

AQUATIC TERROR IN THE CITY OF ADVENTURE





SILIN

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INTRODUCTION

Peril in Freeport is a nautically-oriented adventure for use with the Pathfinder roleplaying game from Paizo Publishing, intended to take a party of characters from sixth to eighth level and perhaps even beyond that. It is written for use with the Freeport setting created by Green Ronin Publishing.

ADVENTURE BACKGROUND

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Those who are familiar with the history of Freeport know well that many secrets are hidden in the chronicles of the city's past. Centuries ago the might Valossan Empire stood where the islands now lie; the serpent people who dwelt there possessed great arcane knowledge with which they almost entirely destroyed themselves. Those who came to live in the area after the serpent people were cutthroats and scallywags, souls who committed their own acts that best remain untold. While recent events have revealed some knowledge of these histories, there is another that remains undiscovered.

Many years ago-after the fall of Valossa, but before the rise of Freeport-a devilish servant of Dagon came to reside in the waters around the Serpent's Teeth. This demon was looking to claim the mortal world as his own dark domain; to do so, he made his home in a cavern deep in the sea and began to spawn an army of infernal sea monsters. His activity was discovered by a tribe of sea elves that lived nearby. With the existence of their people threatened, they went to war with the demon and his minions. Only through the sacrifice of a noble sea elf paladin named Quinariel did the elves succeed. Quinariel had discovered that from his cavern the fiend could breed diabolical spawn. The sea elf took a powerful artifact and, swimming alone into the stygian cave, managed to bring down the place with a massive earthquake. Although they mourned the loss of such a hero, the sea elves were able to breathe with relief at having vanquished their foe.

FOR THE GAMEMASTER

Like most secrets, however, this bit of history could not remain buried forever. Although the sea elves strived to prevent the tale of Quin's sacrifice from being told to outsiders, word eventually reached a covey of hags living on an island near the Serpent's Teeth. They began a systematic hunt for any infernal lore that might help them discover the caverns where the ancient battle took place, hoping to resurrect the evil spawn for their own vile purposes. To accomplish their goals the hags made an alliance—known as the Sixfold Pact—with a clan of ogres, a tribe of merrow, an aboleth, and a crew of wicked halfogres and humans; they have promised tremendous gain in exchange for loyal service.

Eventually they discovered a set of ruins that had once been inhabited by the demon's minions, a place that had remained unoccupied since the sea elves won a major victory there. More importantly, the hags and their allies discovered therein a portal that could give them access to the long-lost cavern. Now this evil alliance has forged a diabolical plot. The humans have set up a shipping service in the city that allows them to spy upon the plans of other ship captains. This information they give to the merrow, who use it to ambush ships sailing to and from Freeport. While the cargoes taken from these vessels is sold on the black market, captured crew members are taken to a nearby island to serve as slave labor for a logging operation run by the ogres. Meanwhile, other slaves are toiling to reopen the caverns, and thereby to release its hell-spawned beasts upon their enemies.

PLACING THE ADVENTURE

Just like the City of Freeport itself, this adventure is designed to be dropped into any campaign setting of the GM's choice. For this reason the location of different places is kept vague, to make tailoring the adventure easier.

CHAPTER SUMMARIES

This adventure is broken up into seven sections, with each able to be run either as a stand-alone scenario or as part of the overall story.

"Onslaught" — Freeport receives a hint of coming events when a tidal wave slams into the docks; the PC's are called upon to help recapture a vile group of criminals who were being brought in to face trial.

"Jetsam and Flotsam" – The chance discovery of a shipwreck leads the PC's into dealings more wicked than even Freeport will tolerate. Merrow and their conspirators are waylaying ships sailing to and from port and then selling stolen cargo; it is up to the PC's to bring them to justice.

"The Scourge"—After thwarting the merrow plot, the PC's follow up on evidence that waylaid crews have been taken to an uncharted island. There they find a slave-driven logging operation being used to produce weapons for the hags and their growing army.

"Blood In the Water"—As the number of monsters preying upon ships in the water near Freeport increases, the Captain's Council calls for a Great Hunt to deal with the problem.

"The Nixie's Errand"—The nixies call upon the PC's for assistance when an aboleth and its minions seek to release an abyss-spawned sea monster from its centuries-old prison.

"Assault"—Having discovered the location of the hag covey's lair, the PC's journey there in hopes of ending their menace once and for all. In doing so they find out the truth behind the plot, and perhaps how they might combat it.

"Spawn of Evil"—The PC's must follow their enemies into the depths of the spawning ground; only grim heroics can save the day.

CHAPTER I: ONSLAUGHT

Freeport receives its first intimation of the approaching conflict when a tidal wave, created by the hags and their use of the *Conch of the Sea God*, crashes into Freeport. As if the destruction created by the wave wasn't enough, it also happens to let loose a band of wicked criminals upon the city. Calling themselves the Blood Brothers, they are a group of mercenaries who will take any contract, as long as there is gold to be had for it.

Note that, while this adventure is intended to be set in the city of Freeport, it could easily be moved to any other suitable seaside location with a little bit of work.

INTRODUCTION

This adventure can begin at any time that the PC's have a moment's rest in Freeport. It could be while they are between adventures, or while they are preparing for unrelated business. In fact, it might work best if some other adventure occurs between this chapter and the next, to give the culmination of the events a more natural feel. If the GM has a map of the city of Freeport, this could also be quite useful in establishing the setting. That map, or whichever one details the campaign setting that the GM is using, should also be used to describe the scene for the players.

It is a beautiful morning in the city of Freeport. The sounds of the sea—the lapping of the waves, the cries of gulls, and the shouts and other rumblings of crews preparing to sail—promise a day of great activity, while the warm sun and the cool breeze hint that it might be a more pleasant one than usual. One bit of activity reminds passersby that life is not always so pleasant, however: a ship's boat at one dock is being loaded with scurvy dogs who have been convicted of their crimes and are now being shipped off to the Hulks to do their time in those floating prisons. As you watch, an unusual thing occurs. All of a sudden the waves that had been lapping lazily at the shoreline begin to retreat, as if the tide were all of a sudden going out and going further than usual.

If the GM is running this adventure as part of an ongoing campaign, it might be that one or more of the criminals being readied for transport is an enemy that the party has already faced and defeated; including such a nemesis could definitely increase the personal drama of the situation for the PC's. Before the party has too much of a chance to take action, however, proceed with Event 1.

Event 1-Sudden Impact

Grant each of the PC's a DC 12 Perception check. Those who succeed notice that the water by the docks begins to recede. Many of the people around the docks, having never witnessed this phenomenon before, are quite curious about it; they approach to have a better look. Those more familiar with the lore of the sea, however (and who succeed at a DC 14 Profession: sailor, Survival or similar check), recognize it for what it is, the beginning of a tidal wave.

Call for initiative at this point; assume that the tidal wave has an initiative of 10 and arrives in the fourth combat round. Any PC who failed to recognize the signs of the tidal wave can make a DC 10 Perception check in the first round to notice other sailors hightailing it for shore; failing this, a DC 5 Perception check allows them to hear cries of warning from those who have fled.

When the wave does arrive, it has different effects on the different characters based upon where they are located:

• Those who are still out on the docks when it hits must succeed at a DC 22 Strength check to hold their position (assuming that they grab onto

something sturdy) or be driven ashore for 4d6 hp damage.

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- Those who make it ashore but are still exposed to the wave must make a DC 17 Strength save or be knocked down for 2d6 damage.
- Anyone who makes it into or behind one of the buildings on the waterfront manages to escape the effects of the waves.

Now, while the damage from the wave's impact isn't likely to cause serious harm to seasoned adventuring types, astute characters are likely to realize that it presents a much greater danger to any common folk in the area.

During the four rounds in which the PC's can act, those who succeed at a DC 12 Perception check (or a DC 7 check if they are actively looking for people in danger) notice a halfling merchant and his family carrying their baggage out to a waiting vessel. The merchant, Glinder Fontonry, fails his Spot and Listen checks; without help, he's in big trouble. It is up to the heroes to devise a means of moving him, his wife and two children to safety.

Event 2—The Aftermath

While the PC's may have escaped the brunt of the tidal wave's damage, many others were not so lucky. Numerous citizens of Freeport find themselves in danger in the aftermath of the wave, as detailed below.

 One vessel's lookout is being swept out to sea with the wave. The water carries him at a rate of sixty feet per round; moreover, he must make a DC 15 Swim check each round to keep his head above water or he begins to drown. Unless one or more of the PC's is an exceedingly fast swimmer, some kind of magically enhanced movement will likely be needed to catch up with him.

2. A young human lass whose rowboat was overturned by the wave was

knocked unconscious by the tumble. Currently she is unconscious in the water and hidden by the murk that was turned up by the wave, while her mother on shore is frantic. A DC 18 Perception check is needed to find the girl, along with a DC 15 Swim check to retrieve her from the water.

- 3. As one vessel at the docks was driven into them, an entire section of the pier has collapsed, leaving two battered and cut sailors (-5 hp) floating amidst the shattered planks. If they do not receive some healing within five rounds, they'll die.
- 4. As long as the PC's are searching for others who might be in trouble, those who succeed at a DC 15 check find the dead body of a member of the Sea Lord's guard floating next to an overturned boat; the curious thing about him is that there's



a dagger shoved up between his ribs. The prisoners whom he and his associates had been escorting have fled the scene, while the other guards have managed to swim to shore.

5. Ten rounds after the impact, a rather disgruntled shark is attracted to the scene by the blood in the water. If any PC's or other characters are still in the water by that time, it strikes.

Event 3—Sergeant Yarrick's Dilemma

As the PC's are examining the body of the dead guardsman, they are approached by four of the deceased's former comrades. The guards, having recognized that they're responsible for the escape of a handful of vicious criminals, are hoping that they can recruit a little help to solve the problem without having to report it to their superiors.



"I must say, that was a fine bit of heroin' that ye just done." The man who addresses you wears the uniform of the Watch, but he lacks the swagger that such individuals normally display. In fact, he seems downright sheepish. "The name's Yarrick—Sergeant Yarrick. Ya see, me and me men here are in a bit of a tight spot; we was movin' a group of criminals out to the Hulks when the wave hit. With everything that happened, it seems we lost our prisoners; I'm wonderin' if you'd be willing to help us find 'em."

Should the PC's be willing to help, Yarrick can provide more information about the matter. The prisoners are all convicted murders: Bertram (a half-orc), Abnir (a human) and Conrad (a half-elf). While the

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group claims to be an enlightened, quasi-religious brotherhood, they are in fact a bunch of mercenary thugs who do contract work for various local criminals. He can give a description of each, based upon the details provided in Appendix 1.

If asked, Yarrick also mentions that the convicts had no equipment, but rather were bound with wrist and ankle shackles. A quick search of the dead guard, however, reveals that his own shortsword, club and daggers, along with the keys to the aforementioned shackles, have all gone missing.

Naturally, many heroes are likely to wonder what they stand to gain from the deal. For those who are a little more altruistic than is normally the case in Freeport, Yarrick asserts that the escapees are a wicked bunch and that capturing them would be a great service to the citizenry. Persuading those who are more motivated by gold may prove difficult, however, since neither Yarrick nor his

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associates are very wealthy. They do offer to provide services in the future, however, something that might prove valuable if the PC's should ever find themselves on the wrong side of the law.

Note: If the PC's have already foiled a band of villains who are awaiting trial and/or imprisonment in Freeport, the GM could substitute those villains for the ones presented here to add some familiarity and increase the drama in this situation.

Event 4—On the Trail

The best strategy for the heroes is a quick but thorough search of the dockside area. Ask the players how they are going about the search; if they think to look underneath the boardwalk that runs along the shore, they might (DC 22 Perception check) find a pile of ankle and wrist shackles about four hundred feet to the southwest of where the convicts escaped. Alternately, a DC 19 Survival check can allow PC's with the Track feat to follow a faint line of footprints through the water beneath the boardwalk from the site of the escape to the discarded shackles. From there, the path continues to the end of the boardwalk at the edge of the Warehouse District where it borders on the Merchant District.

At this point the trail leaves the water, moving up onto dry ground and making its way along the border between the merchant and warehouse districts. Another Track check is necessary here, since the trail begins to cross other, more well-worn routes; the DC is 19 this time. Success here means that the PC's can follow the trail the rest of the way to the back door of the shop that is run by Robin the Seamstress. Refer to Appendix 2 for details regarding the tailor's shop. The trail arrives at the back door. A successful DC 15 Perception check allows the PC's to notice that the door has been forced open.



Event 5—The Garment Shop

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Robin the Seamstress is one of the more expensive tailors in Freeport. She deals mostly with the more affluent residents of the Merchant District. This is readily recognizable with a DC 10 Knowledge: local, Appraise or Profession: tailor check; her reputation is well established and the material in her shop is only the finest. Inside the shop everything seems quiet—perhaps a bit too quiet. Although the escapees snuck in the back door, subdued the tailor and departed with fresh sets of clothing, the PC's might gain some useful information if they rescue the tailor.

1. Work Room

Two long tables occupy this room; they are filled with swatches of cloth, spools of thread, boxes of buttons and other paraphernalia necessary for sewing clothing.

2. Tailor's Quarters

This room serves as the tailor's living quarters during those times when she finds it necessary to spend long hours at work; it features a bed, desk and wardrobe. The desk contains the tailor's ledger, while the wardrobe holds a few spare sets of clothing. Less ethical PC's might be interested in noting that inside one of a pair of boots there is a small sack containing 214 gp and 57 sp.

3. Storage Room

This area is dominated by sets of shelves that run up to the ceiling, all piled high with bolts of cloth and boxes of other supplies. Additionally, there is a large storage trunk beneath one of the shelves that holds an unconscious, bound and gagged tailor, compliments of the escaped convicts. Robin remains unconscious for ten minutes after the PC's arrive, at which point she begins to kick and struggle fiercely (DC 8 Perception check). Otherwise, a DC 13 check for a search of the room is enough to locate her.

4. Front Room

The front room is where most business is conducted; the counter here holds measuring tapes, quills, ink, paper, pins and other items needed for fitting and adjusting garments. There is also a small strongbox beneath the counter, but it is currently empty. A DC 15 Perception check confirms that its lock was picked open.

5. Dressing Rooms

Each of these areas boasts a sofa, a small table and a row of hooks for hanging clothing, along with a full-length mirror for admiring oneself.

If she is rescued, Robin is quite grateful to the PC's. As a sign of her gratitude, she personally tailors each character one set of clothing that is worthy of being worn to any high society function in town.

Event 6-Back on the Trail

The convicts' trail continues out the front door of the tailor's shop; a DC 12 check is enough to confirm that it runs out into the main road and then ends abruptly. Although the footprints disappear, a DC 17 check reveals that they end right where they intersect with a set of coach-wheel tracks. Hopefully the PC's can recognize that, after obtaining fresh sets of clothing and stealing some money, the convicts hailed a coach.

From here, following the trail of a single coach along well-traveled roads through the city is a very difficult proposition. The coach's route runs from the Merchant District, along the border between the Old City and the Docks, then between the Docks and the Eastern District, and into the heart of Scurvytown. Tracking it the entire way requires eight successful DC 22 Survival checks; failure means that the PC's lose the trail along the way. Now, while this may seem too daunting a task for the PC's, they do have other options.

For one, if they recognize that the escapees are now well dressed and traveling in a coach from the Merchant's District, they can ask around among nearby passersby to find out if anyone has seen such a group. After all, horse-drawn carriages are not that common in Freeport, and especially in the poorer neighborhoods of the city. Each successful Diplomacy check allows the PC's to find the trail again, allowing them to resume making Survival checks. Whether this interaction is roleplayed or handled via dice rolling depends on the preferences of the GM and players.

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Number of successful Survival checks	Where the trail ends	Diplomacy check DC to locate the convicts
0-1	In the Merchant District	20
2-4	In the Docks outside of the Old City	18
5-7	In the Docks outside the Eastern District	12
8	In Scurvytown	6

Anyone who can succeed at a single DC 30 Diplomacy check actually finds the coach that carried the convicts; the driver, once informed of the situation, directs the party to the pier in Scurvytown to which he delivered his passengers. Otherwise, as long as the PC's succeed at the necessary number of Track and/or Gather Information checks, they arrive at a pier in Scurvytown where a ship is just preparing to depart.

Event 7—Stop that Ship!

At the pier the PC's witness the following scene.

It looks like this vessel weathered the wave's impact better than many of those around it. In fact, its crew seems to just be finishing stowing cargo and making the rest of the preparations necessary to set sail.

A quick search (DC 13 Perception check) is plenty enough to locate the three convicts, who are making their way to the cabin that they have just booked. The vessel is clearly labeled as the *Stalwart*, and Jedekiah Snoaj is its captain. If the PC's call out to the ship's captain, he calls for his crew to halt; the escapees, realizing that their plan has been foiled, attack the party. This could be a good opportunity to introduce some NPC the party has already met, or one that could draw them into a future adventure. If neither of these options is needed, feel free to use the map of the *Tradewinds* from Appendix 4.

Tactics

When the fight starts, the convicts have a number of tricks that they can use to enhance their combat edge.

Conclusion

If they can defeat the convicts, the PC's earn the abiding gratitude of Sergeant Yarrick and his cohorts. They also gain the aforementioned reward from Robin the Tailor.

Continuing the Adventure

Success in this adventure might bring other opportunities for adventure for the party. Some possibilities include:

Recognizing a capable band of adventurers when he sees one, the captain of the ship might have other business for the PC's. He could be hired by a third party to sail for a distant and dangerous island, or might need to sail a route that has recently been plagued by pirates; capable adventurers could prove useful for these or many other possible voyages.

Knowing that the PC's are trustworthy and discreet in their service, Sergeant Yarrick or his superiors could easily find other business for the PC's. This could even draw them into

one of the myriad power struggles taking place throughout the city.

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The rapier that Conrad carries is one he stole from an unfortunate young nobleman in the Merchant's District; it bears distinctive engravings by which it can be recognized as such. Should a PC be seen carrying it by that angry young fellow, a confrontation would ensue.

Of course, there's also the matter of what caused the tidal wave, along with ships that were at sea as it passed; those matters are explored in the following chapters.

CHAPTER 2: JETSAM AND FLOTSAM

With this adventure the PC's receive their first clues as to the nature of the hag covey's plot.

BACKGROUND

As mentioned previously, the hags have formed their fivefold pact with a number of the seedier elements from in and around Freeport: two of these include a band of merrow that have taken up residence near the city and a group of humans who run a smuggling ring in town. Using a business called the Safe Passage for cover, the humans now sell their services as navigators throughout the Serpent's Teeth. They then provide the merrow with information regarding ships' routes so that the aquatic ogres can ambush vessels, steal their cargoes and enslave their crews. This business has proven to be hugely profitable for them, and has provided a good source of labor for their allies' excavation of a nearby island, but they have not been able to keep it completely secret. Recently one of the passengers aboard a vessel that they sank managed to escape, and has made his way back to Freeport.

INTRODUCTION

This adventure can begin at any time while the PC's are arriving at, resting in or departing from Freeport. Grant each of the characters a DC 15 Perception check; those who succeed notice a small barrel floating in the water, with a pair of legs sticking out of it.

Event 1—Signs of Trouble

Anyone who wants to swim out to the barrel can do so with a DC 10 check; alternately characters could row out to it in a boat or even snag it with a grappling hook or similar device. The barrel has AC 20 due to its slippery, rounded sides, and requires one DC 8 Strength check to pull it to the ship or pier. Inside it is a cold, wet, hungry, thirsty, but much relieved halfling merchant. Of course, no rescue is ever as easy as it first seems. In this case, a giant moray eel appears, having decided that the halfling will be its next meal.

GIANT MORAY EEL: hp 52.

The Halfling's Tale

After he has had a few moments to recover, the grateful halfling, a merchant by the name of Glinder Fontonry, can provide the following information:

- He and his family, along with a few other passengers and the vessel's crew, were traveling aboard the ship *Tradewinds*, bound for the mainland, when it was attacked by "ugly, ogrish brutes who came up out of the water and just started smashing everything."
- During the ensuing battle Glinder was thrown overboard; he was knocked unconscious by the tumble that he took.
- By the time he recovered, the vessel had been sunk and the ogres, crew and passengers were gone.
- Having a pretty good head for maps, he managed to snag a barrel to use as a float and make his way back to Freeport.
- He is very cold, hungry and thirsty, and would appreciate a change of clothes, a warm cup of tea and something good to eat.

Glinder, if shown a map of the Serpent's Teeth and surrounding area, can indicate the location where he believes the attack occurred; the GM should tailor this to fit into the appropriate campaign setting. He offers the party a reward of 2000 gp if they are able to help him rescue his family; should the PC's be so mercenary as to ask for more, he

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also mentions that any goods required from the wreck would be deemed fair salvage.

Of course, if they are to go in search of the missing ship, the PC's need a vessel in which to sail. Unless they have their own vessel, they can easily hire one down at the docks. The lucky candidate is one Captain Jedekiah Snoaj, the crusty old salt from "Onslaught" who'll hire out his vessel, the Stalwart, for 100 gp a day. (This can be bargained down to 75 gp if the PC's are willing to do the crewing, although Snoaj is a bit of a taskmaster and harangues crew members who show that they are landlubbers.) Use the map of the Tradewinds to represent the Stalwart; the two vessels happen to have been built from the same plan at the Freland shipyards.

Event 2-Sailing the Seas

The journey to the last resting place of the *Tradewinds* can be as simple or as difficult as the DM desires; if the party is one that enjoys combat, feel free to throw in an encounter or two from Appendix 3.

Midway through the voyage there is one other encounter that occurs. At some point while one or more of the characters is on deck during the day, describe the following:

Off to the starboard, perhaps twenty yards from your vessel, a pair of fins breaks the surface of the water. Your first instinct is the instinctive fear that a mariner feels at such a sight, but soon you realize that your concern is unfounded. The fins disappear for a moment, but then the shimmering surface erupts as a pair of porpoises leap out of the water, floating gracefully through the air before splashing back down into the sea. As you watch, the porpoises continue their display, water glittering about them as they twist in spirals and leaps.

After a few minutes of this grant each character present a DC 18 Perception check. Those who succeed notice a third, larger fin break the surface behind the porpoises. A DC 10 Knowledge (nature) check can confirm that this is a shark's fin, not a porpoise's. The shark has found what it considers to be easy prey, and will make a meal of the porpoises unless the PC's interfere.

PORPOISES: hp 12, 10. *HUGE SHARK:* hp 66.

Keep in mind here that the PC's are most likely attacking from aboard their vessel, while the shark is in the water; for this reason it gains the benefit of 50% cover (+4 to AC and +2 to saves). Fire- and acid-based attacks against it are disrupted by the water, but other attacks and spells work normally. The shark flees if it suffers more than 75% of its hit points in damage.

If the PC's successfully fend off the predator, the porpoises approach the ship, leaping and chittering happily before departing. Unbeknownst to the party, they'll return later.

Event 3—The Wreck of the Tradewinds

Even with Glinder's information regarding the location of the attack, finding the wreck of the *Tradewinds* is no simple task. It takes a Perception check at a DC of 22 to locate the vessel.

There, in the waters beneath your ship, lie the remains of the Tradewinds. Despite the light of day, the sunken vessel is little more than a shadow. What remain of its sails now flap slowly with the motion of the sea current, looking almost ghostly in the murky depths; already the plants and animals of the sea have begun to reclaim the vessel.

After spotting the vessel, the PC's must find a way to explore it. Seeing as it is currently lying in forty feet of water, this could prove quite difficult, unless the PC's possess some kind of magic that allows them to breathe underwater. Once the problem of breathing has been solved, the PC's are free to explore; refer to the map of the *Tradewinds* in Appendix 4 for the following descriptions. The problem now is that the wreck has a new inhabitant, in the form of a sharkeating crab. It doesn't take kindly to outsiders invading its home and attacks as soon as the PC's arrive.

SHARK-EATING CRAB: hp 76.

If the PC's rescued the porpoises earlier, they arrive in the midst of the crab attack to provide assistance. Moreover, their mistress, a lovely nixie maiden named Alana, arrives with them, although she hangs back from the battle unless the PC's are in desperate need of assistance. Approximately fifteen minutes later, a merrow warband arrives on the scene, looking to salvage any valuables remaining aboard the wreck. (Refer to the Warband Attack encounter, below.)

1. Sterncastle

The fish-chewed remains of the ship's pilot stand on the sterncastle, with his hands tied to the wheel. Bits of his pale flesh drift about, and his jaw hangs open as if in an unending scream. The pilot seems to stair ahead blankly out of now eyeless sockets.

If any of the PC's thought to ask for a description of the fellow back in town, the body can still be identified as that of the captain. The captain's cause of death can be found (DC 15 Perception check) in the form of a handful of crossbow bolts; the fletchings of these match the ones used in the crossbow trap on the main deck. Although the captain did not actually perish at the helm of his vessel, the merrow lashed his body here.

2. Main Deck

Here and there crates drift slowly in the water, fastened to the deck with cargo netting, and the crates, along with the rippling light that filters through the waves above, leaves shadows dancing across the deck. Two masts rise to within twenty feet of the surface, and a tightly sealed hatch leads to the deck below. Two sets of stairs lead from the deck, one to the sterncastle and one to below decks; a door leads to cabins beneath the sterncastle.

On a DC 15 Perception check characters can find signs of the combat that took place, in the form of sword cuts, spear gouges and the ends of crossbow bolts. The netting that holds the crates is trapped (DC 18 Perception check to find); a pair of crossbows, concealed in the sea plants that surround the vessel, are attached to the netting via ropes. If the crossbows are not disabled (DC 15 check), they fire (+5 ranged, damage 1d6x2) when the netting is disturbed. The crates contain four bolts of silk that could sell for 75 gp each if properly dried.

3. Mate's Cabin

This cabin contains little more than a bunk and a pair of sea chests. The locks on the chests are clearly broken, and there contents have been strewn about; now there is little more than extra clothing and a few personal items remaining of the mate's possessions. A DC 18 Perception check reveals a loose board in the wall beneath the bunk; hidden behind it is a pouch containing 15 gp, 89 sp and a 100-gp pearl wrapped in a scrap of cloth. Characters who search under the bunk automatically find the hidden stash.

4. Cabin of the Ship's Cleric

In addition to a bunk and a sea chest (broken into and rifled just as the ones in the mate's cabin), this room contains a small table with a shrine to the Goddess of the Sea. This has been defaced; the face of the goddess' statue has been marred with some sort of weapon.

5. Captain's Cabin

This cabin was notably better furnished than the others before it was flooded with seawater. The bed was comfortably made, and the wooden furniture is of higher quality than anything else aboard the ship. A tall wardrobe stands against one wall, and a broad trunk sits against another. A table and four chairs fill one half of the cabin.

The wardrobe contains spare clothing; a hidden drawer (DC 20 check to find) in the bottom also holds 72 gp, 32 sp and a 200-gp aquamarine in a stout lockbox (DC 20 to open). The sea chest contains various personal items (candles, pen and ink, sealing wax, etc.), among which can be found a watertight scrollcase containing a map of the surrounding seas.

6. Crew Quarters

Flope Sanderlon

Five hammocks have been strung up in this area; below each of these rests a small sea chest, although their locks have been pried open and clothing is strewn about the floor.

One of the chests does contain a surprise for the PC's, in the form of an electric eel. It is spooked if its new home is disturbed, and attacks unless it can be calmed (DC 15 Handle Animal check).

ELECTRIC EEL: hp 17.

7. Cargo Hold

The ship's cavernous hold is dark and silent. A couple of crates lie about, but their lids have been pried and their contents removed. Although the party doesn't know it, the remainder of the cargo has been removed to the merrow lair and then brought to Vandemere so that he can fence it.

Warband Attack

The merrow warband consists of four warriors. When they arrive, allow them Perception checks to notice the PC's, and vice versa; unless either group is trying to be stealthy, the DC for each check is 10. If they do notice the party's arrival, the merrow attempt to sneak up on them so as to gain the advantage of surprise, and also try to pin the characters into one of the rooms aboard the wreck and keep them in close combat.

MERROW WARBAND: hp 34, 33, 27 and 25.

If the battle turns against the merrow (when two of the number have been defeated), the remaining member of the patrol attempts to retreat, making a run for the lair so as to summon reinforcements. Remember that, unless any of the PC's happen to be of an aquatic race, they'll probably need magic to catch up to the warrior.

In the aftermath of the attack, the PC's have a number of clues that should cause them to search out a lair, including the facts that the ship's cargo has been removed, and that no crewmembers other than the captain can be found. They could also use magic similar to a *speak with animals* to discover its location; many of the local fish have been disturbed by the merrow's hunting practices. Alana, when she makes her appearance, can also prove useful in this endeavor.

Event 4—The Merrow Lair

However they manage to do it, the characters' search leads them to the north side of a nearby island. Once they have made it this far, they should be able to find the entrance to the lair with relative ease (DC 15 if the characters are in the water; DC 25 if they are searching by ship). If for some reason the PC's should search the mainland of the island, they might (DC 25 check) locate the small ventilation hole that keeps the slaves in Area 6 alive. Should they do so, they can speak with the individuals trapped there, and can thus gain an appraisal of the opposition that awaits them. Inventive characters might even be able to gain entrance to the lair through the six-inch-wide hole.

1. Concealed Entrance

As mentioned above, the entrance to the merrow lair could prove difficult to locate. A heavy stone door (Hardness 8, hit points 60, force DC 28) bars entry; merrow returning from patrol must declare themselves to the guard stationed just inside (Area 2) in order to gain admittance. Outside of using force, the PC's must devise a means of bypassing it. If alerted to intruders, the guard is not so foolish as to stand and fight, but instead flees to alert the rest of his fellows.

2. Entry Tunnel

This is for the most part a naturally occurring sea cave, although it does show some minor signs of work. The guard on duty generally waits here.

MERROW GUARD: hp 28.

3. Central Chamber

This area is dominated by a broadly cut stone table surrounded by fourteen stools. A long shelf has been cut from the east wall of the chamber; this is filled with baskets containing a variety of supplies and other goods: harvested kelp, eel and dolphin meat, merrow battle harnesses, rope, nets and the like. There are also seven jars of a translucent, viscous substance; a DC 30 Profession: sailor check allows characters to recognize it as aboleth slime. The merrow use this stuff for moving prisoners, as it allows characters to breathe water, but that is for the PC's to deduce.

Ordinarily four merrow (two males and two females) can be found here, mending goods, preparing meals and the like.

MERROW: hp 35, 32, 24.

4. Females' Sleeping Quarters

Five seaweed beds occupy this chamber. They resemble stone sarcophagi without lids, except that each has been filled with mud and lushly grown seaweed. The beds also double as storage trunks, and a variety of miscellaneous personal items can be found in amongst the seaweed: a small mirror, various pieces of jewelry made from shells and other materials (no cash value) and coral or bone knives. One bed (choose randomly) conceals a set of four gold bracelets worth a total of 200 gp. At any given time three females can be found here.

MERROW: hp 31, 30, 27.

5. Males' Sleeping Quarters

For the most part this area resembles Area 4, above, except that there are six beds and their contents usually include steel hand axes and bits of clothing (belts, sashes, gloves and the like) taken as trophies from captured prisoners and slain enemies. One bed also holds a thunderstone.

Three males can usually be found here.

MERROW: hp 32, 28, 25.

6. The Slave Pen

Two broad stone doors block access to this area; they are locked on the outside with an elaborate metal crank. Because of the fact that it has rusted, a DC 18 Strength check is needed to operate it. Unless some (most likely magical) precaution is taken, the sound of this being turned can alert any merrow in Area 7.

Inside is a tall natural sea cave, one high enough that its northern end is elevated out of the water. Because of this the merrow use it for holding the prisoners who have not yet been brought to Freeport to be sold as slaves. The prisoners include:

Mira Galwyn, *a human paladin*; Cornelius Ironmonger, *a dwarven weaponsmith*; Three halflings, Sina, Tolo and Reyan, *the remaining members of Glinder's family*.

As noted above, a six-inch-wide hole leads to the surface of the island, providing prisoners with fresh air. Only a tiny or smaller character can fit through this opening without some sort of magical aid.

7. Shrine to the Wicked God of the Sea

The most striking feature of this area is a stone statue depicting a huge, demonic shark. This is the Wicked God of the Sea, the patron deity of the Merrow. (The GM should feel free to tailor this area to match the deities of a specific campaign setting.) On the altar beneath lies the butchered carcass of a porpoise; a faint mist of blooding leaks into the water from it.

The statue doubles as the latch mechanism for the secret treasure chamber hidden in the wall behind the altar. The shark's mouth and gullet have been hollowed out, and a handle has been installed. Turning the handle to the left releases the catch on the secret door, while turning it to the right causes the realistically sharp teeth of the statue to clamp down on the operator's arm for 2d8 damage. Finding the latch mechanism requires a DC 18 Perception check; realizing that it is trapped requires a DC 24 check.

The merrow cleric spends most of his time here, honoring her wicked patron and plotting her schemes.

0TSOKH: hp 64.

8. Treasury

Although this area is little more than a large alcove, its contents should be of particular interest to the PC's. These include 6716 cp, 1871 sp, 613 gp (all the coin is stored in three large chests), a set of *lesser bracers of archery* and a pair of *boots of elvenkind*.

9. Chieftain's Chamber

This chamber boasts a large seaweed bed against its east wall; opposite this stands a broad table covered in chunks of coral and gold coins. Two sea chests rest against the north wall.

Characters who search the bed find nothing of interest. The chests are locked (DC 21 to open); these contain the chieftain's personal items, including an elaborate coral bowl (25 gp) and a necklace of shark's teeth and silver (50 gp).

Those who examine the items on the table can (DC 15 Intelligence, Knowledge: geography or Profession: sailor checks) recognize that they form a rather accurate map of the Serpent's Teeth islands and

surrounding waters. The coral chunks form the islands of the chain, while the gold coins (six in all) denote ships that the merrow have wrecked. (It is up to the PC's to denote that latter bit of information, but those who think to ask can determine that one is positioned exactly where the *Tradewinds* now lies in forty feet of water.)

BOTEGG: hp 64.

Aftermath

Once the merrow have been defeated, it remains for the PC's to remove the trapped prisoners from the lair. Each character doing so must cover a distance of about two hundred feet. This means it takes a character with a speed of 30 feet fourteen rounds to swim from the slave pen to the surface outside of the lair. Moreover, that character must succeed at fourteen DC 10 Swim checks, failing to make any progress if a check is failed.

There are alternatives to simply making a run for it, of course. Characters under the effect of *water breathing* or similar enchantment—including the aboleth slime for Area 2—can simply walk out. There is the ventilation shaft as well, if the PC's can devise a means by which to move through it.

One problem remains, however: while the party has rescued six slaves, the grateful former prisoners can tell that more than a dozen were captured. They can attest that some of their number had been removed from the lair, although they do no know to where the other prisoners might have been taken. If asked, one of the prisoners remembers having heard the name Vandemere mentioned by the chieftain.

Event 5-Vandemere's Operation

Characters who succeed at a DC 15 Knowledge (local) check recognize the name Albrecht Vandemere as a prominent human navigator and merchant in Freeport. Failing this, those who do some investigation can (on a DC 15 Diplomacy check) determine the above information along with the location of his headquarters, an outfit called The Safe Passage located in a warehouse along the shore in the Warehouse District.

The Safe Passage

Refer to the map in 6 for details of this area. Note that Vandemere is a careful individual, and keeps numerous guards posted around his building. It is a two-story stone structure, solidly built; a sign on the front identifies it as "Safe Passage Shipping and Salvage." It faces directly on the pier that runs the length of the shore, and a pair of broad double doors (break DC 25, lock DC 25, Hardness 10, hp 30) provides entrance.

For those who spend time looking, a hidden underwater tunnel runs beneath the pier and under the building, opening into a hole in the middle of the floor of the back room (Area 2). This is the tunnel that Vandemere uses when the merrow bring him prisoners or spoils from the attacked ships. The PC's have a variety of options for handling the rogue. One, of course, is to kick in the door and come in with steel flashing. This could work, although it should make for a tough fight. Another option is to sneak in, perhaps using the underwater tunnel, so as to catch Vandemere and his guards by characters into the front room (on a successful Bluff check opposed to his Sense Motive check), he doesn't let anyone other than his guards and the merrow into the back room. Keep in mind also that he does not sell slaves in town, and has sworn his guards to secrecy; any characters who inquire as to the possibility of buying slaves or stolen goods automatically draw his suspicion.

1. Front Room

This area is a broad two-storied room, 100 feet by 120. A five-foot-wide balcony runs its perimeter, with a set of stairs in the northeast corner providing access to the walkway. A door in the north wall grants admittance to the back room (Area 2). A variety of crates and other storage containers are scattered about the floor, one of which is being used as a table by the four guards who are stationed here at all times.

THIEVES (4): hp 10.

surprise. In this case keep in mind that the building is generally well lit; while a character could swim up to the lip of the access hatch so as to take a look, she wouldn't be able to emerge from the water without attracting attention unless some sort of extraordinary or magical means were used. Finally, they might attempt to bluff their way into the building, posing as potential customers. While Vandemere might allow

2. Back Room

This is where Vandemere's real dealing takes place. Structurally it is nearly identical to the front room, but for two exceptions. For one, the staircase in this room is located in the southeast corner. Secondly, a ten-footwide opening in the floor grants access to the underwater tunnel from beneath the peer.

This area also contains a number of crates and other items scattered about, but its most striking feature is a large cage in which a dozen prisoners are being held. This is made of strong steel bars and is sealed with a heavy iron padlock; treat it as having Hardness 15 and 20 hp per bar, with DC 25 to open the lock and DC 30 to bend the bars. Vandemere also has a desk set up near the middle of the west wall where he keeps his books. These detail prisoners taken and sold and salvaged plunder that has been fenced through the Safe Passage, easily enough to have him sent to languish in the Hulks for the rest of his natural life. Of course, if the PC's wish to obtain this evidence and release the prisoners, they'll need to defeat Vandemere and his guards first.

VANDEMERE: hp 36. THIEVES (4): hp 10. SOLA: hp 49.

If a fight does erupt, the thieves attempt to snipe at intruders from cover, moving up onto the balcony so as to avoid melee. Sola and Vandemere, on the other hand, close to engage in hand-to-hand. She uses her whip in attempts to trip and/or disarm victims, while he uses his rapier (after firing off his two pistols, of course).

Prisoners

The slaves locked up here include:

Kiirnodel, *an elven wizard Five human religious pilgrims*—Antony, Fausto, Alessandro, Carlo and Giuseppi Teneniel, *a half-elven bard*

Conclusion

Once the merrow slavery operation has been eliminated, the PC's are hailed as heroes. To begin with, the rescued slaves owe their saviors a tremendous debt of gratitude; this could be a good opportunity for the DM to introduce useful NPC contacts for the future. (If any of the players is looking for a romantic interest, this would also be an excellent opportunity.) Glinder happily pays up the 2000 gp that he promised.

Continuing the Adventure

Although Vandemere and his allies won't be causing any more problems in the area, many other opportunities for adventure can arise. Some suggestions are:

One of the prisoners freed by the PC's was engaged in an important quest before being captured; now that she has been delayed, she asks the PC's for help in completing her task.

Vandemere and his warband were part of a much larger force of merrow; when word reaches the prince that members of the tribe have been slain, he decides to avenge his lost kin.

Many other dangers might threaten those who live in the surrounding seas; Alana, knowing that the PC's are heroic souls, might come to them for assistance in combating some new threat.



CHAPTER 3: THE SCOURGE

This adventure can begin at any time following the events of "Jetsam and Flotsam," although it is most likely to occur relatively soon thereafter. It begins while the powers that be in Freeport are still dealing with the fallout from the Safe Passage being shut down by the PC's. It turns out that many have unknowingly purchased cargo which was stolen from ambushed vessels; Glinder Fontonry has been put in charge of determining the providence of all the goods involved and seeing that they are returned to their rightful owners. In the process, he discovers a clue as to where the other missing passengers have been taken and asks the PC's to meet him at the Safe Passage immediately.

Event 1—The Discovery

As soon as the PC's arrive, Glinder addresses them excitedly.

"Good--I'm so glad you could all come." The halfling seems almost frantic as he greets you. "You see, I've been going over the Safe Passage's records, trying to find the rightful owners of the cargoes that the merrow stole so they can be returned. It's been a frightful task, I must say, what with them selling items to local merchants who've passed them on to other buyers and so forth. And none of them are too excited to undo the deals that they've been making, as they've no doubt profited handsomely from them. Anyway," he seems to remember his purpose, "there're a couple of little details that seems out of place."

With that he hands the PC's the ledger page from Appendix 7. Give the players a little time to examine it; those who are familiar with the Freeport setting should no doubt recognize some of the names on it. A DC 15 Knowledge: local check can confirm that all of them are people who live and work in Freeport, with one exception—Captain Scranton. They might also notice that this individual always purchased "miscellaneous items," and that he made his purchase every ten days. If the PC's don't guess it outright, Glinder suggests that the missing passengers might have been sold to the Captain, and that he should be due for a visit on that very day.

Give the PC's a little bit of time to consider this before they hear a knock at the trap door in the back room of the Safe Passage. The new arrival is Cyril, first mate of Captain Scranton, coming to see if there is another shipment of "miscellaneous items" to be moved out to their waiting vessel. Hopefully the PC's can think on their feet and respond quickly to the development; a couple of strategies that they might employ include:

- They might attempt to bluff the newcomer by pretending to be Vandemere; in this case, grant Cyril a Sense Motive check opposed to each PC's Bluff attempt.
- Quick-thinking characters might also slip out the front door and into the water to cut off Cyril's escape route.
- As they often do, the PC's might devise some other plot; as long as it is reasonable and (more importantly) makes for an exciting event, they should be able to succeed.

If Cyril recognizes a deception, he and his cohorts attempt to flee. Should they be attacked, and particularly if they are cut off from escaping, they fight without mercy. Note that Cyril has specific instructions not to reveal the location of the waiting ship, so he will not return there if he has any reason to suspect that he might be followed.

CYRIL: hp 64. SAILORS: hp 12.

Questions and Answers

Hopefully the PC's will realize that they need at least one of the newcomers alive so as to be able to question him. (Of course, casting *speak with dead* after the battle is always a good backup plan.) While these villains are loyal to their employers, with the exception of Cyril they are not so faithful that they would sacrifice themselves to protect the group. With a little intimidation or the creative application of a charm spell or two, the PC's should be able to coerce one of their prisoners into talking.

Event 2-The Delivery

If the PC's can somehow glean the name of location of Captain Scranton's ship, they can attempt to catch the slave trader. As it is, he's lying at anchor just to the west of town; Cyril came underwater thanks to the vial of aboleth slime that he carries. Refer to the map in Appendix 8 for details of the ship, the *Storm.*

Here again the PC's have a few different options for approaching the situation. Some of these include:

If the heroes board a vessel of their own and approach, then attempt to parley, the crew of the *Storm* shouts a greeting. After all, since they haven't yet loaded any slaves, they have nothing to hide. They are not so friendly as to let anyone aboard, however; if pressed on the matter, they claim to have an illness aboard and that they are waiting for a crewmember to return with the appropriate medicines.

Stealth is another viable option, particularly if the party employs some of Cyril's aboleth slime or a similar magic. Note also that, since the guards who are posted on deck are mostly watching in the direction of the city, and Stealth checks to sneak aboard from the other side gain a +2 circumstance modifier. A third option, of course, is for the party simply to come in shooting and board the vessel. While not so refined as other possible strategies, it can certainly be a means of accomplishing their objective.

At the time of the party's arrival there are five sailors posted on guard duty; another five are taking a meal with Captain Scranton in the galley, while the remaining five are sleeping. Should an out-and-out battle begin, the sailors in the galley take to rounds to gather their weapons before rushing into the fight. The sleeping sailors need a full five rounds before they respond.

1. Forecastle

This area is usually occupied by a couple of sailors on lookout duty.

2. Sterncastle

Another pair of sailors is generally posted here when the ship is not underway.

3. Main Deck

This area is usually kept unoccupied until all hands are called to the deck.

4. Companionway

This short hallway connects the cabins of the ship's mate and navigator to the main deck. There is also a window in the back wall, something that might be of interest to any roguish types who would like to sneak aboard the ship.

5. Mate's Quarters

In addition to a bunk and a sea chest, this area also contains a small writing desk. Unless he is sleeping, the mate is not usually to be found here; instead, during times when he is not needed he passes the time in the cargo hold, playing at dice or cards with the crew.

6. Navigator's Quarters

A large map of the seas surrounding Freeport dominates the wall of this cabin.

Hope Sanderlon .

There are also a sea chest and a bunk; the navigator is usually here unless needed elsewhere.

7. Captain's Quarters

Although the bunk and sea chest in this area are no different from the other quarters aboard the ship, the full-size table and chairs reveal that this is the place where the ranking members of the crew gather to make important decisions.

8. Main Hold

This area is half-filled with sacks, crates and barrels of various sizes. These have been arranged in such a way that a few of them can be used as makeshift tables, providing a place for the crew members to eat or gamble when time permits.

9. Crew Quarters

Seven hammocks are strung about this area; beneath each of these rests a sea chest. A complete search of the chests provide little of interest, since the crew members are not particularly trusting souls and carry their valuables on their persons.

10. Slave Pen

Fully a dozen sets of wrist and ankle irons line the walls of this area. They are spaced about so that slaves being transported are held in place against the walls, allowing crew members to move through the area without being bothered. Both of the doors to this area—from the main deck and the main hold —are reinforced with iron bands and lock from the outside (hardness 5, hit points 15, Break DC 20).

Now, it is entirely possible that the PC's might be repelled in their attempt to subdue the vessel's crew. Should this be the case, all is not lost; quick-thinking parties might still devise a means of tracking the slave ship to its destination. Magical scrying is one option, and having an animal companion or familiar follow it is another. It could also happen, of course, that the PC's are defeated and taken

prisoner. In such a case the slavers, never ones to pass up a chance to make a profit and to take revenge on an enemy, take the PC's prisoner and deliver them to the island. While this would require a good deal of troubleshooting on the part of the GM, it could work help create a dramatic moment if the PC's should have a chance to lead a slave revolt once they are on the island.

Event 3—The Island

If the PC's are to continue their pursuit of the previously kidnapped travelers, they are likely to need some transportation. A successful raid of the slave ship might have taken care of a boat, but there is still the matter of a crew for it. Recruiting enough hearty souls to crew such a vessel costs some 150 gp for such a voyage; it may cost more if the PC's mention the possible dangers that the crew might face.

The journey to the slavers' island can be eventful as the GM desires. If the battle with the ship's crew was particularly taxing for the PC's, they might need a little bit of time to rest and recover. On the other hand, if they had a relatively easy time of it, they might benefit from a run-in with some of the ocean's more dangerous denizens. Refer to the random encounter chart in Appendix 3 for some suggestions regarding possible encounters.

Arrival

Once they reach the island, the PC's can approach the situation in a number of different ways. What they don't know is that the ogres don't generally keep anyone watching for approaching vessels; rather, they rely on the island's isolation to keep their activities secret. Still, the different types of terrain have their own dangers.

Note also that any PC's who scans the island from the sea might (DC 20 Perception check) notice a column of smoke rising into the sky from the location of the camp.

Island Topography

Depending upon where they make landfall, the PC's might encounter different types of terrain. The western and central portions of the island are covered in rolling hills and grassland, while the southeaster corner is covered in swampland. Five patches of jungle lie on the lower portions of land, and three rivers wind their way from the highlands to the sea. Refer to the appropriate details of the PRD for details about the effects of these kinds of wilderness terrain.

1. Swampland

The ogres have avoided this part of the island, and with good reason. It is a muddy, insect-infested place that also boasts hungry reptiles of all sorts. For every hour that the PC's spend slogging through the swamp, there is a 50 % chance that they have an unpleasant encounter.

2. Grassland/Hills

Although travel in this part of the island is perhaps easier than anywhere else, it still presents one major hazard: lack of cover.

3. Jungle

Travel in this area is particularly slow, as the vegetation forms a wall through which travelers must cut a path.

Event 4-Ogre Patrols

Knowing that one of the slaves has escaped (see below), three teams of ogres have been dispatched to search the island. Needless to say, they will not take too kindly to anyone else who happens to be interloping in their territory.

> OGRES (2): hp 31, 29. HELL HOUNDS: hp 32, 28.

Event 5-The Forest

Upon approaching this area, the PC's easily hear the sounds of axes striking wood, saws being used and the occasional crack of a whip. Here a party of ogres guards a number of slaves who toil at chopping down trees, cutting them into sections and then squaring them. The ogres form a loose ring around their chattel, making sure that none attempt to flee or rest.

> OGRES: hp 34, 26. HELL HOUNDS: hp 32, 28.

Tactics

The first obstacle that the PC's are likely to face is the two hellhounds that the ogres keep on a short leash. They release these at the start of any combat. After that they close into melee, especially when they can enter hand-to-hand combat with any spellcasters.

Aftermath

If the PC's can defeat these ogres and rescue the prisoners, they can learn a think or two about their remaining enemies on the island. The slaves know the following details: There are a total of twelve ogres on the island, along with sixteen slaves.

Some of the ogres remain in the camp, guarding the prisoners, while the others are out on patrol.

They are led by an ogre mage, a wicked and cunning brute.

Hopefully, with this information the PC's are a little better prepared to face the enemies in the ogre camp.

Event 6—The Camp

Refer to Appendix 11 for a map of the camp. The activities of its inhabitants depend largely upon how well the PC's have concealed their arrival and any action taken on the island. The camp consists of a ring of fairly crude mud-and-grass huts, all arranged around the chieftain's hut and a central meeting area. Individual descriptions are provided below.

1. Ogre Mage's Hut

This hut stands out from the rest as being notably larger than the others. If the heroes have a chance to search it thoroughly, they

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might find the chieftain's stash of personal loot in a sack partially buried against one wall (DC 24 Perception check); it contains 762 gp, 1139 sp and a large fire opal worth 2000 gp. There is also a small bone scrollcase that holds a parchment letter refer to Appendix 12 for a copy of this.

2. Slave Pit

This part of the camp can be easy to miss; in fact, the only visible part of it is a cage door lashed from logs and set flush with the ground.

3. Meeting Hall

The ogres' meeting hall is built from sixteen rough-hewn log columns, arranged in a circle and topped with a thatched roof.

4. Warriors' Huts

Each of these huts is home to two warriors. At any given time two of these are likely to be occupied; the ogres who live in the other eight are either out hunting for the escaped slave or overseeing work at the mine.

5. Storage Huts

Although these huts look no different from the warriors' huts, their contents are likely to be of much greater interest to the PC's.

OGRE MAGE: hp 92. OGRES: hp 31, 28, 27.

The ogres fight to the death once they spot intruders.

Conclusion

Needless to say, the former slaves are extremely grateful to have been rescued. What sort of reward they might provide is up to the GM. Once again this is a good opportunity to introduce NPC's who can provide for future plot hooks, characters who have unfinished business of their own and who might call on their rescuers for future assistance. Some suggestions include the following:

A half-elf captain, Cecil, and his crew of eleven surviving sailors

Zobeida, an oracle from a distant port

Two gnome alchemists, Franek and Elassar.

As always, the GM should feel free to supplement this list as desired.

Interlude

By this point the PC's should have earned enough experience points to advance to seventh level. This also provides a nice interlude, with the characters having a chance to rest and recover back in port or wherever they should choose. Players might want to advance their characters, while the characters themselves could spend some of their hard-won loot and make any other preparations they wish before the action resumes in the next chapter.

CHAPTER 4: BLOOD IN THE WATER

The Great Hunt is nothing new to the residents of Freeport. It has been held every three years since its inception by the Captain's Council long ago, with hunters flocking to A'Val to claim the bounty for dangerous beasts and perhaps even win the coveted Hunter's Cup. This year, however, things are being done a little differently.

Over the past few months the waters around the Serpent's Teeth have grown steadily more dangerous. Despite the exposure and elimination by a group of local adventures of a plot to ambush vessels and steal their passengers for slaves, more and more ships have reported attacks by dangerous beasts; a few have even been lost. To combat this growing threat, the Captain's Council has declared that this year's hunt should occur on the high seas. Moreover, they have offered a reward of 5000 gp for the crew that can bring back proof of having slain the monster.

INTRODUCTION

This adventure can begin at any time the PC's are in Freeport. If they happen to be passing by the Docks, they hear an excited buzz of conversation from the gathered crowd and see that many individuals have gathered around one of the piers. Should they be staying in another part of the city, they happen to catch the news being shouted by one of the youngsters who is selling copies of the *Shipping News*.

Event 1—The Call to Arms

Whether the PC's just stumble upon it or are directed to it, they find that quite an audience has gathered to hear news of the hunt. Natives to Freeport can easily recognize the speaker as Tench Prescott. People of Freeport!" The speaker is one known throughout Freeport—Tench Prescott, current holder of the Privateer's Seat on the Captain's Council. He stands atop a platform erected upon one of the piers, and a large crowd has gathered around him. "It seems this is a dangerous time to sail from our good city. Of late three vessels, all bound for separate destinations, have suffered attacks. It was not by enemy crews, mind you, but by creatures that seem to have been spawned in the depths of hell itself."

There is a general murmuring amidst the crowd as Roberts nods to a grizzled sailor who stands next to him. "Ave." The sailor steps forward, clearly not accustomed to addressing such an audience. "I sailed on one such vessel, carrying trade goods and bound for the mainland. The beast attacked us in the dead of night, a squid with a fire in its eyes unlike any that I've seen before. We finally managed to send it back to the depths whence it came, but not before it had taken the lives of nearly two-thirds of my crew." The old sailor's eyes carry both weariness and wariness. "It wasn't natural, I tell ya. It was pure evil. It weren't for fear of our weapons that it left us; nay, it was only because it had already filled its gullet that it let us be."

The old man steps back, mopping the sweat from his brow, and Roberts comes forward again. "People of Freeport, this is why I have called you all together today. I declare this year's Great Hunt open, but this time it will not take place on land. The crew that can bring back proof of killing this beast shall win the Hunter's Cup, along with a bounty of five thousand gold." With that the crowd begins to disperse, as captains begin shouting orders and crews hasten to their tasks.

Event 2—Planning and Plotting

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Now, if the PC's wish to participate in the Great Hunt, there are a few logistical concerns they'll need to consider. Should they not own a vessel of their own, they'll need to find a captain who's willing to hire out to them. Considering the danger that's involved in the hunt, not many are too eager to do so, but there are a few hardy (or foolhardy) souls who are willing to strike such a bargain. Captain Snoaj, for one, might let them hire the Stalwart, provided they'll agree to a fifty-fifty split of the prize. Those who wish to negotiate the price can certainly do so with a Diplomacy check opposed to his own. For every five points by which the PC's check is higher, the split can be adjusted by 5% in the party's favor. (For example, if a PC's check beats Snoaj's by ten, the split is negotiated to 40% for Snoaj and 60% for the party.)

Perhaps the most important question is where to begin searching. Should the heroes think to ask, they can gain the following pieces of information via suitable Diplomacy checks.

Check Result Information Gathered

15

All three of the vessels attacked had sailed northward after leaving Freeport harbor, passing between the islands A'Val and Leeward before turning for their specific destinations.

Many of the sailors who survived can attest that the beast was difficult to combat because its long tentacles could reach across nearly the entire deck of a ship.

The grizzled old sailor who addressed the crowd, Captain Rivard, also mentions that the wizard who was traveling on his vessel found the beast resistant to fire magic.

PC's who go in search of this information can gain a +2 circumstance bonus to their checks if they think to spread a little money around the dockside taverns. Once they have learned what they can and procured any supplies needed for the voyage, they can depart.

Event 3-Setting Sail

Of course, setting out to hunt the monster that haunts the deep doesn't make for an uneventful journey.

The GM is free to throw any encounters at the party to liven up their voyage, but it should be kept in mind that the fiendish giant squid is a dangerous opponent; it wouldn't do for the PC's to be too fatigued before they catch up to it. Here again, refer to the Nautical Encounters Chart in Appendix 3 for a few suggestions.

During the voyage there is one event that cannot be avoided, however. While they are under way, all who are on the main deck might notice (DC 22 Perception check for those who are actively on lookout duty) a large crest of water moving in the direction of the ship. For PC's who took part in the events of "Onslaught," this should be rather familiar. The hags' attempts to open up the infernal spawning ground have caused another small submarine earthquake, resulting in another tidal wave.

A cry of alarm draws all eyes to the horizon, and it takes a moment to recognize the threat. This time it is not the rigging of an unfriendly vessel or the shadow of some wicked beast that brings the danger, but a rapidly advancing wall of water. The wave grows steadily as it approaches, easily surpassing twenty feet in height.

If the crew was wary (or lucky) enough to see the oncoming danger, they have a much better chance to react.





25

20

Profession: Sailor Check Results

Without Warning	With Warning	Outcome
0-15	0-10	The vessel is capsized; without some kind of miracle (or, more likely, powerful magic) it sinks.
16-25	11-20	The vessel is caught broadside by the wave and flooded; some frantic bailing is needed to keep it afloat (DC 25 Profession: sailor check).
26-35	21-30	The vessel manages to take the wave head-on; although it takes on a fair amount of water, a steady bucket brigade can keep the situation from worsening (DC 17 Profession: sailor check).
36+	31+	The vessel and its crew escape the situation unscathed.

When making the Profession: sailor check, the captain may add any Charisma bonus to the total. Moreover, captains who possess the Leadership feat may add an additional +2 competency bonus to the check. In any case, it takes three successful checks to put the vessel right again, while three failures advance the situation to the next most perilous.

Event 4—The Fourth (But Not Necessarily Final) Victim

If the PC's are still able to sail in the aftermath of the tidal wave, they might notice an important clue to the location of the missing ship. On a DC 15 Perception check, those characters who are on deck might spot a flock of seagulls circling in an area off to the south; those who subsequently succeed at a DC 10 Profession: sailor or Survival check realize that the birds are unlikely to be this far out to sea unless something has attracted them. Alternately, for those PC's who made the effort to plot the courses of the vessels that were attacked, a DC 15 Profession: sailor check, along with a DC 15 Perception check, is enough for them to find the correct general location and then locate the wreck itself.

In either case, the initial sighting of the vessel does not look promising.

At first glance it would be easy to overlook the Dame Fortune. The vessel has been completely overturned, and now only the bottom of its hull is visible. A few seagulls have alighted on this temporary island, while others circle through the air above.

Though the situation might seem bleak at first, the truth is even worse.

Once the PC's move within 20 feet of the wreck, whether in their own vessel or by some other means, grant them DC 20 Perception checks to notice that there is carrion in the water; this is what has attracted the gulls. Amidst the remains of sailors and some unidentifiable bits and pieces, the PC's might be able to ascertain (DC 22 check) one other telling detail: the carcass of a dead shark. For those who look really closely (DC 25 check), the cause of the shark's death is apparent—there are telltale one-foot-diameter sucker marks on it.

Grant wary PC's another Perception check if they ask to scan the water for any movement or other sign of danger; this is opposed to the Stealth check of the fiendish giant squid. Those who do not see it are caught off guard during the surprise round; while those who do can act normally. The squid uses its Improved Grapple and Constrict abilities to good effect; additionally, it drags grappled characters under the water. Such characters are at risk of drowning, and those who do not benefit from the effects of *water breathing* or similar magic cannot cast spells that require verbal components.

FIENDISH GIANT SQUID: hp 126.

This encounter should present a considerable challenge to the PC's. Given that they are likely to be fighting aboard their ship, they should be able to gain some assistance from the crew members, probably in the form of missile attacks during the combat. It could add to the sense of drama if the monster attacks some of those individuals, snatching them from the deck and stuffing them into its beak. While this might seem brutal, it hopefully can impress upon the characters the gravity of the threat that faces the surrounding seas.

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Conclusion

Although there is nothing to be done to save the crew of the *Dame Fortune*, the PC's can still claim their prize for slaying the beast. Although they are likely to be puzzled by the questions that remain unanswered, they don't have long to wait for the next clue to be revealed.



CHAPTER 5: THE NIXIE'S ERRAND

The PC's aren't the only people from in and around Freeport who've begun to suspect a secret and nefarious plot being orchestrated in the sea surrounding the Serpent's Teeth; recently Alana the nixie has also become aware of wicked goings-on. In particular, her suspicions have been fueled by reports of an aboleth and its skum minions. Alana has been monitoring these activities on behalf of herself and other creatures of the sea.

It started with a bit of dissent in the ranks of the hags and their allies. While the aboleth has been providing them with slime so that their minions can move around the sea floor unnoticed, it is not satisfied with being relegated to such a small role. Through its own research, the aberration has discovered an ancient shrine, a place in which allies of the sea elf Quinariel imprisoned one of their hell-spawned enemies long ago. Knowing that it could control such a creature, and thus gain a valuable ally of its own, the aboleth has decided to free it. To do so, however, it needs a potion of stone to flesh. For that reason the aboleth had its skum kidnap an alchemist, one who could prepare such a concoction. It was this movement, that allowed Alana to notice their activities and thus take action agains them.

One of her dolphins trailed the skum as discreetly as possible, becoming particularly intrigued when he saw that they kept a human prisoner in their company. Eventually it tracked their activities to an area on the edge of the great reef, where it seemed that they had unearthed some kind of shrine. Although the managed to sneak into the shrine and recover some information as to the identity of the human, it was eventually discovered. It was able to escape, however, and to bring with it a vital piece of evidence. The dolphin returned to Alana, and she recognized the items in question as belong to a mainlander. Because of this, she has decided to seek out some air-breathers that she can trust.

INTRODUCTION

This adventure can begin at any time while the PC's are relaxing in a tavern or similar location; in this case, the rougher the place, the better. While Appendix 14 provides a map of a suitable location, feel free to use a specific place from Freeport or the campaign if it is a more suitable hangout for the party. If the map from the appendix is used, it might make for a more cinematic opening scene if the party's table is located on the upper level of the tavern.

Event 1 – An Unexpected Arrival

Just as the tavern's patrons are starting to unwind a little bit, they are surprised by a most unusual visitor.

Throughout the course of the evening, this place has grown more and more raucous. After three or four hours of steady drinking, the evening's patrons are finally ready to start some real unwinding. Ale is flowing freely, outlandish tales are being told, and arm wrestling and other contests of strength have begun, not to mention half a dozen different forms of gambling.

Then, abruptly, the entire place falls silent. Before long the cause of the disruption becomes apparent. Standing in the door to the tavern, surveying the many unkempt and unruly faces surrounding her, is a beautiful nixie maiden.

Assuming that the PC's met her during the events of "Jetsam and Flostam," the PC's should recognize Alana. Through asking around town she has tracked them to here; the trouble is, her naiveté regarding life in Freeport has put her into a dangerous situation. Once she recognizes the PC's, she begins to head in their direction. That's when a towering scallywag appears in her path, catches her by the arm and gives her a lascivious grin. "You'll make a fine bit of swag for me crew."

Needless to say, this is an excellent opportunity for the PC's to start a tavern brawl.

TAVERN THUGS: hp 60, 57, 54.

Event 2-About Town

Once they have settled their affairs at the tavern, the PC's can begin to deal with Alana's business. She can provide the following details regarding the matter.

- During her recent travels, she discovered an aboleth and its skum minions operating in the waters around the Serpent's Teeth. (The PC's might remember that the merrow possessed jars of aboleth slime with which to move their prisoners underwater.)
- She sent her dolphin, Silverfin, to spy on the aboleth and discover its intentions.
- It began tracking the beast, and returned with a single item.
- The item is a stoppered glass bottle with an intricate glass tube jutting from the top of it. Should none of the PC's guess right away, a DC 5 Craft (alchemy) or Knowledge (arcane) check can confirm that it is a piece of alchemical equipment.
- Since she figured that it had belonged to a land-dweller, she thought she might be able to find more information in Freeport. Because the PC's seemed like noble individuals, she decided to seek their help.

A close examination of the glass bottle reveals a glassblower's mark on the bottom, the letter R. With a DC 15 Knowledge: local or similar check, the PC's can recognize it as the mark of one Roderick, a glassblower of some renown around town. A little bit of information gathering (DC 8 Diplomacy check) can lead the PC's to his shop in the Eastern District, where they find him at home. Roderick recognizes the work as his own; he also mentions that there is only one client to whom he usually sells such wares— Golothyr the alchemist.

A Visit to the Shop

If the PC's check out the shop, they find there is no response to any knocking at the door or other such noisemaking. Additionally, the front door is locked (Hardness 5, 50 hp, break DC 18).

1. Front Room

Before the PC's have a chance to look at this area, they need to deal with a trap that was left behind by the skum. Those who are not so careful as to check the front door for traps might still notice (DC 22 Perception check) the strong smell of chemicals emanating from the other side of the door. It is up to them to determine just what danger this might present, however. Two vials of alchemist's fire have been placed on a thin strip of wood wedged atop the door; if the door is opened, they fall to the floor and break. With a DC 20 Reflex save for each, however, the character opening the door might be able to catch them before they hit the ground. Should they break, they do 2d6 fire damage to the character who opened the door; moreover, they ignite the chemicals that are strewn across the floor. From that point onward, anyone who moves into or through one of the fire-filled squares suffers 3d6 damage, while those in adjacent squares suffer 1d6 damage. A DC 18 Fortitude save allows characters to suffer only half damge.

Should a fire be started, it begins in the square immediately inside the doorway. From there it spreads to each adjacent (but not diagonal) square each round, reaching the room's other door in the third round and completely filling the room on the fourth round. If the PC's can devise a reasonable means of fighting the fire, they should be able to do so; feel free to assign some skill checks as appropriate. Once the front room is engulfed in flames, it takes five more rounds for the fire to spread through the doorway and into the back room. At that point it ignites all of the chemicals in the storage area, exploding in a fireball that does 8d6 damage to everyone in the building.

On the other hand, if the PC's manage to enter the room without springing the trap, they should soon recognize how dangerous the situation could have been. Two sets of shelves line the walls of this room, but they now stand empty; their contents have been strewn across the floor, creating a field of spilled chemicals and broken containers. Beneath the counter is a lockbox that has been smashed open, along with a business ledger.

2. Back Room

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More shelves line the walls of this room, and a large work table stands in the center. Normally Golothyr stores completed concoctions here; although the skum stole some of these, there are a few that still remain.

3. Laboratory

Another work table stands in the center of this room, and the rest of the area's furnishings seem to be arranged around this. One wall holds two more sets of shelves, while a pair of cabinets is set against other walls. A large fireplace stands in the corner.

Any character with ranks in the Craft (alchemy) skill can attempt a DC 12 check to recognize that much of this room's equipment is missing. While there are still an impressive number of beakers, flasks, glass tubes and other such items, a majority have been removed.

A thorough search of the room (DC 24) can provide one additional clue: beneath an overturned bowl on the table is a small piece of shell. Characters who are familiar with the surrounding seas and who succeed at a DC 15 Survival or Knowledge (nature) check can recognize it as the shell of a death's-head crab, an animal that takes its name from the faint whitish marking on its black shell that vaguely resembles a humanoid skull. It also happens that the death's-head crab is only found in a particular part of the reef that lies in the Serpent's Teeth. A DC 12 Craft (alchemy) check can confirm that it has no unusual properties as far as brewing potions is concerned.

4. Bedroom

This area contains a bed, a wardrobe and a chest whose lock has been smashed open. The chest is now empty, and the wardrobe contains nothing more than ordinary clothing.

5. Privy

Outside of a privy's usual features, there is nothing of interest in here.

Event 3—Charting a Course

Armed with the clue, the PC's can plot a course for the section of reef between T'wik and Windward Isle. As in previous chapters, the GM can add a little more excitement to this journey by dropping in one or more of the nautical encounters from Appendix 3. There is one obstacle, however, that the

PC's must face if they are to find the aboleth's lair.

The Reef

As mentioned previously, the fiendish dire shark was turned to stone in an area that has since become overgrown with coral. As the aboleth and its minions have developed the area into a crude but effective base of operations, the reef has come to serve as a natural and highly effective first line of defense.

DC to Navigate	Type of Craft
10	Rowboat
15	Smaller Ship
22	Larger Ship

Note that this is the DC for the Profession: sailor check to navigate the reef during high tide; doing so during low tide, when there is more coral exposed, increases the DC by 5.

Check Fails by	Result
1-5	3d6
6-10	5d6
11-15	7d6
16-20	9d6
21+	11d6

If the damage exceeds the total hp of the ship's hull, it begins to sink. Should this happen, it's likely to present a difficult situation for the PC's, being without a ship and all in the middle of an enemy-infested reef.

Event 4—The Shrine

Roughly in the center of the reef is the shrine that now serves as the aboleth's lair. The following area descriptions assume that the PC's maintain some degree of stealth during their incursion, and that they might be able to engage the aberration and its minions one at a time while they do so. Should they choose the less discreet option of storming the place, they may be in for a nasty surprise.

As a general note, the walls in the lair are at least ten feet thick and made of solid coral (hardness 5, 60 hp). Each of the areas is separated from the others by a shell curtain, one that provides 50% concealment for anyone or anything behind it.

1. Entrance

The entrance to the lair is concealed by a powerful illusion, one that requires a DC 16 Will save to recognize. Failing this, persistent characters might encounter one or more of the skum patrols that regularly venture out into the reef to watch for enemies. If this is the case, reduce the number of skum from Area 3 by six.

SKUM: hp 24, 23, 20, 19 17, 17.

2. Main Chamber

The most striking feature of this chamber makes a quick impression on newcomers.

This chamber is much larger than might be expected, being more than thirty feet on a side and easily the same distance in height. All of these details are quickly lost, however, in comparison to the statue that dominates the center of the chamber. It is a massive statue of a shark, one that nearly fills the chamber and that is complete in every wicked detail.

Of course, there's a reason why the statue is so lifelike.

3. Skum Chamber

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Really there is little of interest in this chamber. Its only distinguishing feature is a large pool of viscous black mud in the center; this is where the skum rest while not engaged in other pursuits.

SKUM: hp 15, 14, 13, 12, 10, 8.

The skum are not overly clever with their battle tactics; they rush to engage enemies with their long spears. One of their number, however, attempts to slip out of the chamber in order to warn their aboleth master and its chuul ally

Tucked in behind the bed is a large stone chest; a DC 20 Strength check is required to open it. Inside the chest can be found a *stone of alarm* and a *philter of love*. There is also an ancient eel-skin scroll inside a bone scroll case. This is the chronicle of Quinariel as detailed below.

4. Chuul Pen

This area once served as quarters for the devotees who inhabited the shrine. It boasts a large kelp bed in one corner, one that is flanked by a pair of roughly humanoid statues made out of coral. Now, however, it serves as home to a chuul that has been charmed by the aboleth.

CHUUL: hp 85.

5. Aboleth's Den

The aboleth's den is another area that is nearly devoid of distinguishing characteristics. Indeed, should the PC's guess that its strangely barren features conceal a secret, they'd be correct. In the chamber's ceiling there is a hole that leads to the alchemist's cell. He is provided breathable air courtesy of a *bottle of air*, one that he opens every so often to keep the atmosphere breathable. In the cell he also has his alchemist's equipment—the very items taken from his lab—along with a rough pallet on which to sleep and the remains of the uncooked fish that was his last meal. Once the aboleth becomes aware of intruders in the lair, it uses its spell-like powers to *dominate* one character preferably a fighter type—after another, and then creates a *hypnotic pattern* to fascinate someone else. Then it closes to melee combat, hopefully while its enemies are being overwhelmed.

Conclusion

In the aftermath of these discoveries, the PC's are likely to have more questions than they do answers. Provided they can find the scroll, it should be able to provide some insight. At the GM's discretion, Golothyr the alchemist might be able to reveal its location to them, having seen the stone chest when the skum hid stolen items in it.

The Scroll

This text, written in ancient elvish, requires a DC 15 Linguistics check for those who speak modern elvish, or a DC 25 check for those who don't. Naturally, magic that can translate the text could be quite valuable here.

As long as the PC's or someone else can discover its meaning, they can learn a great deal of information about the current situation. Those who read it can learn all of the relevant details from the **Background** section, above—everything, that is, except how the hags have conspired to spawn a new army of fiendish monsters with which to terrorize the seas. Given what they have witnessed thus far, however, the PC's should be able to guess what is happening and take action accordingly.

CHAPTER 6: ASSAULT

Needless to say, Alana is guite aware of just how dangerous the situation is for both the creatures of the surrounding oceans and the people of Freeport. She asks the PC's to seek out and destroy those who would do such harm, though she has little to offer in the way of reward. Hopefully the PC's are not so callous as to ask for compensation, although-should they mention it to the Captain's Council-the City of Freeport offers a reward of 30,000 gp to deal with the problem. (Feel free to elaborate on the roleplaying of this situation as much or as little as is appropriate for the party.) Before they can figure out where to go next, however, they need some information.

Event 1-Investigations

The PC's have a number of options for finding the hags' lair. One is to question any enemy who survived the battle in the ancient shrine, as detailed above. After all, the aboleth regularly provides quantities of slime to the merrow and ogres, and knows to expect a warband for another pickup. Using magic is another option, either spells such as *speak with dead* to question one of the deceased, or divination spells to locate their objective. However they do it, the GM is likely to need some adjudication in order to resolve these investigations.

Event 2-The Hags' Lair

As with other elements in this scenario, feel free to place the stronghold in any location appropriate to the campaign setting. Although it is intended to be positioned inside an otherwise uninhabited island, it could easily be moved to a different location with some slight modification.

Inside the underwater portion of the lair, the walls are cut stone covered in smooth sea green tile, unless otherwise noted. Ceilings are twelve feet high in both passages and chambers. For doorways not barred with portculli, curtains of shells strung together are used. Above the waterline, ceilings in passages and chambers rise to fifteen feet in height. Here the walls are rough-cut stone, and doors are built from solid oak banded with iron (Hardness 10, 60 hp, DC 20 Strength check to break).

Activity in the Stronghold

The hags are crafty individuals; if they discover that an incursion has occurred, they react in an organized fashion. Posted guards are doubled, and patrols of three ogres with a like number of hell hounds are sent to sweep through the lair every hour. Moreover, a team of Maraphis and two of the ogres take a pair of hell hounds to patrol the cliff above the stronghold. Similarly, a team of Nemerg and three merrow begin patrolling the waters near the lair's underwater entrance. This state of readiness lasts for two full days before the situation returns to relative normalcy.

1. Underwater Entrance

As they approach the stronghold, the PC's should receive a good impression of just how solidly it has been built.

Ahead a solid rock face rises out of the water, the base of an island that rises from the depths. At the bottom of the wall a passage has been cut; it is sealed by a lowered portcullis.

This is the entrance used by the hags' aquatic allies, as well as any others who participate in transporting slaves. The crank mechanism for the portcullis is on the inside of the entry; a DC 20 Strength check is required to lift it.

Four merrow are assigned to guard the passage; since they just recently began their shift, they haven't yet grown bored.

MERROW (4): hp 28, 27, 23, 23

If intruders are spotted, one guard attempts to fire his crossbow down the passage to alert the other merrow, while the others form a screen to defend him. If the guards are able to alert their comrades, reinforcements arrive at the end of the following round; once stops to open the portcullis, while the others stream out to attack. Should this occur, things could get ugly for the PC's very guickly.

2. Charnel Pit

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This circular chamber is filled wall to wall with decaying skeletons. Here and there small fish dart in and out of the bone pile, finding choice morsels of flesh. The mechanism for this portcullis is located on the outside of the chamber, in the passage.

SCRAG SKELETONS (4): hp 30, 29, 26, 24.

The scrag skeletons attack only if someone other than one of the hags enters the chamber; they fight ceaselessly. Amidst the pile of bones lies a golden *ring of protection* +2 that was overlooked by those who deposited the bodies.

If combat occurs in this area, and the other merrow have not yet been alerted to the party's presence, allow those in Area 3 an easy (DC 6) Perception check to hear the sounds of battle, unless the PC's take steps to conceal themselves.

3. Common Area

A large round table occupies this area, surrounded by a collection of stone benches. Illumination is provided by a bowl filled with some sort of phosphorescent fungus, situated in the middle of the table. The walls of the chamber are covered in mosaics depicting images of the sea and its denizens. On the east end of the chamber a set of stairs rises out of the water, leading to a wooden door. If they have not yet been alerted, four merrow recline in this area.

MERROW (4): hp 36, 30, 29, 20.

If battle erupts, one merrow runs for Area 5 while the others stand and fight. As before, if the others are summoned, this encounter becomes a lot tougher.

4. Males' Quarters

A row of four pillars runs the length of this rectangular chamber. From these are hung eight net-like devices, each stretching from a pillar to a hook set in the wall. Beneath each lies a chest. The net-like devices are



hammocks. If the merrow slavetakers have survived this far, they are found here when the PC's arrive.

MERROW (4): hp 38, 30, 24, 16.

These merrow are asleep when the PC's arrive; make Perception checks for them at DC 16. One of the chests contains the tribes' treasure, which includes 500 sp and a *potion of clairaudience/clairvoyance*. If these ogres are called into battle and it turns against them, or if Nemerg is defeated or discovered to be missing, two of these merrow attempt to flee up the stairs to alert the ogres in Area 6 of the incursion.

5. Female's Quarters

By all initial impressions, this area matches Area 4 exactly. The female merrow reside in this area, along with Nemerg the sea hag.

MERROW (3): hp 33, 28, 27, 24.

These merrow are alert; allow DC 6 Perception checks for them to hear combat in the common area. While they attack, Nemerg uses her *horrific appearance* ability to good effect.

Behind a secret panel in the wall is a hidden chamber; this contains the sea hag's treasure: 400 gp and a *potion of neutralize poison*.

6. Guard Post

This small chamber, ten feet on a side, contains a table and a pair of stools. A small barrels sits upon the table, along with a pair of large clay mugs. Two ogres stand guard duty here, drinking ale and throwing dice.

OGRES (2): hp 36, 22

These ogres attempt to bull rush their way into the passage, allowing one to stand and fight while the other escapes. As with the others, one ogre attempts to flee to inform others while the other holds off attackers.

7. Great Hall

This hall is quite large; it runs some forty feet wide and nearly twice that in length, with a ceiling thirty feet high. The chamber's primary feature is a massive oak table, surrounded by ogre-sized chairs. This is the main hall, where meals are eaten and meetings take place. Characters in this area who succeed at a DC 10 Perception check hear the sounds of pick axes coming from Area 8. When the PC's arrive, four ogres are taking a meal here.

OGRES (4): hp 35, 31, 25, 23

The ogres rush to attack any intruders. If the battle turns against them, one of them attempts to flee to Areas 16 and 17 to fetch the hags. Here again the PC's must attempt to avoid a general alert.

8. New Construction

This area differs from the others in that the stone has not been finished. Mining tools-picks, shovels, and buckets with yokes litter the floor. The hags, intending to amass an even greater force of villains once they have unleashed their secret weapon, require more space for their minions; here the ogres have been cutting a new chamber. Characters who succeed at a DC 16 Perception check notice a small patch of light in the ceiling; this is a crack that runs all the way to the surface.

With ten minutes' work and a successful Craft: stonemasonry or Profession: miner check (DC 15), characters can open up a shaft just wide enough for medium-sized creatures to fit through. For characters who lack those skills, three DC 18 Strength checks can also suffice. Note that both methods take time, allowing for additional encounters in the chamber.

OGRES (2): hp 31, 29

If possible, one ogre attempts to flee to summon the hags.
9. Prisoner Cells

Hope Sauterlon

Fully a dozen doors dot the walls of this passageway; all are made of sturdy oak reinforced with iron bands and padlocks, and have barred windows in them (Hardness 10, 60 hp, break DC 25). This is where the hags' prisoners would be kept. Each cell is five feet square, and features shackles attached to the wall opposite the door, along with some old straw and filth on the floor. The cells are currently empty.

10. Torture Chamber

Characters approaching this area hear human screams, along with malicious ogre laughter.

A number of gruesome devices occupy this chamber, leaving its function obvious. There is a rack, a chair set with boots and thumbscrews, an iron maiden, and a fire pit with various irons glowing red hot. The ogre torturer and his assistant are present, along with two prisoners, one in the chair with his feet in the boots, and one being stretched in the rack.

OGRES (2): hp 32, 28

The prisoners are common sailors, ones that the hags allowed the ogres to keep for some entertainment.

11. Rear Exit

Here a spiral staircase leads up to the surface, emerging in a concealed tunnel.

12. Shrine to the God of Slaughter

One wall of this chamber is dominated by an altar; this contains a statue depicting the God of Slaughter. Two braziers of incense and half a dozen blood red candles burn before the statue, and a greatsword and ivory skull rest upon the altar. Characters who succeed at a DC 8 Knowledge: religion check recognize the statue as the God of Slaughter.

13. Armory

The walls of this chamber are lined with shelves, containing an assortment of weapons.

All told, the armory contains three greatswords, seven greataxes and seven greatclubs, along with five heavy crossbows and five cases of twenty quarrels each.

14. Ogre Warren

This place is filthy. Crude beds, made from piles of skins, line the walls; personal items and scraps from old meals are strewn about the floor. In the northeast corner a large cauldron bubbles over a fire, emitting an unpleasantly earthy, rancid smell. Any ogres not engaged in other duties are located here, relaxing.

OGRES (6): hp 37, 33, 31, 28, 26, 25.

The ogres fight fiercely; one attempts to open the door to Area 15, loosing the hell hounds, if the battle turns against them. Amidst all of the filth can be found the tribe's loot, totaling 500 gp.

15. Hell Hound Pen

A wave of heat washes out of this area, along with the overwhelming smell of fire. It is a square chamber, with a tall brazier full of smoking coals located in each corner. The walls are blackened with soot, and a haze has begun working its way down from the ceiling. The ogres' pets reside here.

HELL HOUNDS (4): hp 34, 32, 28, 26.

The hell hounds attack ferociously and relentlessly. If battle is conducted here, allow DC 8 Perception checks for the ogres in Area 14.

16. Greenhag's Chamber

In contrast to the other areas, this chamber seems neatly appointed. A broad table occupies one corner; upon this lie a sheaf of papers and a large map of some sort. In the other corner stands a cabinet, and against the opposite wall lie a sleeping cushion and a chest.

These are the quarters of Maraphis. The map depicts the Serpent's Teeth; natives of that area can easily recognize it (DC 5 Knowledge: local check), and most others should also be able to do so (DC 10 check). Added to the map are a number of notations. Characters examining these may notice (DC 15 Perception check) that one indicates the location of the merrow lair, while another depicts the ogre logging operation.

The sheaf of papers contain detailed scouting reports regarding the strength of the Freeport navy, but these reports are written in Abyssal. They describe the number of vessels present and similar details.

Characters examining the cabinet find that it contains jars and pouches of alchemical components, items such as fur of bat, tongue of salamander, spider web and so forth. While not magical themselves, they can be used in brewing potions and nonmagical elixirs.

The chest is trapped with a poison needle. It contains Maraphis' treasure, including 200 gp, a 10-gp freshwater pearl, a 60-gp bloodstone, a 70-gp moonstone, a 500-gp black pearl and two arcane scrolls (one with *summon monster I* and *mirror image*; the other with *jump*, *reduce* and *web*).

Poison Needle Trap: CR 2; +8 ranged (1) + sassone leaf residue, Fort save resists (DC 16); 2d12 hp/1d6 Con); Search (DC20); Disable Device (DC 22)

17. Annis' Chamber

This chamber is surprisingly clean and rather spartan. A sleeping cushion lies against one wall; in opposite corners lie a large chest and an ornate chess board table. The chess



board table conceals a drawer that is magically sealed, and that can only be opened by positioning the pieces on the board in a specific pattern. To do this, one must move the following pieces (all black) in the following ways:

- · King's pawn, forward two spaces;
- · King's bishop, ahead and left three spaces;
- · Queen, ahead and right two spaces.

The chest contains Kulith's valuables, including 100 gp, a *longsword* +3, *shock*; a *potion of cure critical wounds*, and a *wand of burning hands*. There is also a scrap of parchment, with the following notations made upon it:

B5 D5 A6 D3 A4 C6

These indicate starting (in the first column) and ending (for the second) positions for the moves mentioned above.

18. Smithy

A complete weapon smithy fills this chamber, including a furnace with bellows, an anvil, racks of tools, and crates of iron ore.

19. Portal Room

Flope Sanderlon

The most striking feature in this chamber is a ten-foot-wide pool, one encircled by a ring of stone engrave with mystical symbols. The water inside the pool is jet black in color. Any paladin entering the area feels downright queasy from the sight of it, as does anyone who casts a *detect evil* spell or uses similar magic. Just as the PC's arrive, they see Nemerg disappear into the water, carrying in her hand a conch shell. Kulith

immediately attacks in order to use her Grab ability, hopefully to immobilize one of the PC's; Maraphis casts *invisibility* before attacking a party warrior with her Weakness ability.

KULITH, ANNIS: 66 hp. MARAPHIS, GREENHAG: 58 hp. NEMERG, SEA HAG: 38 hp.

Although the party was not present for the opening of the portal, it remains active for five rounds after the start of combat. Should it close before they have had a chance to pass through it, any character who succeeds at a DC 26 Knowledge (arcane) or a DC 31 Linguistics check can decipher the activation phrase from the magical runes. Doing so allows the party to pass into the unholy depths of the cavern.

Conclusion

Although the PC's might be tempted to rest after what should have been a taxing battle, hopefully they will recognize the imminent need for action. As long as they are willing to press onward, continue with the next chapter.

CHAPTER 7: SPAWN OF EVIL

Although the hags' minions have been defeated, the PC's still face one final problem. Nemerg herself, realizing that the covey's plot to build an army has failed, now wishes only to unleash wholesale death upon the seas. Using the *conch of the sea god* (essentially a *horn of blasting*), she intends to open up the cavern and let loose its unholy spawn. Hopefully the PC's can stop her before she is able to do so.

The process of passing through the portal is strange to say the least. Characters who enter the pool in the hags' lair find themselves submerging in a cold, inky black liquid; a moment later, nothing seems to have changed. If they rise, however, they find themselves not in the stronghold any more.

As you rise out of the shadowy pool, you find yourself in a massive submarine chamber. The entire place feels cold, and not because of the water's low temperature. A sense of palpable evil hangs all throughout, one that is accentuated by the predatory gaze of the sharks and squids that drift through the water around you. In the viscous muck of the cavern's floor, hundreds of eggs seem to give off a sickly green glow.

Refer to Appendix 19 for a map of the cavern.

Area 1 represents the outside of the cavern; at its narrowest, the cavern wall is about twenty-five feet thick.

Nemerg, when the PC's arrive, has just moved over to the wall opposite the portal and is preparing to use the *conch of the sea god* to bring down the outside wall. It takes her two rounds to do so; remember that there is a 20% chance that the conch will malfunction when she uses it for the second time. To buy her time for doing so, the fiendish sharks and squids in the chamber rush to the attack. Though the number of these creatures is not specified, assume that there are enough of them to swarm every member of the party. She fights to the death, turning the conch against her attackers and perhaps even causing it to explode if she is surrounded.

Conclusion

Now, it is entirely possible that Nemerg might succeed in unleashing the fiendish creatures throughout the seas. While this would no doubt be disappointing for the PC's, all hope is not lost; indeed, it could make for many adventures in the future.

On the other hand, if they succeed, the PC's are rewarded well for the service that they have provided. The Captain's Council pays them the promised reward; moreover, Alana insists that the party keep the *conch of the sea god*.

Continuing the Adventure

Since the PC's are heroes of both Freeport and the sea elf kingdom, their f a m e a n d glory might bring them any n u m b e r o f requests for help. After all, the life of an adventurer never remains quiet for long.

APPENDIX 1: DRAMATIS PERSONAE

CHAPTER 1: "ONSLAUGHT"

ABNIR THE SORCERER

CR 4; XP 1200

Male azhar sorcerer 5 CN Medium native outsider (Azhar) Init +7; Senses Darkvision, Perception -1

Defense

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 25 (5d6+5)

Fort +2, Ref +4, Will +3 Defensive Abilities Fire Affinity, Spells

Offense

Speed 60 feet Melee +2 (1d6, Quarterstaff) Ranged +5 (1d8, Light crossbow) Special Attacks Spells, Bloodline (Elemental—fire), Might of the Efreet Sorcerer Spells Known (CL 5th) 2nd (7 per day)--eagle's splendor, flaming sphere, scorching ray 1st (6 per day)--burning hands, color spray, mage armor, magic missile, shield Cantrips (At will)--arcane mark, daze, detect magic, mage hand, read magic, resistance

Statistics

Str 10, Dex 16, Con 12, Int 13, Wis 8, Cha 19

Base Atk +2, CMB +2, CMD 15 Space 5 ft; Reach 5 ft.

Feats Combat Casting, Improved Initiative **Skills** Bluff +12, Knowledge (planes) +9, Spellcraft +9

Languages Common, Ahharan **Gear** Fine clothing, quarterstaff, light crossbow, pouch of 100 gp and 50 sp

BERTRAM THE BARBARIAN CR 4: XP 1200

Male half-orc barbarian 5 CN Medium humanoid (Half-orc) Init +2; Senses Darkvision, Perception +10

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 padded armor) hp 48 (5d12+10) Fort +6, Ref +3, Will +2

Defensive Abilities Uncanny Dodge,

Improved Uncanny Dodge

Offense

Speed 40 feet Melee +9 (1d12+6, Greatclub) Ranged +7 (1d6, Clubs) Special Attacks Rage, Rage Powers (Powerful Blow, Renewed Vigor)

Statistics

Str 19, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5, **CMB** +9, **CMD** 21 **Space** 5 ft; **Reach** 5 ft.

Feats Power Attack, Cleave

Skills Climb +12, Perception +10, Survival +10, Swim +12

Languages Common, orcish

Gear Padded armor, fine clothing, greatclub, *feather token (bird)*



CONRAD THE ROGUE CR 4; XP 1200

Male half-elf rogue 5 CN medium humanoid (Half-elf) Init +4; Senses Low-light vision, Perception +6

Defense

AC 16, touch 14, flat-footed 12 (+2 leather armor, +4 Dex) hp 36 (5d8+10) Fort +3, Ref +8, Will -1 Defensive Abilities Evasion, Uncanny

Dodge Offense

Speed 30 feet

Melee +5 (1d6+2, *Rapier +1*) Ranged +7 (1d4+1, *Dirk +1*) Special Attacks Sneak Attack +3d6, Rogue

Talent (Minor Magic-daze)

Statistics

Str 14, Dex 19, Con 14, Int 14, Wis 7, Cha 9

Base Atk +3, CMB +5, CMD 19 Space 5 ft; Reach 5 ft. Feats Dodge, Mobility Skills Acrobatics +12, Appraise +10, Climb +10, Disable Device +10, Escape Artist +12,

Knowledge (local) +10, Perception +6, Sleight of Hand +12, Stealth +12, Use Magic Device +7

Languages Common, elvish, Ahharan, orcish

Gear Leather armor, fine clothing, *rapier* +1, *dirk* +1

SERGEANT YARRICK —Use the statistics for a Freeport Watch Sergeant provided on page 92 of the *Freeport Companion*

CHAPTER 2: "JETSAM AND FLOTSAM"

ALANA THE MIXIE – Use the stats provided in the Pathfinder Bonus Bestiary.

BOTEGG, THE MERROW CHIEFTAIN CR 3; XP 800

Male merrow barbarian 4 CE Large humanoid (Giant) Init -1; Senses Darkvision 60 ft.; low-light vision; Perception +2

Defense

AC 19, touch 8, flat-footed 17 (+6 armor, -1 Dex, +5 natural, -1 size) hp 64 (4d8+4d12+20) Fort +10, Ref +1, Will +7 Defensive Abilities Uncanny Dodge

Offense

Speed 40 feet (50 feet base) Melee +14/+9 (1d10+10, spear +2) Ranged +5 (1d8+6, javelin) Special Attacks Rage; Rage Powers (No

Escape, Powerful Blow)

Statistics

Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7 Base Atk +7/+2, CMB +14, CMD 23 Space 10 ft; Reach 10 ft. Feats Cleave, Iron Will, Power Attack, Toughness Skills Climb +14, Intimidate +5, Perception +9, Survival +7 Languages Giant Gear Hide armor +2, spear +2, quiver of X, potion of *cure serious wounds*



CAPTAIN SNOAJ CR 5; XP 1200

Flope Sanderlon

Male human expert 7 NG Medium humanoid (Human) Init +0; Senses Details

Defense

AC 12, touch 10, flat-footed 12 (+2 Leather armor) hp 31 (5d8+5) Fort +3, Ref +2, Will +7 Defensive Abilities None

Offense

Speed 30 feet Melee +6 (1d8+1, Cutlass) Ranged +5 (1d8, Light crossbow) Special Attacks Details

Statistics

Str 12, Dex 11, Con 12, Int 14, Wis 14, Cha 10 Base Atk +5, CMB +6, CMD 16 Space 5 ft; Reach 5 ft. Feats Great Fortitude, Skill Focus (Profession: sailor) Skills Appraise +12, Diplomacy +10, Heal +12, Knowledge (geography) +12, Knowledge (local) +12, Knowledge (nature) +12, Perception +12, Profession (sailor) +15, Sense Motive +12, Survival +12. Languages Common, elvish, halfling Gear Leather armor, cutlass, light crossbow, auivor of 20 bolts, captain's logbook, local soa

quiver of 20 bolts, captain's logbook, local sea charts, navigational tools

HUGE SHARK-See the PRD for details.

LARGE SHARKS—See the PRD for details.

MERROW-See the PRD for details.

OTSOKH, THE MERROW PRIESTESS CR 3; XP 800

Male merrow cleric 4 CE Large humanoid (Giant) Init -1; Senses Darkvision 60 ft.; low-light vision; Perception +4

Defense

AC 21, touch 8, flat-footed 17 (+4 armor, +4 shield, -1 Dex, +5 natural, -1 size) hp 64 (8d8+28) Fort +12, Ref +3, Will +11

Offense

Speed 30 feet (40 feet base) Melee +8/+3 (1d10+7, mace) Ranged +3 (1d8+3, javelin) Special Attacks Channel Negative Energy 2d6 Domain Spell-like Abilities (CL 4th): Battle Rage, Touch of Evil Cleric Spells Known (CL 4th) 2nd (3+1 per day)--Cure moderate wounds, darkness, hold person, spiritual weapon 1st (4+1 per day)--Bane, command, cure light

wounds, divine favor, magic weapon

Orisons (At will)--Bleed, detect magic,

guidance, resistance

Statistics

Str 17, Dex 8, Con 16, Int 6, Wis 14, Cha 7 Base Atk +6/+1, CMB +10, CMD 19

Space 10 ft; Reach 10 ft.

Feats Extra Channeling, Iron Will, Selective Channeling, Toughness

Skills Climb +5, Perception +4, Spellcraft +5 Languages Giant

Gear Hide armor, spear, holy symbol, mace, *heavy steel shield +2, cloak of resistance +2,* jar of aboleth slime (6 applications)

SHARK-EATING CRAB CR 2; XP 600

N Medium vermin (aquatic) Init +1; Senses Darkvision 60 feet; Perception +4

Defense

AC 16, touch 9, flat-footed 17 (-1 Dex, +7 natural)

hp 76 (8d8+16)

Fort +11, Ref +1, Will +2

Defensive Abilities Immune to mindaffecting effects

Offense

Speed 30 feet, swim 20 feet

Melee +16 (1d8+10 plus grab, 2 claws) Special Attacks Constrict 1d8+10

Statistics

Str 31, Dex 9, Con 20, Int --, Wis 10, Cha 2 Base Atk +6, CMB +16 (+20 grapple), CMD 27 (39 vs. trip) Space 15 ft; Reach 15 ft.

Skills Perception +4, Swim +10 (+4 racial modifier to Perception)



SOLA

CR 6; XP 2400 Female human rogue 7 NE medium humanoid (Human) Init +3; Senses Perception +9

Defense

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 Dodge) hp 49 (7d8+14) Fort +4, Ref +8, Will +1 Defensive Abilities Evasion, Uncanny

Dodge

Offense

Speed 30 feet

Melee +10 (1d3+2, whip)

Ranged +8 (1d4, throwing daggers)

Special Attacks Sneak Attack +4d6, Rogue

Talents (Combat Trick x3)

Statistics

Str 14, Dex 16, Con 14, Int 14, Wis 8, Cha 10

Base Atk +5, **CMB** +7 (+2 for disarm and trip attempts), **CMD** 20 (+2 against disarm and trip attempts)

Space 5 ft; Reach 5 ft.

Feats Combat Expertise, Dodge, Mobility, Exotic Weapon Proficiency (whip), Improved Disarm, Improved Trip, Weapon Finesse (whip)

Skills Acrobatics +13, Climb +12, Disable Device +13, Escape Artist +13, Knowledge (dungeoneering) +12, Knowledge (local) +12, Perception +9, Sleight of Hand +13, Stealth +13, Swim +12, Use Magic Device +10 Languages Common, orcish, halfling Gear Studded leather armor, mastercraft whip, set of thieves tools, four throwing daggers

THIEVES

Flope Sanderlon

CR ½; XP 200 Male human rogue 1 Ne medium humanoid (Human) Init +3; Senses Perception +3

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +2, Ref +5, Will -1

Offense

Speed 30 feet Melee +0 (1d6+1, Shortsword) Ranged +3 (1d6, Shortbow)

Special Attacks Sneak Attack +1d6

Statistics

Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 8

Base Atk +0, CMB +1, CMD 14 Space 5 ft; Reach 5 ft.

Feats Point Blank Shot, Rapid Shot **Skills** Acrobatics +7, Climb +5, Disable Device +7, Escape Artist +7, Knowledge (dungeoneering) +5, Knowledge (local) +5, Perception +3, Sleight of Hand +7, Stealth +7, Swim +5

Languages Common, Elvish

Gear Studded leather armor, short sword, short bow, quiver of 20 arrows, thieves' tools



VANDEMERE CR 8; XP 4800

Male Human Rogue 6/Crime Boss 3 NE medium humanoid (Human) Init +3; Senses Perception +12

Defense

AC 18, touch 14, flat-footed 14 (+3 Dex, +4 armor, +1 Dodge) hp 36 (9d8+9) Fort +7, Ref +10, Will +4 Defensive Abilities Evasion, Uncanny

Dodge

Offense

Speed 30 feet

Melee +11/+5 (1d6+3, Rapier +2)

Ranged +10 (3d6, Two mastercraft Privateer pistols)

Special Attacks Sneak Attack +4d6, Rogue Talents (Combat Trick, Surprise Attack, Weapon Training)

Statistics

Str 12, Dex 16, Con 12, Int 14, Wis 11, Cha 14

Base Atk +6/+1, CMB +7, CMD 20 Space 5 ft; Reach 5 ft.

Feats Dodge, Leadership, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12, Appraise +14, Bluff +14, Diplomacy +14, Disable Device +12, Disguise +8, Intimidate +11, Knowledge (local) +14, Perception +12, Sense Motive +12, Sleight of Hand +15, Stealth +12 **Languages** Common, giant, aklo **Gear** *Leather armor +2, rapier +2*, pair of mastercraft pistols, dozen shot cartridges, *ring of invisibility*, large pearl (500 gp), pouch containing 124 gp and 61 sp, jar of aboleth slime

CHAPTER 3: "THE SCOURGE"

CAPTAIN SCRANTON CR 8; XP 4800

Male half-ogre Corsair 9 CN medium humanoid (Half-ogre) Init +2; Senses Darkvision 60 ft; Low-light vision; Perception +14

Defense

AC 20, touch 12, flat-footed 18 (+6 armor, +2 shield, +2 Dex)

hp 81 (9d10+27)

Fort +9, Ref +7, Will +5

Defensive Abilities Corsair's Luck 2/Day Offense

Speed 30 feet

Melee +15/+10 (1d8+6, Longsword +2) Ranged +12/+7 (1d10, Heavy crossbow +1) Special Attacks Dirty Fighting +2d4

Special Allacks Dirty Fighting +20

Statistics

Str 18, Dex 14, Con 16, Int 10, Wis 14, Cha 6

Base Atk +9/+4, CMB +13, CMD 25 Space 5 ft; Reach 5 ft.

Feats Armlock, Athletic, Cleave, Improved Unarmed Strike, Intimidating Prowess, Power Attack

Skills Intimidate +18, Perception +14, Profession (sailor) +14, Sense Motive +14 Languages Common, Giant Gear Chain shirt +2, heavy steel shield,

longsword +2, jar of aboleth slime

CURIL CR 6; XP 2400

Male half-ogre Corsair 7 CN medium humanoid (Half-ogre) Init +0; Senses Darkvision 60 ft; Low-light vision; Perception +12

Defense

AC 19, touch 10, flat-footed 19 (+9 armor) hp 64 (7d10+21) Fort +8, Ref +5, Will +4 Defensive Abilities Corsair's Luck 2/Day

Offense

Speed 20 feet (base 30 feet) Melee +13/+8 (2d6+8, Greatsword +1) Ranged +7/+2 (1d10, Heavy crossbow) Special Attacks Dirty Fighting +2d4

Statistics

Str 20, Dex 10, Con 16, Int 8, Wis 14, Cha 6

Base Atk +7/+2, CMB +12, CMD 22 Space 5 ft; Reach 5 ft.

Feats Athletic, Cleave, Improved Unarmed Strike, Lunge, Power Attack **Skills** Climb +15, Perception +12, Swim +15 **Languages** Common, Giant





SAILORS CR 1/2; XP 200

Flope Sanderlon

Male human Corsair 1 NE medium humanoid (Human) Init +2; Senses Perception +1

Defense

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor) hp 12 (1d10+2)

Fort +4, Ref +4, Will +1

Offense

Speed 30 feet Melee +3 (1d6+2, Shortsword) Ranged +3 (1d6, Shortbow)

Special Attacks Dirty Fighting +1d4

Statistics

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

Base Atk +1, CMB +3, CMD 15

Space 5 ft; Reach 5 ft.

Feats Acrobatic, Point Blank Shot, Rapid Shot

Skills Acrobatics +6, Climb +6, Profession (sailor) +5, Swim +6

Languages Common

Gear Studded leather armor, short bow, short sword

OGRES-See the entry in the PRD.

OGRE MAGE - See the entry in the PRD.

CHAPTER 4: "BLOOD IN THE WATER"

FIENDISH GIANT SQUID CR 10; XP 9600

NE Huge native outsider (aquatic) Init +7; Senses Low-light vision; Darkvision 60 feet; Perception +22

Defense

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size) hp 102 (12d8+48) Fort +14, Ref +13, Will +5 Defensive Abilities Ink cloud (20-foot

radius); DR 10/good; Cold and fire resistance 15; SR 15

Offense

Speed swim 60 feet, jet 260 feet Melee +14 (2d6+7, Bite), +14 (1d6+7, 2 arms), +12 (4d6+3 plus grab, tentacles) Special Attacks Constrict 4d6+10; Smite Good (+12 damage against good foes, 1/ day)

Statistics

Str 25, Dex 17, Con 19, Int 2, Wis 12, Cha 2

Base Atk +9, CMB +18 (+22 grapple), CMD 31

Space 15 ft; **Reach** 15 ft. (30 feet with arms and tentacles)

Feats Combat Reflexes, Great Fortitude, Improved Critical, Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Perception) **Skills** Perception +22, Swim +15 CHAPTER 5: "THE NIXIE'S ERRAND"

ABOLETH-See the PRD for details.

TAVERN THUGS CR 5; XP 1600

Male halfling Survivor 6 CN Small humanoid (Halfling) Init +9; Senses Perception +X

Defense

AC 16, touch 16, flat-footed 16 (+4 Dex, +1 size, +1 class) hp 57 (6d12+18) Fort +8, Ref +6, Will +1 Defensive Abilities Evasion; Ignore Condition (Dazed)

Offense

Speed 30 feet Melee +10/+5 (1d6+2, Unarmed) Ranged +10/+5 (1d4, Thrown mug) Special Attacks Shattering Strike

Statistics

Str 14, Dex 18, Con 16, Int 8, Wis 8, Cha 7 Base Atk +6/+1, CMB +8, CMD 22 Space 5 ft; Reach 5 ft.

Feats Agile, Combat Reflexes, Improved Two-Weapon Fighting, Improved Initiative, Improved Unarmed Strike, Two-Weapon Fighting

Skills Acrobatics +13, Climb +11, Swim +11, Use Rope +13

Languages Halfling, Common

Gear Clothing, pouch of coins (2 gp, 5 sp and 10 cp)

GOLOTHUR THE ALCHEMIST CR 3; XP 800

Male gnome wizard 3 NG Small humanoid (Gnome) Init +2; Senses Low-light vision; Keen sense; Perception +X

Defense

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 22 (3d6+9) Fort +4, Ref +3, Will +3

Defensive Abilities Defensive Training, Illusion Resistance

Offense

Speed 20 feet Melee +0 (1d4-1, Quarterstaff) Ranged +4 (1d6, Light crossbow)

Special Attacks Details

Statistics

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

Base Atk +1, CMB +0, CMD 13 Space 5 ft; Reach 5 ft.

Feats Brew Potion, Craft Wondrous Item **Skills** Appraise +9, Craft (alchemy) +11, Knowledge (arcane) +9, Knowledge (local) +9, Spellcraft +9 **Languages** Gnomish, Common, Draconic,

Elvish, Giant, Sylvan

Gear Robes, spellbook, component pouch, stone salve

SKUM-See the entry in the PRD.

CHAPTER 6: "THE ASSAULT"

Flope Sanderlon

HELL HOUNDS—See the entry in the PRD.

MARAPHIS (HAG)—See the PRD for details.

MERROW-See the PRD for details.

nemerg (sea hag)—See the PRD for details.

OGRES—See the entry in the PRD.

SCRAG SKELETONS

CR 3; XP 800

NE Large undead Init +7; Senses Darkvision 60 feet; Low-light vision; Perception +0

Defense

AC 14, touch 12, flat-footed 12 (+3 Dex, +2 natural, -1 size) hp 27 (6d8) Fort +5, Ref +5, Will +4 Defensive Abilities DR 5/bludgeoning; Cold immunity

Offense

Etanti

Speed 30 feet

Melee +8 (1d8+5, Bite); +8 (1d6+5, 2 Claws) Statistics

Str 21, Dex 16, Con --, Int --, Wis 10, Cha 10

Base Atk +4, CMB +9, CMD 22 Space 10 ft; Reach 10 ft. Feats Improved Initiative Languages Giant

CHAPTER 7: "SPAWN OF EVIL"

FIENDISH SHARK CR 2; XP 600

NE Large animal (aquatic) Init +5; Senses Blindsense 30 feet; keen scent; Darkvision 60 feet; Perception +8

Defense

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size) hp 22 (4d8+4) Fort +7, Ref +5, Will +2

Fort +7, Rei +5, Will +2 Defensive Abilities Cold and f

Defensive Abilities Cold and fire resistance 5; SR 7

Offense

Speed swim 60 feet

Melee +5 (1d8+4, bite)

Special Attacks Smite good (+4 damage against good opponents) 1/day

Statistics

Str 17, Dex 12, Con 13, Int 1, Wis 12, Cha 2

Base Atk +3, CMB +7, CMD 18 Space 10 ft; Reach 5 ft. Feats Great Fortitude, Improved Initiative Skills Perception +8, Swim +11

FIENDISH GIANT OCTOPUS CR 9; XP 6400

NE Large animal (aquatic) Init +6; Senses Low-light vision; Darkvision 60 feet; Perception +8

Defense

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size) hp 90 (12d8+36) Fort +11, Ref +12, Will +7

Defensive Abilities Cold and fire resistance 15; DR 10/good; SR 17

Offense

Speed 20 feet; swim 30 feet; jet 200 feet **Melee** +13 (1d8+5 plus poison, Bite); +11 (1d4+2 plus grab, 8 Tentacles)

Special Attacks Constrict (1d4+2, tentacle); Smite Good (+12 to damage vs. good opponents) 1/day

Statistics

Str 20, Dex 15, Con 17, Int 2, Wis 22, Cha 3

Base Atk +9, CMB +15 (+19 grapple), CMD 27 (Can't be tripped)

Space 10 ft; **Reach** 10 ft. (20 ft. with tentacles)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Stealth), Stealthy Skills Escape Artist +18, Perception +8, Stealth +18, Swim +13; Racial modifiers +10 Escape Artist, +8 Stealth

NEMERG, SEA HAG—See the PRD for details.



APPENDIX 2: THE TAILOR'S SHOP



= 5 FEET

APPENDIX 3: NAUTICAL ENCOUNTERS

Depending upon the combat prowess of the party, some groups might be up for some additional challenges during the course of these adventures. Should this be the case, the GM might want to consider dropping one or more of the following encounters into the mix.

Lacedon Attack (CR 8)

This encounter occurs in the depth of the night. Hopefully one or more of the PC's is on watch at all times; otherwise, the crew members are in for a nasty surprise. As the party's vessel passes the long-forgotten site of an ancient shipwreck, it attracts the attention of a pack of hungry undead. These creatures swim up to the ship and then climb aboard before setting upon any living meals that they can find. One thing to keep in mind during this encounter is that, since it occurs in the middle of the night, the PC's might not have recovered all of their spells from the previous day. This could turn the encounter into something more dangerous than normal, and require some creative tactics from the party.

Dragon Turtle

This encounter pushes the limits of what the PC's can successfully face, but a party strong in combat should be able to handle it. It could begin with a sighting of the creature, peraps with lookouts making Perception checks opposed to its Stealth efforts. At that point the beast charges, hoping to capsize the vessel and requiring a Profession (sailor) check on behalf of the captain. Given that the beast is simply looking for prey, it retreats once it has suffered three quarters of its hit points in damage.

Wererat Castaway

At some point the PC's discover a ship's boat floating in the middle of the open sea. The occupant explains how he has beet set adrift, although he is hesitant to explain why. If pressed, he mentions that he is prone to gambling and that cause "a bit of conflict" with his old crew. In truth, however, the unfortunate fellow is inflicted with lycanthropy; he acquired the disease during a conjugal visit with a portside prostitute. The castaway behaves himself until the next full moon, at which point his lycanthropy gets the better of him and he starts looking for victims.

This meeting could be little more than a nuisance encounter at sea, or it could lead into a scenario of its own in which the PC's help the afflicted fellow find the wererat who infected him and perhaps end his curse.

Harpies

These ugly creatures make their appearance while the PC's are sailing the sea near a dangerous reef. They use their song in an effort to draw the ship and its crew into the obstruction, providing easy victims once it is wrecked. As long as the PC's can devise a means for counteracting the misleading music, they should then be able to deal with the winged terrors.

Flotsam Mimic

During their exploration the PC's discover what looks like wreckage from a damage ship. In truth, however, it is a mimic that hopes to find some prey. The creature waits until the PC's make an effort to bring it aboard, or at least to examine it more closely, then it strikes. It hopes to incapacitate one victim and then escape before the others can muster a stronger defense.

Scrags

This encounter is very similar to the one with the lacedons and ghasts, above, except that the attackers are wicked marine trolls. Here again, it could be timed so that the PC's are forced to use creative tactics in order to protect their ship and crew.

APPENDIX 4: THE WRECK OF THE TRADEWINDS



APPENDIX 5: THE MERROW LAIR



APPENDIX 6: THE SAFE PASSAGE



APPENDIX 7: A PAGE FROM THE LEDGER

<u>Item</u>	Buyer	Príce	Date
17 bottles of fine red wine	Torsten Roth	120 gp	29 days ago
1 dozen crystal glasses	Bobbin Brandydale	10 gp	24 days ago
Hiscellaheous items	Captain Scranton	300 gp	20 days ago
3 uncut moonstones	Dirwith Arthig	75 gp	16 days ago
6 bolts of green silk	Robin the Tailor	790 gp	16 days ago
4 pounds tobacco	Torsten Roth	13 SP	tj gave sko
1 dozen sets fine cerannic dishes	Bobbin Brandydale	20 gy	13 days ago
Hiscellaheous items	Captain Scranton	370 gp	10 days ago
12 cases of heavy crossbow bolts	"Tvil Tye" Fleagle	12 SP	9 days ago
8 cases of theehse	Br. Wilford Vinely	150 gp	৪ পদে বহুত
23 yards of sailcloth	Silas Freland	20 gp	৪ পানিং গ্ৰন্থত
34 sacks of mainland barley	Garek	17 gp	7 days ago
Niscellatieous items	Captain Scranton	250 бр	*

APPENDIX 8: THE SLAVE SHIP









APPENDIX 9: OGRE ISLAND



APPENDIX 10: OGRE CAMP



= 5 FEET

APPENDIX II: THE CHIEFTAIN'S LETTER

WE HAVE RECEIVED THE FIRST SHIPMENT OF LUMBER AND CONSTRUCTION IS PROCEEDING ACCORDING TO PLAN. THE OTHER DEVELOPMENTS ARE ALSO PROCEEDING WELL, AND WE HOPE TO UNLEASH OUR GREAT WEAPON SOON.

APPENDIX 12: THE DAME FORTUNE



= s feet

voro moeg

APPENDIX 13: TAVERN MAP



= 5 FEET

APPENDIX 14: THE ALCHEMIST'S SHOP



= 5 FEET

APPENDIX 15: ABOLETH LAIR



= s feet

APPENDIX 16: THE ABOLETH'S NOTE

ONCE YOU HAVE RELEASED THE BEAST, RETURN TO THE STRONGHOLD IMMEDIATELY. CREATURES OF THE LAND HAVE INTERFERED WITH OUR PLANS, BUT THE TIME FOR OUR VENGEANCE WILL SOON BE AT HAND.

APPENDIX 17: THE HAGS' LAIR



APPENDIX 18: THE DEPTHS



APPENDIX 19: NEW GAME MECHANICS

New Race: HALF-OGRE

On the edges of civilization dwell the ogres, wicked and brutish marauders who delight in raiding outlying settlements for plunder and slaves. Sometimes one of these wicked creatures mates with a human, giving rise to a half-breed with much of the ogre's physical power, but also more of the wiles of a human. These two aspects of there physical nature are also reflected in their personalities; some half-ogres choose to live as outlaws among their larger, barbarian kin, while others struggle to live amidst more civilized—and sometimes prejudiced people.

HALF-OGRE RACIAL TRAITS

+4 Strength, +2 Constitution; -2 Dexterity, Intelligence and Charisma. Half-ogres are strong and robust creatures, but they are slow of body and wits.

Medium: While bigger than most humans, and even than half-orcs, half-ogres are medium creatures and thus have no bonuses or penalties due to size.

Normal speed: Half-ogres have a base speed of 30 feet.

Darkvision: Half-ogres can see in the dark up to 60 feet.

Intimidating: Half-ogres receive a +2 bonus to Intimidate checks due to their physically imposing nature.

Ogre blood: Halfogres count as both humans and ogres for any effect related to race.

Half-ogres begin play speaking both common and giant. Those with high Intelligence scores can choose from the following: abyssal, aklo, infernal, orcish.

AQUATIC TERROR IN THE CITY OF ADVENTURE!

Something evil lurks in the waters off Freeport!

A TIDAL WAVE AND THE RAVINGS OF A SHIPWRECKED HALFLING LEAD YOUR HEROES TO DISCOVER A CONSPIRACY TO SINK SHIPS HEADED IN AND OUT OF FREEPORT, A BLACK MARKET IN STOLEN CARGO, A SLAVER'S HIDEOUT, A GREAT HUNT CALLED BY THE CAPTAIN'S COUNCIL, AND A FINAL SHOW DOWN AGAINST A HORRIFIC PLAN TO RELEASE AN ABYSS-SPAWNED SEA MONSTER FROM ITS CENTURIES-OLD PRISON!

Peril In Freeport is a Pathfinder adventure for a party of 6th to 8th-level characters, set in one of the most beloved fantasy cities in gaming: Green Ronin's Freeport, City of Adventure!







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