talking back, the stones give a Jabba-esque chuckle and expound on Zoltan's power and magnificence—they then toss in some personal taunts. The stones tell the party's rogue (or the most cunning-looking player), "Ho ho, peacock! Zoltan was craftier than ye, and long before yer great-grandfather came above decks." The magic-user gets an earful of, "Ye strange ways will not prevail here. The lord of this mountain is not afeared of sparks dancing on the masts." For fighters, it's, "Cut and bash all ye wish, hearties. The walls of this fortress have stood against stronger steel than yours." And, finally, for religious types: "No fancy spirits shall help ye within these walls, priest."



The plateau rises some 100 feet from the jungle floor. Three teams of three Skull-Duggers patrol the white wall visible at he top of the plateau. Each team takes a third of the wall and patrols back and forth, returning to the same spot every five rounds or so; when they're in range, have them make Spot checks to pick out the PCs against the rocks. (When making the Spot check, the base is DC 20 unless the PCs use their Hide skill; then it is an opposed check; at any rate, give the Skull-Duggers a +5 circumstance bonus for each successful Climb check the PCs make [See **Running Up That Hill** following this section].)

Headstones (18): hp 85.

Running Up That Hill

Scaling the side of the plateau takes six successful Climb checks (DC 20). If the PCs fail, they take 1d6 points of damage for failing the first check; for additional failures, multiply the Climb check number by 1d6, so failing the sixth check causes 6d6 points of falling damage. Numerous depressions, ledges, and overhangs dot the rocks, so the PCs can stop to rest at various points; if they rest for two between checks, add a +5 circumstance bonus to the next Climb check. The trade-off: the PCs must elude more Skull-Dugger patrols.

After the PCs complete their fifth Climb check, have them make Spot checks (DC 20). Those who succeed notice small metal tubes jutting out of the earth near the top of the cliff. Give them a round to react before the tubes start spewing out an oily substance, drenching the PCs and the cliff side. The PCs must make a Reflex save (DC 20) to stay in place during the torrent. Additionally, the last Climb check requires a (DC 30) to make, due to the oil. If the Skull-Duggers come upon the PCs while they're struggling against the oil, the guards get an additional +5 circumstance bonus to their Spot checks.

If the Skull-Duggers catch sight of the PCs, they fire a round of bolts, and then, on the following round, they leap down to engage the PCs. Meanwhile, the other Skull-Dugger guards spend a round making sure there no additional intruders are climbing the rock face. Then the automatons circle around to join their brethren.

Headstones

Headstones are huge, stony sentries created by Zoltan Zaska to keep an eye on the farthest reaches of his island realm. Most of these watchmen simply observe, making slow grinding turns on their pedestals to track travelers with their mechanized eyes, which act as if enchanted with *true seeing* and *sending* spells. But Zoltan has given some of these constructs a powerful weapon: the ability to unleash a cone-shaped spray of fire. The cone extends, and spreads out to, 40 feet. It is also 40 feet in height. PCs can make a DC 15 Reflex save for half damage.

The Headstones appear to be insurmountable. Not only can they see in the dark, but they can pick out invisible intruders. But the Headstones, like most things on the island, are a *test*, not a trap. So there are ways around them, if the players observe and exploit the simple rules that govern these sentries.

- Each stone's field of vision is a 60-foot cone with its apex at the eyes of the statue.
- Every round, each stone rotates 90 degrees clockwise to sweep the landscape.
- Stones can tilt backward as much as 45 degrees to fire on airborne intruders.
- A stone fires as soon as its gaze sweeps across an intruder, or as soon as an intruder crosses its path. But a stone *can fire only once every two rounds, and if two stones spot an intruder and fire upon him simultaneously,* ***neither*** *stone can fire in the next round.*
- In the round *after* a Headstone fires—i.e., the round when it *can't* fire—it will track the intruder it fired upon originally. It doesn't have to turn a full 90 degrees when tracking this way. If the stone spots *another* intruder while tracking this way, it will fire upon the *new* intruder, not the original one.
- Only *two* Headstones can track and/or fire upon an intruder at any time.

Evil Fences and Evil Neighbors (EL 13)

The wall itself, which is made of huge bricks of chalky white stone, stands about 40 feet high and sits 30 feet back from the edge of the cliff. The wall has no handholds, so the PCs need to use grappling hooks or spells to reach the top. If the PCs split up to create a distraction, the Skull-Duggers fan out around the wall as needed to meet the threat.

The wall is 10 feet across, except in three spots, where concrete blockhouses butt against it.

A ring of tightly packed dirt and gravel sits on the other side of the wall. Three blockhouses, made of the same white stone as the walls, sit on the field's perimeter. In the center of the circle, a large, round metal door is set into the turf; six Headstones surround it. The stones immediately whirl to track the intruders, opening fire as soon they've drawn a bead. (See the **Headstones** sidebar above for tactics.)

The metal door, which is divided into thirds and opens by retracting, like an elevator door, into the plateau, caps the top of a deep shaft. At the bottom, on a mechanized lift, sits Zoltan's flying fortress. The **door** is almost impenetrable, and each of its three hydraulic motors counts as a lock, requiring three separate *knock* spells to open it magically. If the PCs force it open, they find there's virtually no clearance between the Skull and the shaft, so it's impossible for anything larger than a familiar to climb down the shaft. And there's no mechanism for lifting the fortress.

So, how to open the door and get the fortress to the surface? An arrow is painted on each of the door's segments, each one pointing to a different blockhouse. Each blockhouse contains a mechanism that opens part of the door.

All of the buildings have unlocked entrances in the front. But that's the last break the PCs get…

Door: Locked, three Open Lock checks (DC 25); Hardness 20, hp 70, break DC 40.
Headstones (6): hp 85.
Skull-Dugger Haulers (4): hp 53.
Skull-Dugger Maulers (12): hp 86.

1. Machine Shop

This building contains Zoltan's manufacturing plant, where he mass-produces swords, robots, and the sentry stones that guard his island.

The building's single high-ceilinged room contains a riot of conveyor belts, workbenches and wheezing, clanking engines. Dozens of automatons hurry through the confusion. They load items onto the belts or knock them off, tinker away at the benches, or swarm up the machines to make minute adjustments. Within moments, the clamor numbs your ears, and sweat streams down your skin.

A. Conveyor Belts (EL 10)

The PCs first see a pair of conveyor belts stretching to the east and west and curling up to form a box. Sheets and scraps of metal line the belts, as well as the remains of burned-out Skull-Duggers. A team of **Haulers** and **Drawlers** man the belts on alternating sides. When the Drawlers spot something not up to snuff, they squawk out a command to the nearest Haulers, who scoop up the offending fragment off the belt and fling it toward the ceiling, where a magnet holds it tight.

Assume one Hauler for every 10 feet of belt and one Drawler for every six Haulers. Neither group pays attention to the PCs until they actually mount or cross the conveyor belts. When they do, the nearest Drawler garbles out a command, and the Haulers spring to action.

Skull-Duggers

Zoltan created the Skull-Dugger constructs to police his pocket empire. The creatures come in three flavors: the combat-ready Maulers, the drudge-worker Haulers, and the supervising Drawlers, who instruct automations and Zoltan's children.

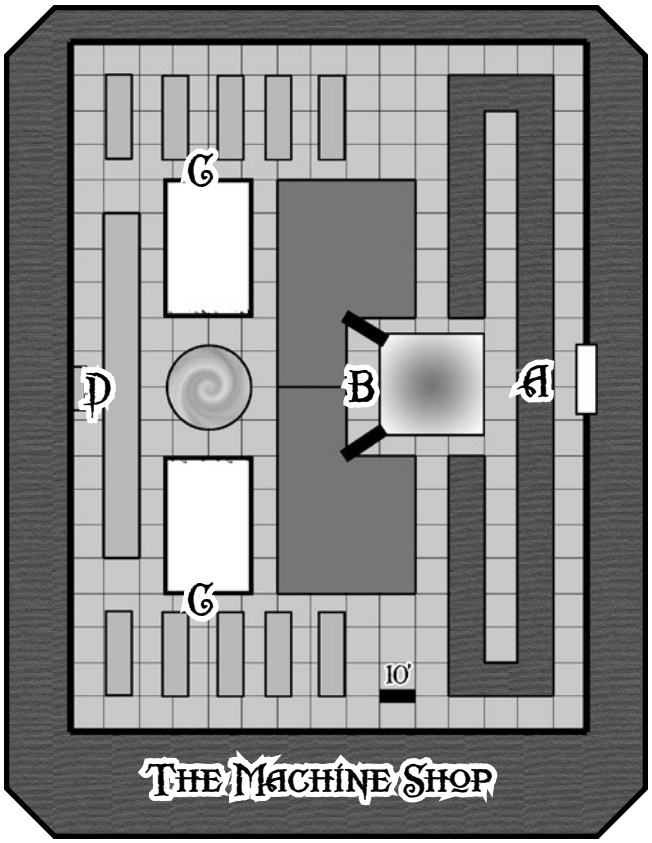
The machines all look roughly the same: tall, glittering chrome skeletons capped with a ceramic skull. Their triple-jointed arms extend to the ground, and a thick sheet of steel covers sensitive mechanisms in their chest. Maulers have a blade affixed to their right hand, and the left fires a thick steel spike called a bonespitter. (Maulers have a magazine of ten bolts to start. If they run out, and no reloads are available, they cannibalize fallen comrades to make more missiles.) Maulers generally fire a round of bonespitters to soften up an enemy, and then they leap into hand-to-hand combat.

Haulers have two thick plates for hands, which they use to scoop up and carry heavy loads. If attacked, they cry for help, and then use their slap attacks to hold off opponents. Drawlers, meanwhile, have carefully articulated hands that they use for doing fine repair work or for making points during their tutoring sessions with the Zoltan's children. If attacked, they, too, call for Maulers, but can also lash out with their repair tools (bonestabbers).

See **Dramatis Personae** on page 226 for more information on these new monsters.

The strategy: To pick out the intruders wearing or wielding metal and launch them toward the ceiling using the Haulers' powerful hand plates. Two Haulers attack each character fitting the bill. One attempts a trip attack, and if it's successful, the other Hauler flips the character toward the ceiling (if the Hauler succeeds at a melee attack, +4 for the target being prone). The magnet then holds the metal-encrusted/wielding PC fast, some 30 feet above the factory floor, unless he succeeds at a Strength check (DC 25) (or removes or lets go of the metal he's carrying). If the trip attack fails, the other Hauler tries to slap the PC.

Standing on the conveyor belts requires a Balance, Tumble, or Dexterity check (DC 17), as does ducking under them quickly during combat. PCs with good Tumble scores can find ways to spring off the belts, bounce off piles of rubble, or push against Skull-Duggers to free their comrades of the overhead magnets.



The Machine Shop

If the PCs destroy a Drawler, the Haulers in its area forget all strategy and start slapping the PCs for dear life. They keep at it unless another Drawler sets them straight. If the PCs get past the Haulers and head for the back of the room, the Haulers and Drawlers pursue.

Skull-Dugger Drawlers (5): hp 50.
Skull-Dugger Haulers (30): hp 53.

B. Furnace and Environs (EL 10)

The conveyor belts feed into a huge, black cast-iron furnace, from whose top molten liquid bubbles and oozes. Two chutes come off the side, feeding the melted metal into nearby tables full of molds—swords, tools and Skull-Dugger components. The same combination of **Haulers** and **Drawlers** works the tables, dumping the blistering molds into the nearby cooling vats and setting up empty molds to take their place.

To run up the side of the furnace—to get the drop on pursuers, say—PCs must make a Tumble check (DC 20). PCs could also fight off Skull-Duggers on the lip of the cauldron itself; this gutsy move requires a Balance check (DC 17) to get one's feet planted and another check every time the PC takes a hit. If the PC fails and falls into the furnace itself (50% chance), give him a Tumble or Dexterity check (DC 18) to grab hold of the side of the furnace (and then a Climb check, DC 15, to get out). If the PC fails, he hits the molten metal, taking 3d10 points of damage every round until he climbs out (Climb, DC 15). Of course, touching furnace with exposed skin causes 2d6 points of heat damage, as does standing on the furnace for more than two rounds.

The Skull-Duggers at the molding tables attack under the same circumstances as their cousins at the conveyor belts: they won't do anything until the PCs cross, or climb, the tables. In combat, they attempt trip-and-flip attacks once again—except this time they aim their victims toward the furnace, not the ceiling. Anyone tossed into the furnace takes 3d10 points of damage per round until he or she can climb out (Climb, DC 15), as per the falling situation above.

Skull-Dugger Drawlers (5): hp 50.
Skull-Dugger Haulers (30): hp 53.

c. Water and Workbenches (EL 12)

Beyond the mold tables sit two huge vats for cooling hot metal and benches for parts assembly. Between the vats, a towering column spins from side to side, dunking four metal claws, each tipped with magnets, into the water to retrieve the swords and Skull-Dugger components.

Here, the Skull-Duggers again try the trip-and-flip attacks, but this time, they aim for the vats. If the PCs hit the water, they must make a Swim check (DC 17) to stay afloat; a Reflex save (DC 18) is required to avoid the torrent of steel pouring into the vats. (Failing the Reflex save results in 2d12 points of damage.) Even if the PCs clear those hurdles, there's an added complication: the **collecting claws**. The long graspers go to work on any PC in the water, grabbing hold of them and dragging them under. It takes a Strength check (DC 20) to break free of the claws—DC 25 if the PC is wearing metal armor. And, since it takes a full-round Swim to get to the edge of the vats and flip to the floor, the claws may get another attack if not disabled.

At the tables themselves, give the players a creepy surprise. Rising from the stacks of heads and arms and cursed swords are three half-assembled Maulers, which can't move but strike out at the players as they pass, firing off bolts and slashing with their blades.

Collecting Claws: AC 20; Hardness 10, hp 20, break DC 25; Improved Grab attack, +15 melee.
Skull-Dugger Drawlers (5): hp 50.
Skull-Dugger Haulers (30): hp 53.
Skull-Dugger Maulers (3): hp 86.

d. Carving Tables and Exit (EL 12)

A large white switch sits in the wall directly opposite the door. It not only opens one-third of the elevator door, it opens otherwise impossibly **hidden doors** to the outside in the eastern and western walls of the building. Between the PCs and the switch, however, lies a final obstacle: a long worktable where Drawlers carve new Headstones out of mammoth slabs of rock. The Drawlers have five slabs, each in various stages of completion. One **Drawler** works each, and two **Haulers** flank him; one **Mauler** supervises them all.

As the PCs attack, the Skull-Duggers try to trap them between the rocks and the table. Then, one Hauler apiece tries to topple the rocks onto them. Give each trapped PC a fair warning (Spot check, DC 18) that this is happening, and then, on the next round, give them a chance to get out of the way (Tumble or Dexterity check, DC 18). If the rock starts falling, and the PCs haven't moved, let them make a Reflex save (DC 20) to save their skins. The rocks do 4d10 points of crushing damage.

Hidden Doors: Search (DC 35)
Skull-Dugger Drawlers (5): hp 50.
Skull-Dugger Haulers (10): hp 53.
Skull-Dugger Mauler: hp 86.

2. Alchemy Lab

Here Zoltan mixes the cursed healing and *potions of fly* potions that give him control, respectively, of his people and his ship.

You pull open the double doors, and you find yourself facing a brick wall with a hatch set in the middle. You see not other entrances into the building.

a. The Airlock (EL 1)

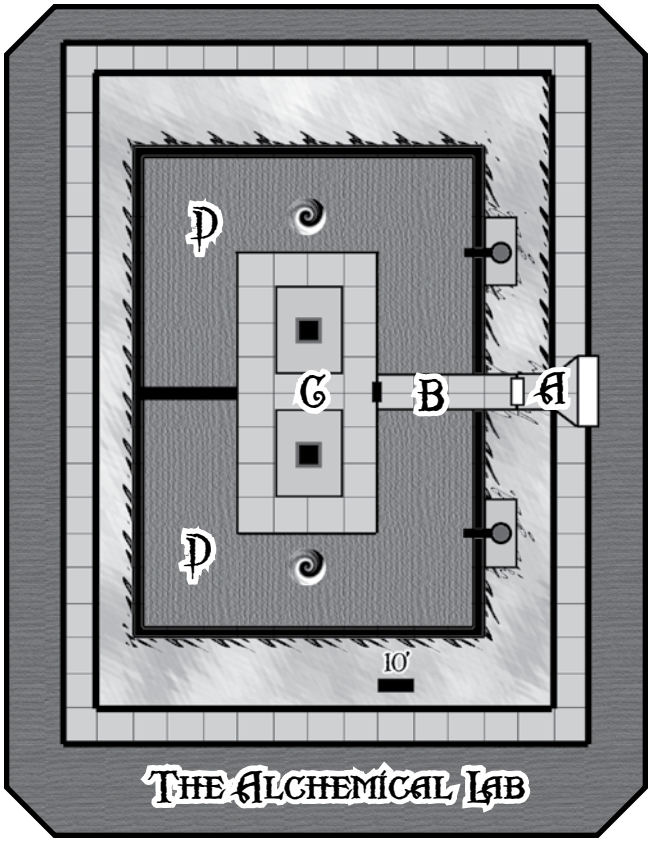
The door opens easily enough, and it leads to a small, cylindrical metal room with a dilating hatch in the opposite wall: a holding area, where Haulers dump the raw materials for Zoltan's potions.

The PCs don't initially see any controls for opening the dilating hatch, but a Search or Disable Device check (DC 25) on the door to the outside reveals a series of triggers and locks deep in the door well. The upshot: the dilating hatch won't open unless the original hatch is shut and sealed. (A real pro might be able to override the safety controls: Open Lock or Disable Device check, DC 35.) If the PCs listen at the hatch (Listen, DC 20) they hear a whirring, whipping sound (like a blender working a couple of rooms away).

When the original door is sealed, the hatch dilates and all hell breaks loose. The PCs have activated a powerful vacuum designed to suck the airlock clean and to send its contents hurtling toward a powerful series of whirling blades. PCs must make a Strength check (DC 22) to avoid being sucked through the hatch. The aperture, however, is only large enough for one PC at a time, so one or more PCs could try to make Tumble checks (DC 18) to block the entrance. The hatch won't close again, and the original door can't be opened.

b. The Shredder (EL 4)

Through the overpowering rush of air you see a 40-foot metal corridor that ends in a wide, round grate. But you can make out only snatches of the exit. A series of whirling columns, glittering in the dim light, sit between you and escape. As you look closer, you realize blades cover each of them.



The columns are arranged in a square, close enough together and coordinated so perfectly that the gaps in one column are always filled by a blade in an adjacent column. Getting caught in the shredders does 10d10+50 damage.

How can the PCs get past it? The PCs quickly discover the knives can't be jammed. The blades instantly shred anything they come in contact with, from stones to shields, and the resulting junk gets sucked through the grate. Unless the PCs have spells that can counter the vacuum effect or damage the blades, they must disable the mechanisms themselves. The most direct way: One PC ties a rope around his waist and anchors it in the airlock, and then makes his way to the columns and inspects them (Search, DC 25). The PC, if successful, spots a tile screwed to the floor—all the others are smooth and seamless. One Disable Device check later (DC 20), the PC is looking down at a switch. Throwing the switch halts the blades, ending the suction effect.

The PCs can remove the grating easily (it's simply screwed in place). Beyond the grating lies a tube heading downward at a precipitous angle—and the sound of stamping (Listen check, DC 12).

C. Pounders and Sifters (EL 6)

As you climb to the end of the tube, the noise overpowers you—you can't help but bite down hard to keep your teeth from shaking. The room you see is large and white; two machines that look like enormous metal feet dominate it. These contraptions tirelessly rise toward the ceiling—where their "legs" end—and then pound down onto the ground with earth-shaking vehemence. When they lift off the floor, you see that a grate sits beneath each of them.

In this room, Zoltan's machines give the raw materials a last good thump and—with a series of retractable brooms on their undercarriage—sweep them toward the flying or the healing cauldron. It takes the pounders two rounds to rise and one to slam down. As they rise, on the first round, the brooms drop down and clear off the grates. (The sweeping action is equivalent to a Bull Rush, Strength 19.) These grates seem to be the only exits.

As with the shredder, the PCs could try disabling the pounders. Leaping onto one of them and grabbing hold takes a Tumble or Dexterity check (DC 20). Observant PCs (Spot check, DC 20) notice something that looks like a panel higher up on a pounder's leg. A Climb check (DC 17) and a Disable Device check (DC 25) gets the pounder stopped—but only temporarily. Whoever disables the leg realizes that his fix will hold it in place for only two rounds.

Lifting the grates takes some work. They're not bolted down, but they're heavy—weighing some 800 pounds each—and it most likely take two or three PCs combined to lift and drag them (Strength check, DC 30). The PCs can lift a grate out of its slot and drag it halfway clear in a round; it takes another full round to pull it safely away from the chute. If the players leave it halfway, or overlap the grate in any way, when the pounder comes down, it crushes the exposed section, sending chunks of metal flying like shrapnel. Anyone within a 50-foot radius must make a Reflex save (DC 20) or take 1d10 points of damage.

If the PCs get trapped beneath the pounders and a hard place, they take 10d10+40 smashing damage.

D. The Cauldrons (EL 9)

Cauldrons where the various potion components are mixed with an arcane "stock" sit at the end of the chutes. The mixture is soupier and fouler, than the potions the PCs are used to—the curses add some gaminess to the texture. But the PCs have more to fear than the ambience. The mixtures are uncomfortably hot, and they're swirling to boot. At the bottom of both cauldrons is a large rotor-like mechanism (a blender, basically) that keeps the potions in motion—and starts dragging the players down.

Staying afloat requires a Swim check (DC 20); swimming against the current requires a Swim check (DC 25). After a failed Swim check, PCs get two more chances to surface (Swim check, DC 20); after that, they're sucked into the blender, taking 4d10+10 in damage per round until they break free (with a successful Swim check, DC 20). Disabling the blender requires the following: (1) a Swim check (DC 17) to reach the blender and not be sucked in, (2) a Search check (DC 27) to locate the control box, and (3) a Disable Device check (DC 23). The blender has a break DC of 27.

If the PCs do fail their Swim checks and get sucked down, interesting things happen. In the healing cauldron, the players inhale a lungful of the stuff and gain back 1d8+1 hit points (and do so any other round thereafter when they fail their Swim checks). However, they also must save against the effects of the potion's curse. In the flying cauldron, players who get sucked down immediately begin to rise—and can't stop. To stop the ascent,

they must vomit up the potion (Fortitude save, DC 18) or have *neutralize poison* or *remove curse* cast on them.

The clearest escape route, in both cases, is a narrow tube on the south side of the cauldron, which leads to a hose. Bellows on either side of the hose force the potions up to nozzles on the roof, where the liquids are pumped into Zoltan's flying fortress during refueling. The narrow hose rises some 30 feet straight to the roof, and reaching the roof requires two Climb checks (DC 18).

To make it the *first* time, that is. The first time the PCs reach the top of a hose—no matter which cauldron they've entered—they find another dilating hatchway and a button. Pushing it yields no results, except that a small yellow arrow pointing toward the *other* vat begins to blink on the button. PCs must backtrack and go into the other vat, and push the button at the top of *that* vat's hose to open the hatch and another chunk of the elevator shaft. (The dilating hatch can't be forced, but again, a consummate pro might be able to finesse it: a Disable Device check (DC 35) does the trick.) The hoses, by the way, *are not* filled with potion.

The button, however, has had effects the PCs haven't seen: a team of Maulers scurries through the cauldron the PCs are about to explore. Two take position in the sweeper section of the pounder the PCs need to sneak under; these leap down as the PCs begin dragging off the grating. Another swims at the bottom of the cauldron, and attacks the PCs from below. The last one waits at the very top of the hose, guarding the button.

Skull-Dugger Maulers (4): hp 86.

3. The Processing Plant

Zoltan may have pretensions toward suavity and elegance, but he's still a ghoul, and ghouls gotta eat. Here, Zoltan's robots turn the elderly, gravely ill, and recently deceased into undistinguished white wafers that the pirate lord nibbles on as a side dish, while sighing over lavish banquets of fish and vegetables.

If the PCs tried to sneak into Zoltan's fortress by posing as corpses for the Haulers to carry off (an option mentioned in **Bringing In The Dead** on page 103), the automatons deposit them in the **Processing Plant**. Basically, the **Haulers** take them to the base of the wall and flip them into the shaft way built into the roof of the plant. It takes a Tumble check (DC 18) to keep from bouncing to the bottom of the shaft and a Strength check (DC 20) to remain in place if another body (living or otherwise) slams into the PCs. The chute lets out into the **Final Prep** area.

A. Triage (EL 1)

You enter a large room painted in soothing pastel colors and filled with vases of aromatic wildflowers. At the opposite end of the room sits a desk and a door. A skull-faced automaton sits behind the desk; he looks similar to the ones you've seen before, only he doesn't appear aggressive. Instead, he stands and says, almost soothingly, "Ambulatory cases! What seems to be the trouble, my children?"

The avuncular Drawler manning the desk diagnoses the condition of people brought into the **Processing Center**: the extent of their wounds, how much *work* they need, and so forth. If the party plays along, he tut-tuts over their wounds and makes incomprehensible notes on a pad; when he's done, he gives each PC a ticket, and he tells them to wait beyond the doors (the **Waiting Area**). He gives a higher priority to the PC in the worst shape.

Skull-Dugger Drawler: hp 50.

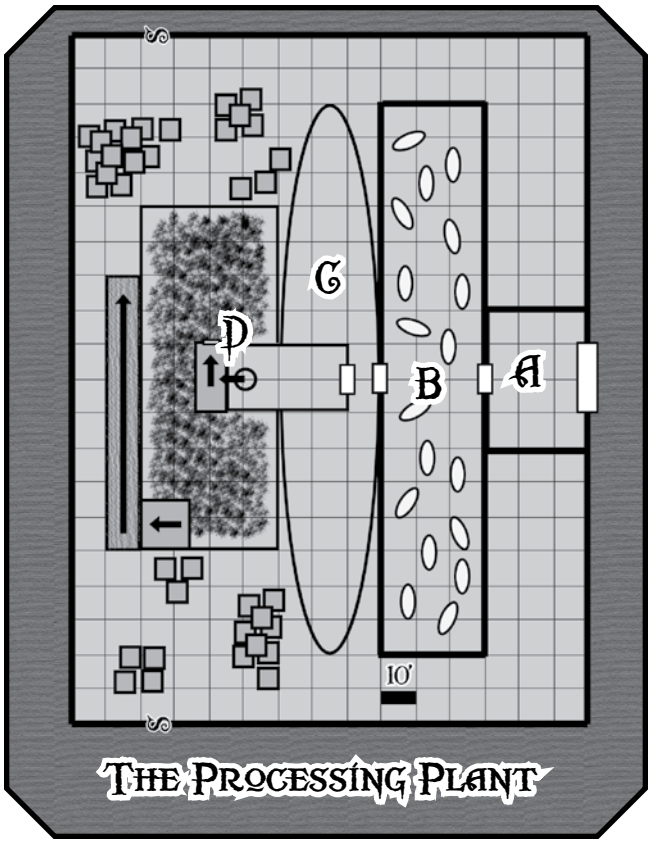
B. Waiting Area (EL 9)

The room beyond the door is wide and bright and filled with soft couches. Curious atonal music comes from somewhere you can't see.

A distressed person—from frail old men and women, who look like their bones would shatter in a stiff wind, to youngsters who seem hale and hearty enough but for the bandages wrapped around their heads or bunched at their sides—occupies each of the seats. More automatons walk the aisles between the seats. They stop at each couch and lean down to inspect the occupant's ticket, and then they offer a few surprisingly gentle words before cleaning and dressing any obvious wounds.

Every so often, a voice interrupts the music and calls out a number—a code from the tickets. The ticket holder gets up with a grateful look and staggers through the door at the end of the room.

Ten **Drawlers** work the crowd, and one **Mauler** guards the door against a bum-rush. If the PCs talk to the Drawlers, the machines try to soothe them and tend to their wounds. Attacking the Drawlers, or rushing the Mauler, brings Skull-Duggers from the **Surgery Area**. The PCs could easily convince the softhearted



Drawlers to bump them up on the surgery list; they could also simply wait their turn, although it might take a while (3d20 minutes).

Skull Dugger Drawlers (10): hp 50.
Skull-Dugger Mauler: hp 86.

C. Surgery (EL 13)

You enter a large oval room lit softly in red and dominated by the haunting music you heard in the waiting room. To your left and right, people relax in warm, aromatic baths, as automatons attend them, pouring in scented water and bringing the bathers towels and scrubbers. Beyond the baths are beds, where the automatons hover over sleeping men and women, cutting their hair and applying a cream to their skin. In the middle of the room sits a metal shaft that reaches the ceiling. Occasionally, you hear a whoosh and a thump come from behind the metal, but the eerie music quickly covers the sounds.

In this room, Zoltan's patients are bathed and cleaned before being turned into ghoul chow. The Drawler doctors let the patients drift off to sleep in the movable cots, and then they wheel them around the bend to the soundproof room that divides the oval. Inside the room work three Haulers and a supervising Mauler. The Haulers transfer the sleeping patient from his cot to a well-worn metal table, and then they tenderize the life out of him with their huge hands. When finished, they transfer the patient to the conveyor belt leading to the **Grinder**.

If the PCs come down the chute, they land on a pile of corpses in a small room just beyond the **Preparation Chamber**, where the Haulers scoop up bodies and soften them up for Zoltan's machine.

It takes one round for the conveyor belt to pull a body—or a Skull-Dugger—down to the **Grinder**. The gears clog on anything harder than pulverized bone (e.g., armor, a rock, a flailing Skull-Dugger); a switchbox sits nearby that stops the churning. Removing the chewing mechanism so the PCs can climb through takes a Disable Device check (DC 25) or Strength check (DC 27).

Skull-Dugger Drawlers (6): hp 50.
Skull-Dugger Haulers (3): hp 53.
Skull-Dugger Mauler: hp 86.

D. The Grinder (EL 12)

Here's where things get sticky.

You step through the teeth of the machine into a wall of wet, reeking flesh. For a moment, you reel at the carrion stink and the sheer tonnage of violated life closing in on you, clinging to the seams in your armor, worming into your nose with every breath, working its way past your lips…

Moving through this fleshy mess is tough and disgusting. Every round, the PCs must make a Fortitude save (DC 20) or spend their turn gibbering at the claustrophobic horror. Moving, meanwhile, takes a Strength check (DC 20), and PCs can only move at one-quarter their normal rate. It takes a Fortitude save (DC 15) each round to suck down enough air from the small pockets in the fleshy mass. If a PC fails, he falls.

After four rounds, however, there's a complication: a series of thumping shockwaves moves through the raw and wriggly mass. The PCs must make Reflex saves (DC 18) to keep their feet (getting up takes a Fortitude save and Strength check, both DC 20). The shockwave is the production line starting up: a few **Haulers** at the opposite end of the grinder scoop up flesh and flatten it into patties in their oversize mitts, for baking in a nearby ceramic oven.

As the Haulers start making morsels, the temperature rises, and the stink becomes overpowering. The PCs take a -5 circumstance penalty on all rolls made while the oven is going unless they make a Fortitude save (DC 25). (Genetically repulsive characters, like half-orcs and barbarians, can make a Fortitude save (DC 20) to avoid this penalty.)

Combat with the Haulers should be long and dirty. Just swinging a sword requires a Strength check (DC 20), and firing an arrow through all that muck is impossible. On the upside, the PCs catch the automatons with their hands full, so to speak, and get a free hack.

Once the adventurers dispatch the Haulers, they have the additional problem of getting out. The only route seems to be through the oven. They can easily locate (Search check, DC 10) the controls and figure them out (Intelligence check, DC 10); soon enough they cut the oven off, but the room is still filled with aromatic meat crackers. (Everything tastes better on a meat cracker!)

A conveyor belt ferries the crackers out of the oven, where a team of **Haulers** (six, with one **Drawler** supervising and one **Mauler** on guard) scoops them up and flips them into nearby crates. The Haulers try to do that with any encountered PCs, while the Mauler takes care of opponents who refuse to go down without a fight.

At the top of that stack of crates (two Climb checks, DC 17) the PCs will find a switch that opens a nearly undetectable **secret door** in both sides of the building—and pulls back another chunk of the elevator door.

Whenever the PCs press the switch in the final blockhouse, the entire plateau begins to rumble, as the elevator groans to life, bringing the Skull to the surface.

Skull-Dugger Drawler: hp 50.
Skull-Dugger Haulers (8): hp 53.
Skull-Dugger Mauler: hp 86.
Secret Door: Search (DC 35).

Face Dances (EL 12)

Now, the PCs find the Headstones standing between them and the newly exposed fortress. How can the players get through the barrage? The Headstones operate under very simple rules that the PCs should be able to figure out with some simple observation. Remember: Zoltan only wants to kill *unworthy* intruders. He set up the stones as a test of logic, timing, and daring.

Faced with this puzzle, PCs can employ a number of strategies.

Break on Through

The PCs could simply rush through the gantlet, sucking up damage. Obviously, this is easier for half-orc barbarians than wispy elven sorcerers.

Bilbo, Don't Be a Hero

One high-Dex, high-movement-rate PC rushes around the stones, creating a distraction, while the rest slip between the sentries. PCs could, for example, hide behind a stone that has just fired and use it as a shield when *other* stones fire.

This Magic Moment

Although the Headstones are constructs and are immune to many types of magic, they do have some vulnerabilities. *Stone to flesh*, for example, turns the sentinels into a goopy mess, while a well-planned *summon monster* could overwhelm the heads with potential targets. See page 105 for additonal information on Headstones. They do *not* stop firing as the PCs approach the Skull (which appears impervious to their blasts). So, unless the PCs destroy the sentinels, they don't have much time to find a way into the stronghold.

Headstones: hp 85.

Section Two: Pluses and Minuses

I Cannot Self-Terminate: +100 XP to anybody who throws a Skull-Dugger into the furnace.
It's All in the Wrist: +100 XP to any character who actually succeeds at a Disable the Devices check in the **Alchemy Lab**.
Leave No Man Behind!: +100 XP to PCs who go back into the **Processing Plant** to get the wounded out.
Look Behind You: +100 XP for a creative way of getting past the Headstones.

Section Three: Head Games

Up close, the Skull appears to be made of a kind of ceramic material—impossible to chip, or even scratch. The propulsion nozzles are readily apparent at this distance.

The only apparent way to get into to the head is through the jaw, unless the PCs try climbing up to the nostrils or the eyes. The nostrils lead to **grates** high up in the walls in the **Engine Room (**See **Infernal Machines** on page 112). The mesh is hot enough to cause 1d10 damage on a quick grab, and the nostrils are ultimately too small to crawl through, except for familiars and creatures of Small or smaller size. The **eyes**, which look in on the big **Atrium** at the heart of the skull, are essentially unbreakable, like the rest of the Skull's skin.

Eyes: Hardness 12, hp 900, break DC 70.
Grates: Hardness 6, hp 15, break DC 22.

Getting Into the Skull

The jaw is closed, but there are a number of ways to get it open.

Under My Skin

A search check (DC 20) reveals the seam where the lower jaw attaches to the skull. A little bit of Tumbling and Climbing (two DC 25 checks) enables a character to wriggle into the mechanism housing the jaw motor. A successful Disable Device check (DC 27) gets the gears grinding. But the grease monkey has to make another Tumble and Climb combo (again at DC 25) to get out of the housing in time, or else take 2d10 points of crushing damage per round.

You'll Be a Dentist

A search check (DC 20) reveals that one of the "teeth" in the lower jaw is looser than the rest. A tough character can spend a round prying the tooth loose. Afterwards, it takes a round for each PC to squeeze through.

Tooth Mechanism: Hardness 6, hp 5, break DC 26.

Talk to the Skull

Since the fortress is an expression of Zoltan's will and personality, it wants to encourage "worthy" intruders. So if the PCs cast a spell such as *knock*, or attempt to parley with the Skull, the fortress bellows (through its teeth): *The Skull is sacred! Why should it reveal its secrets to the likes of ye?* If the PCs make a convincing case, the jaws yawn wide and let them slip through.

The Skull

The artifact that Zoltan holds, an elaborate ceremonial pistol, gives its bearer control over the products of the human hand. In his days upon the seas, Yarash used the gun to warp his enemies' vessels and destroy their weapons. Zoltan uses this powerful tool to create a kingdom of arcane technology and grotesque quasi-mechanical automatons.

But the most striking symbol of Zoltan's empire is the Skull that serves as his fortress and transportation. The structure stands nearly 600 feet high and several hundred feet in diameter, with giant rubies for eyes and a shell of five-foot-thick ceramic that's tougher than steel. Zoltan controls the Skull with the pistol; so long as he possesses the weapon, he has an empathic link with the fortress that lets him spy on any corner of its bony byways and control its every function, down to its shape. Any PC who holds the pistol can control the Skull, but destroying the pistol turns the Skull into a huge, immobile ceramic statue with no magical properties.

The Skull: Hardness 12, hp 900, break DC 70; Move 200 (good).

The Mouth of Madness (EL 1)

Beyond the teeth sits a slick, 15-foot-high ramp (Climb, DC 25) that leads to three apertures, each big enough for one PC to squeeze through at a time. The two on the side are nozzles that pump out cursed healing potions after a battle. The one in the middle is a double door, opening downward, from which the Skull dispenses the cursed swords. Another Climb check (DC 15) gets the PCs into the Skull proper.

The Infernal Machines (EL 14)

The PCs emerge in the mechanized heart (or, not to mix metaphors, sinus) of Zoltan Zaska's lair. There's much more dangerous stuff up top, where Zoltan holds court, but this engine room runs the Skull.

You crawl through the aperture into a large, high-ceilinged room dominated by two massive metal cylinders, one along the right wall and one on the left. Looking up, you see metal walkways lining the wall far above your head and two large vats suspended among them. In front of you, racks upon racks of swords are set on a series of tracks in the floor. Everything in the place seems to be clanking loud enough to burst your eardrums—undercut with a sinister groaning and hissing.

The two cylinders along the wall—large, ornate, gear-heavy structures—store thousands of gallons of *potions of fly*. When Zaska wants to go for a spin, engines inside the cylinders distribute the potion to massive, wheezing bellows, where it is atomized and distributed via hoses to the nozzles on the outside of the craft.

The two vats overhead, meanwhile, store the *cursed potions of cure light wounds* the Skull showers on the townspeople after their battles. The rubber hoses on the underside of the vats retract when not needed. PCs can get to these tanks from the overhead walkways, which in turn can be reached by a ladder at the back of the room.

The racks of cursed swords have runners and lock onto a track for easy mobility: they can be wheeled forward to rest directly over the sword chute, or pulled back as far as the ladder in the back of the room.

There aren't any controls, as such, to monitor and control all this equipment. Through his artifact pistol, Zoltan keeps track of the Skull's various systems and processes more or less unconsciously. But the crafty ghoul does keep a horde of automatons on hand to make life interesting for intruders. Three **Maulers** (Spot check, DC 22) cling to the sides of the overhead vats and six **Haulers** (Spot check, DC 22) wait between the sword racks, directed by two **Drawlers** (Spot check DC 25.)

The automatons' battle plan: the Maulers leap onto the PCs as soon as they walk past the vats, and the Haulers start playing badminton with the cursed swords. Every round, three Haulers toss a handful of swords into the air, and the other three slap them toward the PCs. The Haulers aren't particularly dexterous; they've been trained to stand in one spot and aim for a particular target by flicking their paddles just so. In this case, the automatons aim just short of the spots where the Maulers landed. Treat each bundle of swords as a grenadelike weapon (See **Splash Weapons** in **Chapter Two: Using the Rules** in the **DMG**) to determine where they actually land. Anyone caught in the field takes 2d8+5 damage (Reflex save DC 18 for half). If the Haulers' supervising Drawlers get taken out, the Haulers lose focus and simply start slapping opponents, as does any Hauler whose flip-and-slap partner gets killed.

Don't let the PCs know how limited the Haulers are; play up the image of swords filling the air and rushing toward them at blinding speed. In addition, be sure to emphasize the setting when staging this combat. Allow PCs to do things like Tumble (DC 15) up to the vats above on hanging chains. Or snap the hoses off the big **cylinders** and spray everyone in sight with *potions of fly* (Disable Device check, DC 25--or pound them until they break. Or hack through the **bellows** to try to knock down the automatons with gusts of air.

If the players get clear, they face a nasty surprise. Up on the walkways, directly opposite the ladder, sits another **Headstone**, which remains pointed at the ladders, waiting for someone to come up, at which point it lets fly a cone of fire. The only door out of the engine room is directly behind the Headstone.

The Headstone is tough to spot (Spot check, DC 30) from the ground, unless the PCs specifically turn around and look up when they've advanced beyond the sword rack. If they state they are looking up, change the Spot check to DC 20.

This final Headstone has the same properties as its cousins outside, except it can't turn completely around—it starts off trained on the ladders, and, if necessary, sweeps from side to side to blast oncoming intruders. But it never spins to face the door.

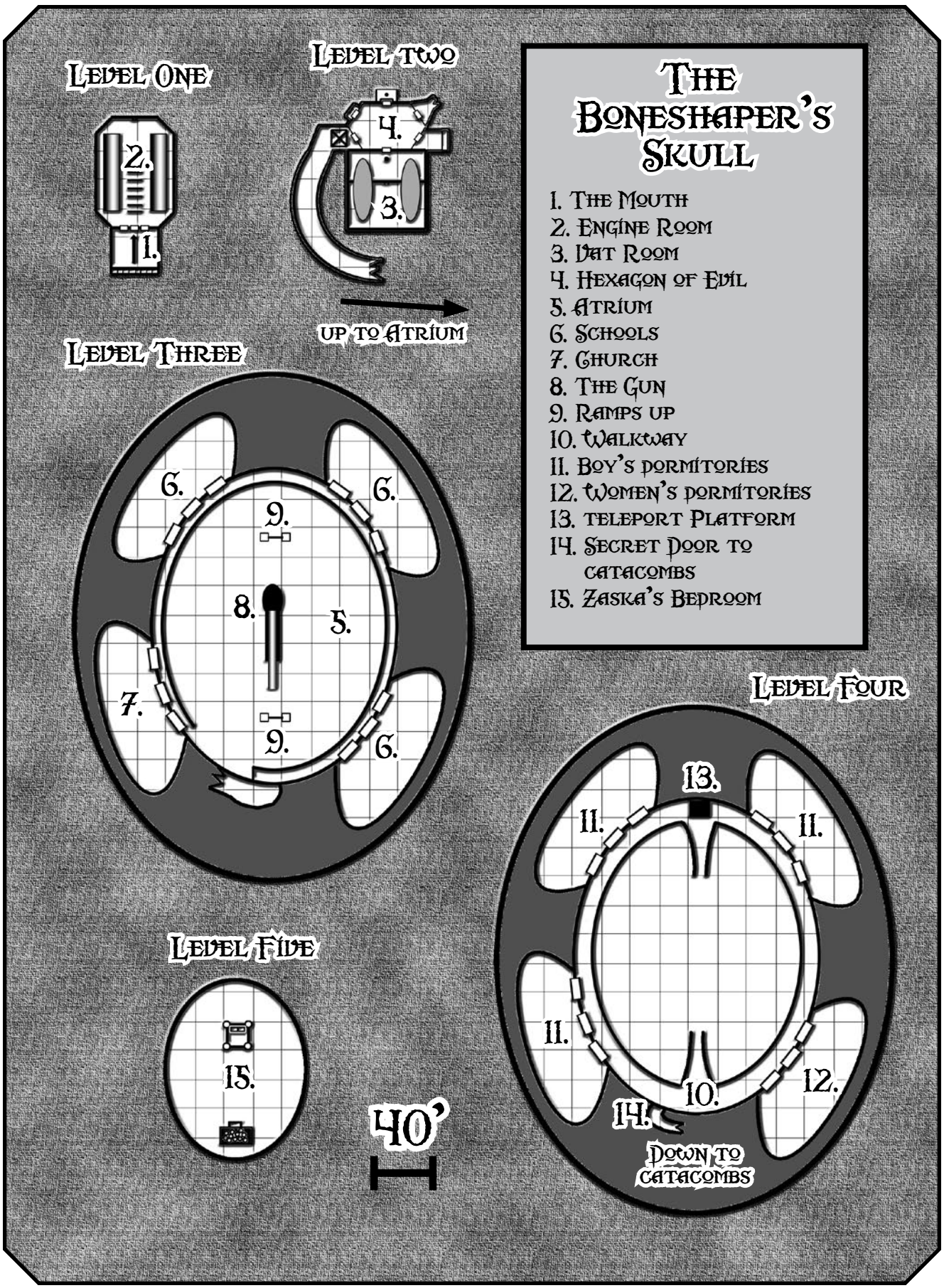
Here, again, play up the environment. Plenty of chains and pulleys hang from the ceiling that the PCs could grab (Tumble or Jump check, DC 18 to reach; Dexterity check, DC 18 to grab) and use to swing across the gap in the center of the room. The PCs might jump onto the overhead vats (Jump check, DC 18), which hang just below the Headstone, and use them as cover while the sentinel blasts away.

Bellows: Hardness 5, hp 10, break DC 25.
Cylinders: Hardness 4, hp 10, break DC 21.
Headstone: hp 85.
Skull-Dugger Drawlers (2): hp 50.
Skull-Dugger Haulers (6): hp 53.
Skull-Dugger Maulers (3): hp 86.

Planned Encounter: The Enemy Within (EL 5)

Baumann's **Sea Dogs** may have been lucky enough to get this far, but they are entirely out of their depth here. Even without the PCs' arrival, they were doomed to be skewered by swords or toasted by a cone of fire. With the PCs providing a few more targets for the Maulers and the Headstone, however, they may take the opportunity to beat a hasty retreat. Or, they may let their pirate natures get the best of them, and swashbuckle their way into oblivion. Either way, the buccaneers only add a level of chaos to an area already primed with entropy to begin with…

Sea Dogs (6): hp 35.


Level One
2.
11.
Level Two
4.
3.
up to Atrium
Level Three
6.
6.
9.
8.
5.
7.
9.
6.
Level Four
13.
11.
11.
11.
10.
12.
14.
Down to Catacombs
Level Five
15.
40'
The Boneshaper's Skull
1. The Mouth
2. Engine Room
3. Vat Room
4. Hexagon of Evil
5. Atrium
6. Schools
7. Church
8. The Gun
9. Ramps up
10. Walkway
11. Boy's pormitories
12. Women's pormitories
13. teleport Platform
14. Secret Door to catacombs
15. Zaska's Bedroom

The Hexagon of Evil (EL 12)

At this point, the PCs have shown their physical prowess; now Zoltan wants to see what makes them tick. For this reason, Zoltan presents the PCs with several intellectual and moral challenges to gauge their responses, all in the hopes of finding the individual with the fittest mind and body to steal.

Before running your PCs through this section, consider the party's makeup to know how to tailor these situations to them. Each encounter below makes the basic assumption that your party contains a mix of lawful and chaotic characters, many of whom act out of self-interest but are basically good at heart. Thus, if they face a situation in which they might have to forgo the riches of Yarashad to help people in need, it becomes a genuine quandary. Suggestions for tailoring the encounters to other types of parties are also found within these sections. These alternatives don't begin to cover the possible spread of alignments and motivations in the average group, so be prepared to improvise.

The door from the engine room opens onto a small hexagonal chamber of gleaming white ceramic with a round metal door set into each wall. Once the **door** to the engine room is closed, it locks behind the PCs, and it cannot be reopened from inside the room.

Door: Locked with 5 sets of locks; 5 Open Lock checks (DC 30) or 5 *knock* spells; Hardness 10, hp 60, break DC 29.

Zoltan designed the room to test how well the PCs pay attention to sensory cues—and how well they recover from mistakes. Here's what the PCs can tell about the various doors, and what's actually behind them, starting at the northernmost door and going clockwise.

I. Silent But Deadly

The PCs hear nothing behind this door, but a Search (DC 20) reveals a few flakes of ash clinging to the handle. If the PCs pay closer attention (Search, DC 25) they detect a faint smoky odor coming from the door. The secret: behind the door is a Headstone in an alcove, primed to fire as soon as someone opens the. The stone can only fire once every two rounds, like its cousins, but the door has a nasty surprise in store: if PCs try to close the door, a 12-inch spike shoots out from the lock, preventing it from shutting all the way. The **spike** can be snapped off or forced back in. The Headstone still fires if the door is forced partially shut, but the blast only affects those within five feet of the door, and the damage is quartered.

Spike: Open Lock (DC 25) to force back in; Hardness 4, hp 20, Break DC 19.

II. In Too Deep

The PCs hear (Listen, DC 15) a gentle sloshing behind this door, which is slightly cool to the touch (Search, DC 20). Opening the door drains the Skull's sinuses, and a pounding torrent of water rushes into the room, filling it within two rounds. It takes a Strength check (DC 28) to force the door shut.

III. Skeletons in the Closet

Behind this door the PCs hear (Listen, DC 20) a gentle whirring and scraping. An Intelligence check (DC 17) tells the PCs they've heard something like this before. When the PCs open the door, they find themselves facing a small room—big enough for three people to squeeze into—that's completely empty but for various twirling gears and other apparently functionless pieces of machinery built into the walls. As soon as one or more PCs enter the room, a **Skull-Dugger** torso emerges from the back of the door, grabs the frame, and slams the hatch shut. Then a **Mauler** breaks out of the wall and goes crazy on the PCs inside the room. (The door torso doesn't attack the PCs.)

Noticing the torso built into the door takes a (Spot check, DC 25); the same goes for the Mauler built into the wall. (The players won't have time to actively search the walls, but they could examine the back of the hatch and spot the torso with a Search check, DC 20.)

Door (reopening): Open Lock (DC 25).

IV. You Can't Go Home Again

This door leads to the engine room.

V. Watch That First Step

Behind this door, the PCs hear (Listen, DC 17) the distant hum of machinery, and if they look closely (Search, DC 20) they see scratches at the base of the door—made, it appears, by human fingers. Behind the door, they see what appears to be a corridor that runs for roughly 20 feet before taking a sharp turn to the left. In fact, there is a 20-foot-deep **pit trap** just beyond the doorway; the "corridor" leads to nothing but a ceramic wall, just out of sight. The ceramic wall is a **secret door**, but the PCs won't be able to open it or find a mechanism for doing so.

An *illusory wall* spell (CL 7) conceals the pit. At the bottom of it, the PCs find the intricately scrimshawed bones of unlucky adventurers who never made it past this room. Among the relics gleams a polished skull that turns out to be the head of the *artiste:* a particularly creative Mauler. The **Birdman of Skullkatraz** attacks as soon as he thinks he can take an opponent by surprise. If the victim of the trap happens to grab hold of the side of the pit while falling (Tumble check, DC 30), the **Mauler** shambles up after him and start pounding.

Birdman of Skullkatraz (Skull-Dugger Mauler): hp 86.
Pit Trap: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 20 feet deep (2d6, fall); Search DC 20; Disable Device 20.
Secret Door: Search (DC 30).

VI. The True Path

There is nothing at all to hear behind this door and nothing to spot but a few flecks of oil on the floor in front of it (Spot, DC 20). Opening the door reveals a set of four levers: red, blue, green, and transparent (glass). Right next to them is a fifth lever; it's painted black.

The trick: each of the first four levers opens one of the four trapped doors in the room. Red (for fire) opens door i; blue (for water) opens door ii; green (for earth) opens door iii; transparent (for air) opens door v. (If the PCs open one of the doors by pulling a handle, the door can be closed immediately by pushing the handle back up.) If the PCs pull one of the four handles *and the black handle,* the corresponding door opens *and whatever trap*

was in that room reverts to full strength. For example, if the PCs kill the Mauler in the earth room, and then they pull the green and black handles at the same time, the door to that room opens—and another Mauler waits in the wall.

The only exception to this is the *glass* handle for the pit trap. When the PCs pull the glass handle and the black handle at the same time, they hear (Listen DC 17) a gentle scraping of gears. If the PCs investigate, they find that the blocked-off wall at the end of the corridor is now gone—and a spanking-new **Mauler** sits at the bottom of the pit trap, and it shambles after the PCs as they investigate the hallway.

Headstone: hp 85.
Skull-Dugger Maulers (2): hp 86.

Behind Red Eyes (EL 1)

The corridor extends straight for about 30 feet, and then curves to the leftsloping gently upward. The corridor, like the rest of the skull, is smooth white ceramic, with just enough flat space down the middle of the floor for easy walking. As they walk, from all sides the PCs can hear the echo of strange, atonal music—the same kind they heard in the **Processing Plant**. The music and the Skull's ambient sounds are disconcerting at first but quickly enough become background noise.

After another 100 feet or so, the corridor curves again to the left, becoming a walkway.

As the corridor bends, the wall falls away, and you find yourself on a gangplank overlooking a vast atrium bathed in crimson light—from the round ruby windows, you realize. You've found the Skull's eyes. Small crowds mill around the floor of the atrium, which is dominated by a revolving statue: a massive, ornate sculpture of a pistol. The gun, at least 30 feet high, appears to be the source of the music you heard earlier—dissonant notes that echo through the high-ceilinged chamber.

This vaulting chamber is the central meeting area for humans living in the Skull. They are pathetic creatures either raised by Zoltan Zaska and force-fed his self-serving lies, or they are victims the wily ghoul had kidnapped and pressed into service. Children and captives alike are forced to worship Zoltan as a god, and the pistol is the focus of their devotions, an emblem of Zoltan's power.

The walkway continues around the room, clockwise, and in one circuit corkscrews down to the floor of the atrium. Built into the wall along the way are entrances to various chambers that reveal different aspects of Zoltan's lurid designs.

Born Under a Bad Sign (EL 1)

Along the wall here are semicircular portals, and behind them, in full view, is a nursery, with cradle upon cradle filled with babies. Two **Drawlers** patrol the aisles, attending to the crying infants. Just as in the **Processing Plant**, the automatons seem surprisingly gentle with the babies, picking them up and rocking them to sleep, feeding them milk from a beaker, and adjusting their covers. Still, the scene is vaguely unsettling. More so if the PCs notice (Spot check, DC 17) the painting of a fetching, dandified pirate hanging on the wall of the room, a pirate who somehow manages to be roguish and beatific, cradling a child in

his arms. Female PCs must make a Will save (DC 27) to avoid swooning at the sight. Male PCs who fail the same save feel woefully inadequate.

The babies are the byproducts of Zaska's search for a body to inhabit. They are raised here until they can fend for themselves among the savage tribes in the jungle, at which point they must prove their worthiness by fighting their way *back* to the Skull.

Here, and in the rest of the education rooms, the children are a mix of boys and girls. And here, as in the barbarian camps, the PCs can make Spot checks (DC 20) to notice the striking family resemblance between the students. But when the PCs see the paintings of Zoltan Zaska, they realize the residents of the island don't just resemble *each other*; they all look like their pirate papa.

Be sure to remind the PCs—particularly lawful or strongly good ones—about the rooms in this section when they make their final charge against Zoltan. If they take the pistol and abandon the Skull, they're leaving the defenseless inhabitants of the fortress to their fates. Who but the Drawlers will look after these little tykes?

Skull-Dugger Drawlers (2): hp 50.

History Lesson (EL 1)

The next attraction in Zoltan's parade of grotesqueries: five-year-olds to 10-year-olds being drilled in pirate history by a **Drawler**. Again, a portrait of Zoltan hangs at the front of the room, but this time he's at a desk, deep in thought. A Spot check (DC 12) reveals the children wear different-colored robes (basically, contrasting shades of red) and that the colors seem to correspond to the children's ages (Intelligence check, DC 12).

If you want, use the history lesson as a chance to give the PCs some background on Zoltan and the Full-Fathom Five. The Drawler more or less gives an account of Zoltan's career and the events leading up to the sinking of Francisco's fleet—heavily tilted toward Zoltan's perspective, of course. So Black Jenny was the most beautiful woman in the world, a siren of the deep; Ezekiel Carthy was a coward and a boor, and so on. According to the Drawler, Yarash was a virtuous sea-god who rescued Zoltan (and, at Zoltan's urging, four lesser but worthy captains) and that the Full-Fathom Five were Robin Hoods of the sea, instead of the Baader-Meinhoff gang.

Skull-Dugger Drawler: hp 50.

School for Scandal (EL 1)

Adolescence. Under the watchful eyes of **Drawlers**, several groups of teenagers learn the ins and outs of courtly life. Several teens practice sword fighting, while others learn proper manners at an elegantly appointed table (served by several liveried **Haulers**) and others learn to dance the quadrille, with Drawlers as partners. (Somehow, they're keeping time with the atonal music coming from the gun.) Once again, there's a portrait of Zoltan, but this time, it's a mural showing him leading a charge on the deck of a ship; attending a courtly ball; and kissing the hand of a lady prisoner.

Here, and elsewhere along the walkway, if the PCs start trouble, the humans generally step aside and let the **Skull-Duggers** do the fighting. (The Drawlers put up token resistance, protecting their charges at all cost, and calling for **Maulers**. Five of them show up in 1d6 rounds, followed by an additional five every 1d6 rounds thereafter, as needed.)

The only humans who *will* put up a fight, and a valiant one, are the fencing students, who go up against the PCs *sans* armor and with rubber-tipped rapiers. (Be sure to make it clear just how much of a mismatch it is to the PCs: a bunch of high-powered adventurers taking on 12-year-old **kids**.

Kids (30): hp 6, AC 13, +1 to hit with rapiers, 1d6-2 damage.
Skull-Dugger Drawlers (10): hp 50.
Skull-Dugger Haulers (3): hp 53.
Skull-Dugger Maulers (5): hp 86.

The Church of the Poison Mind (EL 1)

In a domed, red-lit chamber, young men and women sit in rows before a podium, where a **Drawler** in white robes stands. At his side is a fountain; behind him is a fresco of Zoltan Zaska being raised out of the ocean by a stylized, sanitized Yarash. (Below Zoltan, Yarash saves four smaller figures in the same way; if the PCs have been to the other islands, they may recognize the figures as other members of the Full-Fathom Five. They certainly recognize Ezekiel Carthy.)

The automaton holds forth for the assembly on the general beneficence and magnificence of Zoltan Zaska, who provides bounties of food, who keeps those in the Skull in peace and harmony, and who lets the brutes in the jungle give vent to their passions but not destroy each other. Zoltan's general wonderfulness reaches its apex in the Great Pistol, the relic the Lord of the Oceans gave to him and which enables him to maintain his subjects in the lifestyle to which they have become accustomed. "Someday," he says to the boys in the audience,

"you will return to the savage lands beyond this castle and try to become the image of your master—to lead the barbarians beyond their bloodlust so that they may return to the master's fold. And you," he says to the women, "you have the most glorious responsibility of all—continuing Lord Zaska's line, until he decides his people are worthy of salvation and he rejoins them from his secret chambers in the upper reaches of the fortress."

The congregants look rapt, but a Spot check (DC 15) reveals something more sinister. Not only do the men all have that "Zoltan Zaska look," the women all have *identical* faces: dark, glinting eyes, black curls, long, straight nose, and full lips. The PCs have seen this face before, perhaps in person but certainly on canvas. An Intelligence check (DC 17) jogs their memory: it is the face of Black Jenny Ramsey, former Full-Fathom Fiver and Carthy and Zaska's love. While the PCs watch, the Drawler calls the women to the fountain, and they all take a drink. This is a *potion of alter self (*as per the *alter self* spell, CL 10*)*, keyed to reproduce the face of Black Jenny; it has the same beguiling properties as the healing potion Zaska pours down on the villagers after a battle. The women have been persuaded the drink helps them focus their thoughts and meditate more closely on the glory of their ghoulish lord.

Skull-Dugger Drawler: hp 50.

Shadow of the Gun (EL 1)

Small clusters of milling people—mostly children under the instruction of a Drawler or women traveling in groups— fill the atrium floor of the atrium. None of them pay much attention to the PCs. They all seem to be in awe of the gun, and it certainly is impressive. Up close, the PCs can see that it's covered with gold curlicues and engravings that seem (Spot check, DC 25) to mirror the paintings in the Temple of Harrimast back in Freeport. (In this case, of course, Yarash takes center stage in the action.) And there's one more thing: scripted onto the side of the pistol in large letters is a word: **ARKABUS**.

The atrium has two exits: steeply sloping ramps on the north and south sides of the room.

The Daughters of Darkness (EL 9)

Let the PCs wander and explore as much as they wish. But at some point, have them stumble across the secret passage upstairs or stage the following encounter.

There is a shout from the ramp closest to the PCs, and all of a sudden, the gun's music goes silent and a booming voice echoes through the atrium: *A daughter of darkness is among you! Avert your eyes! She has violated the grace of Zaska!*

Whereupon a woman comes running down the ramp, closely pursued by two **Maulers**. When she sees the PCs, her eyes go wide, and she runs straight for them. Her face does *not* match Black Jenny's. Her name is **Carlotta Ramplin**, and she needs help. Desperately.

At this point, select the PC who has the closest connection to a god, such as a cleric or paladin. Have Carlotta approach that PC and say something along the lines of, "You've come—just as [INSERT GOD'S NAME HERE] foretold! Please! Help me! Things are worse than you know!" (If you don't have a cleric or paladin, Carlotta runs up to the character with the strongest do-gooder instinct and makes an appeal to his honor and sense of justice.)

Before the PCs can argue, the Maulers are upon them. The fight shouldn't last long, but the pistol calls for reinforcements, and there's the sound of tromping feet from above. Carlotta points the PCs toward the ramp on the opposite side of the room, telling them to hurry!

Carlotta Ramplin: hp 10.
Skull-Dugger Maulers (2): hp 86.

Ramping Up (EL 1)

Both ramps lead to the same place: another walkway, located *above* the one the PCs descended when they entered the atrium. Here, too, are semicircular notches cut into the ceramic that serve as rooms.

The Kids' Room (EL 1)

There are rows upon rows of bunks in this room, ranging in size to accommodate children and teenagers (all boys). The obligatory portrait of Zoltan shows him standing on the deck of his ship, gazing wistfully but manfully at a moonlit ocean.

Something for the Ladies

This room is a women's dormitory, set up much like the children's, with several rows of bunks. But it features a much less relaxing portrait of Zoltan as a conspicuously nude satyr.

Where the Magic Happens (EL 12)

Set off at some distance from the dormitories is a small stone platform, on top of which sit four carved **Headstones**, each pointing in a primary compass direction. The PCs won't learn this initially, but this platform is the only known access point to Zoltan's chambers, hidden high in the fortress. When Zoltan wants to see someone in person, he opens a *teleportation circle* directly atop the stones and closes it after the invitee, precisely one round later. Meanwhile, the Headstones keep an eye out for potential piggybackers.

These Headstones, in fact, have a number of special properties:

- The heads rotate as a group, not independently (something like the chambers of a revolver), and they rotate at the start of every round.
- The Headstones only begin actively watching when they're attacked or one round before the *teleportation circle* is about to appear, and they go dormant after the threat or the door is gone.
- The Headstones point only in the four primary compass directions, which leaves a wide blind spot on every side. PCs could, for example, hide in the sentries' blind spots until the circle opens and then make a Jump check (DC 18) to leap through without crossing the stones' line of sight.
- The Headstones can't tilt back to fire at flying opponents.

Headstones (4): hp 85.

Carlotta Ramplin

Carlotta was a cartographer on the *Johnny Basilisk* before an unexpected storm took her tiny craft and plunged it through Hell's Triangle. While the rest of the sailors sank into barbarism, Carlotta—and several other fellow crew-women—were taken into the Skull. Most of them succumbed over time to Zoltan's potions and charisma; Carlotta was tough-minded enough to resist. She'd spit out her portion of potions and warn her children, when they came, that Zoltan was not to be trusted.

It didn't do much good. Zoltan realized what she was doing, and he decided she might be useful as a test for potential hosts who broke into his fortress. Would someone who was trying to unseat Zoltan succumb to honor and chivalry and help the woman, or would the intruder remain coldly devoted to his purpose?

So Zoltan allowed Carlotta to build a following, and he even fed select women weakened doses of his potions, thereby allowing Carlotta's words to pierce the chemical fog. Now they have a society, carefully hidden in the nooks of the Skull. And they have a vision: the gods will send heroes to lead them out of bondage.

Little do they know Zoltan knows of their prophetic hopes—and he fully intends to exploit them.

The Nautilus Junction (EL 4)

This occluded passage, formed from a series of folds in the superstructure, looks like a lightly shadowed section of wall. Finding it is nearly impossible (Search check, DC 30; Spot check, DC 35). If the PCs are with Carlotta, she leads them to the passage unhesitatingly, and as she passes through it, seems as if she's vanishing into the wall itself.

Beyond this snarl in the superstructure lies a series of catacombs, low and narrow. Carlotta moves through them swiftly, and it takes some work to keep up with her.

Eventually, the passages open into a series of domed chambers, filled with women, who, like Carlotta, have their own faces. Carlotta promptly announces that the PCs are the promised ones sent to relieve their suffering, at which the other women swarm the PCs and thank them profusely—particularly the cleric (or otherwise straight-and-narrow character) whom Carlotta singled out earlier.

Just as the PCs start to wonder what's going on, Carlotta steps forward and leads the cleric to a chamber off to the side. There she displays a crude but recognizable altar to the cleric's deity, and launches into the story about how she came to build it.

(If you don't have a cleric or otherwise godly character in your party, choose the character who seems bound by the strongest moral code. Frame the story below not as a divine obligation, but a request that must be carried out for honor's sake. If your party doesn't have anybody who'd be swayed by that argument, put it in personal terms—play up the suffering Carlotta and the Daughters have gone through; present it as being beyond the pale by any standard.)

Carlotta's Story...

Carlotta was the cartographer on the *Johnny Basilisk*, which was sucked into Hell's Triangle. Soon after they washed ashore, Zoltan appeared in his flying fortress and captured all the women from the crew. He made them drink potions that changed them, made them look like some woman he loved long ago. And night after night, they were taken into Zoltan's chambers. Eventually they bore his children. Those children in turn became his slaves, raised to be mirror images of Zoltan himself before he released them into the wild.

But Carlotta broke away. She hid in the deep recesses of the Skull, a spot even Zoltan didn't know about. While she huddled, alone and afraid, she began to dream, which she attributed to being messages from a great and powerful god she had never heard of. The god told her to wait, to pray, and to be strong; he would send warriors, the greatest that ever roamed the oceans, to destroy Zoltan and lead the lost crews back home.

So Carlotta built an altar and founded a congregation. She risked her life sneaking around the concubine quarters and spreading her message. Eventually, she found women strong-willed enough to break away from Zoltan's lies and hide out in the tunnels, waiting for deliverance. And here is that hideout.

Carlotta's Plan

Zoltan, Carlotta says, lives in chambers in the upper reaches of the Skull, behind impregnable defenses, and never comes down to the atrium. The only way to travel upstairs is the *teleportation circle* Zoltan opens on the hallway platform when he summons a concubine. But Headstones guard the platform on four sides. The Daughters have tried to send spies through before—waiting until a concubine was summoned, and then rushing through the door after her—but the Headstones spotted the assassin each time and burned her to death.

So the PCs must find a way past the Headstones and through the *teleportation circle* to reach Zaska. But there are a few bends in that road. The following plot twists should be used to keep the PCs off balance as they plan their attack.

The Seeds of Dissent I

Zoltan has been keeping a close eye on Carlotta and her Daughters of Darkness, and he long ago decided to use them as one of his mind games. Zoltan himself sent Carlotta's the prophetic dreams, and they include a special caveat: The God, Carlotta says, gave her a piece of wisdom about Zoltan: he can't be killed or imprisoned unless the pistol he carries is destroyed.

Play up this fact, as well as the cleric's potential duty to her god. You might also link the rescue of the prisoners to some larger task the god has set for the cleric. Let's say the cleric swore to use the loot from Yarashad to build a temple in Freeport. Carlotta may say she swore an oath to help in constructing that temple. ("The god showed me an island city and a temple rising from the barren ground. I swore I would use my own hands" etc.) However you do it, make sure it's very clear that the cleric must choose between *capturing* the relic (and thus getting the treasure) and *destroying* the relic, and thus serving her god and fulfilling the prophecy.

Most likely, the cleric won't take this at face value. That's fine. Zoltan's goal isn't to force the PCs one way or another but to see

how they react. With any luck, Carlotta's story at least plants some seeds of turmoil when the party decides what to do.

Speaking of which…

The Seeds of Dissent II

While the godly character listens to Carlotta, another Daughter of Darkness, **Sara Kestel**, approaches the party member who appears to be the toughest, least-nonsense character, the fighter or barbarian, say. (If the toughest, least-nonsense character is also the cleric/honor-bound one who's talking to Carlotta, choose the sneakiest one, or the most chaotic one—the rogue or the loose cannon.)

Sara leads the PC to a side chamber, clearly nervous. Her story is just as painful as Carlotta's: she was a member of the *Eomer Fitzgerald*'s crew; Zoltan took her from them, and the Daughters eventually rescued her. She owes Carlotta everything, but she thinks her leader is mad with all this god business. Sara wants to be rescued as much as anyone else, but she doesn't think Carlotta realizes what's *really* going on here.

And what might *that* be? Carlotta, Sara says, thinks these warriors from god (the PCs) are going to lead everybody back home. Carlotta needs to open her eyes. The people in the jungle are savages, and everyone inside this Skull is a doped-up slave. These people are unsalvageable.

And the *gun*. Carlotta's fixated on destroying that *gun* because Zoltan tortured her with it before she escaped into the catacombs, and she wants it gone from the world for good, no matter how powerful it is and no matter how much it could help. (Carlotta will admit to being tortured by the pistol but insists—unconvincingly—that it isn't skewing her judgment.)

The real problem isn't the gun, Sara says. It's the *people*. Zoltan has put a little bit of his essence into all of his children on this island. That's how he's sustained himself, by spreading out his life essence broadly, so that as long as one of his children is alive, he has some power. Why else would he bother breeding children and keeping them alive? If you want to kill Zoltan, she says, you have to kill every last child he's sired.

Does Sara really want that? Of course not, she says. She wants to get out of here. But she doesn't think anyone can leave while Zoltan remains, and *he can't be harmed while his kids are around*.

Sara, like Carlotta, is telling the truth—as she knows it. Just as Zoltan sent false dreams to Carlotta, he sent emotions of despair and dread to Sara, and her mind filled in the blanks. Again, the PCs likely won't take this at face value and start slaughtering everyone on the island. Zoltan is planting seeds here, to see just how far the PCs will go to achieve their ends—and to keep them as off-balance as possible.

Sara Kestrel (Typical Daughter of Darkness): hp 6.

The Seeds of Dissent III

In case the PCs suspect Zoltan is behind the other bits of misinformation, or they're just ignoring the misleading details altogether, sprinkle in one or more of these tidbits. All of these seeds are rooted in the same basic idea: nobody actually ever *sees* Zoltan, not even the concubines he calls to his chambers. They see a shadowy form in the dark, but they couldn't swear it was actually the pirate or even a humanoid.

Introduce these whispers however you see fit: have a Daughter of Darkness lay out the case, give the PCs a few threads, and let *them* make the connections, or have the PCs stumble across the "big secret" themselves.

- "The ones with the *real* power seem to be those skeleton men; they run everything, they do all the work, and Zoltan never shows his face. Maybe he doesn't even exist!"
- "I think Zoltan doesn't have a body at all. I think he spread his spirit around all those skeleton men. To get off the island, you must destroy them all. Luckily, I just found a secret tunnel that leads to their command center."
- "I think Zoltan doesn't have a body at all. When we're up there with him, there's no light and no sounds, not even any breathing—the only thing we ever see for sure is that damnable gun. I think it's some machine that's with us, not him. I think his body fell to pieces long ago; I think his spirit's in the Skull, and the only way to stop him is to find a way back to that engine room and destroy all that machinery. Luckily, I just found a secret tunnel that leads there."
- "You know, I've never seen Carlotta around when one of the women gets called to Zoltan's chambers. She claims she's meditating alone during that time, but, if Zoltan can change *our* faces to match some dead woman's, maybe he can change *himself* too."
- "You know, I've never seen Sara around when one of the women gets called to Zoltan's chambers. She claims she's meditating alone during that time, but, if Zoltan can change *our* faces to match some dead woman's, maybe he can change *himself* too."
- "You know, it's awfully convenient, you guys showing up like this. How do we know Zoltan didn't send *you* here? How do we know you're not *Zoltan,* for that matter? Maybe you should do something to prove yourselves!"

Options

The PCs have a number of options open to them. Here's a look at some of them, and how Zoltan will react.

The Cyberiad (EL 20)

The PCs think the Skull-Duggers are the power behind the throne, or the power *on* the throne, and make an all-out assault. For purposes of this scenario, the Skull-Duggers have a "home base" hidden in room three of the **Hexagon of Evil**. (The PCs can, for example, follow the automatons back to this hideout after they make their rounds.) The PCs may discover a **secret door** in the wall that leads to a tunnel lined with grotesque, H.R. Giger-esque bio-machine parts. The tunnel eventually surfaces in the **Machine Shop**, which has been turned into a vile cathedral to an unholy automaton lord, a Drawler with a red head. Three teams equal in strength to the crew in the engine room man the temple. (This time, the Haulers attack by trying to flip players onto the eerie metal ribs sticking out of the altar.)

All of this is a setup, of course. Zoltan allows the battle to rage, but when the PCs return to the Daughters' hiding place, they find

the place ravaged. Several Daughters are dead, and Carlotta has been kidnapped and taken to Zoltan's quarters.

Secret Door: Search (DC 17).
Skull-Dugger Drawlers (2): hp 50.
Skull-Dugger Haulers (6): hp 53.
Skull-Dugger Maulers (3): hp 86.

Be All Ye Can Be (EL 20)

The PCs pull a Spartacus and lead a revolt among Zoltan's thralls. It takes a lot of work to break through Zoltan's conditioning, but the PCs *can* stir up the islanders. Zoltan will be absolutely thrilled at this development, and he'll send all the Skull-Duggers he can muster (figure five engine-room-strength teams) against the hordes and watch carefully to see who's still standing when the smoke clears. If the PCs come out on top, he disguises himself as a Daughter of Darkness using *alter self*, and then goes after the PC who has most strongly distinguished himself in the fight. Then he attempts to lead the PC back to his chambers using the *teleportation circle* on the hallway platform.

Am I Evil? Yar, I Am

The PCs take Sara's speculations to heart and decide to slaughter Zoltan's children. This scenario, obviously, is extremely unlikely, but if the PCs march off to start cutting throats, one of the Daughters comes running after them, screaming that Zoltan kidnapped Carlotta and they need to come help now.

Yeah, Yeah, Yeah

The PCs suspect all the warnings and prophecies and whatnot are a smokescreen, and instead, they go straight for Zoltan. If they take this route, you may want to toss a few more curveballs their way from the **Seeds of Dissent III** section. So how do the PCs get past the Headstones? A PC might drink one of the concubines' *potions of alter self* and take her place on the *teleportation circle*. Or PCs might lurk on the underside of the walkway, using a *fly* or *spider climb* spell, and then make an unexpected break when the circle appears. Or they might take advantage of the Headstones' blind spots, as mentioned earlier.

Section Three: Pluses and Minuses

Malcolm McDowell Memorial Award: +100 XP for leading a rebellion among the schoolchildren.
My Hero!: +100 XP for making a special effort to save the babies and assorted young ones.
You Cad!: -100 XP for not giving a second thought to the babies and assorted young ones.
Pizza Delivery: +100 XP for coming up with an off-the-wall plan to storm Zoltan's chambers.
I Ain't the Hero Type: -100 XP for turning a deaf ear to the Daughters of Darkness.

Section Four: Being Zoltan Zaska

Zoltan designed this island as a test to see if anyone could match his *objective* pirate abilities—his daring, his strength, and his cunning. The traps in his inner sanctum test something much more *subjective*: he wants to see if anyone can survive the *specific* challenges that Zoltan encountered during his lifetime?

One of Zoltan's sons controls each of the following sections. These sibling sentinels are the only islanders who fought their way back *into* the Skull after their father kicked them out. The individual sections that they guard are the very ones that ended their fight against their ghoulish pop.

A Maze of Death (EL 12)

The *teleportation circle* deposits the PCs in what appears to be an empty room of gleaming white ceramic. In the middle of the room stands a man dressed in full-on swashbuckling gear: a longcoat, tri-cornered hat, and polished boots—the whole nine yards. The PCs have seen this fellow before; indeed, it's Zoltan Zaska, looking as young and roguish as ever.

If the PCs approach Zoltan they get a bump on the head. The room is filled with invisible walls—completely non-reflective, frictionless glass—that stretch from floor to ceiling. It's a glass maze!

Zoltan booms out a hearty hello, and he explains what's going on. The PCs have done admirably well on all of his tests so far. They have proven themselves superior in mind and body. But now they must prove that they could take on the toughest challenge of all: *being* Zoltan Zaska. "Can you survive the same challenges I have lived through? If so, you earn the right to meet me face to face!"

"Even being *born* was a challenge for me," Zaska says. "My twin sister died in the womb, and as she did, her umbilical cord wrapped itself around my neck. I escaped strangulation and made it into the world by the slimmest of margins. Perhaps you can do the same?"

At that, a section of the wall on the opposite side of the room shimmers away and two **chuuls** enter. The creatures promptly scurry through the maze, snorting and clicking their hideous claws as they bump against the invisible walls.

The race is on! Unless the PCs come up with a particularly clever way to search the walls for entrances and exits, assume they can travel at only half their move rate through the maze. Since the chuuls know the territory, they can travel at their full move rate, and they head straight for the PCs, attempting to surround the party using their knowledge of the maze.

After the PCs crack the lobsters and reach Zoltan, he reveals his secret: he's not the man himself, but one of the Sons of Zoltan who returned to the fortress to fight his father. Only the chuuls stopped him. He would have died, but for the mercy—and cruelty—of the ghoulish pirate. Zoltan spared his life, but condemned him to guard this maze for the rest of his life.

The Zoltan manque wishes the PCs terrible luck, waves his version of the artifact pistol at the ceiling, and says, "Arkabus." Then a hatchway opens in the ceiling above him, leading to the next test on the agenda.

The Zoltan clones end each encounter the same way. Do this to suggest that the pistol has powers and that it requires a command word to operate. This sets up the climax of the **Last Waltz** scene.

Chuuls (2): hp 127.

Zoltan's Intentions Toward the PCs

Zoltan views male PCs as test subjects. Zoltan is intrigued by these newcomers, and tests them to see if they're worthy of possession. He views female PCs as potential concubines, but Zoltan won't go out of his way to add them to his harem (or let down his defenses enough to do something foolish, such as wandering the lower precincts of the Skull in person). Zoltan has a weak spot for women, but he is ruthlessly focused on claiming a new body so that he may return to Black Jenny, the woman he loves. If he learns the PCs have any artifacts, he weaves them into his plans. His first priority is to possess a suitable PC, and then he intends to get his hands on the arcane items.

Toys in the Attic (EL 15)

The PCs emerge in a nightmare version of a young boy's room. There's the normal furniture (bed, writing-desk, dresser, bookcase, toy chest) and mess (toys and books scattered on the floor), but everything is five times normal size.

The PCs quickly realize they're not alone. From the far side of the room, a voice booms out a hello. It is another Zoltan clone, sitting on the writing-desk by the window (through which the PCs can hear waves crashing against rocks and smell salt air).

"Aha," the Son of Zoltan announces, "you've made it through infancy. But what happens when you start to grow and learn and the world starts to crush you? My parents gave me everything, but it meant nothing! I was hollow inside! The only thing that filled me, my only salvation, was the written word—and the lure of the sea!"

Zaska clearly has some issues, but they don't stay abstract for long. To wit, the toys on the floor come to life and begin attacking the PCs! These include a **teddy bear**, a set of **tin soldiers** (Maulers in "Nutcracker" regalia, carrying sabres and rifles that do the same damage as their regular weapons) and a **marionette dragon**. In addition, when the PCs pass Zoltan's bed, his **evil security blanket**, which droops off the near side of the covers, comes to life, and it attacks, as well. On his nighttable, if the PCs venture up there, is a plate of a **wobbly jelly dessert**. The whole time, Zoltan sits on the desk, kicking his legs over the edge and taunting the PCs with observations about his cruel childhood ("They wanted me to grow up fat and respectable, just like my father! So they lavished me with presents! But I spat them back, and took comfort in tales of fantasy and adventure!").

This theatrical recitation does serve a purpose: to guide the PCs toward the exit. Propped next to the writing-desk is a stack of books that forms a makeshift staircase leading to the windowsill. And that's where the PCs need to go to escape the room. (If they're not catching on, feed them some hints. Have Zoltan tell them that they need to *do what he did* to survive here, and then have him repeat that he made his escape from stultifying aristocratic life in books and the sea.)

As always, play up the environment during this section; this is a giant kid's room, after all. If the PCs want to run under the bed, have them stumble over giant coins and huge cookie crumbs (with gargantuan rats to nibble at them). Or let them hide behind a massive rubber ball and push it ahead of them, using it as a shield, and crushing their opponents. They might climb a shoe and jump inside for protection. Zoltan's a weird guy, and the room should reflect that.

When the PCs do hit the books, there's one more surprise. In the middle of climbing (four Climb checks, DC 20 each) the books, new enemies crawl out from between the leaves: a host of 30 **bookworms**. (If the PCs happen to climb onto the bed, they run into **bedbug** versions of these critters.)

Zoltan taunts the PCs until they reach the window. ("Do you have the courage to leave all this behind and escape to the wild ocean?") Outside is a precipitous drop some 100 feet straight down to a windswept, sea-battered coastline. Amidst the roiling waves, a ship pitches against the rocks.

If the PCs start to climb out the window, once again the Zoltan clone wishes them ill fortune, as they take a step that he could not. He then waves his pistol, holler, "Arkabus!" and vanish.

The players can lower ropes, *spider climb* or just plain crawl down the side of the castle and cliff to get to the boat, requiring five Climb checks (DC 20 each). And so begins the next challenge.

Bedbugs (wingless stirges) (15): hp 5.
Bookworms (wingless stirges) (30): hp 5.

Evil Security Blanket (Gibbering Mouther): hp 115.
Marionette Dragon (Very Young Green Dragon): hp 68.
Teddy Bear (Brown Bear): hp 105.
Tin Soldiers (Skull-Dugger Maulers) (4): hp 86.
Wobbly Jelly Dessert (Gelatinous Cube): hp 135.

Pirates and Plunder (EL 10)

The PCs barely have time to reach the boat and find their sea legs when Zoltan's voice booms down from the crow's nest. "This is where I made my name! On the open seas on moonlit nights! How about *you*, my hearties? Do you have what it takes to fight on another man's decks?"

At which point the PCs notice the cliffs they descended have vanished. Open ocean surrounds them on all sides, except off to starboard, where they find themselves pulling alongside a big fat merchant vessel. (Assume they're at boarding distance within one round, unless they want to trade insults with the opposing crew or do something fancy.)

If the PCs choose *not* to fight, they are in trouble: there's nobody else on the pirate ship, and the merchant's crews swarm onboard and start attacking.

This test isn't about indiscriminate killing, however. Zoltan knows the PCs have brute force, cunning, and persistence. Now he wants to see if they have *style*. Zoltan, remember, made his name as a romantic pirate of the Errol Flynn/Douglas Fairbanks variety; he didn't leave captured crews bleeding; he left them sighing in admiration. Now he wants to see if the PCs can pull off the same kind of bravura performance.

To that end, the merchant crew fights as comically and colorfully as possible, throwing of barrels, swinging on ropes, and plunging into the sea with loud splashes and comical cries. Sailors curl their lips and leap up into the rigging to dodge attackers. Cabin boys attack the PCs with mops. Plump merchants in waistcoats run around crying, "Good heavens!" (One of them, tellingly, shout, "My daughter! Dear Jennifer must be kept safe from these brigands!")

But there's more: all these comical seafarers try to do subdual damage *only*. If the PCs respond with deadly force, Zoltan makes them pay for it. Every time a PC does normal damage to a foe, that opponent attempts to do *normal* damage on his next attack, *not* subdual damage—and the bad guy gets a +10 bonus to his attack and damage rolls for that strike. The bonuses go away if the PC makes a subdual attack the next round.

The Pistol of Yarash

The Pistol of Yarash, which never leaves Zoltan's person, appears to be made of polished mahogany, with a barrel of polished mithril and elaborately carved golden inlays on the side that depict scenes from Yarash's bloody pirate career. Though largely ceremonial, the pistol has one offensive capability: it can shoot a *fireball* three times per day as cast per a 10th-level caster. Zoltan can use this function at will; for PCs it's a Straightforward Task, as outlined in the **Using the Artifacts of Yarash** on page 65. Note that firearms were only invented in Freeport five years ago, so hundreds of years ago the Pistol of Yarash was strange and wondrous. It is possible that legends of this weapon that shot gouts of fire inspired Kolter to create his weapons.

The pistol's real value lies in its control over artifacts (artifacts, in the sense of hand-made creations). The PCs can use the pistol to create or control a simple artifact with a Straightforward Will save; a complex artifact requires a Complex save. To use the creation power, the PCs must supply the raw materials for the item in question, such as steel for a sword, or wood for a boat. Upon a successful save, the artifact shapes the desired item out of the raw materials, taking roughly the equivalent gold-piece value in minutes.

If this seems an unduly powerful tool to give PCs, consider this: the PC must remain silently concentrating on the task at hand the whole time the pistol constructs the item in question. So, anyone using the pistol to create, say, a mile-square fortress would likely starve to death or at least collapse from exhaustion before it was done. Any interruption forces a Concentration check (DC 20).

The same holds true if the PCs use the artifact to warp or destroy objects. There is no hard-and-fast rule for the time this takes, but use common sense here. The PCs can't simply wave the gun, like Yarash or, to a lesser extent, Zoltan, and order a ship to sink. It takes at least a full-round action, for example, to warp an opponent's sword—an action that provokes an attack of opportunity and requires a Concentration check (DC 20). To do something huge, such as crack a boat's timbers till it falls or raze the walls of a fortress, a PCs would have to stand and concentrate for a considerable amount of time—all the while taking fire (most likely) and being forced to make Concentration checks.

More immediately, the PCs can use the pistol to control the Skull and all of its mechanical servants, at will, as a Straightforward Task. Removing the pistol from the Skull, however, *kills* the flying fortress, causing it to become just a huge, elaborate statue; the Skull's army of automatons suffers the same fate.

The pistol holds another power that should be far beyond the PCs' abilities. Zoltan found a way to mimic the most singular product of human labor: life. With years of study, he has learned how to use the pistol to encode the specifics of physical life. In modern terms, the pistol can take a sample of blood or tissue and reduce it to a set of algorithms that it then can reproduce precisely; Zoltan uses this to impregnate his concubines. Of late, Zoltan has gone even further, encoding emotions and memories, which can then be deposited into host subjects. If the PCs try to use this capability, it is a Complex Task simply to take the necessary samples; reducing them to algorithms takes another Complex Task check; and creating the physical or emotional template requires the PC to concentrate *for a period equal to the age of the subject being reproduced.* For example, reproducing the emotions and memories of a 20-year-old subject takes two decades. Re-growing the limb of a 30-year-old subject takes three decades.

If the PCs have no clue what's going on, Zoltan calls down explanations. ("Any dullard can *kill* a man! It takes a superior creature to force him to surrender honorably! Fight with your head and your heart, not your blade!") On the other hand, if Zoltan sees PCs engaging in spectacular derring-do—swinging on ropes, leaping onto clusters of sailors and knocking them down—he'll shout words of encouragement ("That's the spirit! There's a rum lad for you!").

As part of this, Zoltan gives the PCs bits of his background ("Harrimast Under the Heavens, they used to call me! Breaker of hearts and plunderer of galleons!"). And, when the fight is draws to a close, he gives the PCs direction about completing the test: "The only way out of here is to find this ship's secret treasure, my hearties!"

The PCs find the hold stocked with crates upon crates, all of them filled with elegant items: yards of silk, fine crystal, perfumes and spices. The PCs can move crates, crack open one after the other, and they won't find an exit from the room. But if they stop and Listen closely (Listen, DC 20), they' can make out soft breathing from a barrel in the corner of the room.

Inside is a girl, and the PCs recognize her easily enough (Intelligence check, DC 15): Black Jenny. But when she speaks, it's Zoltan's voice. "Yes, my hearties, yes! You've found my secret treasure. She was nothing when I found her, just some wealthy brat. But soon enough I realized *I* had been nothing before I found her!"

Whereupon the *alter self* spell dissipates and Black Jenny stands revealed as another Son of Zoltan. This one tells the PCs that he was so captivated by Black Jenny in this test—originally played by one of Zoltan's concubines—that he couldn't bear to leave and progress to the next test. Which, he says, is upon them right now. He then waves his pistol and shout "Arkabus!"—whereupon, a hidden hatch pops open in the floor.

Plucky Cabin Boys (12): hp 6.
Plump Merchants (5): hp 28.
Striped-Shirted Sailors (30): hp 17.

At Long Last, Zoltan (EL 4)

The PCs drop through the hatch and end up the same maze room where they began. The walls have been taken down, and the remains of the chuul battle have been cleared away, but the PCs are not alone. A woman lies crumpled in the center of the room. Carlotta.

She's in no condition to talk, but she mumbles something about being taken into Zoltan's chambers and beaten with the pistol artifact. At which point a *teleportation circle* opens on the other side of the room and a stooped, withered creature in tattered finery appears. This is another one of Zoltan's sons, one who failed this penultimate test, but the PCs won't know that. Needless to say, the pistol he carries on his belt is not the genuine article.

"You've found me at last," Zoltan says. "In life I was something to behold. Now look at me! Look at how death has ravaged me, what kind of a creature it has turned me into! Snatching meager amusements from narcotized slaves, like that wretched girl there. Trying to create an heir that might remind me of what I once was.

That's why I built this island: to create another Zoltan, one who might prove strong and wily enough to confront his father face to face, to prove worthy of carrying on my name.

"And you," he says, out of all of them, "you outsiders, have succeeded! I suppose you want to kill me. Here! Do it! Do your worst!"

If the PCs parley, skip to the next paragraph. If the PCs approach and attack, the Zoltan clone falls and cowers, begging for mercy.

"Look at me!" he says. "The release of death is so close...and yet...still I cower and cling to what puny life I have."

Zoltan then offers the PCs the pistol artifact, which hangs off his belt, but give them a stern warning. "I give you this in place of my life," he says. "And I have put powerful magicks on this weapon to guarantee that you don't take both! Lay hands on this pistol, and it will transport you to your ship immediately and erect a magical barrier around this island. You will have your prize, but you can never return here! And none shall ever leave!"

At which point the PCs face an obvious choice. If they believe Zoltan, and they take the pistol, they must abandon Zoltan's captives to their fate. (You can have Carlotta interject some choice encouragements to underscore the point—"Don't listen to him! He'll kill us all! Destroy the gun and kill him!") If they don't take it, they face the prospect of killing a creature that's begging for its life—and then figuring out a way to de-bug the pistol. (Presuming they believe Zoltan.)

Zoltan and the Artifacts

Sextant: If Zoltan grabs the sextant, he tries to collect Black Jenny, and he then take her back to Freeport.

Bell of Yarash (the Ship's Bell): If Zoltan gets the bell *before* he possesses a player, he uses it to shape his own rotting flesh and make himself more presentable. If he grabs it *after* possession, he uses it as a contingency plan to control the vampire Black Jenny and force her to love him again if she spurns him. He also uses it to keep the rest of the Full-Fathom Five at bay if they attack.

Spyglass: Zoltan realizes at once that the spyglass, in his hands, can't open a gate to Freeport. But he *can* use the device to perform Straightforward Tasks at will, and Complex Tasks at DC 20.

Hook: If Zoltan ends up with the Hook of Yarash, it means the PCs destroyed his lover, and he goes psychotic with rage. Pity the PC who killed her and any other creature that gets in Zoltan's way. He can use the hook to perform Straightforward Tasks at will and Complex Tasks at DC 20.

In reality, this is Zoltan's final test. Will the PCs grab for the easy money—the pistol—or opt for danger and romance—saving Carlotta and her fellow slaves? Zoltan sees the choice as the same one he faced when Francisco's fleet was destroyed. Stay with the ship and leave behind him a romantic, but uncertain, legacy, or clutch for safety at the cost of his soul? Zoltan hopes to find someone who takes the high road that he couldn't.

The PCs can pull any number of ploys here. But the results boil down to this: if the players make a definitive action that shows they're *not* going to grab the gun, the Zoltan clone says, "Arkabus," and a *teleportation circle* opens immediately, leading to Zoltan's chambers. If somebody *does* grab the gun, he must make a Fortitude save (DC 25)—or else begin to turn into a gibbering ghoul over the course of one day. (That's what happened to the Son of Zoltan currently confronting the PCs. *Remove curse* or *remove disease*, vs. an 8th-level caster, will cure the player.) Then, as above, the Zaska clone says, "Arkabus," and a *teleportation circle* opens leading to Zoltan's chamber.

So, what's different about the two outcomes? What Zoltan does when the PCs materialize in his chambers.

The Last Waltz (EL 12)

The PCs emerge in a room unlike any they've seen inside the castle—completely black. As their eyes adjust, they realize that the darkness comes from drapes, heavy velvet ones, strung around the room, covering the naturally gleaming ceramic. Two pieces of furniture dominate the room: a massive four-poster bed, also curtained, and a mammoth pipe organ, which wheezes out the weird atonal music that fills the atrium below.

One **Drawler** plunks away on the organ, attended by two **Haulers**, who turn the pages of the sheet music. Four **Maulers** stand watch at Zoltan's bed. A pile of flesh-crackers sits on Zoltan's nightstand. Shortly after the PCs arrive, Zoltan leaps from the curtains, looking and acting as outlined in his bio above—roguish, handsome, and charming. A young Bruce Campbell, say. He's quaffed a *potion of alter self.*

If the PCs chose *correctly* during the last test, Zoltan singles out the PCs who comes the closest to his roguish, piratical ideal and possess his body. Which is to say, he's looking for PCs who took a major role in solving the various traps, puzzles, and battles on the island and who did so with grace, cunning, and élan. (He only goes after men, by the way. If no male characters fit the bill, he settles for the best in the bunch.)

Zoltan explains that he has been watching the party closely during their adventures, and they have made a fine impression on him. If the PCs can best him in a fair battle, Zoltan proudly meets his fate and hands over the pistol. To risk everything on a single clash of blades, what could be more romantic?

But it won't be a straightforward fight. Zoltan uses the room and his abilities to his fullest advantage, doing wild tumbling moves, bouncing off the pipe organ, and so on. (Invent any scenery that seems fun and appropriate, like staircases and balconies.) He uses the pistol as appropriate, trying to warp opponent's weapons, set their arrows aflame and even turn the very materials of the room against them (animating the curtains, etc.). He can perform these feats at will.

Zoltan genuinely tries to get a rousing fight out of his opponents. The **Skull-Duggers** stays out of the fight unless the PCs attack them or the PCs gang up on Zoltan. When Zoltan is reduced to 20 HP or fewer, he drops his sword and begs for quarter. (And also calls off the Skull-Duggers, if they're in combat with the PCs.) As the PCs watch, Zoltan begins to shrivel and wither, at last showing his true, ghoulish face.

"Well played! After the long centuries of decay, I can die knowing I have met my better!" he says unsteadily, and reaches into his pirate coat for the pistol. Whereupon, he staggers up to the PC he has singled out, and hands him the pistol and dies.

The pistol is, in all respects, identical to the huge rotating statue in the atrium—down to the word **ARKABUS** engraved on the side. If the PCs try to use the artifact to, say, open a *teleportation circle* or fly the ship, nothing happens. With any luck, the PCs realize **Arkabus** is a command word that needs to activate the pistol. If they're stumped by this, have one of the **Drawlers** offer some advice. The Drawler can also tell them that the gun allows them to command the Skull as they wish, but as soon as it is removed from the Skull, the ship loses its powers and become little more than a huge ceramic statue.

The trick? Zaska isn't dead. Using the mechanical powers the pistol bestows, he has "encoded" his spirit into the weapon's ornate carvings. This does not show up as a magical effect. As soon as the chosen PC touches the pistol, he feels a sharp shock, as the encoded spirit imprints itself onto his hand: it looks to all appearances like a burn mark in the shape of the carvings on the handle of the pistol. When the command word is spoken, the encoded spirit activates and begins forcing itself into the PC's mind. See below for how to play out this scenario.

If the PCs chose *incorrectly* during the last test, Zoltan does essentially the same thing as above but incorporate the curse into

his offer. If the PC who grabbed the pistol *failed* his saving throw, Zaska pretends to soften and offer to heal him. ("I couldn't make the right choice, either. What right do I have to judge you?") If the PC *succeeded* in his saving throw, or was cured magically, Zoltan shakes his head and says that the curse deposited a contagion that no magic nor force of will can reach. The PC is bound to this place now, just as Zoltan is, and cannot leave without great suffering. (The PC feels conveniently queasy at that moment.)

Zoltan's offer to the party: best me in combat, and I will heal your friend. The scene unfolds as above, except the PC in question is "healed" as Zoltan dies.

Section Four: Pluses and Minuses

Tell Me About Your Childhood: +100 XP for actually engaging the various Sons of Zoltan in conversation and learning something about them. Add another 100 if the PCs convince the sad sacks to join the fight.

He Called Your Mamma a Lich!: +100 XP to any PC who figures out Zoltan's life story and uses it against him (tormenting him with references to Black Jenny, Carthy, etc.).

Smith and Wesson and Me: +100 XP for coming up with a memorable response when Zoltan offers the PCs the pistol as the final test.

Section Five: A Pirate's Life

At this point, Zoltan has more than likely forced his way into a PC's head—but he doesn't control the PC entirely. Zoltan's plan called for a completely empty vessel, such as one of his children. The PC's mind proves a tougher host. So Zoltan can't take full possession until he returns to Freeport, or anyplace else he can get to a high-level cleric willing to do some rites with no questions asked. In the meantime, the PC isn't aware of Zoltan's presence.

But strange things start happening. Zoltan won't do anything to tip his hand, but in some cases he simply can't control himself. For example, the other PCs start seeing the affected PC wandering at night, poking around the ship; the PC won't have any memory of it. If there are women in the party, one of them awakens to find the PC crouching over her—and, again, the PC won't remember it.

The possessed PC also begins to "know" things that indicate a much deeper experience. He offers sage advice about sailing and fighting (supplied by the GM after an Intelligence check, DC 15) and drops telling hints about the other members of the Full-Fathom Five (culled as needed from their biographies). If the PCs take him to Black Jenny's island, he becomes torn to the point of madness: Should he reveal himself or wait until he has full possession of the body? Should he reveal himself to the Twins and try to free them? In the end, his recklessness wins out. At some point during the night, he breaks off from the rest of the party and tries to scout out Black Jenny's hideout on his own. The PC comes to his senses wherever Zoltan leaves him, trying to figure out how he got there—and where his friends could be.

If the PCs have already been to Black Jenny's island, the possessed PC begins to find himself dropping hints about returning. (Again, have the PCr make an Intelligence check, DC 15; then feed him a plausible-sounding reason for going back there.) If it's feasible, the PC jumps ship and swims out there. In any case, if the possessed PC comes face to face with Black Jenny, she recognizes him at once as Zoltan, and address him as such for the duration.

Zoltan can be cast out of the PC with a *remove curse* spell vs. a 10th-level caster or by a successful Complex use of the hook artifact. His soul then wanders the cosmos in eternal horror and torment. Hooray for life!

Depending on your PCs, you might also want to consider approaching the possession differently. If, say, you have an experienced roleplayer who likes a challenge, or somebody who's dissatisfied with his character, you might let the PC know his character is possessed, and then ask him to play the rest of the game as Zoltan Zaska. The PC could then scheme against the rest of the party, while dropping sly hints about his true identity. Again, this won't work for everybody. But if you have a player who's game, it could add an element of devious fun to the campaign.

Section Five: Pluses and Minuses

I'd Rather Not Spend the Winter Tied to This %$% Couch:* +100 XP for coming up with a clever plan to suss out if the affected PC is possessed or not.

You Look Different. Have You Lost Weight?: -500 XP all around if the party gets back to Freeport without exorcising Zoltan first.

As a Matter of Fact, I've Been on That All-Protein Diet: +500 XP to the affected character if *he* figures out he's possessed before the party does and plays it out with panache.

~ Act II, Part III: White Gorilla Island ~

The Island of the White Gorilla

The haughty vampire **Ahunatum** rules the **Island of the White Gorilla,** an island surrounded by rocky cliffs covered in dense jungles and dominated by a large volcanic cone. In life Ahunatum was **Black Jenny Ramsey**, the queen of the pirates; now she prolongs her twilight life and otherworldly beauty by draining the blood of the pathetic humans who have washed ashore on her island. She dominates the minds of these hapless maroons with the artifact she salvaged from Yarash, the **hook:** a terrible tool she has also used to make an army out of the island's native population of **white gorillas**.

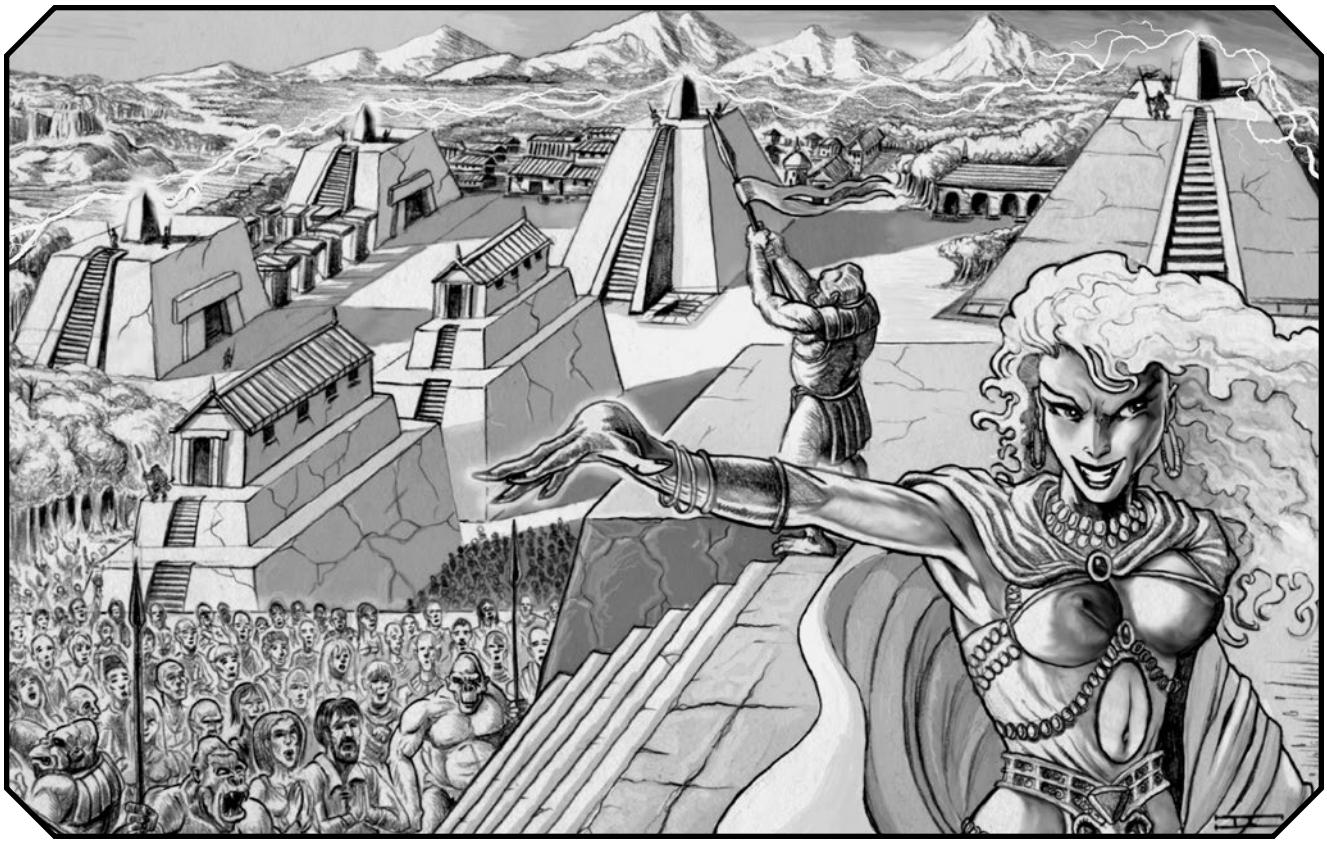
The island is now a monument to Ahunatum's vanity. Her wretched human slaves live under the whips of Gorilla taskmasters, laboring in mines or cowering in the dungeons beneath her pyramid lair. And the island's other longtime castaways, a tribe of stalwart **goblins**, live in fear of her wrath.

Section One: Going Ape

A large volcanic cone dominates the **Island of the White Gorilla**, which is otherwise covered with dense jungle. As the PCs approach land, they can see what appears to be a mining operation and stone quarry at the base of the volcano. A quick look through a spyglass shows that the mines and the quarries bustle with activity, although they are too far away to see any real details. If the PCs circumnavigate the island, impassable cliffs and an improbably large waterfall spilling into the sea dominate the far side. From here, they can see the top of an imposing structure, some sort of ziggurat. The island only appears to have one stretch of beach suitable for landing.

Once on shore, the PCs can either head toward the mines or go straight into the heart of the jungle. If the PCs are in top condition or are in a hurry, let them explore the island on their own. If, however, they're just starting out in the Islands of the Damned, or their last excursion weakened them considerably, you might want to slow things down a bit. In this case, if they enter the jungle first, have them encounter a party of goblins (see the **Jungle Fever** sidebar on page 134), who try to lead the PCs back to their village and enlist them as allies against Ahunatum. The goblins tell them all about the wicked vampire, and they reveal that they may have found a back way into her **Pyramid** lair: a passage through the mines that leads to her dungeons.

If the PCs head for the mines first, have them come across the valiant goblin **Skrunk** on one of his raids (see **Get to Know Your Goblins** on page 136). Skrunk sizes up the PCs as powerful allies and introduces them to the village muckety-mucks. The goblins tell them all about the wicked vampire, and they reveal that they may have found a back way into her **Pyramid** lair: a passage through the mines that leads to her dungeons.



Ahunatum

In life, the Queen of the White Gorillas, Black Jenny Ramsey, was a flighty, fiery heiress who found her calling after the dashing corsair Zoltan Zaska boarded her father's merchant ship. She left her comfortable life behind and took to the open seas. The life of romance and danger appealed to her, but she grew distant toward Zoltan. Though Zoltan was dashing and handsome, he had a streak of cruelty that she found entirely unattractive. Instead, she began to fall for another master of the waves, a gallant, honorable captain named Ezekiel Carthy. Black Jenny spent her career on the seas flitting from one captain to the other. When she needed passion, when she needed vitality, she turned to Zoltan. When she needed order and purpose, she sought out Carthy. He was not as outwardly charismatic as Zoltan, but as a pirate, he was everything she hoped to become. So when he joined Sea Lord Francisco's navy, she followed him into service; when Drac betrayed the fleet, she followed him into the Full-Fathom Five. And when Carthy betrayed the Five, she felt a knife in her heart.It was cold consolation when she ended up within reach of her *other* true love. Seeing the broken, battered shell of Zoltan bobbing above the waves and proclaiming his undying (and undead) love for her repulsed her. By the time she washed ashore (clinging to a piece of their broken ship, else the water would have destroyed her) on Gorilla Island, she was clinging to existence, and her sanity was long gone.

Luckily for her, a tribe of shipwrecked goblins found her, and their kindhearted shaman attempted some basic healing magics. This backfired terribly. She emerged from her delirium mad with rage—and hungry for blood. Wielding Yarash's hook, she attempted to conquer the goblins, but the stalwart creatures drove her into the jungle, assuming that the denizens of the forest would eliminate her. But the White Gorillas didn't hold up their end, for Black Jenny immediately enslaved them with the hook. Now, they do her bidding.

This time, Jenny had gone to gruesome lengths to make sure the hook worked. When Jenny Ramsey originally washed ashore on the island, she was not actually *wearing* the hook, as Yarash had done; she merely carried it. After her failed bid to conquer the goblins, she hacked off her hand and attached the hook to the bloody end of her left arm, assuming correctly that the hook would enhance her natural vampiric domination powers. Not understanding the finer points of sympathetic magic, however, she didn't think twice about leaving her dead hand lying in the dirt. The goblins found it and brought it to their shaman, who used it as a focus of a series of spells that concealed the goblins from Jenny and her minions.

As the years went on, more survivors of Hell's Triangle washed ashore. Jenny Ramsey mesmerized the newcomers with the hook's power and soon established a small human community on the island, with herself as its ruler. "The jungle is cruel, my friends," Jenny told the maroons, from whom she carefully concealed her vampiric nature, "and my gorilla cohorts will protect you from it dangers." Life was good, and nobody seemed to notice when a citizen disappeared from time to time. As the community grew, so did Jenny's ambitions. She then adopted the persona of Ahunatum, White Queen of Gorilla Island, affecting the white robes of a pagan high priestess. Her subjects built her a pyramid with a vast complex of tunnels and holding cells underneath, and they mined the earth to find jewels to flatter her vanity. Meanwhile, using her knowledge of the stars, architecture, and her rudimentary understanding of Spellcraft, Ahunatum devised a plan to enhance the hook's powers. She set her slaves to work, constructing a series of arcane obelisks designed to focus the artifact's dominating powers.

When the PCs encounter Ahunatum, they find her an unearthly beautiful woman in flowing white robes, tall, blonde and imperious, with a demeanor as cold as ice. She is extremely careful to conceal her vampiric nature and her missing left hand. She does not manifest any vampiric abilities under normal circumstances, and she takes care to fold her left hand in her robes or hold it behind her back. Ahunatum is vain about her appearance, and the decaying appearance of the other Full-Fathom Five members utterly repulses her.

With a successful Intelligence check (DC 20), the PCs recognize her as the same woman depicted in the portrait in Carthy's House. She keeps her pirate garb in a chest in her **Inner Sanctum**, along with a ship's logbook, which describes some details about her compatriots, Zoltan, Danud, and Moab. Noting her hook on her left hand proves more difficult (Spot check, DC 30). The PCs may gain a few clues, however. Crud, the goblin shaman, knows where Ahunatum wears the hook, of course. So do the **Twins** (MacDoall and Haston, see **Twins' Quarters** on page 140). Anyone studying her notes in the **Ritual Chamber** discovers that she has the hook, if not where she keeps it. Finally, if the PCs provoke Ahunatum into combat, she does not hesitate to use all of her abilities, vampiric or otherwise, to defend herself and eliminate the PCs.

Ahunatum's View of the Other Pirates

Daen Danud: Ahunatum thinks Daen a vile, disgusting man, both in life and undeath. Only, she thinks she may be forced to collaborate with him to accomplish her goals. His own blood rituals and apparatus, while a waste of good, hot blood, might be worth studying.

Zoltan Zaska: While alive, Zoltan Zaska was the pirate's pirate, a dashing swashbuckler. Jenny Ramsey was extremely attracted to his roguish charms. His downfall was horrible, however. And now, he is a shadow of his former self, and he is even more pathetic because he continues to cling to the idea that he can regain his former glory.

Moab Cys'varion: Moab remains a complete and utter mystery to her. Jenny never understood the vicious drow. But she may ally with him to get hold of his spyglass, which she suspects she could use for her ritual and to open a gate to the Material Plane.

Ezekiel Carthy: Until his the betrayal, Jenny loved Carthy but wished he was a bit more adventurous like Zoltan. Unlike the others, she has not been able to truly hate him for his actions.

Rotten Burrow (EL 1)

At the mines, thousands of humans dig for ore, precious metals, and gems. The humans also carve huge stone blocks out of the quarry walls, load them onto crude sledges and drag them down a road, which leads deeper into the jungle and ultimately to **Gorilla City**. A band of **white gorillas** oversees all this.

The PCs may interact with the humans at the **Mines** or in the **Quarry**. The human subjects of Ahunatum are weak and sickly, and close examination shows that many of them bear scars from repeated bloodletting. They speak very highly of their glorious **Queen Ahunatum** and the island paradise they are privileged to live in. They toil away tirelessly, working to expand **Gorilla City** and raise even more everlasting monuments to Her glory.

If they find the PCs, the gorillas attempt to capture them and take them to their queen. The humans do not hesitate to turn the PCs in if they are wanted. The PCs may decide the best way to get inside the **Pyramid** is to allow themselves to be captured. Any commotion they cause at the **Mines** or in **Gorilla City** attracts the attention of the **white gorillas**. When the gorillas realize the PCs aren't goblins, they make every effort to capture them alive.

White Gorillas: hp 61

Clearing (EL 1)

A short trip up the beach and through the jungle leads to a clearing above a large open quarry pit, hundreds of yards across and teeming with activity. On the far side of the pit, at the base of the volcanic cone, is a mining operation. A network of scaffolding and ladders leads up to a mine entrance cut into the side of the mountain. A stone quarry takes up another area of the pit. You can see workers cutting huge stone blocks out of the mountainside and dragging them off into the jungle on sledges.

As you take in the scene, a gong sounds, and the workers clear out and an explosion against the rock face sends up a huge could of dust.

The PCs can see hundreds of workers scurrying around like ants. From this distance, a Spot check (DC 20) allows them to notice that a few large armored gorillas act as taskmasters and foremen. To see anything else, they have to go down into the **Quarry**.

The Quarry Pit (EL 10)

The workers give you a few stares, but leave you alone if you don't interfere with their work or stand in their way. Miners come out of the mine with bags of rock slung across their backs, bringing them to some sort of ore-processing area. Other miners re-enter the mine with empty sacks. Off to one side, in the quarry proper, other workers busily cut large stone blocks out of the side of the volcano. They drag them down a road leading off into the jungle. It takes dozens of workers to pull a single stone block.

Upon closer examination, the workers all seem skinny, pale, and weak. You see miners struggling with their ore-filled satchels. The workers dragging the stone blocks appear to be near death.

Have the PCs make a Spot check.

DC 10 While you see the gorilla taskmasters scattered throughout the crowds, they don't seem to drive the workers at all.

DC 15 In fact, the weak workers could easily overpower the gorillas with sheer numbers.

DC 20 Many of the workers seem to have either blissful smiles or dumb, vacant expressions on their face.

In fact, there aren't really very many white gorillas around. The PCs can easily avoid them in the crowds. Any commotion, of course, brings a gang of 5 to 8 white gorillas within three rounds, whereupon, they order the PCs to surrender (in Common); they attack the PCs if they refuse to go peacefully. The **white gorillas** carry nets and greatclubs, and they attack to subdue, if possible. They retreat if they lose more than half their number. Immediately afterward, the alarm gong sounds. If the PCs defeat the gorillas, the **human workers** rise up and attack the PCs—feebly.

There are effectively an unlimited number of workers. As mentioned, they put up a feeble resistance and even cruel, sadistic pirate PCs should be embarrassed to fight such weak opponents. The PCs can, of course, leave anytime they wish.

From here, the PCs can go five different ways: towards the Mine, to the Quarry, down the road, into the jungle, or back the way they came.

Human Workers (100): hp 3.
White Gorillas (5): hp 61.

White Gorillas

The white gorillas are indigenous to Gorilla Island. Long ago, Ahunatum enthralled them and began a selective breeding and enhancement project to turn them into fearsome warriors, making them much smarter than the average dire ape. Today, the average white gorilla soldier speaks Common, wears armor, is somewhat bipedal, and can use simple weapons. The gorillas are Ahunatum's elite guard and also serve as taskmasters and overseers of the human population of Gorilla Island. The humans, in turn, are completely cowed into submission and utterly terrified of their gorilla overlords and their mistress, the glorious Queen Ahunatum.

See **Dramatis Personae,** page 229 for stats.

New Monster Feat: Brachiate

Brachiate (General)

The creature moves easily through trees.

Benefit: The subject can swing from tree branch to tree branch and move through forested terrain with no movement penalty.
Normal: Without this feat, the movement rate is cut in half.

New Weapon: Necksticker

The necksticker is a polearm with two prongs on the business end (like a tuning fork). On a successful hit vs. a Small or Medium creature, the wielder can, in addition to dealing damage, initiate a grapple without provoking an attack of opportunity. The necksticker is a reach weapon and its wielder can maintain a grapple without moving into the target's space.

Exotic Melee Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
Necksticker	8 gp	1d4	1d6	x2	--	8 lbs.	P/S

Planned Encounter: Attack!

Could the human slaves' condition be any more pitiful? Well, it could if a force from another island burst on the scene to slaughter or capture several of the beaten-down bipeds before the gorilla guards put a stop to it. Choose a force from one of the islands listed below:

- **Isle of Undeath (EL 6):** Zombies (8), hp 22, who will try to grab 4 of the feeble humans and drag them back to their boats. They are more interested in their prey then battle, so they'll beat a hasty (for a zombie) retreat if they manage to capture at least 1 human.
- **Boneshaper's Throne (EL 15):** 1 giant skull, hp 900, which will quickly swoop down on the largest cluster of humans, then head for home. The PCs will have difficulty jumping onto the floating skull, as the other slaves will be running interference by trying to get out of its path.
- **Crystal Lake Island (EL 12):** 10 mutant soldiers, hp 21; led by Moab's lieutenant Jhondal, hp 81. The group will begin slaughtering slaves willy-nilly, but this is merely to get the gorilla guards to show up. Once they do, the soldiers will undertake their real mission—to get one of the gorillas back to their master.

The Quarry Proper (EL 9)

Next to the **Mines** are the **Stone Quarries**, where even more bloodless, wretched human slaves carve huge stone blocks out of volcanic rock. Then they load them onto sledges and drag them through the jungle to the **Pyramid**. The roughly rectangular blocks stand some 10 to 15 feet high. It takes a Strength check (DC 30)

Digging for Information

If the PCs lay hands on a worker, or say anything disparaging about their situation or Queen Ahunatum, the worker raises the alarm and calls for help. If the PCs decide to interrogate a worker, the answers go something like this:

What are you doing?

Digging for precious gems/carving out stone blocks.

Why?

We are making our glorious city even greater.

What city?

It's that way [points down the road].

Are you guys slaves?

No, we are working happily for the greater glory of our city and our beloved Queen Ahunatum.

Who?

Queen Ahunatum. She is our glorious ruler. If you don't know who she is, you must be an outlander. You should present yourself to her at once.

What's with the gorillas?

The Queen's Chosen protect us from the dangers of the wild jungle and from outlanders like you.

to topple or move one of the blocks. If a block should land on someone, it does 3d10 points of crushing damage.

The **Quarry** has two structures of note: the **Tool Shed** and the **Gorilla Foreman's Shack**.

Tool Shed

This sturdy, windowless wooden structure, large enough to hold about four people at a time, contains a variety of supplies: rope, tinderboxes, hammers, chisels, picks, and shovels. Five extra powder kegs sit stacked neatly in a corner.

Gorilla Foreman's Shack

The shack, the door of which overlooks the quarry, is slightly bigger than the **Tool Shed**, and windows sit to either side of the door. Inside are two gorillas: **Don-ka,** the foreman of the mine, and **Doctor Zayess,** the camp's medical specialist. If the PCs enter the quarry quietly, they can surprise Don-ka and the good doctor playing cards and sucking on hookahs and drinking banana fizzies in tall glasses. Occasionally, Don-ka hollers out a few desultory encouraging words to his human charges ("Put your back into it, Bright Eyes! Lift with the legs! What, did you just climb up a tree?").

Don-ka is a gruff, world-weary ape who is constantly amazed at the depths of stupidity to which his **human workers** sink. He wears greasy overalls and carries a pack of playing cards with him at all times.

Zayess is a witty, sophisticated monkey who takes great pleasure in slinging barbs at his uncultured companion. The doctor dresses much more elegantly than Don-ka, wearing an immaculate earth-tone tunic with a leather patch over the chest that's covered in indecipherable gorilla symbols. A horn hangs on the back of his chair.

In combat, Don-ka immediately engages the PCs with his greatclub, while Zayess spends his first round blowing the horn of alarm, after which he jabs away with his **necksticker** (see **New Weapon: Necksticker** sidebar on page 129). The human slaves put up a lethargic defense for their monkey overlords (they basically slow the PCs, not actually harm them).

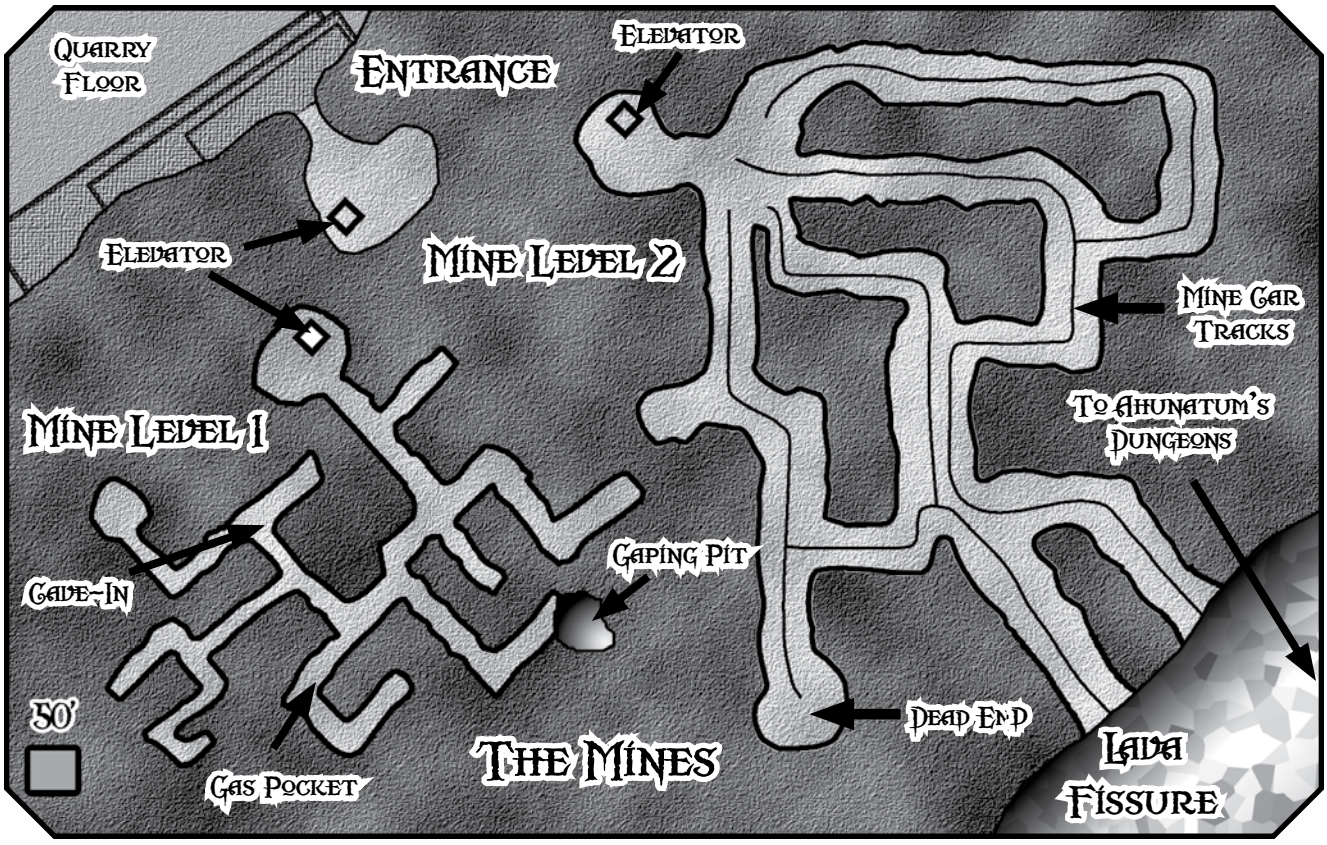
GM's Note: As a GM, you may decide to play these two as comical figures—and potential hostages—rather than as bloodthirsty soldiers. For example, the PCs could try to strong-arm the pair into acting as "beards," allowing the PCs to sneak around Gorilla City. "I'm taking these human scum to the mines!" etc.

Doctor Zayess: hp 49
Don-ka: hp 61
Human Workers (50): hp 3

Mine Entrance (EL 12)

The **Mines** may not seem like an interesting place to go, but the PCs may find out later that the mine leads to the **Lava Caves**, which in turn is a back way into Ahunatum's **Pyramid**.

Lashed-together bamboo scaffolding covers this side of the mountain. A series of ramps and ladders leads up to the mine entrance. Miners struggle down the scaffolding carrying sacks of ore.



If the PCs have already raised the alarm gong, read the following:

The miners quickly scatter out of your way. A huge white gorilla emerges from the mouth of the mine entrance and bellows and points at you.

The scaffolding has five levels. It takes at least five rounds of normal movement to negotiate the scaffolding and reach the mine entrance 50 feet above the mountain's base. In the first round after the alarm has been sounded, **Mongo**, the gorilla at the top, lights a keg full of pitch and hurls it down at the approaching PCs. In subsequent rounds, the gorilla either hurls more kegs directly at the PCs, or he rolls empty barrels down the planks and ramps to serve as obstacles for approaching PCs. If engaged in hand-to hand, the gorilla fights back.

Keg of Flaming Pitch: Explode, causing 4d6 fire damage in a 5-foot radius. Reflex Save (DC 18) for half damage. Fortitude save (DC 20) to avoid being knocked off the scaffolding. Falling Damage depends on altitude.

Rolling Barrels: Reflex Save (DC20), +2 w/ Tumble to avoid. 1d10 points of damage + Fortitude Save (DC 20) to avoid being knocked off the scaffolding. As above, falling damage depends on altitude.

Mongo: hp 81

Storage (EL 1)

Just inside the mine entrance is a storage area for mining supplies. There are picks, shovels, empty barrels, sacks, torches, lanterns, lantern oil, and so on. There are also barrels of pitch, used to make torches as needed.

The Winch and Elevator (EL 1)

Deeper inside the mine, you find a block-and-tackle setup over a large shaft. There is a crank and winch assembly attached to a spool of rope, which extends down into the darkness of the mineshaft.

This is a crude mine elevator, leading down to **Mine Level One and Two**. A team of miners operates the crank. The miners carry bullseye lanterns and use a system of lantern flashes to signal the elevator operators to raise or lower the elevator. The mineshaft drops 150 feet down to **Mine Level One** and a further 150 feet to **Mine Level Two**.

The elevator can hold four Medium humanoids at a time, requiring two people to operate the crank. A clutch mechanism prevents the elevator from falling free. Two people need to stay behind and crank, while the rest of the party rides. Otherwise, the party can recruit a few miners to turn the crank. It is perfectly safe but slow, and pursued adventurers need to find a faster way down. Sliding down the rope is an option. Disabling the clutch is another. But how do you stop? Clever PCs can certainly come up with others. But remember: it's a long way down….

Human Workers (10): hp 3

Mine Level One (EL 1)

This level of the mine is quiet. Two passageways extend in opposite directions from the elevator landing. Mining implements are scattered around the corridor but these tunnels seem to be unused.

In truth, this level of the mine is tapped out, but the PCs shouldn't be able to guess that. Any dwarf character can make an Intelligence check (DC 18) to note this. Other appropriate checks include: Knowledge (architecture and engineering) (DC 18) or Profession (miner) (DC 20). Successful rolls also reveals the mine is unsafe. The timbers holding up the ceiling are shaky, the airflow is bad, and the walls have suspicious stress fractures.

The corridors are 5-10 feet wide and no more than six feet high. Tall characters have to duck to avoid the ceiling timbers, and any gorillas pursuing them must drop to all fours.

Events on Mine Level One

Gas Pocket (EL 1)

There is a section of corridor has trapped a pocket of gas. A Spot check (DC 20, +2 circumstance bonus for dwarf characters) allows PCs to either smell it or notice the funny blue cap to any flame they carry. If the PCs aren't carrying any fire source, use the suffocation rules (see **Chapter 8: Glossary** in the **DMG**). If they have lanterns or torches and fail the Spot check—or note it but don't run—the gas ignites a round later, causing 6d6 in

fire damage (Reflex save for half, DC 15). The PCs may also susceptible to catching on fire (See **Catching on Fire**, **Chapter 8: Glossary** in the **DMG**).

Cave-In (EL 4)

In one particular section of this level, the corridor widens to more than 15 feet wide. The miners hit a particularly rich vein of ore here, but they weren't very skilled miners. Any dwarf in the party refuses to go down this corridor. The PCs can see a dull, reddish light at the far end, though, so it's tempting…

Naturally, halfway down the corridor, the timbers shoring up the ceiling start to crack. Of course, dumping hundreds of tons of rock on top of the PCs can be seen as un-sportsmanlike. Instead, have the falling rocks separate the party—unless they have a way to bypass the rock.

Gaping Pit to Hell (EL 6)

The corridor leads to a dead end, or more properly, a gaping volcanic fissure. The volcanic rock is jagged and there are ample handholds. It is also soft enough to drive climbing spikes into with relative ease. All Climb checks are at DC 15, but it is 150 feet down to where the **Mine Tracks** end on **Mine Level Two,** and it's another 140 feet down to the beginning of the **Lava Caves**. Use the standard falling-damage rules if the PCs fall.

Mine Level Two (EL 11)

This level of the mines has more activity. Miners continue to dig ore out of the walls and load it into carts. You notice a network of tracks on which the carts roll—from here, the mine tunnels slope downward in every direction. Miners have to struggle to push the carts, laden with ore, uphill to a loading area. The miners transfer the ore to satchels, and the elevator [if it is still running] carries them up to the exit. You notice that one tunnel's tracks are barricaded with a flimsy sign painted with a bright red X.

As you survey the scene, a gorilla foreman approaches you. "Get back to work, human scum!" he barks in Common.

This gorilla is **Squeegee**, the foreman of **Mine Level Two**. He has foregone the traditional two-handed greatclub for a whip, which he finds more useful in the cramped mine corridors. In truth, Squeegee is a bit of a wimp, and this is the gorilla equivalent of a cushy job. The PCs clearly don't belong, so Squeegee is quick to question their presence. *He* won't be expecting a fight, and he won't put up much of one, either. If defeated, Squeegee sounds the alarm with his signal horn as his last action. It may be the case that gorillas are already in pursuit of the PCs because of their actions on the surface; if not, the alarm certainly brings a troop of gorillas to investigate.

The **mine apes** (as many as necessary to confront the party) are a crack squad of "commando" gorillas. They can run faster than normal

Some Mine Car Rules

An empty car can hold four adventurers comfortably, and can provide up to 50% cover if you duck down. With a running start and rolling downhill, a mine car starts traveling at running speed: 60 feet per round. Traveling downhill, a mine car's speed increases 10 feet per round, every round.

A PC must roll a Strength Check (DC 18) to brake. Apply a –1 to the roll for every 10 feet per round the mine car travels. For example, if the mine car travels at 60 feet/round, then the PC suffers a –6 penalty to the Strength check). Rolling a 1 or less, either naturally or modified, means the handbrake breaks from the strain, and the mine car is now rolling freely.

To turn a corner, or to steer the mine car on the tracks, make a Balance Check (DC 15) to lean into the turn. Again, apply a –1 to the roll for every 10 feet per round the mine car is traveling. Failure means the mine car continues straight (on the tracks or off). If the car hits the wall, the PCs may take damage from the impact (1d6 per every 10 feet of speed; Reflex save, DC 18 for half). A mine car can be muscled back onto the tracks, but three such derailments damage the wheels beyond hope.

A gorilla or a PC may try jumping from one mine car to another. This requires a Jump or Tumble check (DC 25).

white gorillas and can track. Also, they have the ability to fly into barbarian rages. The reinforcements are tougher, and the PCs may well decide to run for it. The gorillas are fast runners, so the best option might be to escape in a mine car or two. The gorillas are wise to this tactic, and they won't hesitate to give chase in their own mine cars. Since the tracks all go downhill, they naturally lead to the *BIG* **Lava Fissure**. The wretched human miners tell the PCs not to go that way. If asked to elaborate, the miners make vague comments: "We dug too deep….We stay away, and *she* protects us…"

Hopefully, the PCs take a chance and go *that way*. If so, they note a few locations along the way.

Human Workers (20): hp 3
Mine Apes (varies): hp 44
Squeegee: hp 42

Might As Well Jump (EL 4)

Here there is a section of parallel tracks. Two mine cars could run down the tracks side by side here for a few rounds. This is a perfect spot for some mine car acrobatics.

Dead End (EL 8)

The tracks end here. This room is the site of the most recent digging. A mine car traveling at breakneck speed comes to a quick stop. Any miners in this room attempt to jump out of the way (Reflex save, DC 15)—and the mine car stops all the sooner if they fail…

This room is filled with mining implements: picks, shovels, etc. It's a dead end and a potential location for a last stand against any pursuing gorillas.

Lave Fissure (EL 4)

The Lava Fissure is the end of the road. A recent volcanically induced tremor opened up an enormous fissure here, exposing a river of lava and the entrance to the **Lava Caves**. The tracks slope downward sharply here, and the mine car is going too fast to stop. Any braking attempt here automatically snaps the handle. The mine car hurtles out of control off the tracks, and it plunges into a river of molten lava. The PCs need to make a Spot check (DC15, -1 to the roll for every 10 feet per round the mine car is traveling) to see the **End of the Line** approaching. If successful, they can bail out of the mine car and land on the floor of the tunnel (2d6 damage, Reflex half, DC 15). If not, they each need to make a Reflex save (DC 15) to grab an outcropping of rock before the mine car falls 100 feet into the lava. Landing in the River of Lava is a bad idea (see **Lava Effects**, **Chapter 8: Glossary** in the **DMG**).

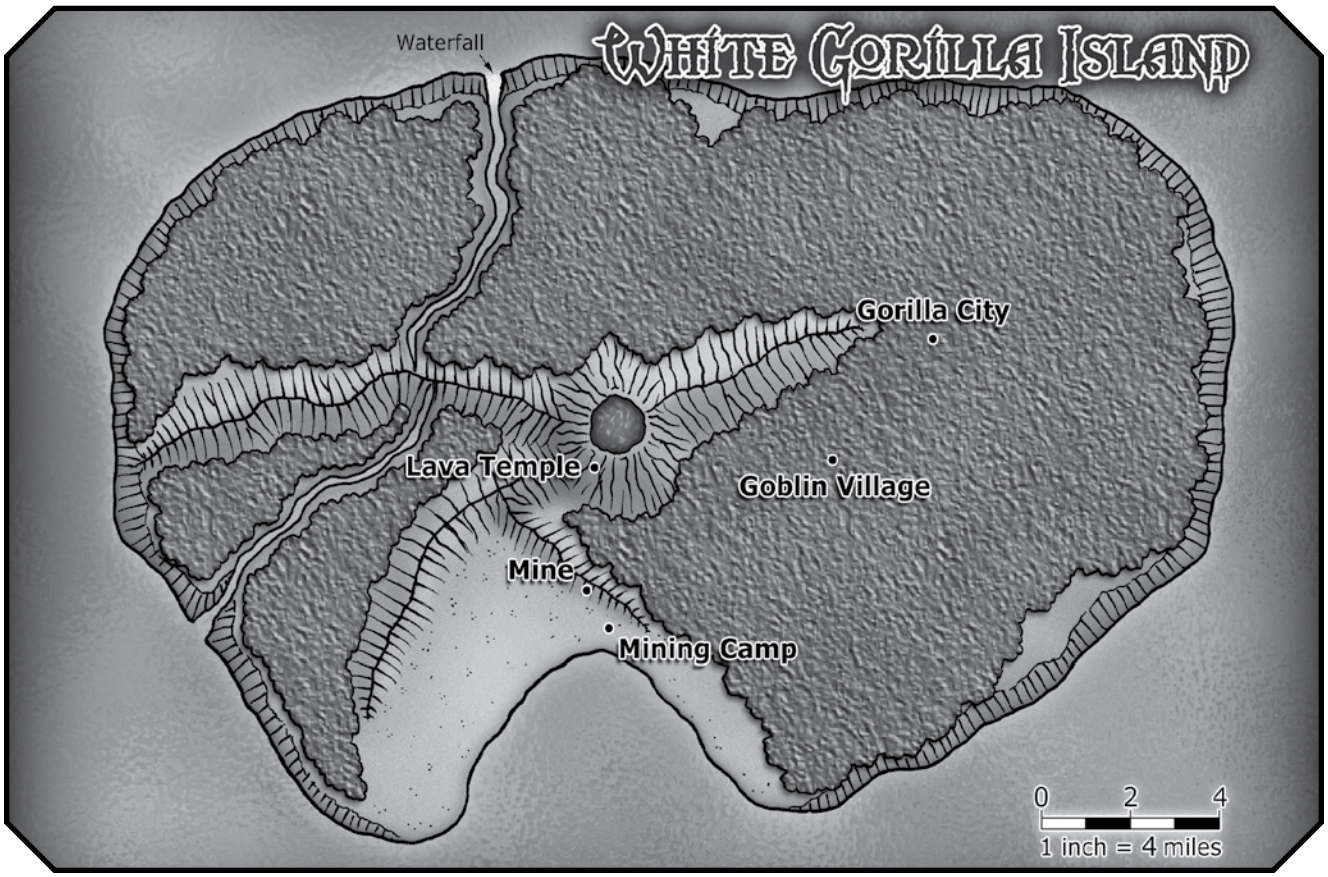
Section One: Pluses and Minuses

No, I'm *Spartacus:* +50 xp to any PC who tries to lead the human slaves in revolt. (Note: Attempting to lead the humans in a slave revolt is admirable, but also utterly futile, which is why it's only worth 50 xp.)

Rock Me, Doctor Zayess: +100 xp to each PC who tries to use the gorilla overseers to infiltrate deeper into the island.

If You Love Somebody, Set Them Free: -100 xp to any PC who ends a human's enslavement…by intentionally killing them (evil players exempt).

Going My Way?: +75 xp to any PC who engages in acrobatic combat in the mine car section.



Section Two: Run Through the Jungle

The road through the island's thick rainforest presents more or less a straight, clear shot to **Gorilla City**. It is as level as primitive monkey civil engineering can make it. During the day, a steady flow of human workers travel up and down the road. The wretched slaves drive wagonloads of ore and, of course, drag **Obelisk Stones** on sledges to the City. The **Road** is 30 feet wide in most places, and it runs for about six miles through otherwise impassable jungle. The average trip from the **Quarry** to **Gorilla City** takes about two hours on foot.

If it weren't for the constant **white gorilla** patrols, the road would be the perfect way to get to Gorilla City. The gorillas protect the caravans providing precious Obelisk Stones and other vital supplies. If they choose to travel along the road, the gorillas challenge the PCs at some point. If there was a confrontation at the mines, the alert has been raised, and the gorillas (traveling in gangs of four or more) are on the lookout for the party. Fleeing into the jungle is futile, as the gorillas move through the **Jungle** as easily as the PCs walk down the road. And the jungle presents dangers of its own (see **Jungle** sidebar).

Human Workers (15): hp 3
White Gorillas (4-6 per encounter): hp 61

The Goblin Village (EL 1)

At the heart of the nearly impassable Jungle lies a village of peaceful, primitive goblins, who were living on the island when Black Jenny Ramsey arrived. The peaceful goblins took in the lovely maroon, who was barely alive, and nursed her back to health—whereupon they discovered she was no lady, but a wicked vampire bent on dominating the goblin tribe. Still, she was weak, so **Crud,** the goblin shaman, had no trouble rebuking her and driving her into the jungle.

So the lady vampire stormed off to find more pliable subjects—and, seeking to strengthen the powers of her artifact, she hacked off her hand and sank the hook into her undead flesh. The self-mutilation worked as she planned, but Black Jenny was as arrogant as she was beautiful. She left her severed member lying in the dirt, where the goblins found it and used it as the basis of the village's powerful protective magic.

Every structure and every inhabitant of the goblin village bears a small juju bag, linked with powerful sympathetic magic to the shaman's master juju bag, which contains the mummified hand of the vampire pirate. Crud has loaded the hand with numerous wards and illusory effects that render the homely village invisible to the vampire captain and her monkey minions. When the village lights a cooking fire, the smoke looks like flocks of birds rising into the air; when the apes tromp through the jungle, the path to the goblin village vanishes beneath their feet, and the trees grow thicker around them.

Good thing, too: the gorillas hunt the goblins for sport whenever they find the unfortunate creatures in the jungle. Thanks to this mistreatment and their lingering antipathy toward Ahunatum, the goblins gladly support any attacks on the island's overlords. The PCs, however, have to convince the simple villagers of their good intentions (and, more importantly, that Ahunatum hasn't sent them).

The Lookout Tower

This 40-foot-high bamboo tower, which just clears the treetops, is the goblins' first line of defense against intruders. Two guards stand watch day and night, looking out for gorillas, humans, and forest monsters. If danger is near, the goblins bang an enormous

Jungle Fever

Dense, impassible jungle covers much of the island. A party of adventurers can only move 10 feet per round through the undergrowth and less than 5 miles per day of normal travel.

For every hour of travel, there is a 10% chance of encountering a jungle inhabitant from the following list. If an encounter occurs, decide the appropriate number of creatures based on the challenge rating you want to use. See the *MM* for full stats.

- **Swarm of stirges:** CR ½, hp 5
- **Assassin vine:** CR 3, hp 30
- **Pit Trap**, constructed by a goblin hunting party. 20-feet deep (2d6 points of damage) *Avoid*: Reflex save (DC 20), *Find*: Search (DC 21), *Disable*: Disable Device (DC 20). There is a 20% chance that the trap has already caught something.
- **Dinosaur, Deinonychus (Velociraptor),** CR 3, hp 34
- **Girallon,** CR 6, hp 58
- **Tendriculous,** CR 6, hp 94**.** The Tendriculous will appear to be a small hillock in the center of a jungle clearing.
- **Net Trap**, a big net hanging from a tree, activated by a snare on the ground; also constructed by a goblin hunting party. *Avoid*: Reflex save (DC 25), *Find*: Search (DC 15), *Disable*: Disable Device (DC 18).
- **Megaraptor**, CR 6, hp 79
- **Dire Tiger**, CR 8, hp 120
- **A Goblin hunting party (5-8 Goblins)**, CR ¼, hp 5**.** If the PCs don't attack the goblins immediately, they have a chance of befriending the goblins and being led back to the Goblin Village to meet Crud, the goblin shaman.
- **A party of white gorillas,** CR 8, hp 61. The white gorillas attempt to capture the PCs alive, making subdual attacks and using nets to entangle them. They flee if outmatched, moving through the jungle trees much more quickly than the PCs can.

gong to alert the village, and then (if the situation warrants) begin raining spears down on the interlopers. There's a supply of 30 on the platform.

To the gorillas and their vampire mistress, who are kept unawares by Crud's magic, the tower looks like nothing more than a stand of trees, and the clang of the village's alarm sounds like the caw of startled birds. Climbing the tower is nearly impossible for any creature larger than Small size; there are no ladders as such, just a network of crisscrossing bamboo poles lashed together with rope, and the gaps in the wood are just large enough for a goblin to squeeze through.

The Village Proper

The jungle opens into a small clearing, and you see a ring of bamboo huts with a large pit at the center. Two huts to the east and south are larger than the others, and they are decorated with animal heads on spear-points. Just to the side of the pit sits a crude wooden figure, some 20 feet high, made of bamboo poles and held together with vines.

The Fire Pit

The village proper consists of several huts situated around a large cooking pit, which serves as the goblins' central meeting place. Depending on when the PCs show up, the pit may contain the remains of a large meal or ceremonial pyre. At all times, though, the centerpiece of the pit is a huge black cauldron (missionary-sized) with logs underneath it; if the PCs decide to battle the goblins, and fare badly, they end up in here. Or perhaps in…

The Wicker Man

A 20-foot-high figure made of wood and bound with vines towers over the village square. This wicker man is the central icon in the goblins' spiritual life. It is their crude representation of Yig, the Father of Serpents, and of the renewing powers of nature. The goblins demonstrate the deep meaningfulness of this statue by placing living creatures in it—usually unwary gorillas—then setting it ablaze as the goblins dance around it pounding on drums.

Goblin Huts

These cozy little shacks contain absolutely nothing of interest: palm fronds for bedding, coconut bowls, and perhaps an imp or two.

The Hunters' Lodge

This large hut, decorated on the outside with animal heads on spikes and pelts slung over the roof, is where the men of the village spend most of their time. In the event of an attack or other emergency, the main defense force comes from this building. Inside, the PCs find a clean, well-lit room with simple bamboo furniture and more animal heads mounted on plaques. A crude still thumps away in one corner of the room, producing a strong but potable goblin gin, and bowls of nuts and dried fruit sit near every piece of furniture. If the PCs decide to use the village as a home base, the goblins put them up here. Skrunk spends most of his time here.

Get to Know Your Goblins

Skrunk, the Goblin Master Hunter

The MacGyver of goblins, Skrunk has made it his mission in life to construct elaborate traps for the gorillas who pursue his goblin brethren through the forests. He can improvise a catapult out of 50 feet of rope (hemp), some iron rations, and a 10-foot pole. His other specialties include making explosives from coconut milk, banana-peel pit traps, and long-distance sabotage using highly reflective pieces of shell. He also devised the goblins' surprisingly sophisticated weapons: spears made of sharpened bamboo and morningstar-like clubs with shrunken gorilla heads, covered with toughened spikes on the end.

Skrunk can often be found sneaking around the gorilla supply shacks, swiping blasting powder and other useful items. In conversation, he's an engaging, friendly fellow.

Skrunk: hp 31

Grud, the Goblin Shaman

This wizened little creature is the spiritual leader of the goblins on this island (and impossibly old for a goblin). When Crud was just a child, the shaman at the time, Bung, sent him on a vision quest deep into the jungle. There, the goblin tyke killed and ate a violet fungus, an act which, for a fleeting instant, lifted the veil of the unknown and put the tiny tyro in contact with the god of his tribe, Yig, the Great Serpent. The deity promised little Crud more visions and powers; and at the end of his days, in return for a life of hard service to his people, he would receive on his deathbed *gunga-alunga,* the gift of total consciousness. (The identity of their god, by the way, is a powerful taboo among the goblins.)

If he did nothing else, Crud earned his reward by capturing and conjuring with Ahunatum's severed hand. But his accomplishments are many. Crud is a tireless servant of the goblins and a friend to worthy outsiders, even if age and hard experience have made him a little suspicious and crotchety. He is also a jealous guardian of his position in the tribe. At first blush, the shaman seems belligerent and a bit crazy. But, if the PCs gain his trust, they find him a worthy, canny ally. A good word from Skrunk wouldn't hurt: Crud thinks the youngster is foolhardy but he trusts him utterly.

Crud: hp 39

The Shaman's Hut

A fence of unidentifiable animal tusks ring Crud's lodgings, and a gorilla's head hangs in his doorway like a keystone. A chimney made of bamboo poles (looking something like a pipe organ) pumps out clouds of aromatic smoke. Inside, the hut is a riot of miscellany. Shelves line the walls, every one packed with bones, feathers, pearls, stone tools, insects, eyeballs, and scales. Crud's cooking pot, whence the smoke, dominates the center of the room. Inevitably, the goblin is brewing up something green, lumpy, and full of ingredients that aren't quite dead yet. The smell is overpowering.

Planned Encounter: The Enemy Within (EL 9)

Six **Sea Dogs** from *The Kraken's Claw* are already parlaying with the Skrunk when the PCs arrive. Of course, they try to prove their good intentions by telling the goblins the PCs are an evil band. The sea dogs have promised the goblins a chance to take it to the gorillas (even though they know they don't have enough men to do anything other than lead them into a slaughter).

If the adventurers want to win the goblins' trust, they either have to prove the Sea Dogs liars…or bring something better to the table. Alternately, the Sea Dogs remember that they're pirates, not diplomats, and are battling the entire goblin village when the PCs arrive. This makes befriending the goblins much simpler—once the dust has settled.

Sea Dogs (6): hp 35

The Rope Bridge (EL 11)

On the road from the **Quarry**, just beyond the outskirts of **Gorilla City**, a 60-yard, vine-woven bridge spans an improbably deep gorge. The wide, strong bridge can support the weight of the enormous stone blocks coming from the quarry.

Rope Bridge: Log Planks: 1 ft. thick; Hardness 15; hp 30; Break DC 25; Vine Ropes: 2 in. thick; Hardness 5; hp 40; Break DC 30.

Section Two: Pluses and Minuses

Hang on, Lady, We're Goin' for a Ride: +75 xp to each PC if they cut the supports of the rope bridge…and live.

So I Got That Goin' for Me: +100 xp to each PC if the party befriends the goblins.

Why, You Green-Blooded…: -100 xp to each PC if they discover the adversarial relationship between the goblins and gorillas and do not use it to their advantage.

I Gotta Hand It to You: +50 xp to each PC if they discover the secret of the goblin camp's enchantment.

~ Act II, Part III: White Gorilla Island ~

Section Three: Death and the Maiden

Gorilla City sits in the shadow of Ahunatum's pyramid and is populated by soldier apes and human slaves. The city's gate lies just beyond the **Rope Bridge**. When the PCs approach, read them the following:

A 20-foot-high gate made of sharpened logs lashed together with vines appears out of nowhere, like a face in a nightmare. Four snarling gorillas stand watch over the entrance, waving in crews of pathetic humans carrying bushels or dragging giant stone blocks.

The PCs can attempt to Disguise themselves as city inhabitants (Disguise, DC 20), but this does not stand up to close scrutiny by suspicious gorilla soldiers (+5 bonus to Spot; the PCs smell too much like the ocean). Any attempt at a disguise succeeds at fooling the human citizens of **Gorilla City**.

White Gorillas (4): hp 61

Ape Central (EL 10)

The gate opens into a scene of breathtaking opulence—and heartbreaking poverty. A pyramid towers over the dense foliage, and before it looms a collection of dark stone obelisks carved with arcane symbols. This, you realize, is the final destination of the stone slabs you saw in the quarry.

But cowering in the shadow of these massive structures is a village of pathetic adobe buildings. Wandering between the huts are pale, scrawny humans and, as ever, their overseers: snarling, overbearing apes.

White gorillas frequently patrol this area. Normally, they carry whips to keep the humans in line, but as the PCs continue to cause trouble, they step up their armaments to something more potent (two-handed greatclubs and neckstickers).

White Gorillas (4-6 in a patrol): hp 61

The Outpost (EL 20)

The gorillas stay in the **Guard Outpost**, a barracks that is little more than a big, rectangular, unspeakably malodorous room filled with bunk beds and decorated very much like the **Foreman's Shack** at the **Quarry** (lewd and unsettling gorillerotica, dirty clothes, and unmade beds, and the remains of many, many banana-based meals). At any time, 20 to 30 gorillas are in the outpost; the village contains about 50 total.

Planned Encounter: Retaliation (EL 12)

If the PCs spy on the outpost before attempting entry, they notice five white gorillas on their way out, each fully loaded for bear with two greatclubs (one spare) and fully armored (chain mail instead of leather). They head off toward the **Rope Bridge** (assuming it's still up) and to their boats, which are hidden within the depths of the jungle (Search, DC 35).

The Inns (EL 8)

The gorillas also frequent the small, decrepit inns scattered throughout the city: two-room hovels with a bar and tables in the front and an ill-kept kitchen in the back. Banana-based liquors and banana breads are the most common items on the menu, and the bar features bowls of maggots to be scooped up and crunched. There's usually a darts game going against one wall, and occasionally a pathetic human sings rousing ape songs.

The inns only serve gorillas out front, but if the PCs disguise themselves successfully, they can get service in the back. Walking through the front door of an inn immediately provokes a fight.

Banana Vendors (EL 1)

A merchant square filled with booths hawking gorilla necessities (fur-cuts, net-weaving, armor buffing) sits in the center of the city. But the star attractions are the banana vendors and their carts. The vendor stands next to the cart, playing a hand-cranked organ, while a human child in a bright red uniform and wearing a small boxy hat dances on a leash.

The bananas are for gorillas only. Human possession of a banana is punishable by 30 lashes. Subsequent offenses are dealt with much more harshly.

Humans and Hovels (EL 1)

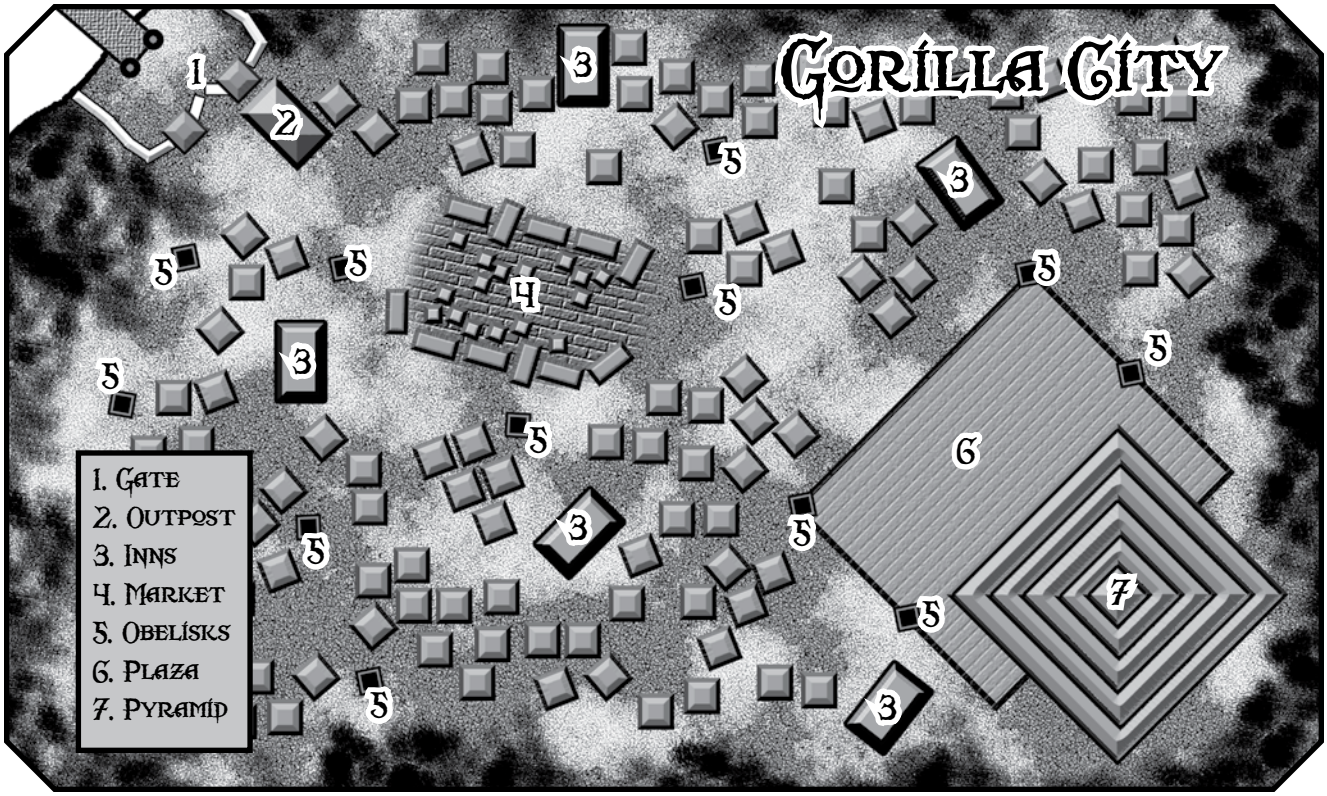
The human inhabitants of the Gorilla City have been utterly subjugated. They are pale, scrawny, and underfed, and anyone can see that they stand absolutely no chance of mounting any sort of resistance.

Closer examination reveals that the city has no old people. If asked why, the citizens evade the question. If pressed or coerced through magic or other means, a human explains that all citizens go to the **Pyramid** on their 30th birthday, where they take part in a great ritual and ascend to Ahunatum's Paradise. This is, of course, nonsense. The humans are either sucked dry in Ahunatum's dungeons or drained on top of one of the **Obelisks** in an arcane ritual designed to further focus the hook artifact's power. (The humans call these two prospects, respectively, "ascending in Ahunatum's presence" and "ascending before all.")

If the enslaved humans haven't already broken the PCs' hearts, their pathetic hovels finish the job. The low, stuffy hovels have dirt floors and scraps of soiled straw serve as bedding. If a child's lucky, he or she has a curiously shaped shell or rock as a toy.

The Obelisks (EL 1)

Every Obelisk is more or less identical: a tall, thick slab of black rock carved with arcane symbols. On the outer edges of the city, the PCs see several half-constructed **Obelisks** and empty sledges



from the **Quarry**. No levitation magic or anything is used in constructing them; nope, hundreds of humans build the 40-foot-high obelisks with good, old-fashioned hard work. A stone block is rigged with a block-and-tackle device and a bunch of slaves pull on a rope to lift each stone into place. If a stone block slips and crushes a slave, the gorillas just replace the slave. Gorilla taskmasters watch their every move, making it near impossible for the PCs to rescue all the slaves—should they want to.

PCs notice the top of each Obelisk is stained with layer upon layer of dried blood. (The gorillas store ladders in the **Guard Outpost** for reaching the tops of the obelisks.) It doesn't take much intelligence (Intelligence check, DC 5) to realize the huge stones have been repeatedly used for some sort of horrible blood sacrifice. A *read magic* spell and a successful Spellcraft check (DC 30) reveals that the obelisks serve to focus a particular spell effect—in this case, the domination powers of the hook artifact. Furthermore, the focus of each obelisk is aimed directly at the apex of the **Pyramid**.

The Plaza (EL 10)

You find yourself in the center of Gorilla City, staring straight ahead at the Pyramid. The plaza is a wide, open expanse bounded by large monuments of gorillas striking heroic poses. You can see more of the pitiful humans going about their business. They keep their heads down and avert their eyes from the statues and the gorilla guards lounging around the base of the Pyramid. Facing the Plaza, a set of stairs runs up the Pyramid to a terrace, suitable for a queen to address her teeming minions and subjects.

A low, round stone platform sits at the center of the Plaza. Several hangman-like gibbets are arranged in a circle on the platform. As you approach, you can see that a human prisoner occupies each gibbet. Each one calls out to passersby, declaring his crimes in a loud voice and pleading for forgiveness:

"My name is Korian Greatwind! I failed to meet my ore quota during my work shift in the mines. I want nothing else but to return to work and prove my worth again!"

"My name is Galewen Lagermore! I was caught smuggling a banana from the banana groves! Because of me, a Protector of the City has gone hungry! Please forgive me!

"My name is Oleg the Stonemason! My chisel slipped, and I ruined an obelisk stone. I have set the Great Work back many days. I will work twice as hard if I am given the chance!

Ahunatum has dominated these prisoners. They are utterly subjugated and truly sorry for whatever it is they did. They will be released in time, to return to their backbreaking work. Had they been judged too weak to work, Ahunatum would have had them as her next meal.

The Pyramid (EL 1)

The Pyramid of Ahunatum dominates the skyline of Gorilla City. It is, in fact, the tallest structure on the island, and it is visible from most anywhere except the dark heart of the jungle. It is made from large volcanic-stone blocks in a classic step-pyramid style. A set of stairs runs up from the base to a wide terrace near the apex of the Pyramid.

~ Act II, Part III: White Gorilla Island ~

The **Pyramid** is the locus of Ahunatum's power. Ahunatum designed the structure to enhance the power of the **hook of Yarash**. All of Ahunatum's arcane research focuses on improving and refining the Ritual. Ahunatum keeps the complex architectural plans for it in her **Inner Sanctum**. The Pyramid is a work in progress, and the wretched inhabitants of Gorilla Island who are not held in the blood pens mine the **Quarry** for more stone to extend and expand the network of Obelisks.

Ahunatum has been at work on the ritual for more than a century, using her rudimentary arcane and alchemical knowledge. She has arrived at her results mainly through trial and error. She is extremely patient, in her way, and has had all the time in the world.

The **Ritual Chamber** and **Ahunatum's Inner Sanctum** lie at the top of the **Pyramid**. The PCs have to enter from the bottom and work their way up, as there is no entrance from the outside.

Main Gate (EL 13)

Finally, the stairs lead up to a large, ornate set of double doors, beneath an archway constructed of two enormous ivory tusks from some gargantuan beast. Two white gorillas stand guard in front of the doors. A large gong sits o the left of the doors.

The gorillas only let prisoners through the front entrance to the Pyramid, so the PCs have to find a way in. If they attack the gorilla guards, one gorilla runs interference, while the other guard rings the gong, summoning every other gorilla within earshot. The **white gorillas** that guard the entrance to **Ahunatum's Locus of Power** do not attempt to subdue the PCs; they try to kill them.

White Gorillas (2): hp 61

Entrance Hall (EL 1)

Once inside the Pyramid's entrance, you descend a flight of stairs, which open into an antechamber. The walls are decorated with ornate carvings and pictograms, depicting a gorilla army, led by a majestic human woman, subjugating crowds of cowering humans dressed in rags. The carvings are inlaid with precious gems from top to bottom. The room has two exits. The ornate carvings continue along both corridors.

Guard Room (EL 13)

The room is more ornate than you would expect for what appears to be a simple guard room. Five gorillas crowd around a table. The gorillas have piles of bananas in front of them on the table, and they take turns rolling a pair of dice and placing fruity bets on the outcome. A weapon rack hangs on the wall; it contains neckstickers, greatclubs, nets and whips. You see a stairway leading down.

White Gorillas (5): hp 61

Throne Room (EL 1)

This room takes your breath away. Gold and precious gems encrust every surface, and carved bas-relief depictions of an idealized Gorilla City line the walls and ceiling. The subjects in the depictions appear very happy, as if their queen were extremely benevolent. An ornate throne rests on a raised platform within, and covered braziers light each corner of the room.

Ahunatum renders judgment on prisoners and gives audience to visiting dignitaries here—if there were any visiting dignitaries, that is. The gorillas bring any PC prisoners to this room. The flickering brazier-light makes it nearly impossible to notice that Ahunatum is anything but human.

The Twins' Quarters (EL 2)

Unlike the rest of the Pyramid's interior, the walls of these sparsely decorated apartments are made of plain, uncarved stone. A bed, large enough for two, dominates lies within.

This room houses Ahunatum prize prisoners: the **Twins**. Ahunatum's gorillas snatched the identical boys from Zoltan Zaska's island when they were mere infants. They were Zoltan's best hope for a surrogate (plus a backup!), and it pleases Ahunatum to have interfered with Zoltan's plans. For his part, Zoltan hopes to regain the boys someday, but since they haven't proven themselves in any of his trials, he fears that Ahunatum may have ruined their usefulness to him. Zoltan's warring tribes remember the Twins, and they would help anyone willing to rescue the duo.

The Twins—MacDoall and Haston—spend most of their free time in these quarters; otherwise, they attend to their queen. Ahunatum keeps the Twins as her personal hand servants, as they are both the spitting image of Zoltan Zaska—as he once was, the Zoltan that Jenny Ramsey still carries a torch for, deep down. Any PC who has seen Zaska notices the resemblance with a successful Intelligence check (DC 12).

MacDoall is skinny, sad-eyed and introspective; he speaks with a bit of a stammer and acts very deferential. He has more willpower than the other humans on the island, but he's still devoted to his queen. If the PC try to get him to act against Ahunatum, he won't take violent measures to stop them, but he does attempt to talk them out of it. Basically, his attitude toward the vampire queen amounts to puppy-dog devotion; if the PCs point out her cruelty, MacDoall refuses to listen at first. But he can be turned against Ahunatum if presented with a strong enough example of her brutality to her human subjects. Then, the PCs can gain him as a fierce but undisciplined fighter for their cause—and he shows Ahunatum no mercy, out of anger for her betraying his devotion.

Haston is bulkier and prouder than his brother. He has a cocky, jutting jaw and an arrogant cast to his eyes. Haston, like his brother, feels sympathy for the island's wretched humans, and a fierce devotion to its queen. But he harbors a secret: he feels superior to the wretched slaves. The PCs can only convince Haston to switch sides with a show of force; if he thinks rebellion will give him a shot at power over the island's people, then he'll join. If this happens, he curiously wants to spare Ahunatum: he wants to break her spirit the way she has tried to break his.

In both cases, the Twins are more willing to help if the PCs can provide firsthand information about Zoltan's island or Zoltan. If persuaded to betray Ahunatum, the Twins help the PCs with tactics as best they can. They know hints about secret passages to the dungeons and caverns, and they can get closer to Ahunatum than the PCs can, but they don't know any of the specific secrets outlined here.

Twins, MacDoall and Haston: hp 9

Ritual Chamber (EL 1)

You enter a pyramid-shaped room lit with torches. An exquisitely carved ivory throne covered with velvet cushions sits in the center of the room. Surrounding this sumptuous seat, and covering most of the floor, is an exact miniature model of the island's surface.

The arcane energies from the **Obelisks** and **Pyramid** are focused on this room. When Ahunatum enters this room and wields the hook, the power of the structures course through her and into the hook—and then spreads into the minds of the island's inhabitants, maintaining her hold over them.

The map of the island, of course, is lacking in one detail, as PCs who have visited the goblins may note: The goblins' village is marked as a network of swamps and overgrown vegetation.

The Ritual of Ahunatum

Every 12 days or so, Ahunatum uses her dominate ability from within her **Ritual Chamber**. The spell simultaneously affects everyone within a 220-foot radius of the Pyramid or any obelisk in the city. Every humanoid within the area of effect must make a Will save (DC 18) or be dominated by Queen Ahunatum. The human inhabitants of Gorilla Island have been utterly subjugated, and no they longer put up any resistance. Each obelisk must be re-charged with human blood between each ritual, or the Dominate effect won't cover that obelisk. Gorilla work crews travel through the city with wagons filled with human prisoners slated for the obelisk. When they reach the stones, they shackle a human to the top of an Obelisk and bleed him to death. The humans call this "Ascending before All," but they do not discuss the nature of the ritual with outsiders. Though the gorillas use most any human for the ritual, except those from the quarry, for they are not the fittest specimens. Since Jenny Ramsey was once human, non-human blood does not work, so she has any non-humans who wash ashore from Hell's Triangle put to work in the quarries, and then she feeds on them when weakness overtakes them.

While on the island, the PCs should witness a **Ritual**, which usually happens at night. Each obelisk glows a dull blood-red color, and lines of magical energy radiate from the Pyramid's apex and around each obelisk. The PCs should realize that a spell is being cast during this time, and PCs have a normal chance to resist the spell's effect. Any PC who succumbs to Ahunatum's domination can take no action against her or her city. Additionally, the character must make another Will save at +4 or turn on the party members.

The PCs may try to knock down an Obelisk or two. Any disruption of an Obelisk, either by knocking it over or interrupting the recharging allows the dominate effect to wear off on the neighboring humans. Many snap out of their stupor within a day or two. However, any sign of a freethinking human brings the white gorillas on the humans with a vengeance. Within a day, a heavily guarded gorilla work crew is dispatched to erect a new Obelisk. Ahunatum then performs the Ritual ahead of schedule to bring her unruly subjects back under control. There are too many Obelisks throughout the city for the disruption to have any lasting effect.

Ahunatum's Inner Sanctum (EL 13)

This is how an island queen would live. This room is opulently decorated with silken curtains, hanging beads and vases filled with lush wildflowers; gold and silver braziers give off heady clouds of spicy smoke. In the center of the room is lies a huge four-poster bed covered with thick, soft pillows.

The room has no mirrors, however—curious for a customer as vain as Ahunatum. (PCs may realize this after a successful Intelligence check, DC 25.)

A quick search of the room uncovers a barnacle-encrusted pirate chest underneath a pile of cushions. The chest contains a small amount of pirate booty and a neatly folded pirate outfit, which is an artifact from the days when Ahunatum called herself Black Jenny Ramsey.

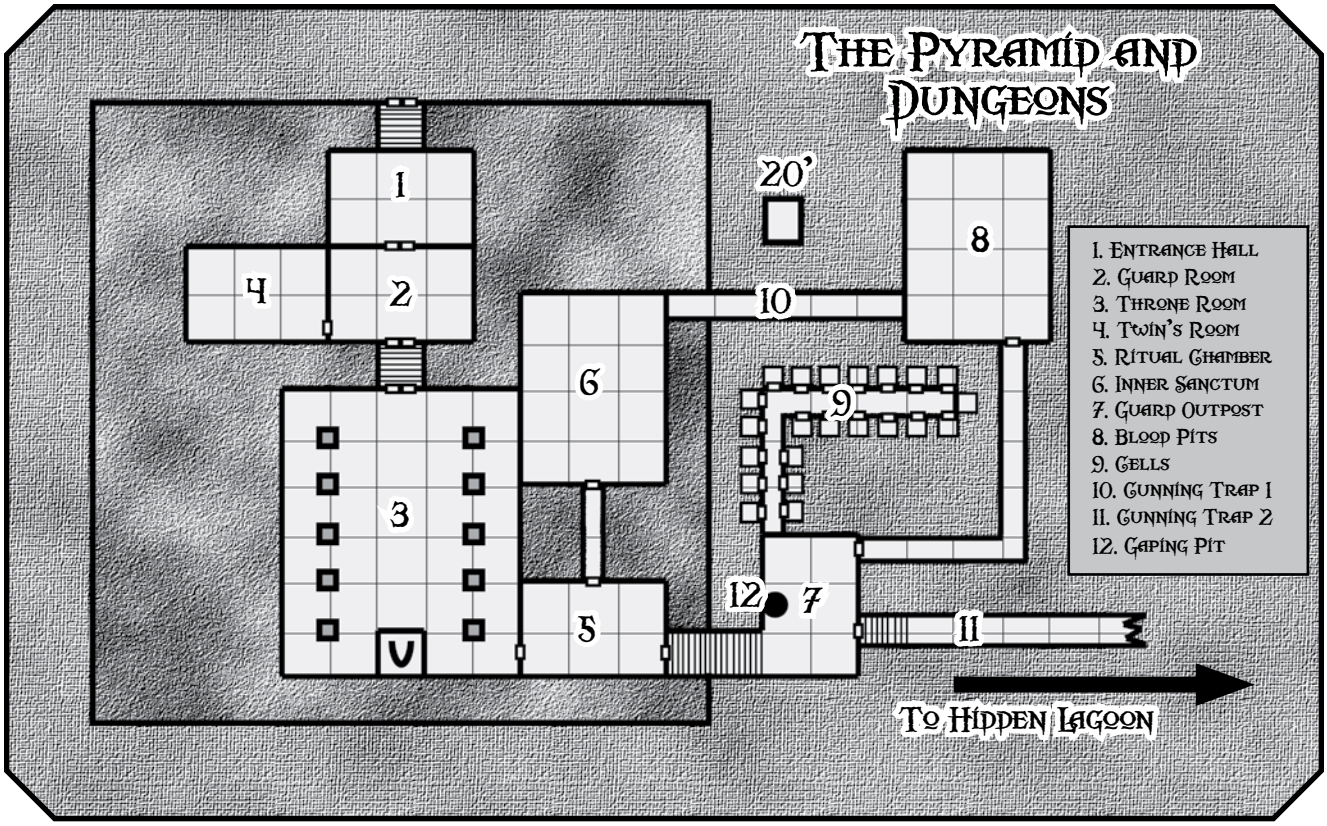
The chest also contains architectural plans for the city and a logbook. The book describes some of the Full-Fathom Five's exploits and an account of their defeat and banishment. A thorough examination reveals descriptions of the other members of the Five, both before and after they became undead:

- **Daen Danud:** A vile, disgusting man, both in life and undeath. The latest entries, fairly recent, find Ahunatum speculating that she may be forced to collaborate with Daen, if she is to have any real hope of accomplishing her goals. His own blood rituals and apparatus, while a waste of good, hot blood, might be worth studying.
- **Zoltan Zaska:** While alive, Zoltan Zaska was the pirate's pirate, a dashing swashbuckler. Jenny Ramsey was extremely attracted to his roguish charms. His downfall was horrible. He is a shadow of his former self, and even more pathetic because he continues to cling to the idea that he can regain his former glory.
- **Moab Cys'varion:** Moab remains a complete and utter mystery. Jenny never understood the vicious drow. But she is considering an alliance with him, to get hold of his spy-glass: she suspects that she could use the focusing powers of the Ritual Chamber to enhance the artifact's powers and open a gate to the Material Plane.
- **Ezekiel Carthy:** The pages taken up by musing and mooning over Carthy easily outnumber those devoted to the other pirates combined. Until the betrayal, Carthy is nearly the perfect man for Jenny…if only he were a bit more adventurous, like Zaska. This sentiment turns on a single gold doubloon, though. After his betrayal, Ahunatum's anger and wrath for Carthy is nearly unlimited. She continues to write and obsess about him, almost as if she still cares for him…

If the PCs look under the bed, they can find a series of holes drilled into the stone floor. These holes lead to Ahunatum's actual resting place, a coffin-sized, velvet-lined vault directly beneath the sanctum, which she reaches in her *gaseous form*. The **floor** is a solid block and so can't be prized up, but enterprising characters may try smashing it. A closer Search (DC 30) will reveal similar holes hidden in the masonry throughout the room—backup exits from the vault in case some enterprising souls try blocking the holes beneath the bed.

A tapestry depicting a ship and her crew battling a tentacled monster of the deep covers the wall. It would be worth 15,000 gp to a collector in Freeport. A **secret door** leading to the **Blood Pit** beneath the **Pyramid** lies behind the tapestry

Floor: Hardness 10, hp 200, break DC 50.
Secret Door: Search (DC 25).



The Dungeons (EL 1)

A series of tunnels lies beneath the **Pyramid**. Ahunatum holds prisoners and ritual victims here. The deepest recesses of the dungeons connect to the **Lava Caves**, which in turn, connect to the **Mines**. If Ahunatum's forces capture the PCs, they beat the party members into unconsciousness, and the PCs wake up here.

The Blood Pits (EL 1)

This room is surprisingly opulent, given its apparent function as a torture chamber. Amid the pictograms, murals, and tapestries sits a stone table fitted with shackles. Unoccupied chains and manacles hang from one wall.

Ahunatum's pitiful subjects "ascend in her presence" here. Rumors abound among the human slave population about what this actually means. No one knows for sure, but the ascendants are never seen again. The gorillas regard this room and Ahunatum's rituals as sacred. They do not enter this room while she is inside. In truth, Ahunatum feeds on the blood of her subjects here.

Guard Outpost (EL 14)

A detachment of eight gorillas armed with neckstickers and greatclubs is stationed here. **Kann** commands them. When not responding to alarm gongs or signal horns, the guards engage in idle torment of human prisoners.

Kann: hp 66
White Gorillas (8): hp 61

Cells (EL 1)

This area is a network of long corridors lined with dozens of cells. Pathetic **human workers** who have displeased the Queen are sent here. Some end up in the gibbets up in the **Plaza Square** after "re-education." Ahunatum uses some in her arcane experiments, while she simply eats others.

Human Workers (10): hp 3

Gunning Trap #1 (EL 2)

This five-foot-wide, ornately decorated corridor leads from the **Blood Pits** to a secret door in **Ahunatum's Inner Sanctum**. Due to the corridor's size, Medium sized PCs must travel in single file. Midway down the long corridor is a **trap**, designed to prevent anyone but Ahunatum from using this passageway. Her *gaseous form* and *spider climbing* abilities allow her to bypass this trap without triggering it.

A pressure plate at either end of the trap activates a series of spinning blades, which pop out from slots in the walls. The pressure plate and slots in the walls are noticeable with a Spot check (DC20). The horizontal blades are located at varying heights, so you can't simply duck out of the way. An off switch sits in the center of the corridor; a foolhardy PC could find the switch with a Search check (DC 20). Otherwise, the trap can be jammed, but failure means the PC experienced some sort of kickback from whatever he jammed in the spinning blades.

Cunning Trap #1: CR 8; mechanical; location trigger; manual reset (on/off switch); multiple targets (all targets in a 5-ft-by-30-ft room); Atk +20 melee (4d6+8/x4, blades); Search DC 20; Disable Device DC 25 (failure 1d4 kickback damage).

Taking on Ahunatum

Where should the PCs have their final confrontation with the Queen of the White Gorillas? Several scenarios are outlined below. See the sidebar on **Ahunatum** on page 127 for her personality and strategy in battle.

Behind Bars

If the PCs have allowed themselves to be captured by the gorillas, or are actually overwhelmed by them, the vampire certainly wants to interrogate them. If the prospect seems like fun to you, feel free to toss more apes at the PCs until resistance seems like a bad idea. This also gives the PCs a chance to exploit their knowledge of the Full-Fathom Five in manipulating Ahunatum. For example, if the PCs mention they knew Ezekiel Carthy, Ahunatum reveals her last remaining shred of humanity; she hates Carthy for his betrayal, but some part of her still loves him. She may even soften enough to offer the PCs a deal. A particularly charming PC may entice Ahunatum into revealing some of her plans this way. Mentioning Zoltan in the right light has the same effect. The PCs might also run into the Twins during imprisonment. Through prodigious use of social skills, such as Bluff and Diplomacy, the PCs may convince the brother to help them escape.

GM's Note: If Ahunatum or her guards capture the PCs, the queen takes possession of any recovered artifacts they carry; she then makes a beeline for Hell's Triangle.

The Ritual

The PCs might come upon, and attack, Ahunatum as she performs her domination ceremony. In this case, she turns the full force of her gorillas and humans upon the PCs, as she watches from the Pyramid. If the PCs overwhelm her troops, or turn them against her, she tries to dominate the PCs with the special powers of her hook; she then retreats to the dungeon and eventually to the **Hidden Lagoon**. She then attempts to escape the island with the formidable **King Gazzera's** assistance (see page 145).

The Inner Sanctum

If attacked within the Pyramid, Ahunatum pursues basically the same strategy. If the PCs look to be overwhelming her armies, she attempts to dominate them, and then fights until she gets within range of a door, whereupon, she takes *gaseous form* and hurries to the dungeon to make her way to the lagoon. There, she gains King Gazerra's assistance, and the gorillas and humans swarm together to block her retreat.

The Queen Is Dead

If the PCs kill Ahunatum, or if she flees the island, her domination effect ends, and the island's inhabitants gain their freedom. Can the apes and their former slaves live together in peace? While unlikely, that's up to you.

The Hook of Yarash

This pirate's prosthetic hook appears to be made of tarnished brass. Its barb is especially sharp, and the curve of the hook doesn't seem quite right. To use it properly, the owner must cut off a hand.

Its most significant power, which Yarash exploited to chilling effect, is dominating men and beasts. With a Straightforward roll, as outlined in **Using the Artifacts of Yarash** on page 65, a PC may affect all creatures within a 10-foot radius per character level, as per a lesser mind-affecting spell, such as *charm person* (10th-level caster). With a Complex roll, a PC may affect all creatures within that area, as per a strong mind-affecting spell, such as *dominate person* (10th-level caster). In both cases, however, the effect only lasts for one day. Other straightforward tasks include helping a willing subject remember a forgotten fact or forcing an unwilling subject to speak the truth; other Complex tasks include restoring a character's lost Intelligence or Wisdom.

GM's Note: If a character does *not* remove a hand to use the hook, the Straightforward tasks require a DC 30, while Complex tasks require a DC 35 roll.

Ahunatum may use any of those powers at will, which complements her natural vampiric powers quite nicely. But, since the hook spoils the "White Goddess" persona that Jenny Ramsey has adopted, she holds her left hand behind her back or concealed within the folds of her diaphanous white robes.

In combat, treat the hook as a *+1 sickle*. If a character cuts off a hand to use the hook, the hook's damage rises to 2d4+1+Str, and its critical threat range expands to 18-20, with a multiplier of x3.

Cunning Trap #2 (EL 2)

Another narrow corridor leads from the **Guard Room**. A steep set of stairs leads down. As the PCs travel down, the walls get damper and the air gets more humid. A one point in the corridor, the combination of ocean and volcano has created a trap, of sorts. Seawater, heated by super-hot lava, spews out of vents at random intervals along a 100-foot stretch of corridor. The pressure from the boiling-hot seawater builds up gradually, so for each round a PC spends in the area, there is a cumulative 20% chance that a jet of steam spews forth where he or she stands. If the PCs move cautiously, they may see a jet of steam shoot out ahead of them. There really isn't any way to disable this trap, short of diverting the lava flow away from the seawater.

Cunning Trap #2 (Steam Trap): CR 6; mechanical (natural); timed trigger (20% per round cumulative); automatic reset; multiple targets (all targets in a 100-ft stretch of corridor); steam 10d6 points of damage; DC 21 Reflex saves for half; Search DC 20; Disable Device –NA-.

Gaping Pit

The gorillas dump the blood-drained corpses here after Ahunatum finishes with them. A lava pool rests at the bottom of this pit (see **The Climb** on the next page). The lava pool dissolves all waste disposed within it.

Lava Caves

Subterranean caverns, coursing with rivers of molten rock, riddle the deepest parts of the White Gorilla Island. No one who has entered the **Lava Caves** has ever come out again, so the island's inhabitants are unaware of an important fact: the caves connect Ahunatum's **Mines** to her **Dungeons**.

The Labyrinth (EL 4)

On both sides of the **Lava Pit**, the PCs find themselves in a maze of similar small, twisty passages. While wandering through these catacombs of red-hot rock, the PCs have a 50% chance per five minutes of running into a monster:

Wandering Monsters

d20 roll	Monster
01-04	Shriekers & Violet Fungus
05-09	Phantom Fungus
10-14	Band of 3 Salamanders
15-18	Fire Elemental
19-20	A band of 10-12 Azers, or Dwarves from the Elemental Plane of Fire. This band of Azers came through the same volcanic rift as the other fire-based creatures in this area. They are peaceful, but they will defend themselves if attacked by overenthusiastic PCs. The Azers have set up a parallel mining operation here in the deepest parts of the volcano. Like most dwarves, they are intent on digging for precious gems. So far, Ahunatum has not noticed their small operation. When encountered, they are happily digging away, singing jaunty mining songs and whistling as they work.

See the *MM* for monster stats.

The Lava Pit (EL 10)

Unexpectedly, the mazes open into a large cavern dominated by a torrential river of molten lava, so hot the PCs can barely stand next to the ledge.

You take a final sharp turn in the twisting corridors, and suddenly the rocky walls open onto…hell itself! You stand on narrow ledge in a large cavern. Rushing past you, and making the room unbearably hot, is a river of bubbling lava! The blinding yellow river spits out jets of flame and coughs up clouds of sulfur, as it gurgles toward a lava fall at the western end of the room.

A successful Spot check (DC 25) reveals a ledge and exit from the cave on the other side of the room, across 100 feet of seething molten lava. A number of shaky looking rocks float in the blinding magma.

To continue their trek, the PCs have to cross the river, either by magic or by hopping from one floating chunk of rock to another. The river pushes the rocks along by 20 ft. at the start of every round, eventually driving them over the lava falls at the end of the cavern. The pattern of rocks shown in the map below recurs as rocks drop off the map and new rocks enter.

Leaping from one rock to another takes a successful Jump check (DC 18). If the Jump check is successful, have the PCs roll a Balance check (DC 13) to stay on the rock. If the PC fails the Balance check by 5 or more, he or she falls fully into the lava, taking 20d6 points of damage; otherwise, a character partially falls in 2d6 points per round and may attempt to Climb (DC 13) back onto the rock. Magma damage continues 1d3 rounds after exposure but at half that dealt during actual contact (10d6 in the case of total exposure; 1d6 in the case of partial exposure). PCs must also make Balance checks (DC 13) as they land to avoid upsetting the rocks, with the same result if they fail.

Rocks can accommodate two Medium size PCs without metal armor, one Medium size PC with heavy armor, or three Small PCs wearing any type of armor. Any more weight capsizes the rocks. In addition, whenever a character wearing heavy armor lands on a rock, she must make a Strength check (DC 17). If the PC *succeeds*, her weight splits the rock in half (or capsizes it, depending on where she lands). Have the PC make another Balance check (DC 13).

To make things more interesting, you may want to insert a combat encounter. One of the wandering monsters from the tunnels may come after the PCs. Or you could have them encounter a patrol of 1d6+1 gorillas. (If the gorillas have been hotly pursuing the PCs, the Lava Pit is a great place to settle up.) PCs who attempt to make magical, melee, or ranged attacks while floating on the rocks must make a Balance check (DC 15) or else take a -4 circumstance penalty to their to-hit rolls.

The Climb (EL 8)

A 20-foot-high room containing a large pool of molten rock sits at the eastern end of the **Lava Pits**. The pool sits directly over a vertical shaft way leading up to the **Dungeons**. If the PCs enter the **Lava Caves** from above, they have to drop onto a rock (Tumble or Dexterity check, DC 20, to avoid capsizing), climb along the bowl-shaped roof of the **Lava Pool** (Climb, DC 20), or swing over the pool on a rope (Dexterity or Tumble, DC 15) to reach safety. If the PCs *leave* the caves via the shaft way, they have to either make the same checks in reverse, or they must leap onto a convenient rock and somehow attach a rope to the shaft's interior. See the **Lava Pit** on the previous page for rules about jumping from rock to rock.

The Hidden Lagoon (EL 9)

An improbable waterfall at the back of the island conceals the entrance to a subterranean lagoon, which provides something of a back entrance into the **Pyramid**. Ahunatum knows of this entrance, but she knows that **King Gazerra**, a fearsome dragon turtle, lives there, so getting through requires dealing with him. King Bowser caused the numerous shipwrecks that dot the lagoon, and he lies in wait to attack the PCs by surprise.

Sprinkled throughout the shipwrecks are numerous weapons, potions, and hoards of treasure (although these pale in comparison to the treasures that await the PCs on **Yarashad**). A quick search (Search, DC 12) uncovers enough standard weapons and ammunition to equip any PC who wants them. Such a search also reveals some 5,000 gp in hard currency and thousands more in the form of silks, spices, and other goods. Ahunatum has long since stripped the choicest goodies and gold from the hoard to decorate her Pyramid.

King Gazerra (Dragon Turtle): hp 138

On a closer search (Search, DC 20) of the half-sunken wrecks, the PCs find:

Searching the Wrecks

DC	Item Found
10	one *potion of cure moderate wounds* (CL5) per party member
15	two *potions of cure moderate wounds* (CL5) per party member
19	one *potion of cure critical wounds* (CL5) per party member
22	two *potions of cure critical wounds* (CL5) per party member
25	*+2 crossbow of shocking burst*
30	*+2 greatsword of speed*
35	*ring of three wishes* (two remaining)

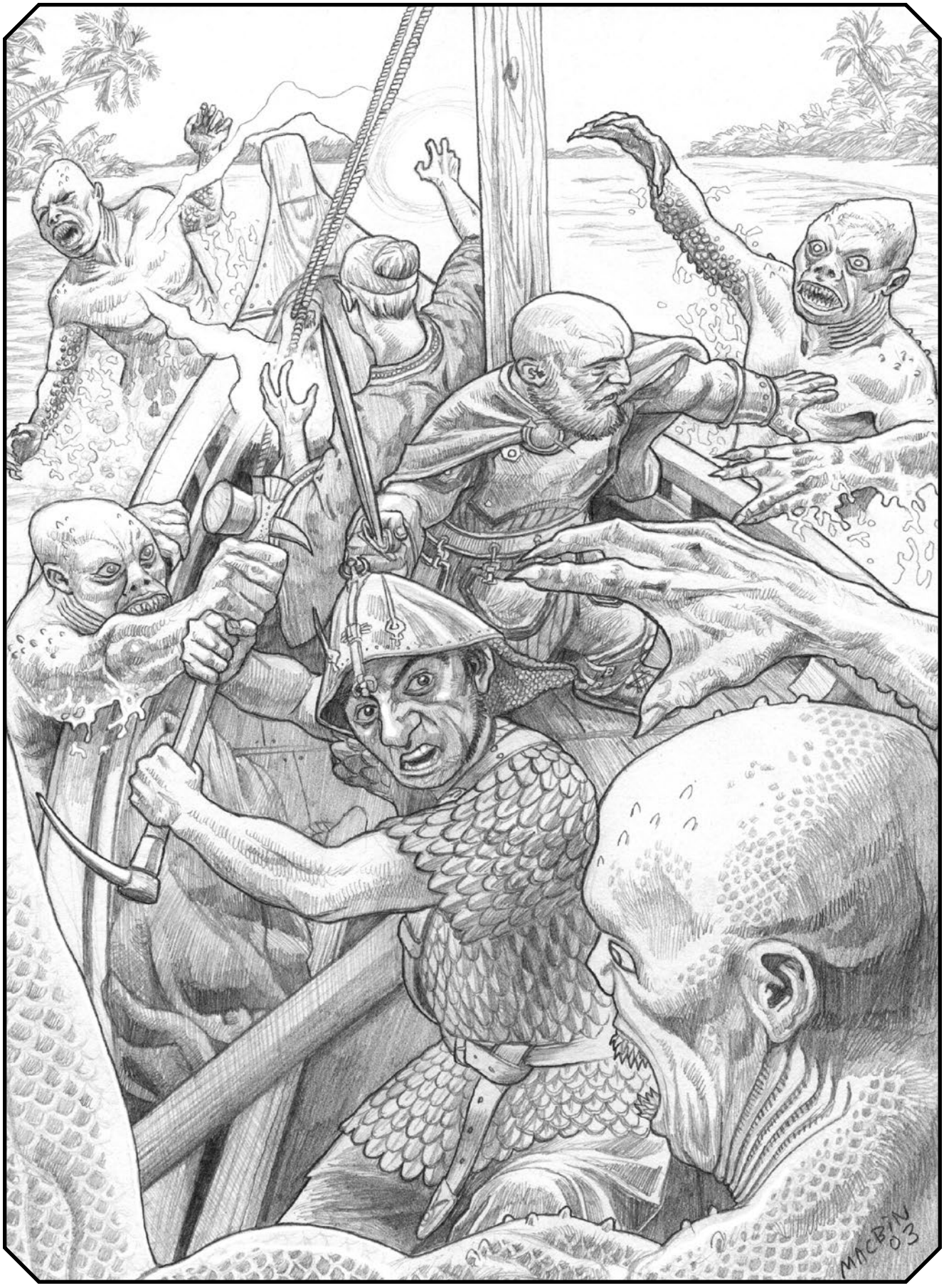
Section Three: Pluses and Minuses

A Face That Launched 1,000 Ships: +100 xp to the PC who realizes that Queen Ahunatum is Black Jenny Ramsey.

My Old Flame: +100 xp to any PC who uses the knowledge of Ezekiel Carthy and Ahunatum's relationship to the party's advantage.

So We'll Do It Quiet-Like: +500 to each PC should the party go through the entire island without being detected by gorillas.

Oh My Goodness, That Woman Is Trying to Kill Me: -100 xp to each PC if the entire party succumbs to *domination.*


MACBIN
03

Crystal Lake Island and the Stone of the Heavens

Crystal Lake Island is marked with a spyglass on the player's map. It is a strange place, where powerful transmutation magic has caused those that live there to endure incredible mutations.

Full Fathom Five member Moab Cys'Varion rules this island as a god from his sunken fortress. A truly heartless creature, this wight uses the power of a magical stone fallen from the heavens to create a super-mutant army. With it, he plans to capture the city of Freeport and exact his revenge upon those that forced him into exile.

The map of Crystal lake Island can be found on page 150.

Planned Encounters

If you're using planned encounters, you'll find details about them in these areas:

- **A Sudden Attack!** occurs during the PCs' visit to **The Lake People** on page 157.
- **Retaliation** is launched from **The Sunken Fortress** on page 159.
- A half-dozen Sea Dogs are the **The Enemy Within** in **The Mutants and the Chief** section on page 153.

Section One: Life on the Island

Crystal Lake Island, so named because of the lake's clear waters at the island's center, is roughly oval in shape, 15 miles wide at its center and 20 miles long. A vast jungle, home to a wide variety of plants, fruit-bearing trees, and animals, lies on the southern half of the island. The northern end of the island rises steadily from the lake's shores, attaining a height of 150 feet when it finally reaches the sea. This rocky terrain has some sparse vegetation and wildlife.

The island has no natural harbors, as a great catastrophe that struck the ancient civilization that once lived here destroyed them. The heroes have to anchor their ship offshore and use rowboats to reach the island.

The Lake People, as they call themselves, live in a large settlement on the northern shore of the lake (Area 2 on the map). The Lake People are descendents of an ancient race who once ruled the island from the fortress at its center. Then a great catastrophe destroyed them, brought on by the use of a powerful magical stone that fell from the sky. The ensuing earthquakes and volcanic eruptions sank the fortress at the center of the island and created the great lake and the rocky hills to the north. For centuries, the Lake People have lived on the island, isolated and alone, worshipping the power hidden in the lake. Now, they worship Moab, who they believe to be an avatar of their ancestors.

Moab's evil experiments do not always go as planned. He releases the *failures*, as he calls them, into the wild to fend for themselves. This group of mutated creatures has formed a loose band under the leadership of a half-elf mutant called the Chief. The mutants only want to live in peace, but they are in constant conflict with the Lake People, who view them as freaks to be feared and hunted. The mutants live in the south of the island in a village among the trees (Area 1 on the map).

Moab's experiments have not only affected the people on the island, but also the flora and fauna that remain alive. Some trees have grown to towering heights, some grass grabs at those that try to walk upon it, and the island has wild boars the size of elephants. These mutations grow stranger and more numerous the closer one gets to the lake, except at the Lake People's settlement. Moab has not used the stone's powers on them as a whole, as he wants them to supplying him with healthy subjects for his mutation experiments.

The Fishmen Mutants (EL 6)

As the heroes approach the island, a band of mutated fishmen begins hunting them. These creatures live in the seas surrounding the island, and they prey on anything they can find on or in the water. Although they can breathe normally with their lungs, if fishmen remain out of the water for more than five minutes, their scales dry, causing them 1d6 points of subdual damage per round until they re-submerse their bodies. In the water, they swim as fast as fish, as they have webbed feet and hands as well as gills. Octopus-like suckers cover their palms and the undersides of their arms. They use these to latch onto prey. See **Dramatis Personae** on page 232 for details on the Fishmen Mutants.

When the Fishmen sense the ship approaching, they strike while it is still in the deep waters off Crystal Lake Island, hoping to surprise the PCs. They leap out of the water onto the ship's deck. The Fishmen then try to grab the ship's crewmen with their sucker arms and drag them under the water to be eaten. They may also try to knock people overboard and drown them beneath the waves.

Fishmen Mutants (4): hp 57

The Southern Jungles

The mutants (odd plants and animals) live in the southern jungle. The strangely colored trees reach a height of over 100 feet. Mushrooms, normally only a few inches high, reach six feet in these jungles. And coconuts can be dangerous falling missiles, as they often grow over two feet across. Moab has caused these mutations with the power of the Stone of the Heavens.

As the heroes travel through the jungle, the following events may occur at your discretion.

Moab Cys'Varion

Moab Cys'varion was born into a noble family of drow, deep within the bowels of the earth. They lived in a great city, and he enjoyed a life of privilege and decadence. When he was very young, his father took him along to witness his first torture. The drow toyed with their human captives, and as Moab watched, his father raped and killed the human women, while their men watched. Moab found the experience exhilarating; it shaped his attitudes toward other races for the rest of his life.

As he grew to manhood, Moab longed to prove himself. Although his family had always been inclined toward magic, he preferred the ways of the warrior. He convinced his father to hire the best arms master to train him. For a year, he studied the ways of war, and he became a very capable fighter. Eager to test his new skills in combat, Moab joined a drow raiding party headed for the surface world.

At first, the raids proved very successful. The drow came upon the weak, pink-fleshed humans at night and crushed them in surprise raids. They collected plenty of booty and enjoyed flaying and crucifying the humans. But, as often happens, this did not last long. Soon enough, the local lord gathered an army of knights and lured the drow into a trap. Attacked during the day, with no escape route, the knight's slaughtered the drow and captured Moab to face trial and execution for his deeds. While in prison, a slave dealer, intrigued by Moab's jet-black skin and exotic features, took an interest in the drow. Before the guards could execute Moab, the dealer paid for the drow's safe escape. He then took Moab to the city of Freeport, moving him one step closer to his fate.

Moab never imagined a place like Freeport existed. He had spent most of his life deep underground surrounded by stone and darkness. After one look at the sea and the ships in the harbor, he fell in love with the city and the sea, where he knew he was destined to make a name for himself. Unfortunately, the slaver bought Moab to fight in secret, underground gladiatorial rings for the local crime boss. Although he longed to escape, he was watched too carefully. In the ring, he proved himself to be an excellent fighter, and soon had a successful career in the pits. Ironically, that is how he finally freed himself.

One night, after an especially brutal battle in the arena, a man Moab had seen many times before in the crowd approached him. The man was a ship captain, and he made Moab an intriguing offer. He would buy his freedom if Moab would serve in Freeport's true navy under Captain Francisco. Moab agreed immediately, quenching his thirst for freedom.

It was this strange chain of events that placed Moab at the infamous battle in which Captain Drac betrayed Captain Francisco for the rulership of Freeport. As his ship was destroyed and he was about to drown, Moab made a pact with the god Yarash. He and his four companions, Black Jenny Ramsey, Daen Danud, Ezekiel Carthy, and Zoltan Zaska, struck a terrible bargain. In exchange for their lives, they vowed to serve Yarash and spread his terrible gospel throughout the world.

In a final twist, Yarash saved their lives, but cursed each of them with undeath. In his grueling existence as an undead creature, Moab experienced a horrible glut of life, with no relief and no end in sight. His skin changed to a sickly white, and he lost all of his hair, but his bright red eyes remained. Those who saw him thought him a demon. On the inside, his mind turned to dark thoughts, and his rage found an outlet in the senseless butchery carried out by the Full-Fathom Five.

During this time, Moab returned to his roots and his magical heritage, becoming a wizard specializing in transmutation magic. Initially, he hoped to find a way to reverse the curse of undeath upon him, but as time went on, he thought this to be impossible, due to the horrible power of Yarash.

When he and his human crewmen were hurled into the whirlpool by Carthy's betrayal, their ships were badly damaged. They wandered for many days in the strange seas beyond the maelstrom. To survive, his men turned to cannibalism, as the strong preyed upon the weak. Horribly, a fleet of twelve ships was reduced to only five.

Eventually, they stumbled upon an island that would be their salvation. They quickly moored their ships and rowed ashore on small boats. After drinking their fill of fresh water and eating the fruits and berries from the trees near the shoreline, they began to explore.

Moab felt a strong magical aura coming from the center of the island. Using his magical spyglass, he located the source of the aura beneath the waters of a pristine lake in the interior of the island. His head throbbed from the energy emanating from it. Quickly he cast *invisibility* and *fly* on himself and rushed to get a firsthand look.

Hovering over the island, he spotted the large inland lake, and he knew at once that this was what he had seen through the spyglass. As he came in closer, he saw a small stone platform at one end of the waterline. Figures were on the platform performing some sort of ritual; a crowd watched them intently. The figures hurled an animal sacrifice into the lake, and the people cheered.

Moab knew his few men could not conquer these people, but he thought he could wield the magic hidden in the lake to his advantage. Under the cover of darkness, he journeyed to the lake and discovered a fortress deep under the water. A magical aura surrounded the mostly intact fortress. He entered the fortress using his *water breathing* spell and found a strange black stone, the source of the magical energy he felt.

Upon touching the Stone of the Heavens, Moab knew that it contained powerful transmutation magic. The power coursed through his mind, nearly overwhelming him. Using the stone, Moab created an incredibly powerful *sphere of force* (a powerful *wall of force*) around the fortress, pushing back the lake's waters. Then, he quickly moved all of his men into the fortress, whereupon, he hatched a clever plan.

He observed the Lake People for many days, and using his spyglass and spells he learned what they worshipped in the lake: the spirit of their ancestors from a long-destroyed civilization. The next time the island people came to perform their ritual, Moab appeared in altered form with a small group of his men from beneath the waters of the lake! He proclaimed himself an avatar of their ancestors, and he demanded their worship. As they bowed before him, he told them that the spirits of the old ones were awakening. They had returned to the People of the Lake, the chosen people, to create an army to take over the world. If they proved themselves worthy, they could join the spiritual host's army. This overjoyed the Lake People, and they have done his bidding ever since.

Moab worked long and hard to learn the secrets of the magical stone he discovered in the sunken fortress. Using his magical spyglass as a focus, he channeled the magic and mutated various living things. Not all the mutations proved beneficial, however, and some even killed the unfortunate subjects. The stone's enhanced power also caused strange mutations to occur on the island. This didn't concern Moab, however. He thought it a small price to pay for an army of super-soldiers altered to perfection, an army that he would lead back to Freeport to exact his revenge.

To return to Freeport, Moab created a magical portal deep within the fortress using the power of the Stone of the Heavens. When he completed it, try as he might, he could not get the portal to work. Recently, with his imp familiar's urgings, Moab contacted a devil to seek help with the portal. The devil promised to help him if he would, in turn, take the devil with him when he went to battle. Moab reluctantly agreed, and the portal is now nearing completion. Making a deal with a devil is never exactly what it seems, though, and Moab is in for a surprise if he allows the devil to come through to this plane.

Moab's View of the Others

Daen Danud: At one time, Moab was friendly with Daen. They spent many an evening together, talking of battles and butchery. Even so, the way Daen seemed to revel in his curse of undeath bothered Moab. Now that he is raising an army of undead creatures, Moab wants nothing to do with him. In fact, of all of his former companions, Daen wants to kill Daen the most—unless Carthy shows up.

Ezekiel Carthy: Moab's closest friend among the Five was Carthy. They hit it off immediately, and they spent much time together. Moab found Carthy's infatuation with Black Jenny Ramsey ridiculous, as he himself viewed woman as toys to be played with and then discarded. Even so, he listened to his friend's problems with Jenny and Zoltan Zaska, and they both took pleasure in making Zoltan look ridiculous. Carthy's betrayal of the group amazed Moab. Now, he wants to find Carthy and ask him why he did what he did. When Moab gets his answer, Carthy will pray for death after experiencing drow torture firsthand.

Black Jenny Ramsey: It is true that Ramsey is a beautiful woman, but Moab did not fall in love with her as Zoltan and Carthy did. For Moab, love is a foolish, futile thing. If he wanted Jenny, it would be for one night and one night only; the pleasure and pain he would inflict on her would be a once in a lifetime experience. But Moab is really indifferent toward her. When he takes over Freeport, she will remain stuck in this hell.

Zoltan Zaska: Moab likes Zoltan because he is a vicious, sadistic bastard. He likes the way Zoltan tests people and uses them. They used to have great fun torturing prisoners together, and he has thought of partnering with him. However, Zoltan still pines for Ramsey, and this infatuation makes him weak and useless in Moab's eyes.

Oh, my God! What is that thing! (EL 7)

Approaching what they think is a small hillock within the jungle, the heroes come upon a huge tendriculos. It attacks until killed.

Tendriculos: hp 147

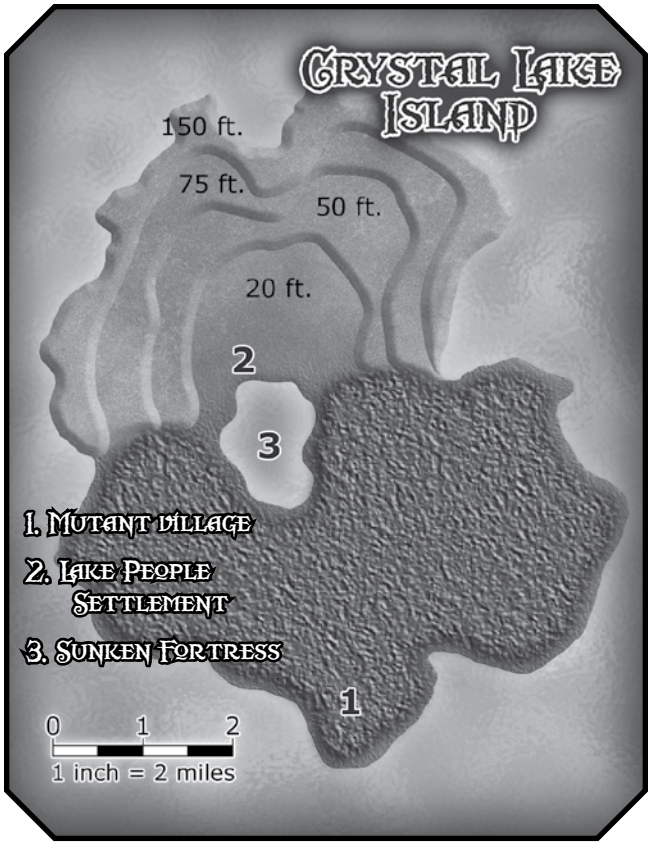
The Grass! It's Alive! (EL 9)

As they walk through the jungle, the heroes enter a clearing some 50 feet in diameter. Ahead of them, they see an enormous skeleton of some four-legged creature lying in the two-foot-high grass. As they reach the center of the clearing, the grass grabs at their feet and legs, attempting to pull them to the ground. See **Dramatis Personae** on page 235 for more information on this new monster.

Grab Grass: hp 75

Look at their Faces! They're Hideous! (EL 8)

The heroes happen upon a group of five warrior mutants returning from a foray into the jungle. These particularly ugly mutants have twisted, green, misshapen bodies and faces. They strike a defensive stance when they see the heroes, but they do not initiate combat. If the heroes do nothing, the mutants flee toward their tree village. If the heroes attack, four of the mutants fight, while the other one flees to the



village to warn the others of the attack. Understandably, this makes the heroes very unpopular in the mutant village. The heroes might also be able to convince the mutants to talk with them through magic or persuasion. If they are honest (opposed Sense Motive check), the mutants take them back to their village. If the heroes try to fool the mutants, and they uncover the lie through the Sense Motive skill, the mutants back away, and they attempt to return to the village.

Warrior Mutants (5): hp 35

The Sky is Falling! (EL 8)

As the heroes pass through a section of jungle, the wind picks up, and the trees begin to shake violently, causing large coconuts to dislodge and fall. The PCs have to make a Reflex Save (DC 20) to avoid being struck by the falling projectiles. If the check fails, the falling coconuts cause 1d10 points of damage.

The Mutants and the Chief

The mutants that have suffered from Moab's experiments live near the southern shore of the island—as far away from the lake as they can get (marked Area 1 on the island map). The mutants have built a village scattered among 12 trees that stand over 100 feet tall. They mutants survive off the plentiful fruits and berries in the area, as well as from the abundant seafood near the shore.

These people represent Moab's experimental rejects. He has deemed them unworthy of inclusion in his grand army, as their mutations are too minor to be useful or their appearance is too horrible to countenance. They have a wide variety of mutations, ranging from extra digits on their hands and feet, to horribly disfigured faces or legs and arms that bend in the wrong direction.

The mutants gathered here have retained their original intelligence. At first, they attempted to rejoin their friends and relatives among the Lake People. That was a mistake. They quickly learned that their former loved ones wanted nothing to do with them in their mutated form. The villagers killed many of them before they could flee, but those who escaped came to live here among the trees.

The mutants want to live in peace among their own kind. Unfortunately, the Lake People have not been tolerant of their neighbors. They see these mutants as abominations that must be destroyed, and they often send raiding parties against them, hoping to wipe them out of existence.

At first, the mutants attacked the Lake People in retaliation and sheer anger. They were too outnumbered and ill equipped, though. If the Chief hadn't taken over their leadership, they might have been destroyed. He convinced the mutants to stop attacking the Lake People. Instead, he convinced them to use their skills and energy to create a sustainable society.

Under his direction, the mutants have built a thriving settlement among the trees on the far side of the island from the Lake People's settlement. They keep to themselves, fending off attacks from the Lake People from the treetops. Instead of sending out raiding parties, the mutants send out search parties to find newly created mutants to bring into the fold.

The Mutant Village

The mutants' tree village sits in a clump of 12 trees that stand over 100 feet tall. Suspension bridges connect them all, and rope ladders that can be rolled up or down provide the only easy way to reach the many platforms and houses built above. The trees surrounding the village have all been cut down in a 50-foot swath to allow the mutants to see any attacking Lake People in advance.

A brief description of each numbered area on the village map follows:

1. Tree Houses

The mutants live in the trees marked with a 1 on the map. Most trees contain three to four platforms spread among the tree's branches. Each tree house 20 to 25 mutants. Some of the platforms seem to be nothing more than boards set on top of tree branches, while others are well-built rooms with walls and a roof. The mutants carved out the tree trunks to provide shelter and a common room of sorts for the residents of each particular tree.

2. The Great Tree

This tree, the largest in the village, serves as the Chief's home, as well as a gathering place for meetings. A huge 50-foot-diameter platform rests in the tree, 100 feet above the forest floor. At one end of the platform is the trunk of the great tree, almost 25 feet in diameter itself. The other end opens to the air, commanding a great view of the surrounding forest and the sea. Here, the mutants discuss important issues concerning their community.

The Chief lives in the carved-out trunk of the great tree. Ten other platforms are located on different levels of the great tree; the 50 warrior mutants that defend the village live in these. The other

The Chief

The mutant leader stands six and a half feet tall, with short white hair, and an extremely muscular build. He was once a pirate in Moab's fleet, but since his transformation, he remembers little of those days. When he escaped the dungeons under the sunken fortress, he found his way to the mutant village and quickly rose to lead them. Changed not only in body, but also in spirit, by the Stone of the Heavens, the Chief created a fair and just society of tolerance that has allowed the mutants to live in peace.

His loyalty first and foremost is to his mutant brothers and sisters. Until the power of Moab can be overthrown, he must protect them from the Lake People and their incessant raids. He blames all of this on Moab and his manic drive to create an army of mutants to do his bidding. He believes that destroying the stone that gives Moab his power will allow them to live in peace. To that end, if the heroes can prove themselves worthy, he may share his secret with them.

The Chief escaped the Sunken Fortress when he learned of Moab's plans. Escaping was not easy. He tunneled his way out from the dungeons, only to find himself in the lair of a terrible hydra. He fled from the creature and climbed a small shaft, 100 feet up, to freedom. If he believes the heroes can defeat Moab, he leads them to the cave (See **Area 5** of the **Caverns of the Hydra** on page 158 and **Dramatis Personae** on page 239 for full stats on the Chief).

Chief: hp 45

mutants show them great respect, for without them, the Lake People would destroy their homes.

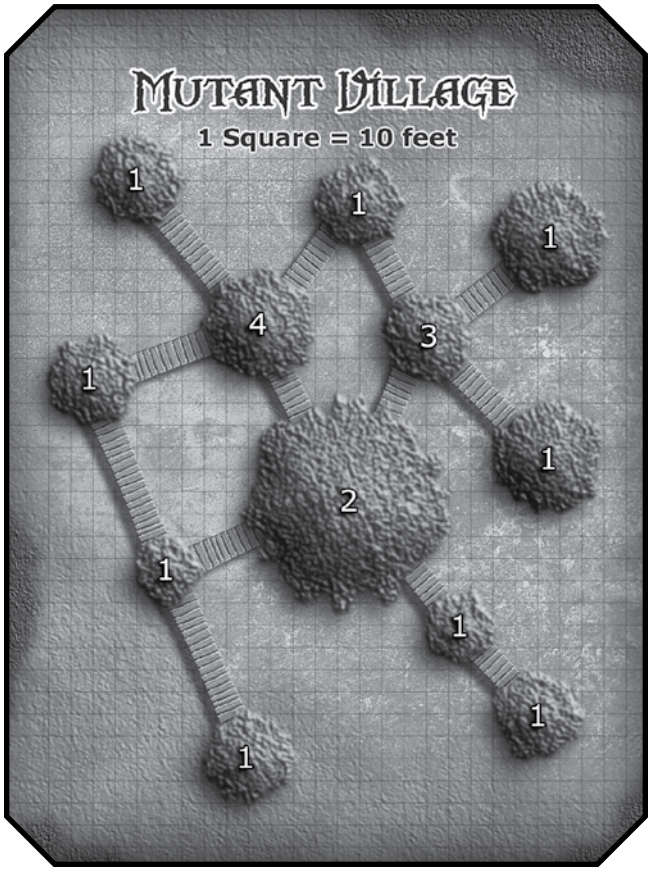
Chief: hp 45
Warrior Mutants (50): hp 35

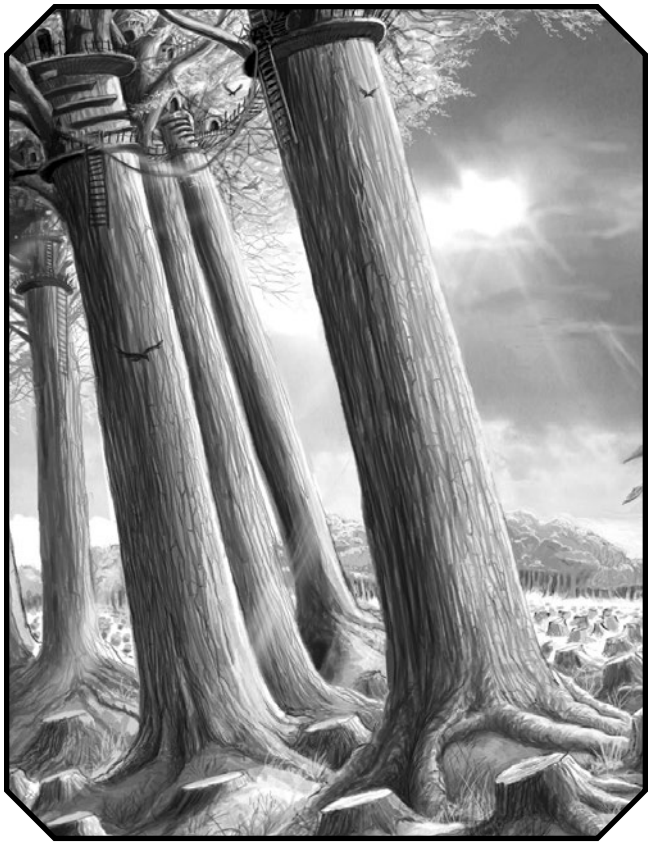
3. The Shrine of Mutos

This tree is the place of worship for the mutants, who revere a god they call Mutos. When the stone's power mutated them, they all saw a vision of a strange being with six arms, four legs, and two faces. They believe this being molded them into their current forms. Some worship out of fear, while others do so to fulfill their need to belong to something again. The shrine contains a beautiful wood carving of Mutos and a replica of the magical Stone of the Heavens in a tripod in front of it.

The villagers consider the shaman, Ararog, to be Mutos' chosen, for he has four arms. Moab rejected Ararog because he is physically weak. He can barely stand, and is most often found sitting in a chair praying to the statue of Mutos. He can provide healing to the heroes, and he also has a small supply of scrolls that he has scribed from the spells he knows. Depending on the relationship that the heroes have with the mutants, Ararog may *give* the PCs some of the scrolls, or he might charge them, asking for food or magical items in exchange for his services, as gold holds no value here.

Ararog is also very talkative and seeks to engage the heroes in conversation if they have proven friendly toward the mutants. He knows a great deal about the Lake People's settlement, so he can answer most questions put to him. Although he remembers little from his time within the Sunken Fortress, he knows that the





Stone of the Heavens, the sacred artifact of Mutos, holds the key to Moab's survival. Ararog pleads with the heroes to retrieve the stone and bring it back to the village so it can be where it belongs among the children of Mutos.

Ararog: hp 20

4. Herb Masters

This tree is the home of the herb masters Golan and Glora. These two gnome mutants have learned to mix and brew the various herbs and plants found in the forests into a wide range of useful salves and potions. They rely on each other because their mutations have made Golan blind and Glora fingerless. Glora tells Golan what to do and acts as his eyes, while Golan manipulates the ingredients. It is a great partnership. They have created mixtures that mimic the following divine and arcane spells. Please note that all of these items are caster level 6.

- *Cure light wounds*
- *Cure moderate wounds*
- *Neutralize Poison*
- *Cat's Grace*
- *Bull Strength*
- *Haste*
- *Barkskin*

As per the high priest Ararog, the gnome herbalists offer their items to the heroes depending on their relationship with the mutants. They also accept food, herbal ingredients, or magical items in exchange for their mixtures.

Glora: hp 9
Golan: hp 9

Encounters with the Mutants

The heroes might have the following encounters with the mutants:

Mutants! Attack! (EL 9)

Either on their own or in concert with the Lake People, the heroes may decide to attack the mutant village. This is a tough task. The mutants pull up all of the rope ladders and take up positions, in cover (50%), to rain down carved wooden javelins on the attackers. Due to the height of the trees and the design of the mutant's javelins, they have a 40-foot range increment instead of 30. If the heroes remain in the jungle and do not come out into the open, the mutants remain hidden. The Chief then leads a group of 10 warrior mutants to flank the attackers when they least expect it. If the heroes use magic to enter the village, the mutants respond by trying to surround their enemies and bring them down with sheer numbers. If the PCs kill Chief, the mutants will suffer a -2 morale penalty on attack rolls.

Chief: hp 45
Warrior Mutants (10): hp 35

I Thought We Would Never See Him Again

If the heroes have saved the ape mutant from the Lake People's hunting party (see page 153) or Garros from the holding pen in the Lake People village (see page 154), the mutants welcome the PCs into their village with open arms. Ararog calls a gathering around the Great Tree, and the heroes get to meet the Chief. Even though they have saved one of his people, the Chief remains wary of the heroes, for the Lake People have tried to send spies among them before. The PCs need to win him over through diplomacy and honesty as he converses with them about their presence here. During this time, Ararog, the priest of Mutos, casts *detect evil* on the heroes to discover their intentions. If the Chief senses any lying or evil in them (Sense Motive check) he does not tell them about the secret caves, and he politely asks them to leave. If necessary, he resorts to force to expel an unwanted group from the village.

Ararog: hp 20
Chief: hp 45

I Need Proof of Your Intentions

The heroes may come upon the mutant village before encountering anyone else on the island. If they converse their way into the village, the mutants immediately take them to the Chief. He scrutinizes them, and if they seem trustworthy, he makes them an offer. The Lake People have captured a mutant named Garros. If the heroes can rescue him unharmed, the Chief will help them in their quest to stop Moab. The shaman, Ararog, knows a great deal about the Lake People's settlement, so the Chief directs the heroes to speak to him about the details if they agree to his offer.

Ararog: hp 20
Chief: hp 45
Warrior Mutants (10 in the group; 50 in the village): hp 35

Planned Encounter: The Enemy Within (EL 8)

It's unlikely that the Sea Dogs who came ashore here were prepared to handle a plethora of mutants raining down fire on them from the tops of tall trees. So half of them seek shelter, and the other half doggedly attempt to Climb (DC 20) the tall trees to get to their attackers.

As unprepared as they are, they should be relatively easy pickings for the PCs.

Sea Dogs: hp 35

The Rocky Highlands

The earlier earthquake and volcanic eruptions formed this portion of the island, north of the Lake People's settlement. The rocky and difficult terrain rises up from the lake to a height of 150 feet. The rock formations here are jagged and irregular, and it is obvious that they were thrust upward with great energy and destructive force. The going is rough, with little vegetation or wildlife. Anyone moving at faster than normal speed in this area must make a Balance check (DC 15) to avoid falling on the slippery gravel and stones, taking 1d6 points of damage. As the heroes travel through this area, the following events may occur at your discretion.

Avalanche! (EL 5)

As the heroes make their way through the cliffs and rocks, they hear a rumbling noise from above, followed by a few small stones that bounce off the path around them. Suddenly, a mass of large rocks comes tumbling down the cliff, heading right for the heroes! They must scramble out of the way (Reflex save, DC 15) or be crushed under the falling avalanche. A PC that states he is moving away immediately after hearing the rumbling noise and the falling rocks receives a +2 circumstance bonus to the save. Failing characters take 8d6 points of damage.

Kill the Mutant? (EL 8)

A few miles from the Lake People's settlement, the heroes come upon a strange scene. A group of five hunters dressed in leather armor and armed with bows appear to be hunting down a strange-looking creature. The creature runs on two legs, but uses its long arms like an ape; it does not have any fur. Several arrows protrude from its large body. As the creature turns its head, the heroes realize its face is human! If the heroes help to hunt the ape mutant with the Lake People, they welcome the heroes back to their settlement to meet the Priestess Gabriella. If they intercede on the mutant's behalf, the Lake People try to convince them the abomination must be slain. If the heroes attack, the Lake People flee after taking only one casualty. The mutant cannot speak, but he tries to motion for the heroes to follow him. He wants to take them to the mutant village. Captured Lake People can be questioned. They know that their god is in the lake and that he takes worthy people there to become soldiers in his army. They also tell the heroes to speak to the wise Gabriella, their priestess, if they want to learn more.

Ape Mutant: hp 52
Lake People Hunters (5): hp 52
Priestess Gabriella: hp 63

I Think I See Something in Those Rocks (EL 6)

While exploring a section of the hills, the heroes happen upon the lair of a chaos beast. Moab created the beast with the Stone of the Heavens. With its chameleon abilities, it blends in with the rocky terrain, gaining a +10 on Hide checks. When still, it looks like a pillar of jagged rock. When it strikes, it uses two stone fists with razor-sharp bits of rock that appear claw-like. It has one huge eye in the center of its body and two stumpy legs.

Chaos Beast: hp 66

The Lake People

The Lake People have lived on the shores of Crystal Lake for centuries; they are the ancestors of the ancient race that once ruled this island. When the Stone of the Heavens fell from the sky, it corrupted the hearts of this ancient people and ultimately led to their destruction. This small settlement is all that remains of the once-proud culture that thrived here.

When Moab came to the island, he duped these people into thinking he was an avatar of their lost ancestors' spirits. Since that time, the Lake People have given him their able-bodied men in tribute. They believe these people attain a better life and the worthy will serve in Moab's armies when he takes over the world.

The Lake People view the mutants as beings who have somehow failed to please their god. These abominations must be purged from this world. The Lake People send out raiding parties twice a year to hunt the mutants down in the forests like animals. They call these raids the Great Cleansing, and when they hunt, they show no mercy. Frequently, their priests rally the Lake People to attack the mutant village to satisfy their fanatical devotion to Moab. Because of this, the two groups have not joined together to throw off Moab's yoke and put an end to his heinous experiments—of course, the Lake People do not think Moab has done anything wrong.

The priests control the settlement and rule over the Lake People in a rigid theocracy. They have convinced their subjects that their sole purpose in life is to aspire to be chosen by Moab to join his host of warriors. If they are pure of mind and body, they can become his champions when he takes over the world.

The people here are not very intelligent, and they speak in monotones, like automatons. It may be that the small population here, as well as Moab's sacrifices, has caused inbreeding and genetic defects. It is also possible that the power of the Stone of the Heavens has affected them. Whatever the reason, the Lake People do not do much thinking on their own. They do what the priests tell them to do. Their leader is the high priestess Gabriella (See the **High Priestess Gabriella** sidebar on page 154 for more details).

Lake People Settlement

A 10-foot-high, one-foot-thick stone wall quarried from the nearby hills surrounds the Lake People's settlement. A brief description of each numbered area on the settlement map is provided below.

High Priestess Gabriella

Gabriella is a human female over 60 years old, but she does not look a day older than 40. She stands over six feet tall and is thin and wiry with long, straight, black hair. She wears flowing aquamarine robes with a dark blue cape and a necklace of pure jade.

Gabriella serves Moab with unfailing devotion, and her hatred for all mutants is fanatical. She speaks about them as if they were animals. She has convinced her people that they have only a short time to prepare for the trials that Moab will set before them. If they prove worthy, he will let them join his great army when he marches to victory. The unworthy ones will come back as hideous creatures. Then, they will hunt down these disfigured mutants and kill them in Moab's name, as they have failed the test.

Depending on their actions, Gabriella treats the heroes differently. Those that understand that mutants must die may be invited to attend the next ritual to prove their worth to Moab. Those that disagree may be drugged and forced to become sacrifices or killed outright for their stupidity.

1. Guardhouses (EL 2)

Garrisons of three guards, on rotating shifts, occupy these guard posts day and night. They keep a lookout for any wandering bands of mutants or strange creatures that may come out of the forests. Each guard post has an alarm bell that can be used to warn the settlement of approaching danger. The settlement has a total of 30 guards.

Lake People Guards (3): hp 51

2. Huts of the Priests (EL 4)

These round huts house one priest of Moab each. The priests live close to the river to honor the power hidden in the lake. The huts are rather spartan, each containing only a sleeping mat, a writing desk, and a chest. During the day, these huts are empty, as the priests leave to perform their duties in the temple. The unlocked chests contain mostly personal effects, as well as 1d100 shell pieces.

Priests of the Ancestor: hp 33

3. Temple of Moab

At over 60 feet in height, this domed building is the tallest in the settlement by far. The dome alone accounts for 30 feet of its height. A long staircase at the front of the temple leads down to the shores of the lake and to the ceremonial altar on a pier (Area 8: Altar of Sacrifices). Gabriella, the high priestess, lives in the temple. When the heroes arrive in the settlement, the Lake People bring them here to meet with her.

4. Holding Pens (EL 6)

The Lake People keep captured mutants here like animals. Eventually, the priests sacrifice them to Moab in bloody rituals. The pens are fenced in with bamboo poles tied together with incredibly strong vines. Five guards watch over one mutant captive: a dog-man named Garros who can talk. See the sidebar on page 156 for more information on Garros.

Garros: hp 19
Lake People Guards (5): hp 51

5. Fish Houses

These buildings house fishmongers of various types. Fish is the main food for the people of the settlement, and they prepare it in many ways: smoked, salted, cooked, and even raw. Every day, a fresh catch is brought in from the sea to these houses to be bought and sold. The Lake People do not take fish out of Crystal Lake; to do so is sacrilegious.

6. Fish Bone Carver

This small hut is home to an artist named Old Ned. Although half-blind, Ned has a great skill with carving fish bones. A variety of designs graces his shop, and if the heroes are interested, they can find a sculpture of almost anything they dream up. Ned also has a special dagger that he can sell the heroes carved from a fish bone, which acts as a *+1 keen dagger*. He gives it to the heroes if they have helped to kill mutants. If not, he sells it for 500 shell pieces.

Old Ned: hp 3

7. Bowyer/Fletcher

The Lake People are quite adept at using the bow, and this building houses the master bowyers and fletchers that craft these weapons. Longbows created here have a range increment of 120 feet and the arrows do an extra +1 to damage. A composite longbow costs 500 shell pieces, and a quiver of 50 arrows costs 100 shell pieces.

8. Altar of Sacrifices

The priests bring the sacrifices to Moab here by the lake's shore. An altar rests on a platform (pier) that reaches out into the lake.

9. Small House

Gabriella offers this small, one-story house to the heroes if they want to stay the night in the settlement. The house contains a common room and two bedrooms that have four beds each.

The remaining buildings house the other Lake People and other necessary tradesmen, such as a blacksmith. If you wish, you can add something of your own design.

Shell Pieces

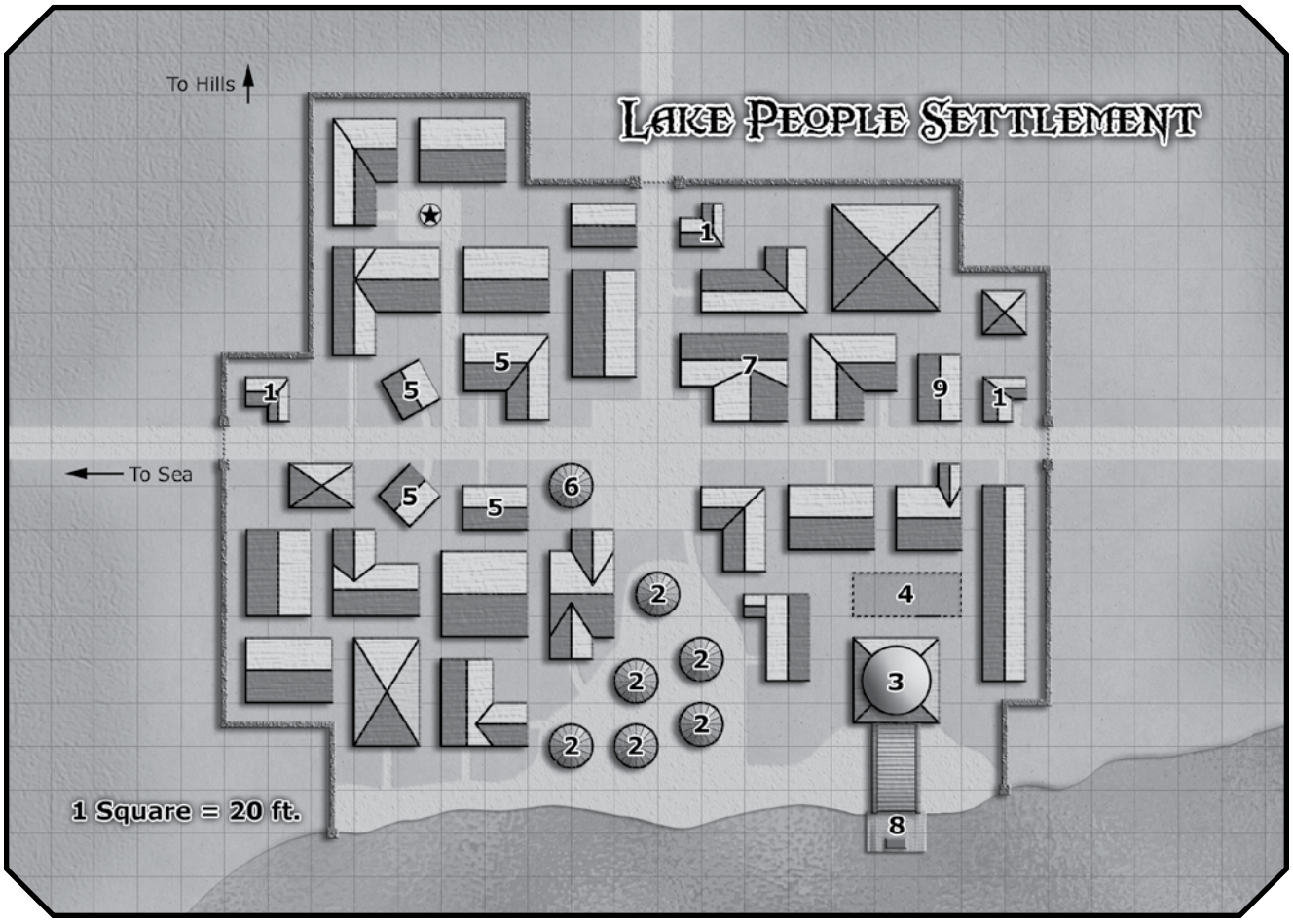
What are shells? The Lake People do not use coinage to transact business in their settlement, as they have no mines of precious metals like gold and silver. Instead, they trade seashells that they find on the shoreline. The more rare, beautiful shells have more value. The smooth pink coral shell is the most often used for currency; it is roughly the size of two coins. One coral shell roughly equals one gold piece. All mention of shell pieces in this section refers to coral shell pieces.

Encounters with the Lake People

The heroes might have any of the following encounters with the Lake People.

Welcome! Please Come to Dinner (EL 12)

If the heroes have helped a raiding party kill a mutant, the Lake People take them to the temple to meet the High Priestess Gabriella. She thanks them for their help and invites them to a dinner with all six of her priests. At dinner, she cordially asks why the heroes have come to this island. Later, she tells them how she hates the mutants because their disfiguration shows they failed to serve Moab. She tells them that a sacrifice is taking place tomorrow, and that she would be honored if the heroes attended, for the great Moab might be honored by their actions and choose them to serve him. By sacrifice, she means that a number of the Lake People will be taken to the platform near the water's edge and thrown into the lake as an offering to Moab. She really does not know the specifics about what happens to the chosen, only that the unworthy return as horribly misshapen mutants. If the heroes decline, she signals for them to be served a special wine laced with poison. Anyone drinking the wine has to make a Fortitude save (DC 20) or fall unconscious. When awakened, they find



Garros the Dog-Man

Garros appears to be human in all respects, including the fact that he can talk and he wears clothing. His mutation, however, makes him walk like a four-legged animal and he has an overlong, dog-like tongue that tends to protrude from his mouth when he talks. The Lake People captured Garros when he was trying to stop them from killing one of his friends. He failed, and they knocked him unconscious. Now he waits for the day when Gabriella will sacrifice him to the god of the lake.

If the heroes came to rescue him at the Chief's request, he is overjoyed and follows their every order. If they happen to be looking at him from behind the fence, he waits for an opportune moment to talk with them. Due to his overlong tongue, he spits when he talks, but he is otherwise very intelligent and well spoken. Garros makes every effort to convince the heroes to free him; he even offers them a reward to take him back to the mutant village, where he has 100 shell pieces stored away.

themselves stripped of their belongings and imprisoned in the Sunken Fortress (Area 5 on Dungeon Level One).

If the heroes resist the poison, a battle ensues, as the priests and Gabriella summon five temple guards and attempt to kill or capture the PCs. The meal takes place within the second floor of the temple, in a 20-foot-square room. A rectangular table has been set up for the meal beneath a large chandelier suspended from the ceiling. If the battle goes poorly for the priests, they flee to raise an alarm in the settlement.

If the heroes agree to attend the morning's ritual, the Lake People lead them out to the platform with the altar on it (Area 8). All the villagers, about 400 people, attend the ritual. As Gabriella and her priests begin chanting, a large, 10-foot diameter magical sphere rises out of the water. After hovering for a moment, it begins to move toward the heroes. If they allow it to touch them, it engulfs them within it, rendering them immediately unconscious unless they make a Will save (DC of 30). Then, they awaken sometime later in Area 5 on Dungeon Level One of the Sunken Fortress, sans their equipment.

Resisting or moving away from the sphere agitates the entire congregation. They scream, "Blasphemy!" No one refuses to enter the lake when chosen!" If the heroes persist, the priests and the people try to force them into the magical sphere. If all else fails, they attack the heroes and try to kill them.

Keep in mind that Moab watches all of the rituals through his spyglass. If he sees the heroes resisting the sphere, he pegs them as troublemakers. From that point on, he keeps tabs on them via his spyglass, making sure they do not spoil his plans.

Gabriella: hp 63
Priests of the Ancestors (6): hp 33
Temple Guards (5): hp 51

Saving Garros (EL 12)

The heroes may come to the settlement to rescue Garros at the Chief's request. Five guards watch over the captive, as mutants have tried to rescue one of their own before. Two of the guards stand by the door; the other three patrol around the pen. Each has a signal whistle to blow at the first sign of trouble. Blowing the whistle raises the alarm, causing the Lake People to close the settlement's gates. Within 1d10 rounds, Gabriella and five of her temple guards arrive to investigate. In 1d20 rounds, a group of three priests arrive to investigate. The Lake People do not pursue the heroes outside the city.

Gabriella: hp 63
Garros: hp 19
Lake People Guards (5): hp 51
Temple Guards (5): hp 51

Who Are You?

If the heroes come to the settlement before encountering the Lake People elsewhere, they are stopped at the gate. No one has ever seen strangers like this before, so, initially, they do not know what to do. Of course, they eventually summon the priests, who ask the heroes to accompany them to the temple to see High Priestess Gabriella.

Gabriella is direct and straightforward. She wants to know why they are on the island, as most visitors attack first and ask questions later. If the PCs seem friendly with the mutants or have aided them in any way, this angers Gabriella. She asks the heroes to leave and not return. She does not initiate combat, but if a battle ensues, six priests and five temple guards assist her.

If she believes the PCs are not sympathetic to the mutants' cause, she allows them to remain in the settlement for the day, and she offers them a place to stay the night (Area 9). In the morning, she expects them to move on, as strangers make her nervous.

Gabriella: hp 63
Priests of the Ancestors (6): hp 33
Temple Guards (5): hp 51

Planned Encounter: A Sudden Attack!

A few hours after the PCs get inside the village (whether by peaceful means or not), an attack force from another island assaults the walls. Choose an appropriate attack force from the following:

- **The Island of the White Gorilla (EL 12):** White gorillas (5), hp 61. They should have no problem getting over the wall, and unless the PCs act quickly, they grab a few villagers to take back to Queen Ahunatum.
- **The Boneshaper's Throne (EL 15):** 1 gigantic stone skull, hp 900, bashes through the wall and grabs up victims in its maw.
- **The Isle of Undeath (EL 6)**: Zombies (8), hp 22, who doggedly bash at the village gate until it falls or they are killed. Should they get inside, they try to grab a villager or two to take back with them.

Section One: Pluses and Minuses

One of Us, One of Us: +100 xp to each PC if the party befriends the mutants.

Back Door, Eh?: +25 to each PC if the party finds the secret entrance to the sunken fortress (the Chief may have mentioned it).

Here Boy…Good Dog Man: +50 xp to each PC for successfully bringing Garros back to the mutants.

The Only Good Mutant….: +200 xp to each PC if they befriend the mutants, only to intentionally betray their position to the Lake People.

Section Two: Under the Island

The Caverns of the Hydra

If the heroes have convinced the Chief to help them, then he leads them to these caves. The Chief leaves the heroes just outside the entrance. As the heroes enter, read the following to them:

Although the cave mouth is only five feet wide, it is nearly 10 feet high. The ground is hard here, so no obvious tracks lead into or out of the cave, and the air exiting the cave carries a nauseating stink that almost chokes you.

The stink emanates from the ettin lair in Area 1. If a PC has the Track feat, a successful Survival check (DC 20) reveals evidence of a large humanoid leaving and entering the cave.

1. Ettin Lair (EL 7)

The passageway opens abruptly into a large cavern. Stalagmites are scattered about the chamber's floor, casting strange shadows on the walls. At the northeast end of the cavern, you can just make out a small underground lake. The stench you smelled from outside comes from this chamber. The strong, foul odor seems suspended in the air like a green vapor.

A family of three ettins resides in these caves. They sleep near the underground lake at the back of the chamber. The male and female ettins fight to protect their child, although the child can fight quite well on his own. If the heroes leave the cave complex, the ettins do not follow.

Among the pile of rags and other oddments that serve as their sleeping mats, a Search check (DC 20) reveals a ruby worth 250 gp and an emerald worth 650 gp.

Ettins (2 Adults): hp 65
Ettin (1 child): hp 32

2. Rat Holes

The passage here widens to 15 feet, and you hear a high-pitched squeaking noise. The numerous holes in the cavern walls and floor draw your attention. You see rats scurrying in and out of them. You have to walk carefully to avoid stepping on them.

This area and Area 3 are part of an enormous rat warren. The rats live within the cavern walls among the many cracks and crevices. If the heroes leave them alone and do not try to look into the holes or kill the rats, then the rats do not bother them. If the heroes attack the rats or otherwise disturb the warren, the rats swarm them. The swarm consists of 100 rats, with 50 rats in each five-foot square. They do damage similar to a *creeping doom* spell with 50 insects. If the heroes flee the cavern, the rats do not pursue them outside.

3. Rat Warren

Your path dead ends in a 10-foot wide cavern. Hundreds of holes line the walls, and you hear strange squeaking and scratching noises coming from unseen spaces behind the face of the rock.

If the PCs stand around this area for longer than three rounds, the rats come out of their warren to attack in a swarm, similar to that described in Area 2. The ettins from Area 1 avoid this section of the caves.

Doors In Section Two

Unless otherwise noted, all doors here are strong wooden doors (Hardness 5; hp 20; break DC 25) and unlocked.

4. The Deep Shaft

As you enter this cavern, a welcome rush of fresh air strikes your faces. It is comes from a five-foot-diameter hole near the back wall of the room.

The shaft in this room is the long tunnel that the Chief described to the heroes when he told them the story of his escape from the Sunken Fortress' dungeons. It descends 100 feet straight down to Area 5.

The heroes can try to climb down the shaft on a successful Climb check (DC 25).

5. Snake Pit (EL 4)

Reaching the bottom of the shaft, you find yourselves 10 feet above the floor of a rough-hewn chamber. Small animal bones line the ground below. You see a low, two-foot-wide passage on the opposite end of the room. The walls are made from porous rock, with many round holes scattered throughout.

Ten large vipers live in this chamber. They feed on the rats that fall down the shaft from the warrens above. They wait for their prey to enter the chamber, and then move out silently from their lairs in the porous rocks.

Large Vipers (10): hp 13

6. The Underground River

The fast-moving waters of a 15-foot-wide underground river block your path ahead. On the other side, you see a 20-foot-wide passage that narrows into darkness.

The underground river is 20 feet deep, and it is rich with fish that the hydra feeds on. The heroes have to find a way across the river to get to the cavern beyond. The waters move so quickly that a Swim check (DC 20) is required to get across.

The current moves toward the southeast, so anyone failing the Swim check travels in that direction. Swimming against the current takes a successful Swim check (DC 25). A fallen character who can see may attempt to grab on to a ledge (Area 7 on the map) with a Strength check (DC 15). A fallen character that cannot grab onto the ledge will continue to be carried away down the river by the current for another 100 feet to a waterfall and certain death unless they can make a Strength check (DC 15) to hang onto rocks protruding from the riverbed. If the heroes make a lot of noise getting across the river, they alert the hydra to their presence.

9-Headed Pyro Hydra: hp 97

7. Chamber of the Hydra (EL 9)

The narrow passage opens into a massive, 20-foot-high chamber with stalactites covering the ceiling. Thirty feet away, near the center of the room, rock formations block your view of the remainder of the cavern.

Area A is a ledge that protrudes out into the underground river, which the hydra uses to fish its food out of the water. When not alerted to the PCs' presence, the hydra rests in Area B.

If the hydra notes the PCs' presence, it moves to either Area A or the passage into the chamber from Area 6 to try to corner and attack them.

On a successful Search check (DC 20), the heroes discover the following items among some discarded clothing and other garbage in Area B: a potion of *delay poison* (CL 6); a potion of *cure serious wounds* (CL 7); a *scroll of burning hands* (CL 5), and a *+1 handaxe*.

9-Headed Pyro Hydra: hp 97

8. Collapsed Passage

The passage beyond the hydra's lair has collapsed, making it difficult to continue on in this direction.

This is the passage the Chief described to the heroes. They can dig through by hand to Area 6 in Dungeon Level One of the Sunken Fortress. Doing so takes three hours.

The Sunken Fortress

Moab found this ancient fortress and tower when he first came to the island. After locating the Stone of the Heavens within its dungeons, he used some of its magical energy to create an immense *sphere of force* around the entire structure. Vents of gas along the lakebed supply the fortress with air. With the sphere in place, Moab and his men have created a nearly impregnable fortress beneath the waters of the lake.

The *sphere of force* is a powerful *wall of force* surrounding the fortress. It can only be completely removed by the destruction of the Stone of the Heavens within the fortress. *Disintegrate,* a *rod of cancellation*, and a *sphere of annihilation* only create a man-sized hole in the wall that seals itself within two rounds. Although the heroes may use a hole created in this way to get past the barrier, the magic protecting the fortress does not allow water to pass through an opening of this size. *Dimension door* and *teleport* spells operate normally to bypass the sphere.

The heroes have three possible entries into the Sunken Fortress. The first is to force a hole into the sphere, as described above. The second is the secret underground caves known only to the Chief of the mutants (See the description of the underground caves within the **Caverns of the Hydra** section on page 157). The third way to enter the fortress is to become a sacrifice, willingly or not, to Moab (See the sidebar on Gabriella the priestess on page 154 and the Lake People encounters section on page 155 for details).

A 10-foot-thick, 15-foot high, 160-foot-square wall surrounds the fortress. The *sphere of force* begins five feet from the walls and extends 50 feet above the lakebed. The tower at the center of the fortress was once over 50 feet tall but the upper two floors have partially collapsed, leaving only two floors intact. If the heroes approach from above, the fall is 20 feet to the top of the tower.

No guards patrol the fortress, since Moab believes the stronghold is impenetrable. However, if Moab's men spot the PCs, they raise the alarm. Moab then uses the spyglass and his imp to spy on the PCs and direct his lieutenants and soldiers against them. Moab surrounds himself with two groups of 10 mutants within five rounds at the sound of the alarm. The groups attempt to approach the PCs from opposite directions and flank them. Additional groups arrive every 10 rounds thereafter, until the PCs break their way through the lines or are subdued. Moab tries to capture the PCs and attempts to draw them to his side, rather than kill them outright.

Planned Encounter: Retaliation (EL 12)

Even if your group has been through this encounter on another island, you may want to run it here if they are at a loss for clues about how to get into the fortress. As the PCs stand at the edge of the lake, they notice a group of 11 soldiers emerging from the water. Oddly, they are both armed and armored, which makes their emergence from the depths even more mystifying. Moab's lieutenant, Jhondal (if he has not previously been killed) leads these 10 mutant soldiers, who are out for a little payback.

If the PCs don't take cover, the mutants spot them and attempt to question them. Otherwise, Jhondal leads his soldiers to the village for a little worship and then goes out to sea.

Tower Level One

1. Portcullis

A rusty, 20-foot-wide portcullis bars entry into the fortress. Despite its appearance, it proves quite sturdy.

This portcullis blocks the only break in the fortress' outer wall. The soldiers use it daily when they go out into the lake to fish. The soldiers keep it unlocked, as they have no need of preventing anyone from entering from under the lake due to the *sphere of force*. Raising the portcullis requires a Strength check (DC 15).

2. Towers (EL 5)

A 30-foot-high, 20-foot-square tower looms before you. Arrow slits pierce its outer walls and crenellations ring the roof. You do not see any sentries posted. Two windows overlook the courtyard in the interior walls of the tower.

These four towers were once used to survey the area around the fortress. They consist of a ground floor, a first floor, and a roof level. Moab's leaders use the towers to survey the drilling of his army from above. During the day, on a d20 roll of 14+ a soldier and a sergeant stand in the second floor of one of these towers overlooking the drills.

Mutant Sergeant: hp 31
Mutant Soldier: hp 21

3. Barracks (EL 20)

This 10-foot-high, 20-feet-wide, 60-feet-long building houses soldiers. It has a door on the short side. Inside, the building contains rows of cots, stacked four high, on both walls. In one corner is a curtained-off area that, from the smell, must obviously be a latrine.

These three buildings house Moab's mutant soldiers. Each billet holds about 200 hundred men. The quarters are very crammed, as Moab has nearly completed assembling his army. The soldiers return here at night to rest after drilling for most of the day in the courtyard. They post no guards, as they believe they have nothing to fear here.

Mutant Soldier: hp 21

4. Main Tower

An 80-foot-diameter tower dominates the center of the courtyard. It once stood over 50 feet high, but the roof appears to have collapsed into the top floor. Arrow slits are cut into the walls up to 20 feet off the ground; a few windows look out over the courtyard. The double doors before you are made of gold and have a beautiful bas-relief of a sea serpent carved upon them.

The main tower once served as the headquarters for the army of the ancient people that ruled this island. The catastrophe that sank the fortress also collapsed the tower's roof. Moab now uses the tower as a mess hall and meeting place for the army, as well as quarters for his officers and some powerful mutated creatures.

5. Entry Hallway

You have entered a 10-foot-wide hallway. Bracketed torches line the walls at every 10 feet. A beautiful mosaic on the floor depicts a naval battle near a large port city. The tiles shine and glitter in the torchlight. Fifteen feet away sit two doors on either side of the hallway. Another hallway runs perpendicular to this one 30 feet away. At the far end of the hall, sits another set of double doors.

The mosaic on the floor is relatively new to the tower. A successful Spot check (DC 20) reveals that the port city in the mosaic is Freeport. In the picture, an army of muscular, tall soldiers is razing the city. This is Moab's depiction of his planned return to Freeport at the head of his mutated army. This floor is mostly deserted at night, but during the day, especially at mealtimes, many soldiers move in and out of the tower.

6–7. Mess Halls (EL 1–8, depending on soldiers present)

Long tables with benches from end to end fill this room. Bits of food litter the floor and a few tankards and plates still sit on some of the tables. You see a door just inside the room.

If the heroes enter this room during breakfast, lunch, or dinner, they obviously encounter soldiers eating. The noise the soldiers make while eating is clearly discernible from the hallway and requires no Listen check. During all other times, the PCs find these rooms empty 85% of the time (1d6 soldiers may be snacking here at odd hours).

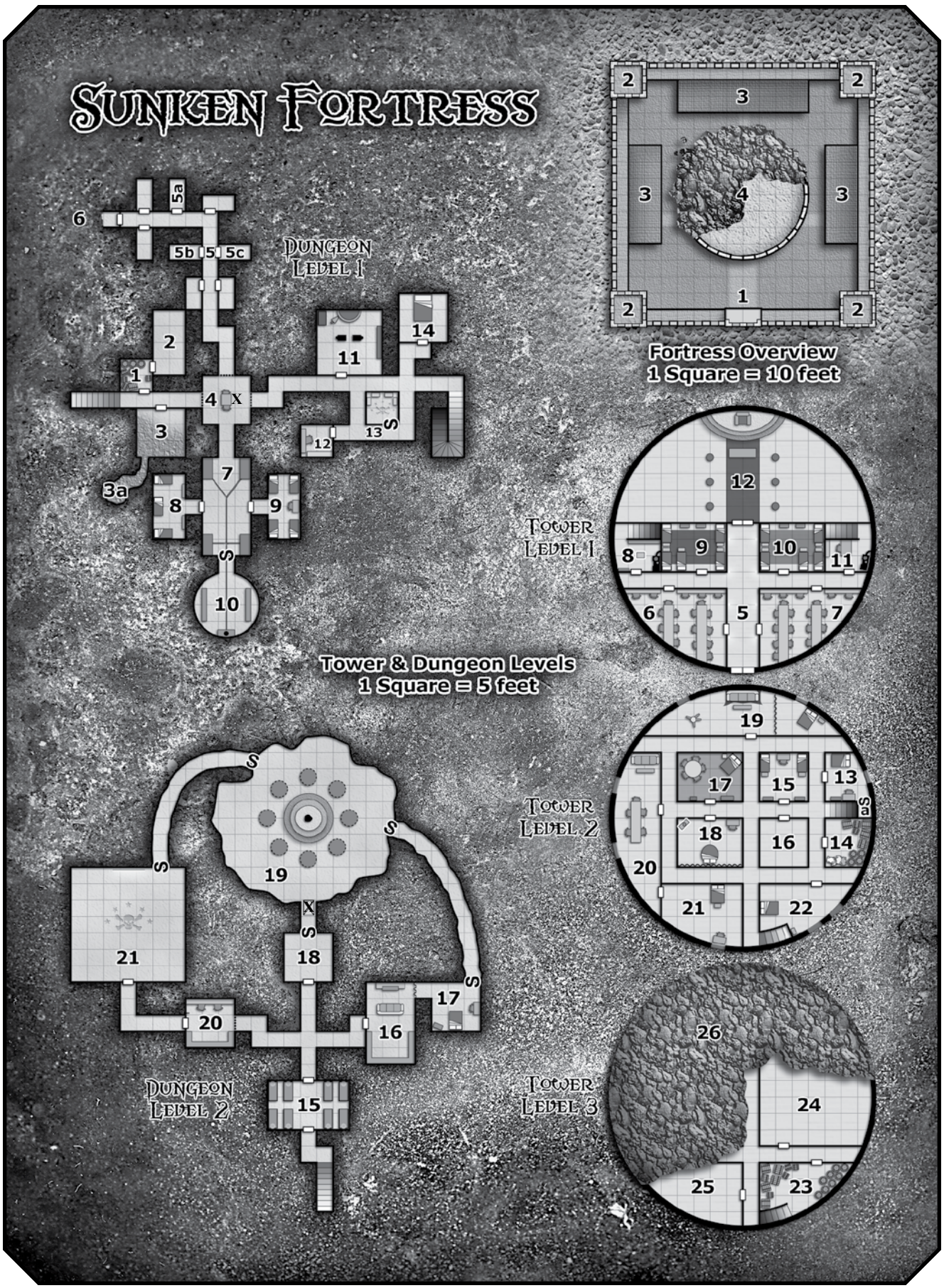
Mutant Soldier: hp 21

8. Kitchen (EL 8)

This 20-by-15-foot room appears to be a kitchen. Cupboards and shelves line the walls and a stove rests in the southeast corner of the room. A butcher's block sits in the center of the room with a meat cleaver buried in it. A staircase leads down in the northeast corner of the room.

This kitchen supplies food for the hungry soldiers in the mess halls in Area 6 and Area 7. During the day and early evening, five cooks prepare food here, which they bring up from the larders below. They each have a third arm protruding from their chest that they use to help prepare the food—the extra appendage helps bash enemies, too. If the PCs encounter the cooks, one of them tries to escape below to warn Moab. During other times, there is a 15% chance a lone soldier is here trying to find a bite to eat.

Mutant Cooks (5): hp 16
Mutant Soldier: hp 21


Sunken Fortress
Dungeon Level 1
Fortress Overview
1 Square = 10 feet
Tower Level 1
Tower & Dungeon Levels
1 Square = 5 feet
Tower Level 2
Dungeon Level 2
Tower Level 3

9. Cooks' Quarters (EL 7)

The door opens into a square room with five beds. Each bed has a footlocker, and two armoires sit against the far wall. A black throw rug made of some unknown animal's fur covers the floors. The animal appears to have had six legs.

The cooks from Area 8 sleep here. These rooms are empty during the day when the cooks are working. If the heroes encounter the cooks, one of them tries to escape to warn Moab below. The footlockers contain personal effects, clothing, and various sundries. One locker contains a cache of 50 gp. The rug is made from a mutated panther's fur. It weighs 25 pounds, and it is worth 500 gp.

Mutant Cooks (5): hp 16

10. Cooks' Quarters (EL 7)

This rectangular room contains five beds and five footlockers. A large armoire sits in the back of the room, as well as a writing desk and chair. An enormous leather hide of some unknown animal with two heads covers the floor.

The cooks from Area 11 sleep here. These rooms are empty during the day. If the heroes encounter the cooks, one tries to escape to warn Moab below. The footlockers contain personal effects, clothing, and various sundries. The two-headed hide on the floor is not from an ettin but from a mutated man. The cooks here killed the creature when it escaped the dungeons; they tanned its hide as a souvenir. The hide weighs 20 pounds, and it is worth 200 gp for its curiosity value.

Mutant Cooks (5): hp 16

11. Kitchen (EL 8)

You have entered a 15-foot-square room that smells of cooked meat. A stove with a long pipe that leads through the roof sits along the east wall. A cupboard filled with dishes and cups rests along the west wall. Various cooking utensils lie scattered on a table in the center of the room. A staircase leading to the tower's upper level has been built into the north wall.

This room is similar to the kitchen in Area 8 described above but the staircase here leads to the tower's upper levels. During the day and early evening, a crew of five cooks prepares food here for Moab's men. If the PCs encounter the cooks, one tries to escape to warn Moab. During other times, there is a 15% chance that a lone soldier is here trying to find a bite to eat.

Mutant Cooks (5): hp 16
Mutant Soldier: hp 21

12. Throne Room (EL 11)

If the heroes enter this room during the daytime, read all of the following description. If the heroes enter at any other time, then do not read the information in brackets.

Two heavy bronze doors allow entry to this large, semicircular chamber that runs the width of the entire tower. Directly in front of you, at the end of a red carpet, is a dais with a magnificent throne carved out of jade. Three pairs of stone columns with various sea creatures carved into their surface flank the carpet. At the foot of the dais sits a long table covered with papers and parchment. One of the larger pieces appears to be a map.

[Standing in front of the table, seemingly oblivious to your entering, are five people. They appear to be arguing with each other, while pouring over the papers spread out before them.

One of the men wears a dark blue robe and has short gray hair. He clutches his staff tightly as he leans over the table.

Next to him is a hulk of a man, muscular and tall with tanned skin. He has straight black hair and a large falchion lies buckled to his belt.

A third man stands near the center of the table. He has jet-black skin and white hair. He wears a longsword at his side in a jeweled scabbard that accentuates his impressive silk shirt and tight breeches.

A halfling with brown curly hair stands nearby wearing leather armor with beautiful silver-gray boots. A tough-looking woman rounds out the group. She has short blonde hair and wears a shinning breastplate. By the devices on her armor, you know her to be a worshiper of Yarash].

The NPCs described in the text are Moab's boon companions. In order, they are: Gaspar the Wizard, Ragnar the Barbarian, General Hani'Barakas the drow, Rooster Tumblefoot the halfling rogue, and Marissa the cleric of Yarash.

Moab uses this room to communicate with his soldiers and commanders from his jade throne. During the day, the people standing around the table are Moab's chief commanders. They are discussing plans for the invasion of Freeport. Two of them feel that an attack from the island's interior will prove more successful, while others prefer an attack from within the Old City. Throughout their conversation, they discuss being teleported into the area and note their concern about the logistics of that kind of operation. If the heroes open the doors normally, the commanders notice them on a Listen check (DC 15) unless they are trying to Move Silently.

There is a 40% chance that Moab is either watching his commanders argue through the spyglass, or he has sent his imp, Dreck, to look after them. Once he is aware of the heroes, he takes steps to thwart them in the fortress.

If engaged in combat, one of the commanders tries to escape to get help. Otherwise, they fight to the death, as they are extremely loyal to Moab.

Gaspar: hp 31
General Hani'Barakas: hp 61
Marissa: hp 40
Ragnar: hp 69
Rooster Tumblefoot: hp 49

The map on the table shows Freeport as it existed 150 years ago. It is worth 8,000 gp to a collector. The jade throne weighs 500 pounds, but if it can be removed, it is worth 25,000 gp intact.

Moab's Companions

You might be asking yourself how some of Moab's human companions can still be alive 150 years after passing through the whirlpool. The answer lies within the power of the Stone of the Heavens. The transmutation energy flowing from the extraterrestrial stone can be controlled, but it requires a price. Moab found a way to stop his companions from aging. However, this power has the unfortunate side effect of removing not only the signs of aging but also much of the experience they have gained over the years. That is why Moab's companions have remained at much the same experience level for all these years.

Broken pieces of the throne are worth various amounts, depending on how much is taken.

Tower Level Two

13. Wizard's Room (EL 6)

The door to this room has an *arcane lock* spell on it.

This15-foot-square room contains a four-poster bed along the north wall covered with fine silks, a writing desk and an armoire in the southwest corner, and a window in the east wall.

This is the living quarters for Gaspar, Moab's wizard companion, and his feline familiar, a black cat named Shadow. He is usually here between the hours of ten o'clock at night and dawn, as he spends most of his time in the dungeons below performing experiments and making potions.

Some fine parchment, an inkwell, and a pen rest on top of the desk. The center drawer contains (3) *feather tokens, bird* and a bound notebook. The book appears to be Gaspar's diary. Most of it is rather boring, but on a Search check (DC 20), the heroes find the following passage: "I am concerned that the stone may be our undoing. In my studies of the Lake People, I have found that this stone caused a great catastrophe. But what can we do? If it is destroyed, we will certainly perish along with it, but if it remains we may also die." The armoire only contains various items of clothing.

Gaspar: hp 31
Shadow (Gaspar's Familiar): hp 15

A. Secret Room

The door to this secret room is hidden. Inside is large locked chest. The chest is also trapped.

Contained inside the chest is a sack with 3,000 gp, a *scroll of fireball* (CL 6), *water breathing (*CL 6), and *fly* (CL 6), *disintegrate* (CL 10).

Chest: Open Lock (DC 25); trapped (***Glyph of Warding*** (Blast))
Door: Search (DC 25)
Gaspar: hp 31
Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.
Shadow (Gaspar's Familiar): hp 15

14. Storeroom

This 15-by-15-foot room contains a number of boxes, barrels, and crates. Shelves of supplies, sheets, and blankets line the walls. A small green head with a pair of yellow eyes stares at you from over the edge of one of the larger crates. As you meet its gaze, it jumps out of the crate and bows low before you, saying in Common, "What can I gets for you, masters?"

This storeroom holds the basic necessities for the soldiers living on this floor. The storeroom contains candles, ink pens, sheets, soap, and the like.

The green-headed fellow here is a goblin named Vichy, and he has been a servant of Moab since his days as a pirate. Moab has kept him alive to serve him. It is his job to give anyone who enters this room the items that they request. He has been the subject of abuse for many years, and it has scarred his body and his mind.

The heroes can question Vichy about the tower, but he tends to ramble and add in much useless information. For example, if asked about his master, he might say, "Oh yes, master be strong, and he live below in the dungeons, now where that bar of soap I lost last week go. Oh yes, now I remembers! I puts it in that box over there. Last month master asks for soap, and I loses it, but now I finds it. "

Vichy knows that his master Moab lives below in the dungeons and that he found a magical stone. He knows who lives on this level of the tower and that many soldiers train below in the courtyard. He has also heard strange growling noises coming from upstairs. Vichy answers two questions, and then asks the heroes who they are, and he won't answer any more questions until they tell him. Of course, he can be easily duped. If the PCs tell him the truth or attempt to intimidate him, he screams very loudly, hoping for someone to come and save him.

Vichy (goblin servant): hp 25

15. Sergeants' Quarters (EL 6)

The door to this room is locked.

The locked door opens into a neatly kept bedroom with two bunk beds on the far wall. Two footlockers sit in front of each bed and a desk sits between the beds. A pair of armoires flanks the door and an aquamarine rug depicting a battle at sea lies on the floor.

This room is home to four of Moab's sergeants. During the day, they are down in the courtyard training the soldiers. They are here between the hours of 9 p.m. and 5 a.m.

The locked footlockers each contain d100 gp, as well clothes and various sundries. One locker contains (2) *potions of water breathing* (CL 6). The armoires contain only clothing.

Door: Open Lock (DC 25)
Footlockers: Open Lock (DC 25)
Mutant Sergeants (4): hp 31

16. Pen of the Man-Beast (EL 6)

This room is barred from the outside. On a successful Listen check (DC 15) the heroes hear a growling noise coming from within the room.

The odor of unwashed fur assaults your senses as you enter this room. Your attention is immediately drawn to the large creature snarling at you from the far end of the room only 15 feet away. It is covered in white fur from head to toe and is very muscular. It has four arms, each ending in a set of razor-sharp claws. It's rushes towards you!

This creature is the result of one of Moab's experiments. Although strong, it has only an animal's intelligence. It does not like strangers, and it has been trained to attack creatures it does not know. If the heroes hesitate or attack, the man-beast attacks them. A hero with the Wild Empathy ability may be able to calm the creature.

Girallon: hp 81

17. Jhondal's Quarters (EL 7)

The door to this room is locked.

This 15-by-20-foot room is well appointed with a plush wall-to-wall rug. It contains a large bed in the northeast corner covered with blankets, a round table with five chairs in the northwest corner, and numerous paintings adorn the walls, each depicting a nautical battle. Under the largest painting, to the left of the door, is an ironbound chest. A closet rests to the right of the door and a small end table sits next to the bed.

These quarters are the home to Jhondal, one of Moab's lieutenants. He is in charge of boarding actions with enemy vessels similar to those shown in the paintings within the room. The PCs may have encountered Jhondal in Area 12. If not, he is here in his quarters between the hours of midnight and dawn, although he only sleeps for three hours a night.

To save his life, he attempts to talk with the heroes. After discovering who they are, he does not disclose much information, but he does tell them that Moab plans to destroy the other members of the Full-Fathom Five with his army. If confronted with the planned attack on Freeport, he denies it. If a fight ensues, he calls out for his fellow commanders each round to see if they will come to his aid.

The closet contains only clothing. The end table holds an old book entitled *Boarding Actions: The True Test of a Pirate* written by Jhondal himself. It is worth 1,000 gp. The ironbound chest is locked. Inside are 2,000 gp and (2) *potions of cure moderate wounds* (CL 6).

Door: Open Lock (DC 25)
Ironbound chest: Open Lock (DC 25)
Jhondal: hp 81

18. Marissa's Quarters (EL 5)

Upon entering this 20-by-15-foot room, the sweet smell of fine incense strikes you. It emanates from a pot resting upon a small altar to the right of the door. A floor-to-ceiling aquamarine tapestry covers the far wall. A circular bed covered with silk sheets sits in front of the tapestry. A writing desk rests in the northeast corner of the room.

Marissa, Moab's companion and a cleric of Yarash, stays here. She is one of the commanders the heroes may have encountered in Area 12. She resides in her room between the hours of 10 p.m. and midnight, praying at the altar. Since she is an elf, she meditates here on her bed from midnight to dawn.

Marissa shows no quarter and attacks the heroes as soon as she spots them. During the fight, she calls out for help. Any spells that Marissa casts in this room are at +2 DC due to her altar to Yarash and her utter devotion to his cause.

Concealed under her bed, Search (DC 20), is a chest containing 3,000 gp, a *potion of water breathing,* a *ring of freedom of movement*, and a *ring of the ram* (10 charges).

Marissa: hp 40

19. Ragnar's Quarters (EL 6)

The door to this room is locked. There is a 25% chance that Ragnar is in his room working out with his practice dummy. If so, add this fact to the description below.

The door opens onto a sparsely decorated chamber. In front of you is a small couch and table resting on a black panther-skin rug. To your left is a large open space with a wooden practice dummy. There is a window in the curved wall there. To your right is a black curtain preventing you from seeing the remainder of the room.

Ragnar is a barbarian from the jungles of the south that joined up with Moab years before falling into the whirlpool. He is extremely loyal and fights to the death. The PCs may have encountered him in Area 12. If not, he is here between the hours of 10 p.m. and 9 a.m., when he spends his time working out, drinking, and sleeping (in that order).

If Ragnar is found using the practice dummy, he turns and attacks the heroes, immediately going into a rage. His battle scream of "Death to the enemies of Yarash!" may attract some of his companions to the fight from nearby rooms.

The panther-skin rug on the floor weighs 20 pounds and is worth 400 gp. An unlocked but trapped iron chest rests beyond the curtain. The chest contains 500 pp, a pouch with a diamond worth 1,000 gp, an emerald worth 500 gp, and a *folding boat*.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. *Market Price:* 17,500 gp.
Door: Open Lock (DC 25).
Iron Chest: Unlocked; trapped (Burnt Othur Vapor Trap)
Ragnar: hp 69

20. General Hani 'Barakas' Quarters (EL 7)

This 50-foot-long, 15-foot-wide room has a curved black wall pierced by two windows spaced 15 feet apart. A couch rests against the north wall with a low table in front of it. In the center of the room is a long rectangular table with five chairs around it. The top of the table is decorated with a colorful mosaic, but you cannot make out the design from here. There is a door 30 feet south of the one you entered through.

General Hani'Barakas has been at Moab's side far longer than any of his other companions. He is the general of Moab's mutant army, and he has been feverishly preparing for the battle for Freeport. The PCs may have encountered Hani'Barakas in Area 12. During the hours of 10 p.m. and midnight, he sits in this room going over battle plans. After midnight, he meditates until dawn.

If encountered here, Hani'Barakas calls out to his other commanders for aid while fighting the heroes. He does not willingly talk to the PCs or surrender; he has been planning Moab's revenge for too long to betray him now.

The mosaic on the long table depicts a battle plan for Freeport. The mosaic shows the city's harbor filled with ships bearing the five-starred-skull standard of the Full-Fathom Five. In the waters outside the harbor sits a large creature, half-man and half-sea-monster, crushing ships and hurling them to their doom.

General Hani'Barakas: hp 61

21. The General's Bedroom

A strong wooden door opens into a room with three straight walls and one curved wall with a window in it. Against the north wall is a large bed covered with fur blankets and fine pillows. A chest rests at the foot of the bed. A small writing desk complete with pen and inkwell sits under the window.

The writing desk has a single locked drawer. The drawer contains many papers and scrolls written in a strong, flowing script. Most of them are notes on battle plans and tactics. On a successful Search check (DC 20), the heroes uncover a note written on a small scrap of paper in the Elven. It reads:

"I write this to clear my mind of these nagging doubts. I am concerned that the master's plan will bring us to ruin. I dare not speak out against him, but the summoning of this creature is a mistake. We have a large enough army to take Freeport by ourselves. We do not need the help of this otherworldly creature. I only hope that we can control it."

The chest is locked. Inside is a sack with 1,000 pp and two diamonds worth 1,000 gp each. The chest also contains a *potion of cure serious wounds* (CL8), *potion of bull strength* (CL 5), and a *ring of swimming*.

Chest: Open Lock (DC 30)
Drawer: Open Lock (DC 25)

22. Rooster Tumblefoot's Quarters (EL 7)

This room is shaped like a quarter-circle that is roughly 30 feet long and 20 feet wide. There are two windows in the middle of the round wall at the opposite end of the room flanking a desk covered with papers. Against the west wall is a bed covered with fine linens and plush pillows.

This room belongs to Rooster, master halfling rogue and longtime companion of Moab. The PCs may have already encountered Rooster in Area 12. If not, he is here between midnight and dawn.

The desk does not have any drawers. The papers scattered across the top of the desk are pages from a book that Rooster is writing on the art of the sneak attack. The pages have diagrams and writings pointing out weak spots in armor and in creatures' hides. The book is unfinished.

The *permanent image* spell hides a chest in a corner of the room. If the room is searched, the PCs locate the chest on a successful Search check (DC 30). The unlocked chest is trapped.

The chest contains 3,000 gp, a *rod of wonder* (20 charges), a *potion of cat's grace* (CL 6), a *potion of haste* (CL 6), and a pouch with two rubies worth 500 gp each.

Chest: Unlocked; trapped (***Glyph of Warding*** (Blast))
Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.
Rooster Tumblefoot: hp 49

Tower Level Three

23. Food Storage

The stairs open into a large room cluttered with many barrels and boxes of all shapes and sizes. A door rests in the north wall of the room.

This room is used for food storage for the creatures in Areas 24 and Area 25. The boxes and barrels contain dried meat and fruit and other foodstuffs. There is nothing else of value contained in this room.

24. Mutated Leopards Pen (EL 10)

The door to this room is barred from the outside.

The roof of this large room has collapsed to the north, exposing the sphere of force holding back the waters of the lake far above. A number of deep growls greet you as you enter. Moving toward you from the far end of the room are six spotted leopards. They have two heads and their tails are spiked. They do not appear to be domesticated.

These mutated leopards have been bred specifically to be used in the invasion of Freeport. They attack the heroes immediately and fight until killed.

Mutated Leopards (6): hp 32

25. Mutated Wolverines Pen (EL 7)

The door to this room is barred from the outside and is made from wood and reinforced with solid iron bands. The reason why becomes quickly evident.

The barred door opens onto a chamber that is roughly 20 feet wide and 25 feet long. The northeast section of the roof has collapsed, revealing the waters of the lake, far above. Three wolverines rest against the far wall. Strangely, they rise up to stand on two feet as you enter and then move to attack with their fangs bared.

These mutated wolverines have retained their ability to rage as their normal counterparts. They fight to the death. They have increased strength and do more damage than normal wolverines.

Mutated Wolverines: hp 55

Tower Level Four

26. Collapsed Roof

If seen from above, read the following:

The roof of the tower has mostly collapsed in the northern and western sections, revealing a hallway and two rooms below. Four-legged creatures move about, but you can't see them well from your vantage point. The remaining portions of the roof are intact, complete with ramparts.

If the heroes arrive from below, read the following:

The northern and western portions of the roof have collapsed into a pile of rubble. The remaining portions of the roof are intact, complete with ramparts. Above you, the sphere of force holds back the lake's waters.

There is nothing of interest on the roof, although it does afford an excellent view of the courtyard of the fortress.

Sunken Fortress: Dungeon Level One

1. Pantry (EL 2)

This 10-by-10 room is filled with barrels and crates from floor to ceiling. A door rests in the northeast corner of the room.

The cooks from the tower's first floor use this room for storage. The barrels and crates contain everything from salt and spices to dried fruits, meat, and flour. The door in the corner of the room is cold to the touch.

If the heroes have not encountered and slain the cooks from the upper floors, there is a 30% chance that two of them are here. Sounds of combat from this room may bring the two guards from Area 4 to investigate.

Mutant Cooks (2): hp 16

2. Magical Freezer

An icy blast of air strikes your faces as you open the door. This rectangular room is 10 feet wide by 20 feet long. The temperature in this room is below freezing,

and you can see your breath in front of your faces. Various carcasses rest on meat hooks lining the walls.

This room is enchanted to remain below freezing permanently. The meat on the hooks is used to feed Moab's army. If the heroes failed to save Garros from death in the Lake People Settlement, his frozen carcass is on a hook in this room.

3. The Cooks' Pets (EL 2)

The disgusting smell of rottenness and decay hits your nostrils as you open this door. This 15-foot-square room is filled with all manner of garbage and refuse. There is a five-foot-diameter hole in the wall in the southwest corner of the room.

This room and the attached warren are home to a dire rat and many rats. The cooks keep them as pets, feeding them leftover table scraps and garbage. Five rounds after the heroes enter the room, the dire rat enters through the hole in the wall. If attacked, he lets out a loud screech to summon the 20 giant rats living in the warren (marked A on the map). Sounds of combat from this room may bring the two guards from Area 4 to investigate.

Dire Rat: hp 42
Rats (20): hp 1

4. Guard Room (EL 7)

This 15-foot-square room has an exit in the center of each of its four walls, each blocked by an iron portcullis. Two guards sit at table in the center of the room playing cards.

These men have been chosen as guards due to their unique mutation. They literally have eyes in the back of their heads! They cannot be flanked, and they gain a +2 to all Spot checks.

If the guards have come to investigate the sounds of combat earlier, they won't be in this room. The men here have become somewhat complacent, as there has not been any trouble for many years. They mainly make sure that none of the soldiers or men from the upper levels wander around down here in the dungeons.

If the guards detect the heroes, one of them runs to summon help from the guards in Area 8 and the torturers in Area 9. The other tries to shoot the heroes with his repeating crossbow. When help arrives, one of the guards heads below to warn Moab.

A bank of four levers (marked with an X on the map) on the floor near the guard table controls each portcullis.

Mutant Guards (2): hp 60

5. Prison Block

This corridor is lined with doors spaced every five feet or so. Each door has a small, barred window in it. Farther down the hall, the corridor turns to the left.

The Lake People that are offered to Moab as sacrifices are taken here to await mutation. Each cell can hold five people in cramped conditions. The doors are locked from the outside. The two guards in Area 4 have the keys to the cells.

Area A is the cell that the heroes are placed in if they have been drugged and sacrificed to Moab or have presented themselves willingly. Areas B and C currently hold four Lake People, two in each cell. The two men in Area B are named Wilson and Gordon. If they are freed, they tell a story of strange experiments being performed on them and how they have been strapped down to tables and poked and prodded with all manner of instruments by horrible little devil men with beards. Some of their companions have even been tortured or even bled to death in a horrible chamber south of the guardroom. Wilson and Gordon are too weak to fight or flee. They agree to be led out of the fortress by the heroes, but they do not go on their own. The prisoners in Area C are named Addie and Bennie. These men refuse to leave their cell. They believe that Moab is only testing them and that he will choose them to ascend into his army and undergo the great change. These men are religious fanatics, and they cannot be convinced that Moab is duping them.

Addie: hp 9
Bennie: hp 3
Doors: Open Lock (DC 20)
Gordon: hp 3
Wilson: hp 7

6. Collapsed Cell

The door to this room is barred from this side. If the heroes enter this room from the prison (Area 5), read the following:

After scraping open this door, you see a large room beyond filled with rubble. The passage beyond has collapsed and looks impassable.

The rubble extends for about 20 feet. It takes about three hours for the heroes to dig their way through the rubble to the caves in the **Caverns of the Hydra** section on page 157.

If the heroes have come from the caverns, they have to break down the door into the prison. If they break down the door, the two guards in Area 4 (if not already encountered) come to investigate.

Door: Strong wooden; Hardness 5; hp 20; break DC 25

7. Preparation Chamber (EL 7)

The smell of decayed flesh assaults your nostrils as you enter this rectangular, 15-by-30-foot room. Two doors rest in the center of the east and west walls. Four stone slabs, stained with dried blood and bits of decaying flesh, sit in each corner of the room. A channel dug into the stone of the chamber floor funnels the blood from each of the tables toward the center of the far wall. It disappears into a hole there beneath a carving of five skulls. Along the walls are various wicked instruments of torture that must have been used on the prisoners unlucky enough to be placed on the tables.

Moab's View of the PCs

Moab sees the heroes as a threat to his plans. It would be a great boon if they could be turned to his cause, though. If he learns of their presence, he tries to convince them to join him. If he fails, he subjects them to the power of the Stone of the Heavens, or he kills them if they resist.

Moab and his evil derro torturers use this room to "prepare" the prisoners for the mutation ritual. They are tortured to see which of them are the strongest and hardiest. They subject the survivors to the power of the mutation stone, whereupon, they likely become members of the mutant army—if Moab approves of their mutations.

There is a 40% chance that two Derro torturers are here administering to an unhappy victim who has recently expired. They call for help from their comrades in Area 9 and the guards in Area 8.

The blood of the victims flows through the hole in the wall into the temple of Yarash located in Area 10. Pressing the topmost skull in the carving above the hole opens the secret door.

Derro Torturer (2): hp 61
Secret Door: Search (DC 25); strong wooden; Hardness 5; hp 20; break DC 25

8. Guard Barracks (EL 9)

A short five-foot hallway leads into a 10-foot-wide by 20-foot-long room containing three bunk beds. Two weapon racks filled with spears, longswords, and maces flank the hallway.

This room houses the six dungeon guards. When they are not on duty in Area 4, they are found here resting or sleeping. There is nothing of value here besides the weapons.

Mutant Guards (4): hp 60

9. Torturers (EL 9)

A five-foot hallway opens onto a rectangular room that is 20 feet long by 10 feet wide. There are two beds against the north and south walls of the room and a desk opposite the door.

This room houses the four derro tasked with torturing the prisoners to find those that are worthy for the ritual. They fight the heroes but call out for help from the guards in Area 8.

The desk is stacked high with many books with handwritten pages. Each describes various tortures inflicted upon unhappy prisoners. Each one has a simple check or an x marked next to the entry. There appear to be many more x marks than checks. On a successful Search check (DC 25), the heroes notice the following words written next to one of the entries marked with an x: "At least his blood will serve Yarash." There is nothing else of value in the room.

Derro Torturers (4): hp 61

10. Blood Temple of Yarash (EL 11)

The secret door opens into a five-foot passage that ends in a circular chamber that is 20 feet in diameter. The channel of blood carved into the floor continues through the center of the room, ending at an altar located against the far wall. On top of the altar is a basin filled with blood. On the wall above the altar is the symbol of the five skulls that you have come to know so well. Long, low tables sit near the east and west walls. Each is covered with a variety of sparkling gems.

This room is used to appease Yarash's blood lust. Every day, the cleric Marissa performs rituals here with the blood of the torturers' victims. This is a truly evil place. Anyone of good alignment stepping within 10 feet of the altar causes the devil guardian of the temple to *gate* in to defend this sanctuary of evil. This is a Pain Mistress from Hell. She fights to the death.

In total, there are 200 gems on each table with a total value of 7,000 gp for the lot.

Pain Mistress: hp 95

11. Smithy (EL 9)

The sound of a hammer meeting an anvil can be clearly heard from beyond this door.

A blast of hot air greets you as you enter this 20-foot-square room. Two anvils sit in the center of the room, and a large forge is located in the northwest corner with raw materials nearby. A rack of weapons in various stages of production lies against the east wall. Your attention is immediately drawn, however, to the blacksmith working in the center of the room. It is an enormous creature, with two heads, four arms, and four legs! It is simultaneously hammering pieces of steel on both anvils. It looks up from its labors and stares at you for a second. Then, it picks up a hammer in each of its remaining two hands and bellows in a deep voice, "I will crush the intruders. Feel the pain of my mighty hammers!"

The Forger, as Moab calls him, is a freak mutation that has learned to become a very effective blacksmith, as well as a powerful opponent in combat.

A successful Search check (DC 20) reveals a magical weapon, a *+3 longsword*, among the unfinished items on the rack.

Forger: hp 110

12. Alchemy Room (EL 6)

This is a 10-foot square room with no exits. A table covered with crucibles, alembics, bottles, a small brazier, and a book rests near the south wall. The wall opposite has floor-to-ceiling shelves holding various jars, bottles, and pouches.

The wizard Gaspar uses this room to brew potions for Moab and his army. There are no completed potions here as they are stored in Area 13. The shelves on the wall contain all manner of components useful in the creation of potions. The book on the table is a treatise on alchemy. Anyone with the Craft (Alchemy) skill that reads the book and makes a successful Intelligence check (DC 25) gains a permanent +1 bonus on all future Craft (Alchemy) checks. The book is worth 10,000 gp.

Gaspar: hp 31
Shadow (Gaspar's Familiar): hp 15

13. Treasure Room (EL 10)

The door to this room is well hidden and locked.

The secret door leads to a 10-foot square room containing four ironbound chests. A circle has been carved into the floor. It is the five-starred-skull pattern of the Full-Fathom Five.

The pattern in the floor is a pressure plate that releases a wyvern arrow trap from the walls. The much more dangerous trap, however, is connected to each of the ironbound chests, which are rigged to set off a dropping ceiling trap. When two chests are opened, they drop into the floor, springing the trap; at the same time, the room's door locks from the outside, and the ceiling drops.

Door: Search (DC 30); Locked, Open Lock (DC 25); hardness 7; hp 25; break DC 25
Dropping Ceiling Trap: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16.
Ironbound Chests: Unlocked; trapped (**Dropping Ceiling Trap**)
Wyvern Arrow Trap: CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. The chests contain the following:

Chest 1: 2,000 gp.
Chest 2: (5) *potions of water breathing* (CL 6), (4) *potions of bull strength* (CL 10); (3) *potions of haste* (CL 10); (4) *potions of heroism* (CL 10), and a *necklace of adaptation*.
Chest 3: 500 pp, one jar of *universal solvent*.
Chest 4: *bag of holding* (Type II), an *eversmoking bottle,* and a quiver of (50) *+2 keen arrows.*

If the heroes were brought to the fortress unwillingly, their belongings are stored in this room as well.

14. The Forger's Quarters (EL 9)

A huge bed on the north wall dominates this 15-foot-square room. The bed is six feet wide and eight feet long.

The blacksmith (from Area 11) sleeps here. His room contains no decorations or creature comforts other than the bed. Hidden underneath the bed (Search DC 25) is a diamond worth 1,000 gp.

Forger: hp 110

Sunken Fortress: Dungeon Level Two

15. Ritual Anteroom

The door opens in the middle of a rectangular room that is 25 feet long and 15 feet wide with a door in the opposite wall. There are eight stone slabs; four along each wall, with leather straps to hold down the legs and arms of anyone placed upon them. Mounted to the wall above each slab are brass-bound glass containers filled with a dark green liquid. A glass tube is connected to the bottom of each container with a valve to control the flow of the liquid. The slabs are currently empty.

This room is the final stopping point for anyone set to endure the mutation ritual. The torturers from Area 9 described above take the

subjects that have passed their tests to this room. They are placed on the slabs and forced to drink the non-magical green liquid, which sedates them, making them easier to handle during the ritual process.

16. Moab's Sitting Room (EL 12)

This is a rectangular room with floor-to-ceiling bookcases that line the east and south walls. A fireplace is in the center of the north wall; a comfortable-looking couch sits in front of it. A curtain covers a 10-foot section of wall in the northeast corner of the room. Above the fireplace is a magnificent painting of old Freeport.

Moab uses this room for reflection, study, and planning. He often sits on the couch reading one of his many tomes from his library's shelves. If the heroes have not yet encountered Moab elsewhere in the fortress, there is a 25% chance that he is here. If encountered here, Moab warns the heroes that they have met their doom, and if attacked, he teleports into Area 19 to make sure he can get the Stone of the Heavens. After getting the stone (or if the stone is missing), he heads for the Summoning Chamber in Area 21 to begin summoning his demonic ally. If he can, he also tries to summon his companions to him for a last stand in Area 21.

The library shelves contain many books ranging in topics from Alchemy to Zoology. Most are worth between 250 and 750 gp. If the PCs search the many shelves, a Search check (DC 30) uncovers a *tome of leadership and influence +1.* This can also be discovered with a *detect magic* spell.

Dreck (Imp Familiar): hp 13
Moab Cys'Varion: hp 90

17. Moab's Sleeping Chamber (EL 12)

This is a square room with a luxurious bed against the south wall. There is a desk with a chair along the east wall and a large chest on the right side of the bed. The walls and ceiling are beautifully painted to represent a seascape with a blue sky and white clouds.

Moab rarely sleeps here, and he often meditates while lying on his bed with his eyes open. If the heroes have not encountered him previously, he is here meditating 25% of the time. His reaction to the heroes is as described in Area 16.

The desk holds an inkwell and pen, as well as many scrolls with Moab's flowing script. The writing on the scrolls ranges from plans for the invasion of Freeport to Moab's hatred of his brethren in the Full-Fathomed Five. On a successful Search check (DC 25), the heroes discover a distinctive scroll with the following written on it:

"I have bargained with the power beyond the portal for many months now. He has promised me that he can make the portal work to take us to Freeport, but I am unsure of this. I am convinced that I need this creature's help if I am to take the city. Although my army is quite powerful and almost complete, a creature of this power would certainly guarantee my victory. I am sure that I can control it using the power of the stone and the spyglass. I know that some of my companions are uncertain, but they are too afraid to mention it. I must think on this further."

The chest beside the bed is locked and trapped. The chest contains 10,000 gp, a *deck of many things*, a *wand of lightning bolt* (CL 8, 20 charges), and an arcane scroll with the following spells: *globe of invulnerability* (CL 11), *fire shield* (CL 10), and *limited wish* (CL 15).

A secret door lies in the north wall.

Chest: Open Lock (DC 35); trapped (***Forcecage* Trap**)
Dreck (Imp Familiar): hp 13
***Forcecage* Trap:** CR 8; magic device; proximity trigger *(alarm);* automatic reset; spell effect (*forcecage*, 13th-level wizard); Search DC 32; Disable Device DC 32.
Moab Cys'Varion: hp 90
Secret Door: Search (DC 30)

18. Golem Guard Room (EL 12)

A portcullis blocks the entrance to this room.

The room beyond the door 15-foot square and there are no other visible exits. Standing stock still in the center of the room are two large creatures with extremely large chests and arms that hang down below their knees. They appear to be made out of clay. Quickly, the two creatures come to life and move toward you.

The clay golems here attack anyone entering the room not accompanied by Moab. A secret door lies in the north wall. A Search check DC 20 is necessary to find the button that opens the portcullis.

Clay Golems (2): hp 90
Secret Door: Search (DC 25)
Portcullis: Hardness 10; hp 60; break DC 25

19. Chamber of the Stone of the Heavens

If the stone is still present in the room, read the following description. If not, leave out the section describing the stone. Also, following boxed text assumes the heroes do not enter from one of the secret doors; if they do, leave out the first sentence.

A short 10-foot corridor leads to a large chamber whose naturally hewn walls appear to move and shimmer before your eyes. The room is large, roughly 50 feet in diameter, and is dominated by a dais in the center of the room rising four feet above the cavern floor. At its center is a pedestal. Resting on the pedestal is a dull black stone of irregular shape. It gives off a greenish glow that fills the chamber. Eight man-sized cages surround the dais.

The Stone of the Heavens

The ancient people that once lived on this island recovered this strange stone from the core of a meteorite that smashed into the island. Taking this as a sign from their god, they immediately tried to put the stone to use and found that it was a powerful magical artifact. With it they could create great things. The power of creation came with a price, however.

The stone slowly altered the minds of the people using it, and caused strange mutations in those exposed to its power. Soon, this once-great race was destroyed, for the stone's transmutation powers caused their island to experience a terrible earthquake and hellish volcanic eruptions.

The stone is black and dull with an irregular shape. It weighs five pounds, and it is strangely warm to the touch, as if it still retains the heat from its journey through the atmosphere so long ago.

If anyone keeps the stone in his possession or is within one mile of it for longer than a week, he must make a Fortitude save (DC 20) or suffer a mutation. The GM decides the exact nature of the mutation; it can be anything from an extra limb to reduced intelligence.

A wizard or sorcerer may learn to control the stone's energies. This requires a week of study and experimentation in a lab using at least 5,000 gp worth of supplies. At the end of the week, the wielder must make an Intelligence check (DC 25) or immediately suffer a random mutation. If the check succeeds, the wielder can now protect himself from the stone and up to his Intelligence modifier in allies and may cast a successful *polymorph any object* spell on another.

The wielder can also channel the stone's energies into spells of his own casting on a successful Spellcraft check (DC 25). Spells cast in this way take twice the amount of time, but they are cast at the caster's level +2 using any meta-magic feat of the wielder's choice. Failing this check makes the wielder susceptible to another mutation, requiring another Intelligence (DC 25) check.

The spot marked with X on the map represents the area covered by an *alarm* spell cast by Moab to warn him if anyone enters the room without his permission.

The stone in the center of the room is the magical meteoric rock known as the Stone of the Heavens that Moab has been using to mutate his army (See the sidebar above for more information on the stone).

The stone cannot be destroyed by normal means. If destroyed, however, the protective *sphere of force* keeping the lake above at bay disappears. The stone can be destroyed with the *universal solvent* from Area 13 above or a *disintegration* or *limited wish* spell.

20. Magical Lab (EL 10)

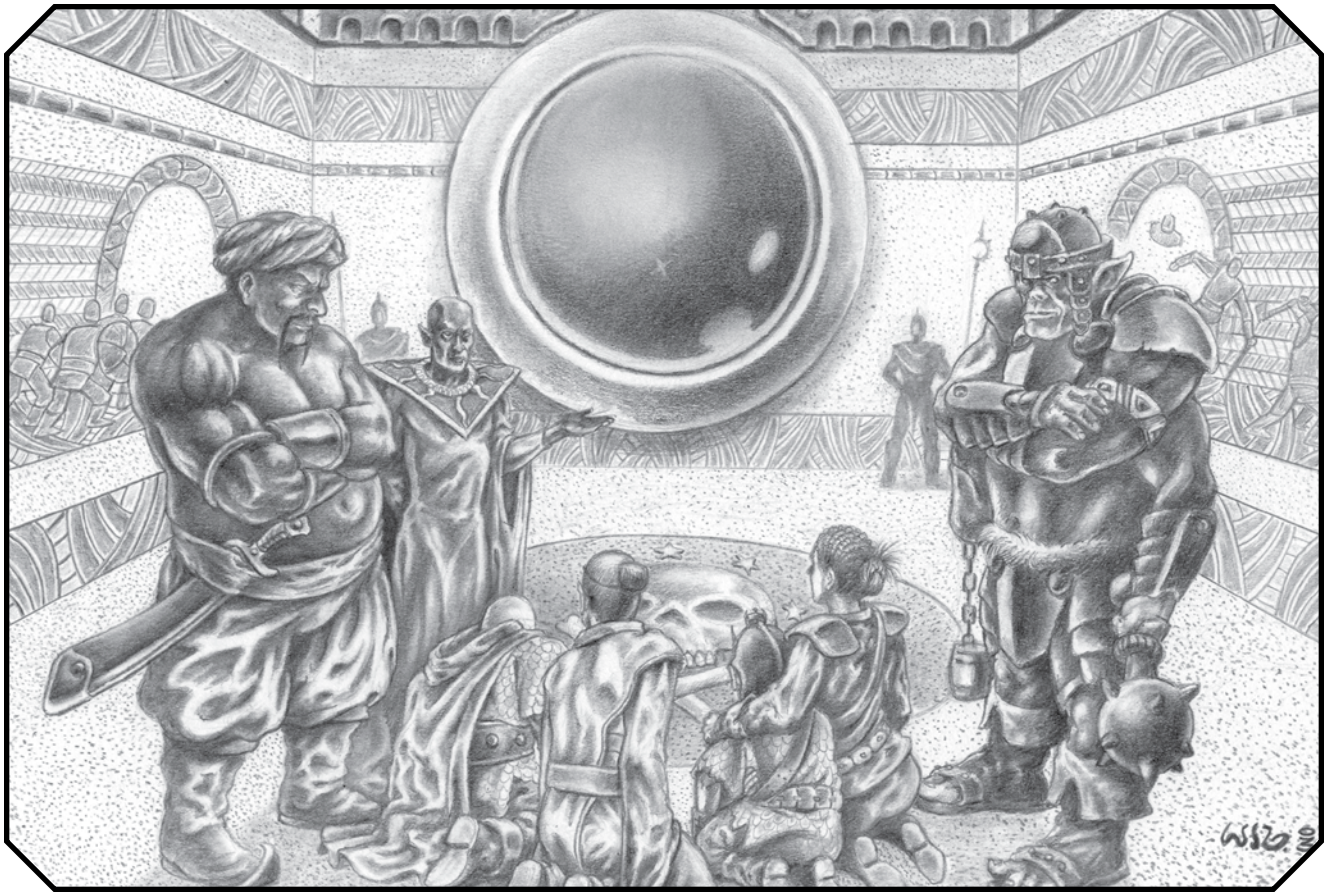
A portcullis blocks entrance to this room. The lever controlling it is against the far wall next to the secret door.

This is a 15-foot-square room. The wall to the south is lined with shelves holding various herbs, roots, powders, and magical components. A long bench rests against the north wall with two chairs in front of it. The table is covered with a variety of crucibles, small braziers, mortars, pestles and various other bits of magical equipment. A large creature with an abnormally large chest and long arms stands near the west wall blocking access to a door behind it.

Gaspar, Moab's wizard, uses this room as a lab. If the heroes have not already encountered him, there is a 30% chance he is here working. The clay golem has been told to guard the door and not admit anyone but Moab and Gaspar. It also defends itself if attacked. If the golem engages in combat, Moab instantly knows.

A spellcaster has a 50% chance of finding any spell component needed here.

Clay Golem: hp 90
Gaspar: hp 31
Shadow (Gaspar's Familiar): hp 15



21. The Chamber of the Summoning Portal (EL 15)

This large room is 35 feet square and over 20 feet in height. Two features dominate it: a large carving in the center of the floor depicting the symbol of the Full-Fathom Five and a 10-foot-tall circular portal against the north wall of the room made out of the purest silver. It pulses with an orange light and throbs with energy that can be felt as soon as you enter the room. The east and west walls are covered with murals depicting Moab's army traveling through the portal and moving on to destroy Freeport.

This is the portal that Moab plans to use to transport his army to Freeport to destroy it. He has made a bargain with a Gelugon, an ice devil that he intends to summon to help him attack the city, but also provide the magical energy needed to transport his men. The devil has duped Moab; he only wants to be summoned to this world to create his own kingdom. The creature has no intention of helping Moab at all. In fact, the first order of business is to kill Moab and take control of his army to use for the devil's own purposes.

Moab chooses to have a final encounter here with the heroes if he has not been able to stop them on their trek through his fortress. He calls for help from as many of his allies and companions that he can. Then he stands near the portal, casts any remaining defensive spells, and then awaits the PCs' arrival. If things go badly for him, he uses the Stone of the Heavens to summon the devil to aid him (a full-round action). Moab then realizes the magnitude of his own folly, as the creature attacks him!

The devil is no friend of the heroes. Once he is done with Moab, he turns his attention on them. The creature can be destroyed in the normal way by killing him or banishing him back to his own plane. The heroes may also attempt to destroy the Stone of the Heavens. This dispels the magic within the portal, sucking the devil back through to his home plane, leaving only a mundane, plain, silver, disc. As mentioned earlier, this can only be accomplished by *disintegrate, limited wish,* or using the *universal solvent* found in Area 13 the treasure room.

How Long Can you Tread Water?

Now the heroes have an even bigger problem. Destroying the Stone of the Heavens causes the *sphere of force* holding the waters of the lake at bay to rush in and drown the fortress under a torrent of water! The heroes hear a rumbling sound far above them, and the room shakes violently. Fissures appear in the walls and great sections of the ceiling start to fall. The heroes must roll a Reflex save (DC 15) to avoid the falling rock. Those who fail take 1d10 points of damage.

Water rushes into this room 10 rounds after the Stone of the Heavens is destroyed. The power of the water surging into the small room smashes into the heroes causing 4d10 points of damage. If the heroes brace themselves beforehand, the damage is reduced to 2d10. Of course, anyone that cannot breathe underwater quickly drowns soon after anyway, as the room fills with water.

The Spyglass

Yarash gave Moab the magical spyglass artifact to do his bidding. The item is made of pure gold and never shows the slightest scratch or tarnish. Its lenses are smooth crystal and are unbreakable by normal or magical means. In addition to performing its more mundane function, the spyglass has a number of magical abilities. Foremost among them is the ability to create gates through solid obstacles and to distant points. Roughly, creating a gate through 100 feet or less of solid matter or between two points with line of sight within a quarter-mile of each other is a Straightforward Task, as outlined in **Using the Artifacts of Yarash** on page 65. Anything more—such as creating a tunnel through a thicker barrier or opening a gate to a place further away or not in line of sight—requires a Complex Task check. Creating a portal between planes is more or less impossible for anyone who is not a deity (as Moab has discovered).

In addition, the spyglass has a number of secondary properties, all accessible with a Straightforward check.

- Anyone looking through the spyglass can see as if using a *true seeing* spell.
- The spyglass acts as a *crystal ball with telepathy* and *true seeing* properties.
- The spyglass can be used as a focus when casting arcane magic spells to increase their potency. This ability can only be used after a day's worth of preparation and requires the subject to make a Concentration check (DC 20 + spell level) at the end of the day or the casting fails. Successfully focused spells are cast at caster level +3, and they take effect as if powered by any meta-magic feat of the caster's choosing.

Escaping Certain Death (Again)

How can the heroes escape a watery grave? Swimming to the surface is impossible, even with water-breathing magic, as the fortress above has collapsed, blocking the way out with debris.

Remarkably, a large portion of the ceiling collapses near the west wall, revealing a smooth, cylindrical shaft heading diagonally out of the chamber. During the day, a faint light can be seen coming down the shaft. In the evening, a cool breeze is noticeable. This cylinder appears to be just about the same diameter as the portal disc. It's a long shot, but the heroes might be able to move the disc over the hole, hop in, and use some aqua-jet propulsion to get to the surface.

Moving the disc requires at least two people and a Strength check (DC 20) with a +2 synergy bonus for each hero lending a hand. Once in place, the heroes have to make sure that it remains there when the first rush of water strikes. This requires another Strength check (DC 20). If this is successful, the heroes are in for one hell of a ride. The water pressure pushes the silver disc through this ancient lava tube for over 400 feet. Finally, they burst through into the open…but over 50 feet in the air.

As the disc falls to the earth, everyone on board must make a Strength check (DC 15) or be thrown off, taking 5d6 points of falling damage. Those that remain on the disc take 1d6 points of damage when the disc finally hits the ground.

If Moab has been slain in another encounter, a successful Spellcraft check (DC 20) on the portal reveals that it can be activated with the Stone of the Heavens. Of course, doing so summons the devil.

There is a secret door in to this room.

Under no circumstances does this portal transport the players to Freeport or anywhere else.

Dreck (Imp Familiar): hp 13
Gelugon (Ice Devil): hp 147
Moab Cys'Varion: hp 90
Secret Door: Search (DC 25)

Section Two: Pluses and Minuses

Break on Through to the Other Side: +200 xp to each PC if the party found a creative way into the sunken fortress (other than the mentioned ones).
Tip-Toe Through the Fortress: +150 to each PC if the entire party gets to Moab without sounding the alarm.
Forget This Sneakin' Around: -100 xp to each PC if the alarm is sounded in more than three encounters.
Rodents of Unusual Size? I Don't Believe They Exist: -250 to any PC who drops below 0 hit points in the rat warrens.

Yarashad

By now, the PCs should have visited the Islands of the Damned, bested the Full-Fathom Five, and taken their artifacts by force or cunning. If they haven't, they'd better hurry, for Yarashad remains in the archipelago for only 24 hours before vanishing into the mists.

Using the Artifacts of Yarash on Yarashad

The PCs need to use the artifacts to overcome Yarashad's challenges. The following briefly outlines the purpose for each item.

In the **Blood Tunnel**, the PCs need the **spyglass** to clear a way through the ever-narrowing pathways. Only the **Yarash's bell** can get the heroes past the **Tomb of Yarash** and its undead guardians. The riches in the **Treasure Chamber** prove money is the root of all evil, forming themselves into glittering gold golems, which the **pistol** can put down. The **sextant**, of course, gets them home, but Harrimast won't permit them to leave until they've undertaken one last task, using the **hook**.

If one of the PCs fails his Will save when trying to use an artifact, he might suddenly begin bowing to Old Mad Harry (see *The Maroon*) and addressing him as "Lord of the Corsairs." Unless Harry decides to reveal himself, he simply chuckles and says, "Crazy is catching!"

Section One: Ocean Deep, Mountain High

Yarashad brings its own weather. When it appears in the archipelago, the sunlight dims and the skies fill with rolling purple storm clouds that deliver a constant threatening drizzle, which turns into a torrential downpour when the PCs make their final approach to the island. Even better, a thick, soupy fog pours off the waves, occluding the island and reducing visibility to a matter of yards.

Through the forbidding mists you see just the hint of shapes. You glimpse the stony inclines of mountains, ragged and vast beneath the fog. At their peaks crags suggest themselves like faces under a shroud. Only as you approach do you get an idea of the scale: the fearsome summits soar many hundreds of feet into the air and begin almost at the waterline. And they form a high, unbroken wall around the island, a formidable gate around the treasures of Yarashad.

The PCs can drop anchor anywhere—every spot on the shore is equally inhospitable. But once they reach the beach, the fog lifts a bit, and they can get a better idea of where they stand. The mountains each stand a mile high and present daunting near-vertical ascents (many, many Climb checks at DC 30). Make it clear that climbing the peaks at random, trying to find a pass, would take the better part of a day—time the PCs don't have if they intend to collect the treasure and escape before Yarashad vanishes.

The only way through the mountains is the **Blood Tunnel**, located in the middle of **The Devil's Mainmast**, the westernmost mountain in the range. When Harrimast flung Yarash at the island, he did it with such force that the wicked creature blasted through the mountain, leaving deep gashes in the rock as he tried to stop his blindingly fast flight but to no avail; he tore into the earth below, leaving a flaming, mile-long trench—an ignominious end for Harrimast's onetime right-hand man, but potential salvation for the PCs. If they can find the **Blood Tunnel**, and overcome its horrors, they'll have a clear shot at the interior of Yarashad.

The tunnel is immediately obvious if the PCs look at the correct mountain head-on.

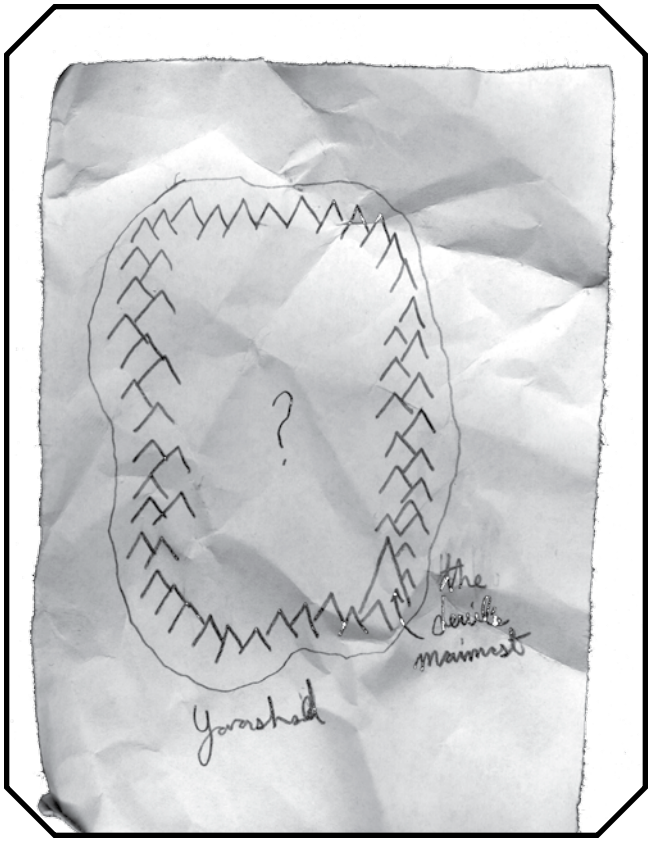
About halfway up the cliff face you see a hole gouged into the rock, a mammoth fissure at least as big as the boat that brought you here. Vapor curls from the cave's lip, and a dim red light comes from inside the cavern. In the shifting half-light of Yarashad it looks like an open wound.

If the PCs land on the wrong side of the island, or if they're just not looking up, give them one or more of the following clues:

- The PCs hear (Listen, DC 17) or Spot (DC 17) a flock of birds cawing and wheeling in the mist. The birds—the only animals the PCs have heard or seen anywhere in the vicinity of Yarashad—take a long, lazy path back to the tunnel. The PCs have no trouble following them there.
- Every few minutes, wind rushes through the tunnel, producing a ghostly bellow that echoes across the island. The PCs have no trouble finding the source (Intelligence check, DC 10).
- The PCs hear (Listen, DC 17) a loud rumbling and Spot (DC 17) a cloud of dust rising from the vicinity of the mountain containing the **Blood Tunnel**. It's just a landslide, but a good excuse for the PCs to check out the source. They can find it easily (Search check, DC 10).

The Maroon (EL 1)

Climbing the Devil's Mainmast is tough, sweaty work. It takes the PCs the better part of an hour to struggle up the sheer inclines that form the mountain's base. As they do, they begin to notice (Spot, DC 20) that some of the hand and footholds they're using seem to be a little too well placed to be natural. Further investigation reveals the nooks in the rock have been scratched out with stone and, judging by the flecks of blood, fingernails.



Soon afterwards, the PCs discover a trail, a zigzag path that leads steeply but surely to the **Blood Tunnel**. Have the PCs roll several Spot and Listen checks (DC 15) as they make the climb. If they succeed, throw them hints that they're being followed (nothing too specific: a pebble skips down from the path above them, an apparently startled bird bursts from between a couple of boulders).

As the PCs approach the tunnel, the sanguine glow from inside grows brighter, and the ghostly groaning grows strong enough to rattle the surrounding rocks. Then, as they peer into the tunnel…

As the crimson mists lift, you see a roughly diamond-shaped tunnel with coarse red walls. It looks as though blood drenched the interior long ago, which then congealed into hideous bubbles, boils, and spider-web strands that stretch down from the cavern's roof. As you look closer, you spot something odd where the corners of the diamond would be: deep black grooves in the rock that stretch the length of the tunnel.

Suddenly, from above, you hear a cackle. "He tried hanging on, he did! But it didn't work! The good lord threw him right through the mountain!"

Meet Old Mad Harry; he's as pathetic a creature as the adventurers have ever seen: leather-skinned and bone-thin, with impossibly long, wild hair, bulging eyes, and just one sturdy tooth. He wears only a pair of sailor's pants ripped above the knee and held in place with a length of frayed rope. He's enthusiastic and friendly with the PCs, but his conversational skills have suffered after long years of solitude. For a good while, he won't answer their questions; he just keeps babbling about the death of Yarash—which he appears to have witnessed firsthand. (Comments include: "He tried to go against the good lord, and look where it got him! Ripped and chucked! What a howl he let out when the good lord done it! Scrambling and struggling!")

Then, finally, something clicks, and his eyes go wide.

"Hey now! How'd ye get here, then? My map—ye found my map. Praise the sea and stars!"

Harry's story, in a nutshell: he served on of Freeport's ships that attacked the Full-Fathom Five many decades ago. One of the corsairs rammed his vessel, and the impact threw him overboard, where a whirlpool dragged him in with the demon pirates. He saw them scatter to the Islands of the Damned; he saw their vile lord ripped to pieces and flung to Yarashad; he saw Yarash piled under a thousand years' worth of sunken gold. The tides bore him to the treasure island before it vanished, and Harry scribbled out a map of the archipelago in his own blood. Just as Yarashad vanished, he flung the map as far as he could, and he prayed that it would find its way back to Freeport.

If the PCs press him on his story, he leads them to a cairn not far away on the slope. Beneath the rocks lies a rusty cutlass, a small bag of Freeport gold—bearing Sea Lord Cromey's face—and a small holy symbol of Harrimast. ("Me trinket of good tidings!")

Harry answers any question about Freeport's history and the battle against the Full-Fathom Five, accurately and forthrightly (albeit with a lot of nutty-old-man meandering). The ancient maroon is effusively grateful to see live folks again, and he volunteers to do anything for the PCs, as long as they guarantee him a berth in their boat on the way home ("Nothing fancy, ye understand, just a hammock to swing me old bones!").

Indeed, the old man proves extraordinarily valuable to the PCs, even though every word of his life story is a lie.

Yes, Harrimast ripped Yarash to pieces; yes, he flung his first mate to earth on Yarashad; and, yes, the loony old seaman had a close view of the proceedings. But he was a *participant*, not a spectator. Harry is an avatar of Harrimast.

The pirate lord's purpose is simple: he wants to make sure the unthinkable riches of Yarashad go only to the worthiest comers. To that end, Harrimast intends to put the PCs through some rigorous paces—centered on the artifacts the adventurers have gathered up.

Old Mad Harry sells himself to the PCs as a crazy old codger who's spent decades drifting through the universe with Yarashad, during which times he has learned the island inside out. "Old Harry's worth more to ye than gold while ye stand on this rock!" His real purpose is to be the GM's voice. And, if the PCs don't catch on that they need to use the artifacts to get past the island's challenges, or aren't sure *how* to use them, Harry can drop some hints.

Old Mad Harry, Avatar of Harrimast: hp 294

Relics in the Dark (EL 5)

If the PCs dither, Old Mad Harry drives home the idea that he's been wandering the island for years and knows it inside out; he knows that the Blood Tunnel is the only way through to the

island's interior. He also fills in the history of the tunnel, if the PCs don't figure it out.

As the PCs creep through the tunnel, the walls start to get narrower and narrower and the congealed blood drippings become as thick as cobwebs. Soon enough, the PCs have to hack their way through the **hardened fluids**. Harry, meanwhile, moves nimbly among the strands ("I know these caverns like the veins in me hand!").

Finally, the PCs hack away at a cluster of blood webs and find themselves facing a passage the size of a torpedo tube. Even if they strip off their armor, it's a tight fit. The squeeze becomes inhuman when Harry (who's gone on ahead, cackling and scrambling on all fours like a greased weasel) rounds a few bends in the corridor, and then vanishes up a chute in the blood-caked rock. If the PCs want an explanation for all this, Harry croaks, "He left a lot of his wine in this rock, Yarash did! And burns like brine, so the rock don't want it! So it keeps squeezing, squeezing, squeezing, till it turns into dust and blows away. That's the smoke ye see coming from the grand hole back there. Give it enough sunrises and there won't be nothing to this whole blasted passage but stones and smoke!"

All of which is picturesque but doesn't help the PCs, who have absolutely no hope of squeezing through the ever-shrinking passageway. Unless the PCs come up with some extraordinary spell to free themselves, the only way out is to use the spyglass to create a bigger passageway.

More than likely, they won't arrive at this answer on their own. If you feel they're close to hitting on the idea but just aren't getting there, let them make Intelligence checks (DC 20) to realize that they're carrying around some incredibly powerful magic items. Then let them puzzle out what the items can do. If, however, they don't figure it out, let Harry drop some clues. ("Surely a bunch of hearties like yerselves have something stashed about ye that can get ye through this muddle!" And then, if/when the PCs actually start digging for artifacts, Harry's eyes go wide. "Ye been nicking from the dead ones! Powerful trinkets ye have there…each one's got a power of its own; they lets ye act a bit like the good lord, gives ye one of his powers.")

Hardened Fluids: Hardness 5, hp 15, break DC 22 per strand.

Section One: Pluses and Minuses

I Don't Know, Sail Casual: +50 xp to each PC if the party discovers the **Blood Tunnel** without having to make a skill check.

Poor Crazy Bastard…Let's Kill Him: -100 xp to any PC who attacks Old Mad Harry.

So Tight in Here: -50 xp to any PC who tries to push through the **Blood Tunnel**, even after it becomes clear this is virtually impossible.

I Can See Your House from Here: +100 xp to any PC who thinks to use the spyglass without having to be prompted by Old Mad Harry.

Section Two: Nature's Way

The interior of Yarashad now lies before the PCs, dark and danderous. The next chunk of Yarashad doesn't require the use of artifacts, but it does pose its own dangers.

Looking down at Yarashad, you have an unsettling thought: from the outside, it seemed like the mountain range was intended to keep people out. Now, it's clear the high crags were designed to keep things in. The island landscape spread out below you is a tableau of pure evil. A forest sends black-barked trees high into the mists—trees that seem to tremble and groan without wind to urge them on. Beyond the woodland lies a roiling, steaming marshland, blood-red in the dim light and giving off a sulfurous stink strong enough to reach you even halfway up the mountain. In the middle of this fetid bog, a black spire rises from the cursed earth.

"That's where he lies," Harry says. "The wicked one! That's where the good lord flung him. He keeps him locked up fast. Buried like a pirate, he is—with a treasure chest on top!"

Into the Woods (EL 16)

The **Forest of the Damned** begins at the mountains' base and spreads to occupy about one-third of the valley. Just before the PCs head in, Harry warns them sternly not to talk to the trees. ("They got nothing good to say!) His warning is borne out soon enough.

As you step into the dense wood, the air fills with familiar creaks and groans: the sounds of a boat tacking against the wind, you realize with a start. The noise is no accident; in fact, it's grotesquely appropriate. The trees aren't made of solid wood. They are planks, the kind that make up the deck of your own ship, grown thickly together and bound with brass collars. And jutting out from the north face of every last one of these oaken grotesqueries is a figurehead—a leering, cowled figure with clenched teeth.

As you stare closely at one, its eyes spring open. For a moment they appear to be black. But you quickly realize they have no iris. An emblem—a skull and bones with five stars—crowns the head.

The PCs quickly realize that the figureheads are carved into the likenesses of cultists of Yarash. They are, in fact, the ghosts of cultists, damned by Harrimast to wander with their cursed lord in eternal exile. At the GM's discretion, the PCs may even recognize the faces of cultists they killed in **Act One**.

The **evil figurehead trees of Yarashad** can't attack the PCs, but they can weaken their resolve. The cultist spirits quickly assess the party's strengths, weaknesses, and motivations, and they begin playing on them. Their purpose: to persuade the heroes to return the artifacts to Yarash. They might tell a paladin (or another lawful character) that taking the artifacts off the island ensures that Yarash will linger on the island forever, his evil leaching off into the world. But if they revived the deity, they could destroy him once and for all. Think of it! A rogue might hear that Harrimast is playing the party for fools, that he will never let them have the gold. Yarash, on the other hand, would be more than willing to strike a bargain. A thick-skulled fighter or barbarian might be lured with the promise of a fight to end all fights ("Think of how you'll spend the rest of your days! You defeated the mightiest pirates who ever sailed, but when you had the chance to battle their master, you turned and ran. How will you live with yourself?"). If Zoltan Zaska still possesses a PC, the trees make obtuse comments along the lines of: "Fulfill your destiny! He will welcome you back to the fold; he will make you lord of the oceans—and he will make her love you again."

The ghosts treat Old Mad Harry with amused condescension. ("Halloo there, little captain! Have you finished your raft yet? Watch carefully, little captain, for you'll see your new friends hanging from the gibbet soon enough!") The avatar, obviously, hasn't revealed himself to these arboreal antagonists, and they're not clever enough to guess his identity.

This could also be a good time to fill the PCs in on some of the background surrounding Yarash and his cult. With a little prodding, the figureheads reveal that Yarash sent mind-blasting dreams to the cultists that drew them to Freeport in search of the sextant. The figureheads can also lay the groundwork for the conclusion of this adventure: the threat isn't over just because the Five have been dispatched and the treasure secured. Yarash plans to return, and his Son will rise again! But at that point, they become coy.

If that isn't engaging enough, several **monstrous centipedes** scuttle among the trees, and they attack the PCs if they spend too much time talking with the figureheads—or if they try to rush through the forest without engaging the ghosts at all.

Harry begs out of any combat. If he is attacked, he makes weak stabs with his cutlass, not showing his true strength (which is considerable).

Evil Figurehead Tree of Yarashad: hp 32
Monstrous Centipedes (10): hp 66

Love That Muddy Water (EL 12)

As the forest starts to break up, the PCs notice a deep, ridged furrow in the earth. An Intelligence check (DC 17) gives the PCs the inkling that the furrow looks something like the claw marks in the **Blood Tunnel**. If they don't put two and two together, Harry pipes up that Yarash burst through the mountain with such force that he tore a gash in the ground when he hit—a trench that stretches all the way to his tomb. "Howled all the way, he did! The ground didn't stop blazing for ten winters!"

Following the trench leads the PCs to the **Brimstone Marshes**.

As the forest falls away to marshland, the ground turns to brackish, rust-colored mud that bubbles and oozes, sending off heady clouds of sulfur. The stink is overpowering, as pungent and nauseating as anything you've smelled in the charnel houses of this accursed archipelago.

"Bled himself dry, he did, when he tore through here!" Harry observes. "Mark the ground well—the rest of his wine, as willful and wicked as it were when he lived! Look lively now, else ye'll melt down into the earth yerself!"

Any PC touching the swamp water (Yarash's blood) with exposed skin must make a Will save (DC 16) or suffer the effects of a *confusion* spell as cast by an 8th-level caster. All PCs who enter the water must make a saving throw, but those wearing armor get a +5 circumstance bonus to their roll. (Armor acts as a redoubt against the blood.)

About halfway into the swamp, have the PCs make Spot checks (DC 20). If they succeed, they spot a thick cluster of translucent eggs, each about the size of a baseball, floating in the bloody muck. The eggs belong to a herd of **giant bombardier beetles**, who attack if the PCs disturb or destroy the eggs, or if the PCs don't take sufficient care when they leave the nest (such as Moving Silently away).

Giant Bombardier Beetles (25): hp 13

Section Two: Pluses and Minuses

Go That Way, Really Fast: +25 xp to each PC if the party gets through the **Forest of the Damned** without being tempted by cultist ghosts.

If Something Gets in Your Way, Turn: +50 xp to each PC if the party chooses to avoid the bombardier beetle eggs.

Smash Them Eggs!: -50 xp to any PC who decides to destroy the eggs, thereby bringing down the wrath of the beetles.

The Power of Harrimast Compels You!: -25 xp to any PC who tries to "exorcise" the ghosts after it becomes apparent that it would be pointless.

Section Three: The Boneyard

After working their way through the marshes, the PCs come upon the **Tomb of Yarash**.

The spire rises some 300 feet from the marshes, jet-black in the sulfurous mists, covered with ridges and crenulations and crude sculptures of tortured faces. At the base of the tower lies a 10-foot carving of a skull and crossbones, with five stars above the head. The jaw of the skull is open wide—a door leading in.

Around the Corner (EL 13)

Beyond the door lies a narrow iron stairway that coils around a central shaft until it reaches the top of the tower. More faces line the stairwell, wrought into the iron of the walls and the steps. As the PCs pass them, they cry out in Yarash's hissing, snarling voice. Yarash repeats the cajoling and threats of the forest spirits, but he taunts them more personally. The figureheads simply sussed the players by appearance; Yarash actually drops in personal details. Use secrets the individual PCs have racked up over the course of the campaign—dirty tricks they've pulled behind each other's back, cases where they haven't told each other the whole truth, and so forth, in an attempt to pit the characters against each other. He is particularly cruel to Harry, whom he does not recognize as an avatar ("Thank you, maroon, for bringing me fresh meat…I will save you a shank or two, rest assured"). If Zoltan Zaska still possesses a character, Yarash reminds him of old battles the Full-Fathom Five fought, trying to stir memories of the glory days. (He ends the reminders in a threat, of course: "You have no idea what I will do to you—and to *her*—if you refuse.")

Yarash's tone is barely controlled, impatient rage. He knows the PCs represent his best chance of escaping, and he wants to cow them into doing his will—the way he used to terrify sailors long ago. His impotence infuriates him, but he's smart enough to keep it under control.

About halfway up the staircase, the PCs hear a clicking from both ends of the staircase. Then, two **huge monstrous scorpions** come down the stairs; another two come up from behind.

Monstrous Scorpions (4): hp 32

...On a Dead God's Chest (EL 18)

At the top of the stairs, the PCs find a circular room with an enormous pit in the middle and what appears to be a creepy, expressionistic sculpture at the other end. The pit leads down to the **Treasure Chamber**, as far below the earth as the spire is high (300 ft.); the sculpture, meanwhile, is actually the remains of the avatar of Yarash, bound in black iron.

On the other side of the hole sits what appears to be a grotesque sculpture of black iron, a collection of limbs twined horribly and grasping at the air with long wicked claws. Forming a backdrop for this misshapen array are a pair of wings, torn and broken but still spanning some 10 feet. Between them, hanging monstrously below the ribcage on a serpentine iron neck, is a face: a bare black skull with a shield-sized maw. Burned into the forehead of this villainous visage are five stars.

"There he lies," Harry says. "The wicked one himself!"

Once again, Harry can fill in details for the PCs: Harrimast flung Yarash into this island, and then piled treasure atop him. When Harrimast ripped the island out of the world and set it wandering, he coated his former first mate's physical body with molten metal, and he made a tower of the same material. The treasure lies straight down the shaft, many hundreds of feet down. But Harry tells them to beware, for Harrimast placed some enchantment on it. Horrible things await anyone who tries to take the booty.

But first, the PCs must face some horrible things in the crypt. As the PCs take in the scenery and decide what to do next, something rustles behind the remains of Yarash (Listen, DC 12); a host of **bodaks** then step into view. All of them wear cultist gear, their faces twisted in expressions of unimaginable horror! These are the **Boney Lonesomes—**refugees from the other Full-Fathom Five crews who made their way to Yarashad before it vanished, and they swore allegiance to the wicked pirate lord. When they plunged themselves onto the exposed claws of the entombed Yarash, they were reborn as beings of pure evil.

Treasure Golems

How do you protect your treasure hoard from acquisitive adventurers? Let the hoard protect itself.

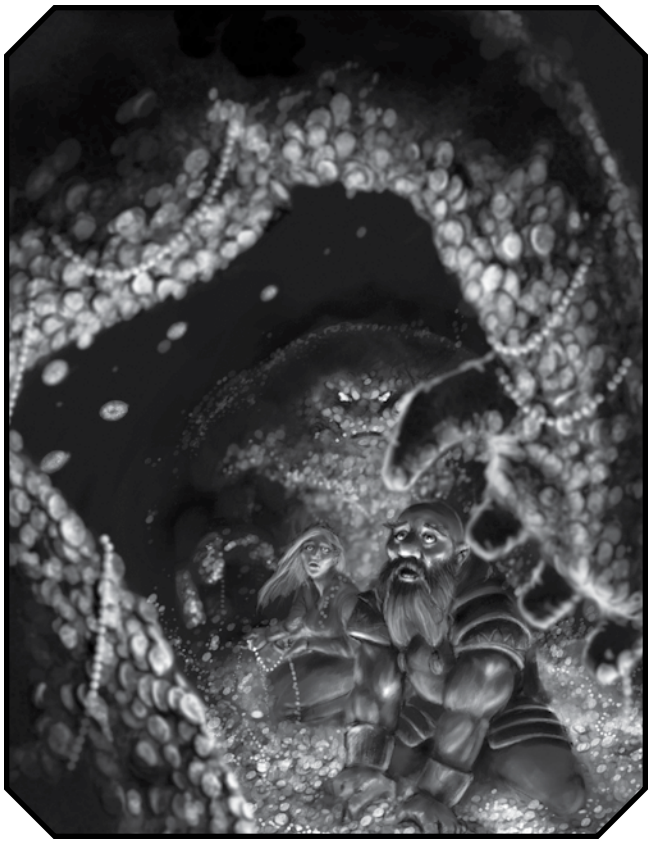
A treasure golem is made of lucre of all varieties, from coins to gems to necklaces—all of it lumped together with only a thin internal membrane of gold leaf holding it in place. When folded in on themselves, the golems are indistinguishable from huge piles of treasure, and they're skilled at remaining still and waiting for the perfect moment to strike, while adventurers chip away at their skin. Whereupon the golems unleash a powerful, raking slam attack. And the 12-foot-tall creatures have another trick up their sleeve: unless they're fighting in total darkness, every round, their opponents must save against a *daze* effect (vs. a 6th-level caster)—a tribute to the hypnotic powers of the flashing coins and gems that make up the golems' skin.

A slain, or de-animated, treasure golem can be pried apart and spent (See the **General Treasure Golem Composition Chart** on page 182).

"Very clever of ye!" roars the ironbound skull. "You have done what my Five could not. Return the weapons that were rightfully mine, and I shall give you the greatest honor imaginable: I will allow you to sail at my side! Together we shall rule the oceans of the world and chain Harrimast the Coward beneath the waves! Refuse, and you will haunt these chambers for all eternity!"

Harry immediately calls out: "Fer the love of the good lord's galleon, don't meet their eyes! They'll kill ye with a look, they will!"

And, indeed, the bodaks use their **death gaze** against the party. If they don't get a good bead in the first round, they close to engage.



Their weapon of choice: a *+2 cutlass of speed* (treat as a scimitar). They won't use a slam attack unless disarmed. Anytime the PCs look at them, the bodaks try a death gaze attack.

If the PCs don't realize they must use the **bell** artifact here to battle the undead creatures, Harry calls out: "They're too strong for ye, damn all! Surely ye must have some item that can lay them low!"

When the PCs dispatch the bodaks (or at any other convenient moment) Yarash barks, "Ye have won nothing! By challenging me, ye have steered into the wind! I will not forget ye nor what ye have done here. I am not through with ye…"

Boney Lonesomes (Bodaks) (12): hp 78

The Payoff (EL 20)

The PCs must climb straight down some 300 feet to reach the treasure chamber. Iron faces line the shaft way as well, and each one tosses a discouraging word to the players. ("How do ye propose to get all that treasure back to you ship?" "Do you really think he'll let you leave with it?" "Don't think I won't find a way out. And when I do, I'm coming for you!")

When the PCs get to the bottom, they see a huge round chamber filled with mounds upon mounds of treasure—all the gold coins, necklaces, goblets, anything they can imagine.

Nothing you imagined can prepare you for the sight. It isn't a king's ransom; it's a god's ransom. The wealth of 10,000 years of shipwrecks sits before you, arrayed in great swelling dunes that rise above your heads and nearly scrape the ceiling of this low, circular room. Piles of coins, gems, jewels, and masterwork items fill the room.

It's all here. And it's all yours.

When the PCs grab for the gold, however, they get a nasty surprise. (Or don't, if they can make a Spot check, DC 27) The piles of lucre are actually **treasure golems**—and they attack at once.

Once again, the PCs can hack away, but an artifact holds the answer: the **pistol,** which gives control over the work of human hands. As above, Harry prompts the PCs if they don't get the hint.

Treasure Golems (12): hp 112

Section Four: Harry the God

So, the PCs at long last have their treasure. And, if they can make a Complex artifact-use check, they might even persuade the treasure golem to climb up the shaft, drag itself across the island, and load itself onto the PCs' ship. But first, the PCs must face one final test.

Harrimast realizes that the PCs have won the treasures fairly, and they have no interest in reviving Yarash. (If they do try it, needless to say, the pirate god reveals himself post-haste.) He admires their gumption, and he wants them to succeed, as one hearty buccaneer to another. At the same time, Harrimast doesn't want the PCs to forget who's boss—look at what he did to Yarash, after all! So he won't let the adventurers leave with the treasure unless they agree to do his bidding if he asks, as a sign of obedience. (Besides, he may need their help more than he cares to admit!) The PCs may very well doubt Harry is Harrimast—and they may very well refuse his request. After all, they've just battled their way through five different hells! What's one more pirate lord going to do to them?

To prove himself, Harry finds some glaring problem that the PCs can't resolve on their own, and he clears it up effortlessly. If the Boney Lonesomes or Treasure Golems killed one or more PCs, for example, Harry might cluck over the corpses and say, "Well, now, that's a damned shame. But there's something I might be able to do about that." If Zoltan Zaska still possesses a PC, Harry might clear his throat and call out, "I believe there's a stowaway in this crew."

After he's got the PCs' attention, he gives his spiel:

> *"Ye've been through much, me hearties, and I salute ye. But nobody goes forth on the waters without paying Harrimast his due. All I ask of ye is a promise—to answer me call if I need a job done in the world of men. One promise, and ye'll be wealthy beyond an admiral's dreams and ye'll sleep well the rest of yer days. Refuse, and ye'll never spend a copper of that haul in peace."*

The ace up Harry's sleeve? The treasure is cursed. He lifts the curse if the PCs agree to his terms.

> *"Turn yer backs on me now, and bad luck will follow ye so long as ye keep that lucre. Ropes will snap on ye, the wind will forever be on yer face. Swords will slip out of yer hands, and there'll be a set of claws waiting for ye whenever ye go through a door. And just try to spend that haul of yours, me hearties, and see where it gets ye. The same cursed luck that befalls ye will befall anyone who handles those coins. Ye'll be chased out of every town ye settle in, ye'll be hounded to places where they got no use fer gold."*

If the PCs refuse his terms, Harry chuckles and says, "Fairly warned be you, says I! From this day forward a curse follows ye!" Then he vanishes.

But even if the PCs *do* agree to Harry's terms, it's not that simple. The old coot gives a gap-toothed grin and softens his tone considerably. The gold is cursed, he says, but he can't rightly remember how to lift it.

> *"Yarash's boys on the other side are a clever bunch," he says. "When they worked their wicked business in Freeport, it were like a punch to me guts. For a few moments I forgot meself; I forgot my place in the order of things—me responsibilities. That's how old Carthy got himself found by them. And that's what afflicts me now! They cut the rope that bound this body to Harrimast in the heavens! I remember some things—how to wreck things, and how to curse 'em. But putting things right… curing the treasure…yar, that's much tougher work, and that eludes Old Harry. If ye can put me in me right mind, I'll fix you up and set ye windward."*

The answer is the final artifact: **Ahunatum's hook**. A successful Straightforward artifact-use check untangles Old Harry's hotline to the heavens. (If a PC lops off his or her hand to use the artifact properly, Harry offers to restore the lost limb.)

Harry then whispers a few words over the treasure, cleansing it. If the PCs get wise and argue that the use of the hook counted as the favor Harrimast asked for, the old coot chuckles. "Ye promised to do me service in the world of *men*," he says. "These are the Islands of the Damned." If the PCs persist, he simply curses the gold again.

In any event, Harry gives the PCs a final warning before:

> *"You've got yerselves some powerful trinkets there, me hearties. But don't forget you're not the only ones who know about them. And them that know has plans for 'em, mark me well. Ye may have need of them toys again real soon, so don't let them out of your sights! And some of ye may die trying to defend what ye've taken here today. Let that gold fall through yer fingers while ye may—ye won't have long to enjoy it."*

The 64,000 Gold Piece Question

So, just how much treasure is there? A treasure golem is composed of a mixture of coinage: platinum, gold, silver and copper, with no small measure of precious gems as well. In addition, the creatures may contain rare art objects, magic weapons, or magic items that are revealed only when the coinage and gems have been hacked away.

To start, every golem is made up of at least 10,000 GP, the minimum required to give the construct shape. Then, for each golem, roll 1d4 and a 1 to the result. This indicates the number of times you roll d20s on the **General Treasure Golem Composition Chart** on the next page. All results are cumulative.

General Treasure Golem Composition Table

D20	Result
1	10,000 cp
2	30,000 cp
3	20 bloodstone gems, each valued at 2d4x10 gp (50 gp avg.)*
4	25 zircon gems, each valued at 2d4x10 gp (50 gp avg.)*
5	30 moonstone gems, each valued at 2d4x10 gp (50 gp avg.)*
6	18,000 sp
7	21,000 sp
8	24,000 sp
9	25 amethyst gems, each valued at 4d4x10 gp (100 gp avg.)*
10	30 amber gems, each valued at 4d4x10 gp (100 gp avg.)*
11	35 pieces of jade, each valued at 4d4x10 gp (100 gp avg.)*
12	4,000 gp
13	4,500 gp
14	5,000 gp
15	10 black pearls, each valued at 2d4x100 gp (500 gp avg.)*
16	12 yellow topaz gems, each valued at 2d4x100 gp (500 gp avg.)*
17	6 emeralds, each valued at 4d4x100 gp (1,000 gp avg.)*
18	7 fire opal gems, each valued at 4d4x100 gp (1,000 gp avg.)*
19	2 diamonds, each valued at 2d4x1,000 gp (5,000 gp avg.)*
20	1,000 pp

*When determining the value of these gems, the random formula given is meant to be calculated individually for each gem. If this is not to your liking, you can use the average value of each gem in the parentheses following each entry.

Next, determine if the golem has other unique treasures hidden within its body. Roll 1d4 and add 1. This is the number of times you roll percentile dice on the **Treasure Golem Special Item Table**.

Treasure Golem Special Items Table

d%	Result
01-30	You find no additional treasure within the golem.
31-35	A simple locket that once belonged to a famous queen (worth 5,000 gp*)
36-40	A gem-encrusted eye patch of an infamous pirate (worth 7,000 gp*)
41-45	A scarlet mantle once worn by an admiral of renown (worth 8,000 gp*)
46-50	A tapestry stolen from the castle of a well-known kingdom (worth 9,000 gp*)
51-55	A ceremonial dagger used to kill a religious martyr (worth 10,000 gp*)
56-60	A model of a infamous pirate ship encased in a bottle (worth 12,000 gp*)
61-65	A wooden harp once used by a world-famous bard (worth 14,000 gp*)
66-70	A signet ring of a famous royal family member now dead (worth 16,000 gp*)
71-75	The silver pommel of a sword wielded by a famous hero (worth 18,000 gp*)
76-80	A lock of hair from an elven queen encased in a crystal (worth 20,000 gp*)
81-85	A simple crown of a long-dead famous king (worth 25,000 gp*)
86-90	One of your world's most famous sculptures (worth 30,000 gp*)
91-95	One of your world's most famous paintings (worth 40,000 gp*)
96-99	A medium specific weapon from table 8-17 in the DMG
00	A major wondrous item from table 8-30 in the DMG

*The items marked with an asterisk are unique treasure items. The value given is what they would be worth if sold to the right buyer or interested party. First of all, the players will have to discover what these items truly are. This will require extensive research, or casting a spell like *legend lore* on the item. Since these items are not magical, spells such as *identify* will not reveal anything about them. Bard characters may also make a bardic knowledge check with a DC 30 to discover the origins of a particular item. Once the correct information is obtained about one of these items, the players will have to seek out people interested in buying them. Finding the right buyer for these items can be the stuff of an adventure all on its own.

If the players attempt to sell these items on the open market, they are in for a surprise. The gp value of the items will be reduced to 1/1,000 of the given values. In addition, some of the items may attract attention from the authorities or other parties.

- Act the Third -

Red Skies at Sunset

In which the adventurers return to Freeport
With all their well-earned booty;
Only to find orcs making riot;
Barbarians at the gates;
And a horrible god reborn

"...but I shall never sleep calmly again when I think of the horrors that lurk ceaselessly behind life in time and in space, and of those unhallowed blasphemies from elder stars which dream beneath the sea, known and favored by a nightmare cult ready and eager to loose them on the world..."
-H.P. Lovecraft, The Call of Cthulhu

The
SHIPPING NEWS
WAR!

Act III: Red Skies at Sunset

The return from the Islands of the Damned should be a happy one for our heroes. After all, they defeated the former minions of a powerful demi-god and walked away with extensive booty. They arrive back in Freeport looking forward to some much-deserved rest and relaxation—and a chance to spend their treasure.

The heroes are in for a bit of a surprise when they reach port, however. During their absence, the mainland war between the elves and the barbarians has escalated considerably. Both sides are threatening the Captains' Council in an attempt to force Freeport to pick a side and join the war, for the time for playing both sides and profiteering is over.

To make matters worse, the orc population has grown steadily unruly. Small fights and altercations with the Sea Lord's Guard have become commonplace, and the city is a powder keg waiting for a spark to set it off.

At the same time, the cultists of Yarash have not been idle. Initially, they planned to capture Yarash's artifacts themselves and use them to free their god from his island prison. However, the heroes thwarted this plan in **Act I**. In despair, the cultists prayed to Yarash for guidance, and he showed them a cunning new path: let the heroes unwittingly do the hard work for them by bringing the artifacts back to Freeport. His artifacts' mere presence in Freeport, he assured them, would be enough to weaken the wall between dimensions—allowing him to pass into the Material Plane.

Meanwhile, with the various navies near Freeport about to go to war, the cultists can carry out the plan Yarash mapped out a century and a half ago. During the great battle, the cultists intend to insinuate themselves onto warships, whereupon, they will read a powerful summoning spell to raise the Son of Yarash, the kraken, from his undersea prison. Freed among the warring fleets, the beast will destroy them all in a vast, horrific blood sacrifice. The sacrifice will weaken Harrimast and open the door for Yarash to return to Freeport once again. Upon Yarash's return, those who are worthy will sail at his right hand, while those who oppose him will drown in a sea of their own blood!

Act III should be run at a frenetic pace. In this act, the heroes need to help quell the orc riots, prevent a barbarian invasion, and pursue the barbarian fleet. Then, they confront the avatar of Yarash.

GM's Note: After the fun begins, downtime should be kept at a minimum, with the heroes only chance to rest being during their trip out to sea for the for the climactic encounter of the module.

Prologue

Before getting in to the nuts and bolts of **Act III**, you need to decide how you want to handle the characters' return to Freeport. If you want to allow the characters a brief respite in the city, then let them come into port and hang around for a few days. This option allows for some foreshadowing of the coming riots and the barbarian attack. This option is covered in the **Start Option One: A Brief Respite** section that follows. Alternately, you might want them to jump right into the action, affording them no chance to rest upon their return. This option works best for a group that likes to get down to business without delay. So, to sweep the characters into the plot immediately, skip to **Start Option Two: Let the Troubles Begin** on page 188.

Start Option One: A Brief Respite

An Angry Meeting

As the adventurers' ship approaches Freeport's docks, read the following boxed text:

> *The city of Freeport looms before you, a welcome sight after spending so much time at sea. As your ship slides up to the dock, you notice a longship flying the colors of the barbarian horde under a white flag of truce docked a hundred feet away. A contingent of twenty Freeport guardsmen looks on, keeping the passersby and the curious away from the moored longship. Four men are arguing on the boardwalk beside the ship. Two of them are obviously barbarians, while the other two appear to be Freeport pirates. The men argue for a few minutes more, and then the two barbarians turn angrily away and climb up ladders onto the longship, which quickly drops its oars and begins to make its way out to sea. Two armed Guardsmen then join the Freeport pirates, and they turn and head toward the Old City. Several other Guardsmen remain behind, asking all those who approach to move on.*

Sea Lord's Guardsmen: hp 5

A Knowledge (local) check (DC 20) reveals the two men who had been arguing with the barbarians to be none other than Captains' Councilors **Hector Torian** and **Marcus Roberts** (see **F:CoA** on pages 25-26). They have just seen off a delegation from the barbarians after the council rejected their pleas for a unified front against the elves. This does not bode well for the people of Freeport, as we shall see later.

Although the barbarian vessel gets underway quickly, the heroes have time to try to speak with them if they so desire. The Sea Lord's Guard initially stops anyone approaching the barbarian vessel. Persistent heroes may get through, however, with a successful opposed Intimidate or Diplomacy check.

The barbarians want to leave with all due speed, so it takes a great deal of persuasion to convince them to talk; offering them something useful should do the trick. For example, the heroes might convince the barbarians that they have some pull with the Captains'

Council or that they are sympathetic to their cause. Threatening the barbarians is fruitless—and foolish—considering the situation.

If the heroes get the barbarian delegates **Lars** and **Calim** to talk, they only do so briefly. The Captains' Council's rebuff of their offer to join them against the elves has severely angered them. They warn the PCs of dire consequences for Freeport should the Council decide to side with the elves against them. They also recite an old barbarian saying, "Friends may be forgotten, but enemies will ever be burned into the memories of me and my ancestors."

Calim: hp 49
Hector Torian: hp 36
Lars: hp 85
Marcus Roberts: hp 47

The heroes may also attempt to speak with the two Freeport council members, **Hector** and **Marcus**, but they are unwilling to discuss the matter in the middle of the street with strangers. The two armed men accompanying them, their bodyguards, order inquisitive types to get lost. If they know the heroes and are on good terms with them, they might be willing to let them in on what is going on, but the heroes must succeed at an opposed Diplomacy check to get them to talk. If this happens, a typical response from the men might be:

Hector: "Greetings friend. Ah, these are troublin' times. The war is heatin' up. If we don't watch out they'll be drawin' us inta it."

Marcus: "Well, Hector. We're already in it. We never wanted to choose sides, but those barbarians want more than privateers. They want the Freeport navy."

Hector: "The elves are lookin' for our help as well. I'd hate to choose the losin' side in this thing."

Marcus: "Aye, you speak the truth. Don't worry <<insert heroes name>>, the Captains' Council will do what's best for Freeport. Neither side would dare attack us outright, but just the same, we will be vigilant."

If the heroes ask questions around the docks where the longship was berthed, they hear various rumors and bits of information. Have the player's make a Gather Information check, and then consult the following Rumors Table:

Rumors Table

DC	Rumor
10	"Them barbarian bastards threatened the council they did. I's surprised the big shots let 'em go so easy."
15	"I hate those barbarians. Comin' here and begging for help from us. Like we wants to get into a war."
20	"I hear that them barbarians had themselves an audience with the Captains' Council they did. They want the Freeport navy to join 'em in the war. It sure looks like we said no to 'em.
25	"The barbarians and the elves have both sent delegations to the Captains' Council to get them to commit the Freeport navy to their side in the war. As usual, we turned 'em both down.

The Orc Rabble-Rouser (EL 12)

This encounter can be thrown at the PCs at any time after they arrive back in Freeport but before the orc riots start, and it should remind the heroes about the tensions in the city between the orcs and the Freeporters. As the heroes pass a large open space in the city, such as the Field of Honor in the Eastern District, the Plaza of Gold in the Merchant District, or the Seaside Market in the Docks, read the following:

A crowd of over one 100 orcs has gathered here, making passage difficult. They cluster around an impressive-looking, well-dressed orc standing on a large crate and screaming to the throng at the top of his lungs. "Now am the time my brothers! We am oppressed for too long. We must rise up before it too late. We am not go to war! We am can stop it. We march to de Fortress uh Justice and make dem hear us!!" The crowd applauds his words and shouts encouragement.

You now realize that the orc on the crate is none other than Drak Sockit! As he steps down from the crate to lead his followers on their march, a large contingent of guardsmen armed with smash sticks enter the plaza from one end while a group of elves wearing dark green tunics with a golden harp emblazoned on them and wielding clubs enters from the other. Together, the two groups outnumber the orcs almost two to one. An uneasy silence settles over the plaza as if no one knows exactly what to do next.*

*If Drak has been killed in your campaign, the rabble-rouser can be his assistant Spacko.

Drak (or Spacko) has been trying to make the Captains' Council hear his pleas on behalf of the orc citizens of Freeport for some time now. They have been crowded together in the city's poorer districts, used as cheap labor, and abused by much of the population. And now he hears that Freeport may be considering going to war on the side of the elves! He and his people cannot tolerate this, so he has organized this march as a way to make the Freeport's leaders understand the orcs are a force to be reckoned with. From the response, it appears that the Captains' Council wants to make an example of poor Drak and his followers.

When the Guard learned of this little get together, Xander Williams knew he could only muster about 100 men, not enough to handle the orcs, so he reached out to the Captains' Council for aid. Arias Soderheim offered 50 elves from his own personal guard to help. He did so, not out of any love for the Guard, but simply to bolster his chance at becoming the Sea Lord—beating up orcs is just an added bonus. The heroes may make a Knowledge (local) check (DC 15) to recall that the golden harp is the symbol of Arias Soderheim.

Give the heroes a chance to jump in and try their hand at smoothing this whole thing over before letting all hell break loose in the plaza. It's possible that an amazing bit of diplomacy can provide a diplomatic resolution to this whole affair. Then again, it may just tick everyone off that much more. Regardless, give the heroes an opportunity to take some action before the Guard and Soderheim's men arrest and subdue the orcs.

Orc Laborer: hp 14
Sea Lord's Guardsman: hp 5
Soderheim's Guard: hp 12

If a battle does occur here, Drak and his five bodyguards attempt to leave the plaza to fight another day. If the heroes track him down, he remembers them and immediately asks about his sextant. This can become a tricky encounter. Drak knows that the sextant is his only claim to legitimacy, and he wants it back, especially now. This is a good opportunity for the heroes to do some roleplaying to convince Drak that they still need the sextant. Doing so is difficult, so Drak receives a +4 bonus to any opposed Diplomacy checks to allow the heroes to keep the sextant. Drak is no fool, however, and if he realizes that the heroes are too powerful for him to take on and he cannot convince them to give him the sextant, he flees, thinking to retrieve the item another day. Alternatively, the heroes may give him the sextant; they will have a chance to get it back later (See the **Free** Drak**!** section for details).

If Diplomacy prevails, Drak talks with the heroes about what is going on in the city. A barbarian (an elven agent posing as a barbarian spy) convinced him to cause trouble. The spy approached him last week and told him that the Captains' Council was closing a deal with the elves to join them in the war. (The elves know the orcs would never stand for Freeport's support of the elves, so by starting the rumor, they provoked Drak into creating trouble in the city.) The heroes may question Drak about the spy. Drak does not know the barbarian spy's name, but he met him in the Broken Mug (See **F:CoA** on page 46 for details). The spy wore a cloak made from a wolf's pelt, no armor, and he had blonde hair and blue eyes. He believes that he may still be there, although he has not seen him since then.

Drak Sockit: hp 50
Drak Bodyguards: hp 56

If the heroes go to the Broken Mug, they find the **elven spy** (still disguised as a barbarian) within. If they arrive in the daytime, the agent is in his **locked room** on the second floor. In the evening, the PCs find him seated in a corner of the common room, where he waits in case Drak needs further prodding.

A *polymorph any object* spell cast by a 12th-level caster gives him his barbarian-like appearance. He keeps up his ruse as long as possible, and he talks to the heroes about the war, feigning anger at the Captains' Council for rebuffing the barbarian delegation. He spits out the word *elf* as if it is poison, and he verifies that he talked to Drak about the deal the Council forged with the elves. If unmasked, the agent attempts to flee at all costs. When he dies, his body reverts to its elven form.

Elven Spy: hp 71
Locked Room: Open Lock (DC 25)

The agent completely fooled Drak. The orc believes that a deal with the elves will be catastrophic, not only for his people, but also for Freeport, and he will do anything to stop it. The next time he gathers his people, it will not be to talk. Soon after speaking to the heroes, the Sea Lord's Guard arrest Drak and throw him into the Tombs (**F:COA** on page 78). If the heroes unmask the barbarian agent and come looking for Drak, he is already in prison, making it impossible for the PCs to see him.

An Over-Zealous Zealot (EL 13)

The purpose of this encounter is to foreshadow the coming re-birth of Yarash through the actions of one of his most crazed cultists, **Heike Lausemann**. A fighter, Heike was indoctrinated into the cult at an early age. As she witnessed many atrocities performed in the name of Yarash, her young mind slowly twisted and corrupted. Her thirst for blood and sacrifice in the name of her god became insatiable, and even her own companions learned to fear her. Heike is utterly evil and now insane due to the proximity of the artifacts of Yarash. She knows that Yarash's coming is near. The artifacts, infused with Yarash's power, call to her, drawing her inexorably toward the heroes that carry them.

The six-foot-tall Heike has matted, waist-length blonde hair and startling but bloodshot blue eyes. She rarely blinks, and often stares forward into space or directly at her adversaries, which tends to unnerve them. She lets out a blood-curdling scream when attacking, and never asks for or grants quarter. She wears full-length chain mail armor and wields a powerful greataxe. Heike speaks in short, incomplete, incoherent sentences.

Heike can be sprung upon the heroes when they least expect it, and you should play up her insanity. Here are some suggestions:

- Heike arrives at the inn where the heroes are staying. She approaches a PC who carries an artifact. Without speaking, she begins to sniff the PC where he or she has stored the artifact. She says something like, "Smell him…yes…he is…he will be…give to me…death…blood…gurlewok…argantio…" Eventually, Heike attacks a hero who carries an artifact.
- Heike tracks an artifact to the PCs' hiding place (a locked chest, secret room, aboard their ship, and so forth). Since the artifacts call to her, she easily locates them. Storing them in an extra-dimensional space throws her off their trail, however. When she locates an item, she ignores anyone in the area of it and moves quickly to retrieve it. If this means chopping up a chest or breaking through a wall,

so be it. If confronted, she speaks, "..I hears…he be…get it!...leave…huriobl….og no ilbort…we need him!...crush…kill…destroy!" If attacked, Heike fights back ferociously.

- During the night, Heike bursts into a PC's room that contains an artifact. She moves directly toward the artifact, chanting, "Yarash…frega…ohm...Yarash…frega…ohm." Once again, she ignores anyone in the room and goes for the item. If attacked, she defends herself.

If the PCs capture Heike, they can question her, but they may not have any luck making sense of her words. Nor does she respond directly to questions; more often than not, she ignores them completely. The answers she does provide are cryptic, if not incoherent. Heike knows two things for certain, however: Yarash's artifacts call to her and Yarash will soon return. She knows nothing about the actions of her fellow cultists or their plans. How any of this is going to come to pass remains unknown to her. If asked about the artifacts, she says, "…the lord calls…frega…hak…I come…char…near…power… wanting…needing." If asked about Yarash, she answers, "…coming…frega…power rising…death…blood…joy!"

Heike Lausemann: hp 165

Start Option Two: Let the Troubles Begin!

No Rest for the Weary

This option throws the PCs right into the middle of the action on the same day that they arrive back in town. If you choose this option, you need to make sure that the heroes rest and recuperate on the journey from Hell's Triangle to Freeport. If they are not at full strength, this section will prove difficult for them.

As the heroes approach Freeport harbor, read the following:

The bustling harbor of Freeport is a welcome sight after the ordeal you have all been through. Some rest and relaxation would be godsend, even in this place. Close at hand, you see a squad of guardsmen leading four bound-and-gagged orcs along the docks. The guards are not being gentle with them. Your gaze then wanders over the city, and you notice a pillar of thick, black smoke rising from an area in the Eastern District. This cannot be a good sign.

The heroes arrive in Freeport a day after a small orc riot in the Eastern District. A force of guardsmen and elves in the service of Arias Soderheim put down the riot (See **Orc Rabble Rouser** on page 186 for more information). During the fighting, a small fire broke out in the Field of Honor (see **F:CoA**, on page 53) and still smolders.

If the PCs ask around the city, they quickly learn that an orc riot has occurred. For more details, have them make a Gather Information check and consult the **Orc Riot Information** chart below:

Orc Riot Information

10 "Them orcs just went crazy. Almost set fire to the whole Eastern District, they did!"

15 I saw the whole thing. Some loudmouthed fool fired up them orcs. The whole thing was his fault it was. They called him Drak* or some such stupid name like that."

20 "The orcs was no match for the guard and Soderheim's elves. It was almost a slaughter. Good thing they only wanted to capture 'em. That'll teach 'em."

25 "They hauled off the orc leader Drak to the Tombs. I bet we'll have no more trouble wit them greenskins anymore."

And Then There's Zoltan

If Zoltan Zaska still possesses a PC at this point, you have a number of options. If you think the PC is up for an interesting role-playing challenge, simply ask him if he wants to play out the final act as Zoltan. If not, have Zoltan manifest to the PC as a voice in his head. He speaks up when it becomes obvious that the possessed PC intends to get involved in the brewing fight. The corsair urges the character to steal the artifacts, split off from the other PCs, and get out of Freeport post-haste. Since the possessed PC is likely a rogue, Zoltan appeals to his chaotic instinct for self-preservation. *What do you think is going to happen here? You think this is going to be an honorable fight? This island is going to turn into a charnel house.*

Zoltan argues that, like it or not, he and the PC are bound together now. If they escape Freeport, Zoltan suggests, he can direct the PC to secret treasure troves, to his family's ancestral castles, to countless other earthly paradises—where Zoltan can buy himself another willing subject for transplant and the PC can live out his days in ease. Of course, he is for the most part lying; he just wants to kill time until his spirit can take over the PC's mind completely.

If the PC ignores Zaska—and who wouldn't?—the pirate keeps up a running commentary in the PC's head as he attempts crucial tasks. The jabbering gets so annoying that for every new action the PC attempts, he must make a Will save (DC 25) to block out Zoltan. If he fails, he suffers a -4 penalty on his roll for the action. (Zoltan is not a fool, however; he won't distract the PC during attack rolls or other situations where the PC faces immediate danger. But he tries to dissuade the PC from going into dangerous situations. *Do you see what awaits you if you stay here?* etc.)

If the PC is still possessed when he reaches the final confrontation with Yarash, he must make a Will save (DC 30) or Zoltan's soul is ripped from him. This isn't an entirely good thing. If Zoltan's spirit tears free, the PC must make another Will save (DC 25) or be knocked unconscious for 2d10 rounds.

*(As mentioned earlier, if Drak has been killed in your game, you can substitute Spacko or some other orc in his place.)

The city's guardsmen did indeed capture Drak during the riot in the Field of Honor. He is currently being held in the Tombs, where he awaits yet another trial. The heroes can visit him in the prison if they so desire. Drak is unapologetic because he believes Freeport is headed for ruin. He has been misinformed that the Captains' Council is ready to ally with the elves. Drak believes this to be a mistake for his people and all of Freeport. He also makes it clear that, if set free, he will incite his people to rise up against the alliance.

Drak Sockit: hp 50

The heroes might also ask around town about the latest news concerning the war. They eventually discover that the barbarians sent a delegation recently to Freeport. You can use the **Gather Information** chart from **An Angry Meeting** on page 185 to let the PCs know what they have learned.

Section One: A City Under Siege

In this section, the heroes find themselves in the middle of a battle for the city of Freeport. A strange twist of fate may prove to be disastrous, as the barbarian army and the unruly orcs choose the same night to unleash an assault on Freeport. And the elves have unknowingly lent a hand in the attacks. Only the actions of our brave heroes can prevent the city from falling into ruin.

The encounters in this section of the adventure do not follow any specific order or pattern, as the heroes' choices cause the action to move in different directions. The motivations and plans that the barbarians, orcs, and elves are detailed first, followed by a list of possible encounters that can occur as the city is under siege. The encounters are grouped into three sections to help guide you through the action. Feel free to add in your own campaign-specific encounters or conclusions to this battle if you like.

The Warmongers' Plans

The Barbarians

The barbarians are losing the war with the elves, and they've decided to take drastic action. Their recent visit to the city (detailed in **Start Option One: An Angry Meeting** on page 185) served two purposes. First, they tried to convince the Captains' Council to ally with them against the elves. And second, they used it as an opportunity to gauge the city's potential weaknesses—which they found in the city's unruly orc population—in case the Captains' Council refused their request—which they did. The orc unrest is already taxing the Sea Lord's Guard and distracting some of the councilors from the war.

Barbarian operatives in the city stand ready to aid in an assault on the city from the inside. Desperate men make desperate decisions. The barbarian commanders quickly planned an all out assault on the city. Although risky, the rewards would be great: gold for their taxed war chests, rowing slaves for their longships, and more ships to use against the elves, to name a few.

The barbarian battle plan involves a two-pronged attack. Two hundred barbarians land on the far side of the island, travel overland, and attack Freeport from the north. At the same time, the main force attacks with longships at the docks. Both forces then converge on the **Fortress of Justice** in the **Old City**, the seat of Freeport's power.

To succeed, the barbarian operatives in the city have to keep two crucial gates guarding the entrances to the Old City open: **Dock Gate** and **Drac's Gate**. If these can be kept open, the barbarians may have a fighting chance to take the city. They hope the orc troubles distract the Sea Lord's Guard long enough to assure them their victory. If the attacks fail, the remaining barbarians flee to their longships.

The Orcs

The orcs are mad as hell, and they're not going to take it anymore! Not only have they been treated like pack animals and given little to no rights, but they have been beaten and thrown in jail as well. Now, to add insult to injury, their leader, Drak Sockit, has been captured and thrown into the Tombs! They stood by when the guardsmen threw their leader in the Hulks—but not this time.

The orcs have gathered in **The Eastern District**, some 700 hundred strong, with one purpose: to free Drak Sockit! Raw indignation and despair has led them to this attack, so they have no real plan. As they move through the city, their leaders hope to inspire more orcs to join the cause, making this a night for all Freeporters to remember.

The orcs have no knowledge of the barbarian attack, and they only want to free their leader. If Drak can push his claim and be named Sea Lord, they can finally elevate their status in the city. And, in this scenario, they may end up being the last hope for Freeport's continued freedom.

The Elves

Not to be outdone, the elves also lent a hand in this night's events. Fearing Freeport's entry into the war, elven operatives have been working in the city for months. Using magic, they manipulated the orcs and pushed them toward troublemaking. With Freeport distracted by its own problems, the elves reasoned the city's leaders would not get involved in the barbarian-elf war, leaving the elves free to crush the barbarians once and for all. And, of course, duping and manipulating orcs made the plan all that much more appealing.

Drak's capture provided the perfect opportunity for the elves, as the loss of the orc leader made them easier to manipulate. The elves plan to get the frenzied orcs to march through the city to the **Fortress of Justice**. On the way, they will make sure the gates to the **Eastern District** and the **Old City** are open. If all the orcs die trying to get into the fortress, so be it.

In any event, the Captains' Council will be picking up the pieces for a long time, giving the elves ample opportunity to destroy the barbarians.

Running the Siege

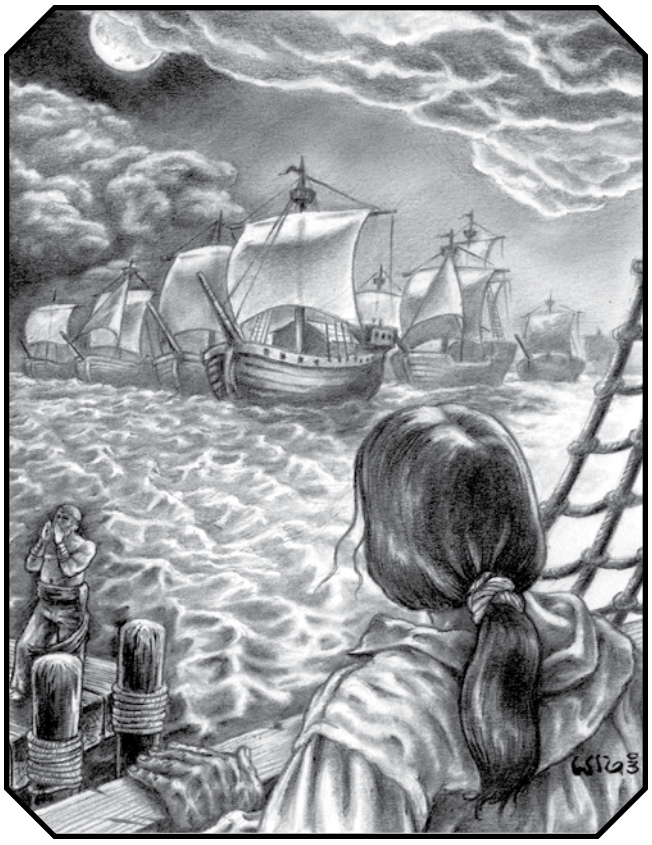
Timing

When all of the mayhem described below actually begins depends on which start option you chose for your group in the prologue. If you chose Option Two for a quick start, you should launch them into the action on their first evening back in the city. If you chose Option One, the battle can start on any evening you choose. Whenever you set the troubles to begin, describe the sun being ominously blood red as it sinks beneath the waves on that particular evening; this should give them a hint that all hell's about to break loose. The battle begins at midnight.

Encounters During the Siege

The encounters are broken up into beginning, middle, and ending ones. Depending on where your group is in the city and what they decide to do, you can use some or all of these options during the battle. The beginning encounters allow for three possibilities for the location of the heroes at the start of the night's excitement. It is hoped that your group will fall into one of these categories, but if not, you can modify to fit the group and their situation.

GM's Note: The barbarian army does *not* consist entirely of NPCs of the barbarian character class. Their armies also contain warriors, shamans, and rogues. NPC classes will be listed as **Warrior of the Barbarians Type I**, for example, while those actually representative of a character class are listed as **Barbarian Type I**. Also, when the text describes the barbarians, it refers to the barbarian army as a whole, not necessarily a barbarian character class.



Beginning Encounters

We Are Under Attack! (EL 10)

This encounter assumes that the heroes are staying aboard a ship in the harbor.

> *You awaken from your slumber to the sounds of a deckhand screaming out an alarm. Rushing topside, you see a fleet of barbarian longships moving rapidly through the light mist. You count at least 10 ships within your line of sight, but there are probably more. The war has come to Freeport at last!*

The barbarian attack comes in the middle of the night during a new moon. Twenty-five longships, each carrying 125 barbarian warriors, slip into the harbor under the cover of a light mist. Five ships remain at the mouth of the harbor to block it off. The other 20 ships move quickly toward the docks, trying to remain as spread out as possible, for they know about Freeport's siege cannons, and they want to minimize their damage if possible. The barbarians do not attack ships in the harbor unless attacked by them. Instead, the barbarians want to get into the city and reach the **Fortress of Justice** as soon as possible.

The heroes have a number of options at this point. It should be abundantly clear to them that they cannot handle this fight alone. In fact, Freeport itself may very well be in danger. The PCs can flee toward the walls of the **Old City** in hope of finding safety there, but they may want to inflict some casualties on the barbarians before doing so. If they have siege weapons on their ship, they can fire them before leaving. A spellcaster could let loose a well-timed fireball, or a nearby ship might need some help loosing an attack that will decimate a barbarian ship.

As they move into the city, the PCs see three Sea Lord's Guardsmen holding off 10 barbarians in a narrow roadway. Nine of their companions lay dead before them. The PCs can see that the guards' valiant efforts are allowing some of Freeport's men, women, and children to rush to safety in the **Old City** before the gates close. The heroes are in a perfect position to charge the barbarians from the rear.

When the battle is nearly over, have another massive group of barbarians, at least 50 strong, move toward the heroes. They are 100 feet from the walls of the Old City, and the gate is closing. Have them rush forward and make it just as the gate closes.

Sea Lord's Guardsman: hp 5
Barbarian Type I: hp 47
Warrior of the Barbarians Type I: hp 51

Hey, We Need Your Help! (EL 10)

This encounter assumes the heroes are staying somewhere within the city.

Sometime after midnight, a messenger arrives looking for the heroes. The actual person delivering the message should be tailored to your group. If they are well respected in the city the messenger is from the Sea Lord's Guard; if the PCs have a close relationship with a member of the Captains' Council, the messenger is that councilor's retainer. If they are affiliated with one of the temples (the Temple of Harrimast being an obvious

What About Freeport's Other Heroes?

Freeport has many heroes, as Captains' Council members, adventurers, city officials, and pirates all call this place home, and certainly rise to defend it upon attack. However, the drama should center on the PCs. Their actions will turn the tide for Freeport, not those of the other powers, who will be busy tending to their own affairs. Removing the PCs from center stage reduces the game's fun, for the players will then feel as though they are watching a movie rather than participating in the storyline's outcome.

Even so, you can add in some NPC cameo appearances if you think your group will find that interesting. Using the existing source material like *Denizens of Freeport* might also add some flavor to the excitement. For example, maybe the PCs see Karl the Kraken in an alley kicking some barbarian booty, or perhaps they find Mr. Wednesday's gang protecting his turf. Adding in these details can make the city come alive, while still keeping the heroes at the center of the action.

choice), the messenger is a priest from that temple, and so on. If none of these fit your group, use one of the newspaper boys under the employ of C.Q. Calame from **Act I**.

Regardless of who delivers it, the message is as follows:

"I am sorry to wake you, but we need your help. The vile orcs have formed a mob and are marching through the streets on a destructive rampage! I'm not sure, but someone told me that the main group numbers over 500! The whole thing started in the Eastern District with some complaint they have over the imprisonment of their leader. The Guard is stretched too thin to meet the threat. Will you join with the others who are loyal to Freeport and help quell this uprising?"

At this point in the adventure, your heroes may need some motivation over and above that of simply coming to Freeport's rescue. If so, tailor a reward to suit the desires and needs of your group. If the messenger is a newsie (as mentioned previously), he tries to convince the heroes to help by claiming that some of his newsboy friends are in danger. Alternatively, if the heroes refuse, a group of orcs comes strolling into the inn or house where the heroes are staying, forcing the PCs into the fray.

If the PCs agree to help, the messenger leads them toward the **Fortress of Justice**. On the way, the heroes run into a small band of 12 orcs intent on looting and destroying. The orcs wield clubs, hammers, and axes. As they rampage around, they chant, in Common, "Free Drak! Free Drak!" They are hell bent on reaching the **Fortress of Justice**, so they do not stop to talk.

Orc Rioter: hp 39

Something Bad This Way Comes (EL 11)

This encounter assumes that the heroes are out walking the city's streets when the battle begins.

You may have to modify this encounter, depending on where the heroes are in the city. If they are at the **Docks**, **Scurvytown**, or the **Warehouse District**, the encounter is similar to the one detailed under **We Are Under Attack!** on the previous page. The heroes hear or see the barbarian invasion from the harbor. They can rush to the **Old City** or take a few pot shots at the invaders.

If the heroes are in **Drac's End**, they witness the barbarian overland force coming into the city from the north:

Shrill war cries and screams coming from the outskirts of Drac's End pierce the city's normal night sounds. Some people rush by you in a panic, waving their hands above their heads and screaming, "Wild men are coming from the woods! Save us! To the Old City quickly! Save yourselves!" From a group of tents, you see a boy and his mother running, but before you can act, a barbarian cleaves the mother in two with his greataxe. The city is under attack!

Eight companions accompany the barbarian sergeant that killed the mother. They are headed towards **Drac's Gate** in the **Old City**.

Barbarian Type I: hp 47
Warrior of the Barbarians Type II: hp 37
Barbarian Sergeant: hp 84

If the heroes are in the **Eastern District**, they hear a great commotion coming from the **Field of Honor**, where the orcs have amassed for their march to the **Fortress of Justice**.

A great, twinkling light, as if created from several hundred torches, lights up the night sky from what must be the Field of Honor. You hear guttural voices screaming and shouting in Orcish.

If the heroes investigate, they discover the orc mob just as it is leaving the plaza and moving toward the **Eastern Gate** of the **Old City**. Anyone who speaks orcish can recognize the chant of "Free Drak!" The heroes cannot stop the mob at this point, but they may be able to reach the gates before the mob does. While attempting to do this, the heroes run into a stray group of 30 orcs wielding spiked clubs who attempt to block their way. If the heroes decide not to follow the orcs, the barbarians invading from the docks eventually get their attention.

Orc Commoner: hp 7

If the heroes are in the **Temple** or **Merchant District**, they learn about the battle by hearing the sounds of combat coming from the harbor or by running into stragglers from the barbarian overland attack.

Middle Encounters

Barbarians at the Gate (EL 10)

In this encounter, the heroes reach the **Old City** only to find that one of the gates is being attacked from within. A battered, bloody member of the Watch rushes toward them, collapsing into the arms of the nearest PC. He blurts out the following:

"We are under attack! <Cough!> The barbarians are at Drac's gate. We closed the gate in time, but they must have planted soldiers within the city. <Cough!> They surprised us! Commander Stern <cough!> cannot hold out for long. That gate must remain closed. <Cough!> Please help us!"

If not treated immediately, the man dies. He has just warned the heroes about the overland phase of the barbarian attack. When the heroes reach Drac's Gate, read the following:

The scene at the gate is bloody. Two wounded Guardsmen stand amidst their comrades' dead bodies and attempt to defend the inside of the gate from 10 attackers. They are doing their best to keep themselves between the barbarians and the mechanisms that will raise the portcullis and open the wooden gates, but they will not last much longer on their own.

Since there are over 100 barbarians on the other side of the gate, it is imperative for the heroes to make sure they remain closed. The main goal of the invaders is to let their comrades in, so they need to first open the wooden gate and then the portcullis. It takes one person three rounds to open the gates and another three to open the portcullis. If two or more people make the attempt, they cut the time down to two rounds for each barrier. The barbarians have to make a Strength check (DC 15) to open the gates and the portcullis each round, and they incur a -4 AC penalty as they attempt to let in their fellow attackers, in addition to leaving themselves open to attacks of opportunity.

On the first round that the heroes join the fight, a barbarian kills a Guardsman. Only the Guard's leader, Commander Stern, remains. He fights to the death if necessary. If the heroes seem unsure about what is going on, the commander makes it clear that they need to keep the gate closed.

This middle encounter works best with the **Hey, We Need Your Help** or the **We Are Under Attack!** start. Situations can be slightly modified to allow this to work with the **Something bad This Way Comes** start as well. For example, if the heroes were in **Drac's End**, they might reach the gates as they close, only to find barbarian infiltrators on the inside trying to open them.

Barbarian Type II: hp 34
Commander Stern: hp 28
Rogue of the Barbarians: hp 37
Warrior of the Barbarians Type I: hp 51

Elf Sabotage (EL 7)

The elves have sabotaged the **Eastern Gate** into the **Old City** by jamming something into the mechanisms to prevent the gates and the portcullis from closing. The four saboteurs have been caught in the act and are engaging two of the Sea Lord's Guards as the orcs approach the gate. The heroes have to dispatch the elves, while also closing the gate in time to prevent the orcs from gaining entrance to the **Old City**.

It is difficult to predict the amount of time it will take each group to complete this task with the maximum suspense. You need to gauge your group's abilities to make this as challenging as possible. Clearing the jam on the portcullis requires a Strength check (DC 20). Attempting to do so provides any would-be attacker with a +4 bonus to hit and provokes an attack of opportunity. Removing the jam on the gates is a mechanical problem, requiring a Disable Device check (DC 25). Again, this provokes attacks of opportunity and gives their attackers a +4 bonus.

This encounter works best with the **We Are Under Attack!** start on page 190 or, if the heroes are trying to stay ahead of the mob in the Eastern District, as described in **Something Bad This Way Comes** start on page 191.

Elven Fighter: hp 51
Elven Ranger: hp 45
Hawk, Elf Ranger's Animal Companion: hp 4
Sea Lord's Guard: hp 5

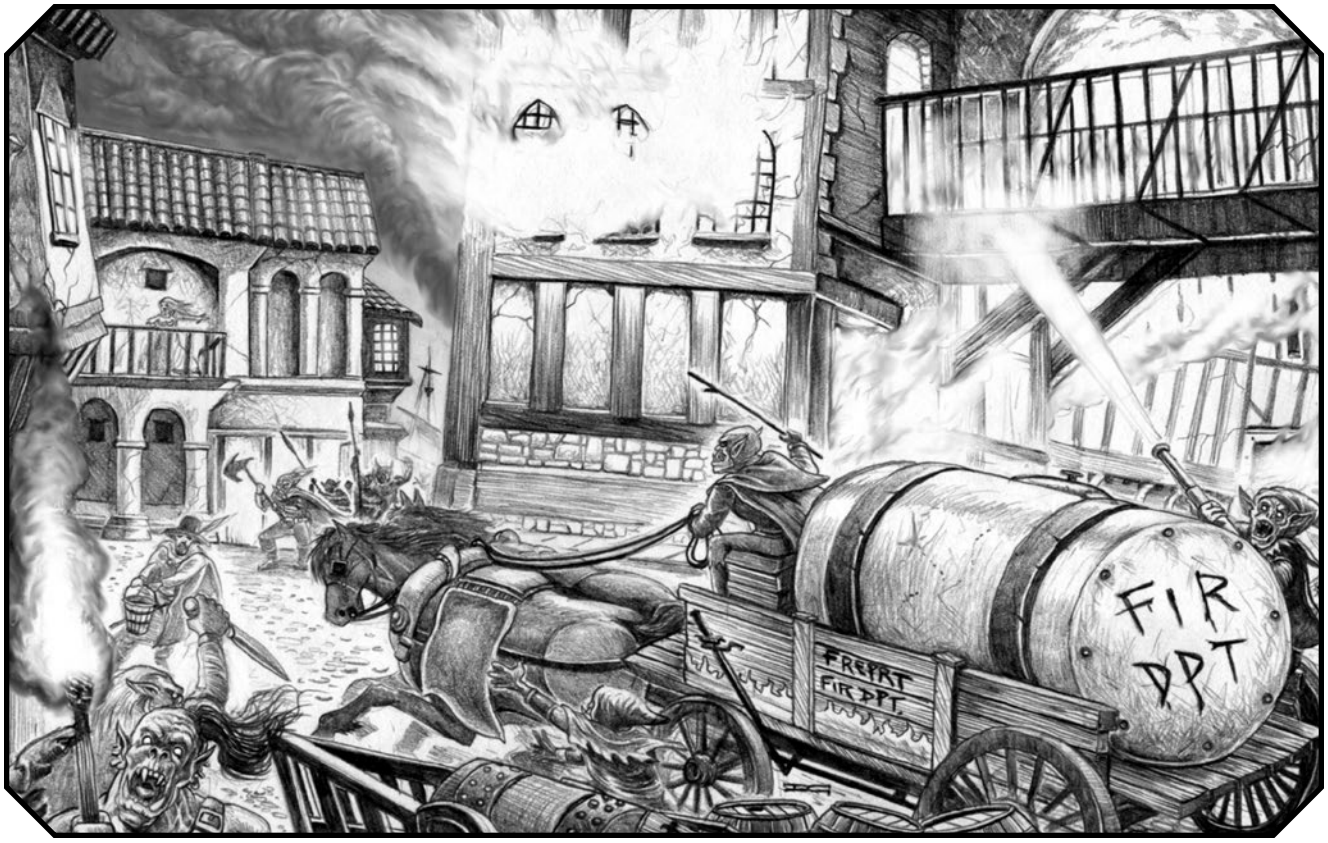
Now's Our Chance! (EL 13)

The serpent people living under the city, led by their powerful new hero N'Garth, have decided the ensuing chaos has provided the perfect time for the Valossan people to rise again and reclaim the Serpent's Teeth. Of course, they are completely delusional, and they have no real chance of seizing power, but they can put a wrench in the works by providing yet another enemy for Freeport's rulers to fight.

N'Garth has gathered an attack force of 100 personally trained warriors and a small cadre of loyal civilized serpent people. They plan to attack from the sewers and capture as many members

Old "Friends"

If your group has played *Tales of Freeport*, this would be a perfect opportunity to use the NPCs from that adventure in this encounter. If they have not, introducing characters from *Tales of Freeport* might plant some seeds for further adventures for your group using that product. Finally, the heroes might not be able to stop the Serpent people from capturing all of the councilors. The ones that are captured then return as Serpent people in disguise. This would certainly add some spice to a new adventure dealing with the succession issue in Freeport. Nothing like finding out that the new Sea Lord is a Serpent man in disguise!



of the Captains' Council that they can. Once they have them in custody, they plan to use the shape-shifting abilities of the civilized serpent people to take their place and rule the city! This encounter most likely occurs in the **Old City**, where the seat of government rests, or in the **Merchant District**, where most of the councilors live.

The size of the serpent people's party depends greatly on the composition of your group and their current condition. You could have the heroes come upon a well-known councilor and his bodyguard under attack by serpent people, providing the heroes with an opportunity to rescue them. The heroes might also come upon a large contingent of serpent people shoving a well-known councilor into a sewer entrance.

It is true that most of the councilors can defend themselves, but the encounters should be structured so that the heroes make the difference in the conflict. Don't let the NPCs steal the show. Also, this encounter should prove more interesting if the heroes save a councilor they already have a close relationship with, or one who can help them in future endeavors. Either way, the rescued councilor mentions the siege cannons mounted atop the **Old City** walls. He or she notes that the guns have been silent through most of the battle, and that the PCs should investigate.

This encounter works with any of the beginning encounters, and it can be thrown in before or after one of the middle encounters as well. If the PCs are friendly with K'Stallo (see *F:COA*, page 107 or *Tales of Freeport*, page 27), he may tip the PCs off as to N'Garth's plan. This is not the future K'Stallo had in mind for his people.

N'Garth, Serpent Man Hero: hp 85
N'Garth's Serpent Man Warriors: hp 22

Ending Encounters

Get Them Guns Blazin'! (EL 15)

The most feared weapon that the Sea Lord's Guard can bring to bear on attackers is the siege cannon. Many an invading fleet has been reduced to burning cinders by the fiery blasts from these guns. It is rare indeed when all the guns need to be fired, and most of the time, the two guns closest to the harbor are enough to repel invaders. Not to mention the fact that a horrible accident involving the inland guns almost burned the **Old City** to the ground. Since then, they have not been used.

The crews manning the guns closest to the harbor are having a rough go of it. They got off one good shot with one of the guns, but the next shot misfired, disabling the gun, killing its crew, and setting fire to the wooden tower's interior. The heroes need to find a way up into the tower, brave the flames, and get the gun to work. This is no mean feat. The towers stand about 50 feet high and the wooden floors on the inside are on fire and unstable. Anyone in the tower takes 2d6 fire damage each round. On a d20 roll of five or lower (subtract one from this roll for every PC on the floor at the time) the floor collapses, sending the heroes through all the floors below, taking fire and falling damage on the way down. The top floor remains stable, since it is supported under the wood with stone. Anyone climbing up to the top of the tower must also contend with falling debris from the fire. Every round spent climbing requires a Reflex save (DC 20) to avoid being hit. A flaming object does 2d6 fire damage and 1d6 normal damage. Heroes may only climb at half speed due to the conditions in the tower.

The heroes first need to find out what is wrong with the gun. Three possible checks can determine what needs to be done: A Spellcraft

check, a Craft (Weaponsmith) check, or a Disable Device check—all at DC 25. A successful check reveals that the magical energy used to fire the gun has been used up. To be repaired, the cannon needs to be *fed* a magical item with a moderate-level permanent ability, such as a magical weapon or a magical cloak. Potions and scrolls are single use and will not work. If such an item is placed in the barrel of the canon, the cannon will absorb the magical energy from the item and repair itself. The gun can then be fired as described in the **F:CoA** book on page 74. Firing the gun requires three people, two of which fuel the gun with their souls, taking 4d6 points of damage each time the gun is fired. The gun fires a *fireball* as cast by a 20th-level caster.

The other gun did not even get off a shot, for a barbarian shaman and his three bodyguards teleported in during the assault, and killed the gun's crew. The barbarians have not figured out how the gun works, however. The heroes have to kill the shaman and his men to use the gun. The shaman won't make it easy on them. As they climb up to the tower's top floor, he uses his spells to make their ascent as difficult as possible.

Now that the battle has been underway for some time, the heroes can rout the barbarian fleet with one good shot of the siege cannon. Read the following when they fire the gun:

As the gun fires, you feel your own life force being sucked from your body. You are quite literally powering the blast from the gun with your own energy! The results are spectacular. The gun roars, and with a huge kick, belches forth a massive fireball the likes of which you have never seen before. The blast strikes its target, setting barbarian longships ablaze. The remaining vessels turn and begin fleeing the harbor.

This encounter works best with the **Now's Our Chance!** Encounter on page 192, as the rescued councilor can tell the heroes about the guns. It also works well with the successful completion of the **Elf Sabotage** encounter on page 192, as the orcs will be kept outside the **Old City** and the barbarians will have reached it.

Barbarian Bodyguard: hp 40
Gar, Sorcerer's Familiar (Raven): hp 39
Shaman of the Barbarians: hp 78
Sorcerer of the Barbarians: hp 58

Free Drak! (EL 15)

Use this encounter if the heroes have stopped the barbarians from entering the **Old City**. This means the orcs, thanks to the elves' sabotage job, have gained access to the **Old City** and are rioting in a huge mob. The task in front of the Sea Lord's Guard and the Captains' Council now is almost insurmountable. They need to deal with an invading army, attacks from within by disgruntled orc citizens, and maybe even serpent people to boot. If only the orcs could be made to understand the city's peril. If they would join forces with the people of the city, they could easily force the barbarians back to sea.

Convincing this angry mob to refocus its rage away from the city and onto the barbarians will not be easy. It takes a powerful leader to halt their marauding, a leader like Drak Sockit (or a leader like Spacko, if Drak has shuffled off the mortal coil)! If the heroes can convince him to control the angry mob, they might turn the tide of the battle in Freeport's favor.

Pointing the heroes in the right direction on this one may be difficult. They should already know that Drak has been captured and that the orcs are clamoring for his release. Members of the Sea Lord's Guard also tell them that their forces are stretched too thin to deal with the orcs and the barbarians at the same time. In fact, many of the Sea Lord's Guard have been stationed at the gates to the **Fortress of Justice** to prevent the orcs from springing Drak. Xander Williams is a stubborn man after all.

Fighting their way through the gate is going to be very difficult for the heroes. As detailed in **F:COA** (pages 73 and 74), the Fortress of Justice has only one entrance. A portcullis and flanking towers manned by guardsmen armed with repeating crossbows protect the entrance. Xander Williams has stationed all available guardsmen here to protect the gate. Ten men man each tower, with five on each side behind arrow slits (giving them 50% cover); the other five fire from the tower's crenellations (also giving them 50% cover).

Sea Lord's Guard: hp 5

Commissioner Xander Williams has joined the men at the gate. He understands this may be the site of the last battle with the orcs and/or the barbarians, and he wants to personally make sure the **Fortress of Justice** does not fall. Two hundred and fifty citizens, mainly women and children, have also fled here to find safety behind the walls. These refugees huddle together in the training area.

The heroes may try to convince Xander to free Drak. On an opposed Diplomacy check, the PCs may succeed at convincing him. If they threaten him, however, he receives a +2 circumstance bonus on his roll, as he does not respond well to threats. If the PCs only use reasoning and good roleplay, then award them a +2 circumstance bonus to their check. If convinced, Xander sends the heroes with a guardsman to the **Tombs** to get Drak.

Xander Williams: hp 56

Or, the heroes might try to scale the walls. The 20-foot-tall, barbed walls away from the gates are not being watched. The PCs need to make a Climb check (DC 25) to get over the wall. Also, have them roll an Escape Artist or Dexterity check (DC 25) to escape taking damage from the barbs, which do 1d10 points damage if the check fails. Three wounded Sea Lord's Guardsmen watch over the women and children in the training area. If they spot the heroes, two of them attack crossbows, while the other runs to get Xander Williams.

Sea Lord's Guard (3): hp 5

Only a solitary jailer and two guards watch over the **Tombs**, as the riots and attack on the city have called the other guards away to other duties. The map of the Tombs can be found in **F:CoA** on page 76. The jailer and guards have barricaded themselves at the foot of the spiral staircase leading down to the first dungeon level (marked 7 on the map). If the Guardsman sent by Xander is with the heroes, they can see Drak without a problem. If not, the jailer refuses to let them in, unless they convince him with an opposed Diplomacy check or break down the door.

Door: thickness 2 inches, hardness 5, hp 20, break DC 25.
Jailer: hp 45
Sea Lord's Guards (2): hp 5

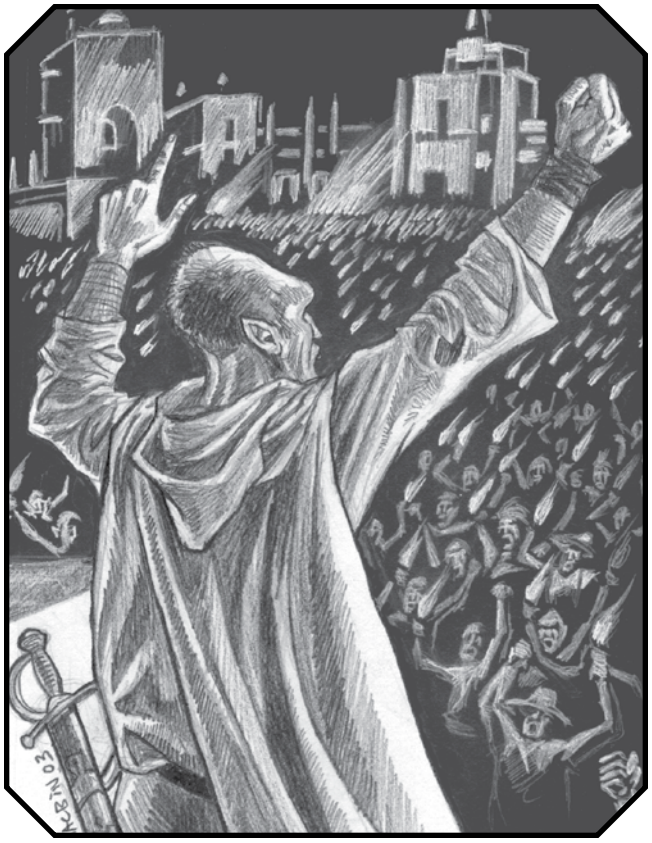
Drak is a stubborn orc, but he loves Freeport. When the heroes free him, he understandably wants to join his people and lead their riot through the city. His response to the heroes here depends heavily on what happened earlier in the **Orc Rabble-Rouser** section on page 186. Understandably, he is harder to convince if the heroes attacked him or he fled from them. The heroes may even need to give him the sextant at this point to convince him to help. Once he learns the barbarians have attacked the city, he begins to reconsider. After all, what good is it to be a Sea Lord if there is no city of Freeport over which to rule? Intimidating him does not work. If the heroes try this tactic, Drak receives a +4 circumstance bonus to his opposed rolls to resist them. If the PCs once again refuse to give him the **sextant**, Drak receives a +8 circumstance bonus on his opposed rolls. Honest talk about the situation yields far better results, and the heroes can immediately convince him if they hand over the **sextant**. Once freed, Drak retrieves his possessions from the jailer's quarters.

When the heroes arrive with Drak at the gates to the **Fortress of Justice**, over 200 orcs have amassed outside chanting his name and demanding his freedom. Drak asks to be taken to the top of a tower so that he can address the throng. When the heroes and Drak arrive at the tower's top, read them the following passage,

You arrive at the top of the tower, 50 feet in the air above the war-torn city that you have come to love. Fires burn in many places, but the amber glow of the torch-wielding orcs draws your attention. As Drak steps onto the parapet overlooking his brethren, a ferocious, roaring cheer fills the air. DRAK! DRAK! DRAK! For a moment, he stands still, soaking up the sound of his people as if he was drawing energy from them. Raising his hands to quiet them, he begins to speak. In the distance, you can see the barbarian forces making their way toward the fortress.

"Our time am come brothers! Tonight, we am show all de people of Freeport that us truly belong. We am not animals or only jackasses to carry their stuff. You am come here to sets me free, but it be these people you sees besides me that am helped me to sees what freedom be. The city we all calls home is under attack. It am time for us to prove that we wants to be citizens of Freeport. We am shows the whole world strength and honor that all us orcs has. Come wit me now, brothers! Gnash them teeth and pound these invaders. Death to the barbarians! Death to the enemies of Freeport! Honor for de Orcs!"

A roaring cheer goes up from the orcs as Drak ends his speech. He turns to the heroes and says, "Come wit us friends. It am time for us to bash skulls. We am hurry to meets them head on!" Drak then quickly moves to climb down the stairs as he readies his greataxe for the fighting to come."



Just as the heroes and Drak get outside the gate of the **Fortress of Justice** at the head of the orc mob, they encounter the main barbarian force, who have come in through the sabotaged **Eastern District** gate.

Playing out this encounter is better done as a heroic epic then a round-by-round combat (though GMs with access to mass combat rules may consider running a more tactical battle). With the help of the orcs led by Drak and the heroes, the barbarians will be pushed back to the sea and forced to retreat in their ships. When the orcs reach the dock, the remaining forces of the city, led by members of the council and the Sea Lord's Guard, will learn that it was the orcs that turned the tide of the battle. Even after all that they had been through, the orcs' love of Freeport won out over their own interests.

Drak Sockit: hp 50

A Hundred-To-One... I Like Those Odds! (EL 16)

Your group may think they can take on the barbarian horde on their own. Some well-placed spells and useful magic items might turn back even the hundreds of barbarians that face them. Feats like Whirlwind attack and Great Cleave may embolden the group's fighters to march out and attack the barbarians. After all, this is the stuff that legends are made of, right?

Your group might just be powerful enough to pull it off. If they are that brave, then let them give it a try! Stats for basic barbarian troopers and warriors are given in the **Appendix**, as well as stats for sergeants and leaders. It may be difficult to go round by round with over 200 enemies, so you might want to do things as if there are three to five key moments in the conflict, playing those out individually. For example, at the start, they may face a small group of 10 barbarians and a sergeant scouting out ahead of the main force that needs to be dispatched. Then the heroes might find themselves surrounded by 50 barbarians and need to fight their way out. The buildings and terrain might come into play as well. Perhaps the heroes can flee into a building for a little house-to-house fighting or cause a wall or building to collapse on top of some barbarian troops. A spellcaster might need to get to higher ground to hit them with a well-placed *fireball* or *cloudkill*.

If things get too rough, you might want to have one of the Captains' Council members arrive leading a force of Guardsmen to help the heroes out. It might also be interesting if, at one of the key moments described above, the heroes need to rescue of one of the Captains' Council members during the fray.

If the heroes are successful, they thwart the barbarian attack. The remaining invaders flee toward their ships and quickly sail out of the harbor.

Adept of the Barbarians: hp 38
Barbarian Bodyguard: hp 40
Barbarian Sergeant: hp 84
Barbarian Type I: hp 47
Barbarian Type II: hp 34
Barbarian War Chief: hp 126
Rogue of the Barbarians: hp 37
Sorcerer of the Barbarians: hp 58
Warrior of the Barbarians Type I: hp 51
Warrior of the Barbarians Type II: hp 37

Section One: Pluses and Minuses

Lay Your Hands on Me: +100 xp to any PC brave enough to power the Freeport siege cannons.
Are You the Gatekeeper?: +75 xp to every PC if they successfully beat back the barbarians at the Old City gate.
I'm the Keymaster: +50 xp to each PC if they clear the gate obstructions in the **Elf Sabotage** section (double if they take no wounds in the process).
I Say Let 'em Crash: -200 xp to each PC if they have to be *convinced* to join in Freeport's defense.

Section Two: Yarash Rising

In this section, our brave heroes once again head out to sea, this time to crush the retreating barbarian fleet in retaliation for their bold attack on Freeport. Unfortunately, the elves have similar plans, but they intend to wipe out the pirate menace as well. In the midst of this conflict, the cultists of Yarash, who have hidden themselves amongst the crew of all three fleets, perform a last, desperate ritual to summon the son of their god, the **kraken**, hoping the resulting bloodshed will bring Yarash back to them.

Should he still be with the heroes, Lucien Buche parts ways with the PCs. He's had quite enough of fighting, and has no desire to go back to sea to witness more of it.

Going After the Barbarian Fleet

After repulsing the attack on Freeport, the Captains' Council wants revenge. Without delay, they set sail after the barbarians to hunt them down and punish them for daring to attack Freeport. **Admiral Rankin** (**F:CoA** on pages 29-30) takes charge of the situation, gathering a fleet of 50 ships in only two hours! Captains Gordon, Roberts, Torian, and Varellion from the Council accompany the fleet, and Drak Sockit pledge two orc ships for the effort.

Getting the heroes to go along should be pretty easy. Of course, they might think of it themselves when they see the fleet mobilizing for the pursuit. If they don't, a member of the Council that they know or have recently saved asks for their help.

If they need a nudge in the right direction, heroes holding the artifacts hear the voice of Harrimast in their heads saying, "Remembers yer promise now! Git out there quick, for the servants of Yarash are at work. Go forth with the fleet and keeps your word. Go now!"

Captain Garth Varellion: hp 42
Captain Hector Torian: hp 36
Captain Marcus Roberts: hp 47
Captain Xavier Gordon: hp 38

What About Captain Baumann?

If Captain Baumann still survives, she reappears for this scene. She might offer the heroes a lift to the final battle, or she participates in the battle herself on one side or the other. Keep in mind that she should be adding color to the story, not *be* the story. In the end, the heroes can either get the best of her or perhaps befriend her, gaining a powerful ally.

Using Naval Combat Rules

The climactic sea battle has been handled in abstract terms, keeping the focus on the PCs. There are, however, a plethora of published naval combat rules for the d20 System. If you have access to one of these rule sets, you could play the battle that way. This will certainly take longer, but if your group likes a tactical challenge, it may be worth the effort.

Boy, I Need a Good Night's Sleep

Once the heroes set sail, decide how long it takes them to catch up to the barbarian fleet. Since they have just come from a battle, they most likely have sustained some wounds and used up some spells. If they are in bad shape, the journey should take enough time for your PCs to get in better shape for the upcoming conflict. Alternatively, if your group had little trouble dealing with the attack on Freeport, the pursuit of the barbarian galleys might only take a few hours. To keep the pacing of the conclusion of the adventure fast, one night's rest is all that should be allowed in any event.

The Battle Begins (EL 12)

Eventually, the Freeport fleet catches up to the barbarian longships near sunset. When they do, read the following:

As dusk approaches, a light fog spreads out over the sea, reducing your visibility. Through the vapor you can make out the deep red disc of the sun as it hangs low on the horizon. Only a half a mile in front of you, at the limit of your sight, you spy the barbarian fleet. They are beginning to turn to do battle, as they know now that flight is no longer an option. They are brave to meet their end in this way. Your fleet of ships greatly outnumbers them. The seas will overflow with blood this night.

Only 15 barbarian longships remain from the assault, so the Freeporters should have little trouble dispatching them. The ships start out 2,640 feet apart. Ships travel at speeds varying from one to four miles per hour. Obviously, using the six-second round to handle this encounter takes way too much time. To make things faster, assume that until the ships are in range for missile fire to be effective (normally 200 feet for a longbow or 400 feet for a catapult), only maneuvering takes place. Faster ships can get into a more favorable position before the missile fire begins. Rather than turn to rounds here, assume each ship gets to fire four times before closing to ship-to-ship combat.

No stats have been given for the crews of the various Freeport naval ships in this engagement except for the members of the Captains' Council. Keep their actions in the background and describe what they are doing without rolling dice for their attacks. The barbarian fleet consists of a mix of many different types of combatants, detailed above and in the Appendix.

As the fleet attacks the barbarians, a new threat manifests. At an appropriate point during the battle against the longships, read the following:

Victory is at hand! The fleet has surrounded the barbarian longships, and it is only a matter of time before they pay the ultimate price for their folly. Attacking Freeport! They must have been desperate indeed. Your gloating is interrupted by the calls of "Ships ahoy!" from your lookouts. You scan the horizon desperately looking for this new threat. At last you see them. Moving quickly toward your vessels is another fleet! Moving under sail and oars, you know these to be the sleek and fast warships of the elves! The fog has allowed them to get within a quarter of a mile before your lookouts saw them.

How the heroes react to the appearance of the elves depends on what they have or have not learned earlier in this act. If the elven agent duped them, they believe the elves are here to help the Freeporters destroy the barbarians. If they have unmasked the elf agent, they probably correctly deduce that the elves are attacking the Freeporters *and* the barbarians. Give the heroes a round or two to react before the elves open fire, revealing their true intentions.

The elves have rightly guessed that now is the right time to attack both the barbarians and the Freeporters. With both sides

Who's Leading These Cultists, Anyway?

In **Act I**, Billy Bones led the cultists. The heroes assaulted his base in Libertyville and crushed them. If Billy Bones survived that encounter, he leads them and activates the scroll instead of Nador. If the PCs killed him, then any surviving lieutenant should replace Nador. Basically, if it is possible, based on what happened in your adventures, a cultist that the heroes can recognize leads the attack. Only use Nador if no previous cultists survived.

weakened, they hope to eliminate both enemies at once. They have 50 ships that split up to attack from two sides. Three rounds of missile fire should be enough before the ship-to-ship action takes place.

The fleet combat described in this section should be chaotic and exciting. Swinging from the ropes, fighting in the rigging, and commandeering enemy ships should be mandatory. Make sure that you describe the rest of the battle as well as what is going on with your heroes. Make them feel like they are part of a large conflagration, with all hell breaking loose around them.

Elven Commander: hp 102
Elven Fighter: hp 51
Elven Sailor I: hp 39
Elven Sailor II: hp 45
Elven Wizard: hp 49

The Summoning (EL 20)

The cultists of Yarash have insinuated themselves into all three of the fleets in this battle. The prophecy about the return of Yarash is about to come true, and they have made sure that they are right in the middle of things. Aboard one of the Freeport vessels, near the middle of the battle, the signal is given. At that time, all of the cultists reveal themselves and begin fighting for their god. They hope to prove themselves worthy to him, as he returns to the Material Plane. Then the world will know the meaning of fear.

You determine the most appropriate time for the cultists to attack. It may occur during a lull in the fighting, or perhaps just after the heroes dispatch an enemy ship. When the appropriate time comes, the new leader of the cultists, a man named Nador, climbs to the top of a Freeport's ship's mainmast near the center of the battle. He bears an ancient silver horn and a powerful scroll. Perched above the battle, he reads from the scroll. As he does so, the waters surrounding his vessel become affected by a *sargasso* spell. The special scroll affects the area for one hour, with a radius equal to 600 feet. The ships in the area of effect are stuck as per the spell description. (See **F:CoA** on page 130 for more information.)

Billy Bones: hp 75
Cultist of Yarash: hp 28
Nador: hp 75
Wizard Cultist of Yarash: hp 14

Heroes looking in the direction of the ship can find Nador with a successful Spot check (DC 25). If they see him, they can attack him before he takes his next action and blows the magical horn. If they successfully hit him with missile weapon (give him 50% cover for being in the mainmast), he cannot blow the horn that turn. If they kill him, another cultist attempts to retrieve and blow the horn. This particular ship carries 10 cultists. Once the horn is blown, read the following:

You hear the sound of a mighty horn. Hrooooo, hroooooo, hrooooo. Its three deep calls drown out the sounds of battle around you. Time seems to stop, as all the combatants look about them, unsettled by the thunderous noise. The sea begins to roil and splash violently. Something is rising to the surface! A tall, dark tower of stone emerges from the seaweed-laden water. It spikes though the water and rises toward the sky, breaking apart an unfortunate ship as it does so. You blink a few times in disbelief, but you have seen this structure before, back on the other side of the Hell's Triangle. You saw this tower, the tomb of the dead god, on Yarashad.

As the tower completes its rise to the surface, you hear a loud splash, followed by a hideous, low-pitched bellow. You turn toward the sound, and see a creature you thought only a sailor's nightmare or a bedtime story to scare young children. Impossibly huge, its gaping maw and deadly tentacles effortlessly destroy a nearby ship. Its great red eye turns toward you and you know what it is to be afraid. The kraken has come, and it's about to turn its malice upon you!

The cultists have summoned the **kraken** to help bring about Yarash's rebirth. As the kraken destroys ships and devours the

souls they carry, the life force from those souls are transferred to the tower, where the dead body of Yarash waits. It takes 10 shiploads of souls to provide enough energy for Yarash to take shape again. Feel free to increase or decrease this number to enhance the drama in your game. Once there are enough souls within the tower, the tower draws any artifacts the PCs carry to it to complete the ritual.

The kraken starts out 100 feet away from the heroes. Five ships sit between them. The creature knows the heroes bear the artifacts, and it attacks their ship only after it has devoured enough souls. The heroes have to bring the fight to him. Keep in mind that the area is packed with ships engaged in close-quarters fighting. If they cannot fly or otherwise get near the kraken, they can close the distance by jumping from ship to ship.

Most of the ships try to leave the area or fight the kraken to the best of their ability. On a successful Spot check (DC 20), the heroes notice some crews fighting amongst themselves on various ships. The cultists on each ship want to the kraken to eat them, so they can join with their god. They do anything they can to prevent harm from coming to the kraken. If the heroes move to another ship during the battle, they may have to fight off the cultists, as well as the beast.

When the kraken destroys another ship, read the following:

Another ship has fallen to the mighty sea creature, crushed by its many tentacles. You see the hideous beast's maw scooping up the survivors and swallowing them whole. As it does so, you are drawn to its eyes, which crackle with a dark blue energy. Suddenly, a beam bursts forth like a lightning bolt toward the tower in the middle of the sea. The tomb of Yarash absorbs the beam and glows with a dark blue light.

This occurs after every two shiploads of souls that the kraken devours. At the same time, the carried artifacts begin to glow with the same dark blue light. The heroes notice this immediately if they are holding the artifacts in their hands. If not, they notice this on a successful Spot check (DC 20).

Kraken, the Son of Yarash: hp 290

The Return of Yarash (EL 20)

Once the tomb absorbs enough souls, it draws the Full-Fathom Five's artifacts to it, yanking them from the PCs' hands or their hiding places. As the symbols of his former power move toward the tower, they implode, leaving behind the avatar of Yarash. It appears as described in **Act II** on page 179: a huge creature with a 10-foot wingspan and six arms ending in wicked claws. It has an enormous head with a huge mark on its forehead, the by now very familiar symbol of the Full-Fathom Five.

Read the following:

A powerful bolt of energy leaves the kraken and shoots toward the tower, followed by a great thunderclap that nearly deafens you. The tower begins shrinking, collapsing in on itself, as the energy surrounding it grows brighter. Suddenly, the artifacts that you have carried with you from beyond Hell's Triangle are ripped from your grasp. They float in the air toward the tower.

What If the Artifacts Are Not Here?

If the heroes have not brought the artifacts, despite all the hints and clues dropped along the way, the tower draws them from wherever they are hidden on the Material Plane. In this case, the heroes see five swirling vortices of energy appear around the tower. It now takes five rounds instead of three for the artifacts to reach the tower.

Any containers that the heroes used to hold the artifacts, magical or mundane, are broken through with ease by the energy drawing them to the tower. If the heroes have cleverly hidden the artifacts on another plane, the tower still draws them to it, though it takes seven rounds for them to arrive.

Allow the heroes a chance to take some action here. If they try to hold onto the artifacts, they have to make a Strength check (DC 25). If they succeed, they are picked up and drawn toward the imploding tower and certain death. Additionally, they take 1d10 points of damage the first round they approach the tower, and an additional d10 every round thereafter (unless they let go, dropping into the water or onto a ship). The heroes might also want to try destroying the artifacts. This idea proves futile, for mere mortals cannot harm the artifacts. The heroes can move to another ship, try to reposition the one they're on, or cast spells. Regardless, it takes three rounds for the artifacts to reach the tower.

Once the artifacts reach the tower, read the following:

The tower disappears, replaced by a ball of dark blue energy about 20 feet across. As you watch, the ball explodes outward with a blinding flash of light. In its place is a grotesque creature from some twisted nightmare. It is huge, with a wingspan of at least 10 feet. Six tentacle-like arms protrude from its scaly body, each of them ending in a set of wicked claws. Its head rears back, revealing a large mouth filled with razor-sharp teeth. There is a glowing mark upon its forehead. By now you know what these skulls mean. It is the mark of the Full-Fathom Five.

Each of the five artifacts is absorbed into one of the skulls on the creature's forehead, and the device glows with a dark blue light. Then, in a booming voice, the thing speaks, "Come before me now, all of you!"

Ghostlike forms take shape in front of the creature at his command. As the shapes coalesce, you recognize them! They are the former members of the Full-Fathom

Alternate Ending: Defeating the The Son of Yarash

Some players will only be satisfied by personally vanquishing Yarash's avatar, which is what the standard ending of *Black Sails over Freeport* is all about. However, you may wish to consider an alternate ending for two reasons. First, if your players are story-oriented, they may find the return of Yarash despite all they've done a bit forced. Second, Yarash's avatar may simply be beyond the powers of the PCs to defeat (especially after a vicious naval engagement and a duel with the Son of Yarash).

As an alternate ending, try using the kraken attack as the climactic event of Act III. The set-up is the same. The cultists are trying to bring back Yarash through a massive blood sacrifice but either they are simply deluded or defeating the kraken foils their plans. Either way, killing the Son of Yarash before it can wreck Freeport's fleet is both heroic and challenging. With the kraken slain, Yarash and his cult are soundly defeated and the grateful Harrimast offers his boon to the PCs (see Aftermath on the following page).

Five, summoned here by their master at his return. An expression of joy crosses each of their faces, except for Carthy, who appears to be afraid.

The creature speaks to them saying, "Welcome, my children. As you can see, I have returned. No thanks to you!"

"Have you forgotten who brought you back from the dead? Have you forgotten whom you serve? For over 100 years you had the power to release me from my prison, yet you did nothing! You had the power of four artifacts, and all you needed to do was retrieve the last from the traitor. Instead, you bickered amongst yourselves, like the petty creatures you were before I made you into something greater.

"So it was to weak-willed humans I turned, who would obey the whispers I planted in their dreams without question. Who would plant the seeds of war that would bear fruit on the sea, so that the Son of Yarash could feed on their flesh, and I could feed on their souls.

"But without all of the artifacts, I could not return to this plane. And they, too, failed to bring the sextant to me. It was these adventuring fools, lured by the promise of wealth, who succeeded where others could not. And by keeping the tools they thought had banished me forever, they have only ensured my return."

With this, the avatar turns to you, its face twisted in a mocking smile.

"You have served my ends better than my faithless servants. Soon, I will re-enter this world with all of my strength, and then I will make Freeport burn. I will let you live to witness this, as a last gift for bringing me back to this plane. Harrimast cannot save you; he cannot prevent this. And after I have taken your lives, I will take Harrimast's."

The creature turns back to his five former followers.

"As for you, my Full-Fathom Five. You have failed me utterly, and for this I will make you suffer. Go to the hell I have prepared for you! There your souls will be tortured for eternity, and you will know only torment. Be gone!"

One by one, a whirlpool at the creature's feet sucks the evil spirits within. All of them beg their former master for mercy as they are drawn slowly to their deaths, except for Ezekiel Carthy, who is no longer afraid.

He looks at the avatar of the god he once worshiped and speaks, "Although I shall endure the slow torment you have prepared for me, I deserve it for what I have done. Know this though, you will fail this day, and the mark of the Full-Fathom Five shall be wiped from your brow. We are no longer your slaves. Do now what you will with me, but with my last breath I renounce you, false god, and hope that your end will be a painful one!" With that, Ezekiel Carthy's spirit disappears into the whirlpool.

The creature now lifts its gaze toward you and speaks, "I do not heed the words of an ungrateful coward. The time of exile is over at last. On this day, a new pirate god will rise. And I will be worshipped with blood!"

The final confrontation with Yarash has finally begun. Though the Avatar is a tough opponent, he does have one rather serious Achilles heel: the Full-Fathom Five tattoo on his forehead is the seat of his life force. All attacks made against the tattoo are made at a -4 penalty to hit, and damage from these hits cannot be regenerated.

If the PCs are having trouble with Yarash, you may wish to drop a few hints about the tattoo. For instance, a barrage of catapult stones hits the god's avatar, but only the one that strikes the tattoo makes Yarash stagger. If the PCs don't take the hint, a Knowledge (arcana) check (DC 20) can reveal the weakness.

Avatar of Yarash: hp 312
Full-Fathom Five Tattoo: hp 100

Aftermath

When the PCs destroy Yarash's avatar, read the following:

Your final blow has dimmed the light emanating from the tattoo on the creatures forehead and it lets out an ear-shattering scream of pain. The waters nearby begin to churn into a powerful whirlpool, as an unseen force lifts the creature's body. It hovers over the swirling waters for a moment, and then it is hurled into the maelstrom. As it falls beneath the waves, it speaks its final words, "Death is only a beginning, I will return, Harrimast. I will always return."

As the whirlpool subsides, the adventure ends. The cult has been defeated and the avatar of the evil god Yarash has been vanquished. When all is done, the avatar of Harrimast speaks to the heroes telepathically.

Read the following:

"I knew ye had it in ye. I thank ye for takin' care of that cur for me. Don't you worry about him returnin' though. If'n he does, it'll be well after your time. It's tough to kill a god, ye know. Ye has me thanks for savin' the world from the scourge of that black hearted villain. I will grant ye each a boon: ye can each call on me once. Once only, mind ye. If'n I can help ye, I will. I bless ye all! May the wind be ever at ye back and the waters calm before ye.

Section Two: Pluses and Minuses

I'm Going to Show You How to Kill a God: +300 xp to the PC who figures out that shooting the artifacts in the avatar's head is the key to his destruction.

Tally Ho!: +100 xp for each act of derring-do committed during the course of the battle (GM's discretion).

This Cutlass Kills Cultists: +150 xp to each PC if they destroy an entire cell of cultists on any one ship.

Kraken Rosie, Get on Board: +1000 xp to each PC if they reduce the kraken to half its hit points before Yarash's avatar rises.

Ending Pluses and Minuses

If the boon of a god and more gold pieces than they can spend in their lives is not reward enough for your PCs, feel free to grant them enough experience points to advance to another level. Good roleplay throughout the adventure should also be rewarded with an experience point bonus of your choosing.

- Epilogue -

Being a Summary of the Events Arising
From the Most Joyous Conclusion
Of the Heretofore-Described Adventure;
Including the Heavenly Ambit of an Old Ally
And the Tragic Fate of a Fearsome Foe.

"There was this here O'Brien now—he's dead, ain't he? Well now,
I'm no scholar, and you're a lad as can read and figure, and to put it straight,
do you take it as a dead man is dead for good, or do he come alive again?"
"You can kill the body, Mr. Hands, but not the spirit;
you must know that already," I replied. "O'Brien
there is in another world, and may be watching us."
—Robert Louis Stevenson, Treasure Island

Only one ship is seeking us, a black-sailed unfamiliar,
towing at her back A huge and birdless silence.
In her wake No waters breed or break.
—Philip Larkin

~ Epílogue ~

The End?

In the end, there were two, and every pirate had to choose between them. If you worked a merchant vessel or took to the oceans for pleasure, you made a sacrifice to Harrimast, the great god of pirates. Weigh down a few kegs of choice ale and wine, waterproof a chest of gold and potions, sprinkle the whole collection with a few drops of captain's blood—and maybe, just maybe, Harrimast would intercede for your vessel and spare it from the corsairs. If you didn't pay proper obeisance, you'd better pray that whatever god you *did* worship was on your side. Because Harrimast would turn the full fury of *his* followers against you. And they didn't come any wickeder or more ruthless.

Except when they got a visit from Harrimast's first mate—a bony, hollow-faced figure wearing a faded naval uniform, with a shoulder full of epaulets and medals on his breast. This apparition would rise from the seas like mist, gliding across the decks to the captain's cabin. In a stern voice, commanding but compassionate, he would remind the corsair that even on the open sea, there are codes. Mercy toward the weak. Observance of oaths. And fealty to their god.

The ghost stood in the thick of the fight when corsairs boarded a vessel; one glimpse of him could blunt your blow. He appeared to captives quaking in the hold of a ship, waiting to be ransomed. And when the pirates pulled into port, in the city they had created, he awaited them on the docks, in the council chambers, and in the courtrooms to remind them that the freedom they enjoyed had to be tempered by justice.

Eventually, he became the patron of that city. He protected its heroes and raged against its villains as the city struggled to rebuild after war and riot. For the orcs, struggling to find an equal place for themselves, he came to them in dreams, counseling caution and restraint above their baser impulses. To the Captains' Council, struggling to choose a Sea Lord and weed out monstrous infiltrators, he became a spectral presence at every roundtable. The hundreds of merchants and commoners trying to begin their lives again pressed his image into lockets, and clutched at his weary face when the world overwhelmed them. And the bitter remnants of the barbarian and elven fleets, who had become corsairs themselves, met him for the first time, carried onto their decks with foaming waves. "Before you find your profit on the seas" he told them, "you must know its laws."

All of them—whether they knew him as a scourge who snapped their masts or the savior who guided lifeboats to port—call him Truekeel. He had another name, an older name, but the only creature who still knows that name speaks little these days. This creature has good reason to keep quiet. Once, this villain had himself been Harrimast's first mate; he had commanded dread and respect from every seafarer in the world. He towered above their decks, tall and black and fearsome, with a half-dozen clawed arms and broad, thick wings. But he betrayed his master. The first time, Harrimast banished him beyond the reach of his followers; the second time, the pirate lord decided on a rougher fate.

So now, before every service in the Temple of Harrimast in Freeport, the presiding cleric walks to the back of the lectern, rubs a small gold coin nailed there, and whispers, "Listen close, little one." And if the priest stares close, he can see a change come over the face pressed into the coin—the bony jaw grinds into a snarl and the hollow eyes grow wide and red with rage. A patch of the forehead seems to glow angrily too; if the nail weren't pounded through it, you could almost make out the tattoo of a skull ringed with five stars.

Then the priest speaks the name *Truekeel* three times. If the temple is completely silent, and the priest is true to Harrimast in his heart, he hears a distant dim hiss from the furious face on the coin.

"That name! That name! I curse it to the depths of the hell—and I will wipe it from world! I am not finished yet! Do you hear me, so-called Truekeel? I will find a way out of this prison and come for you. I will kill your lord, that craven Harrimast, and I will hunt you across every ocean in infinite space if I must. I will hang my black sails over Freeport, and I will string you from those banners. I will carve your crimes on your forehead so that the world knows what to call you when they come to howl and spit at your carcass.

Traitor!

Coward!

Carthy!"

~ Epilogue ~

What Next?

The conclusion of this module leaves many avenues for your PCs to explore. Here's a roundup of some of the most likely possibilities.

Meet the New Boss

Drak has a strong claim on the Sea Lord's Throne. But even with the orc's heroism during the battle against the barbarians, the Captains' Council won't be easily convinced. There are bound to be machinations and attempts on the orc's life as he presses his case—wheels within wheels for the PCs to sort out. The PCs might also be called on to find evidence to bolster Drak's claim—a wizard from across the sea, a distant relative who remembers Milton Drac, and so forth.

I Am the Lizard King

If the Serpent people used the riots as cover to abduct and replace the Captains' Council, the PCs might be called on to investigate strange goings-on at the council culminating in a rescue of the councilors in caverns deep beneath the city.

I Cover the Waterfront

The recent violence has left the Sea Lord's Guard seriously depleted. The heroes might be called upon to take over any number of enforcement or investigative duties (giving you a chance to indulge in some murder-mystery storylines, for example).

Madman Across the Water

The war's over—now comes the hard part. Remnants of the elven and barbarian fleets have turned corsair, picking off Freeport ships in particular. And the elven and barbarian leaders have gotten increasingly shrill on the subject of the City of Adventure, accusing Freeport of *staging* Yarash and the kraken's appearance to decimate the enemy fleets. Now, the continental powers are considering putting aside their differences and pooling their forces against Freeport. Will the pirate capital send the PCs to stamp out the enemy navies once and for all—or to undertake a diplomatic mission to the distant nations to plead Freeport's case?

Big Spender

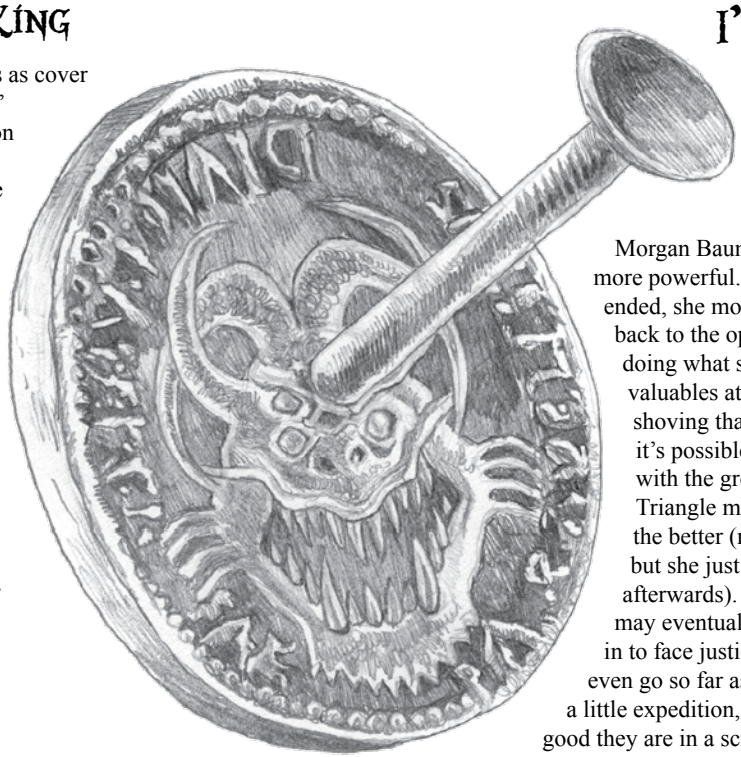
All that gold the PCs collected on Yarashad attracts any number of diggers. The PCs could suddenly become a magnet for every thief in the city—or for every charity (Freeport needs a lot of rebuilding work, after all). How do they protect all that loot?

Render Unto Harrimast

As we all know, no cult ever really dies. The followers of Yarash bust into the Temple of Harrimast and steal the gold coin that contains their trapped master. It will certainly take a huge, vile spell to free Yarash, but that never stopped cultists before!

Jenny From the Black

The ghost of Black Jenny Ramsey makes its way through the looking glass and approaches the PCs. She wants redemption! Would the PCs help her make amends to the families of some of her former victims? (You could substitute any other of the Full-Fathom Five here.)

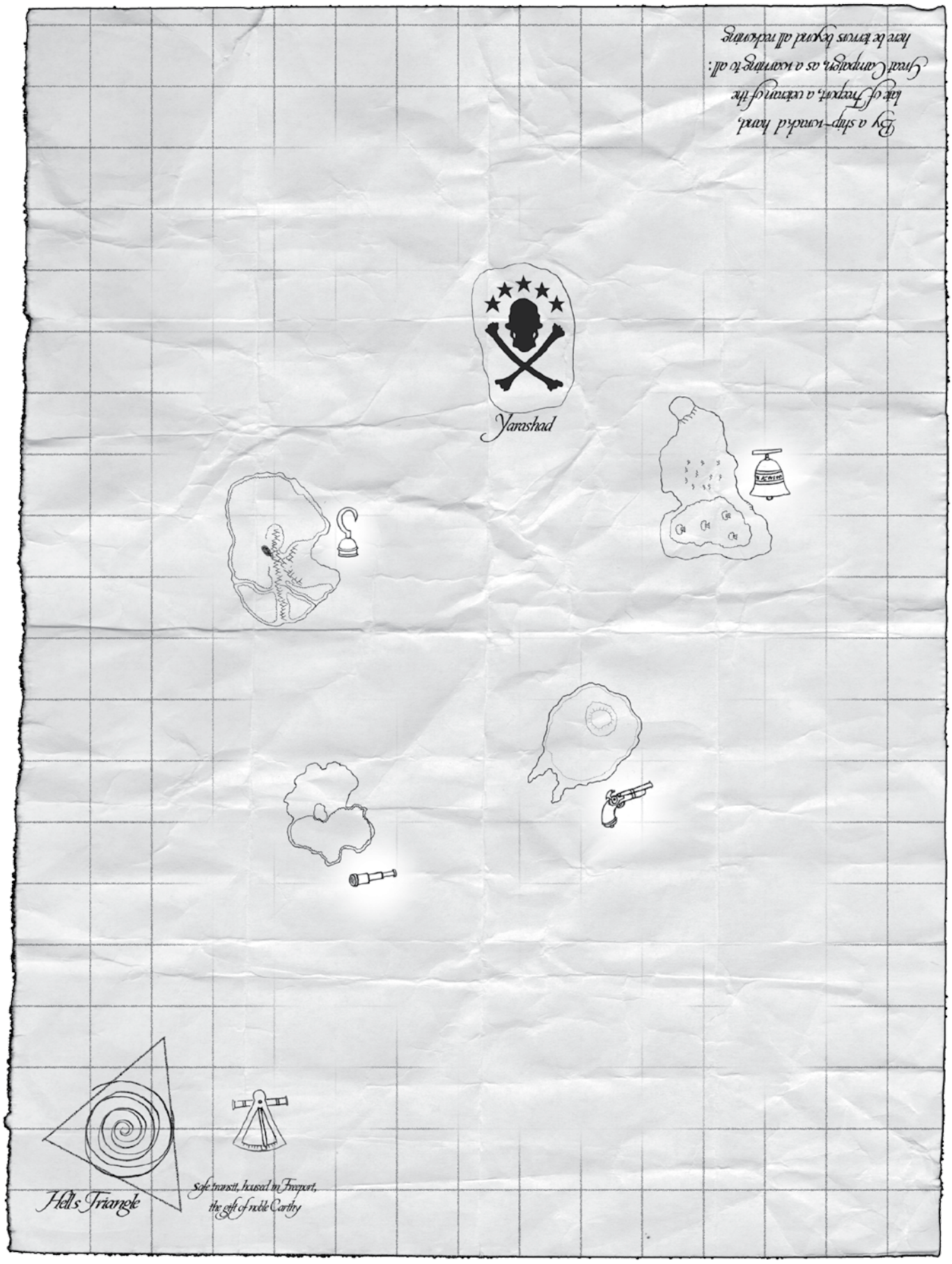


I'm Your Captain

Should she have survived all three acts of the adventure, Captain Morgan Baumann becomes even more powerful. Now that the war has ended, she most likely wants to get back to the open sea and continue doing what she does best: stealing valuables at cutlass-point, and then shoving that point home. However, it's possible that her encounters with the great evils beyond Hell's Triangle may have changed her for the better (meaning she still steals, but she just doesn't kill her victims afterwards). In the first case, the PCs may eventually be sought to bring her in to face justice; in the latter, she may even go so far as to invite your group on a little expedition, since she knows how good they are in a scrap. And for politically minded Freeporters, Baumann's exploits during the last battle might just make her a dark horse to take the privateer's seat on the Captain's Council from Xavier Gordon, once he realizes that he cannot put off stepping down any longer.

Every Day, I Write the Buche

If Lucien Buche hasn't shuffled off this mortal coil by the end of *Black Sails Over Freeport,* it probably won't take long before he gets himself into more trouble. Potential ideas on exactly what kind of trouble could include: Absent-mindedly reading aloud from a book on demons in the original Abyssal and summoning forth a rather angry band of outsiders; discovering that now that the sextant has been used on it, Hell's Triangle now goes someplace else; asking the PCs help him guard his share of the treasure (or asking the PCs why he hasn't *gotten* his share of the treasure). Then, of course, he could always find yet another map…


By a ship-wrack'd hand,
late of Freeport, a token of the
Great Campaign, as a warning to all:
here be terrors beyond all reckoning
Yaroshad
Hells Triangle
Safe transit, hussal in Freeport,
the gift of noble Carthy

Body Count in Harbor Hits New High! Page 3

The Shipping News

" All the news, fit to print or not! "

Shark Bites Man, Man Bites Shark! Page 2

The Dogs of War Unleashed!

A special report by B.F. Blacke

Elven women and children, hacked to death! Barbarians running amok like the God of Chaos himself! Last week's exclusive ("1 Part Barbarian + 1 Part Elf = 1 Potion of Trouble") set the stage for you, dear readers, and now the northern musclemen have made a grand entrance.

The setting: Kroy, elven border city. The cast: Half-naked, bloodthirsty barbarians on one side, doe-eyed elven children, women, elderly, and infirm on the other. The result: Carnage! All 100 elven citizens of Kroy lost. The dogs of war have broken their bonds, and they've already begun to feast!

Ambassadors from the two countries recently came to our fair shores. Asked for a comment, barbarian ambassador Bram Naly belched, "What mean, comment?" Elven representative Remiyass had a bit more fat to chew. "If those monosyllabic brutes want blood, they've got it! We're going to beat those fool humans back into the cesspools they call home. Then we're going to teach them some manners. We hope the good folk of Freeport are as sick of this cruelty as we are, and that they'll do the proper thing."

Could that be a reference to those Letters of Marque, Mr. Remiyass? If so, there are plenty of pirates palpitating at the prospect of plunder. But not so fast! The man with a death grip on those letters, the Admiralty's own Admiral Rankin, has put his foot down squarely, squashing many a pirates' vision of unlimited plunder. Seems the admiral wants the Sea Lord to approve the letters' transaction. But where's the Sea Lord? Where he's been for months, at the bottom of Freeport harbor!

And where is the Captain's Council in all this? Have they cleared the Rules of Succession to allow a new Sea Lord to be named? No. They bicker, and argue, and make no progress. Freeport's free-ranging sea fighters are itching for booty, but still the council does nothing. This reporter thinks the Captains' Council should stop sitting on their brains and start working, or our privateers are going to freelance while the city's coffers gather dust!

Freeport Forum

Our Readers Speak Out!

Sewer Saga Stinks

Who's tossing their pets into the sewer? You want to drown something, do it proper. Row out into the harbor, tie some rocks to it, and throw it over the side. You drop it in the sewer, it keeps growing! Why, just last night I saw a scaly 'gator climb out of a pipe and walk away. On two legs! Mark my words, one of these days those pets are going to pay a visit to their last owner, and it's not gonna be to say "Thank you."

-Jak Sacs, Merchant District

No Joy in Libertyville

Wasn't Milton's Folly enough? Looks like the Captain's Council was building in Libertyville again. And now it's burning. Again! If they wanted to throw money into a fire, why not light it in Scurvytown? A fire there would be an improvement. And when is someone going to put Libertyville out? My home smells like smoke, and my cats are becoming very upset.

-Barberr Louse, Old City

Thanks for the Information

Orks smell badd! Not only that, but their not intelijent iether! And why won't they let me in they're bars?

-Ronni Nate Mopio, Drac's End

An Abyss Dust Solution

I've been reading a lot of zoat dung lately about how the city needs to help the unfortunate denizens of Scurvytown recover from their abyss dust addictions. That just makes me sick. I for one certainly don't intend to spend my hard-earned inheritance helping the scum of Freeport kick their filthy habit. No one forced them to snort the stuff, did they? Here's an easy way to deal with the problem: have the Sea Lord's Guard give them a smart smack to the back of the head! A few weeks in the Hulks would do these black oozes on our society some good! That's just the kind of treatment they need, and deserve!

-Baum Ghurlish, no address included

Crosswinds

A Regular Selection of Conflicting Opinions

" This War Will Be Bad for Business "

It certainly appears, at first glance, that the facts speak for themselves. Freeport was founded on piracy. Piracy was how Freeport rose to prominence. Piracy will always be the pillar upon which the future success of our city will be built.

Yet as the Elven philosopher Rigaborey once noted, "Much that appears visible remains unseen."

The conundrum that faces our free city is whether it is possible to build a moral society based solely on bloodshed and plunder, or if we should instead try to build a better world on the tenets of mutual support and respect. The recent outbreak of war on the mainland could force us to address these issues much sooner than we might have expected, and could very well be a crossroads in our city's destiny.

The histories of the elven and barbarian lands are forever entwined in gory conflict. Petty border skirmishes have long been the order of the day, yet this latest dispute could well fan the flames of a prolonged, world-encompassing conflict that might very well engulf Freeport in its fiery embrace.

Without the Admiralty to balance distribution of Letters of Marque, both sides are now free to snatch up uncommitted privateers with as much of their countries' treasury as they dare to spend. This gives the eleven people, who are much wealthier but less populous, a distinct advantage. This will eventually be countered when the barbarian clans appeal to the navies of unaligned human nations, which will naturally bring the unaligned elven nations into the conflict shortly thereafter.

It will not be a tremendous intellectual leap for any of the naval commanders in this conflict that the easiest way to gain oceanic superiority over the other countries will be to eliminate the greatest threat—Freeport.

Our choice is simple: we can allow our privateers to despoil the seas for whoever is willing to pay their prices and watch as a foreign power lands upon our shores, or we can choose a clean break from our pirating past and let the deep-sea scavengers fend for themselves without the benefit of our protection.

In my opinion, it is time for Freeport to turn its back on its scavenging, blood-stained past and look toward a new, collectivist community. For as the great orc thinker Skang once said, "Those who am not know history end up impaled on stakes."

Baron Leao is a teacher of Philosophic Studies at the Freeport Institute, a priest of the God of Knowledge, and frequent contributor of lengthy letters to this paper.

" War Is Our Business "

Baron Leao would like you to believe that fairies leave gold pieces in blooded boys' scabbards, that food is 'magicked' to our island, and that pirates didn't build this city. Perhaps in his fantasy land, but not in mine.

Pirates did make Freeport, but privateers keep it alive. Privateers—and Letters of Marque. How does Freeport make money? Privateers—and Letters of Marque. How do we pay for our food? Privateers—and Letters of Marque. Who pays the salaries of the teachers of the Freeport Institute? Right again.

It's a shame my fellow councilors can't agree on a new Sea Lord, or I'd be out there right now, Letter of Marque in hand, sticking me cutlass in some boyo's face and splattering blood all over the pieces of eight that allow Baron Leao to write them big words. I promise you this: I'll sit on the Council until the Abyss freezes over, if that's what it takes to get a new Sea Lord, and more pirates out on the open ocean, striking fear in the hearts of the common folk. Two-year term be damned! Let me make it clear: no Sea Lord, no Letters of Marque. No Letters of Marque, no money. No money, and folks like that big-brained boob will have to pick up a weapon instead of a pen. And if he thinks he's man enough for that, I'd like to see it! In fact, I'll wager 10 gold that I can whip that whelp with one hand tied behind my back!

What do you say to that, Baron? Are ya man enough, ya lily-livered curr? Or are ya yellow?

YARR!

Captain Xavier Gordon holds the privateer's seat on the Captain's Council.

Good Eats on Dreaming Street

A Freeport After Dark Special Report, see page 4

Handout Two

The Dogs of War Unleashed!

Barbarian hordes invade Elf land! Hundreds brutally slaughtered! Mainland conflict imminent! Ambassadors arrive in Freeport, looking to buy Letters of Marque and the privateers that will give them mastery of the seas!

Handout Five

Councilor Gordon Sacrifices Impending Resignation!

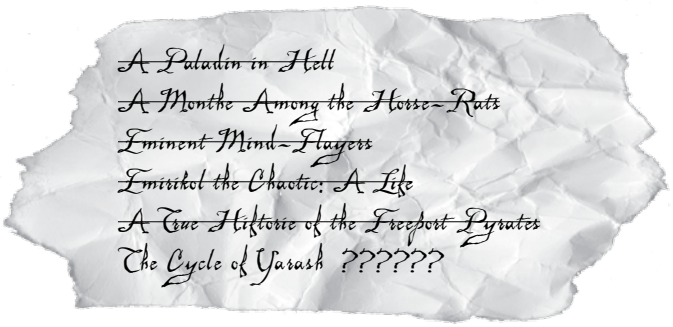
Xavier Gordon, the privateers' representative to the Captains' Council, is extending his term until the next Sea Lord is named. "Any pirate worth his salt would do it," he drawled. "We need a Sea Lord now, so we can tear the plunder away from those mainlander dogs."

Handout Three

Admiralty to City: "Drop Dead!"

"No Sea Lord, no Letters of Marque," says Admiral Rankin. It's a formality, but Rankin is a well-known stickler for details. "The Sea Lord has to approve the sale, and there's no Sea Lord. Until the Council does its job and names a new Sea Lord, then the Admiralty will not issue a single Letter. So, don't talk to me; talk to them. No, this is not on the record," added the Admiral.

Handout Six



Handout Four

Academics Quail at Thought of Bloodshed

Some professors think we should remain at peace. "It's simple," noted Baron Leao, Professor of Philosophic Studies at the Freeport Institute. "Both the elves and barbarians have signed mutual protection agreements with a half-dozen other nations, the combined naval forces of which rival Freeport's. If we choose sides, the other countries are going to see us as a threat. And the most efficient way to deal with that perceived threat is to attack Freeport itself."

Handout Seven

**CON ALTERATO SI PERMISO
EN FRAEPUERTO
PER FIAT DE CROMEY
ROI DE MAR**

Handout Eight

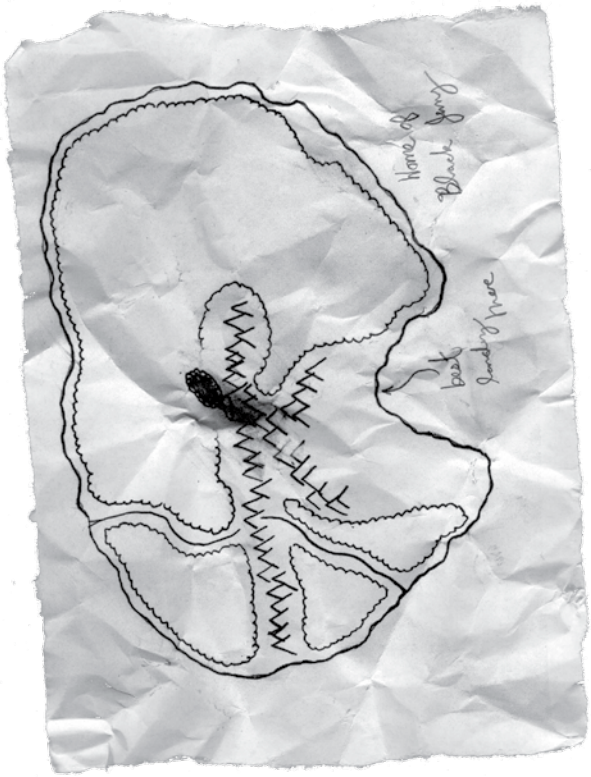
**NON PERMISIO
EN FRAEPUERTO
PER FIAT DE CROMEY
ROI DE MAR**

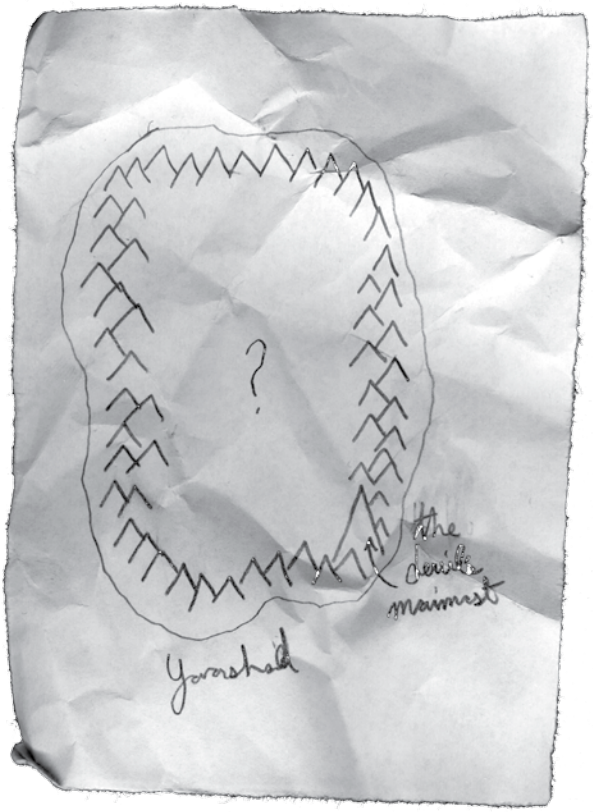
Handout Nine

From *The Cycle of Yarash*

....as the hopeshorn armada heaved upon the waters…
…the dead unmerciful hand of The Full-Fathom Five…
…the gift of the apostate, when hope was lost, which turned the battle…
…the tyrant Yarash vanquished, his wretched Five plunged, his vile Son walled beneath the waves…
…in peace lives large-hearted Carthy now, keeper of the sextant, sheltered by Harrimast and those who do his will…

Daen's Sketched Maps





-Dramatis-
Personae

Being a Listing of the Movers and Shakers
Both Encountered and Bypassed
Of the Heretofore-Described Adventure;
Including Blasphemous Creatures Unknown Before,
Wretched Foes of Little Ability,
And Powerful Enemies of Fearsome Countenance.

Ship Crews

The Fang's Crew

Clayton "Red Wolf" Saragosa

Male Human Barbarian 6; CR 6: Medium Humanoid; HD 6d12+18; hp 69; Init +2 (+4 Dex); Spd 40 ft.; AC 20 (+4 Dex, +5 *+3 leather armor*, *+1 amulet of natural armor*), touch 14, flat-footed 20; Base Atk +6/+1; Grp +10; Atk +12 melee (1d8+4/x3, adamantine battleaxe) or +10 ranged (1d8+4/x3, composite longbow); Full Atk: +12/+7 melee (1d8+4/x3, adamantine battleaxe) or +10/+5 melee (1d8+4/x3, adamantine battleaxe) and +9 melee (1d6+4/19-20/x2, short sword) or +10/+5 ranged (1d8+4/x3, composite longbow) ; SA: Rage (2/day); SQ Fast movement, uncanny dodge, trap sense +2, improved uncanny dodge; AL NG; SV Fort +8, Ref +6, Will +4; Str 18, Dex 18, Con 17, Int 11, Wis 10, Cha 13.

Skills and Feats: Intimidate +10, Jump +9, Knowledge (navigation) +4, Profession (sailor) +4, Spot +4, Swim +11; Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (battleaxe).

Rage: AC 18; Str 22, Con 21; Bonus to hit/damage +2; hp +12 temporary; 8-round duration.

Possessions: 125 gp, 15 sp, adamantine battleaxe, short sword, composite longbow (+4 Str bonus), arrows (50); *+3 Leather armor*, belt pouch, signet ring, spyglass, bloodstone gem (200 gp), black pearl (324 gp), *+1 amulet of natural armor*, *potion of cure serious wounds* (CL5)*; potion of protection from arrows* (CL6).

Clayton's Fighter Pirates (3)

Male Human Fighter 3; CR 3: Medium Humanoid; HD 3d10+9; hp 21; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; Base Atk +3; Grp +6; Atk +8 melee (1d6+3/18-20, masterwork cutlass) or +5 ranged (1d8+3/x3, composite longbow); Full Atk +8 melee (1d6+3/18-20, masterwork cutlass) or +5 ranged (1d8+3/x3, composite longbow); AL LE; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 16, Int 8, Wis 14, Cha 13.

Skills and Feats: Balance +2, Climb +3, Jump +5, Profession (Sailor) +2, Swim +5; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (cutlass).

Possessions: 25 gp, 5 sp, masterwork cutlass, composite longbow (+3 Str bonus), arrows (50), studded leather armor, belt pouch, sack, waterskin (full), whetstone.

Clayton's Rogue Pirates (5)

Male Human Rogue 4; CR 4: Medium Humanoid; HD 4d6; hp 22; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch 14, flat-footed 16; Base Atk +3; Grp +6; Atk +7 melee (1d6+3/19-20, short sword) or +7 ranged (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d6+3/19-20, short sword) or +7 ranged (1d8/19-20/x2, light crossbow); SA: Sneak attack +2d6; SQ: Evasion, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +1, Ref +8, Will +2; Str 17, Dex 18, Con 11, Int 15, Wis 12, Cha 11.

Skills and Feats: Appraise +4, Balance +13, Bluff +5, Climb +10, Disable Device +5, Hide +7, Jump +11, Listen +6, Move Silently +5, Open Lock +5, Profession (Sailor) +8, Search +5, Sense Motive +5, Sleight of Hand +7, Spot +7, Swim +6, Tumble +13, Use Rope +10; Dodge, Improved Initiative, Weapon Finesse.

Possessions: 22 gp, 5 sp, short sword, light crossbow, bolts (50), leather armor, fishhook, flask of liquor, belt pouch, waterskin (full), dice.

One-Eyed Pete

Male Human Evoker 4; CR 4: Medium Humanoid; HD 4d4+8); hp 19; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +2 leather armor, *+1 ring of protection*) touch 14, flat-footed 13; Base Atk +2; Grp +3; Atk +4 melee (1d6+1/x2, masterwork quarterstaff) or +5 ranged (1d4+1/x2, dart); Full Atk +4 melee (1d6+1/x2, masterwork quarterstaff) or +5 ranged (1d4+1/x2, dart); AL LE; SV Fort +3, Ref +4, Will +4; Str 12, Dex 16, Con 15, Int 18, Wis 11, Cha 12.

Skills and Feats: Balance +6, Concentration +9, Knowledge (arcana) +7, Knowledge (nature) +11, Profession (sailor) +7, Spellcraft +11, Swim +4, Use Rope +6; Combat Casting, Dodge, Improved Initiative, Scribe Scroll.

Wizard Spells Prepared (Wiz 5/5/ 4; DC 14 + spell level: *0— dancing lights, flare, ghost sound, light*, mage hand; 1st— mage armor, magic missile*, magic missile, obscuring mist, protection from law; 2nd— flaming sphere*, fog cloud, acid arrow, protection from arrows.* * Specialist spells

Spellbook: (prohibited schools: Illusion, Necromancy) *0— acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, flare, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1— burning hands, mage armor, magic missile, obscuring mist, protection from law, shocking grasp, summon monster I, true strike; 2— acid arrow, continual flame, fog cloud, gust of wind, protection from arrows.*

Possessions: 75 gp, 25 sp, masterwork quarterstaff, darts (5), leather armor, scholar's outfit, backpack, candle, ink (vial), inkpen, belt pouch, spellbook, spell component pouch, onyx gem (123 gp); *potion of water breathing* (CL5), *scroll of lightning bolt* (CL5), *ring of protection +1*.

Stumpy Hookhand, First Mate

Male Dwarf, Hill Rogue 4; CR4: Medium Humanoid; HD 4d6+12; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+3 Dex, +4 *+2 Leather armor*), touch 13, flat-footed 17, Base Atk +3; Grp +7; Atk +7 melee (1d8+4/x2, heavy mace) or +7 melee (1d4+4/x2, hookhand) or +6 ranged (1d10/19-20/x2, heavy crossbow); Full Atk +7 melee (1d8+4/x2, heavy mace) or +7 melee (1d4+4/x2, hookhand) or +6 ranged (1d10/19-20/x2, heavy crossbow); SA Sneak attack +2d6; SQ: Darkvision, dwarf traits; SQ Evasion, trap finding, trap sense +1, uncanny dodge AL LE; SV Fort +4, Ref +7, Will +2; Str 18, Dex 17, Con 16, Int 14, Wis 13, Cha 11.

Skills and Feats: Appraise, Balance +10, Bluff +7, Climb +11, Craft (blacksmithing) +5, Craft (armorsmithing) +5, Hide +4, Intimidate +9, Listen +6, Profession (sailor) +8, Sense Motive +7, Spot +8, Swim +5, Tumble +5, Use Rope +8; Improved Initiative, Improved Unarmed Strike.

Possessions: 63 gp, 10 sp, heavy mace, heavy crossbow, bolts (50), Hookhand, *+2 Leather Armor*, hammer, manacles, belt pouch, signal whistle, spyglass, waterskin (full); *potion of water breathing (CL6).*

The Kraken's Claw Crew

Captain Morgan Baumann

Human female Fighter 5/Freeport Pirate 5**:** CR 10; Medium Humanoid; HD 10d10+20; hp 80; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30 ft; AC 17 (+3 Dex, +2 Cha Reckless Abandon, *+2 ring of Protection*), touch 17, flat-footed 12; Base Atk +10/+5; Grp +12; Atk +15 melee (1d6+3/18-20/x2, *+1 thirsting cutlass*) or +13 ranged (1d6+2/x2, throwing axe); Full Atk +15/+10 melee (1d6+3/18-20/x2, *+1 thirsting cutlass*) or +13 ranged (1d6+2/x2, throwing axe); SA Life is cheap, press gang thwack; SQ Sea legs, reckless abandon, rope monkey; AL NE; SV Fort +7, Ref +8, Will +2; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 14.

Skills and Feats: Balance +13, Climb +8, Intimidate +6, Jump +10, Knowledge (nature) +6, Profession (sailor) +9, Spot +5, Swim +8, Tumble +10, Use Rope +8; Cleave, Dodge, Weapon Focus (cutlass), Superior Weapon Focus (cutlass), Improved Initiative, Great Cleave, Power Attack, Improved Critical.

Possessions: 150 gp, 40 sp, *+1 thirsting cutlass*, throwing axe, flask of liquor, whetstone, fine diamond gem (500 gp), belt pouch, *ring of protection +2*, *potion of cure moderate wounds* (CL7)*, teleportation gem.*

Teleportation Gem: Moderate conjuration; CL 13th; Create Wondrous Item; g*reater teleport; 99*,000 gp; Weight 1lb. This gem may be activated as a free action by mental command from the user with no verbal or somatic components required. Once activated, the user may teleport three times per day as per the *greater teleport* spell.

Sea Dogs (12)

Male Human Fighter 3; CR 3; Medium Humanoid; HD 3d10+6; hp 28; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Base Atk +3; Grp +6, Atk +7 melee (1d6+3/18-20/x2), cutlass); Full Atk +7 melee (1d6+3/18-20/x2), cutlass); AL NE; SV Fort +5, Ref +4, Will +2; Str 17, Dex 16, Con 15, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Jump +9, Profession (sailor) +2.5, Swim +6; Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (cutlass).

Possessions: 23 gp, 18 sp, 27 cp, cutlass, leather armor, fishhook, belt pouch, flask of liquor.

Sea Dogs (2, Froese's Guards)

Male Human Fighter 3; CR 3: Medium Humanoid; HD 3d10+6; hp 28; Init +7 (+3 base, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +3 base melee; Grp +6; Atk +7 melee (1d6+3/18-20/x2, cutlass) or +6 ranged (1d6+3/x2, throwing axe); Full Atk +7 melee (1d6+3/18-20/x2, cutlass) or +6 ranged (1d6+3/x2, throwing axe); AL LE; SV Fort +5, Ref +4, Will +1; Str 17, Dex 16, Con 15, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Profession (sailor) +3, Swim +9; Dodge, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (cutlass).

Possessions: 50 gp, 12 sp, cutlass, throwing axe, masterwork studded leather armor, backpack, fake map case, flask of liquor, belt pouch, *potion of barkskin +5*, *potion of haste*.

Shantar Froese, First Mate

Elf Fighter 4/Rogue 4; CR8: Medium humanoid; HD 4d10+4d6+8; hp 57; Init +3 (+3 Dex); Speed 30 ft; AC 16 (+3 Dex, +3, +3 *+1 leather armor*), touch 13, flat-footed 16; Base Atk +7/+2; Grp +10; Atk +11 melee (1d8+3/19-20/x2, masterwork longsword) or +11 ranged (1d8+1/x3, *+1 longbow*); Full Atk +11/+6 melee (1d8+3/19-20/x2, masterwork longsword) or +11/+6 ranged (1d8+1/x3, *+1 longbow*) or +9/+9/+4 ranged (1d8+1/x3, *+1 longbow*, Rapid Shot); SA Sneak attack +2d6; SQ Elf traits, evasion, low-light vision, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +6, Ref +8, Will +2; Str 17, Dex 16, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Balance +6, Climb +10, Escape Artist +7, Intimidate +7, Jump +8, Listen +4, Move Silently +7, Search +12], Spot +5, Swim +6, Use Magic Device +8, Use Rope +8; Blind-Fight, Dodge, Point Blank Shot, Precise Shot, Power Attack, Rapid Shot.

Possessions: 100 gp, 50 sp, masterwork longsword, *+1 longbow*, *+1 leather armor*; backpack, bottle of wine, wine glass, fishhook, flask of liquor, sack, whetstone, fine ruby gem (250 gp); w*and of web* (27 charges) (CL 7).

The Crew of the Sea Lion

Captain Galadon

Male Half-Elf Rogue 7; CR 7: Medium Humanoid; HD 7d6; hp 36; Init +8 (+4 Dex, +4 Improved Initiative) Spd 30 ft.; AC 18 (4 Dex, +4 *+2 leather armor*), touch 14, flat-footed 18; Base Atk +5; Grp +8; Atk +8 melee (1d6+3/18-20/x2, cutlass) or +9 (1d6+3/x3, composite shortbow); Full Atk +8 melee (1d6+318-20/x2, cutlass) or +9 (1d6+3/x3, composite shortbow); SA: Sneak attack +4d6; SQ: Half-elf traits, evasion, trapfinding, trap sense +2, uncanny dodge; AL CG; SV Fort +2, Ref +9, Will +2; Str 16, Dex 18, Con 10, Int 16, Wis 11, Cha 13.

Skills and Feats: Balance +14, Bluff +11, Climb +13, Diplomacy +14, Gather Information +13, Hide +9, Intimidate +11, Jump +9; Knowledge (navigation) +8, Listen +6, Profession (Sailor) +11, Search +6, Sense Motive +9, Spot +12, Swim +5, Tumble +6, Use Rope +6; Improved Initiative, Leadership, Martial Weapon Proficiency (cutlass), Power Attack.

Possessions: 500 gp (in the locked chest in his quarters), 35 gp, 25 sp, composite shortbow (+3 Str bonus), cutlass, arrows (50), *+2 leather armor*, scroll case, key to chest, inkpen, ink (vial), colored, paper, spyglass, explorer's outfit, belt pouch, *potion of cure moderate wounds* (CL5)*; potion of fly* (CL5).

Johan, First Mate

Male Human Bard 5; CR 5: Medium Humanoid; HD 5d6+5; hp 23; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex. +3 studded leather armor, r*ing of protection +1*), touch 14, flat-footed 14; Base Atk +3; Grp +5; Atk +5 melee (1d6+218-20/x2, cutlass) or +6 ranged (1d8/19-20/x2, light crossbow); Full Atk +5 melee (1d6+218-20/x2, cutlass) or +6 ranged (1d8/19-20/x2, light crossbow); SQ: Bardic knowledge, bardic music, countersong, *fascinate,* inspire courage +1, inspire competence; AL CG; SV Fort +2, Ref +7, Will +5; Str 14, Dex 16, Con 13, Int 13, Wis 12, Cha 16.

Skills and Feats: Balance +6, Bluff +11, Climb +3, Diplomacy +12, Knowledge (arcana) +5, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (navigation) +5, Listen +3, Perform (wind instruments) +11, Profession (sailor) +5, Sense Motive +6, Spellcraft +3, Swim +5, Use Magic Device +5; Combat Casting, Dodge, Martial Weapon Proficiency (cutlass).

Bard Spells Per Day (Brd 3/3/1; DC 13 + spell level)

Bard Spells Known (Brd 6/4/3): 0—*dancing lights, daze, detect magic, flare, ghost sound, mage hand, mending*; 1st— *charm person, cure light wounds, hypnotism, sleep*; 2nd—*hold person, mirror image, whispering wind*.

Possessions: 76 gp, 19 sp, cutlass, light crossbow, bolts (50), masterwork studded leather armor, backpack, bottle of wine, glass, flask of fine brandy, flute, small steel mirror, belt pouch, signal whistle, *potion of swimming, ring of protection +1*.

Warrior Crewmen (6)

Male Human Warrior 4; CR 3: Medium Humanoid; HD 4d8+8; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Base Atk +4; Grp +7; Atk +8 melee (1d6+3/x2, light mace) or +7 ranged (1d6+3/x2, javelin); Full Atk +8 melee (1d6+3/x2, light mace) or +7 ranged (1d6+3/x2, javelin); AL CG; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 15, Int 10, Wis 9, Cha 9.

Skills and Feats: Balance +4, Climb +5, Intimidate +4, Profession (sailor) +2, Swim +6, Use Rope +5; Dodge, Improved Initiative, Weapon Focus (light mace).

Possessions: 10 gp, 15 cp, light mace, javelin, leather armor, flask of liquor, belt pouch, explorer's outfit.

Act I: Red Skies at Morning

Alchemists

Male Gnome, Expert 4 (geologist); CR 3: Small Humanoid; HD 4d6+8; hp 21; Init +6 (+2 Dex. +4 Improved Initiative); Spd 20 ft.; AC 13 (+2 Dex, +1 size), touch AC 13, flat-footed 11; Base Atk +3; Grp -1; Atk +4 melee (1d3/19-20/x2, dagger) or ranged +6 (1d6, alchemist's fire); Full Atk +4 melee (1d3/19-20/x2, dagger) or ranged +6 (1d6, alchemist's fire) SA Spell-like abilities; SQ: Low-light vision, gnome traits; AL NG; SV Fort +3, Ref +3, Will +6; Str 11, Dex 15, Con 15, Int 17, Wis 15, Cha 12.

Skills and Feats: Appraise +5, Craft (Alchemy) +12, Craft (gemcutting) +8, Forgery +5, Gather Information +7, Hide +10, Knowledge (arcana) +10, Knowledge (geology) +10, Knowledge (local) +10, Knowledge (mathematics) +10, Knowledge (nature) +10, Listen +6, Search +6; Dodge, Improved Initiative.

Possessions: 10 gp, 5 sp, alchemist's fire; dagger, artisan's outfit, alchemist's lab (in the drug den), golden pearl 100 gp, belt pouch, flask, tindertwig (2).

Angry Crowd Guy

Male Human Commoner 4; CR 3; Medium Humanoid; HD 4d4; hp 14; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+1 Dex, +1 padded armor), touch 11, flat-footed 11; Base Atk +2; Grp +4; Atk +4 melee; (1d4+2/19-20/x2, dagger or +4 melee (1d6+2/x2, sap); Full Atk +4 melee; (1d4+2/19-20/x2, dagger or +4 melee (1d6+2/x2, sap); AL N; SV Fort +1, Ref +2, Will +0; Str 14, Dex 12, Con 11, Int 10, Wis 9, Cha 10.

Skills and Feats: Intimidate +7, Profession (sailor) +9, Spot +2, Swim +7; Improved Initiative, Martial Weapon Proficiency (sap), Simple Weapon Proficiency. [3 feats: +2 base, +1 human bonus]

Possessions: 5 gp, 10 cp, dagger, sap, padded armor, belt pouch, waterskin (full), peasant's outfit.

Assassin Vine

CR 3: Large Plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15 (-1 size, +6 natural), touch 9, flat-footed 15; Base Atk +3; Grp +12; Atk +7 melee (1d6+7, Slam); Full Atk +7 melee (1d6+7, slam), Space/Reach: 10 ft./10 ft.; SA: Constrict 1d6+7, entangle, improved grab; SQ: Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int --, Wis 13, Cha 9.

Billy Bones (See William "Billy Bones" Grimshaw)

Blaine Henry

Male Human Expert 8; CR 7: Medium Humanoid; HD 8d6+8; hp 43; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +6; Grp +4; Atk +4 melee (1d4-2/19-20/x2, dagger); Full Atk +4 melee (1d4-2/19-20/x2, dagger); AL N; SV Fort +3, Ref +2, Will +10]; Str 6, Dex 11, Con 12, Int 18, Wis 15, Cha 11.

Skills and Feats: Appraise +10, Craft (bookbinding) +17, Craft (calligraphy) +15, Decipher Script +10, Forgery +10, Gather Information +11, Knowledge (arcana) +10, Knowledge (arcana) +7, Knowledge (cartography) +5, Knowledge (geography) +5, Knowledge (history) +7, Knowledge (literature) +6, Knowledge (local) +8, Knowledge (nature) +5, Knowledge (navigation) +17, Profession (cartographer) +13, Profession (sailor) +13, Profession (scribe) +13, Sense Motive +9; Iron Will, Run, Skill Focus [Craft (bookbinding)], Skill Focus [Knowledge (navigation)].

Possessions: 100 gp, 25 sp, 20 cp, dagger, scholar's outfit, calligrapher's tools, magnifying glass, bookbinder's tools, candle, flask, ink (vial), pen, lamp, paper, parchment, belt pouch, signet ring, eyeglasses.

Captain Morgan Baumann

Human female Fighter 5/Freeport Pirate 5**:** CR 10; Medium Humanoid; HD 10d10+20; hp 80; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30 ft; AC 17 (+3 Dex, +2 Cha Reckless Abandon, *+2 ring of Protection*), touch 17, flat-footed 12; Base Atk +10/+5; Grp +12; Atk +15 melee (1d6+3/18-20/x2, *+1 thirsting cutlass*) or +13 ranged (1d6+2/x2, throwing axe); Full Atk +15/+10 melee (1d6+3/18-20/x2, *+1 thirsting cutlass*) or +13 ranged (1d6+2/x2, throwing axe); SA Life is cheap, press gang thwack; SQ Sea legs, reckless abandon, rope monkey; AL NE; SV Fort +7, Ref +8, Will +2; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 14.

Skills and Feats: Balance +13, Climb +8, Intimidate +6, Jump +10, Knowledge (nature) +6, Profession (sailor) +9, Spot +5, Swim +8, Tumble +10, Use Rope +8; Cleave, Dodge, Weapon Focus (cutlass), Superior Weapon Focus (cutlass), Improved Initiative, Great Cleave, Power Attack, Improved Critical.

Possessions: 150 gp, 40 sp, *+1 thirsting cutlass*, throwing axe, flask of liquor, whetstone, fine diamond gem (500 gp), belt pouch, *ring of protection +2*, *potion of cure moderate wounds* (CL7)*, teleportation gem.*

Teleportation Gem: Moderate conjuration; CL 13th; Create Wondrous Item; g*reater teleport; 99*,000 gp; Weight 1lb. This gem may be activated as a free action by mental command from the user with no verbal or somatic components required. Once activated, the user may teleport three times per day as per the *greater teleport* spell.

Chatty Matty

Male Human Rogue 3; CR 3; Medium Humanoid; HD 3d6+3; hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d3/19-20/x2, shiv); AL CE; SA: Sneak attack +2d6; SQ: Evasion, trapfinding, trap sense +1; SV Fort +2, Ref +6, Will -1; Str 11, Dex 16, Con 12, Int 5, Wis 7, Cha 7.

Skills and Feats: Balance +11, Climb +2, Escape Artist +9, Jump +6, Hide +9, Listen +1, Spot +1, Tumble +6; Alertness, Improved Initiative, Improved Unarmed Strike.

Possessions: Torn Clothing, shiv (improvised small dagger).

Cleric of Harrimast

Male Human Cleric 3; CR 3: Medium Humanoid; HD 3d8+3; hp 19; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+1 Dex, +6 *captain's coat*), touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +4 melee (1d6+2/18-20/x2, cutlass; Full Atk +4 melee (1d6+2/18-20/x2, cutlass; AL CN; SV Fort +4, Ref +2, Will +4; Str 15, Dex 12, Con 13, Int 11, Wis 13, Cha 13.

Skills and Feats: Concentration +3, Diplomacy +7, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +4 , Spot +4, Swim +13; Alertness, Improved Initiative, Martial Weapon Proficiency (cutlass).

Cleric Spells Prepared (4/4+1/2+1; DC 11+ spell level; Domains: Water and Travel): 0—*cure minor wounds* (4); 1st—*bless, cure light wounds* (2), *longstrider* (d); 2nd—*bull's strength, fog cloud* (d).

Possessions: cutlass, *captain's coat*, gold earring, 100 gp.

Cultist of Yarash

Male Human Cleric 5; CR 5: Medium Humanoid; HD 5d8+5; hp 28; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch 14, flat-footed 12; Base Atk +3; Grp +6; Atk +7 melee (1d4+4/19-20/x2, *+1 dagger of Venom*) or +7 melee (1d6+3/18-20/x2, masterwork cutlass); Full Atk +7 melee (1d4+4/19-20/x2, *+1 dagger of Venom*) or +7 melee (1d6+3/18-20/x2, masterwork cutlass); AL CE; SV Fort +5, Ref +5, Will +7; Str 16, Dex 18, Con 13, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +3, Diplomacy +6, Knowledge (arcana) +6, Move Silently +6, Spellcraft +3, Spot +4; Combat Reflexes, Improved Initiative, Martial Weapon Proficiency (cutlass).

Cleric Spells Prepared (5/4+1/3+1/2+1; DC 13 + spell level; Domains: Destruction and Evil): 0—*detect magic, inflict minor wounds* (2), *mending, read magic*; 1st—*doom, inflict light wounds, magic weapon, protection from good*, shield of faith*; 2nd—*bulls' strength, desecrate, hold person, shatter**; 3rd—*contagion*, dispel magic, inflict serious wounds*.

Possessions: 25 gp, 10 sp, masterwork cutlass, *+1 dagger of venom*, masterwork leather armor, backpack, sack, flask of liquor, belt pouch, cleric vestments.

Drak Sockit

Male Half-Orc Rogue 7; CR 7: Medium Humanoid; HD 7d6+7; hp 39; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 *+1 studded leather armor*), touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk +8 (1d12+4/x3, *+1 greataxe*); Full Atk +8 (1d12+4/x3, *+1 greataxe*); SA Sneak attack +4d6; SQ Darkvision 60 ft., evasion, half-orc traits, trapfinding, trap sense +2, uncanny dodge; AL LE; SV Fort +3, Ref +8, Will +2; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Appraise +9, Bluff +14, Disable Device +7, Gather Information +13, Intimidate +4, Listen +5, Move Silently +10, Open Lock +9, Perform (wind instruments) +11, Search +11, Sense Motive +10, Spot +4, Tumble +7,Use Magic Device +5; Drac Bloodline, Gullet, Martial Weapon Proficiency (greataxe).

Possessions: 100 gp; *+1 greataxe; +1 studded leather armor*; backpack, sack, waterskin (full), belt pouch, *periapt of wound closure; potion of cure serious wounds* (5) (CL5); *horn of blasting, magical sextant of the Full-Fathom Five.*

Drake

Male Human Rogue 5; CR 5: Medium Humanoid; HD 5d6+5; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); touch 13, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d6+3/x2, masterwork quarterstaff); Full Atk +6 melee (1d6+3/x2, masterwork quarterstaff); AL NE; SV Fort +2, Ref +7, Will +2; SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +1, uncanny dodge; Str 15, Dex 17, Con 12, Int 15, Wis 13, Cha 12.

Skills and Feats: Balance +11, Bluff +9, Diplomacy +13, Escape Artist +11, Forgery +10, Intimidate +11, Listen +12, Profession (sailor) +9, Sense Motive +9, Swim +10, Use Rope +11; Blind-Fight, Improved Initiative, Skill Focus (Listen).

Special note: Drake's blindness has honed his sense of hearing, so he does not lose his dexterity bonus to armor class in combat,

nor do his opponents get a +2 to hit him as long as he can hear. All other penalties as per the *blindness* spell apply.

Possessions: 78 gp, 12 sp, masterwork quarterstaff, leather armor, belt pouch (2), waterskin (full), coral gem (75 gp), jet gem (100 gp), *potion of* c*ure moderate wounds* (CL6).

Ezekiel Garthy

Male Human Fighter 12; CR 12: Medium Humanoid; HD 12d10+24; hp 90; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+1 Dex, +2 leather armor, *+5 ring of protection*), touch 16, flat-footed 15; Base +12; Grp +16; Atk +19 melee (1d6+9/18-20/x2, *+1 cutlass*); Full Atk +19/+14/+9 (1d6+9/18-20/x2, *+1 cutlass*); AL LN; SV Fort +10, Ref +5, Will +7; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Climb +9, Craft (shipmaking) +8, Intimidate +10, Jump +9, Swim +11; Cleave, Dodge, Great Cleave, Greater Weapon Focus (cutlass), Greater Weapon Specialization (cutlass), Improved Initiative, Iron Will, Leadership, Mobility, Power Attack, Spring Attack, Weapon Focus (cutlass), Weapon Specialization (cutlass).

Possessions: 600 gp; *+1 cutlass*, leather armor, noble's outfit, belt pouch, flask of fine brandy, *ring of protection +5*, *amulet of proof against detection and location.*

Exotic Bird

CR 1/4; Tiny Animal; HD 1/2d8; hp 2; Init +3 [+3 Dex]; Spd 10 ft., Fly 40 ft. (average); AC 15 (+3 Dex. +2 size), touch 15, flat-footed 12; Base Atk +0; Grp -10; Atk +3 melee (1d3-2, claws); Full Atk +3 melee (1d3-2, claws); AL N; SV Fort +2, Ref +4, Will +2; Str 6, Dex 16, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +15, Spot +9; Weapon Finesse.

Flint Quickfoot

Male Gnome Expert (cartographer) 5; CR 4 Small Humanoid; HD 5d6+5; hp 25; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+1 size bonus, +2 Dex), touch 13, flat-footed 11; Base Atk +3; Grp -2; Atk +4 melee (1d2-1, fist); Full Atk +4 melee (1d2-1, fist); SA Spell-like abilities; SQ Gnome traits, low-light vision; AL CG; SV Fort +2, Ref +3, Will +6; Str 8, Dex 15, Con 13, Int 16, Wis 15, Cha 11.

Skills and Feats: Bluff +5, Craft (alchemy) +7, Craft (bookbinding) +9, Craft (calligraphy) +9, Decipher Script +11, Forgery +4, Gather Information +8, Hide +10, Knowledge (arcana) +11, Listen +5, Profession (calligrapher) +10, Profession (cartographer) +10, Profession (scribe) +10, Sense Motive +6; Dodge, Run.

Possessions: 78 gp, 8 sp, 7 cp, scholar's outfit, backpack, map case, flask, ink vial, inkpen, parchment, paper, belt pouch, sealing wax.

Gray Ooze

CR 4; Medium Ooze; HD 3d10 + 15 (Ooze); hp 31; Init -5; Spd 10 ft. (2 squares); AC 5 (-5 Dex) touch 5, flat-footed 5; Base Atk +2; Grp +3; Atk +3 melee (1d6+1 plus 1d6 acid, slam); Full Atk +3 melee (1d6+1 plus 1d6 acid, slam); Space/Reach: 5 ft./5 ft.; SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60 ft.; immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int --, Wis 1, Cha 1.

Kas

Male Human Rogue 4; CR 4: Medium Humanoid; HD 4d6+8; hp 19; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor); touch 13, flat-footed 16; Base Atk +3; Grp +5; Atk +5 melee (1d6+2/19-20/x2, short sword) or +6 ranged (1d10/19-20/x2, heavy crossbow); Full Atk +5 melee (1d6+2/19-20/x2, short sword) or +6 ranged (1d10/19-20/x2, heavy crossbow); AL CE; SV Fort +3, Ref +7, Will +2; SA Sneak attack +2d6; SQ: Evasion, trapfinding, trap sense +1, uncanny dodge; Str 14, Dex 16, Con 14, Int 15, Wis 12, Cha 9.

Skills and Feats: Bluff +7, Diplomacy +10, Disable Device +7, Forgery +9, Gather Information +4, Hide +6, Intimidate +8, Listen +10, Move Silently +5, Open Lock +4, Search +6, Sense Motive +8, Sleight of Hand +11, Spot +9, Use Rope +10; Alertness, Dodge, Improved Initiative.

Possessions: 22 gp, 15 sp, short sword, heavy crossbow, bolts (50), studded leather armor, thieves' tools, backpack, belt pouch, hemp rope (50'), waterskin (full), bedroll, sack, onyx gem (100 gp), *potion of cure light wounds* (CL6).

Krysos Boz

Male Human Rogue 7; CR 7: Medium Humanoid; HD 7d6+7; hp 39; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 9 (-1 Dex), touch 9, flat-footed 9; Base Atk +5; Grp +6; Atk +6 melee (1d3+1/x2, whip); Full Atk +6 melee (1d3+1/x2, whip); AL NE; SA Sneak attack +4d6; SQ Evasion, trapfinding, trap sense +2, uncanny dodge; SV Fort +3, Ref +4, Will +3; Str 12, Dex 8, Con 13, Int 16, Wis 13, Cha 12.

Skills and Feats: Appraise +12, Bluff +11, Concentration +6, Craft (bookbinding) +10, Decipher Script +7, Disable Device +10, Gather Information +11, Intimidate +13, Listen +13, Search +11, Sense Motive +11, Sleight of Hand +11, Spot +13, Use Magic Device +6; Alertness, Exotic Weapon Proficiency (whip), Improved Initiative, Leadership.

Possessions: Torn clothing, whip.

Life Leech

Medium Aberration (Evil); HD 6d8+14; hp 45; Init +4 (+4 Dex); Spd fly 50 ft. (good); AC 18 (+4 Dex, +4 deflection), touch 18, flat-footed 14; Base Atk +6; Grp +9; Atk +9 (1d6+3, wings); Full Atk +9 melee (1d6+3, wings) and +4 melee (1d10+1, bite); SA Constitution drain; SQ: Blindsight; AL NE; SV Fort +4, Ref +6, Will +5; Str 16, Dex 18, Con 15, Int 10, Wis 10, Cha--

Skills and Feats: Hide +14, Listen +12, Spot +12; Alertness, Improved Grab, Wingover.

"Limes" Hammer

Male Human Rogue 5; CR 5: Medium Humanoid; HD 5d6+5; hp 26; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk+4 (1d3+1/19-20/x2, shiv); Full Atk+4 (1d4+1/19-20/x2, shiv); AL NE; SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +1, uncanny dodge; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 12, Wis 10, Cha 14.

Skills and Feats: Appraise +7, Bluff +10, Diplomacy +12, Disable Device +6, Gather Information +10, Hide +11, Intimidate +9,

Jump +3, Listen +10, Move Silently +11, Open Lock +8, Sense Motive +5, Spot +6; Alertness, Dodge, Improved Initiative.

Possessions: Torn clothing, shiv (improvised small dagger).

Lucien Buche

Male Human Expert (scholar) 6; CR 5; Medium Humanoid; HD 6d6+12; hp 33; Init +3 (+3 Dex); Spd 30 ft.; AC 9 (-1 Dex), touch 9, flat-footed 9; Base+4; Grp +4; Atk +4 melee (1d4/19-20/x2, dagger); Full Atk +4 melee (1d4/19-20/x2, dagger); AL CG; SV Fort +4, Ref +2, Will +7; Str 11, Dex 9, Con 14, Int 17, Wis 14, Cha 10.

Skills and Feats: Craft (bookbinding) +12, Craft (calligraphy) +12, Decipher Script +5, Gather Information +7, Knowledge (arcana) +7, Knowledge (cartography) +12, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +9, Knowledge (navigation) +10, Knowledge (nature) +13, Knowledge (religion) +4, Profession (astrologer) +4, Profession (calligrapher), Profession (cartographer) +5, Profession (sailor) +3, Profession (scribe) +11, Search +5; Improved Initiative, Run, Skill Focus: Knowledge (cartography), Skill Focus [Knowledge (nature)].

Possessions: 100 gp, 25 sp, dagger, scholar's outfit, bookbinder's tools, calligrapher's tools, magnifying glass, ink (vial), parchment, sealing wax, belt pouch, inkpen, candle.

Orc Laborer

Male Orc Commoner 3; CR 2; Medium Humanoid; HD 3d4+9; hp 14; Init +1 (+1 Dex); Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +4; Atk +4 melee (1d6+3/x2, club) or +0 melee (1d4+3/x2, light hammer; or +0 melee (1d4+3/x4, light pick) or +4 melee (1d3+3, unarmed strike); Full Atk +4 melee (1d6+3/x2, club) or +0 melee (1d4+3/x2, light hammer; or +0 melee (1d4+3/x4, light pick) or +4 melee (1d3+3, unarmed strike); SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 17, Dex 13, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Jump +4, Profession (laborer) +6, Spot +2, Use Rope +4; Dodge, Simple Weapon Proficiency.

Possessions: 5 gp, 1 sp, club, light hammer, light pick, coarse tunic, leather breeches, belt pouch, bedroll, clay mug.

Osyluth (Bone Devil)

CR 9; Large Outsider (Evil, Extraplanar, Lawful); HD 10d8+50; hp 95; Init +9; Spd 40 ft.; AC 25 (-1 size, +5 Dex, +11 natural), touch 14, flat-footed 20; Base Atk +10; Grp +19; Atk +14 melee (1d8+5, bite); Full Atk +14 melee (1d8+5, bite) and +12 melee (1d4+2, claws) and +12 melee (3d4+2 plus poison, sting); Space/Reach: 10 ft./10 ft.; SA Spell-like abilities, fear aura, poison, *summon devil*; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11; STR 21, DEX 21, CON 21, INT 14, WIS 14, CHA 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (arcana) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack;

Spell-like abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice.* Caster level 12th. The save DC is Charisma-based.

Peg-Leg Peligro

Male Human Cleric of Harrimast 12; CR 12; Medium Humanoid; HD 12d8+12; hp 78; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+2 Dex, *+6 captain's coat*), touch 12, flat-footed 16; Base Atk +9; Grp +13; Atk +16 melee (1d10+8/x3, *whaler's greatlance*); Full Atk +16/+11 melee (1d10+8/x3, *whaler's greatlance*; AL CN; SV Fort +9, Ref +6, Will +11; Str 18, Dex 14, Con 12, Int 11, Wis 16, Cha 17.

Skills and Feats: Bluff +5, Concentration +9, Diplomacy +12, Heal +4, Knowledge (arcana) +8, Knowledge (religion) +9, Listen +7, Spot +7, Use Rope +3; Alertness, Combat Casting, Improved Initiative, Leadership, Martial Weapon Proficiency (greatlance), Weapon Focus (greatlance).

Cleric Spells Prepared (6/ 6+1/ 5+1/ 5+1//3+1/3+1/2+1; DC 13 + spell level; Domains: Travel and Water); 0—*cure minor wounds* (3), *detect magic* (3); 1st—*bless, cure light wounds* (5), *obscuring mist**; 2nd—*bear's endurance*, *fog cloud**, *hold person*, *lesser restoration* (2), *remove paralysis*; 3rd—*cure serious wounds* (2), *dispel magic*, *fly**, *remove blindness/deafness*, *remove curse*; 4th—*divine power, cure critical wounds, restoration, dimension door**; 5th—*mass cure Light wounds, flame strike, hallow, ice storm**; 6th—*mass cure moderate wounds, heal, find the path**.
*Indicates domain spell

Possessions: 500 gp; *whaler's greatlance (+2 greatlance of wounding)*, gold earring, flask of liquor, belt pouch, *captain's clomper*, *captain's coat*.

Rebecca

Female Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+3 Dex, +5 adamantine breastplate), touch 13, flat-footed 15; Base Atk +6; Grp +9; Atk +11 melee (2d6+6/19-20/x2, masterwork greatsword; Full Atk +11/+6 melee (2d6+6/19-20/x2, masterwork greatsword); SQ Damage reduction 2 / - adamantine breastplate; AL N; SV Fort +7, Ref +5, Will +3; Str 17, Dex 17, Con 15, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +9, Intimidate +11, Jump +9, Spot +3, Swim +2; Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack.

Possessions: 47 gp, 35 sp; masterwork greatsword, a*damantine breastplate*, belt pouch, manacles, backpack, trail rations, *potion of heroism* (CL7).

Sea Dogs

Male Human Fighter 3; CR 3; Medium Humanoid; HD 3d10+6; hp 28; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Base Atk +3; Grp +6, Atk +7 melee (1d6+3/18-20/x2), cutlass); AL NE; SV Fort +5, Ref +4, Will +2; Str 17, Dex 16, Con 15, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Jump +9, Profession (sailor) +2.5, Swim +6; Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (cutlass).

Possessions: 23 gp, 18 sp, 27 cp, cutlass, leather armor, fishhook, belt pouch, flask of liquor.

Sea Lord's Guardsman

Male Human Warrior 1; CR ½; Medium Humanoid; HD 1d8+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/x2, heavy mace) or +2 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d8+1/x2, heavy mace) or +2 ranged (1d8/19-20/x2, light crossbow); AL LG; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +2, Listen +3, Search +0, Spot +3; Alertness, Weapon Focus (heavy mace).

Possessions: 2 gp, smash stick (heavy mace), light crossbow, bolts (50), chain shirt, belt pouch.

Shantar Froese, First Mate

Elf Fighter 4/Rogue 4; CR8: Medium humanoid; HD 4d10+4d6+8; hp 57; Init +3 (+3 Dex); Speed 30 ft; AC 16 (+3 Dex, +3, +3 *+1 leather armor*), touch 13, flat-footed 16; Base Atk +7/+2; Grp +10; Atk +11 melee (1d8+3/19-20/x2, masterwork longsword) or +11 ranged (1d8+1/x3, *+1 longbow*); Full Atk +11/+6 melee (1d8+3/19-20/x2, masterwork longsword) or +11/+6 ranged (1d8+1/x3, *+1 longbow*) or +9/+9/+4 ranged (1d8+1/x3, *+1 longbow*, Rapid Shot); SA Sneak attack +2d6; SQ Elf traits, evasion, low-light vision, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +6, Ref +8, Will +2; Str 17, Dex 16, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Balance +6, Climb +10, Escape Artist +7, Intimidate +7, Jump +8, Listen +4, Move Silently +7, Search +12, Spot +5, Swim +6, Use Magic Device +8, Use Rope +8; Blind-Fight, Dodge, Point Blank Shot, Precise Shot, Power Attack, Rapid Shot.

Possessions: 100 gp, 50 sp, masterwork longsword, *+1 longbow*, *+1 leather armor*; backpack, bottle of wine, wine glass, fishhook, flask of liquor, sack, whetstone, fine ruby gem (250 gp); w*and of web* (27 charges) (CL 7).

Sons of Krom

Male Orc Fighter 4; CR 4: Medium Humanoid; HD 4d10+8; hp 34; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12; Base Atk +4; Grp +9; Atk +10 melee (1d12+9/x3, greataxe); Full Atk +10 melee (1d12+9/x3, greataxe); SQ Orc traits, light sensitivity, darkvision; AL LE; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Intimidate +3; Dodge, Improved Initiative, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: 10 sp, greataxe, masterwork leather armor, backpack, bedroll, flask of liquor, sack.

Spacko

Male Orc Fighter 4; CR 4: Medium Humanoid; HD 4d10+8; hp 34; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12; Base Atk +4; Grp +9; Atk +10 (1d12+9/x3, greataxe); SQ Orc traits, light sensitivity, darkvision; AL LE; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +6, Intimidate +4; Dodge, Improved Initiative, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: 10 sp, greataxe, masterwork leather armor, backpack, bedroll, flask of liquor, sack.

Stevedore

Male Human Commoner 3; CR 2; Medium Humanoid; HD 3d4+6; hp 15; Init +2 (+2 Dex); Spd 30 ft; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1; Grp +4; Atk +4 melee (1d6+3/x2, club) or +4 (1d4+3/19-20/x2, dagger or +0 melee (1d4+3/x2, light hammer) or +4 melee (1d3+3, unarmed); Full Atk +4 melee (1d6+3/x2, club) or +4 (1d4+3/19-20/x2, dagger or +0 melee (1d4+3/x2, light hammer) or +4 melee (1d3+3, unarmed); AL N; SV Fort +3, Ref +3, Will +2; Str 16, Dex15, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +9, Profession (stevedore) +7, Use Rope +8; Dodge, Endurance, Simple Weapon Proficiency.

Possessions: 5 gp, 3 sp, club, dagger, light hammer, dockworker's outfit, flask, belt pouch.

Typical Drug Fiend

Male Human Commoner 1; CR 1/2: Medium Humanoid; HD 1d4+2; hp 6; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +0; Grp +1; Atk +2 (1d3+1, unarmed); Full Atk +2 (1d3+1, unarmed); AL N; SV Fort +1, Ref +2, Will -1; Str 13, Dex 15, Con 14, Int 11, Wis 9, Cha 13.

Skills and Feats: Jump +5, Listen +4, Spot +4; Dodge, Run.

Possessions: 5 gp, 5 sp, one dose of abyss dust or snake weed, peasant's outfit, belt pouch.

Typical Hulk Guard

Male Human Fighter 4; CR 4: Medium Humanoid; HD 4d10+4; hp 28; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft; AC 17 (+2 Dex, +5 chainmail armor), touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk +7 melee (1d8+4/x2, heavy mace or +6 ranged (1d8/19-20/x2, light repeating crossbow); Full Atk +7 melee (1d8+4/x2, heavy mace or +6 ranged (1d8/19-20/x2, light repeating crossbow); AL LG; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Climb -2, Intimidate +7, Listen +5, Spot +5, Swim -3 Alertness, Dodge, Exotic Weapon Proficiency (light repeating crossbow), Improved Initiative, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: 10 gp, 5 sp; light repeating crossbow, bolts (50), heavy mace, chainmail armor, guard uniform, backpack, flask of liquor, belt pouch.

Typical Hulk Prisoner

Male Human Rogue 5; CR 5; Medium Humanoid; HD 5d6+5; hp 26; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +4 melee (1d3+1/19-20/x2, shiv); AL CN; SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +1, uncanny dodge; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Bluff +7, Disable Device +6, Disguise +3, Escape Artist +7, Forgery +3, Gather Information +6, Hide +11, Intimidate +7, Jump +5, Listen +10, Move Silently +11, Open Lock +7, Search +9, Spot +8, Swim +3, Tumble +8; Alertness, Dodge, Improved Initiative.

Possessions: Torn clothing, shiv (improvised small dagger).

Warrior Cultist of Yarash

Male Human Warrior 4; CR3: Medium Humanoid; HD 4d8+8; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +4; Grp +7; Atk +8 melee (1d4+4/19-20/x2, *+1 dagger of venom*) or +8 melee (1d6+3/18-20/x2, masterwork cutlass) or +8 ranged (1d10/19-20/2, masterwork heavy crossbow); Full Atk +8 melee (1d4+4/19-20/x2, *+1 dagger of venom*) or +8 melee(1d6+3/18-20/x2, masterwork cutlass) or +8 ranged (1d10/19-20/2, masterwork heavy crossbow); AL NE; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int 11, Wis 11, Cha 11.

Skills and Feats: Climb +5, Intimidate +7, Jump +8, Ride +5, Swim -2. Dodge, Improved Initiative, Power Attack.

Possessions: 10 gp, 15 sp, masterwork heavy crossbow, masterwork cutlass, bolts (50); *+1 dagger of venom*, masterwork studded leather armor, cleric's vestments, backpack, belt pouch, belt, whetstone.

William "Billy Bones" Grimshaw

Male Human Cleric of Yarash 10; CR 10: Medium Humanoid; HD 10d8+10; hp 75; Init +3 (+3 Dex); Spd 30 ft.; AC 19 (+3 Dex, +6 for *captain's Coat*), touch 13, flat-footed 16; Base Atk+7/+2; Grp +10; Atk +12 melee (1d6+4/18-20/x2, cutlass) or +10 ranged (2d6/x2, privateer Freeport pistol); Full Atk +12/+5 melee (1d6+4/18-20/x2, *+1 cutlass*) or +8/+1 melee (1d6+4/18-20/x2, *+1 cutlass*) and +8 melee (1d6+4/18-20/x2, *+1 cutlass*) or +10/+5 ranged (2d6/x2, privateer Freeport pistol); AL CE; SV Fort +8, Ref +6, Will +10; Str 17, Dex 17, Con 13, Int 14, Wis 16, Cha 11.

Skills and Feats: Bluff +5, Concentration +14, Diplomacy +13, Hide +8, Knowledge (arcana) +11, Sense Motive +8; Dodge, Exotic Weapon Proficiency (firearms), Martial Weapon Proficiency (cutlass), Weapon Focus (cutlass), Two-Weapon Fighting.

Cleric Spells Prepared: (6/ 5+1/ 5+1/ 4+1/ 2+1/ 1+1; DC 13 + spell level; Domains: Destruction and Evil): 0—*detect magic (2), detect poison, light, mending, read magic*; 1st—*cause fear, cure light wounds, entropic shield, inflict light wounds*, obscuring mist, sanctuary*; 2nd—*darkness, death knell*, desecrate, hold person, undetectable alignment, zone of truth*; 3rd—*blindness/deafness, contagion*, dispel magic, inflict serious wounds, summon monster III;* 4th—*death ward*, divination, inflict critical wounds, freedom of movement;* 5th— *flame strike, plane shift, slay living**. *Indicates domain spell

Possessions: +1 cutlass (2), privateer Freeport pistol (4), belt pouch, signet ring, flask, whetstone, *captain's coat*, a*tomizer with magic potions: haste* (CL5)*, fly* (CL5)*, invisibility* (CL5)*, cure moderate wounds* (CL7), or abyss dust.

Wizard Cultist of Yarash

Male Human Wizard 4; CR 4: Medium Humanoid; HD 4d4+8; hp 14; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+4 Dex), touch 14, flat-footed 10; Base Atk +2; Grp +2; Atk +3 (1d6/x2, masterwork quarterstaff; AL LE; SV Fort +3, Ref +5, Will +4; Str 11, Dex 19, Con 14, Int 16, Wis 11, Cha 12.

Skills and Feats: Concentration +8, Knowledge (arcana) +6, Knowledge (nature) +6, Knowledge (religion) +6, Spellcraft +9; Combat Casting, Dodge, Improved Initiative, Scribe Scroll.

New Monster

Life Leech

Medium Aberration (Evil)

Hit Dice: 6d8+14 (45 hp)
Initiative: +4 (+4 Dex)
Speed: Fly 50 ft. (Good)
Armor Class: 18 (+4 Dex, +4 deflection), touch 18, flat-footed 14
Base Attack/Grapple: +6/+9
Attack: Barbed Wing Atk +9 melee (1d6+3, Barbed Wings)
Full Attack: 2 Barbed Wings +9 melee (1d6+3, Barbed Wings) and Bite +4 melee (1d10+1, Bite)
Special Attacks: Constitution drain
Special Qualities: Blindsight
Saves: Fort +4, Ref +6, Will +5
Abilities: Str 16, Dex 18, Con 15, Int 10, Wis 10, Cha -
Skills: Hide +14, Listen +12, Spot +12
Feats: Alertness, Improved Grab, Wingover

Environment: Temperate marsh, temperate aquatic
Organization: Solitary, pair, team (3-6)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral evil
Advancement: 7-10 HD Large, 11-14 HD Huge

A Life Leech is a hideous creature that looks like a man-sized vampire bat. It has barbs on the end of its wings and wicked fangs protrude from its mouth. These monstrosities exist only to feed on the life force of other living things.

In combat, they swoop down on their opponents and attempt to wrap their wings around him. This attack only works against Medium creatures or smaller. If the attack succeeds, the barbs on the wings do 1d6 +3 damage and a grapple check ensues. If the victim fails, the Life Leech wraps itself around its prey and begins to suck the victim's life energy on the next round. Each round, another grapple check is allowed. Prey enveloped by the Life Leech loses 1d3 points of Constitution per round. If their Con reaches zero, they die.

The Life Leech can also attempt to bite when it has someone in its grasp, but it cannot bite and drain Constitution in the same round.

Wizard Spells Prepared (4 / 4 / 3, DC 13 + spell level): 0—*detect magic, read magic* (3); 1st—*disguise self, mage armor, magic missile, ray of Enfeeblement*; 2nd—*alter self, blindness/deafness, mirror image*.

Spellbook: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*burning hands, expeditious retreat, disguise self, mage armor, magic missile, ray of enfeeblement, shield, shocking grasp*; 2nd—*acid arrow, alter self, blindness/deafness, mirror image, shatter.*

Possessions: 25 gp, 26 sp, masterwork quarterstaff, scholar's outfit, pouch, spell components, *scroll of wall of fire* (CL7), *scroll of interposing hand* (CL9).

Act II: Islands of the Damned

The Kraken's Claw Crew (Upgraded from Act I)

Captain Morgan Baumann

Human female Fighter 5/Freeport Pirates 6; CR 11; Medium humanoid; HD 11d10+22; hp 87; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 17, touch 17, flat-footed 12; Base Atk +11/+6; Grp +13; Atk +16 melee (1d6+3/18-20, *+1 thirsting cutlass*) or +14 ranged (1d6+2/x2, throwing axe); Full Atk +16/+11 (1d6+3/18-20, *+1 thirsting cutlass*) or +14 ranged (1d6+2/x2, throwing axe); SA Life is cheap, press gang thwak; SQ Sea legs, reckless abandon, rope monkey, lightning parry; AL NE; SV Fort +8, Ref +9, Will +3; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 14.

Skills and Feats: Balance +15, Climb +8, Intimidate +6, Jump +10, Knowledge (nature) +8, Profession (sailor) +10, Spot +5, Swim +8, Tumble +11, Use Rope +8; Cleave, Dodge, Weapon Focus (cutlass), Superior Weapon Focus (cutlass), Improved Initiative, Great Cleave, Power Attack, Improved Critical.

Possessions: 150 gp, 40 sp; *+1 thirsting cutlass*; throwing axe; Flask of liquor, whetstone, fine diamond gem (500 gp), pouch, belt; *+2 ring of protection*, *potion of cure moderate wounds* (CL7), *teleportation gem* (see sidebar)

Sea Dogs

Male Human Fighter 4; CR 4: Medium Humanoid; HD 4d10+8; hp 35; Init +7; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +4; Grp +7; Atk +8 melee (1d6+3/18-20,cutlass); Full Atk +8 melee (1d6+3/18-20, cutlass); AL NE; SV Fort +6, Ref +4, Will +2; Str 17, Dex 16, Con 15, Int 11, Wis 13, Cha 10.

Skills and Feats: Climb +10, Jump +10, Profession (sailor) +3, Swim +6; Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (cutlass).

Possessions: 23 gp, 18 sp, 27 cp; cutlass, leather armor; fishhook, pouch, belt, flask of liquor.

Shantar Froese, First Mate

Elf Fighter 5/Rogue 4: CR 9; Medium Humanoid; HD 5d10+4d6+18; hp 64; Init +3 (+3 Dex); Speed 30 ft.; AC 16 (+3 Dex, +3 for *+1 leather Armor*), touch 13, flat-footed 17; Base Atk +8/+3; Grp +11; Atk +12 melee (1d8+3/19-20/x2, masterwork longsword) or +12 ranged (+13 within 30 ft.) (1d8+1/x3, *+1 longbow*); Full Atk +12/+7 melee (1d8+3/19-20/x2, masterwork longsword) or +12/+7 (+13/+8 within 30 ft.) ranged or +11/+11/+6 ranged with Rapid Shot, (1d8+1/x3, *+1 longbow*); SA Sneak attack +2d6; SQ Elf traits, evasion, low-light vision, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +5, Ref +8, Will +2; Str 17, Dex 16, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Skills and Feats: Balance +6, Climb +11, Escape Artist +7, Intimidate +9, Jump +8, Listen +4, Move Silently +7, Search +12, Spot +5, Swim +6, Use Magic Device +8, Use Rope +8; Blind-Fight, Dodge, Point Blank Shot, Precise Shot, Power Attack, Rapid Shot.

Possessions: 100 gp, 50 sp, masterwork longsword, *+1 longbow, medium*; *+1 leather armor*, backpack, bottle of wine, glass, fishhook, flask of liquor, sack, whetstone, fine ruby gem (250 gp), *wand of web* (27 charges, *less any charges used in Act I).

Teleportation Gem

This gem may be activated as a free action by mental command from the user with no verbal or somatic components required. Once activated, the user can teleport three times per day as per the *greater teleport* spell.

Moderate conjuration; CL 13th; Create Wondrous Item; *greater teleport; 99*,000 gp; Weight 1lb.

The Isle of Undeath

Daen Danud

Lich Abjurer 4/Cleric of Yarash 8; Medium Undead; CR 14; HD 12d12; hp 90; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 24 (+3 Dex, +5 natural, +2 for +2 ring of protection, +4 +1 studded leather armor], touch 15, flat-footed 21; Base Atk +8/+3;Grp +9; Atk +9 melee (1d8+5 negative energy plus paralysis, touch) or +10 melee (1d8+1/x2, heavy mace; Full Atk +9 melee (1d8+5 negative energy plus paralysis, touch) and +5 melee (1d8+1/x2, heavy mace) or +10/+5 (1d8+1/x2, heavy mace); Space/Reach: 5 ft./5 ft.; SA Damaging touch, fear aura DC 20, paralyzing touch DC 21, Spells; SQ +4 Turn Resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting spells, rebuke undead, undead Traits; AL N; SV Fort +7, Ref +5, Will +13; Str 12, Dex 16, Con --, Int 19, Wis 19, Cha 20.

Skills and Feats: Craft (alchemy) +10, Concentration +11, Gather Information +10, Heal, Hide +11, Intimidate +7, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +13, Move Silently +14, Search +12, Sense Motive +15.5, Spellcraft +13, Spot +15; Combat Casting, Dodge, Heighten Spell, Improved Initiative, Scribe Scroll, Spell Focus (abjuration), Weapon Focus (heavy mace).

Cleric Spells Prepared: (6/5+1/ 4+1/4+1//3+1; DC 14 + the spell level (+1 for Spell Focus on abjuration spells; Domains Death and Evil); *0—inflict minor wounds* (2)*, light, mending, read magic, resistance;* 1st*—bane, cause fear*, doom, inflict light wounds, magic weapon, protection from good;* 2nd*—bull's strength, death knell*, desecrate, detect living, inflict moderate wounds;* 3rd*—animate dead*, bestow curse, inflict serious wounds, magic circle against good; 4th - death ward*, greater magic weapon, skin of blood* (2)*.* *Indicates domain spell

Wizard Spells Prepared: (Abjurer; no illusion or conjuration spells; 5/5/4; DC is 14 + spell level (+1 for Spell Focus on

Abjuration spells); 0—*resistance*, detect magic, dancing lights, mage hand, open/close;* 1st—*burning hands, magic missile, protection from good, shield*, true strike;* 2nd—*protection from arrows* , see invisibility, summon monster II, hideous laughter.*

Spellbook: 0— *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; *1st— alarm*, *burning hands, disguise self, hold portal, magic missile, protection from good, shield, shocking grasp, true strike;* 2nd— *obscure object, protection from arrows, resist energy, see invisibility, summon monster II, hideous laughter.*

Possessions: Heavy mace, *+1 studded leather armor, +2 ring of protection, scroll of timestop*, *scroll of turnabout,* wizard's Spellbook, *ship's bell of Yarash* (in his complex).

Ghast

CR 4; Medium Undead; HD 6d12; hp 39; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; Base Atk +3; Grp +6; Atk +6 melee (2d6+3 plus paralysis, bite); Full Atk +6 melee (2d6+3 plus paralysis, bite) and +4 melee (1d4+1 plus paralysis, claws); Space/Reach: 5ft./5ft.; SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 Turn resistance; AL CE; SV Fort +2, Ref +5, Will +7; Str 17, Dex 17, Con --, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +9, Climb +9, Hide +10, Jump +11, Move Silently +10, Spot +10; Improved Natural Attack, Multiattack, Toughness.

Ghoul

CR 2; Medium Undead; HD 3d12; hp 19; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite) or +2 melee (1d8+1/x2, morningstar; Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, claws); Space/Reach: 5ft./5ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +8, Climb +5, Hide +7, Jump +5, Move Silently +6, Spot +9; Multiattack, Simple Weapon Proficiency.

Possessions: Morningstar.

Jhondal, Moab's Lieutenant

Male Half-Elf Fighter 8; CR 8; Medium Humanoid; HD 8d10+24; hp 81; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 19 (+3 Dex, +6 *+4 leather armor*), touch 13, flat-footed 16; Base Atk +8; Grp +12; Atk +16 melee (1d6+9 plus 1d6 outdoors/15-20/x2, *+3 sylvan scimitar*) or +11 ranged (1d6+4/x2, throwing axe; Full Atk +16/+11 (1d6+9 plus 1d6 outdoors/18-20/x2, *+3 sylvan scimitar*) or +11/+6 ranged (1d6+4/x2, throwing axe); SQ half-elf traits, Elven Blood; AL LE; SV Fort +9, Ref +5, Will +3; Str 18, Dex 16, Con 16, Int 14, Wis 13, Cha 14.

Skills and Feats: Balance +7, Climb +9, Craft (Shipmaking) +5, Jump +11, Knowledge (boating) +3, Knowledge (nature) +3, Knowledge (war) +3, Listen +5, Search +3, Spot +4, Swim +7; Cleave, Dodge, Expertise, Improved Critical (scimitar), Mobility, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar), Whirlwind Attack.

Possessions: 50 gp, aquamarine gem (500 gp), black pearl (500 gp), *+3 sylvan scimitar*, throwing axe (2); *+4 leather armor*, backpack, grappling hook, belt pouch, hemp rope (50 ft.), signet ring, spyglass, whetstone, *potion of heroism*, *potion of cure serious wounds*.

Liaju

Female Ghast Chef, CR 4; Medium Undead; HD 6d12; hp 39; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; Base Atk +3; Grp +6; Atk +6 melee (1d8+3 plus paralysis, bite) or +6 melee (1d6+3/x2, club); Full Atk +6 (1d8+3 plus paralysis, bite) and +4 melee (1d4+1 plus paralysis, claws); Space/Reach: 5ft./5ft.; SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +5, Will +7; Str 17, Dex 17, Con --, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide, Jump +9, Move Silently +8, Spot +9; Perform (wind instruments) +5, Profession (brewer) +4, Profession (cook) +4; Multiattack, Simple Weapon Proficiency, Toughness.

Possessions: Club.

Mohrg

CR 9; Medium Undead; HD 16d12; hp 104; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 23 (+4 Dex, +9 natural), touch 14, flat-footed 19; Base Atk +8; Grp +14; Atk +14 melee (1d8+8, slam) or +14 melee (paralysis, tongue touch); Full Atk +14 melee (1d8+8, slam) and +14 melee (paralysis, tongue touch); Space/Reach: 5ft./5ft.; SA Improved grab, paralyzing touch), create spawn; SQ Darkvision 60ft., undead traits; AL CE; SV Fort +5, Ref +11, Will +10; Str 22, Dex 19, Con --, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +14, Hide +21, Listen +15, Move Silently +21, Spot+20, Swim +10; Alertness, Dodge, Improved Initiative, Improved Natural Attack, Lightning Reflexes, Mobility.

Mountain Lion Zombie

CR 2; Medium, Undead; HD 6d12; hp 41; Init +3 (+3 Dex); Spd 40 ft. (8 squares), Climb 20 ft. (4 squares); AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +3; Grp +7; Atk +7 melee (1d6+4, bite) or + 7 melee (1d4+4, claw), or +7 melee (1d6+4, slam); Full Atk +7 melee (1d6+4, bite) or + 7 melee (1d4+4, claw), or +7 melee (1d6+4, slam); Space/Reach: 5 ft./5 ft.; SQ: Single actions only, damage reduction 5/slashing; AL NE; SV Fort +1, Ref +4, Will +5; Str 18, Dex 17, Con --, Int --, Wis 10, Cha 1.

Skills and Feats: --; Toughness.

Mummy

CR 6; Medium Undead; HD 10d12; hp 68; Init +0; Spd 20 ft. (4 squares); AC 20 (+10 natural), touch 10, flat-footed 20; Base Atk +5; Grp +12; Atk +12 melee (1d6+10 plus mummy rot, slam); Full Atk +12 melee (1d6+10 plus mummy rot, slam); Space/Reach: 5ft./5ft.; SA Despair, mummy rot; SQ Damage reduction 5/--, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +5, Ref +3, Will +9; Str 24, Dex 10, Con --, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +7, Listen +10, Move Silently +7, Spot +10; Alertness, Great Fortitude, Toughness.

Mutant Soldier

Male Mutated Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+10; hp 21; Init +6 (+2 Dex, +4 Improved Initiative]; Spd 30 ft. (6 squares); AC 16; (+2 Dex, +4 Chain Shirt), touch 12, flat-footed 14; Base Atk +2; Grp +7; Atk +8 melee (1d10+7/x2, greatclub) or +4 ranged (1d6+5/x2, javelin); Full Atk +8 melee (1d10+7/x2, greatclub) or +4 ranged (1d6+5/x2, javelin); AL LN; SV Fort +8, Ref +2, Will +0; Str 20, Dex 14, Con 20, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +7, Intimidate +3, Jump +7, Swim +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (greatclub).

Possessions: Stone icon shaped like the Stone of the Heavens, greatclub, javelin (3), chain shirt, backpack, bedroll, grappling hook, trail rations, waterskin (full).

Remelí

Male Ghast Chef, CR 3; Medium Undead; HD 5d12 (Undead); hp 35; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; Base Atk +2; Grp +5; Atk +5 melee (1d8+3 plus paralysis, bite) or +5 melee (1d6+3/x3, cleaver); Full Atk +5 (1d8+3 plus paralysis, bite) and +0 melee (1d4 +1, claws) or Atk +5 melee (1d6+3/x3, cleaver); Space/Reach: 5ft./5ft.; SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con --, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8, Perform (percussion instruments) +5, Profession (cook) +4; Simple Weapon Proficiency, Toughness.

Possessions: Cleaver.

Sea Dogs

Male Human Fighter 4; CR 4: Medium Humanoid; HD 4d10+8; hp 35; Init +7; Spd 30 ft. (6 squares); AC 15, touch 13, flat-footed 12; Base Atk +4; Grp +7; Atk +8 melee (1d6+3/18-20,cutlass); Full Atk +8 melee (1d6+3/18-20, cutlass); AL NE; SV Fort +6, Ref +4, Will +2; Str 17, Dex 16, Con 15, Int 11, Wis 13, Cha 10.

Skills and Feats: Climb +10, Jump +10, Profession (sailor) +3, Swim +6; Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (cutlass).

Possessions: 23 gp, 18 sp, 27 cp; cutlass, leather armor; fishhook, pouch, belt, flask of liquor.

Sgt. Hartmann, Ghoul Drill Instructor

CR 2; Medium Undead; HD 3d12; hp 19; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite) or +2 melee (1d12+1/x3, greataxe); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, claws) or (1d12+3/x3, greataxe); Space/Reach: 5ft./5ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +7, Jump +6, Knowledge (martial code) +2, Move Silently +6, Spot +8; Martial Weapon Proficiency (greataxe), Multiattack.

Possessions: Greataxe.

Skeleton (Former Fighter)

CR 2; Medium Undead; HD 1d10; + 3d12; hp 24; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 15 (-1 size, +4 Dex, +2 natural), touch 13, flat-footed 11; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, claw) or +6 melee (1d6+4/18-20/x2, scimitar); Full Atk +6 melee (1d6+4, claws) and +1 melee (1d8+2/18-20/x2, scimitar); Space/Reach: 5ft./5ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +5, Will +4; Str 19, Dex 18, Con --, INT --, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Scimitar.

The Smith (Ghast)

CR 4; Medium Undead; HD 6d12; hp 42; Init +3 (+3 Dex); Spd 30 ft.; AC 19 (+3 Dex, +4 natural, +2 leather apron), touch 13, flat-footed 16; Base Atk +3; Grp +6; Atk +6 melee (1d8+3 plus paralysis, bite) or +6 melee (1d8+3/x3, blacksmith's hammer; Full Atk +6 melee (1d8+3 plus paralysis, bite) and +4 melee (1d4+1, claws); Space/Reach: 5ft./5ft.; SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +5, Will +7; Str 17, Dex 17, Con --, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Craft +3 (armorsmithing), Craft (blacksmithing) +3, Craft (weaponsmithing) +2, Hide +8, Jump +9, Move Silently +8, Spot +8; Martial Weapon Proficiency (blacksmith's hammer), Multiattack, Toughness.

Possessions: Blacksmith's hammer, leather apron.

Sonsímoth, Vampíre Jailer

Human Fighter 6; CR 8; Medium Undead (Augmented Humanoid); HD 6d12; hp 39; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 25 (+3 Dex, +6 natural, +6 *+1* breastplate), touch 13, flat-footed 22; Base Atk +6/+1; Grp +12; Atk +14 melee (1d12+11/x3, masterwork greataxe or +11 ranged (1d8+5/x3, *+1 composite longbow*) or +10 ranged (1d6, alchemist's fire) or +12 melee (1d6+6 plus energy drain, slam); Full Atk +14/+9 melee (1d12+11/x3, masterwork greataxe) or +12/+7 melee (1d6+6 plus energy drain, slam) or +10 /+5 ranged (1d8+5/x3, *+1 composite longbow*); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create Spawn, energy drain; SQ Alternate form, damage reduction 10/silver and magic, fast healing 5, gaseous form, resistance to cold and electricity 10/10, spider climb, +4 turn resistance, undead traits; AL N; SV Fort +5, Ref +8, Will +4; Str 22, Dex 18, Con --, Int 12, Wis 14, Cha 12.

Skills and Feats: Bluff +11, Climb +9, Hide +12, Intimidate +9, Jump +9, Knowledge (local) +3, Listen +12, Move Silently +12, Search +9, Sense Motive +10, Spot +13, Survival +5; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Masterwork greataxe, silvered dagger, alchemist's fire (3); *+1 composite longbow* (+4 Str bonus)*, +1 breastplate,* arrows (20), climber's kit, p*otion of lesser restoration* (CL6).

White Gorilla

Male Warrior 4; CR 6; Large Monstrous Humanoid; HD 9d8+21; hp 61; Init +2 (+2 Dex); Spd 30 ft. (6 squares), climb 15 ft.; AC 18 (–1 size, +3 Dex, +4 natural, +2 leather Armor), touch 12, flat-footed 15; Base Atk +9; Grp +19; Atk +15 melee (1d6+6, claw) or +15 melee (1d10+9/x3, greatclub) or +11 ranged touch (net, entangle); Full Atk +15 melee (1d6+6, 2 claws) and +10 melee (1d8+3, bite) or +15/+10 melee (1d10+9/x2, greatclub); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12; SQ Low-light vision, scent; AL LE; SV Fort +8, Ref +7, Will +6; Str 22, Dex 16, Con 14, Int 11, Wis 12, Cha 7.

Skills and Feats: Climb +16, Handle Animal +4, Intimidate +7, Jump +11, Listen +5, Spot +5; Alertness, Brachiate[b], Exotic Weapon Proficiency (net), Power Attack, Toughness.

Possessions: Leather armor, greatclub, net, signal horn.

Wight

CR 4; Medium Undead; HD 6d12; hp 39; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk +3; Grp +4; Atk +4 melee (1d4+1 plus energy drain, slam); Full Atk +4 melee (1d4+1 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA: Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +11, Move Silently +18, Spot +9; Alertness, Blind-Fight, Improved Initiative.

Worg

CR 4; Medium Magical Beast; HD 6d10+14; hp 47; Init +2 (+2 Dex); Spd 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk +7 melee (1d8+4, bite); Full Atk +7 melee (1d8+4, bite); Space/Reach: 5 ft./5 ft.; SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +7, Ref +7, Will +4; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Jump +5, Listen +6, Move Silently +6, Spot +6, Survival +2; Alertness, Improved Natural Attack; Track.

Wraith

CR 6; Medium Undead (Incorporeal); HD 8d12; hp 55; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 60 ft. (good); AC 16 (+3 Dex, +3 Deflection), touch 16, flat-footed 13; Base Atk +4; Grp --; Atk +7 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +7 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Space/Reach: 5 ft./5 ft.; SA Constitution drain, create spawn; SQ: Darkvision 60 ft., daylight Powerlessness, incorporeal Traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +8; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 16.

Skills and Feats: Diplomacy +9, Hide +12, Intimidate +12, Listen +13, Search +11, Sense Motive +11, Spot +14, Survival +4 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Toughness.

Xamisum, Zombie Instructor

CR 2; Medium Undead; HD 7d12; hp 48; Init +0; Spd 30 ft. (6 squares); AC 12 (+2 natural), touch 10, flat-footed 12; Base Atk +3; Grp +8; Atk +8 melee (1d6+5, slam or +8 melee (1d10+5/19-20/x2, longsword); Full Atk +8 melee (1d6+5, slam or +8 melee (1d10+5/19-20/x2, longsword); Space/Reach: 5 ft./5 ft.; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 20, Dex 10, Con --, Int --, Wis 10, Cha 4.

Skills and Feats: --; Toughness.

Possessions: Longsword.

Zombie

CR 1; Medium Undead; HD 4d12; hp 22; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, slam or +6 melee (1d6+5/19-20/x2, short sword) or +6 melee (1d8+7/x3, halberd); Full Atk +6 melee (1d6+4, slam or +6 melee (1d6+5/19-20/x2, short sword) or +6 melee (1d8+7/x3, halberd); Space/Reach: 5 ft./5 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str 21, Dex 16, Con --, Int --, Wis 10, Cha 1.

Skills and Feats: --; Toughness.

Possessions: Short sword, medium or halberd, medium.

Zombie (Dungeon Level Five)

CR 3; Large Undead; HD 8d12; hp 55; Init +1 (+1 Dex); Spd 40 ft. (8 squares); AC 13 (-1 Size, +1 Dex, +3 natural), touch 10, flat-footed 12; Base Atk +4; Grp +12; Atk +7 melee (2d6+4, slam) or +7 melee (1d6+4/19-20/x2, short sword); Full Atk +7 melee (2d6+4, slam) or +7 melee (1d6+4/19-20/x2, short sword); Space/Reach: 10 ft./10 ft.; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +3, Will +5; Str 19, Dex 12, Con --, Int --, Wis 10, Cha 1.

Skills and Feats: --; Toughness.

Possessions: Short sword.

Zombie Ape Guards

CR 4; Large Undead; HD 10d12; hp 68; Init +1 (+1 Dex); Spd 30 ft. (6 squares), Climb 30 ft (6 squares); AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Atk +5; Grp +15; Atk +10 melee (1d6+6, claw) or +10 melee (1d8+6, slam); Full Atk +10 melee (1d6+6, claw) or +10 melee (1d8+6, slam); Space/Reach: 5 ft/5 ft; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL N; SV Fort +3, Ref +4, Will +7; Str 23, Dex 13, Con --, Int --, Wis 10, Cha 1.

Skills and Feats: --; Toughness.

The Boneshaper's Throne

Badger

CR ½; Small Animal; HD 1d8+2; 6 hp; Init +3 (+3 Dex); Spd 30 ft. (6 squares), burrow 10 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -5; Atk +4 melee (1d2-

1, claw); Full Atk +4 melee (1d2-1, 2 claws) and -1 melee (1d3-1, bite); Space/Reach: 5 ft,/5 ft.; SA Rage; SQ Low-light vision, scent; SV Fort +4, Ref +5, Will +1; Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track, Weapon Finesse.

Bookworms (stirges)

CR 1/2; Tiny Magical Beast; HD 1d10; 5 hp; Init +4 (+4 Dex); Spd 10 ft (2 squares)., Fly 40 ft. (average); AC 16 (+2 size, +4 Dex), touch 16, flat-footed 12; Base Atk +1; Grp +11 (+1 when attached); Atk +7 melee (touch attach); Full Atk +7 melee (touch attach); Space/Reach: 2 ½ ft./0 ft.; SA Attach (Ex), blood drain; SQ Darkvision 60 ft., low-light vision; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse.

Boorman

Male Human Barbarian 7; Medium Humanoid; CR 7; HD 7d12+14; hp 59; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 17 (+3 Dex, +1 light wooden shield, +3 hide armor), touch 13, flat-footed 14; Base Atk +7/+2; Grp +9; Atk +11 melee (1d8+3/19-20/x2, *+1 cursed longsword of blood*) or Atk +9 (1d3+2/x2, unarmed strike); Full Atk +11/+6 melee (1d8+3/19-20/x2, *+1 cursed longsword of blood*) or Atk +9/+4 (1d3+2/x2, unarmed strike); SA Rage (2/day); SQ Damage Reduction 1/--, fast movement, improved uncanny dodge, trap sense +2, uncanny dodge; AL CE; SV Fort +7, Ref +5, Will +3; Str 15, Dex 16, Con 14, Int 10, Wis 13, Cha 9.

Rage: AC 15; Str 19, Con 18; Bonus to hit/damage +2; HP +14 temporary; 7 round duration.

Skills and Feats: Climb +2, Diplomacy +3, Gather Information +2, Intimidate +10, Jump +3, Listen +11, Move Silently +1, Search +2, Sense Motive +2, Spot +4, Survival +2; Alertness, Improved Initiative, Track, Weapon Focus (longsword).

Possessions: *+1 cursed longsword of blood,* hide armor, light wooden shield.

Carlotta Ramlpin

CR 2; Female Human Rogue 2; Medium Humanoid; HD 2d6; hp 10; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d6/18-20/x2, rapier) or +1 melee (1d6/x2, sap); Full Atk +1 melee (1d6/18-20/x2, rapier) or +1 melee (1d6/x2, sap); SA Sneak Attack +1d6; SQ Evasion, trapfinding; AL NG; SV Fort +0, Ref +5, Will +3; Str 10, Dex 14, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +11, Escape Artist +7, Gather Information +7, Hide +7, Profession (cartographer) +6, Search +6, Sense Motive +7, Spot +6, Use Rope +7; Improved Initiative, Iron Will.

Possessions: Rapier, sap.

Chuul

CR 7; Large Aberration; HD 15d8+60; 127 hp; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares), swim 20 ft.; AC 23 (-1 size, +3 Dex, +10 natural, +1 Improved Natural Armor), touch 12, flat-footed 20; Base Atk +11; Grp +20; Atk +15 melee (3d6+5, claw); Full Atk +15 melee (3d6+5, 2 claws); Space/Reach: 10 ft./5 ft.; SA Constrict 3d6+5, improved grab, paralytic tentacles; SQ Amphibious, darkvision 60 ft., immunity to poison; SV Fort +9, Ref +8, Will +11; Str 20, Dex 16, Con 19, Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +13, Listen +15, Spot +15, Swim +13; Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack.

Constrictor Snake, Giant

CR 6; Huge Animal; HD 16d8+19; 91 hp; Init +4 (+4 Dex); Spd 20 ft. (4 squares), climb 20 ft., swim 20 ft.; AC 16 (-2 size, +4 Dex, +5 natural Improved Natural Armor), touch 12, flat-footed 12; Base Atk +12; Grp +27; Atk +17 melee (2d6+10, bite); Full Atk +17 melee (2d6+10, bite); Space/Reach: 15 ft./10 ft.; SA Constrict 1d8+10, improved grab; SQ Scent; SV Fort +11, Ref +14, Will +6; Str 25, Dex 18, Con 13, Int 1, Wis 12, Cha 2.

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

Crocodile, Giant

CR 7; Huge Animal; HD 14d8+70; 133 hp; Init +1 (+1 Dex); Spd 20 ft. (4 squares), swim 30 ft.; AC 17 (-2 size, +1 Dex, +7 natural, +1 Improved Natural Armor]) touch 9, flat-footed 16; Base Atk +10; Grp +27; Atk +17 melee (3d8+13, bite) or +17 melee (1d12+13, tail slap); Full Atk +17 melee (3d8+13, bite) or +17 melee (1d12+13, tail slap); Space/Reach: 15 ft./10 ft.; SA Improved grab; SQ Hold breath, low-light vision; SV Fort +13, Ref +10, Will +5; Str 28, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +1, Listen +8, Spot +9, Swim +17; Alertness, Endurance, Improved Natural Armor, Improved Natural Attack, Skill Focus (hide).

Evil Security Blanket (Gibbering Mouther)

CR 7; Large Aberration; HD 10d8+70; hp 115; Init +6 (+1 Dex, +4 Improved Initiative); Spd 10 ft. (2 squares), Swim 20 ft.; AC 20 (-1 size, +1 Dex, +9 natural, +1 Improved Natural Armor), touch 10, flat-footed 19; Base Atk +7; Grp +15; Atk Bite +10 melee (1+4, bite) or +7 ranged touch (1d4 acid plus blindness, spittle); Full Atk +10 melee (1+4, 6 bites) and +5 ranged touch (1d4 acid plus blindness, spittle); Space/Reach: 5 ft./5 ft.; SA Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation; SQ Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.; SV Fort +10, Ref +6, Will +8; Str 18, Dex 12, Con 25, Int 4, Wis 13, Cha 13.

Skills and Feats: Listen +7, Spot +12, Swim +8; Improved Initiative, Improved Natural Armor, Lightning Reflexes, Weapon Finesse.

Headstone

CR 11; Large Construct; HD 10d10 +30; 85 hp; Init -1 (-1 Dex); Spd: Immobile but can turn 90 degrees each round and (unless otherwise noted) can tilt back up to 45 degrees; AC: 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26; Base Atk +7; Grp +20*;

Atk: none except for Breath Weapon; Space/Reach: 10ft./NA; SA Breath Weapon (cone of fire, 7d6 damage, DC 15 Reflex half); SQ Construct traits, continuous *see invisibility*, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic (except for spells that specifically affect stone), Low-light vision; SV Fort +3, Ref +2, Will +3; Str 29, Dex 8, Con –, Int –, Wis 10, Cha –;

Skills and Feats: None.

*The given grapple score is only to be used when a creature attempts to grapple the headstone as it is quite obvious that the headstone cannot initiate a grapple itself!

Jhondal, Moab's Lieutenant

Male Half-Elf Fighter 8; CR 8; Medium Humanoid; HD 8d10+24; hp 81; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 19 (+3 Dex, +6 *+4 leather armor*), touch 13, flat-footed 16; Base Atk +8; Grp +12; Atk +16 melee (1d6+9 plus 1d6 outdoors/15-20/x2, *+3 sylvan scimitar*) or +11 ranged (1d6+4/x2, throwing axe; Full Atk +16/+11 (1d6+9 plus 1d6 outdoors/18-20/x2, *+3 sylvan scimitar*) or +11/+6 ranged (1d6+4/x2, throwing axe); SQ half-elf traits, Elven Blood; AL LE; SV Fort +9, Ref +5, Will +3; Str 18, Dex 16, Con 16, Int 14, Wis 13, Cha 14.

Skills and Feats: Balance +7, Climb +9, Craft (shipmaking) +5, Jump +11, Knowledge (boating) +3, Knowledge (nature) +3, Knowledge (war) +3, Listen +5, Search +3, Spot +4, Swim +7; Cleave, Dodge, Expertise, Improved Critical (scimitar), Mobility, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar), Whirlwind Attack.

Possessions: 50 gp, aquamarine gem (500 gp), black pearl (500 gp), *+3 sylvan scimitar*, throwing axe (2); *+4 leather armor*, backpack, grappling hook, belt pouch, hemp rope (50 ft.), signet ring, spyglass, whetstone, *potion of heroism*, *potion of cure serious wounds.*

Konnery

CR 7; Male Human Barbarian 7; Medium Humanoid; HD 7d12+7; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (+2 Dex, +1 light steel shield, +3 hide armor), touch 12, flat-footed 14; Base Atk +7/+2; Grp +10; Atk +12 melee (1d8+4/19-20/x2, *+1 cursed longsword of blood*) or +10 melee (1d3+3/x2, unarmed strike); Full Atk +12/+7 melee (1d8+4/19-20/x2, *+1 cursed longsword of blood*) or +10/+5 melee (1d3+3/x2, unarmed strike); SA: Rage (2/day); SQ Damage Reduction 1/--, fast movement, improved uncanny dodge, trap sense +2, uncanny dodge; AL CE; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int 11, Wis 10, Cha 13.

Rage: AC 14; Str 21, Con 16; Bonus to hit/damage +2; HP +14 temporary; 6 round duration.

Skills and Feats: Balance +1, Climb +1, Diplomacy +2, Escape Artist +2, Gather Information +2, Hide +1, Intimidate +9, Jump +2, Listen +5, Search +2, Spot +3, Survival +2; Alertness, Improved Initiative, Track, Weapon Focus (longsword).

Possessions: +1 cursed longsword of blood, hide armor, light steel shield.

Lizard, Monitor

CR 3; Medium Animal; HD 5d8+15; 37 hp; Init +2 (+2 Dex); Spd 30 ft. (6 squares), Swim 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; Base Atk +3; Grp +6; Atk +6 melee (1d8+4, bite); Full Atk +6 melee (1d8+4, bite); Space/Reach 5 ft./5 ft.; SQ Low-light vision; SV Fort +9, Ref +6, Will +2; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +7, Hide +6*; Listen +5, Move Silently +7, Spot +4, Swim +11; Alertness, Great Fortitude

*+8 racial bonus to Hide bonus in forested or overgrown areas

Marionette Dragon (Very Young Green Dragon)

CR 4 Medium Dragon; HD 8d12+16; 68 hp; Init +4 (+4 Improved Initiative); Spd 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.; AC 17 (+7 natural), touch 10, flat-footed 17; Base Atk +8; Grp +10; Atk +10 melee (1d8+2, bite); Full Atk +10 melee (1d8+2, bite) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, 2 wings); Space/Reach: 5 ft./5 ft.; SA Breath Weapon 60 ft. cone of acid gas 4d6 (DC 16); SQ Blindsight 60 ft., darkvision 120 ft., keen senses, immunity to acid, immunity to sleep and paralysis effects, water breathing; SV Fort +8, Ref +6, Will +6; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +11, Concentration +3.5, Hide +11, Intimidate +5, Listen, Move Silently, Spot +7; Alertness, Flyby Attack, Improved Initiative, Wingover.

Mauler: See Skull-Dugger Mauler

Mutant Soldier

Male Mutated Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+10; hp 21; Init +6 (+2 Dex, +4 Improved Initiative]; Spd 30 ft. (6 squares); AC 16; (+2 Dex, +4 Chain Shirt), touch 12, flat-footed 14; Base Atk +2; Grp +7; Atk +8 melee (1d10+7/x2, greatclub) or +4 ranged (1d6+5/x2, javelin); Full Atk +8 melee (1d10+7/x2, greatclub) or +4 ranged (1d6+5/x2, javelin); AL LN; SV Fort +8, Ref +2, Will +0; Str 20, Dex 14, Con 20, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +7, Intimidate +3, Jump +7, Swim +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (greatclub).

Possessions: Stone icon shaped like the Stone of the Heavens, greatclub, javelin (3), chain shirt, backpack, bedroll, grappling hook, trail rations, waterskin (full).

Owlbear

CR 7; Huge Magical Beast; HD 9d10+63; 112 hp; Init +0; Spd 30 ft. (6 squares); AC 16 (-2 size, +5 natural, +3 natural), touch 8, flat-footed 18; Base Atk +9; Grp +27; Atk +17 melee (2d6+11, claw); Full Atk +17 melee (2d6+10, 2 claws) and +12 melee (1d10+5, bite); Space/Reach: 15 ft./10 ft.; SA Improved grab; SQ Scent; SV Fort +13, Ref +6, Will +4; Str 30, Dex 10, Con 25, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10; Alertness, Improved Natural Attack, Power Attack, Track.

Plucky Cabin Boy

CR 1; Male Human Rogue 1; Medium Humanoid; HD 1d6; hp 6; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+5 Dex, +3 puffy shirt and breeches), touch 15, flat-footed 13; Base

New Monster

Headstone

Large Construct

Hit Dice: 10d10+30 (85 HP)
Initiative: -1
Speed: Immobile. Can turn 90 degrees each round and (unless otherwise noted) can tilt back up to 45 degrees)
Armor Class: AC: 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26
Base Attack/Grapple: +7/+20*
Attacks: none except for Breath Weapon
Full Attack: none
Space/Reach: 10 ft./0 ft.
Special Attacks: Breath Weapon (cone of fire, 7d6 damage, DC 15 Reflex half)
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic (except for spells that specifically effect stone), low-light vision; continuous *see invisibility*
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 29, Dex 8, Con –, Int –, Wis 10, Cha –
Skills: ---
Feats: ---

Environment: Any land
Organization: Any combination
Challenge Rating: 11
Treasure: None
Alignment: Same as creator
Advancement: ---

Headstones are huge, stony sentries created by Zoltan Zaska to keep an eye on the farthest reaches of his island realm. Most of these watchmen simply observe, making slow grinding turns on their pedestals to track travelers with their eyes, which can use *see invisibility* at will. But Zaska has given some of these constructs a powerful weapon: the ability to unleash a cone-shaped spray of fire. The cone extends, and spreads out to, 40 feet. It is also 40 feet in height. Players can make a DC 15 Reflex save for half damage.

The headstones appear to be insurmountable. Not only can they see in the dark, but they can pick out invisible intruders. But the headstones, like most things on the island, are a *test*, not a trap. So there are ways around them if the PCs observe and exploit the simple rules that govern these sentries.

- Each stone's field of vision is a 60-foot cone with its apex at the eyes of the statue.
- Every round, each stone rotates 90 degrees clockwise to sweep the landscape.
- Stones can tilt backward as much as 45 degrees to fire on airborne intruders.
- A stone fires as soon as its gaze sweeps across an intruder, or as soon as an intruder crosses its path. But a stone *can fire only once every two rounds, and if two stones spot an intruder and fire upon him simultaneously,* ***neither*** *stone can fire in the next round.*
- In the round *after* a Headstone fires—i.e., the round when it *can't* fire—it will track the intruder it fired upon originally. It doesn't have to turn a full 90 degrees when tracking this way. If the stone spots *another* intruder while tracking this way, it will fire upon the *new* intruder, not the original one.
- Only *two* Headstones can track and/or fire upon an intruder at any time.

Atk +0; Grp +1; Atk +1 melee (1d6+1/x2, mop); SA Sneak Attack +1d6; SQ Trapfinding; AL NG; SV Fort +0, Ref +7, Will +0; Str 13, Dex 20, Con 11, Int 12, Wis 10, Cha 14.

Skills and Feats: Balance +9, Bluff +6, Climb +2, Diplomacy +6, Hide +9, Jump +5, Listen +6, Open Lock +6, Search +4, Sleight of Hand +8, Spot +6, Tumble +9; Alertness, Improved Initiative.

Possessions: Puffy shirt, breeches, treasure map in belt, mop.

Plump Merchant

CR 3: Male Human Aristocrat 4; Medium Humanoid; HD 4d8+4; hp 28; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +4; Atk +4 melee (1d4+1/x2, letter opener); Full Atk +4 melee (1d4+1/x2, letter opener); AL N; SV Fort +2, Ref +1, Will +8; Str 12, Dex 11, Con 12, Int 13, Wis 14, Cha 11.

Skills and Feats: Appraise +8, Bluff +6, Diplomacy +10, Forgery +6, Gather Information +6, Hide +4, Listen +5, Sense Motive +8, Spot +5; Alertness, Iron Will, Run.

Possessions: Wallet with moth inside, Pocket watch, shirts with frilly sleeves, several handkerchiefs, snuff, powdered wig, knee-breeches, buckle shoes, letter opener (treat as a medium dagger).

Skull-Dugger Drawler

CR 3; Medium Construct; HD 5d10+23; hp 50; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares); AC 19 (-1 Dex,

+10 natural), touch 9, flat-footed 20; Base Atk +3; Grp +7; Atk +7 melee (1d6+4/19-20/x2, bonestabber); Full Atk +7 melee (1d6+4/19-20/x2, bonestabber); Space/Reach: 5 ft./10 ft.; SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL CE; SV Fort +1, Ref +0, Will +1; Str 18, Dex 8, Con –, Int 15, Wis 11, Cha 15.

Skills and Feats: Intimidate +6, Knowledge (engineering) +8, Knowledge (etiquette) +8, Knowledge (fine arts) +8, Perform (sing) +6, Profession (teacher) +6; Improved Initiative, Toughness.

Skull-Dugger Hauler

CR 4; Medium Construct; HD 6d10+20; hp 53; Init -1 (-1 Dex); Spd 20 ft. (4 squares); AC 19 (-1 Dex, +10 natural), touch 9, flat-footed 20; Base Atk 4; Grp +13; Atk +13 melee (3d6+9, boneslapper); Full Atk +13 melee (3d6+9, 2 boneslappers); Space/Reach: 5 ft./10 ft.; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL CE; SV Fort +2, Ref +1, Will +2; Str 29, Dex 8, Con –, Int –, Wis 11, Cha 1

Skills and Feats: None.

Skull-Dugger Mauler

CR 10; Medium Construct; HD 12d10+20; hp 86; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 22 (+2 Dex, +10 natural), touch 12, flat-footed 20; Base Atk +9; Grp +16; Atk +16 melee (2d6+7/19-20/x2, boneblade) or +11 ranged (2d6+7/19-20/x2, bonespitter); Full Atk +16 melee (2d6+7/19-20/x2, boneblade) or +11 ranged (2d6+7/19-20/x2, bonespitter); Space/Reach: 5 ft./10 ft.; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL CE; SV Fort +4, Ref +5, Will +4; Str 25, Dex 15, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: None.

Striped-Shirted Sailor

CR 2; Male Human Fighter 2; Medium Humanoid; HD 2d10; hp 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 striped shirt), touch 13, flat-footed 12; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/19-20/x2, longsword); Full Atk +4 melee (1d8+2/19-20/x2, longsword); AL N; SV Fort +3, Ref +3, Will +4; Str 15, Dex 16, Con 11, Int 9, Wis 14, Cha 11.

Skills and Feats: Intimidate +3, Profession (sailor) +3, Swim +7; Alertness, Dodge, Improved Initiative, Iron Will.

Possessions: Striped shirt, neckerchief, bottle of rum, piece of eight, longsword.

Teddy Bear (Brown Bear)

CR 5; Large Animal; HD 10d8+50; 105 hp; Init +1 (+1 Dex); Spd 40 ft (8 squares); AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; Base Atk +7; Grp +19; Atk +14 melee (2d6+8, claw); Full Atk +14 melee (2d6+8, 2 claws) and +9 melee (2d6+4, bite); Space/Reach: 10 ft./5 ft.; SA Improved grab; SQ Low-light vision, scent; SV Fort +12, Ref +8, Will +4; Str 27, Dex 13, Con 20, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +9, Swim +12; Endurance, Run, Track.

Tin Soldiers see Skull-Dugger Maulers.

Typical Crewman/Crewwoman

CR 4; Male or Female Human Barbarian 4; Medium Humanoid; HD 4d12+8; hp 34; Init +2 (+2 Dex); Spd 40 ft.; AC 15 (+2 Dex, +3 Hide armor), touch 12, flat-footed 13; Base Atk +4; Grp +5; Atk +7 melee (1d8+2/19-20/x2, *+1 cursed longsword of blood)* or +5 melee (1d3+1/x2, unarmed strike); Full Atk +7 melee (1d8+2/19-20/x2, *+1 cursed longsword of blood)* or +5 melee (1d3+1/x2, unarmed strike); SA: Rage (2/day); SQ: Fast movement, trap sense +1, Uncanny Dodge; AL CE; SV Fort +6, Ref +3, Will +3; Str 13, Dex 14, Con 15, Int 14, Wis 14, Cha 9.

Rage: AC 13; Str 17, Con 19; Bonus to hit/damage +2; HP +8 temporary; 7 round duration.

Skills and Feats: Balance +1, Climb +2, Hide +1, Intimidate +7, Jump +3, Listen +9, Move Silently +2, Search +4, Spot +6, Survival +4, Tumble +3; Alertness, Track, Weapon Focus (longsword).

Possessions: +1 cursed longsword of blood, hide armor.

Typical Daughter of Darkness

CR 1; Female Human Rogue 1; Medium Humanoid; HD 1d6; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger) or +0 melee (1d3/x2, unarmed strike); Full Atk +0 melee (1d4/19-20/x2, dagger) or +0 melee (1d3/x2, unarmed strike); SA Sneak attack +1d6; SQ Trapfinding; AL NG; SV Fort +0, Ref +3, Will +0; Str 11, Dex 12, Con 11, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Diplomacy +4, Escape Artist +5, Gather Information +4, Hide +5, Intimidate +4, Listen +3, Move Silently +5, Search +4, Sense Motive +3, Spot +5, Use Rope +3; Alertness, Improved Initiative.

Possessions: dagger.

Typical Son of Zoltan

CR 4; Male Human Barbarian 4; Medium Humanoid; HD 4d12+12; hp 38; Init +2 (+2 Dex); Spd 40 ft.; AC 15 (+2 Dex, +3 hide armor), touch 12, flat-footed 13; Base Atk +4; Grp +6; Atk +8 melee (1d8+3/19-20/x2, *+1 cursed longsword of blood*), or +6 melee (1d3+2/x2, unarmed strike); Full Atk +8 melee (1d8+3/19-20/x2, *+1 cursed longsword of blood*), or +6 melee (1d3+2/x2, unarmed strike); SA Rage (2/day); SQ Fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +7, Ref +3, Will +3; Str 14, Dex 15, Con 16, Int 16, Wis 14, Cha 11.

Rage: AC 13; Str 18, Con 20; Bonus to hit/damage +2; HP +8 temporary; 8 round duration.

Skills and Feats: Balance +1, Climb +6, Hide +1, Intimidate +7, Jump +4, Listen +11, Move Silently +1, Search +5, Survival +6, Spot +6, Survival +4, Tumble +3; Alertness, Track, Weapon Focus (longsword).

Possessions: +1 cursed longsword of blood, hide armor.

White Gorilla

Male Warrior 4; CR 6; Large Monstrous Humanoid; HD 9d8+21; hp 61; Init +2 (+2 Dex); Spd 30 ft. (6 squares), climb 15 ft.; AC 18 (–1 size, +3 Dex, +4 natural, +2 leather Armor), touch 12, flat-footed 15; Base Atk +9; Grp +19; Atk +15 melee (1d6+6, claw) or +15 melee

New Monsters

Skull-Duggers

	Skull-Dugger Drawler	Skull-Dugger Hauler	Skull-Dugger Mauler
	Medium Construct	**Medium Construct**	**Medium Construct**
Hit Dice:	5d10+23 (50 hp)	6d10+20 (53 hp)	12d10+20 (86 hp)
Initiative:	+3	-1	+2 (+2 Dex)
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	30 ft. (6 squares)
Armor Class:	19 (-1 Dex, +10 natural), touch 9, flat-footed 19	19 (-1 Dex, +10 natural), touch 9, flat-footed 20	22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple:	+3/+7	+4/+13	+9/+16
Attacks:	Bonestabber +7 melee (1d6+4)	Boneslapper +13 melee (3d6+9)	Boneblade +16 melee (2d6+7) or Bonepitters +11 ranged (2d6+7)
Full Attack:	Bonestabber +7 melee (1d6+4)	2 boneslappers +13 melee (3d6+9)	Boneblade +16 melee (2d6+7) or Bonepitters +11 ranged (2d6+7)
Space/Reach:	5 ft./10 ft.	5 ft./10 ft.	5 ft./10 ft.
Special Attacks:	n.a	n.a	n.a
Special Qualities:	Construct traits, damage reduction 10/ adamantine, darkvision 60 ft.; immunity to magic, low-light vision	Construct traits, damage reduction 10/adamantine, darkvision 60 ft.; immunity to magic, low-light vision	Construct Traits, Damage Reduction 10/adamantine, darkvision 60 ft.; Immunity to Magic, Low-light Vision;
Saves:	Fort +1, Ref +0, Will +1	Fort +2, Ref +1, Will +2	Fort +4, Ref +5, Will +4
Abilities:	Str 18, Dex 8, Con –, Int 15, Wis 11, Cha 15	Str 29, Dex 8, Con –, Int –, Wis 11, Cha 1	Str 25, Dex 15, Con –, Int –, Wis 11, Cha 1
Skills:	Intimidate +6, Knowledge (engineering) +8, Knowledge (etiquette) +8, Knowledge (fine arts) +8, Perform +6, Profession (teacher) +6	---	---
Feats:	Improved Initiative, Toughness	---	---
Environment:	Any land	Any land	Any land
Organization:	Any combination	Any combination	Any combination
Challenge Rating:	3	4	10
Treasure:	None	None	None
Alignment:	Same as creator	Same as creator	Same as creator
Advancement:	5-10 HD Medium	6-10 HD Medium	13-16 HD Medium

The Skull-Duggers are constructs created by Zoltan Zaska to police his pocket empire. The creatures come in three flavors: Maulers, who are outfitted for combat; Haulers, who take on the drudgework of the island; and Drawlers, who supervise their fellow automatons and instruct Zaska's subjects.

The machines all look roughly the same: tall, glittering chrome skeletons capped by a ceramic skull. Their triple-jointed arms extend to the ground, and a thick sheet of steel covers sensitive mechanisms in their chest.

Maulers have a blade affixed to their right hand, and the left fires a thick steel spike called a bonespitter. (Maulers have a magazine of ten bolts to start. If they run out, and no reloads are available, they cannibalize fallen comrades to make more missiles.) Maulers generally fire a round of bonespitters to soften up an enemy, and then they leap into hand-to-hand combat.

Haulers have two thick plates for hands, which they use to scoop up and carry off heavy loads. If attacked, they cry for help, and then use their slap attacks to hold off opponents.

Drawlers, meanwhile, have carefully articulated hands that they use for doing fine repair work or for making points during their tutoring sessions with the children of Zaska. If attacked, they, too, call for Maulers, but they can also lash out with their repair tools (bonestabbers).

(1d10+9/x3, greatclub) or +11 ranged touch (net, entangle); Full Atk +15 melee (1d6+6, 2 claws) and +10 melee (1d8+3, bite) or +15/+10 melee (1d10+9/x2, greatclub); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12; SQ Low-light vision, scent; AL LE; SV Fort +8, Ref +7, Will +6; Str 22, Dex 16, Con 14, Int 11, Wis 12, Cha 7.

Skills and Feats: Climb +16, Handle Animal +4, Intimidate +7, Jump +11, Listen +5, Spot +5; Alertness, Brachiate[b], Exotic Weapon Proficiency (net), Power Attack, Toughness.

Possessions: Leather armor, greatclub, net, signal horn.

Wobbly Jelly Dessert (Gelatinous Cube)

CR 5; Huge Ooze; HD 10d10+80; 135 hp; Init -5 (-5 Dex); Spd 15 ft (3 squares); AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; Base Atk +7; Grp +15; Atk +7 melee (1d6 plus 1d6 acid, slam); Full Atk +7 melee (1d6 plus 1d6 acid, slam); Space/Reach: 15 ft./10 ft.; SA Acid, engulf, paralysis; SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; SV Fort +11, Ref -2, Will -2; Str 10, Dex 1, Con 26, INT --, Wis 1, Cha 1

Skills and Feats: None.

Zoltan Zaska*

CR 14; Male Ghoul Rogue 12; Medium Undead (Aquatic); HD 12d10; hp 100; Init +3 (+3 Dex); Spd 30 ft.; AC 23 (+3 Dex, +2 natural, +5 *+3 leather armor of tumbling,* +3 *ring of protection*), touch 20, flat-footed 23; Base Atk +6; Grp +8; Atk +10 melee (1d6+4/18-20/x2, *+2 cutlass of speed*) or +8 melee (1d6+2 plus paralysis, bite); Full Atk +10/+10 melee (1d6+4/18-20/x2, *+2 cutlass of speed*) or +8 melee (1d6+2 plus paralysis, bite) and +3 melee (1d3+1 plus paralysis, 2 claws); Space/ Reach: 5 ft./5 ft.; SA Ghoul fever, paralysis, sneak attack +6d6; SQ Darkvision 60 ft., evasion, improved evasion, improved uncanny dodge, trapfinding, trap sense +4, +2 turn resistance, uncanny dodge, undead traits; AL CE; SV Fort +4, Ref +7, Will +9; Str 15, Dex 16, Con --, Int 14, Wis 13, Cha 20.

Skills and Feats: Bluff +15, Climb +10, Craft (appraise) +10, Diplomacy +15, Disable Device +9, Disguise +8, Escape Artist +8, Gather Information +11, Hide +13, Intimidate +17, Jump +12, Listen +12, Move Silently +11, Open Lock +9, Perform (sing) +11, Search +10, Sense Motive +10, Sleight of Hand, Spot +12, Tumble +20, Use Magic Device +10; Dodge, Expertise, Martial Weapon Proficiency (cutlass), Mobility, Spring Attack, Whirlwind Attack.

Possessions: +2 cutlass of speed; *+3 leather armor of tumbling,* r*ing of protection +3, pistol of Yarash.*

*Zoltan became undead by the act of the god Yarash. Unlike normal ghouls, he retained his skills and feats from his former class of Rogue.

Zombie

CR 1; Medium Undead; HD 4d12; hp 22; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, slam or +6 melee (1d6+5/19-20/x2, short sword) or +6 melee (1d8+7/x3, halberd); Full Atk +6 melee (1d6+4, slam or +6 melee (1d6+5/19-20/x2, short sword) or +6 melee (1d8+7/x3, halberd); Space/Reach: 5 ft./5 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str 21, Dex 16, Con --, Int --, Wis 10, Cha 1.

Skills and Feats: --; Toughness.

Possessions: Short sword, medium or halberd, medium.

The Island of the White Gorilla

Ahunatum, Vampire

Female Human (Undead) Fighter 10, CR 12; Medium Undead (Augmented Humanoid) HD 10d12; hp 81; Init +9 (+5 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 24 (+5 Dex, +6 natural, +3 *Bracers of Armor*)/AC 25 (if fighting with two weapons), touch 16, flat-footed 19; Base Atk +10; Grp +16; Atk +16 melee (1d6+6 plus energy drain, slam) or +19 melee (1d8+8/19-20/x2, *+2 longsword of wounding*); Full Atk +16/+11 melee (1d6+6 plus energy drain, 2 slams) or +19 melee (1d8+8/19-20/x2, *+2 longsword of wounding*) and +15/+12 melee (2d6+7/x2, *hook of Yarash*); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, dominate, energy drain; SQ Alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold and electricity 10, spider climb, undead traits, +4 turn resistance; AL CE; Saves: Fort +7, Ref +9, Will +9; Str 22, Dex 20, Con –, Int 16, Wis 16, Cha 22.

Skills and Feats: Bluff +14, Climb, Craft (alchemy) +7, Handle Animal +8, Hide +13, Intimidate +19, Jump +24, Listen +11, Move Silently +13, Search +11, Sense Motive, Spot +11, Swim; Expertise, Improved Initiative, Improved Two-Weapon Fighting, Leadership, Mobility, Scoundrel's Luck, Spring Attack, Two Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Whirlwind Attack.

Possessions: Boots of striding and springing, bracers of armor +3, Jenny's hatpin (+2 longsword of wounding), hook of Yarash (treat as a *+1 sickle*).

Grud

Male Goblin Cleric 8; CR 8; Small Humanoid; HD 8d8; hp 39; Init +1 (+1 Dex); Spd 30 ft; AC 14 (+1 Dex, +1 Size, +2 bamboo armor), touch 12, flat-footed 13; Base Atk +6; Grp +1; Atk +6 melee (1d4-1/x2, club with spiked shrunken head) or +8 ranged (1d4-1/x2, bamboo shortspear); Full Atk +6/+1 melee (1d4-1/x2, club with spiked shrunken head) or +8 ranged (1d4-1/x2, bamboo shortspear); SQ Darkvision 60 ft., turn or rebuke undead; AL N; SV Fort +6, Ref +3, Will +8; Str 8, Dex 13, Con 11, Int 12, Wis 15, Cha 14;

Skills and Feats: Craft (alchemy) +4, Concentration +5, Diplomacy +7, Hide +7, Intimidate +6, Knowledge (arcana) +5, Move Silently +7; Brew Potion, Enlarge Spell, Maximize Spell.

Cleric Spells Prepared (6 / 5+1/ 4+1/3+1/2+1; Save DC is 12 + the spell level; Domains: Animal and Magic): 0—*detect magic, guidance, light, purify food and drink, resistance, virtue;* 1st—*bless, calm animal*, cause fear, command, detect evil, hide from undead;* 2nd—*aid, augury, bull's strength, consecrate, hold animal**; 3rd—*bestow curse, daylight, dispel magic*, prayer;* 4th— *death ward, giant vermin, imbue with spell ability*. *Indicates domain spell*

Possessions: Bamboo armor (treat as hide armor), small club with spiked shrunken head, small bamboo shortspear.

Doctor Zayess

Male Warrior 4; CR 6; Large Monstrous Humanoid; HD 9d8+9; hp 49; Init +2 (+2 Dex); Spd 30 ft. (6 squares), climb 15 ft.; AC 18 (–1 size, +3 Dex, +4 natural, +2 leather Armor), touch 12,

flat-footed 15; Base Atk +9; Grp +19; Atk +16 melee (1d6+6 plus 1d6 electricity, +1 *shocking burst necksticker*) or +15 melee (1d6+6, claw) or +15 melee (1d10+9/x3, greatclub) or +11 ranged touch (net, entangle); Full Atk +16/+11 melee (1d6+6 plus 1d6 electricity, +1 *shocking burst necksticker*) or +15 melee (1d6+6, 2 claws) and +10 melee (1d8+3, bite) or +15/+10 melee (1d10+9/x2, greatclub); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +8, Ref +7, Will +6; Str 22, Dex 16, Con 12, Int 13, Wis 12, Cha 7.

Skills and Feats: Climb +16, Handle Animal +4, Heal +8, Intimidate +7, Jump +11, Listen +5, Spot +6; Alertness, Brachiate[b], Exotic Weapon Proficiency (necksticker), Exotic Weapon Proficiency (net), Skill Focus (Heal).

Possessions: Leather armor, greatclub, net, signal horn, *+1 shocking burst necksticker*, medical kit, three vials of banana cream (treat as *potion of cure moderate wounds*, 5th-level caster, except victim must make a DC 15 Will save or else develop an unquenchable hunger for bananas thereafter).

Don-ka

Male Warrior 4; CR 6; Large Monstrous Humanoid; HD 9d8+21; hp 61; Init +2 (+2 Dex); Spd 30 ft. (6 squares), climb 15 ft.; AC 18 (–1 size, +3 Dex, +4 natural, +2 leather Armor), touch 12, flat-footed 15; Base Atk +9; Grp +19; Atk +15 melee (1d6+6, claw) or +15 melee (1d10+9/x3, greatclub) or +11 ranged touch (net, entangle); Full Atk +15 melee (1d6+6, 2 claws) and +10 melee (1d8+3, bite) or +15/+10 melee (1d10+9/x2, greatclub); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +8, Ref +7, Will +6; Str 22, Dex 16, Con 14, Int 13, Wis 12, Cha 7.

Skills and Feats: Climb +16, Handle Animal +4, Intimidate +7, Jump +11, Listen +5, Spot +5; Alertness, Brachiate[b], Exotic Weapon Proficiency (net), Power Attack, Toughness.

Possessions: Leather armor, greatclub, net, signal horn.

Haston (See Twins)

Human Workers

Male or Female Human Commoner 1; CR ½; Medium Humanoid; HD 1d4-1; hp 3; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d3+1/x2, unarmed strike) or +0 ranged (1d3+1/x2, rock); AL N; SV Fort -1, Ref +0, Will +0; Str 12, Dex 11, Con 8, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +2, Craft (stoneworking) +1, Handle Animal +0, Hide +1, Listen +3, Profession (miner) +2, Search +1, Spot +3, Swim +2, Use Rope +1; Alertness, Endurance.

Jhondal, Moab's Lieutenant

Male Half-Elf Fighter 8; CR 8; Medium Humanoid; HD 8d10+24; hp 81; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 19 (+3 Dex, +6 *+4 leather armor*), touch 13, flat-footed 16; Base Atk +8; Grp +12; Atk +16 melee (1d6+9 plus 1d6 outdoors/15-20/x2, *+3 sylvan scimitar*) or +11 ranged (1d6+4/x2, throwing axe); Full Atk +16/+11 (1d6+9 plus 1d6 outdoors/18-20/x2, *+3 sylvan scimitar*) or +11/+6 ranged (1d6+4/x2, throwing axe); SQ half-elf traits, Elven Blood; AL LE; SV Fort +9, Ref +5, Will +3; Str 18, Dex 16, Con 16, Int 14, Wis 13, Cha 14.

Skills and Feats: Balance +7, Climb +9, Craft (shipmaking) +5, Jump +11, Knowledge (boating) +3, Knowledge (nature) +3, Knowledge (war) +3, Listen +5, Search +3, Spot +4, Swim +7; Cleave, Dodge, Expertise, Improved Critical (scimitar), Mobility, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar), Whirlwind Attack.

Possessions: 50 gp, aquamarine gem (500 gp), black pearl (500 gp), *+3 sylvan scimitar*, throwing axe (2); *+4 leather armor*, backpack, grappling hook, belt pouch, hemp rope (50 ft.), signet ring, spyglass, whetstone, *potion of heroism*, *potion of cure serious wounds.*

Kann

Male White Gorilla Fighter 4; CR 6; Large Monstrous Humanoid; HD 5d8+4d10+21; hp 73; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. (30 base, -10 breastplate) (4 squares), climb 5 ft. (15 base, -10 breastplate); AC 21 (–1 size, +3 Dex, +4 natural, +5 breastplate), touch 12, flat-footed 18; Base Atk +9; Grp +19; Atk +15 melee (1d6+6, claw) or +16 melee (1d10+11/x3, greatclub); Full Atk +15 melee (1d6+6, 2 claws) and +10 melee (1d8+3, bite) or +16/+11 melee (1d10+11/x2, greatclub); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +8, Ref +7, Will +6; Str 22, Dex 16, Con 14, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb +16, Handle Animal +4, Intimidate +7, Jump +11, Listen +5, Spot +5; Alertness, Brachiate[b], Improved Initiative, Leadership, Power Attack, Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: Breastplate, greatclub, signal horn.

King Gazzera, Dragon Turtle

CR 9; Huge Dragon (Aquatic); HD 12d12+60; hp 138; Init +0; Spd 20 ft. (4 squares), swim 30 ft.; AC 25 (-2 size, +17 natural), touch 8, flat-footed 25; Base Atk +12; Grp +28; Atk +18 melee (4d6+8, bite); Full Atk +18 melee (4d6+8, bite) and +13 melee (2d8+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Breath weapon, snatch, capsize; SQ Darkvision 60 ft., immunity to fire, *sleep*, and paralysis, low-light vision, scent; AL N; SV Fort +13, Ref +8, Will +9; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Hide +7, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21; Blind-fight, Cleave, Improved Bull Rush, Power Attack, Snatch.

MacDoall (See Twins)

Mine Apes (White Gorilla Barbarians)

1st-Level Barbarian; CR 4; Large Monstrous Humanoid; HD 5d8+1d12+15; hp 44; Init +2 (+2 Dex); Spd 40 ft. (8 squares), climb 15 ft.; AC 17 (-1 size, +2 Dex, +4 natural, +2 leather armor), touch 11, flat-footed 15; Base Atk +6; Grp +16; Atk + 12 melee (1d6+6, claw) or +12 melee (1d12+9/x3, greataxe); Full Atk +12 melee (1d6+6, 2 claws) and +7 melee (1d8+3, bite) or +12/+7 melee (1d12+9/x3, greataxe); SA Rage (1/day), rend 2d6+12; SQ Darkvision 60 ft., fast movement, low-light vision, scent; AL CE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb +14, Intimidate +5, Jump +11, Listen +5, Spot +5, Survival +5; Alertness, Brachiate, Toughness, Track.

Rage: Str 26, Con 18, Will +7, AC 15, +12 hit points, 7 rounds.

Possessions: Greataxe, leather armor.

Mongo, Enormous White Gorilla

CR 7;Large Monstrous Humanoid; HD 12d8+27; hp 81; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares), climb 15 ft.; AC 16 [–1 size, +2 Dex, +4 natural, +1 for Improved Natural Armor], touch 11, flat-footed 13; Base Atk +12; Grp +23; Atk Claw +18 melee (1d8+7, claw) or +13 ranged (1d10+7/x2, wooden barrels); Full Atk +18 melee (1d8+7, 2 claws) and +13 melee (1d8+3, bite) or +18/+13/+5 ranged (1d10+7/x2); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12; SQ: Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +6, Ref +10, Will +9; Str 24, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +18, Listen +5, Move Silently +10, Spot +7; Alertness, Brachiate[b], Improved Initiative, Improved Natural Armor, Improved Natural Attack, Toughness.

Mutant Soldier

Male Mutated Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+10; hp 21; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 16; (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +2; Grp +7; Atk +8 melee (1d10+7/x2, greatclub) or +4 ranged (1d6+5/x2, javelin; Full Atk +8 melee (1d10+7/x2, greatclub) or +4 ranged (1d6+5/x2, javelin; AL LN; SV Fort +8, Ref +2, Will +0; Str 20, Dex 14, Con 20, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +7, Intimidate +3, Jump +7, Swim +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (greatclub).

Possessions: Stone icon shaped like the Stone of the Heavens, greatclub, javelin (3), chain shirt, backpack, bedroll, grappling hook, trail rations, waterskin (full).

Sea Dogs

Male Human Fighter 4; CR 4: Medium Humanoid; HD 4d10+8; hp 35; Init +7; Spd 30 ft. (6 squares); AC 15, touch 13, flat-footed 12; Base Atk +4; Grp +7; Atk +8 melee (1d6+3/18-20,cutlass); Full Atk +8 melee (1d6+3/18-20, cutlass); AL NE; SV Fort +6, Ref +4, Will +2; Str 17, Dex 16, Con 15, Int 11, Wis 13, Cha 10.

Skills and Feats: Climb +10, Jump +10, Profession (sailor) +3, Swim +6; Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (cutlass).

Possessions: 23 gp, 18 sp, 27 cp; cutlass, leather armor; fishhook, pouch, belt, flask of liquor.

Skrunk

Male Goblin Rogue 6; CR 6; Small Humanoid; HD 6d6+6; hp 31, Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +1 size, +3 masterwork improved bamboo armor), touch 13, flat-footed 16; Base +4; Grp -1; Atk +4 melee (1d4-1/x2, club with spiked shrunken head) or +7 ranged (1d4-1/x2, bamboo shortspear); Full Atk +4 melee (1d4-1/x2, club with spiked shrunken head) or +7 ranged (1d4-1/x2, bamboo shortspear); SA Sneak attack +3d6; SQ Darkvision 60 ft., evasion, trapfinding, trap sense +2, uncanny dodge; AL N; SV Fort +3, Ref +7, Will +2; Str 8, Dex 15, Con 12, Int 16, Wis 11, Cha 10.

New Monster

White Gorilla

Large Monstrous Humanoid

Hit Dice: 5d8+18 (40 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), climb 15 ft.
Armor Class: 17 (-1 size, +2 Dex, +4 natural, +2 leather armor), touch 11, flat-footed 15
Base Attack/Grapple: +5/+15
Attack: Claw +11 melee (1d6+6) or +11 melee (1d6+6/x2, club)
Full Attack: 2 claws +11 melee (1d6+6) and +6 melee (1d8+3, bite) or +11 melee (1d6+6/x2, club)
Space/Reach: 10 ft./10 ft.
Special Attack: Rend 2d6+12
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +4, Ref +6, Will +5
Abilities: Str 22, Dex 15, Con 14, Int 11, Wis 12, Cha 10
Skills: Climb +14, Intimidate +5, Jump +11, Listen +5, Spot +5
Feats: Alertness, Brachiate[b], Toughness

Environment: Any land
Organization: Troop (4-9), band (10-100), tribe (40-400)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually Lawful Evil
Advancement: By character class
Level Adjustment: --

A white gorilla stands about 8 feet tall and weighs from 700 to 1,200 pounds. They are intelligent, highly organized creatures, and they are proficient with simple weapons and light armor. White gorillas can speak Common. Most white gorillas advance as warriors.

Combat

While white gorillas often prefer to use manufactured weapons when attacking, suppressing their more volatile animal heritage, they can rend an opponent with their claws and bite.

Rend (Ex): A white gorilla that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Skills: White gorillas have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Skills and Feats: Climb +6 , Craft (armorsmithing) +4, Craft (demolitions) +8, Craft (locksmithing) +4, Craft (pottery) +4, Craft (stonemasonry) +4, Craft (trapmaking) +11, Diplomacy +9, Disable Device +9, Escape Artist +5, Hide +13, Listen +5, Move Silently +13, Open Lock +6, Search +8, Survival +8, Spot +6, Tumble +5, Use Magic Device +2, Use Rope +5; Alertness, Point Blank Shot, Track.

Possessions: Masterwork improved bamboo armor (treat bamboo as hide armor, small club with spiked shrunken head, small bamboo shortspear.

Squeegee, Gorilla Foreman

Male White Gorilla Warrior 1: CR 4; Large Monstrous Humanoid; HD 6d8+15; hp 42; Init +2 (+2 Dex)0; Spd 30 ft. (6 squares), Climb 15 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +6; Grp +14; Atk +11 melee (1d6+6, claw) or +11 melee (1d3+6, whip); Full Atk +11 melee (1d6+6, 2 claws) and +6 melee (1d6+3, bite) or +11/+6 melee (1d3+6, whip) ; Space/Reach: 10 ft./10 ft.; SA Rend 2d6+12; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +20, Jump +7, Listen +8, Spot +11; Alertness, Brachiate[b], Toughness, Exotic Weapon Proficiency (whip).

Possessions: Whip, signal horn.

Twins (MacDoall and Haston)

Male Human Commoner 3; CR 2; Medium Humanoid; HD 3d4; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/19-20/x2, dagger); Full Atk +2 melee (1d4+1/19-20/x2, dagger); AL N; SV Fort +1, Ref +2, Will +5; Str 12, Dex 13, Con 10, Int 15, Wis 15, Cha 14.

Skills and Feats: Handle Animal +5, Heal +3, Hide +5.5, Jump +6, Move Silently +2, Open Lock +3, Profession (basket weaver) +6, Swim +6, Use Rope +5; Endurance, Iron Will, Skill Focus (Hide).

Possessions: Dagger.

Typical Goblin Villager

CR 1/3; Small Humanoid; HD 1d8+1; hp 5; Init +1 (+1 Dex); Spd 30 ft (6 squares); AC 14 (+1 Dex, +1 size, +2 bamboo armor), touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk +1 melee (1d4/x2, club with spiked shrunken head) or +2 ranged (1d4/x2, bamboo shortspear); Full Atk +1 melee (1d4/x2, club with spiked shrunken head) or +2 ranged (1d4/x2, bamboo shortspear); SQ Darkvision 60 ft.; AL N; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide+4, Listen +3, Move Silently +5, Ride +4, Spot +3; Alertness.

Posessions: Bamboo armor (treat as hide armor), small club with spiked shrunken head, small bamboo shortspear.

White Gorilla

Male Warrior 4; CR 6; Large Monstrous Humanoid; HD 9d8+21; hp 61; Init +2 (+2 Dex); Spd 30 ft. (6 squares), climb 15 ft.; AC 18 (–1 size, +3 Dex, +4 natural, +2 leather Armor), touch 12, flat-footed 15; Base Atk +9; Grp +19; Atk +15 melee (1d6+6, claw) or +15 melee (1d10+9/x3, greatclub) or +15 melee (1d6+9/x2, necksticker) or +11 ranged touch (net, entangle); Full Atk +15 melee (1d6+6, 2 claws) and +10 melee (1d8+3, bite) or +15/+10 melee (1d10+9/x2, greatclub) or +15/+10 melee (1d6+9/x2, necksticker); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12; SQ Low-light vision, scent; AL LE; SV Fort +8, Ref +7, Will +6; Str 22, Dex 16, Con 14, Int 11, Wis 12, Cha 7.

Skills and Feats: Climb +16, Handle Animal +4, Intimidate +7, Jump +11, Listen +5, Spot +5; Alertness, Brachiate[b], Exotic Weapon Proficiency (necksticker), Exotic Weapon Proficiency (net), Toughness.

Possessions: Leather armor, greatclub, net, signal horn.

Zombie

CR 1; Medium Undead; HD 4d12; hp 22; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, slam or +6 melee (1d6+5/19-20/x2, short sword) or +6 melee (1d8+7/x3, halberd); Full Atk +6 melee (1d6+4, slam or +6 melee (1d6+5/19-20/x2, short sword) or +6 melee (1d8+7/x3, halberd); Space/Reach: 5 ft./5 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str 21, Dex 16, Con --, Int --, Wis 10, Cha 1.

Skills and Feats: --; Toughness.

Possessions: Short sword, medium or halberd, medium.

Crystal Lake Island and the Stone of the Heavens

Addie

Male Human Commoner 3; CR 2; Medium Humanoid; HD 3d4; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1; Grp -1; Atk -1 melee (1d3-1/x2, unarmed strike); Full Atk -1 melee (1d3-1/x2, unarmed strike); AL N; SV Fort +1, Ref +3, Will +3; Str 9, Dex 15, Con 11, Int 14, Wis 14, Cha 13.

Skills and Feats: Craft (weaponsmithing) +11, Handle Animal +7, Listen +8, Profession (weaponsmith) +8, Spot +8; Dodge, Run, Skill Focus: [Craft (weaponsmithing)].

Possessions: Peasant's outfit.

Ape Mutant

CR 3; Large Mutated Human/Animal; HD 8d8+16; hp 52; Init +2 (+2 Dex); Spd 30 ft. (6 squares), Climb 30 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base +6; Grp +16; Atk +11 melee (1d6+6, claw); Full Atk +11 melee (1d6+6, 2 claws) and +6 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +8, Will +5; Str 22, Dex 15, Con 14, Int 10*, Wis 12, Cha 7.

*Although intelligent, this mutant cannot speak; he does understand Common, however.

Skills and Feats: Climb +19, Listen +11, Spot +12; Alertness, Iron Will, Power Attack.

Ararog

Male Mutated Four-Armed Human Adept 5; CR 4; Medium Humanoid; HD 5d6-10; hp 20; Init +0; Spd 20 ft. (due to weak constitution) (4 squares); AC 10, touch 10, flat-footed 10; Base Atk +2; Grp +5; Atk +5 melee (1d3+3/x2, unarmed strike); Full Atk +5/+3/+3/+3 (1d3+3/x2, unarmed strike); Space/Reach: 5 ft./5 ft.; AL CG; SV Fort -1, Ref +1, Will +9; Str 17, Dex 10, Con 7, Int 20, Wis 20, Cha 10.

*Note: Ararog can attack four times per round as a full action because of his mutated arms.

Skills and Feats: Concentration +6, Handle Animal +13, Heal +13, Knowledge (boating) +11, Knowledge (local) +13, Knowledge (sea lore) +11, Sense Motive +7, Spellcraft +13, Survival +13; Improved Unarmed Strike, Multiattack, Scribe Scroll.

Adept Spells Prepared (3 /4/ 2; DC 15 + spell level): 0 *–create water, cure minor wounds, purify food and drink*; 1st *–burning hands, detect evil (x2), protection from evil*; 2nd – *bull's strength, web.*

Possessions: A carved jade icon of Mutos (500 gp), parchment (sheet), shaman's robes, wooden holy symbol of Mutos, healer's kit, waterskin (full), belt pouch, ink (vial), inkpen.

Bennie

Male Human Commoner 2; CR 1; Medium Humanoid; HD 2d4-4; hp 3; Init -2 (-2 Dex); Spd 30 ft.; AC 8 (-2 Dex), touch 8, flat-footed 8; Base Atk +1; Grp +1; Atk +1 melee (1d3/x2, unarmed strike); AL N; SV Fort -2, Ref -2, Will +1; Str 10, Dex 6, Con 7, Int 17, Wis 13, Cha 12.

Skills and Feats: Craft (leatherworking) +11, Listen +6, Profession (tanner) +6, Spot +6, Swim +5, Use Rope +3; Run, Skill Focus: [Craft (leatherworking)].

Possessions: Peasant's outfit.

Chaos Beast

CR 9; Medium Outsider (Chaotic, Extraplanar); HD 12d8+12; hp 66; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares); AC 18 (+2 Dex, +5 natural, +1 Improved Natural Armor), touch 12, flat-footed 16; Base Atk +12; Grp +14; Atk +14 melee (1d3+2 plus corporeal instability, claw); Full Atk +14 melee (1d3+2 plus corporeal instability, 2 claws); SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15; AL CN; SV Fort +9, Ref +10, Will +8; Str 14, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +17, Escape Artist +17, Hide +17, Jump +19, Listen +15, Search +15, Spot +15, Survival +15 (+8 following tracks), Tumble +19; Dodge, Improved Natural Armor, Improve Initiative, Mobility.

Clay Golem

CR 10; Large Construct; HD 11d10 +30; hp 90; Init -1 (-1 Dex); Spd 20 ft. (4 squares); AC 22 (-1 size, -1 Dex, +14 natural], touch 8, flat-footed 22; Base Atk +8; Grp +19; Atk +14 melee (2d10+7 plus cursed wounds, slam); Full Atk +14 melee (2d10+7 plus cursed wounds, 2 slams); Space/Reach: 10 ft./10 ft.; SA Berserk, cursed wounds; SQ Construct traits, damage reduction 10/ adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con –, Int –, Wis 11, Cha 1.

Derro Torturer

Male Derro Fighter 5, Small Monstrous Humanoid, CR 8; HD 3d8+ 5d10+8; hp 61; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares); AC 19 (+1 size, +2 Dex, +2 natural, +3 studded leather, +1 buckler), touch 13, flat-footed 17; Base Atk +9; Grp +4; Atk +10 melee (1d4 plus poison/19-20/x2, masterwork small short sword) or +14 ranged (1d6+2 plus poison/19-20/x2, masterwork small light repeating crossbow, small); Full Atk +10/+5 melee (1d4 plus poison/19-20/x2, masterwork small short sword) or +14/+9 ranged (1d6+2 plus poison/19-20/x2, masterwork small light repeating crossbow, small) SA Poison use, spell-like abilities at will: *darkness, ghost sound.*(1/day), *daze* (DC 13), *sound burst* (DC 15), sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +6, Ref +6, Will +7; Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16.

Skills and Feats: Climb +3, Bluff +5, Hide +10, Intimidate +8, Listen +1, Move Silently +8; Blind-Fight, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (light repeating crossbow), Weapon Specialization (light repeating crossbow).

Possessions: 125 gp, masterwork small short sword, masterwork small light repeating crossbow, repeating bolts (30), studded leather armor, buckler, backpack, manacles, greenblood oil poison (5 doses).

Dire Rat

CR 1; Medium Animal; HD 6d8+15; hp 42; Init +3 (+3 Dex); Spd 40 ft. (8 squares), climb 20 ft.; AC 13 (+3 Dex, +1 natural); Base Atk +4; Grp +6; Atk +7 melee (1d6+2 plus disease, bite); Full Atk +7 melee (1d6+2 plus disease, bite); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +3; Str 14, Dex 16, Con 14, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +4, Listen +5, Move Silently +6, Spot +6, Swim +11; Alertness, Improved Natural Attack, Toughness, Weapon Finesse.

Dreck, Devil, Imp

CR 2; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8; hp 13; Init +3 (+3 Dex); Spd 20 ft. (4 squares), fly 50 ft. (perfect); AC 26 (+2 size, +3 Dex, +5 natural, +6 natural for 11th level master), touch 15, flat-footed 23; Base Atk +3; Grp -5; Atk +8 melee (1d4 plus poison, sting); Full Atk +8 melee (1d4 plus poison, sting); Space/Reach: 2 ½ ft./0 ft.; SA Poison, spell-like abilities: at will *detect good, detect magic, invisibility* (self only), 1/day *suggestion* (DC 15); SQ Alternate Form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 11, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Special Familiar Abilities: Alertness, Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master.

Ettin

CR 6; Large Giant; HD 10d8+20; hp 65; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft. in hide armor (6 squares), base speed 40 ft.; AC 18 (-1 Dex, -1 size, +7 natural, +3 Hide armor), touch 8, flat-footed 18; Base Atk +7; Grp +17; Atk +12 melee (2d6+6/x2, large morningstar) or +5 ranged (1d8+6/x2, large javelin); Full Atk +12/+7 melee (2d6+6/x2, 2 large morningstars) or +5/+5 ranged (1d8+6/x2, javelin); Space/Reach: 10 ft./10 ft.; SQ Low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +10, Search +1, Spot +10; Alertness, Improved Initiative, Iron Will, Power Attack.

Possessions: Large morningstar (2), large javelin (2), hide armor.

New Monster

Fishman Mutant

Medium Magical Beast

Hit Dice: 6d10+24 (60 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), swim 60 ft. (12 squares)
Armor Class: AC 20 (+5 Dex, +5 scaly skin natural armor), touch 15, flat-footed 15
Base Attack/Grapple: +6/+9
Attack: Tentacle Arm +9 melee (1d4+3)
Full Attack: 2 Tentacles +9 melee (1d4+3) and Atk Bite +4 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved Grab, Constrict 1d6+3, Swimming Leap
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +9, Ref +11, Will +4
Abilities: Str 16, Dex 20, Con 18, Int 10, Wis 10, Cha 5
Skills: Hide +11*, Listen +6*, Spot +6*
Feats: Improved Initiative, Improved Natural Attack (bite), Iron Will

Environment: Temperate aquatic
Organization: Solitary or gang (depends on size of treasure hoard)
Challenge Rating: 5
Treasure: None
Alignment: Chaotic evil
Advancement: 7-10 HD Medium

The fishman mutants inhabit the waters about a mile out from Crystal Lake Island. They are Lake People who underwent a terrible transformation that caused them to grow gills on their necks, scales on their bodies, and octopus-like suckers under their arms. They also have a double row of vicious teeth. As it grew too uncomfortable for them to remain on shore in the open air, they took to the seas. The ordeal has warped their minds, and they are now ruthless killers seeking only to drag victims below the waves to be drowned and eaten.

Combat

Fishmen are excellent swimmers, as their mutation has given them webbed feet and hands. They also suffer no penalties for attacking underwater, although their claw attacks deal no damage and only allow them to draw victims toward their mouths to be eaten. When out of the water, fishmen attempt to hit an opponent with their arms so that they can draw them into the water to drown or toward their mouths to be eaten. If a Fishman remains out of the water for more than five minutes, his scales begin to dry out, and he takes 1d6 damage per round.

Improved Grab (Ex): To use this ability, the fishman must hit a medium-size or smaller opponent with both of his tentacle attacks.

Constrict (Ex): If both of the fishman's tentacle attacks hit, and he makes a successful grapple check, his opponent is drawn toward his mouth, allowing the fishman to automatically deal bite damage every round the grapple is maintained. Instead of making the bite attack, the fishman may attempt another grapple to drag its victim under the water.

Swimming Leap (Ex): The fishmen have developed the ability to make a surprise leap out of the water onto passing vessels. By swimming at great speed, they propel themselves out of the water up to a height of 50 feet! The fishmen commonly surround an unsuspecting ship and then leap on board from all sides at once. To accomplish this feat without missing their mark, the Fishman must make a Dex check (DC 15). If successful they can attack in the same round and the attack is considered a charge. If they fail, they are flat-footed.

Skills: Fishmen receive a +4 racial bonus to Hide, Listen, and Spot checks when underwater and a -4 penalty when out of the water.

Ettin Child

CR 3; Medium Giant; HD 5d8+10; hp 32; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft. in hide armor, base 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural armor, +3 Hide armor), touch 8, flat-footed 16; Base Atk +3; Grp +9; Atk +9 melee (1d8+6/x2, morningstar) or +2 ranged (1d6+6/x2, javelin); Full Atk +9/+4 melee (1d8+6/x2, 2 morningstars) or +2/+2 ranged (1d6+6/x2, javelin); Space/Reach: 5 ft./5 ft.; SQ Low-light vision, superior two-weapon fighting; AL CE; SV Fort +6, Ref +0, Will +1; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +7, Search +2, Spot +7; Alertness, Improved Initiative.

Possessions: Morningstar, medium (2), Javelin, medium (2), hide armor.

Fishman Mutants

CR 5; Medium Magical Beast (Aquatic); HD 6d10+24; hp 60; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares), swim 60 ft; AC 20 (+5 Dex, +5 natural), touch 15, flat-footed 15; Base Atk +6; Grp +9; Atk +9 melee (1d4+3, tentacle); Full Atk +9 melee (1d4+3, 2 tentacles) and +4 melee (1d8+1, bite); Space/Reach: 5 ft./5 ft.; SA Improved grab, constrict 1d6+3, swimming leap; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +9, Ref +11, Will +4; Str16, Dex 20, Con 18, Int 10; Wis 10; Cha 5.

Skills and Feats: Hide +11*, Listen +6*, Spot +6*; Improved Initiative, Improved Natural Attack (bite), Iron Will.

*Fishmen get a +4 racial bonus to these scores when underwater and a -4 penalty when out of the water.

Forger

Male Four-Armed, Four-Legged Mutant; CR 12; Huge Monstrous Humanoid; HD 13d8+52; hp 110; Init +2 (+2 Dex); Spd 40 ft. (8 squares); AC 22 (+2 Dex, +10 natural), touch 12, flat-footed 20; Base Atk +13; Grp +33; Atk +23 melee (2d6+12/x3, masterwork large warhammer); Full Atk +23 (2d6+12/x3, masterwork large warhammer) and +21/+21/+21melee (2d6+6/x3, masterwork large warhammer); Space/Reach: 15 ft./15 ft.; AL CE; SV Fort +12, Ref +10, Will +5; Str 34, Dex 15, Con 18, Int 12, Wis 12, Cha 7.

Skills and Feats: Craft (armorsmithing) +6, Craft (blacksmithing) +8, Craft (metalworking) +6, Craft (weaponsmithing) +8; Cleave, Dodge, Power Attack, Multiweapon Fighting.

Possessions: Masterwork large warhammer (4).

Gabriella, Priestess of the Ancestors

Female Human Cleric 9: CR 9; Medium Humanoid; HD 9d8+9; hp 63; Init +8 (+4 Dex, +4 Improved Initiative; Spd 30 ft.; AC 19 (+4 Dex, +2 *bracers of armor,* +3 *ring of protection*), touch 19, flat-footed 15; Base Atk +6; Grp +9; Atk +12 melee (1d6+5 plus 1d6 electrical damage/x2, *+2 shocking shortspear*) or +10 ranged (5d6 *lightning bolt, javelin of lightning*); Full Atk +12/+7 melee (1d6+5 plus 1d6 electrical/x2, *+2 shocking shortspear*); SQ Rebuke undead; AL LE; SV Fort +7, Ref +7, Will +8; Str 16, Dex 18, Con 12, Int 13, Wis 15, Cha 18.

Skills and Feats: Concentration +13, Diplomacy +16, Knowledge (arcana) +6, Knowledge (religion) +7, Sense Motive +7, Spellcraft +8; Dodge, Extend Spell, Improved Initiative, Leadership, Weapon Focus (shortspear).

Cleric Spells Prepared: (Clr 6/ 5+1/ 5+1/ 3+1/ 2+1/1+1; DC 12 + spell level: Domains: Air and Water); 0—c*ure minor wounds (x3), detect magic, guidance, resistance*; 1st - *bless, cause fear, divine favor, obscuring mist*, sanctuary, shield of faith*; 2nd – *cure moderate wounds, fog cloud*, hold person, silence, undetectable alignment, zone of truth*; 3rd - *bear's endurance (Extend Spell Feat), dispel magic, gaseous form*, summon monster III*; 4th - *control water*, divine power, summon monster IV*; 5th – *ice storm*, insect plague*. *Indicates domain spell

Possessions: 100 Shell pieces, diamond (250 gp), holy symbol of the Ancestors shaped like the Stone of the Heavens, *+2 shocking shortspear, javelin of lightning (2),* backpack, candle, belt pouch, spyglass, ink vial, inkpen, spell component pouch, *bracers of armor +2, ring of protection +3, potion of cure moderate wounds* (CL 5)*, potion of cure moderate wounds* (CL5).

Garros

Male Mutated Human Warrior 3; CR 2; Medium Humanoid; HD 3d8+6; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 12 (+2 Dex), touch 12; flat-footed 10; Base Atk +3; Grp +6; Atk +6 melee (1d6+3/x2, unarmed strike); Full Atk +6/+1 melee (1d6+3/x2, unarmed strike); Space/Reach: 5 ft./5 ft.; SQ: Scent*; AL N; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 14, Wis 11, Cha 10.

*Note: Garros' mutation has given him the scent special quality, an extra attack with his other hand, and improved damage with his unarmed attack.

Skills and Feats: Climb +9, Handle Animal +6, Intimidate +6, Jump +9, Swim +9; Dodge, Improved Initiative, Improved Unarmed Strike.

Gaspar

Male Human Conjurist 6; CR 6; Medium Humanoid; HD 6d4+15; hp 31; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+3 Dex, +3 for *amulet of natural armor +3*), touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/x2, masterwork quarterstaff); Full Atk +5 melee (1d6+1/x2, masterwork quarterstaff); AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 16, Con 15, Int 17, Wis 12, Cha 9.

Skills and Feats: Concentration +11, Craft (alchemy) +12, Decipher Script +12, Knowledge (arcana) +9, Knowledge (nature) +5, Knowledge (planes) +5, Move Silently +6, Profession (herbalist) +6, Profession (sailor) +4, Spellcraft +12; Brew Potion, Combat Casting, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Toughness.

Wizard Spells Prepared (5/5/8*/4; DC 13 + spell level; Specialist School: Conjuration, No Necromancy/Enchantment); 0—*detect magic* (x2), *flare*, *ray of frost**, *read magic*; 1st –*grease, mage armor*, magic missile, obscuring mist, protection from good*; 2nd – *acid arrow* (x2), *hypnotic pattern*, *mirror image, protection from arrows, summon monster II** (x2), *summon swarm*; 3rd –*fireball, flame arrow**, *sleet storm, summon monster III*.

*Indicates specialist spell or *ring of wizardry bonus*

Spellbook: 0— *acid splash, arcane mark, dancing lights, detect magic, detect poison, flare, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance* 1st – *grease, mage armor, magic missile, obscuring mist, protection from good, protection from law, summon monster I, unseen servant;* 2nd – *acid arrow*, *hypnotic pattern, mirror image, protection from arrows, summon monster II, summon swarm*; 3rd – *fireball, flame arrow, magic circle against good, sleet storm, summon monster III.*

Possessions: 15 gp, gold ring with ruby (200 gp), golden circlet with four aquamarines (375 gp), masterwork quarterstaff, dark blue wizard's robe, backpack, ink (vial), inkpen, parchment, waterskin (full), spellbook, spell component pouch; *ring of wizardry (II), amulet of natural armor +3, potion of cure serious wounds* (CL5)*, potion of cat's grace (*CL6).

Gelugon (Ice Devil)

Large Outsider (Devil, Evil, Extraplanar, Lawful); HD 14d8+84; hp 147; Init +5; Spd 40 ft. (8 squares).; AC 32 (-1 size, +5 Dex, +18 natural), touch 14, flat-footed 27; Base Atk +14; Grp +24; Atk

+20 melee (2d6+9/x3 plus slow, spear) or +19 melee (1d10+6, claw); Full Atk +20/+15/+10 (2d6+9/x3 plus slow, spear) and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail) or +19 melee (1d10+6, 2 claws) and +14 melee (3d6+3, bite) and +14 melee (3d6+3 plus slow, tail); Space/Reach: 10 ft./10 ft.; SA Fear aura, slow, spell-like abilities: at will *cone of cold* (DC 20), *fly, ice storm,* (DC 19), *greater teleport* (self +50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19), *summon devil*; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid and cold 10, regeneration 5, see in Darkness, spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5, (+7 acting), Intimidate +24, Jump +27, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (religion) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks); Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear).

General Hani'Barakas

Male Drow Rogue 2/Evoker 3/Fighter 3; CR 10; Medium Humanoid; HD 5d6+ 3d10+20; hp 61; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+5 Dex, +2 for *ring of force shield*), touch 17, flat-footed 12; Base Atk +5; Grp +9; Atk +11 melee (1d8+5 plus 2d6 vs. lawful opponents/19-20/x2, *+1 anarchic longsword*) or +10 ranged (1d8 plus poison (Fort save DC 13 or unconscious for 1 minute; second Fort save DC 13 or unconscious for 2d4 hours), light crossbow); Full Atk +11 melee (1d8+5 plus 2d6 vs. lawful opponents/19-20/x2, *+1 anarchic longsword*) or +10 ranged (1d8 plus poison (Fort save DC 13 or unconscious for 1 minute; second Fort save DC 13 or unconscious for 2d4 hours), light crossbow); SA: Poison, sneak attack 1d6, spell-like abilities *dancing lights, darkness, faerie fire*; SQ Darkvision 120 ft., drow traits, evasion, immunity to sleep, light blindness, spell resistance 19, trapfinding; AL NE; SV Fort +6, Ref +10, Will +4; Str 18, Dex 20, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Balance +9, Bluff +11, Climb +7, Concentration +5, Craft (armorsmithing) +5, Craft (weaponsmithing) +4, Diplomacy +5, Escape Artist +6, Intimidate +5, Jump +8, Knowledge (arcana) +8, Knowledge (boating) +4, Knowledge (martial code) +4, Knowledge (navigation) +4, Knowledge (sea lore) +4, Knowledge (war) +5, Knowledge (weaponry) +4, Listen +11, Profession (sailor) +4, Search +9, Sense Motive +7, Spellcraft +6, Spot +10, Swim +5, Use Rope +6; Combat Casting, Expertise, Improved Initiative, Leadership, Scribe Scroll, Weapon Focus: Longsword.

Wizard Spells Prepared (5/4/3; DC 13 + spell level; Specialist School: Evocation, No Enchantment/Necromancy); 0 – *dancing lights, detect magic, flare, ghost sound, light*;* 1st –*mage armor, magic missile*, obscuring mist, true strike; 2nd – scorching ray*, summon monster II, web.*

Spellbook: 0— acid splash, arcane mark, dancing lights, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st *–grease, mage armor, magic missile, obscuring mist, protection from good, shield, shocking grasp, true strike;* 2nd *–acid arrow, blur, protection from arrows, scorching ray, summon monster II, web.*

Possessions: 66 gp, blue diamond (790 gp), *+1 anarchic longsword*, light crossbow, drow poisoned bolts (20), spell component pouch, noble's outfit, *ring of force shield, potion of cure serious wounds* (CL5), *potion of heroism, potion of swimming* (CL5), *boots of speed.*

Girallon

CR 7; Large Magical Beast; HD 10d10+26; 81 hp; Init +4 (+4 Dex); Spd 40 ft. (8 squares), climb 40 ft.; AC 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +10; Grp +20; Atk +15 melee (1d4+6, claw); Full Atk +15 melee (1d4+6, 4 claws) and +13 melee (1d8+3, bite); Space/Reach: 10 ft./10 ft.; SA Rend (2d4+9); SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +9, Ref +11, Will +6; Str 22, Dex 18, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +15, Move Silently +9, Spot +7; Iron Will, Power Attack, Toughness (2).

Gordon

Male Human Commoner 1: CR ½; Medium Humanoid; HD 1d4+3; hp 5; Init +1 (+1 Dex); Spd 30 ft.(6 squares); AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d3+1/x2, unarmed strike); Full Atk +1 melee (1d3+1/x2, unarmed strike); AL N; SV Fort +3, Ref +1, Will +2; Str 13, Dex 12, Con 16, Int 11, Wis 14, Cha 17.

Skills and Feats: Craft (woodcarving) +4, Listen +5, Profession (woodcutter) +6, Spot +6; Run, Skill Focus [Craft (woodcarving)].

Possessions: Peasant's outfit.

Grab Grass

CR 5; Large Plant; HD 10d8+30; hp 75; Init +0; Spd Immobile; AC 9 (-1 size), touch 9, flat-footed 9; Base Atk +7; Grp +16; Atk +11 melee (0 + plus 1d6+1 per round acidic enzyme); Full Atk +11 melee (0 + plus 1d6+1 per round acidic enzyme); SA Acidic enzyme 1d6+1 per round grabbed, improved grab; SQ Blindsight 30 ft., camouflage, damage reduction 20/slashing, immunity to electricity, low-light vision, plant traits, resistance to cold and fire 10, tremorsense; AL N; SV Fort +10, Ref +3, Will +4; Str 20, Dex --, Con 16, Int –, Wis 12, Cha 9.

Hunter

Male Mutated Human Warrior 3/Ranger 3; CR 5; Medium Humanoid; HD 3d8+38+12; hp 52; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 Leather armor), touch 13, flat-footed 12; Base Atk +6; Grp +8; Atk +8 melee (1d6+2/x2, shortspear) or +9 ranged (1d8+3/x3, masterwork composite longbow with arrows of the Lake); Full Atk +8/+3 melee (1d6+2/x2, shortspear) and +6 melee (1d6+1/x3, handaxe) or +9/+4 ranged (1d8+3/x3, composite longbow of the Lake with arrows of the Lake); SQ Favored enemy Humanoid (human), Combat Style (two-weapon fighting); AL LN; SV Fort +8, Ref +7, Will +4; Str 15, Dex 17, Con 15, Int 10, Wis 14, Cha 13.

Skills and Feats: Climb +8, Hide +5, Jump +8, Listen +6, Move Silently +6, Search +3, Spot +7, Survival +4, Swim +8; Alertness, Endurance, Far Shot, Point Blank Shot, Precise Shot.

Possessions: 20 shell pieces, masterwork composite longbow of the Lake (+2 Str bonus), arrows of the Lake (50), handaxe, halfspear, leather armor, backpack, bedroll, caltrops, fishhook, belt pouch, waterskin

New Monsters

Grab Grass

Large Plant

Hit Dice: 10d8+30 (75 hp)
Initiative: +0
Speed: Immobile
Armor Class: AC 9 (-1 size), touch 9, flat-footed 9
Base Attack/Grapple: +7/+16
Attack: Grab +11 (0 plus acidic enzyme)
Full Attack: Grab +11 (0 plus acidic enzyme)
Space/Reach: At least 25 square ft./5 ft.
Special Attacks: Acidic enzyme 1d6+1 per round opponent is grappled, improved grab
Special Qualities: Blindsight 30 ft., camouflage, immunity to electricity, Damage reduction 20/slashing, low-light vision, plant traits, resistance to cold 10 and fire 10, tremorsense
Saves: Fort +10, Ref +3, Will +4
Abilities: Str 20, Dex --, Con 16, Int --, Wis 12, Cha 9
Skills: ---
Feats: ---

Environment: Temperate forests or plains
Organization: Solitary
Challenge Rating: 5
Treasure: standard coins, 50% goods, 50% items
Alignment: Always neutral
Advancement: ---

Mutated patches of grass have overrun much of the island. They share a primitive, communal mind. These aggressive plants appear to be normal grass about 1-2 feet in height. Grab grass uses its tremorsense to detect the presence of nearby prey, and then it attempts to grab any unwary creatures that stumble upon it. Each round that the victim doesn't break free more of the grass grabs onto him and pulls him down. The grass secretes a powerful acidic enzyme that breaks down flesh so that the plant can absorb it as nutrients.

Combat

Camouflage (Ex): Since the grass is immobile and looks just like ordinary grass, it relies on surprise and camouflage to catch victims unaware. It is difficult to tell the difference between grab grass and normal grass (DC 20), although there is usually a tell-tale skeleton or the half-digested body of an unfortunate creature lying in the grass to give potential victims a warning that something is not right. Normal Spot checks do not detect the grass. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills to notice the plant instead. Anyone who is aware of the grass may attempt to Tumble (DC 20) across the grass without getting grabbed.

Improved Grab (Ex): The grass simply attempts to grapple and grab onto any living thing that wanders onto it. The patch of grass shares a communal mind and instinctively waits for the most appropriate time to strike. The grass must succeed with a grab attack, and then it can initiate a grapple as a free action without provoking an attack of opportunity. Each successive round that the grass maintains its hold on a victim gives it a +2 cumulative bonus on grapple checks against that victim, as more and more of the grass begins to take hold. Unlike normal grapplers, grab grass can also attempt to grapple a creature of any size as long as it is touching the grass at the time of the grapple attempt.

Acidic Enzyme (Ex): When victims are held in its grasp, the grass secretes a powerful acidic enzyme that breaks down flesh for the plant to absorb as nutrients. Areas of exposed flesh take 1d6 damage per round and +1 for each round the grapple has been maintained after the first. Leather and other natural materials dissolve in three rounds, while metal takes five rounds to dissolve. Once victims break free, they have to rinse the acid off of their items or exposed flesh or continue to take damage for another 3 rounds.

Jhondal, Moab's Lieutenant

Male Half-Elf Fighter 8: CR 8; Medium Humanoid; HD 8d10+24; hp 81; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 19 (+3 Dex, +6 *+4 leather armor*), touch 13, flat-footed 16; Base Atk +8; Grp +12; Atk +16 melee (1d6+9 plus 1d6 outdoors/15-20/x2, *+3 sylvan scimitar*) or +11 ranged (1d6+4/x2, throwing axe); Full Atk +16/+11 (1d6+9 plus 1d6 outdoors/18-20/x2, *+3 sylvan scimitar*) or +11/+6 ranged (1d6+4/x2, throwing axe); SQ half-elf traits, Elven Blood; AL LE; SV Fort +9, Ref +5, Will +3; Str 18, Dex 16, Con 16, Int 14, Wis 13, Cha 14.

Skills and Feats: Balance +7, Climb +9, Craft (shipmaking) +5, Jump +11, Knowledge (boating) +3, Knowledge (nature) +3, Knowledge (war) +3, Listen +5, Search +3, Spot +4, Swim +7;

Cleave, Dodge, Expertise, Improved Critical (scimitar), Mobility, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar), Whirlwind Attack.

Possessions: 50 gp, aquamarine gem (500 gp), black pearl (500 gp), *+3 sylvan scimitar*, throwing axe (2); *+4 leather armor*, backpack, grappling hook, belt pouch, hemp rope (50 ft.), signet ring, spyglass, whetstone, *potion of heroism*, *potion of cure serious wounds.*

Lake People Guard

Male Human Warrior 6: CR 5; Medium Humanoid; HD 6d8+24; hp 51; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft. in hide Armor, base 30 ft.; AC 17 (+3 Dex, +3 hide armor, +1 buckler), touch 13, flat-footed 14; Base Atk +6; Grp +8; Atk +9 melee (1d6+2/x2, masterwork shortspear) or +9 ranged (1d8+3/x3, composite longbow of the Lake with arrows of the Lake); Full Atk +9/+4 melee (1d6+2/x2, masterwork shortspear) or +9/+4 ranged (1d8+3/x3, composite longbow of the Lake with arrows of the Lake) or +7/+7/+2 (Rapid Shot) ranged (1d8+3/x3, composite longbow of the Lake, with arrows of the Lake); AL LN; SV Fort +9, Ref +5, Will +3; Str 15, Dex 16, Con 18, Int 10, Wis 13, Cha 11.

Skills and Feats: Intimidate +5, Listen +5, Sense Motive +4, Spot +5; Far Shot, Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: 20 shell pieces, composite longbow of the Lake (+2 Str bonus), masterwork shortspear, arrows of the Lake (50), hide armor, buckler, waterskin (full), whetstone, belt pouch.

Large Viper

CR 2; Large Animal; HD 3d8; hp 13; Init +3 (+3 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares), climb 20 ft. swim 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; Base Atk +2; Grp +6; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); Space/Reach: 10 ft./5 ft.; SA: Poison DC 11; SQ Scent; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8; Improved Initiative, Weapon Finesse.

Marissa

Female Human Cleric 6: CR 6; Medium Humanoid; HD 6d8; hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares) in breastplate, base 30 ft.; AC 21 (+2 Dex, +7 *+2 breastplate of spell resistance*, +2 heavy wooden shield), touch 12, flat-footed 19; Base +4; Grp +4; Atk +6 melee (1d8/x2, masterwork morningstar); Full Atk +6 melee (1d8/x2, masterwork morningstar); AL CE; SV Fort +8, Ref +4, Will +8; Str 11, Dex 14, Con 16, Int 15, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Diplomacy +9, Knowledge (arcana) +11, Knowledge (religion) +11, Spellcraft +11; Combat Casting, Extend Spell, Improved Initiative, Weapon Focus (morningstar).

Cleric Spells Prepared (5/ 4+1/4+1/3+1; DC 13+ spell level; Domains: Destruction and Evil); 0 *–cure minor wounds, detect magic, guidance, read magic, resistance;* 1st *–bane, divine favor, obscuring mist, protection from good*, shield of faith*; 2nd *–aid, augury, death knell, hold person, shatter*;* 3rd *– bull's strength (Extend Spell Feat), contagion*, cure serious wounds, summon monster III.* *Indicates domain spells.

Possessions: 25 gp, aquamarine gem (350 gp), fire opal (425 gp), masterwork morningstar, *+2 breastplate of spell resistance (15)*, masterwork heavy wooden shield, backpack, small steel mirror, waterskin (full), spell component pouch, silver holy symbol of Yarash shaped like the sign of the Full-Fathom Five.

Moab Gys'Varion

Male Undead (Wight) Drow Fighter 2/Transmuter 9; CR: Medium Undead; HD 11d12; hp 90; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 22 (+3 Dex, +4 natural, +5 for *evil robe of the archmagi*), touch 13, flat-footed 19; Base Atk +6; Grp +10; Atk +12 melee (1d8+6/19-20/x2, *+2 longsword of nine lives stealer*) or +10 melee (1d4+4 plus energy drain, slam) or +9 ranged (1d4/19-20/x2, hand crossbow); Full Atk +12/+7 melee (1d8+6, *+2 longsword of nine lives stealer*) or +10/+5 melee (1d4+4 plus energy drain, slam) or +9/+4 ranged (1d4/19-20/x2, hand crossbow, medium); SA Create spawn, darkvision 120 ft, energy drain, poison, spell-like abilities: *dancing lights, darkness, faerie fire*; SQ Drow traits, spell-resistance 22 (drow natural), undead traits; AL LE; SV Fort +10, Ref +7, Will +10; Str 18, Dex 16, Con –, Int 21, Wis 17, Cha 14.

*As the god Yarash turned Moab into a wight, Moab retains his former classes, skills and feats.

Skills and Feats: Bluff +5, Climb +9, Concentration +15, Diplomacy +5, Handle Animal +7, Intimidate +7, Jump +9, Knowledge (arcana) +10, Knowledge (cartography) +6, Knowledge (infernal) +10, Knowledge (navigation) +7, Knowledge (sea lore) +7, Knowledge (planes) +7, Listen +5, Profession (sailor) +7, Ride +7, Search +8, Sense Motive +6, Spellcraft +19, Spot +5, Swim +9; Combat Casting, Craft Wondrous Item, Improved Initiative, Leadership, Maximize Spell, Scribe Scroll, Spell Penetration.

Wizard Spells Prepared (5/7/6/5/4/3; DC 15 + spell level; Specialization: Transmuter: No Necromancy/Enchantment); 0*—daze, ghost sound, mage hand*, mending, prestidigitation;* 1st *–burning hands, enlarge person*, magic missile (x2), reduce person, shocking grasp, true strike*; 2nd *–alter self, bull's strength*, cat's grace, mirror image, protection from arrows, see invisibility*; 3rd *–dispel magic*, *haste**, *invisibility sphere, keen edge, lightning bolt*; 4th *–dimension door, fire shield, magic missile (Maximize spell Feat), stone shape**; 5th *– baleful polymorph*, dismissal, teleport, interposing hand.*

Spellbook 0 *–acid splash, arcane mark, dancing lights, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance;* 1st *–alarm, burning hands, disguise self, enlarge person, hold portal, magic missile, protection from good, reduce person, shocking grasp, true strike;* 2nd *–alter self, bull's strength, cat's grace, continual flame, detect thoughts, invisibility, mirror image, protection from arrows, see invisibility;* 3rd *–dispel magic, fly, haste, invisibility sphere, keen edge, lightning bolt, slow, water breathing;* 4th *–dimension door, fire shield, ice storm, polymorph, stone shape, wall of fire*; 5th *– baleful polymorph, contact other plane, dismissal, fabricate, interposing hand, passwall, permanency, teleport, wall of force.*

Possessions: 50 pp, diamond (1,000 gp), *+2 longsword of nine lives stealer* (2 lives left), fine leather scabbard (250 gp), hand crossbow, hand crossbow bolts (20), map case, belt pouch, signet ring, silver sash worth (500 gp), spyglass, spell component pouch, spellbook, backpack, *pearl of power (3rd), evil robe of the arch magi, potion of inflict serious wounds* (CL5) (2).

Mutant Cook

Male Mutated Human Warrior 3; CR 2; Medium Humanoid; HD 3d8; hp 16; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3; Grp +7; Atk +7 melee (1d6+4/x2, unarmed strike); Full Atk +7/+5/+5 melee (1d6+4/x2, unarmed strike); AL LE; SV Fort +3, Ref +3, Will +2; Str 18, Dex 15, Con 10, Int 10, Wis 12, Cha 10.

**Note: These cooks have three arms and increased Strength and Constitution as a result of their mutations.*

Skills and Feats: Climb +8, Jump +6, Profession (cook) +4, Swim +10; Dodge, Improved Unarmed Strike, Multiattack.

Possessions: Apron with hole in the center, white puffy hat.

Mutated Leopard

Medium Mutated Animal; CR 3; HD 5d8+10; hp 32; Init +5 (+5 Dex); Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+5 Dex, +1 natural), touch 15, flat-footed 11; Base Atk +3; Grp +6; Atk +8 melee (1d6+3, bite); Full Atk +8 melee (1d6+3, bite) and +3 melee (1d3+1, 2 claws); Space/

Reach: 5 ft./5 ft.; SA Improved grab, pounce, rake 1d3+1; SQ Flank tail defense*, low-light vision, scent; AL N; SV Fort +6, Ref +9, Will +2; Str 16, Dex 20, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +13, Climb +11, Hide +9, Jump +11, Listen +7, Move Silently +9, Spot +7; Alertness, Weapon Finesse.

*If the leopard is flanked, it will swing its tail around violently. If an opponent attempts an attack while flanking the leopard, she must make a Reflex save (DC 20) or take 1d10 points of damage. Opponents hit by the tail also lose the normal +2 bonus to hit for flanking.

Mutant Sergeant

Male Mutated Human Fighter 3: CR 3; Medium Humanoid; HD 3d10+15; hp 31; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +3; Grp +8; Atk +10 melee (1d12+7/x3, masterwork greataxe) or +5 ranged (1d6+5/x2, javelin); Full Atk +10 melee (1d12+7/x3, masterwork greataxe) or +5 ranged (1d6+5/x2, javelin); AL LN; SV Fort +8, Ref +3, Will +1; Str 20, Dex 14, Con 20, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +7, Intimidate +6, Jump +8, Swim +4; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Possessions: Stone icon shaped like the Stone of the Heavens, masterwork greataxe, javelin (3), chain shirt, backpack, bedroll, grappling hook, rations, waterskin (full), *potion of cure moderate wounds* (CL5).

Mutant Soldier

Male Mutated Human Fighter 2; CR 2; Medium Humanoid; HD 2d10+10; hp 21; Init +6 (+2 Dex, +4 Improved Initiative]; Spd 30 ft. (6 squares); AC 16; (+2 Dex, +4 Chain Shirt), touch 12, flat-footed 14; Base Atk +2; Grp +7; Atk +8 melee (1d10+7/x2, greatclub) or +4 ranged (1d6+5/x2, javelin); Full Atk +8 melee (1d10+7/x2, greatclub) or +4 ranged (1d6+5/x2, javelin); AL LN; SV Fort +8, Ref +2, Will +0; Str 20, Dex 14, Con 20, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +7, Intimidate +3, Jump +7, Swim +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (greatclub).

Possessions: Stone icon shaped like the Stone of the Heavens, greatclub, javelin (3), chain shirt, backpack, bedroll, grappling hook, trail rations, waterskin (full).

Mutated Guards

Male Mutated Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+24; hp 60; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 20 (+5 Dex, +4 chain shirt, +1 buckler), touch 15, flat-footed 15; Base Atk +6; Grp +10; Atk +10 melee (1d8+4/x2, heavy mace) or +13 ranged (1d10+2/19-20/x2, masterwork heavy repeating crossbow); Full Atk +10/+5 melee (1d8+4/x2, heavy mace) or +13/+8 ranged (1d10+2/19-20/x2, masterwork heavy repeating crossbow) or (Rapid Shot) +11/+11/+6 ranged (1d10+2/19-20/x2, masterwork heavy repeating crossbow); SQ Eyes in the back of the head*; AL LE; SV Fort +9, Ref +7, Will +2; Str 18, Dex 20, Con 18, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +7, Intimidate +10, Jump +5, Listen +5, Spot +7, Swim +3; Alertness, Exotic Weapon Proficiency (heavy repeating crossbow), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (heavy repeating crossbow), Weapon Specialization (heavy repeating crossbow).

Possessions: 25 gp, masterwork heavy repeating crossbow, repeating bolts (30), heavy mace, chain shirt, buckler, flask, belt pouch, belt, manacles, deck of cards.

*These mutants have enhanced Dexterity in addition to an extra set of eyes in the back of their heads. This gives them a bonus of +2 on Spot checks and they also cannot be flanked.

Mutated Wolverine

CR 3; Large Mutated Animal; HD 5d8+33; hp 55; Init +1 (+1 Dex); Spd 30 ft. (6 squares), climb 10; AC 14 (+1 Dex, -1 size, +4 natural), touch 10, flat-footed 13; Base Atk +3; Grp +15; Atk +10 melee (1d6+8, claw); Full Atk +10 melee (1d6+8, 2 claws) and +5 melee (1d6+4, bite); Space/Reach: 10 ft./10 ft.; SA Rage; SQ: Low-light vision, scent; AL N; SV Fort +10, Ref +5, Will +2; Str 27, Dex 13, Con 23, Int 1, Wis 12, Cha 10.

Rage: AC 12; Str 31, Con 27; Bonus to hit/damage +2.

Skills and Feats: Climb +16, Listen +7, Spot +7; Alertness, Toughness, Track.

Nine-Headed Pyro Hydra

CR 10; Huge Magical Beast (Fire); HD 9d10+48; hp 97; Init +1 (+1 Dex); Spd 20 ft. (4 squares), swim 20 ft.; AC 15 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18; Base Atk +9; Grp +22; Atk +13 melee (1d10+5, bite); Full Atk +13 melee (1d10+5, 9 bites); Space/Reach: 15 ft./10 ft.; SA: Breath weapon 3d6 Save DC 19; SQ Darkvision 60 ft., fast healing 19, low-light vision, scent; AL N; SV Fort +11, Ref +7, Will +5; Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +8, Spot +8, Swim +13; Blind-fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

Pain Mistress (Advanced)

Large Outsider, (Evil, Lawful); HD 10d8+50; hp 95; Init +3 (+3 Dex); 30 ft. in breastplate; AC 21 (-1 size, +3 Dex, +4 natural +5 breastplate), touch 12, flat-footed 18; Base Atk +10; Grp +19; Atk +14 melee (1d8+5, claw); Full Atk +14/+9 melee (1d8+5, 2 Claws); SA: Fighting claws, improved grab, squeeze, spell-like abilities: 3/day-*dominate person, polymorph self;* 1/day-*symbol of pain* as a 10th level sorcerer save DC 13 + spell level; SQ Devil qualities; AL LE; SV Fort +12, Ref +10, Will +9; Str 20, Dex 16, Con 20, Int 9, Wis 14, Cha 16.

Skills and Feats: Bluff +13, Climb +15, Concentration +13, Disguise +7, Gather Information +13, Heal +6, Intimidate +13, Listen +10, Sense Motive +12, Spot +13, Survival +10; Alertness, Improved Natural Armor, Iron Will, Track.

Priest of the Ancestors

Male Human Cleric 5; CR 5; Medium Humanoid; HD 5d8+11; hp 33; Init +2 (+2 Dex); Spd 20 ft. in hide armor, base 30 ft.; AC 17 (+2 Dex, +3 hide armor, +2 heavy wooden shield), touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/x2, heavy mace) or +5 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/x2, heavy mace) or +5 ranged (1d6+2, javelin); AL LN; SV Fort +5, Ref +3, Will +7; Str 14, Dex 15, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Diplomacy +6, Heal +7, Knowledge (arcana) +5, Knowledge (religion) +3, Profession (fisherman) +7, Spellcraft +8; Brew Potion, Toughness (2).

Cleric Spells Prepared (5/ 4+1/ 3+1/ 2+1; DC 13+ spell level; Domains: Air and Water); 0 –*cure minor wounds, detect magic, light, purify food and drink, resistance*; 1st –*bless, cure light wounds, entropic shield, obscuring mist*, shield of faith*; 2nd –*bull's strength, fog cloud*, hold person, summon monster II*; 3rd –*cure serious wounds, gaseous form*, summon monster III.* *Indicates domain spell

Possessions: 20 shell pieces, heavy mace, javelin (2), masterwork hide armor, masterwork heavy wooden shield, wooden holy symbol of the Ancestors shaped like the Stone of the Heavens, spell component pouch, healer's kit, *potion of cure moderate wounds* (CL5) (2).

Ragnar

Male Human Barbarian 6: CR 6; Medium Humanoid; HD 6d12+30; hp 69; Init +3 (+3 Dex); Spd 40 ft. (8 squares); AC 20 (+3 Dex, +4 chain shirt, +3 *+3 amulet of natural armor*), touch 13, flat-footed 20; Base Atk +6; Grp +9; Atk +11 melee (2d4+6/18-20/ x2, *+2 defending falchion*) or +9 ranged (1d6+3/x2, throwing axe; Full Atk +11/+6 melee (2d4+6/18-20/x2, *+2 defending falchion*); SA Rage (2/day); SQ Fast movement, improved uncanny dodge, trap sense +2, uncanny dodge; AL CE; SV Fort +9, Ref +5, Will +4; Str 17, Dex 16, Con 18, Int 12, Wis 15, Cha 12.

Skills and Feats: Climb +10, Craft (weaponsmithing) +4, Intimidate +10, Jump +10, Listen +11, Swim +5, Survival +11; Power Attack, Toughness (2), Track.

Rage: AC 18; Str 21, Con 21; Bonus to hit/damage +2; HP +12 temporary; 8 round duration.

Possessions: 50 gp, chrysoberyl gem (350 gp), golden yellow topaz gem (525 gp), *+2 defending falchion*, throwing axe (3), chain shirt, backpack, flask, grappling hook, hemp rope (50 ft.), whetstone, *amulet of natural armor +3, potion of bull's strength* (CL5)*, potion of cure serious wounds* (CL5).

Rat

CR 1/8; Tiny Animal; HD 1/4d8; hp 1; Init +2 (+2 Dex); Spd 15 ft. (3 squares), climb 15 ft., swim 15 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light vision, scent; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

Rooster Tumblefoot

Male Halfling Rogue 8; CR 8; Small Humanoid; HD 8d6+8; hp 49; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares); AC 22 (+1 size, +5 Dex, +5 *+3 Leather armor*, +1 Buckler], touch 16, flat-footed 22; Base +6; Grp +5; Atk +10 melee (1d4+3/19-20/x2, small short sword) or +12 ranged (1d6+1 plus 1d6 electricity/19-20/x2, *+1 shocking light crossbow, small*); Full Atk +10/+5 melee (1d4+3/19-20/x2, small short sword); SA Sneak attack +4d6; SQ Evasion, halfling traits, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL CE; SV Fort +4, Ref +12, Will +4; Str 16, Dex 21, Con 12, Int 16, Wis 13, Cha 12.

Skills and Feats: Appraise +5, Balance +11*, Bluff +12, Climb +10, Decipher Script +5, Disable Device +10, Escape Artist +6*, Forgery +6, Gather Information +5, Hide +17*, Jump +11*, Listen +8, Move Silently +22, Open Lock +16, Profession (calligrapher) +3, Profession (sailor) +5, Profession (scribe) +4, Search +7, Sense Motive +5, Spot +5, Swim +4*, Tumble +13*, Use Magic Device +4, Use Rope +8; Improved Initiative, Point Blank Shot, Precise Shot.

*These skills are at -1 assuming the buckler is in use.

Possessions: 75 gp, amber gem (225 gp), coral gem (325 gp), small *+1 shock light crossbow*, small short sword, +3 *leather armor*, buckler, masterwork thieves' tools, backpack, caltrops, crowbar, sack, waterskin (full), whetstone, *boots of elvenkind, potion of cure serious wounds* (CL5).

Shadow (Gaspar's cat familiar)

CR ¼; Tiny Animal; HD 1/2d8; hp 15; Init +2 (+2 dex); Spd 30 ft (6 squares); AC 17 (+2 Dex, +2 size, +3 natural), touch 14, flat-footed 15; Base Atk +3; Grp -9; Atk +8 melee (1d2-4, claw); Full Atk +8 melee (1d2-4, 2 claws) and +3 melee (1d3-4, bite); Space/Reach: 2 ½ ft./0 ft.; SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master, AL N; SV Fort +2, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +9, Decipher Script +8, Hide +14, Jump +10, Knowledge (arcana) +5, Knowledge (nature) +1, Knowledge (planes) +1, Listen +3, Move Silently +6, Spellcraft +8, Spot +3; Alertness, Weapon Finesse.

Temple Guard

Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+18; hp 51; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft. in hide

armor, base 30 ft.; AC 17 (+3 Dex, +3 hide armor, +1 buckler), touch 13, flat-footed 14; Base Atk +6; Grp +9; Atk +10 melee (1d8+5/x2, heavy mace or +10 ranged (1d8+3/x3, composite longbow of the Lake with arrows of the Lake); Full Atk +10/+5 melee (1d8+5/x3, heavy mace) or +10/+5 ranged (1d8+3/x3, composite longbow of the Lake with arrows of the Lake) or (Rapid Shot) +8/+8/+3 ranged (1d8+3/x3, composite longbow of the Lake with arrows of the Lake); AL LN; SV Fort +9, Ref +5, Will +3; Str 16, Dex 18, Con 16, Int 10, Wis 13, Cha 13.

Skills and Feats: Climb +10, Craft (bowmaking) +7, Intimidate +3, Jump +10; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (heavy mace), Weapon Specialization (composite longbow), Weapon Specialization (heavy mace).

Possessions: 30+10 shell pieces, composite longbow of the Lake, arrows of the Lake (50), heavy mace, masterwork hide armor, masterwork buckler, flask, hooded Lantern, hemp rope (50 ft.), signal whistle, whetstone, *potion of cure moderate wounds* (CL5).

Tendriculos

CR 8; Huge Plant; HD 14d8+84; 147 hp; Init +0; Spd 20 ft (4 squares); AC 18 (-2 size, +0 Dex, +9 natural, +1 Improved Natural Armor), touch 8, flat-footed 18; Base Atk +10; Grp +26; Atk + 16 melee (2d8+9, bite) and +11 melee (1d6+4, 2 tendrils); Full Atk + 16 melee (2d8+9, bite) and +11 melee (1d6+4, 2 tendrils); Space/Reach: 15 ft./15 ft.; SA Improved grab, paralysis, Swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +15, Ref +4, Will +5; Str 28, Dex 10, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +6, Listen +3, Move Silently +3, Spot +3; Alertness, Improved Natural Armor, Iron Will, Power Attack, Stealthy.

The Chief

Male Mutated Half-Elf Warrior 9; CR 8; Medium Humanoid; HD 9d8+21; hp 65; Init +4 (+4 Improved Initiative); Spd 30 ft. (6 squares); AC 12 (+2 Leather armor), touch 10, flat-footed 12; Base Atk +9; Grp +15; Atk +17 melee (1d10+9/x2, masterwork greatclub); Full Atk +17/12 melee (1d10+9/x2, masterwork greatclub); SQ: Damage reduction 5/--, half-elf traits, low-light vision, elven blood; AL CG; SV Fort +8, Ref +3, Will +5; Str 22, Dex 10, Con 14, Int 14, Wis 14, Cha 17.

*Note: The Chief's mutations have given him increased strength and damage reduction.

Skills and Feats: Balance +4, Climb +12, Diplomacy +8, Intimidate +12, Jump +10, Listen +7, Sense Motive +6, Spot +7, Swim +9; Improved Initiative, Leadership, Toughness, Weapon Focus (greatclub).

Possessions: A beautiful conch sea shell (200 gp), masterwork greatclub, leather armor, fishhook, signal whistle, waterskin (full), belt pouch, *herbs of cure moderate wounds* (CL5).

Vichy

Male Goblin Warrior 4; CR 3; Small Humanoid; HD 4d8+4; hp 25; Init +8 [+4 Dex, +4 Improved Initiative]; Spd 30 ft.; AC 15 (+4 Dex, +1 size), touch 14, flat-footed 11; Base Atk +4; Grp +3; Atk +8 melee (1d4+3/19-20/x2, small short sword); Full Atk +8 melee (1d4+3/19-20/x2, small short sword); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +1; Str 16, Dex 19, Con 13, Int 10, Wis 11, Cha 7.

Skills and Feats: Hide +13, Move Silently +13, Ride +8, Sense Motive +2; Improved Initiative, Run.

Possessions: Carved bone statuette given to him by his mother (50 gp), small short sword, ragged clothing.

Warrior Mutant

Male Mutated Human Warrior 6; CR 5; Medium Humanoid; HD 6d8+6; hp 35; Init +4 (+4 Improved Initiative); Spd 20 ft. in hide armor, base 30 ft.; AC 15 (+0 Dex, +3 hide armor, +2 masterwork heavy wooden shield), touch 10, flat-footed 15; Base Atk +6; Grp +11; Atk +13 melee (1d6+5/x2, masterwork club) or +8 ranged (1d6+5/x2, masterwork javelin); Full Atk +13/+8 melee (1d6+5/x2, masterwork club) or +8 ranged (1d6+5/x2, masterwork javelin); AL N; SV Fort +6, Ref +2, Will +1; Str 20, Dex 10, Con 12, Int 10, Wis 9, Cha 4.

Skills and Feats: Climb +5, Jump +7, Sense Motive +2, Swim +4; Improved Initiative, Run, Weapon Focus (club), Weapon Focus (javelin).

Possessions: Belt pouch, waterskin, beef jerky, masterwork club, masterwork javelin (4), masterwork hide armor, masterwork heavy wooden shield.

Wilson

Male Human Commoner 2: CR 1; Medium Humanoid; HD 2d4+2; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d3+1/x2, unarmed strike); AL N; SV Fort +1, Ref +0, Will +1; Str 13, Dex 10, Con 13, Int 8, Wis 12, Cha 14.

Skills and Feats: Craft (carpentry) +3, Handle Animal +5, Listen +4, Profession (carpenter) +5, Spot +5; Alertness, Skill Focus [Craft (Carpentry)].

Possessions: Peasant's outfit.

Yarashad

Boney Lonesome (Bodak)

CR 9; Medium Undead; HD 12d12; 78 hp; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares); AC 25 (+3 Dex, +4 leather armor, +8 natural), touch 13, flat-footed 22; Base Atk +6; Grp +7; Atk +7 melee (1d8+1, slam) or +9 melee (1d6+3/18-20/x2, +2 *cutlass of speed*), Full Atk +9/+9 melee (1d6+3, *+2 cutlass of speed*) or +7 melee (1d8+1, slam); Space/Reach 5 ft./5 ft.; SA Death gaze; SQ Damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +4, Ref +7, Will +9; Str 13, Dex 16, Con --, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +13, Move Silently +13, Spot +13; Alertness, Armor Proficiency (light), Dodge, Improved Initiative, Martial Weapon Proficiency (cutlass).

Possessions: *+2 cutlass of speed, +2 leather armor.*

New Monster

Treasure Golem

Large Construct

Hit Dice: 15d10+30 (112 HP)
Initiative: -1
Speed: 20 ft. (4 squares) (can't run)
Armor Class: 23 (-1 size, -1 Dex, +15 natural), touch 8, flat-footed 23
Base Attack/Grapple: +11/+25
Attack: Slam +20 melee (2d10+10)
Full Attack: 2 Slams +20 melee (2d10+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Continual *daze*
Special Qualities: Construct traits, damage reduction 15/magic, darkvision 60 ft., low-light vision, magic immunity
Saves: Fort +5, Ref +4, Will +5
Abilities: Str 30, Dex 9, Con –, Int –, Wis 11, Cha 2
Skills: ---
Feats: ---

Environment: Any land
Organization: Solitary or gang (depends on size of treasure hoard)
Challenge Rating: 13
Treasure: Self
Alignment: Chaotic neutral
Advancement: 16-19 HD (Large)

How do you protect your treasure hoard from acquisitive adventurers? Let the hoard protect itself.

A treasure golem is made of lucre of all varieties, from coins to gems to necklaces—all of it lumped together with only a thin internal membrane of gold leaf holding it in place. When folded in on themselves, the golems are indistinguishable from huge piles of treasure, and they're skilled at remaining still, and awaiting the perfect moment to strike. When adventurers begin to chip away at their skin, the golems unleash their powerful slam attack.

Combat

Continual *Daze* (Ex): These twelve-foot-tall creatures have another trick up their sleeve: unless they're fighting in total darkness, the coins and gems that make up the golems skin flicker and flash, distracting would-be attackers. At the beginning of every round, their opponents must make a Will save (DC 15) or they are unable to take any actions as per the 0-level *daze* spell.

Skills: Treasure golems receive a +15 bonus to Hide checks when hiding in a treasure pile.

Treasure

A treasure golem is composed of a mixture of coinage: platinum, gold, silver and copper, with no small measure of precious gems as well. In addition, the creatures may contain rare art objects, magic weapons, or magic items that are revealed only when the coinage and gems have been hacked away.

To start, every golem is made up of at least 10,000 GP—the minimum required to give the construct shape. Then, for each golem roll a d4 and add 1 to the result. This is the number of times you roll a d20 and consult the **General Treasure Golem Composition Chart**. All results are cumulative.

Evil Figurehead Tree of Yarashad

Ghost Human Cleric 5; CR 7; Huge Undead (Augmented Humanoid, Incorporeal); HD 5d12; hp 32; Init +4 (+4 Improved Initiative); Spd: Immobile; AC 14 (-2 size, +3 natural, +3 deflection), touch 11, flat-footed 14; Base Atk +3; Grp +14; Atk No physical*; Full Atk No physical*; SA Dreadful woe Will save DC 15, frightful moan Will save DC 15, manifestation, telekinesis; SQ: Rejuvenation, turn resistance; AL CE; SV Fort +4, Ref +5, Will +7; Str 16, Dex 18*, Con –, Int 11, Wis 16, Cha 17.

*These particular ghosts cannot use touch attacks; they are meant to verbally harass players. Although former clerics, they have no access to spells, as their god has forsaken them for their failure in life.

Skills and Feats: Bluff +3, Diplomacy +6, Hide +12, Knowledge (arcana) +6, Listen +11, Move Silently +6, Search +8, Spellcraft +5, Spot +12; Combat Reflexes, Improved Initiative, Martial Weapon Proficiency (cutlass).

*Dex bonus does not apply to AC as the Figureheads cannot move.

General Treasure Golem Composition Table

D20	Result
1	10,000 cp
2	30,000 cp
3	20 bloodstone gems, each valued at 2d4x10 gp (50 gp avg.)*
4	25 zircon gems, each valued at 2d4x10 gp (50 gp avg.)*
5	30 moonstone gems, each valued at 2d4x10 gp (50 gp avg.)*
6	18,000 sp
7	21,000 sp
8	24,000 sp
9	25 amethyst gems, each valued at 4d4x10 gp (100 gp avg.)*
10	30 amber gems, each valued at 4d4x10 gp (100 gp avg.)*
11	35 pieces of jade, each valued at 4d4x10 gp (100 gp avg.)*
12	4,000 gp
13	4,500 gp
14	5,000 gp
15	10 black pearls, each valued at 2d4x100 gp (500 gp avg.)*
16	12 yellow topaz gems, each valued at 2d4x100 gp (500 gp avg.)*
17	6 emeralds, each valued at 4d4x100 gp (1,000 gp avg.)*
18	7 fire opal gems, each valued at 4d4x100 gp (1,000 gp avg.)*
19	2 diamonds, each valued at 2d4x1,000 gp (5,000 gp avg.)*
20	1,000 pp

*When determining the value of these gems, the random formula given is meant to be calculated individually for each gem. If this is not to your liking, you can use the average value of each gem in the parentheses following each entry.

Next, determine if the golem has other unique treasures hidden within its body. Roll 1d4 and add 1. This is the number of times you roll percentile dice on the **Treasure Golem Special Item Table**.

Treasure Golem Special Items Table

d%	Result
01-30	You find no additional treasure within the golem.
31-35	A simple locket that once belonged to a famous queen (worth 5,000 gp*)
36-40	A gem-encrusted eye patch of an infamous pirate (worth 7,000 gp*)
41-45	A scarlet mantle once worn by an admiral of renown (worth 8,000 gp*)
46-50	A tapestry stolen from the castle of a well-known kingdom (worth 9,000 gp*)
51-55	A ceremonial dagger used to kill a religious martyr (worth 10,000 gp*)
56-60	A model of a infamous pirate ship encased in a bottle (worth 12,000 gp*)
61-65	A wooden harp once used by a world-famous bard (worth 14,000 gp*)
66-70	A signet ring of a famous royal family member now dead (worth 16,000 gp*)
71-75	The silver pommel of a sword wielded by a famous hero (worth 18,000 gp*)
76-80	A lock of hair from an elven queen encased in a crystal (worth 20,000 gp*)
81-85	A simple crown of a long-dead famous king (worth 25,000 gp*)
86-90	One of your world's most famous sculptures (worth 30,000 gp*)
91-95	One of your world's most famous paintings (worth 40,000 gp*)
96-99	A medium specific weapon from table 8-17 in the DMG
00	A major wondrous item from table 8-30 in the DMG

*The items marked with an asterisk are unique treasure items. The value given is what they would be worth if sold to the right buyer or interested party. First of all, the players will have to discover what these items truly are. This will require extensive research, or casting a spell like *legend lore* on the item. Since these items are not magical, spells such as *identify* will not reveal anything about them. Bard characters may also make a bardic knowledge check with a DC 30 to discover the origins of a particular item. Once the correct information is obtained about one of these items, the players will have to seek out people interested in buying them. Finding the right buyer for these items can be the stuff of an adventure all on its own.

If the players attempt to sell these items on the open market, they are in for a surprise. The gp value of the items will be reduced to 1/1,000 of the given values. In addition, some of the items may attract attention from the authorities or other parties.

Dreadful Woe (Su): Any living creature within a 60-foot spread of the trees who hears their taunts for one full round must make a Will save or succumb to their suggestions (as per the *suggestion, mass* spell, caster level 15). Additionally, a sense of futility and dread overcome them, causing them to ignore their original goal for the spell's duration, and dooms them as per the *doom* spell (caster level 15).

Giant Bombardier Beetle

CR 2; Medium Vermin; HD 2d8+4; 13 hp; Init +0; Spd 30 ft. (6 squares); AC 16 (+6 natural), touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); Space/Reach: 5 ft./5 ft.; SA Acid spray; SQ: Darkvision 60 ft., vermin traits; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int --, Wis 10, Cha 9

Monstrous Centipede, Gargantuan

CR 6; Gargantuan Vermin; HD 12d8+12; 66 hp; Init +2 (+2 Dex); Spd 40 ft. (8 squares), climb 40 ft.; AC 18 (-4 size, +2 Dex, +10 natural), touch 8, flat-footed 16; Base Atk +9; Grp +27; Atk +11 melee (2d8+9 plus poison, bite); Full Atk +11 melee (2d8+9 plus poison, bite); Space/Reach 20 ft./15 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; SV Fort +9, Ref +6, Will +4; Str 23, Dex 15, Con 12, Int --, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide –2, Spot +4; --.

Monstrous Scorpion, Large

CR 3; Large Vermin; HD 5d8+10; 32 hp; Init +0; Spd 50 ft. (10 squares); AC 14 (-1 size, +7 natural), touch 9, flat-footed 16; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, claw); Full Atk +6 melee (1d6+4, 2 claws) and +1 melee (1d6+2 plus poison, sting); Space/Reach 10 ft./5 ft.; SA Constrict, improved grab, poison; SQ: Darkvision 60 ft., tremorsense 60 ft., vermin traits; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int --, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Old Mad Harry, Avatar of Harrimast

Male Rogue 3/Fighter 5/Cleric 12; CR 20; Medium Outsider (Extraplanar); HD 3d6+5d10+12d8+160; hp 294; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 27 (+7 Dex, +10 deflection*), touch 27, flat-footed 20; Base Atk +16; Grp +25; Atk +26 melee (1d6+9/18-20/x2, masterwork adamantine cutlass) or +25 (1d3+9/x2, unarmed strike); Full Attack +26/+21/+16/+11 melee (1d6+9, masterwork adamantine cutlass) or +25/+20/+15/+10 melee (1d3+9/x2, unarmed strike); SA Sneak attack +2d6, spells; SQ: Evasion, trapfinding, trap sense +1, turn or rebuke undead; AL CN; SV Fort +21, Ref +15, Will +20; Str 28, Dex 24, Con 26, Int 27, Wis 31, Cha 30.

*Old Mad Harry gains a +10 deflection bonus to armor class, as Harrimast protects him.

Skills and Feats: Appraise +13, Balance +14, Bluff +15, Climb +25, Concentration +31, Diplomacy +20, Disable Device +13, Disguise +17, Escape Artist +12, Handle Animal +15, Hide +13, Intimidate +20, Jump +27, Knowledge (arcana) +31, Knowledge (religion) +31, Knowledge (planes) +31, Listen +15, Move Silently +12, Ride +20. Search +13, Sense Motive +15, Sleight of Hand +14, Spellcraft +28, Spot +15, Swim +18, Tumble +14, Use Magic Device +14; Combat Reflexes, Combat Expertise, Extend Spell, Extra Turning, Improved Initiative, Improved Unarmed Strike, Maximize Spell, Quicken Spell.

Cleric Spells Prepared (6/ 8+1/ 7+1/ 6+1/5+1/ 5+1/ 4+1; Save DC 20+ spell level; Domains: Travel and Water); 0—*cure minor wounds, detect magic, guidance, light, read magic, virtue;* 1st *–bless, cause fear, comprehend languages, cure light wounds, detect evil, detect chaos, entropic shield, longstrider*, sanctuary;* 2nd *–aid, bear's endurance, calm emotions, consecrate, cure moderate wounds, locate object*, shield other, zone of truth;* 3rd *–continual flame, create food and water, dispel magic, fly*, prayer, speak with the dead, water walk;* 4th *– air walk, control water, dimension door*, divine power, lesser planar ally, tongues;* 5th *– atonement, flame strike, greater command, mass cure light wounds, righteous might, teleport*;* 6th *– blade barrier, cone of cold*, heal, planar ally, symbol of persuasion.*

Possessions: masterwork adamantine cutlass, *cloak of resistance +5*, ring of regeneration.

Treasure Golem

Large Construct; HD 15d10+30; 112 hp; Init -1 (-1 Dex); Spd 20 ft. (4 squares) (can't run); AC 23 (-1 size, -1 Dex, +15 natural), touch 8, flat-footed 23; Base Atk +11; Grp +25; Atk +20 melee (2d10+10, slam); Full Atk +20 melee (2d10+10, 2 slams); Space/Reach 10 ft./10 ft.; SA Continual *daze*; SQ Construct traits, damage Reduction 15/magic; darkvision 60 ft., low-light vision, magic immunity; AL CN; SV Fort +5, Ref +4, Will +5; Str 30, Dex 9, Con –, Int –, Wis 11, Cha 2

*Treasure Golems receive a +15 bonus to Hide checks if they are found in an area that contains large amounts of treasure.

Act Three: Red Sails at Sunset

Adept of the Barbarians

Male Human Adept 7: CR 6; Medium Humanoid; HD 7d6+14; hp 38; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 15 (+3 Dex, *+2 ring of protection*), touch 15, flat-footed 12; Base Atk +3; Grp +5; Atk +5 melee (1d8+2/x2, heavy mace); Full Atk +5 melee (1d8+2/x2, heavy mace); AL N; SV Fort +4, Ref +5, Will +8; Str 14, Dex 17, Con 14, Int 18, Wis 16, Cha 12.

Skills and Feats: Concentration +15, Craft (alchemy) +14, Heal +13, Knowledge (arcana) +9, Knowledge (cartography) +5, Knowledge (geography) +5, Knowledge (navigation) +5, Knowledge (sea lore) +6, Knowledge (war) +7, Listen +6, Spellcraft +16, Survival +7, Spot +4; Brew Potion, Combat Casting, Improved Initiative, Skill Focus (Concentration).

Adept Spells Prepared (3/4/3; DC 13+ spell level) 0 *–create water, cure minor wounds, touch of fatigue*; 1st *–cause fear, cure light wounds, obscuring mist*, *sleep*; 2nd *–bull's strength, cure moderate wounds, web.*

Possessions: 22 gp, holy symbol, heavy mace, belt pouch, explorer's outfit, backpack, bedroll, candle, trail rations, waterskin (full), *potion of cure moderate wounds* (CL 5) (2), *potion of bull's strength* (CL 5)(2), *ring of protection +2.*

Avatar of Yarash

Huge Outsider (Aquatic, Evil); HD 25d8+200; hp 312; Init +9 (+5 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares), fly 50 ft. (average), swim 25 ft.; AC 33 (-2 size, +5 Dex, +20 natural), touch 13, flat-footed 28; Base Atk +25; Grp +44; Atk +36 melee (1d8+11, claw); Full Atk +36 melee (1d8+11, 6 claws) and bite +34 melee (1d12+5/19-20/x2, bite); SA: Frightful presence when performing a flyby attack; SQ: Damage reduction 5/-, immune to electricity, immunity to mind affecting attacks, immune to poison, regeneration 10*, spell resistance 20, water breathing; AL CE; SV Fort +24, Ref +19, Will +18; Str 32, Dex 21, Con 27, Int 18, Wis 18, Cha 25.

*Damage done to the tattoo of the Avatar cannot be regenerated.

Skills and Feats: Balance +33, Concentration +36, Intimidate +35, Knowledge (arcana) +32, Knowledge (nature) +32, Knowledge (religion) +32, Knowledge (planes) +32, Listen +34, Search +32, Sense Motive +32, Spellcraft +34, Spot +34; Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Wingover.

Barbarian Bodyguard

Male Human Barbarian 4: CR 4; Medium Humanoid; HD 4d12+12; hp 40; Init +4 ([+4 Dex); Spd 40 ft. (8 squares); AC 18 (+4 Dex, +4 chain shirt), touch 14, flat-footed 18; Base Atk +4; Grp +8; Atk +10 melee (1d8+4/x3, masterwork warhammer); Full Atk +8/+3 melee (1d8+4/x3 masterwork warhammer) and Full Atk +6 melee (1d6+2/x3, masterwork handaxe); SA Rage (2/day); SQ Fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +7, Ref +5, Will +1; Str 18, Dex 19, Con 16, Int 13, Wis 11, Cha 9.

Rage: AC 16; Str 22, Con 20; Bonus to hit/damage +2; HP +8 temporary; 8 round duration.

Skills and Feats: Climb +9, Intimidate +6, Jump +9, Listen +7, Survival +7, Swim +7; Two-Weapon Fighting, Weapon Focus (warhammer), Weapon Focus (handaxe).

Possessions: 25 gp, onyx gem (75 gp), masterwork handaxe, masterwork warhammer, chain shirt, backpack, bedroll, crowbar, belt pouch, hemp rope (50 ft.).

Barbarian Sergeant

Male Human Barbarian 8; CR 8; Medium Humanoid; HD 8d12+40; hp 84; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 20 (+3 Dex; +7: *+3 chain shirt*), touch 13, flat-footed 20; Base Atk +8; Grp +12; Atk +15 melee (1d10+6/19-20/x3, *+2 greataxe,* medium); Full Atk +15/+10 melee (1d10+6/19-20/x3, *+2 greataxe)*; SA: Rage (3/day); SQ Damage Reduction 1/-, fast movement, improved uncanny dodge, trap sense +2, uncanny dodge; AL CN; SV Fort +11, Ref +5, Will +2; Str 18, Dex 16, Con 20, Int 11, Wis 10, Cha 13.

Rage: AC 18; Str 22, Con 24; Bonus to hit/damage +2; HP +16 temporary; 9 round duration.

Skills and Feats: Climb +14, Intimidate +12, Jump +14, Listen +11, Survival +11; Improved Critical (greataxe), Improved Initiative, Power Attack, Weapon Focus (greataxe).

Possessions: 15 gp, *+2 greataxe, +3 chain shirt, b*ackpack, bedroll, waterskin (full), trail rations (5 days), whetstone, *potion of cure serious wounds* (CL6).

Barbarian Type I

Male Human Barbarian 5; CR 5; Medium Humanoid; HD 5d12+15; hp 47; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares) in hide armor, base 40 ft.; AC 17 (+3 Dex, +3 hide armor, +1 light wooden shield), touch 13, flat-footed 17; Base Atk +5; Grp +9; Atk +10 melee (1d8+4/x3, battleaxe) or +8 ranged (1d6+4/x2, javelin); Full Atk +10 melee (1d8+4/x3, battleaxe) or +8 ranged (1d6+4/x2, javelin); SA Rage (2/day); SQ Fast movement, improved uncanny dodge, trap sense +1, uncanny dodge; AL N; SV Fort +7, Ref +4, Will +2; Str 18, Dex 17, Con 17, Int 13, Wis 13, Cha 12.

Rage: AC 15; Str 22, Con 21; Bonus to hit/damage +2; HP +10 temporary; 8 round duration.

Skills and Feats: Climb +9, Intimidate +9, Jump +9, Listen +9, Survival +9, Swim +6; Dodge, Improved Initiative, Weapon Focus (battleaxe).

Possessions: Battleaxe, javelin (3), hide armor, light wooden shield.

Barbarian Type II

Male Human Barbarian; CR 4; Medium Humanoid; HD 4d12+8; hp 34; Init +3 (+3 Dex); Spd 30 ft. (6 squares) in hide armor, base 40 ft.; AC 16 (+3 Dex, +3 hide armor), touch 13, flat-footed 16; Base Atk +4; Grp +8; Atk +9 melee (2d6+6/x2, greatsword) or +7 ranged (1d6+4/x3, throwing axe); Full Atk +9 melee (2d6+6/x2, greatsword) or +7 ranged (1d6+4/x3, throwing axe); SA: Rage (2/day); SQ: Fast movement, trap Sense +1, uncanny dodge; AL N; SV Fort +5, Ref +4, Will +2; Str 18, Dex 16, Con 15, Int 15, Wis 13, Cha 13.

Rage: AC 14; Str 22, Con 19; Bonus to hit/damage +2; HP +8 temporary; 7 round duration.

Skills and Feats: Climb +8, Intimidate +7, Jump +8, Listen +8, Ride +10, Survival +8; Swim +5; Improved Bull Rush, Power Attack, Weapon Focus (greatsword).

Possessions: 10 gp, greatsword, throwing axe (4), hide armor, backpack, crowbar, trail rations (5 days); belt pouch.

Barbarian War Chief

Male Human Barbarian 12: CR 12; Medium Humanoid; HD 12d12+48; hp 126; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 23 (+4 Dex, +7 *+5 leather armor*, *+2 amulet of natural armor*), touch 14, flat-footed 23; Base Atk +12; Grp +16; Atk +19 melee (2d6+8/16-20/x2 plus 1d6 fire, large *+2 flaming falchion*) or +17 ranged (1d6+4/x2, masterwork throwing axe); Full Atk +19/+14/+9 melee (2d6+8/16-20/x2 plus 1d6 fire, large *+2 flaming falchion*); SA: Rage (4/day, greater rage); SQ damage Reduction 2/-, fast movement, improved uncanny dodge, trap sense +4, uncanny dodge; AL NG; SV Fort +12, Ref +8, Will +7; Str 18, Dex 18, Con 18, Int 15, Wis 16, Cha 16.

Rage: AC 21; Str 24, Con 24; Bonus to hit/damage +4; HP +36 temporary; 9 round duration.

Skills and Feat: Climb +16, Intimidate +18, Jump +16], Listen +18, Profession (sailor) +9, Search +6, Spot +8, Survival +18, Swim +10; Cleave, Improved Critical (falchion), Great Cleave, Improved Initiative, Power Attack, Weapon Focus (falchion).

Possessions: Blue sapphire gem (800 gp), chrysoberyl gem (200 gp), *+2 flaming falchion,* masterwork throwing axe (4), *+5 leather armor, b*ackpack, trail rations (6 days), belt pouch, sack, signet ring, waterskin (full), whetstone, *potion of cure moderate wounds* (CL6) (2), *amulet of natural armor +2.*

Billy Bones (See William "Billy Bones" Grimshaw on page 217)

Galim

Male Human Barbarian 2/Cleric 4: CR 6; Medium Humanoid; HD 2d12+6, 4d8+12; hp 49; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 24 (+3 Dex, +7 *+3 chain shirt*, +4 *+3 light wooden shield*), touch 13, flat-footed 24; Base +5; Grp +8; Atk +10 melee (1d10+7/x3, *+2 greataxe*); Full Atk +10/+5 melee (1d10+7/x3, *+2 greataxe*); SA: Rage (1/day); SQ: Fast movement, uncanny dodge, turn undead; AL CG; SV Fort +10, Ref +4, Will +8; Str 16, Dex 16, Con 16, Int 11, Wis 18, Cha 13.

Rage: AC 22; Str 20, Con 20; Bonus to hit/damage: +2; Bonus HP: 12; 8-round duration.

Skills and Feats: Climb +5, Concentration +5, Diplomacy +5, Heal +7, Intimidate +6, Jump +7, Knowledge (religion) +2, Listen +9, Profession (sailor) +5, Swim +4; Brew Potion, Combat Casting, Dodge, Improved Initiative.

Cleric Spells Prepared (Clr 5/4+1/3+1; DC 14 + spell level; Domains: Strength and Sun); 0 –*create water, cure minor wounds (x2), detect magic, guidance;* 1st - *bless, cure light wounds, endure elements*, remove fear, shield of faith;* 2nd –*augury, bull's strength*, cure moderate wounds, hold person.*

*Indicates domain spell

Possessions: Aquamarine gem (450 gp), amber gem (60 gp), 33 gp, *+2 greataxe; +3 chain shirt, +3 light wooden shield*, healer's kit, silver holy symbol, backpack, candle, ink (vial), inkpen, parchment, belt pouch, signal whistle, waterskin (full), *ring of water walking, potion of heroism, potion of cure moderate wounds* (CL 5) (2).

Captain Garth Varellion

Male Human Rogue 4/Fighter 4; CR 8; Medium humanoid; HD 4d6+4d10; hp 42; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 19 (+3 Dex, +6 *+2 glamered chain shirt*), touch 13, flat-footed 19; Base Atk +7; Grp +9; Atk +9 melee (1d6+2, *+2 saber*); +10 ranged (1d4/x2, throwing dagger); Full Atk +9/+4 melee (1d6+2, *+2 saber*); SA Sneak attack +2d6; SQ: Evasion, trapfinding, trap sense + 1, uncanny dodge; AL LN; SV Fort +5, Ref+8, Will +4; Str 14, Dex 17, Con 11, Int 11, Wis 10, Cha 16.

Skills and Feats: Balance +6, Bluff +8, Climb +3, Diplomacy +10, Gather Information +8, Handle Animal +5, Intimidate +8, Jump +8, Knowledge (nobility) +4, Knowledge (sea lore) +4, Listen +7, Profession (sailor) +5, Sense Motive +5, Swim +5, Use Rope +8; Alertness, Blind Fight, Combat Reflexes, Improved Initiative, Iron Will, Leadership, Quick Draw.

Possessions: Battle scrimshaw relic, *+2 glamered chain shirt*; *+2 saber,* dagger (3), *amulet against proof of detection and location.*

Captain Hector Torian

Male Human Rogue 8: CR 8; Medium Humanoid; HD 8D6; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 18 (+3 Dex, +5 *+3 leather armor of tumbling*), touch 13, flat-footed 18; Base Atk +6; Grp +6; Atk +7 melee (1d6+1/18-20/x2, *+1 cutlass*) or +10 ranged (1d4/19-20, masterwork dagger); Full Atk +7/+2 melee (1d6+1/18-20/x2, *+1 cutlass*) or +10/+5 ranged (1d4/19-20/x2, masterwork dagger); SA: Sneak attack +4d6; SQ: Evasion, improved uncanny dodge, trapfinding, trap sense +2; AL CG; SV Fort +2, Ref +9, Will +3; Str 11, Dex 16, Con 10, Int 13, Wis 12, Cha 15.

Skills and Feats: Balance +9, Bluff +10, Climb +6, Diplomacy +14, Gather Information +12, Listen +11, Profession (sailor) +11, Search +7, Sense Motive +8, Sleight of Hand +9, Survival +9, Spot +12, Swim +9, Tumble +10, Use Rope +9; Alertness, Dodge, Combat Expertise, Improved Initiative.

Possessions: +1 cutlass, masterwork dagger (4), *+3 leather armor of tumbling*

Captain Marcus Roberts

Male Human Rogue 9: CR 9; Medium Humanoid; HD 9d6+9; hp 47; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 18 (+3 Dex, *+5 amulet of natural armor*), touch 13, flat-footed 18; Base +6; Grp +7; Atk +8 melee (1d6+2/19-20/x2, *+1 short sword of subtlety*); Full Atk +8/+3 melee (1d6+2/19-20/x2, *+1 short sword of subtlety*); SA Sneak attack +5d6; SQ: Evasion, improved uncanny dodge, trapfinding, trap sense +3; AL CG; SV Fort +4, Ref +9, Will +5; Str 12, Dex 16, Con 13, Int 16, Wis 14, Cha 16.

Skills and Feats: Bluff +14, Decipher Script +13, Diplomacy +15, Gather Information +15, Listen +11, Move Silently +13, Open Lock +8, Perform +12 (wind instruments), Search +13, Sense Motive +12, Sleight of Hand +15], Survival +12, Spot +13, Swim +13; Use Magic Device +8; Dodge, Combat Expertise, Mobility, Spring Attack, Whirlwind Attack.

Possessions: Battle scrimshaw relic, *+1 short sword of subtlety, +5 amulet of natural armor.*

Captain Xavier Gordon

Male Human Expert 6 (Sea Captain); CR 5; Medium Humanoid; HD 6d6+12; hp 38; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30 ft. (6 squares); AC 16 [+3 Dex, +3 for *+1 leather armor*), touch 13, flat-footed 13; Base Atk +4; Grp +6; Atk +8 melee (1d6+3/18-20/x2, *+1 scimitar of speed*) or +7 ranged (1d8/19-20/x2, light crossbow); Full Atk +8/+8 melee (1d6+3/18-20/x2, *+1 scimitar of speed*); AL CG; SV Fort +3, Ref +4, Will +5; Str 14, Dex 17, Con 14, Int 16, Wis 12, Cha 11.

Skills and Feats: Balance +4, Bluff +3, Climb +5, Diplomacy +5, Gather Information +10, Intimidate +4, Knowledge (geography) +4, Knowledge (sea lore) +5, Profession (sailor) +12, Sense Motive +4, Spot +4; Improved Initiative, Skill Focus (gather information), Skill Focus [Profession (sailor)], Weapon Focus (scimitar).

Possessions: *+1 scimitar of speed,* light crossbow, crossbow bolts (50), *+1 leather armor, potion of cure serious wounds* (CL 5).

Commander Stern

Male Human Fighter: CR 3; Medium Humanoid; HD 3d10+9; hp 28 (*He has only 18 hp when the heroes encounter him*); Init +3 (+3 Dex); Spd 20 ft. (4 squares) in chainmail, base 30 ft.; AC 19 (+2 Dex due to chainmail, +5 chainmail, +2 heavy steel shield), touch 12, flat-footed 17; Base Atk +3; Grp +7; Atk +8 melee (1d8+4/x2, heavy mace) or +6 ranged (1d8/19-20/x2, light repeating crossbow); Full Atk +8 melee (1d8+4/x2, heavy mace) or +6 ranged (1d8/19-20/x2, heavy repeating crossbow); AL N; SV Fort +6, Ref +4, Will +1; Str 18, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Climb +1, Intimidate +8, Jump +1, Listen +4, Search +3, Spot +4, Swim -4; Alertness, Dodge, Exotic Weapon Proficiency (light repeating crossbow), Power Attack, Weapon Focus (heavy mace).

Possessions: 15 gp, heavy mace, light repeating crossbow, repeating crossbow bolts (20), chainmail armor, heavy steel shield, belt pouch, signal whistle.

Cultist of Yarash

Male Human Cleric 5; CR 5: Medium Humanoid; HD 5d8+5; hp 28; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch 14, flat-footed 12; Base Atk +3; Grp +6; Atk +7 melee (1d4+4/19-20/x2, *+1 dagger of venom*) or +7 melee (1d6+3/18-20/x2, masterwork cutlass); Full Atk +7 melee (1d4+4/19-20/x2, *+1 dagger of venom*) or +7 melee (1d6+3/18-20/x2, masterwork cutlass); AL CE; SV Fort +5, Ref +5, Will +7; Str 16, Dex 18, Con 13, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +3, Diplomacy +6, Knowledge (arcana) +6, Move Silently +6, Spellcraft +3, Spot +4; Combat Reflexes, Improved Initiative, Martial Weapon Proficiency (cutlass).

Cleric Spells Prepared (5/4+1/3+1/2+1; DC 13 + spell level; Domains: Destruction and Evil): 0—*detect magic, inflict minor wounds* (2), *mending, read magic*; 1st—*doom, inflict light wounds, magic weapon, protection from good*, shield of faith*; 2nd—*bulls' strength, desecrate, hold person, shatter**; 3rd—*contagion*, dispel magic, inflict serious wounds*.

*Indicates domain spell.

Possessions: 25 gp, 10 sp, masterwork cutlass, *+1 dagger of venom*, masterwork leather armor, backpack, sack, flask of liquor, belt pouch, cleric vestments.

Drak Sockit*

Male Half-Orc Rogue 8; CR8: Medium Humanoid; HD 8d6+16; hp 50; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 *+1 studded leather armor*), touch 13, flat-footed 17; Base Atk +6; Grp +8; Atk +9 (1d12+4/x3, *+1 greataxe*); Full Atk +9/+4 melee (1d12+4/x3, *+1 greataxe*); SA Sneak attack +4d6; SQ Darkvision 60 ft., evasion, half-orc traits, improved uncanny dodge, orc blood, trapfinding, trap sense +2, uncanny dodge; AL LE; SV Fort +3, Ref +9, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 16.

**Drak has gone up one level since Act I of this adventure.*

Skills and Feats: Appraise +9, Bluff +14, Diplomacy +12, Disable Device +7, Gather Information +14, Listen +5, Move Silently +10, Open Lock +9, Perform +11 (wind instruments), Search +11, Sense Motive +11, Spot +4, Tumble +7, Use Magic Device +5; Drac Bloodline, Gullet, Martial Weapon Proficiency (greataxe).

Possessions: 120 GP, *+1 greataxe, +1 studded leather armor*, backpack, sack, waterskin (full), belt pouch, *periapt of wound closure; potion of cure serious wounds (3)* (CL5), *horn of blasting.*

Drak Bodyguard

Male Orc Warrior 7: CR 6; Medium Humanoid; HD 7d8+14; hp 56; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares) in chainmail, base 30 ft.; AC 17 (+2 Dex, +5 chainmail), touch 12, flat-footed 15; Base Atk +7; Grp +12; Atk +13 melee (1d8+7/x3, orc double axe); Full Atk +13/+8 melee (1d8+7/x3, orc double axe) or +9/+4 melee (1d8+7/x3, orc double axe) and +5 melee (1d8+3/x3, orc double axe); SQ Darkvision 60 ft., low-light vision, orc traits; AL LE; SV Fort +7, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +9, Jump +5; Improved Initiative, Exotic Weapon Proficiency (Orc double-axe); Weapon Focus (orc double axe).

Possessions: 10 gp, orc double axe, chainmail armor, backpack, bedroll, flask of liquor, belt pouch, signet ring of service to Drak, whetstone.

Elven Commander

Male Elf, High Fighter 12: CR 12; Medium Humanoid; HD 12d10+36; hp 102; Init +10 (Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 28 (+6 Dex, +7 *+5 leather armor,* +5 r*ing of protection*), touch 21, flat-footed 22; Base Atk +12; Grp +15; Atk +20 melee (1d8+10/17-20/x2, *+3 longsword of speed*) or +18 ranged (1d8+3/x3, composite longbow); Full Atk +20/+20*/+15/+10 melee (1d8+10/17-20/x2, *+3 longsword of Speed*) or +18/+13/+8 ranged (1d8+3/x3, composite longbow); SQ: Elven traits, low-light vision; AL LN; SV Fort +11, Ref +10, Will +5; Str 16, Dex 22, Con 16, Int 18, Wis 12, Cha 14.

Skills and Feats: Climb +13, Jump +13, Knowledge (martial code) +10, Knowledge (war) +10, Listen +8, Profession (sailor) +7, Search +12, Spot +8, Swim +7; Cleave, Combat Expertise, Combat Reflexes, Improved Critical (longsword), Improved Initiative, Great Cleave, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Blue diamond (1100 gp); *+3 longsword of speed*,* composite longbow (+3 Str bonus), backpack, map case, belt pouch, signet ring, *+5 leather armor, ring of protection +5; potion of cure moderate wounds* (CL 7).

Elven Fighter

Male High Elf Fighter 6: CR 6; Medium Humanoid; HD 6d10+18; hp 51; Init +4 (+4 Dex); Spd 30 ft. (6 squares); AC 20 (+4 Dex, +5 elven chain, +1 light wooden shield), touch 14, flat-footed 16; Base Atk +6; Grp +10; Atk +10 melee (1d6+4/18-20/x2, scimitar; Atk +10 ranged (1d8+4/x3, composite longbow or Manyshot (within 30 ft.) +6/+6 ranged (1d8+4/x3, composite longbow); Full Atk +10/+5 melee (1d6+4/18-20/x2, scimitar) or Rapid Shot +8/+8/+3 ranged (1d8+4/x3, composite longbow); SQ: Elven traits,

low-light vision; AL CG; SV Fort +8, Ref +6, Will +3; Str 18, Dex 18, Con 16, Int 15, Wis 13, Cha 11.

Skills and Feats: Climb +8, Jump +8, Listen +7, Ride +8, Search +7, Spot +5, Swim +2; Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

Possessions: 15 gp, composite longbow (+4 Str bonus), arrows (50), scimitar, elven chain, light wooden shield, backpack, bedroll, caltrops, crowbar, belt pouch, trail rations (10 days).

Elven Ranger

Male High Elf Ranger 6; CR 6; Medium Humanoid; HD 6d8+12; hp 45; Init +4 (+4 Dex); Spd 30 ft. (6 squares); AC 19 (+4 Dex, +5 elven chain), touch 14, flat-footed 15; Base Atk +6; Grp +10; Atk +13 melee (1d8+6/19-20/x2, *+2 longsword*) or +10 ranged (1d8+2/x3, composite longbow); Full Atk +11/+6 melee (1d8+6/19-20/x2, *+2 longsword*) and +9/+4 melee (1d6+2/19-20/x2, short sword) or +10/+5 ranged (1d8+2/x3, composite longbow); SA Combat style: two-weapon fighting, combat style: improved two weapon fighting, favored enemy 1: orcs, favored enemy 2: humans; SQ: Animal companion, elven traits, low-light vision, wild empathy; AL CG; SV Fort +7, Ref +9, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Climb +7, Concentration +7, Heal +6, Hide +11, Jump +7, Listen +11, Move Silently +11, Search +9, Spot +13, Survival +11, Swim +10, Use Rope +6; Endurance, Point Blank Shot, Precise Shot, Track, Weapon Focus (longsword), Weapon Focus (short sword).

Ranger Spells Prepared (2; DC 12+ spell level); 1st –e*ntangle* (x2).

Possessions: 25 gp, *+2 longsword*, short sword, composite longbow (+2 Str), arrows (20), *elven chain*, backpack, bedroll, bottle of wine, crowbar, hammer, belt pouch, trail rations (10 days*), potion of cure moderate wounds* (CL 6).

(See **Hawk**, the Ranger's animal companion, on page 247)

Elven Sailor I

Male High Elf Warrior 6: CR 5; Medium Humanoid; HD 6d8+12; hp 39; Init +5 (+5 Dex); Spd 30 ft. (6 squares); AC 18 (+5 Dex, +2 leather armor, +1 light wooden shield), touch 15, flat-footed 13; Base Atk +6; Grp +9; Atk +12 melee (1d6+3/19-20/x2, short sword) or +11 ranged (1d8+2/x3, composite longbow); Full Atk +12/+7 melee (1d6+3/19-20/x2, short sword) or +11/+6 ranged (1d8+2/x3, composite longbow); SQ: Elven traits, low-light vision; AL CG; SV Fort +7, Ref +7, Will +4; Str 16, Dex 20, Con 14, Int 13, Wis 14, Cha 10.

Skills and Feats: Climb +11, Intimidate +4, Jump +8, Listen +4, Profession (sailor) +4, Search +3, Spot +4, Swim +5; Dodge, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: 15 gp, short sword, composite longbow (+2 Str bonus), arrows (50), leather armor, light steel shield, backpack, bedroll, flask, trail rations (6 days), belt pouch, waterskin (full).

Elven Sailor II

Male High Elf Warrior 6: CR 5; Medium Humanoid; HD 6d8+18; hp 45; Init +5 (+5 Dex); Spd 30 ft. (6 squares); AC 18 (+5 Dex, +2 leather armor, +1 light steel shield); Base Atk +6; Grp +10; Atk +10 melee (1d8+4/19-20/x2, longsword) or +11 ranged (1d8+4/x3, composite longbow); Full Atk +10/+5 melee (1d8+4/19-20/x2, longsword) or Rapid Shot +9/+9/+4 (1d8+4/x3, composite longbow); SQ: Elven traits, low-light vision; AL N; SV Fort +8, Ref +7, Will +4; Str 18, Dex 20, Con 16, Int 16, Wis 15, Cha 13.

Skills and Feats: Balance +7, Climb +12, Jump +12, Listen +4, Profession (sailor) +5, Search +5, Spot +4, Swim +11; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: 20 gp, composite longbow (+4 Str bonus), arrows (50), longsword, leather armor, light steel shield, backpack, blanket, belt pouch, belt, trail rations (5 days), waterskin (full).

Elven Spy

Male High Elf, Rogue 12: CR 12; Medium Humanoid; HD 12d6+24; hp 71; Init +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 22 (+4 Dex; +5 *elven chain*, *+3 ring of protection*), touch 14, flat-footed 22; Base Atk +9; Grp +12; Atk +19 melee (1d6+6/17-20/x2 plus -1 Con, *+3 short sword of wounding*) or +18 ranged (1d8+2/19-20/x2, light repeating crossbow with *+2 bolts*); Full Atk +19/+14 melee (1d6+6/17-20/x2 plus -1 Con, *+3 short sword of wounding*) or +18/+13 ranged (1d8+2/19-20/x2, light repeating crossbow with *+2 bolts*); SA: Sneak Attack +6d6; SQ: Elven traits, evasion, improved evasion, improved uncanny dodge, low-light vision, trapfinding, trap sense +4, uncanny dodge; AL LN; SV Fort +6, Ref +14, Will +6; Str 16, Dex 22, Con 14, Int 15, Wis 14, Cha 15.

Skills and Feats: Appraise +4, Balance +11, Bluff +17, Climb +4, Decipher Script +5, Diplomacy +21, Disguise +6, Escape Artist +7, Forgery +12, Gather Information +12, Hide +14, Jump +7, Listen +12, Move Silently +11, Open Lock +11, Perform +7, Search +14, Sense Motive +13, Sleight of Hand +10, Spot +12, Tumble +10, Use Rope +8; Exotic Weapon Proficiency (light repeating crossbow), Improved Critical (short sword), Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: Black opal (400 gp), clearest bright green emerald (4200 gp), 50 gp, *+3 short sword of wounding*, light repeating crossbow, *+2 repeating bolts* (25), e*lven chain*, backpack, flask of liquor, inkpen, grappling hook, small steel mirror, parchment, belt pouch, silk rope (50 ft.), spyglass, waterskin (full), whetstone, masterwork thieves' tools; *ring: protection +3; potion of cure moderate wounds* (CL 5) (2), *potion of displacement* (CL 6)*; potion of cat's grace* (CL 6).

Elven Wizard

Male High Elf Wizard 9: CR 9; Medium Humanoid; HD 9d4+27; hp 49; Init +8 (+4 Dex, +4 Improved Initiative]; Spd 30 ft. (6 squares); AC 17 (+4 Dex, *+3 ring of protection*), touch 17, flat-footed 13; Base Atk +4; Grp +4; Atk +8 melee (1d6/18-20/x2, rapier); Atk +8 (1d8/19-20/x2, light crossbow); Full Atk +8 melee (1d6/18-20/x2, rapier); Atk +8 (1d8/19-20/x2, light crossbow); SQ: Elven traits, low-light vision; AL CG; SV Fort +6, Ref +7, Will +8; Str 10, Dex 18, Con 16, Int 18, Wis 15, Cha 13.

Skills and Feats: Concentration +15, Craft (alchemy) +10, Knowledge (arcana) +10, Knowledge (cartography) +5, Knowledge (martial code) +5, Knowledge (nature) +11, Knowledge (sea lore) +11, Knowledge (war) +12, Listen +6,

Profession (sailor) +6, Search +8, Spellcraft +16, Spot +4, Swim +4; Combat Casting, Craft Wand, Improved Initiative, Scribe Scroll, Weapon Finesse (rapier).

Wizard Spells Prepared (Wiz 4/5/4/4/3/1; DC 14+ spell level); 0 - d*ancing lights, daze, mage hand, read magic;* 1st *– cause fear, magic missile* (x2)*, shield, true strike;* 2nd *– gust of wind, mirror image, protection from arrows, shatter, summon monster II, touch of idiocy*; 3rd *– blink, fireball, fly, gentle repose, protection from energy, summon monster III*; 4th *– ice storm, phantasmal killer, stoneskin*; 5th *– cone of cold.*

Spellbook: 0 *– acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; *1st— cause fear, mage armor, magic missile, shield, sleep, true strike*; 2nd – *gust of wind, mirror image, protection from arrows, shatter, summon monster II, touch of idiocy, web*; 3rd – blink, *displacement, fireball, fly, gentle repose, protection from energy, summon monster III*; 4th – *contagion, fire trap, ice storm, phantasmal killer, stoneskin*; 5th – *cone of cold, summon monster V.*

Possessions: Opal gem (200 gp), 50 gp, rapier, light crossbow, crossbow bolts (50), wizard's spellbook; spell component pouch, backpack, blanket, candle, ink (vial), inkpen, parchment, trail rations (6 days), w*and of flame arrow* (CL 6) (45 charges), *ring of protection +3, potion of cure moderate wounds* (CL 5).

Gar (Sorcerer of the Barbarian's Raven Familiar)

CR 1/6;Tiny Animal; HD 1/4d8; hp 39; Init +2; Spd 10 ft. (2 squares); Fly 40 ft. (average); AC 20 (+2 size, +2 Dex, +6 natural), touch 14, flat-footed 16; Base Atk +6; Grp -13; Atk +6 melee (1d2-5, claw); Full Atk +6 melee (1d2-5, 2 claws); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light vision; AL N; SV Fort +4, Ref +6, Will +10; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

Special Familiar Abilities: Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with ravens, speak with master, spell resistance 15.

(See the **Sorcerer of the Barbarians** on page 250)

Hawk, (High Elf Ranger's Animal Companion. See Elven Ranger on page 246)

Hawk; CR 1/3; Tiny Animal; HD 1d8); 4 hp; Init +3; Spd 10 ft. (2 squares), fly 60 ft. (average); AC 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14; Base Atk +0; Grp -10; Atk +5 melee (1d4-2, talon); Full +5 melee (1d4-2, 2 talons); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light vision; Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Hector Torian (See Captain Hector Torain on page 244)

Heike Lausemann

Male Human Barbarian 15: CR 15; Medium Humanoid; HD 15d12+60; hp 165; Init +3 (+3 Dex); Spd 40 ft. (8 squares); AC 26 (+3 Dex; +8 for *+3 chain shirt*, *+5 ivory Statuette of Yarash*), touch 18, flat-footed 26; Base Atk +15; Grp +20; Atk +24 melee (1d12+10/19-20/x3, *+4 greataxe*); Full Atk +24/+19/+14 melee (1d12+10/19-20/x3, *+4 greataxe*); SA Rage (4/day), greater rage; SQ Damage reduction 3/-, fast movement, improved uncanny dodge, indomitable will, trap sense +5, uncanny dodge; AL CE; SV Fort +13, Ref +8, Will +6; Str 18, Dex 17, Con 18, Int 13, Wis 12, Cha 10.

Rage: AC 24; Str 24, Con 24; Bonus to hit/damage +3; +30 temporary hit points; 10-round duration.

Skills and Feats: Climb +21, Intimidate +18, Jump +21, Listen +19, Survival +19, Swim +20; Combat Expertise, Dodge, Improved Critical (greataxe), Mobility, Spring Attack, Weapon Focus (greataxe), Whirlwind Attack.

Possessions: 25 gp, *+4 greataxe, +3 chain shirt of spell resistance 17,* backpack, bedroll, *ivory statuette of Yarash [+5 deflection bonus]. (Only works for followers of Yarash)*

Jailer

Male Human Warrior 6: CR 5; Medium Humanoid; HD 6d8+18; hp 45; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +6; Grp +10; Atk +11 melee (1d6+4/x2, masterwork club); Full Atk +11/+6 melee (1d6+4/x2, masterwork club); AL LN; SV Fort +8, Ref +5, Will +6; Str 18, Dex 16, Con 16, Int 11, Wis 14, Cha 16.

Skills and Feats: Diplomacy +5, Intimidate +12, Listen +6, Sense Motive +5, Spot +6; Alertness, Blind-Fight, Dodge, Iron Will.

Possessions: 12 gp, masterwork club, masterwork studded leather armor, chain (10 ft.), masterwork manacles, signal whistle, waterskin (full).

The Kraken, the Son of Yarash

CR 12; Gargantuan Magical Beast (Aquatic); HD 20d10+180; hp 290; Init +4 (Improved Initiative); Spd Swim 20 ft. (4 squares); AC 20 (-4 size, +14 natural), touch 6, flat-footed 20; Base Atk +20, Grp +44; Atk +28 melee (2d8+12/19-20/x2, tentacle); Full Atk +28 melee (2d8+12/19-20/x2, 2 tentacles) and +23 melee (1d6+6, 6 arms) and +23 melee (4d6+6, bite); Space/Reach: 20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm); SA Improved grab, constrict 2d8+12 or 1d6+6; SQ: Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities: 1/day – *control weather, control winds, dominate animal* (DC 18), *resist energy* (CL 9th); AL NE; SV Fort +21, Ref +12, Will +13; Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20.

Skills and Feats: Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16; Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will.

Lars

Male Human Barbarian 9: CR 9; Medium Humanoid; HD 9d12+27; hp 85; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 27 (+3 Dex, +7 for *+4 studded leather*, *+3 amulet of natural armor*, +4 *+2 large wooden shield*), touch 13, flat-footed 27; Base Atk +9; Grp +13; Atk +17 melee (1d8+7/19-20/x3, *+3 keen battleaxe*) or +12 ranged (1d6+4/x2, throwing axe); Full Atk +17/+12 melee (1d8+7/19-20/x3, *+3 keen battleaxe*); AL CG; SV Fort +9, Ref +6, Will +5; SA Rage (3/day); SQ: Damage reduction 1/- , fast movement, improved uncanny dodge, trap sense +3, uncanny dodge, Str 18, Dex 16, Con 16, Int 12, Wis 10, Cha 15.

Rage: AC 25; Str 22, Con 20; Bonus to hit/damage +2; 18 temporary hit points; 8-round duration.

Skills and Feats: Climb +14, Diplomacy +6, Intimidate +13, Jump +12, Listen +7, Literacy +1, Profession (sailor) +5, Survival +8, Swim +6; Improved Initiative, Iron Will, Power Attack, Improved Sunder, Weapon Focus (battleaxe).

Possessions: Black pearl (500 gp), amethyst gem (100 gp), blue star sapphire gem (900 gp), 50 gp; *+3 keen battleaxe,* throwing axe (2); *+4 studded leather armor; +2 heavy wooden shield*, belt pouch (2), gold ring (150 gp), spyglass, whetstone, waterskin (full), *amulet of natural armor +3.*

Marcus Roberts (See Captain Marcus Roberts on page 244)

Napor

Male Human Cleric 10: CR 10; Medium Humanoid; HD 10d8+30; hp 75; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 20 (+3 Dex, +6 *+2 chain shirt of authority*, +1 light wooden shield), touch 13, flat-footed 17; Base Atk +7; Grp +10; Atk +13 melee (1d6+5/18-20/x2, *+2 cutlass*); Full Atk +13/+8 melee (1d6+5/18-20/x2, *+2 cutlass*); SQ Rebuke undead; AL CE; SV Fort +10, Ref +6, Will +11; Str 17, Dex 16, Con 16, Int 11, Wis 18, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +5, Heal +5, Knowledge (arcana) +9, Knowledge (religion) +5, Profession (sailor) +5, Spellcraft +7; Brew Potion, Improved Initiative, Leadership, Martial Weapon Proficiency (cutlass), Weapon Focus (cutlass).

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; DC 14+ spell level; Domains: Death and Destruction); 0—*cure minor wounds (x2), detect magic, inflict minor wounds (x2), resistance*; 1st—*cause fear*, cure light wounds, entropic shield, inflict light wounds, protection from good, sanctuary*; 2nd - *bull's strength, cure moderate wounds, darkness, death knell*, hold person, silence*; 3rd—*blindness/deafness, contagion*, summon monster III, water breathing, water walk*; 4th— *air walk, divine power, greater magic weapon, inflict critical wounds*, summon monster IV*; 5th— *righteous might, slay living*, summon monster V*. *Indicates domain spell

Possessions: 25 gp, holy symbol; *+2 cutlass, +2 chain shirt of authority* (*F:CoA* page 133)*,* light wooden shield, backpack, grappling hook, hemp rope (50 ft.), belt pouch, spell component pouch, *potion of cure moderate wounds* (CL 6), *potion of bull's strength* (CL 5)*, scroll of enhanced saragasso* (CL 20).

N'Garth

Male Civilized Serpent Person Fighter 10; CR 11; Medium Monstrous Humanoid (Shapechanger); HD 10d10+20; hp 85; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft. (6 squares), Swim 15 ft.; AC 22 (+1 natural, +3 Dex, +8 *+3 breastplate*), touch 13, flat-footed 19; Base Atk +10; Grp +14; Atk +17 melee (2d4+10/15-20/x2, *+2 human bane falchion*); Full Atk +17/+12 melee (2d4+10/15-20/x2, *+2 human bane falchion*); SQ Change Shape; AL LE; SV Fort +9, Ref +6, Will +5; Str 19, Dex 16, Con 14, Int 10, Wis 14, Cha 16.

Skills and Feats: Climb +11, Intimidate +10, Jump +10, Spot +5; Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (Falchion), Improved Initiative[b], Mobility, Power Attack, Spring Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: +3 breastplate, +2 human bane falchion, 2 *potions of cure moderate wound.*

N'Garth's Warriors

Degenerate Serpent Person Warrior 4; CR 3; Medium Monstrous Humanoid; HD 4d8+4; hp 22; Init +0; Spd 20 ft. (6 squares), Swim 15 ft.; AC 17 (+1 natural, +4 scale mail, +2 heavy wooden shield), touch 10, flat-footed 17; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/x3, battleaxe) or +4 ranged (1d6+2, javelin); Full Atk +7 melee (1d8+2/x3, battleaxe) or +4 ranged (1d6+2, javelin); SQ Darkvision; AL CE; SV Fort +5, Ref +1, Will -1; Str 14, Dex 11, Con 13, Int 6, Wis 7, Cha 8.

Skills and Feats: Climb +6, Jump +5; Power Attack, Weapon Focus (battleaxe).

Possessions: battle axe, bundle of javelins.

Orc Commoner

Male Orc Commoner 3: CR 2; Medium Humanoid; HD 3d4; hp 7; Init +0; Spd 30 ft. (6 squares); AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/x2, spiked club); Full Atk +3 melee (1d6+2/x2, spiked club); SQ: Darkvision 60 ft., light sensitivity, orc traits; AL N; SV Fort +1, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Endurance, Run.

Possessions: 10 cp, spiked club, belt pouch, waterskin (full), peasant's outfit.

Orc Laborer

Male Orc Commoner 3; CR 2; Medium Humanoid; HD 3d4+9; hp 14; Init +1 (+1 Dex); Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +4; Atk +4 melee (1d6+3/x2, club) or +0 melee (1d4+3/x2, light hammer; or +0 melee (1d4+3/x4, light pick) or +4 melee (1d3+3, unarmed strike); Full Atk +4 melee (1d6+3/x2, club) or +0 melee (1d4+3/x2, light hammer; or +0 melee (1d4+3/x4, light pick) or +4 melee (1d3+3, unarmed strike); SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 17, Dex 13, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Jump +4, Profession (laborer) +6, Spot +2, Use Rope +4; Dodge, Simple Weapon Proficiency.

Possessions: 5 gp, 1 sp, club, light hammer, light pick, coarse tunic, leather breeches, belt pouch, bedroll, clay mug.

Spell & Magic Items

This material from other books is referenced in the adventure and is reprinted here for the sake of completeness.

Dive

Transmutation

Level: Clr 4, Drd 4, Sor/Wiz 4
Components: V, S, F/DF
Casting Time: 1 action
Range: Touch
Target: Living creatures touched
Duration: 1 hour/level (see text) (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely, gain darkvision to 60 feet, are immune to the effects of pressure, and gain a +10 competence bonus to Swim checks. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Arcane Focus: A tiny bronze bell.

Sargasso

Transmutation

Level: Drd 5
Components: V, S, DF
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)
Area: Plants in a 100-ft.-radius spread
Duration: 1 minute/level
Saving Throw: Reflex (see text)
Spell Resistance: No

Seaweed and kelp wrap around ships in the area or those that enter the area, holding them fast. A ship affected by *sargasso* maneuvers two classes worse than usual, and its speed drops to zero. The crew can attempt to break free by making a Strength check (DC30), or the helmsman may make a Profession (sailor) check (DC30). A ship that succeeds at a Reflex saving throw is not stopped but can still move at only half speed through the area. Each round, the plants again attempt to grapple all ships that have avoided entanglement. This spell has no effect on swimmers, sea creatures, or any target other than ships.

Turnabout

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Brd 4, Clr 5, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: One humanoid
Duration: Concentration+1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

A creature under the spell's effects will immediately believe that his allies are actually deadly enemies and try to fight his way out as if his life depended on it. He will use the best attacks, weapons, or spells available to him until he has a clear escape route and then move directly away from both his erstwhile allies and the caster until the duration ends.

Arcane Material Component: A drop of nightshade.

Armor of Tumbling

Armor of tumbling is built to withstand falls and rolls, and features extra protection at the joints, head, and back. The wearer gains a +10 circumstance bonus to Tumble checks made to reduce falling damage, and a +5 circumstance bonus on all other Tumble checks. (The armor's armor check penalty still applies normally.) This enchantment may be applied only to light armor.

Moderate Transmutation; CL 3rd; Craft Magic Arms and Armor, *cat's grace, feather fall*; *Price:* +1 bonus.

Orc Rioter

Male Orc Warrior 6: CR 5; Medium Humanoid; HD 6d8+12; hp 39; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.(4 squares) in hide armor, base 30 ft.; AC 16 (+3 Dex, +3 hide armor)/AC 17 if fighting with two weapons, touch 13, flat-footed 13; Base Atk +6; Grp +12; Atk +12 melee (1d6+6/x2, club); Full Atk +10/+5 melee (1d6+6/x2, club) and +10 melee (1d6+3/x3, handaxe) or +10/+5 melee (1d6+6/x2, club) and +10 melee (1d4+3/x2, light hammer); SQ Darkvision 60 ft., light sensitivity, orc traits; AL CE; SV Fort +8, Ref +5, Will +1; Str 22, Dex 17, Con 16, Int 9, Wis 9, Cha 8.

Skills and Feats: Climb +5, Intimidate +4, Jump +5; Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting.

Possessions: 5 gp, club, handaxe, light hammer, hide armor, belt pouch, waterskin (full).

Rogue of the Barbarians

Male Human Rogue 5; CR 5; Medium Humanoid; HD 5d6+20; hp 37; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+4 Dex, +2 leather armor, +1 light wooden shield), touch 14, flat-footed 17; Base Atk +3; Grp +7; Atk +7 melee (1d6+3/19-20/x2, short sword) or +6 ranged (1d4/19-20/x2, hand crossbow); Full Atk +7 melee (1d6+3/19-20/x2, short sword) or +6 ranged (1d4/19-20/x2, hand crossbow); SA Sneak Attack +3d6; SQ Evasion, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +8, Will +3; Str 16, Dex 18, Con 18, Int 14, Wis 14, Cha 12.

Skills and Feats: Balance +12, Bluff +8, Climb +5, Escape Artist +7, Forgery +4, Hide +11, Jump +9, Listen +9, Move Silently +11, Open Lock +10, Search +10, Sense Motive +6, Spot +8, Swim +7, Tumble +12; Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: 25 gp, trail rations (5 days), short sword, hand crossbow, crossbow bolts (20), leather armor, light wooden shield, thieves' tools, backpack, caltrops, belt pouch, hemp rope (50 ft.), sack.

Sea Lord's Guardsman

Male Human Warrior 1; CR ½; Medium Humanoid; HD 1d8+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/x2, heavy mace) or +2 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d8+1/x2, heavy mace) or +2 ranged (1d8/19-20/x2, light crossbow); AL LG; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +2, Listen +3, Search +0, Spot +3; Alertness, Weapon Focus (heavy mace).

Possessions: 2 gp, smash stick (heavy mace), light crossbow, bolts (50), chain shirt, belt pouch.

Shaman of the Barbarians

Male Human Sorcerer 12; CR 12; Medium Humanoid; HD 12d4+48; hp 78; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 22 (+3 Dex, *+5 bracers of armor, +4 ring of protection*), touch 22, flat-footed 19; Base Atk +6; Grp +9; Atk +11 melee (1d6+5/x2, *rod of thunder and lightning*); Full Atk +11/+5 (1d6+5/x2, *rod of thunder and lightning*); AL CE; SV Fort +8, Ref +7, Will +10; Str 16, Dex 16, Con 18, Int 10, Wis 14, Cha 18.

Skills and Feats: Appraise +3, Climb +8, Concentration +19, Knowledge (arcana) +5, Profession (sailor) +7, Spellcraft +17; Combat Casting, Dodge, Forge Ring, Improved Initiative, Maximize Spell, Silent Spell.

Sorcerer Spells Known: 0—*dancing lights, daze, detect magic, flare, ghost sound, light, mage hand, open/close, read magic*; 1st—*enlarge person, hold portal, mage armor, magic missile, silent image;* 2nd—*bull's strength, invisibility, mirror image, see invisibility, web*; 3rd— *fireball, flame arrow, haste, lightning bolt*; 4th—*fire shield, stoneskin, wall of fire*; 5th— *teleport, wall of force*; 6th—*chain lightning.*

Sorcerer Spells Per Day (Sor 6/7/7/7/7/5/3) (Save DC 14+ spell level)

Possessions: 50 gp, aquamarine gem (175 gp), spell component pouch, backpack, bedroll, trail rations (5 days), r*od of thunder and lightning, bracers of armor +5, ring of protection +4, potion of cure moderate wounds* (CL 6) (2).

Soderheim's Guard

Male Elf, Warrior 2: CR 1; Medium Humanoid; HD 2d8; hp 12; Init +4 (+4 Dex); Spd 30 ft. (6 squares); AC 19 (+4 Dex, +4 chain shirt, +1 light steel shield), touch 14, flat-footed 15; Base Atk +2; Grp +4; Atk +4 melee (1d6+2/x2, club) or +6 ranged (1d8/x3, longbow); Full Atk +4 melee (1d6+2/x2, club) or +6 ranged (1d8/x3, longbow); SQ Elven traits, low-light vision; AL LN; SV Fort +3, Ref +4, Will -1; Str 14, Dex 19, Con 11, Int 10, Wis 9, Cha 11.

Skills and Feats: Intimidate +5, Jump +5, Listen +1, Search +2, Spot +1; Point Blank Shot.

Possessions: 5 gp, club, longbow, arrows (20), chain shirt, light steel shield, belt pouch.

Sorcerer of the Barbarians

Male Human Sorcerer 9: CR 9; Medium Humanoid; HD 9d4+36; hp 58; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+3 Dex, *+4 bracers of natural armor*), touch 17, flat-footed 14; Base Atk +4; Grp +7; Atk +10 melee (1d6+5/18-20/x2 plus 1d6 acid, *+2 acidic scimitar*); Full Atk +10 melee (1d6+5/18-20/x2 plus 1d6 acid, *+2 acidic scimitar*); AL CN; SV Fort +7, Ref +6, Will +7; Str 17, Dex 16, Con 18, Int 13, Wis 13, Cha 18.

Skills and Feats: Concentration +16, Craft (alchemy) +9, Knowledge (arcana) +13, Profession (sailor) +5, Spellcraft +13; Craft Magic Arms and Armor, Improved Initiative, Martial Weapon Proficiency (scimitar), Silent Spell, Weapon Focus (scimitar).

Sorcerer Spells Known; 0—*daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, open/close*; 1st—*burning hands, charm person, mage armor, magic missile, obscuring mist*; 2nd—*acid arrow, protection from arrows, summon monster II, web;* 3rd—*dispel magic, fireball, fly*; 4th—*improved invisibility, wall of fire.*

Sorcerer Spells Per Day (Sor 6/7/7/7/5): (Save DC 14+ spell level)

Possessions: Black opal 700 gp, *+2 acidic scimitar*, spell component pouch, backpack, bedroll, ink (vial), inkpen, parchment, trail rations (6 days), *bracers of armor +4; scroll of fireball* (CL 6), *potion of barkskin +3; potion of cure moderate wounds* (CL 4).

(See **Gar**, the sorcerer's familiar on page 247)

Warrior of the Barbarians Type I

Male Human Warrior 5: CR 4; Medium Humanoid; HD 5d8+26; hp 51; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 16 (+3 Dex, +3 hide armor), touch 13, flat-footed 13; Base Atk +5; Grp +9; Atk +9 melee (1d8+4/x2, heavy mace or +8 ranged (1d6+4/x2, javelin); Full Atk +7 melee (1d8+4/x2, heavy mace) and +2 melee (1d6+2/x3, handaxe); AL N; SV Fort +8, Ref +4, Will +1; Str 18, Dex 16, Con 18, Int 12, Wis 10, Cha 15.

Skills and Feats: Climb +6, Intimidate +10, Jump +8, Swim +7; Toughness (x2), Two-Weapon Fighting.

Possessions: 2 gp, trail Rations (5), heavy mace, handaxe, hide armor, belt pouch.

Warrior of the Barbarians Type II

Male Human Warrior 5: CR 4; Medium Humanoid; HD 5d8+15; hp 37; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares) in hide armor, base 30 ft.; AC 18 (+3 Dex, +3 hide armor, +2 heavy wooden shield), touch 13, flat-footed 15; Base Atk +5; Grp +8; Atk +9 melee (1d8+3/19-20/x2, longsword) or +8 ranged (1d6+3/x2, javelin); Full Atk +9 melee (1d8+3/19-20/x2, longsword) or +8 ranged (1d6+3/x2, javelin); AL N; SV Fort +5, Ref +4, Will +1; Str 17, Dex 16, Con 16, Int 11, Wis 10, Cha 11.

Skills and Feats: Climb +4, Intimidate +8, Jump +4, Swim +5; Improved Initiative, Power Attack; Weapon Focus (longsword).

Possessions: 5 gp, trail rations (5 days), javelin (4), longsword, hide armor, heavy wooden shield, belt pouch.

William "Billy Bones" Grimshaw

Male Human Cleric of Yarash 10; CR 10: Medium Humanoid; HD 10d8+10; hp 75; Init +3 (+3 Dex); Spd 30 ft.; AC 19 (+3 Dex, +6 for *captain's coat*), touch 13, flat-footed 16; Base Atk+7/+2; Grp +10; Atk +12 melee (1d6+4/18-20/x2, cutlass) or +10 ranged (2d6/x2, privateer Freeport pistol); Full Atk +12/+5 melee (1d6+4/18-20/x2, *+1 cutlass*) or +8/+1 melee (1d6+4/18-20/x2, *+1 cutlass*) and +8 melee (1d6+4/18-20/x2, *+1 cutlass*) or +10/+5 ranged (2d6/x2, privateer Freeport pistol); AL CE; SV Fort +8, Ref +6, Will +10; Str 17, Dex 17, Con 13, Int 14, Wis 16, Cha 11.

Skills and Feats: Bluff +5, Concentration +14, Diplomacy +13, Hide +8, Knowledge (arcana) +11, Sense Motive +8; Dodge, Exotic Weapon Proficiency (firearms), Martial Weapon Proficiency (cutlass), Weapon Focus (cutlass), Two-Weapon Fighting.

Cleric Spells Prepared: (6/ 5+1/ 5+1/ 4+1/ 2+1/ 1+1; DC 13 + spell level; Domains: Destruction and Evil): 0—*detect magic (2), detect poison, light, mending, read magic*; 1st—*cause fear, cure light wounds, entropic shield, inflict light wounds*, obscuring mist, sanctuary*; 2nd—*darkness, death knell*, desecrate, hold person, undetectable alignment, zone of truth*; 3rd—*blindness/deafness, contagion*, dispel magic, inflict serious wounds, summon monster III;* 4th—*death ward*, divination, inflict critical wounds, freedom of movement;* 5th*— flame strike, plane shift, slay living**. *Indicates domain spell

Possessions: +1 cutlass (2), privateer Freeport pistol (4), belt pouch, signet ring, flask, whetstone, *captain's coat*, a*tomizer with magic potions: haste* (CL5)*, fly* (CL5)*, invisibility* (CL5)*, cure moderate wounds* (CL7), or abyss dust, *scroll of enhanced saragasso* (CL 20).

Wizard Cultist of Yarash

Male Human Wizard 4; CR 4: Medium Humanoid; HD 4d4+8; hp 14; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+4 Dex), touch 14, flat-footed 10; Base Atk +2; Grp +2; Atk +3 (1d6/x2, masterwork quarterstaff); Full Atk (1d6/x2, masterwork quarterstaff); AL LE; SV Fort +3, Ref +5, Will +4; Str 11, Dex 19, Con 14, Int 16, Wis 11, Cha 12.

Skills and Feats: Concentration +8, Knowledge (arcana) +6, Knowledge (nature) +6, Knowledge (religion) +6, Spellcraft +9; Combat Casting, Dodge, Improved Initiative, Scribe Scroll.

Wizard Spells Prepared (4 / 4 / 3, DC 13 + spell level): 0—*detect magic, read magic* (3); 1st—*disguise self, mage armor, magic missile, ray of Enfeeblement*; 2nd—*alter self, blindness/deafness, mirror image*.

Spellbook: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*burning hands, expeditious retreat, disguise self, mage armor, magic missile, ray of enfeeblement, shield, shocking grasp*; 2nd—*acid arrow, alter self, blindness/deafness, mirror image, shatter.*

Possessions: 25 gp, 26 sp, masterwork quarterstaff, scholar's outfit, pouch, spell components, *scroll of wall of fire* (CL 7), *scroll of interposing hand* (CL 9).

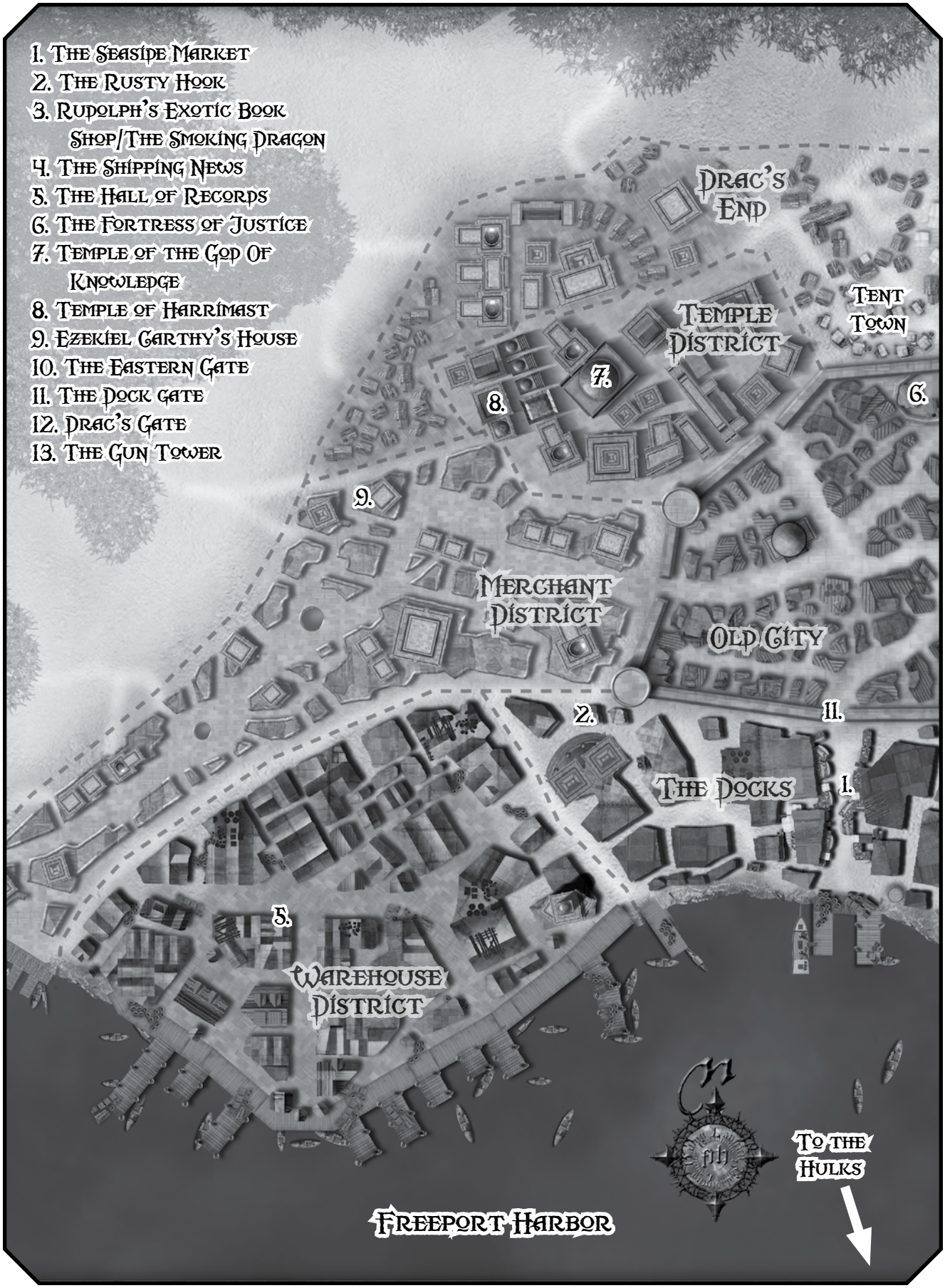
Xander Williams

Male Human Fighter 7; CR 7; Medium humanoid: HD 7d10+7; hp 56; Init +1 (+1 Dex); Spd 20 ft. (4 squares) in chainmail, base 30 ft.; AC 20 (+1 Dex, +7 *+2 chainmail of authority*, *+2 ring of protection*); Base Atk +7; Grp +10; Atk +13 melee (1d8+6/x2, *+3 thundering heavy mace*) or +8 ranged (1d4+3/19-20/x2, dagger); Full Atk +13/+8 melee (1d8+6/x2, *+3 thundering heavy mace*) or +8 ranged (1d4+3/19-20/x2, dagger); AL LG; SV Fort +8, Ref +3, Will +5; Str 17, Dex 12, Con 13, Int 15, Wis 13, Cha 12.

Skills and Feats: Bluff +4, Climb +4, Diplomacy +4, Gather Information +3, Intimidate +7, Jump +4, Listen +4, Perform +3, Ride +4, Sense Motive +5, Spot +4, Swim +4; Alertness, Great Fortitude, Iron Will, Leadership.

Possessions: 100 gp, *+3 thundering heavy mace*, dagger, *+2 chainmail of authority* (*F:CoA* page 133)*,* belt pouch, *+2 ring of protection, brooch of shielding (81 charges), rope of climbing.*

~ Freeport Map ~



~ Freeport Map ~

~ License ~

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0, Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

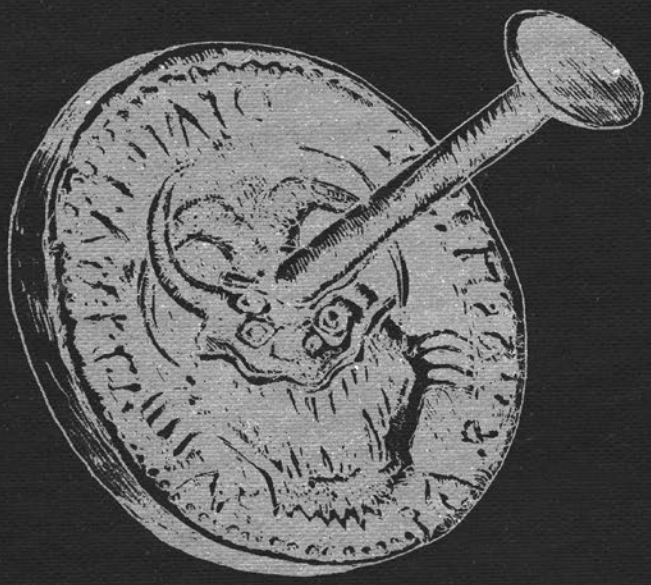
Black Sails Over Freeport, Copyright 2003, Green Ronin Publishing; Authors Brian E. Kirby, Robert Lawson, William Simoni, and Robert J. Toth.

Denizens of Freeport, Copyright 2003, Green Ronin Publishing, Editor Chris Wilkes.

Freeport: The City of Adventure, Copyright 2002, Green Ronin Publishing, Authors Chris Pramas and Matt Forbeck.

Relics & Rituals, copyright 2001, Clark Peterson.

Wrath & Rage: A Guidebook to Orcs and Half-Orcs, Copyright 2002, Green Ronin Publishing; Author Jim Bishop.



TRAITOR!

COWARD!

CARTHY!