RETURN TO FREEPORT

Part Five: A Storm of Sails
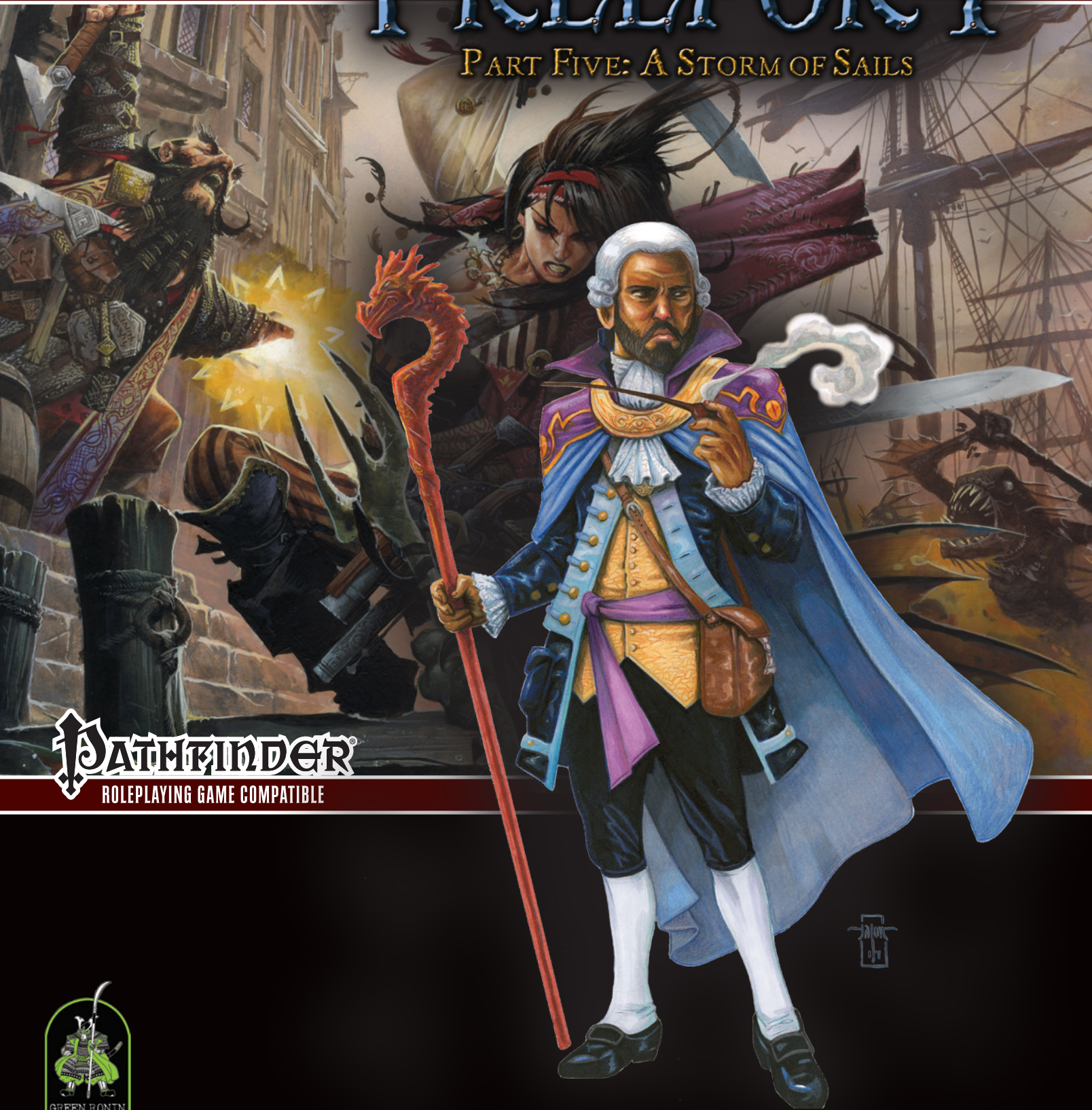
PART FIVE

A Storm of Sails

Face the Mazin Armada

The slavers of Mazin prepare to invade Freeport. These div-led people of elemental blood sail from a city far to the south, too far away for Freeport's pirate fleet to reach Mazin itself when the cities were at war long ago. Now seeking revenge for their defeat in that ancient conflict, a Mazini fleet sails to establish a supply port in Hangnail and then sail on to conquer Freeport and enslave all survivors in both ports.

Adventure Background

Mazin remembers its defeat at the hand of Sea Lord Caxton after a decade-long war. Its leaders were humiliated and its fleet was left in flames after the famous Battle of Burning Torches. Caxton forced the Mazini to pay substantial reparations and to free all surviving Freeport citizens that they had enslaved. Since then, Mazin's ageless div leaders and their magically skilled servants first brooded and then worked to develop the perfect means of revenge. That means has already been glimpsed by the saviors of Hangnail: a small fleet of elemental baghlahs harnessing the powers of elementals to exceed the abilities of mundane vessels.

At the start of this adventure, the heroes have control of at least the magical Mazin ship the *Eth Abaddon*, and have marshaled a fleet of their own, composed of buccaneers, freebooters, and pirates hungry for glory or protective of their freedom (as detailed in *Return to Freeport 4: The Freebooter's City*). This fleet is now ready to sail against the known threat of an oncoming Mazini invasion armada before it can reach Freeport. Intelligence gleaned from previous adventures reveal that the enemy force will mass on the island of Hangnail before continuing to conquer Freeport, and so it is there that the admiral of the new fleet plans to make a stand. The adventure assumes that Jacob Lydon is the admiral, although it's possible for this role to be taken on by Mean-Wallace, Edward Cooper, or Sabiha Carrington. Other clues have hinted at a truth yet unrevealed: one of the counselors of Freeport is working for the Mazini to line his own pockets. This yet-unknown agent, Nathan Grymes, has deployed measures to trip up and slay the PCs at their most vulnerable moments.

Advancement Track

A Storm of Sails assumes the heroes start out as 10th-level characters and advance using fast progression. If they are not yet 10th level, adding random encounters to the first part of the adventure should easily allow them to reach that point. Before they confront the main Mazini fleet, they should reach 11th level.

Sources & Stat Blocks

This adventure assumes you are familiar with the rules in the *Pathfinder Roleplaying Game Core Rulebook* and *Freeport City of Adventure* (often indicated as FCA when indicating the source of a monster or NPC), and the NPCs and ships mentioned in the previous *Return to Freeport* adventures. Feats, spells, and items from these books don't normally have notes regarding their source. Rules referenced from other rulebooks (including the *Pathfinder Roleplaying Game Bestiary* and its successors and follow-up books to the *Pathfinder Roleplaying Game Core Rulebook*) do generally reference their source, to make it easy for the GM to find them when needed. In particular most monsters and many NPCs don't include their full stat block in the adventure text, so the GM should find them and prepare to run combat including them (easily done with many online sources if a print rulebook is unavailable). Some creatures also have a simple template applied, and the GM is encouraged to make any needed adjustments before running encounters with such creatures.

There is also a fair amount of potential vehicular combat in this adventure. The adventure assumes battles between sailing ships are handled as opposing skill checks (with modifiers for various crews, captains, and circumstances, see Running Combat in the Fleet), combined with small-scale battles where the PCs and their actions have a significant impact on the outcome of larger battles. However, the GM may check out the vehicle rules in *Pathfinder Roleplaying Game Ultimate Combat* if running this adventure for players who enjoy that extra level of detail and complexity. It is left to the GM to decide if a specific group of players will enjoy handing ship-to-ship combat using the vehicle rules, or if those are too detailed and cumbersome to keep a swashbuckling tone throughout the adventure.

Running Combat in the Fleet

This adventure does not assume the use of full naval combat rules. Ships do use the hit points, AC, and weapons defined in the vehicle rules in *Pathfinder Roleplaying Game Ultimate Combat*. Unless noted otherwise, ships in the navy will be spread out too far for more than three to engage at once (generally, the party's ship and one or two others). The admiral does not have a strong preference and is willing to allow the PCs to choose which ships or captains should stay nearby.

During naval engagements, the GM is encouraged to simply describe occasional moments of excitement from neighboring ships without rolling for any ships except those engaged with the same enemy ship as the party. Even if other ships need help, or come to support the PCs, it takes several minutes for such maneuvers to bring them in range, and encounters rarely last that long. However the conflict the PCs are directly involved in goes, the broader conflict of ships in the same encounter follows. If the PCs win, their allies win. If they lose, they and their allies are all forced to flee, regroup, and try again later.

Naval Engagement Rules

This adventure assumes that rather than use the Full Vehicle Rules from Chapter Four of *Pathfinder Roleplaying Game Ultimate Combat*, conflicts between ships will be handled using these simplified naval engagement rules. If the GM and players prefer using the Full Vehicle Rules that's certainly an option, in which case these simplified rules can be ignored. The basic idea behind these rules is to make skill checks to determine the range between opposing fleets, and then a few rounds of standard combat, and repeat the process until a victor emerges or one side flees.

Naval Combat Checks

When there is a possibility of ships engaging, each side must make a Naval Combat check. This is most commonly a Profession (sailor) check made by the commander of each fleet (or by a character assigned the task by the fleet commander, though doing this on a regular basis may cause crews to wonder why the fleet commander is in charge at all).

A character may substitute a Diplomacy check (to coordinate the crews of various ships to work effectively together), Knowledge (history or nobility) (to call upon ancient tactics or famous maneuvers used by well-known commanders), Fly (adapting aerial tactics to sea ships), or Ride (adapting cavalry tactics to sea ships) in place of Profession (sailor), but doing so causes the check to be at a -5 penalty. A character may also attempt to use Intimidate to cow a fleet into performing well, but not only is this check at a -5 penalty, each time such a check fails using it again with the same fleet the penalty increases by -5 (to -10, -15, and so on) until a successful fleet engagement resets the check, and if any such check ever results in a negative total result, the crew of the ships involved mutiny.

A single additional character may attempt to aid another to grant a +2 bonus to the Naval Combat check if the character can succeed at a DC 10 professional (sailor) check (or a DC 15 check for another appropriate skill). Any spell or ability that affects skill checks (such as *guidance*, or some bardic performances) can also modify Naval Combat checks.

A ship may attempt to make its own Naval Combat check, rather than use the fleet check, such as if a badly damaged ship wishes to escape. It takes a -5 penalty to this check for not having the advantage of maneuvering with the fleet. Note that its range is tracked only in comparison to the enemy fleet—these simplified rules aren't designed to track more than two sides in a battle.

Ranges

Whichever fleet has the highest Naval Combat check decides if the range between ships increases, or decreases. The fleet ranges are Extreme (1,000 feet or more, out of range of all weapons and effects), Long (400-999 feet, and assumed to be within the range of any long range spell), Medium (100-399 feet, and assumed to be within the range of any medium range spell), Close (25-99 feet, and assumed to be within range of any close range spell),

and Boarding (ships are closer than 25 feet, and crew can swing or jump from one deck to another). Normally ships are spotted at Extreme range, unless conditions (such as fog or hiding behind a small island) determine otherwise. If a ship at Extreme range successfully increases its range, it has escaped the combat.

Naval Combat Options

Once it has been determined what range the two fleets are at, five normal rounds of combat occur.

Attacks with siege weapons (such as the *Eth Abbadon's* ballistas) can only target opposing ships or creatures of Huge or larger size. At Medium and Long range, area spells can also only affect ships or creatures of Huge or larger size.

After five rounds, another Naval Combat check is made to determine relative distances. This process continues until all ships on one side are destroyed, surrender, or flee. If two ships are in Close range and have crews moving back and forth between the vessels, any Naval Combat check made to increase range takes a -5 penalty. If the ships do move to medium range, it's assumed any characters on an opposing ship's deck that are conscious and mobile can make it back to their own ship.

Naval Combat Check Modifiers

Condition	Modifier
You have fewer ships than the opposing fleet*	-5
All of your ships have a lower base speed than the opposing fleet	-5
You wish to change the range for only some of enemy ships (such as closing in with one ship, while leaving the others at extreme range)	-2 per ship excluded from the range change
Half or more of your ships are at less than 50% of their maximum hit points	-5
You have 150% or more as many ships as the opposing fleet*	+5

* Only ships of Gargantuan or larger size count for this purpose, unless both fleets lack ships of that size, in which case only the largest ships count for this purpose. Ships that have taken half or more of their hit points do not count toward this number. Allied creatures of the same size (normally gargantuan) or larger able to swim or fly and make attacks are also treated as ships for these calculations.

High Seas Encounters

d% roll	Result	Avg. CR	Source
1-5	1 dragon turtle	9	B1
6-10	1 galvo	9	B4
11-15	1 living mirage	9	B5
16-20	2 oceanids	9	B4
21-25	1 sargassum fiend	9	B3
26-30	1 ghawwas (div)	10	B3
31-35	1d6+6 kapoacinths (gargoyle variant)	10	B1
36-40	1 nereid	10	B2
46-47	1 injured and angry sea serpent with half hp remaining	10	B1
48-52	1 siyokoy	10	B3
53-57	1 whale	10	B2
58-67	3d4 sea drakes	11	B2
68-72	2 galvos	11	B4
73-78	2 sargassum fiends	11	B3
79-80	1 injured and angry sea serpent with 75% hp remaining	11	B1
81-83	1 clockwork leviathan patrolling a sea route for pirates	12	B3
84-86	1 adult sea dragon (imperial) patrolling a sea route for pirates	12	B3
87-89	2 ghawwas (div)	12	B3
90-91	1 aquatic worm (purple worm variant)	12	B1
92	1 angry sea serpent	12	B1
93-95	2 siyokoys	12	B3
96-98	2 whales	12	B2
99-00	1 blue whale	12	B5

Modifiers

Various modifiers and maneuvers can affect the player's Naval Combat checks. In addition to those listed below, some modifiers may come from what allied ships the PCs choose to have alongside the *Eth Abaddon*.

Adventure Summary

The party's first challenge in setting sail is to get acquainted with the crew and reacquainted with the ship, including potentially finding sabotage laid by their unknown enemy within Freeport. Admiral Lydon is open to doing a little more recruiting in Libertyville; if the party does not do so, he takes them directly to Hangnail. Along the way, the party is scouted by enemy ships who share the *Eth Abaddon*'s prodigious speed and maneuverability. Catching the scout ships is the only way to prevent the Mazini fleet from being aware of the Freeport ships headed toward them. At Hangnail, the group encounters a terrible dragon and undead left behind by the Mazini. Once there, the party must intercept the enemy fleet before they enter Hangnail's extraplanar realm in two waves, culminating in a sneak attack to eliminate the enemy's leadership and devastating artillery. With the Mazini fleet scattered, Freeport is saved and the party can turn its attention to discovering who has been hindering them and helping the Mazini all this time.

On the High Seas

This adventure takes the party across a treacherous span of ocean to a place called Pride's Perch, where treacherous islands protect the entrance to the extraplanar harbor of Hangnail. If you wish to add danger to this adventure or to help the party gain levels, roll on the Random Sea Encounter table. The party should be at least 10th

level before reaching Pride's Perch. This table presents a variety of appropriate encounters, increasingly dangerous as the foul influence of the Mazini and their div allies blights the region south of Freeport. These encounters are appropriate to insert in most parts of the adventure outside of harbors or (for the most part) islands.

Departure

With the harbor of Freeport behind them, the admiral takes time to bring the party up to speed on the resources at their disposal and his strategy for facing the Mazini fleet. The adventure assumes that Jacob Lydon became admiral of the fleet at the end of *The Freebooter's City*. If he was replaced by Captain Carrington, Captain Cooper, or Captain Wallace, the replacement makes much the same strategic choices as Lydon, but does not give the party as much leeway. They allow the party to sail the *Eth Abaddon* at the fore of the fleet and in the thick of potential trouble even though the admiral's own ship is technically the flagship. If the party put one of their own up as admiral, Captain Lydon remains close to them as a firm strategic adviser and first officer.

Unless the party flat-out refused to let him sail their ship as captain, Captain Lydon sails with them on their ship (presumably the *Eth Abaddon*) as nominal captain. If they did refuse him (and prevented him from becoming admiral), he instead serves as first officer. In either case, he defers to their judgment if they offer a strong opinion on most significant matters. Excited to jump back into the work of a pirate, Lydon also handles much of the minutiae that would normally fall to the first mate even while acting as captain. Indeed, the *Eth Abaddon* requires little upkeep with Diamanda handling much of the work.

Sailing the Eth Abbadon

Whichever of the PCs placed the elemental heart within the plinth remains in mental contact with the air elemental that powers the *Eth Abaddon*. That elemental, Diamanda (large air elemental, *Pathfinder Roleplaying Game Bestiary*), does not resent being taken from her home plane but does chafe at being unable to push the ship to its fastest. She has already formulated an opinion of the party in the previous adventure, and might already like them if they let her push her limits or resent them if they did not. Think of her as a teenager chafing at her parents' restrictions but unwilling to leave home. If unhappy she doesn't refuse orders, but may respond with a sigh and say something sarcastic while complying. Given free reign she'll be a

friend for life, although still capricious and likely to push for further freedoms.

Diamanda prefers to sail the ship at full speed during this adventure as well, but grumbles and relents if ordered to keep the ship at or below the speed of the fleet's other ships. If allowed to sail at full speed, she joyously screams into the waves, accelerating so suddenly that the crew will need to grab hold of something (requiring a successful DC 8 Reflex save) or fall to the deck.

Ship Stats

When using the vehicle rules from *Pathfinder Roleplaying Ultimate Combat*, the *Eth Abaddon* (and the ships called out as similar to it in the adventure) is similar to a sailing ship. For the simplified Naval Engagement Rules this adventure assumes you are using, all you need to know is that it has AC 2, 900 hp, and a max nonmagical speed of 180 ft. With its elemental sails activated by the elemental heart in the plinth, it gains a maximum speed of 240 feet and acceleration 40 feet and requires no crew once orders have been given. A map of the *Eth Abbadon* and full details of its deck plans can be found in *Return to Freeport Part 4: The Freebooter's City*.

Event A	CR 1

Orientation

Location: *Eth Abaddon* at sea near Freeport Harbor

As the ship leaves the harbor, read the following text aloud.

> The Eth Abaddon *sails comfortably ahead of the fleet of ships you assembled, sailors on each ship scurrying about in preparation of the violence ahead. With the ship safely guided by Diamanda for the moment, Admiral Lydon has assembled the small crew on deck. Lydon paces on the elevated poop deck near the elemental plinth before turning to regard your group.*
>
> *The admiral's recruits congregate in casual positions just below the poop deck, chatting while they wait for the admiral to speak. A middle-aged Azhar man and human man, both stripped to the waist with red-brown skin glistening in the bright sun, tease each other and laugh uproariously. The human has a shaved head, while the Azhari has curly orange hair that wavers like flames. A middle-aged woman with dark curly hair and black-brown skin lounges in light, whitish clothes crisscrossed with belts and fasteners holding numerous tools. Six more men, all young and strong and dressed similarly, stand more formally behind them near the mainmast.*

"Welcome to the Eth Abaddon*! Yes, each and ev'ry one of ye has come highly recommended to me either by someone I trust or by yer own acts."* Admiral Lydon beams at the assembled crew. *The Azhar man and the lounging woman exchange incredulous glances.*

"Mustav Khadem is skilled in navigatin' magical currents. He faced more than his fair share of them on Captain Valeria's Bloody Rose, *which has visited the... magical port we're headed to now."*

MUSTAV KHADEM   CR 9 • XP 9,600

Male Azhari monster slayer 10 (*Freeport City of Adventure* 356, 370)

NG Medium outsider (native)

Init +3 (+8 vs. dragons, evil outsiders, fey, and humans); **Senses** darkvision 60 ft.; Perception +7 (+12 vs. dragons, evil outsiders, fey, and humans)

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)

hp 80 (10d10+25)

Fort +9, **Ref** +6, **Will** +8 (+9 vs. fear, +10 vs. illusions); +2 vs. fire spells and spell-like abilities

Defensive Abilities strong defense +1

Weakness vulnerability to cold

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +12/+7 (1d6+4/19-20), *+1 short sword* +12/+7 (1d6+2)

Special Attacks favored enemy (human +2), hit 'em hard +1, might of the efreet, monster specialist (dragon, fey, journeyman human, evil outsider), smite humanoid (+1 attack/+10 damage)

Spell-Like Ability (CL 10th, concentration +11)

1/day—*align weapon*

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +10; **CMB** +13; **CMD** 28

Feats Dodge, Improved Two-Weapon Fighting, Iron Will, Skill Focus (Knowledge [geography]), Two-Weapon Fighting

Skills Acrobatics +8, Climb +11, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (planes) +13, Perception +7, Profession (sailor) +7, Sense Motive +7, Survival +7; **Racial Modifiers** +4 Knowledge (planes)

Languages Azharan, Common, Naval Code

SQ monster lore +5, monster sense +5, sharp senses

Gear *oil of align weapon (good)*, *oil of dispel magic*; **Other Gear** 2 *+1 short swords*, *amulet of natural armor +1*, *+1 leather armor*, *ring of protection +1*

SPECIAL ABILITIES

Might of the Efreet (Ex) Once per day, Mustav can gain a +4 inherent bonus to his Strength for 1 round as an immediate action.

"Jarenelle and her gang of gunners have been in the Freeport Guard armory for years keepin' them siege weapons in tip-top condition. Since they have graciously sacrificed leave time to accomp'ny us, I'm thinkin' they deserve a chance te show us what they can do at sea."

"Horval Carrow has distinguished hisself as a helmsman and lookout on other ships."

Mustav elbows him and laughs. "Looking out for whales, anyway!" The gunners laugh along and admiral Lydon rushes to continue.

"Finally, we have the accomplished cap'n-wranglers who helped recruit the ships for our fine fleet and sailed back victoriously from... um..." He stammers as he remembers not to say Hangnail's name. "As I was saying, these are the pirates so tough that they stopped what was spreadin' all those curses, chased down slavers in Freeport herself, and triumphed o'er Mazini agents at... our destination."

At that, he gestures proudly at the party and the crew murmurs their admiration for the party's now-famous deeds.

"Before we go, yez need te understand that the booty is te be split fairly according to yer contributions. E'eryone aboard these ships is pulling his or her weight, and I'm not goin' to see one o' ye miss out on yer fair share of our assuredly bountiful booty." At that, the crew applauds.

"Now, let's get underway!"

Jarenelle is named master-at-arms unless a party member wants that position; in that case, she serves as that character's lieutenant. Jarenelle is protective of her team. If they are ever reduced below half hit points during combat in which the *Eth Abaddon* hasn't been boarded, she orders them below-decks. Jarenelle fights to protect her team if the ship is boarded and takes over the position of any casualties. Jarenelle is a Freeport guard officer (*Freeport City of Adventure* 342). Her team is composed of six siege engineers (*Freeport City of Adventure* 342). If anyone inquires how a woman came to be a member of the Sea Lord's Guard, her men strenuously try to attend to something else or warn the questioner off; Jarenelle herself indignantly says that they mistook her for a man and couldn't find anyone who could do the job as well after they found out she wasn't.

If the party hasn't claimed the position of navigator, Lydon names Mustav Khadem navigator. Otherwise, he acts as quartermaster. He is curious about the party's previous adventures and looks for opportunities during lulls at sea to ask for stories of their exploits, seeking to confirm or refute specific rumors about the events that Admiral Lydon mentions.

Horval Carrow is named pilot and given the amulet of control so that he can give Diamanda precise instructions directly. Otherwise, he is a lookout. He hasn't served on a pirate ship in combat before, but has steered whaling ships and helped pilot Captain Valeria's *Bloody Rose* on trade stops in dangerous ports. He avoids staying ashore because he has a shadowy history working with dangerous folk in the rough parts of Freeport, and he prefers not to discuss it with anyone, especially in front of Mustav. Lydon once helped him get out of trouble, mistaking Carrow for someone of influence, and Carrow does his best to help Lydon in return. As a result of his past, he has the stats of a freelance thief (*Pathfinder Roleplaying Game NPC Codex*).

Horval and Mustav are matelots, sharing a partnership among pirates somewhere between a business partnership and a marriage. The two join and leave the crew as a unit, they are given shared accommodations (indeed, most pirates try to give them at least a bit of shared privacy), and each inherits the other's share of booty if one dies at sea. They wear matching bands on their ring fingers as a symbol of their bond and to help identify their bodies for inheritance purposes. Like most matelots, Horval and Mustav are a romantic couple, but that doesn't stop them from enjoying carousing and paid companions together when they're at port. Horval enjoys flirting with

strong or charismatic people of any gender, especially if Mustav isn't around. (They do not, however, do more than passingly flirt aboard ship unless they are out of port for at least a week or two; like most pirates, they avoid risking needless romantic or sexual melodrama with people they must continue working with.)

EVENT B	CR 7, 9, 10, or 11

Setting Sail

LOCATION: Freeport fleet, at sea near Freeport.

With the information gleaned from the logs of the *Eth Abaddon*, the admiral plans to set sail for Hangnail as a logical stopping point in between Mazin and Freeport. There, he hopes to ambush the enemy fleet. He looks over the ship and comments on the lack of support implied by the paltry improvements to the ship added by the captain's council. The ship's exterior got a fresh paint job and two of its ballistas were replaced with magical ones from Freeport's stock of siege engines.

Captains: As the fleet sails, the ships space themselves widely enough to avoid any risk of collision in case of unexpected maneuvers, a distance of at least 300 feet and often more. This means that communication across the

Catalog of Captains

The captains recruited in this adventure and the previous adventure, *The Freebooter's City*, each bring something different to the fleet. Summarized below are the captains that might comprise the Freeport fleet as the ship leaves Freeport. (Admiral Lydon only discusses those that actually joined the fleet.) Benefits listed here which apply to crew do not apply to officers (such as the PCs), but benefits that apply to officers do apply to the PCs.

Katsper Zee

(CN female human freebooter 8): Captain of the *Noise* (unless the party offered her the *Precocious Imp*). An old hand who languished as an entertainer in recent years, Captain Zee is ready to return to the pirate's life with gusto. She prefers to fire blast shot to disable ships quickly rather than cause structural damage with cannonballs (dealing 8d6 damage to creatures and objects in a 30-foot cone). When her ship defeats enemy ships, she takes them rather than sinking them. Her stats can be found in *Return to Freeport Part 4: The Freebooter's City*. If the *Noise* is with the PCs when they are using the simplified Naval Engagement Rules, they gain a +4 bonus to naval combat checks when all enemy ships are in Close or closer range.

Christopher Bailey

(CG male human freebooter 6): An idealist with a family in Freeport to protect, Captain Bailey is a good captain to serve under. His ship is the *Bone Box*. He grants a +2 bonus on Diplomacy checks to officers on his ship and adjacent ships. Crew on his ship and adjacent ships suffer only half the normal penalties from fear effects. His stats can be found in *Return to Freeport Part 4: The Freebooter's City*.

If the *Bone Box* is with the PCs when they are using the simplified Naval Engagement Rules, they do not take a penalty to naval combat checks for having fewer ships than the enemy fleet.

Sabiha Carrington

(CN female human rogue [pirate] 9): Desperately wishing for more opportunities to harass and plunder the Ivory Ports, Captain Carrington provides her aid as a means toward this end. She captains the galley *Dirty Swan*. She is not confident of Captain Lydon's skill; if no one else challenged Lydon for the admiralship, she almost certainly did so. Her crew includes the troll Nodrickshir. Between Captain Carrington's distinguished crew and her exceptional ship, the *Dirty Swan* counts as two ships when resolving naval battles. Her stats and detailed description can be found in *Freeport: City of Adventure*, pages 306-308.
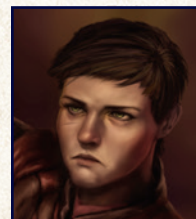
Sarinda Rogers

(CN female human rogue [swashbuckler] 18): A legendary immortal with a death wish in command of the ghost ship *Boundless*, Captain Rogers intimidates the rest of the fleet and enemies alike. Despite her vast experience, she refuses to lead and instead prefers to dash headlong into danger. Her supernaturally eerie ship makes all creatures within 300 feet (including the officers and crew of adjacent friendly ships) shaken with no saving throw (this does not stack with other fear effects). As part of its captain's curse, the *Boundless* always has the broken condition and cannot be repaired beyond 2/3 its maximum points (600 of 900). If the *Boundless* is sunk, it resurfaces 1 month later in the same location. Her undead crew are akin to skeletal champions (*Pathfinder Roleplaying Game Bestiary*) that reconstitute after 1 month if destroyed. Her crew is bound to the ship and cannot leave except to board a ship that is lashed to hers; once the ships separate, her crew vanishes and reappears in their bunks. Sarinda can leave on her own, however. Her stats can be found in *Return to Freeport Part 4: The Freebooter's City*.

If the *Boundless* is with the PCs when they are using the simplified Naval Engagement Rules, they gain a +4 bonus to naval combat checks to attempt to close range on only a single enemy ship.

Edward Cooper

(CN male human fighter [corsair] 8): Notoriously greedy even for a pirate and always keen on get-rich-quick schemes, Captain Cooper looks at this fleet as a way to get in on big plunder from many ships at once. Captain Cooper pays extra to hire keen-eyed scouts

for the crow's nest of his ship, the *Laughing Saint*. His ship has an effective Perception modifier of +10. He and Captain Wallace both wanted the same treasure map, and he might have tried to fight for admiralship if he didn't get it. His stats can be found in *Return to Freeport Part 4: The Freebooter's City*.

If the *Laughing Saint* is with the PCs when they are using the simplified Naval Engagement Rules, they may attempt Perception checks as naval combat checks, and if they win the first naval combat check they may choose to begin the engagement at medium range.

Mean Wallace

(CE male half-orc barbarian [sea reaver] 8): Captain Wallace of the *Gangrenous* respects a strong stomach and leaps on any opportunity for thrilling battle and plunder. His presence grants a +2 bonus on Intimidate checks and on saving throws against fear to all officers on his and adjacent ships. He and Captain Cooper both wanted the same treasure map, and he might have tried to fight for admiralship if he didn't get it. His stats can be found in *Return to Freeport Part 4: The Freebooter's City*.
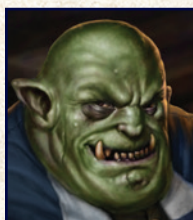
If the *Gangrenous* is with the PCs when they are using the simplified Naval Engagement Rules, they gain a +2 bonus to all naval combat checks.

Black Jules

(CE male draugr captain): This undead pirate serves only as a way to strike back against the Mazini who were his enemies in life. He does not have his own ship, but his undead crew protects the party's ship from attack. Once per day, he can summon three draugrs as if with *summon monster V*. In addition to the usual abilities of a draugr captain, he can use *control wind* at will at caster level 10th while in Midnight's Ichor. When outside Midnight's Ichor, he can use the merge with ward ability of the kami subtype (*Pathfinder Roleplaying Game Bestiary 3*) with the ship on which he left Midnight's Ichor. However, he cannot leave the ship on which he left Midnight's Ichor (probably the *Eth Abaddon*) during combat; he must flee back to that ship immediately if attacked and during his flight can take only the withdraw and move actions.

Once per day, Black Jules can cause the ship he is on to count as two ships for one naval combat check.

Erik Gouldin

(CG male dwarf freebooter 5): Captain Gouldin of the *Traveling Lady* has faced Hell and knows fiends can be thwarted. Captain Gouldin's presence grants a +2 morale bonus on Will saving throws made against the special abilities of evil outsiders to all crew and officers of his and adjacent ships.

If the *Traveling Lady* is with the PCs when they are using the simplified Naval Engagement Rules, they do not take a penalty to naval combat checks when half or more of their ships are at less than 50% maximum hp.

Katarina Lubovich

(N female human freebooter 6): Captain Lubovich of the *Sunshine Sail* is mistrusted for being from Libertyville. However, she is an enthusiastic nemesis of slavers and fights hard to protect her family in Freeport. Katarina's presence grants a +1 dodge bonus to AC and CMD against slavers, including the Mazini and divs, to crew and officers adjacent to her ship.

Jezamine Finlay

(NE female human corsair 6): Captain Finlay of the *Queen of the Underworld* is a kidnapper herself, upsetting the more anti-slaver sailors and captains of the fleet. Captains Bailey, Carrington, Black Jules, Lubovich, and Samlea provide no benefit to her or the PCs if she is recruited. During ramming maneuvers, the *Queen of the Underworld* deals half-again (+50%) damage and treats its hardness as 10.

Samlea

(NG male elf druid 10): Captain Samlea of the *Storm Angel* is dangerously reckless for hatred of slavers. Samlea's ship and crew, as well as the officers and crew of adjacent ships, gain a +1 morale bonus on attack rolls and combat maneuver checks against slavers, including divs and Mazini. However, they also suffer a −1 penalty to AC against such foes.
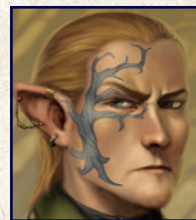
fleet is best handled by semaphore flag messages. Admiral Lydon and Horval Carrow know semaphore, as do all the fleet captains and at least one additional member of each ship's crew. Due to the spacing, not all captains are immediately on hand to help in case trouble suddenly arises. Each captain offers some strategic advantage over the others, and Admiral Lydon goes over this with the crew as the ships prepare for the four-day sail to Pride's Perch. He asks the party their preference as to which captains' ships should be asked to sail near to the flagship (there is room for two close enough to matter). The captains and their ships are summarized in the Catalog of Captains sidebar. If the party cannot agree, Admiral Lydon simply asks Captain Bailey's *Bone Box* and Captain Wallace's *Gangrenous* to sail nearby.

Hazards: During the party's last stay in Freeport, Nathan Grymes secretly arranged for the planting of several means of sabotage on the ship of the PCs using paid-off agents and a doru div. If the player characters suspect anything is amiss, they might search for such trickery. There are three distinct forms of sabotage on their ship: *obsidian sand*, cursed ballistas, and a hidden *symbol of confusion*.

The *obsidian sand*, disgorged by a doru div, is in the bilge water. It can be detected by anyone examining the lowest deck with a successful DC 25 Perception or Profession (sailor) check. The sand detects as evil and magic. *Prestidigitation* has no effect, but the sand can be pumped out into the sea with the bilge pump, where it creates a ghawwas div (hp 161, *Pathfinder Roleplaying Game Bestiary 3*) that attempts to hide until noticed or until it can get a single officer alone on deck to kill.

The ballistas appear to be *+1 flaming ballistas*. However, when used in true combat, their bolts turn around in midair and apply their attack rolls to the ship that fired them. If any part of the ship is already damaged, the cursed bolt targets that part. These items can be recognized as cursed under scrutiny with *detect magic* or similar effects with a successful DC 38 Spellcraft check. If the party still has the *curse compass* from the previous adventure and consults it outside of the Freeport docks, it points toward the nearest ballista (if there are no other cursed items or creatures closer to the compass). Once the curse is revealed, the ballistas cannot be replaced until the curse is suppressed (requiring *remove curse* or a more powerful spell and a successful DC 23 caster level check) or the ballista is destroyed (hardness 15, hp 140). Each cursed ballista magically creates its own bolt and fires it against its own ship with attack bonus +5 on initiative count 0 in any round in which at least one other siege weapon on the same ship fires in true combat, or twice per round at any creature that damages the ballista in melee or with spells.

The *symbol of confusion* (as *symbol of insanity* but spell level 7th and the confusion lasts only 13 rounds; caster level 13th, DC 21) is hidden under cheap lead paint that will dissolve after 1 week at sea. The symbol is located under railing near the helm. The symbol triggers when read or when the ship carrying it engages in combat against any vessels carrying the flag of Mazin. The paint can be identified as poor paint with a successful DC 21 Perception check or DC 16 Profession (sailor) check. These DCs are increased by 5 if the viewer only inspects the ship while on board. The Perception DC to notice that there is something underneath is 26. Disabling the symbol requires a successful DC 26 Disable Device check. This symbol is a magical trap and can be detected and disarmed accordingly, except that the lead paint blocks divinations until it wears off. *Greater detect magic*[UI] might be used to track the symbol to its original caster, a guild wizard bribed by an agent of Nathan Grymes, in the next adventure.

Story Award: The party earns 3,200 XP for identifying the *obsidian sand* and removing it from the ship. They additionally earn 3,200 XP for discovering and neutralizing the ballistas and another 3,200 XP for discovering and neutralizing the *symbol of confusion* (whether or not they triggered either one). These awards might be earned at a later time if the sabotage is not detected immediately.

EVENT C	CR 8

LIBERTYVILLE

LOCATION: Libertyville

Given the presence of slavers among the enemy, the party might wish to recruit ships from Libertyville. Doing so requires a quick stop in this rival port on the way out of the Serpent's Teeth, Freeport's home island chain. Admiral Jacob Lydon doesn't want to set foot on shore, but the party's reputation as popular and heroic warriors prevents trouble between Libertyville toughs and the crew of the fleet. Scaring up volunteers requires 1d4 days and a successful Diplomacy check to spread the word. Spreading word that the fleet is sailing against slavers grants a +5 bonus on this check as the tradition of Freedom's Militia appeals to Libertyville's more idealistic souls (including Masson Francisco's Liberty Movement). If the Diplomacy check result is at least 10, Katarina Lubovich volunteers with a crew and her ship the *Sunshine Sail* if she was not recruited in *The Freebooter's City*. If the Diplomacy check result is at least 20, another crew volunteers with the ship *Horny Satyr*. Their captain is an inexperienced but charismatic halfling priest (of the

God of Lust) named Numof Feathertongue (carousing champion, *Pathfinder Roleplaying Game NPC Codex*). If the Diplomacy check result is at least 30, a third crew volunteers and Masson Francisco approaches the group to commend them for rallying such a force from corrupt Freeport for such a noble cause. The third crew is captained by a middle-aged half-orc come out of retirement for this momentous event, Fire-Eye Fex (pirate captain, *Freeport City of Adventure* 346) of the *Thundering Timber*.

Story Award: The party earns 1,200 XP for every ship they recruit.

EVENT D	CR 11

Mazini Advance Scouts

LOCATION: Freeport Fleet at sea.

Captain Ad Avish sent his two remaining air elemental baghlahs ahead of his fleets to evaluate Freeport's defenses and scare the populace without giving enough information to be helpful. Much like the *Eth Abaddon*, these baghlahs have bound air elementals that enable them to move with incredible speed. (Use the stats for the *Eth Abaddon*.) The party's fleet encounters them on their second day out of the Serpent's Teeth.

The ships have taken advantage of mists roiling up from the ocean to conceal their presence in between scouting jaunts. Unless the party's fleet waits outside the mist, the Mazini scouts are encountered within. If the ships wait, they encounter the scouts during the next Mazini foray.

In the mist, each ship in the fleet receives a DC 10 Perception check modified normally for range (see the Perception skill) to notice the scouts (which, though Colossal, have some camouflage from the ships' cloudy coloration and elemental components). Unless crewed with characters of particular skill, each ship's lookout uses a Perception modifier of +5. Any PC on deck can also attempt the check. Horval Carrow notices the ships when the DC drops below 25. When the ships are noticed, read the following text.

> *Pale gray baghlahs with sails of billowing clouds dip in and out of the mist with seemingly impossible agility, first one and then a second near the silhouette of one of your fleet ships.*
>
> *"Ship ahoy!" cries go out across the fleet.*
>
> *The admiral says, "We need te catch them 'afore they can report anything about us te the Mazini! After 'em 'til we can make 'em out in the fog!"*
>
> *Cannons rip out from the fog but the shots go wide or fall short.*

The seas here are fair, but the speed of the scouts prevents most ships from getting off more than a single volley of attacks before the baghlah scans that ship and moves on. Only spellcasters and skilled ranged combatants can reach without the speed of the *Eth Abaddon*.

If using the simplified Naval Engagement Rules, this engagement begins at Medium range, as a result of the mist.

Creatures: The air baghlahs attempt to get within 25 feet (Close range) to effectively scan the crew and ships with *arcane sight*. If they believe they've been spotted, they fire ballistas and attack with spells every round. Each round, ships the Mazini scouted can attempt to hit them with their siege weapons. Anything farther than Close range in the mist has concealment; anything in Long range has total concealment.

The two baghlahs are each crewed by three Mazin warriors, a Mazini captain, and a pairaka div lieutenant.

MAZIN WARRIORS (6): hp 40
CAPTAINS (2): hp 37 each (Thunder wizards, *Pathfinder Roleplaying Game NPC Codex*)
PAIRAKAS (2): hp 76 each (*Pathfinder Roleplaying Game Bestiary 3*)

Stopping the Baghlahs: Dealing at least 450 points of damage to a baghlah (hitting its AC of 2 and overcoming the ship's hardness of 8) gives it the broken condition and slows it to half speed, whereupon it can be caught by the fleet. Non-siege ranged weapon attacks deal half damage to the ships. Fire deals full damage (after subtracting hardness) rather than half damage as other energy attacks do. A *fireball* or similar spell as well as alchemist's fire or similar ongoing fire effects can catch a ship on fire, igniting the square of contact or (if the effect contacts multiple deck squares) each square surrounded on all sides by affected squares. Each burning square spreads to one square in a random direction chosen in a manner similar to determining where a missed splash weapon lands: assign 1 through 8 to a direction clockwise around the square and roll 1d8 (the fire does not spread if this indicates the direction of a square that is already aflame). Dealing at least 60 points of damage to the same 10-foot-by-10-foot section under the water line of the ship cause it to sink over the course of 1 minute. Targeting the same underwater square requires hitting AC 17, whether with a touch attack, direct fire siege weapon, or other attack. Indirect fire siege weapons can't hit below the water line (only the deck). Non-siege ranged weapon attacks deal no damage under the water line, or half damage if they are tridents, spears, similar weapons, or other weapons specifically designed to work underwater. Dealing at least 90 points of damage to each of a baghlah's

two masts (AC 10, hardness 8) destroys the masts, reduces the ship's speed to that of the current, and makes it easy for the fleet to catch.

The air baghlahs' ability to move can be eliminated by dislodging the elemental plinth. Killing the pilot wearing the amulet of command prevents the ship from changing its trajectory. The elemental plinth can be dislodged with a successful DC 17 Strength check. A spell such as *telekinesis* takes two actions to unfasten it, after which it can be knocked away as a move action or with *telekinesis*. Much like a construct, the elemental plinth's power cannot be suppressed or dispelled.

If the PCs have the *Eth Abaddon* or teleportation spells with sufficient range, they can attempt to board the ships without stopping them. Boarding with the *Eth Abaddon*

MAZIN WARRIORS (6)   CR 3 • XP 800 EACH

Mixed male and female suli fighters (unbreakable) 4 (*Bestiary 3, Ultimate Combat*)

NE Medium outsider (native)

Init +5; **Senses** low-light vision; Perception +3

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

hp 40 each (4d10+12)

Fort +6, **Ref** +2, **Will** +2 (+1 vs. mind-affecting effects)

Defensive Abilities unflinching +1; **Resist** acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk falchion +10 (2d4+6/18-20) or dagger +8 (1d4+4/19-20)

Ranged mwk light crossbow +6 (1d8/19-20)

TACTICS

During Combat The warriors fire and reload their ballistae until their ship is boarded. At that point, they abandon the siege engines and try to coordinate their attack against one foe, ruthlessly taking down opponents as quickly as possible.

Morale The crew surrenders only if the majority of them are dropped.

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 6, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +8; **CMD** 20

Feats Diehard, Dodge, Endurance, Escape Route[UC], Improved Initiative, Weapon Focus (falchion)

Skills Diplomacy +3, Intimidate +6, Perception +3, Sense Motive +3; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Common, Ignan

SQ armor training 1, elemental assault

Combat Gear *potion of aid*; **Other Gear** *+1 lamellar (steel) armor*[UC], dagger, mwk falchion, mwk light crossbow with 20 bolts, 87 gp

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requires a successful opposed drive check (using Profession [sailor]) against the enemy's +15 modifier. Diamanda can make the check, but has only a +10 modifier; any character at the helm or wearing the amulet of command can make the check instead. Characters can easily board the ship with the aid of ropes and a latching plank called a corvus. The ropes provides a +5 bonus on Acrobatics checks to cross the gap if a character grabs them. The ship normally waits within 15 feet (Acrobatics DC 15 to jump), which is the length of the corvus. Crossing the corvus while the ships are moving requires a successful DC 5 Acrobatics check.

Captain: If the party has Captain Zee, the crew of her *Noise* spots the enemies and fires a volley of springal arrows across the enemy ships, dealing 3d8 points of damage to two warriors and the pairaka lieutenant on one ship.

Hazard: If the cursed ballistas are fired, they strike the *Eth Abaddon* instead of the enemy and then fire on the *Eth Abaddon* every time any of the ship's ballistas fire thereafter until the curse is suppressed by *remove curse*.

Development: When the baghlahs have scanned all ships in the Freeport fleet (which requires 2 rounds per ship), they sweep around once again to check for stragglers, then disappear into the mist. If not stopped, they sail ahead to Hangnail to await the main fleet and report on this new development. Their primary goal is to gather information and get it back to report to their superiors, so they avoid beginning a conflict if possible, and prefer evasion and escape to attempting to sink any ship that appears to be even close to their power level.

If the party successfully takes one or both baghlahs without breaking or sinking them, Admiral Lydon awards the ship or ships to a captain that has either distinguished themselves or been supportive (most likely Captain Zee, Captain Bailey, or Captain Carrington). That captain then splits crew across the new ship and old ship unless the old ship was broken in the battle.

If an air baghlah is reduced below full speed, it is caught within a matter of minutes by the Freeport fleet and any crew not yet defeated at that time is captured. If the party leaves one ship for the Freeport fleet, Captain Carrington takes the ship but her *Dirty Swan* takes serious damage and gains the broken condition. If the party leaves both ships for the Freeport fleet or Captain Carrington isn't present, two Freeport ships engage and are broken.

If the Mazini are captured, they can be convinced to share the Mazini fleet's plan to set up a base on Hangnail. If a div survives, it cannot be made to cooperate except by magic and attempts to murder or at least stop its compatriots if it notices them cooperating. If amnesty and return to Mazin is offered, a successful DC 20 Diplomacy check is sufficient to turn one of the Mazini. A successful DC 25

Intimidate check also yields this information. They do not know details of the fleet's deployment, but can reveal that the fleet has other magical ships, although none are air-infused like theirs and the *Eth Abaddon*. There are water baghlahs that can move underwater, earth baghlahs that can make barriers of stone, and fire baghlahs that can fire magical molten shot from their cannons (which one PC glimpsed in the vision sent by Captain Ad Avish). If the party attempts to torture them (an evil act), they lie, saying anything that they can think of to convince the party to stop. Sense Motive checks to recognize such lies suffer a –8 penalty because any tells are masked by the stress of torture.

EVENT E   CR 10 OR 11

MIDNIGHT INFILTRATION

LOCATION: *Eth Abaddon* at sea

Event E can occur any night after Event D. It is brought on by a dense fog rolling in slowly to surround the ship. If PCs are on various watches, randomly roll to see what shift is up when the fog moves in.

> *A thick fog moves in, obscuring all vision beyond 50 feet. The sounds of the sea are dampened, as though far away. A shout cuts through the silence, as a crewman on the port side of the ship yells in alarm.*

Creatures: If the *obsidian sand* was not discovered, it is activated by the fog overnight, releasing three nasu divs (see page 26). One nasu quietly infects Horval Carrow as he keeps watch on deck or gazes out a porthole after his shift ends and possesses him while the other two seek out officers such as the PCs to possess.

If the *obsidian sand* was discovered and thrown overboard, it created a ghawwas div (*Pathfinder Roleplaying Game Bestiary 3*). Unless the party provoked it before now, Horval Carrow catches its attention when he is alone and the ghawwas teleports onto the ship in an attempt to slay him and as many crew and officers as possible.

Development: If Carrow is possessed by a nasu, it tries to do his duties to the full until the fleet reaches Hangnail. Every night when it can be alone, it coughs or cries a bit of *obsidian sand* from Carrow's body, hoping to eventually accumulate enough to bring more divs from the Bleeding Oasis. It hides the sand in Carrow's foot locker, which goes largely unused otherwise since he and Mustav normally just use Mustav's Mustav notices something is amiss and comes to the party out of concern that his matelot has come under foul influence before the final battle.

NASU (3): hp 74 each; see page 26

PART 2

PRIDE'S PERCH

Mustav announces to the party that Pride's Perch is ahead and provides them with a map of the surrounding islands that he procured from a nereid long ago. She seemed quite mad, but very friendly. He indicates the rock outcropping where the transition to Midnight's Ichor takes place and Admiral Lydon says that this should prove useful in planning a defense against the Mazini fleet.

EVENT F   CR 8

AN UNEXPECTED STORM

LOCATION: Freeport Fleet, near Pride's Perch

When the fleet approaches within 4 miles of Pride's Perch, a strange storm looms suddenly. It was conjured by Cormoryxial, a young cetus that watches for approaching ships from Pride's Perch.

> *The clear day is suddenly darkened by dark and thunderous clouds on the horizon dead ahead.*
> *The admiral studies the storm and then turns to issue orders.*
> *"We're headin' through! Batten down the hatches!"*

Carrow signals the trailing ships with a series of flag gestures, then runs to help make the ship more watertight.

The seas become rough and require almost an hour to cross. Each ship in the fleet must make a successful DC 15 (Profession [sailor]) check. Ships without notable individuals at the helm assume a sailor with a +5 bonus on this check. Each ship that fails is damaged, gaining the broken condition and halving its speed until repaired (imposing a –2 penalty on further Profession [sailor] checks to steer it). If a broken ship's check fails, the ship is wrecked and sinks. If the PCs make no effort to save the sailors on a sinking ship, half drown prior to rescue.

The storm is unnatural. It can be recognized as the effects of a *control weather* spell with a successful DC 27 Knowledge (arcana) check. It radiates strong transmutation magic under *detect magic*, concealing any weaker auras within the storm. As the effect of an ongoing spell, the storm can be dispelled with *dispel magic* or similar effects with a successful DC 26 caster level check.

Story Award: If the party's fleet survives the storm with no more than one damaged ship (including if they dispelled it), award them 4,800 XP.

The Dragon's Toll

When the party's fleet clears the storm and approaches Pride's Perch, read or paraphrase the following text.

> *Just as the sea becomes calm again, a patch of water about 15 feet wide roils and a broad, shark-like head of shimmering green-brown scales emerges from the water followed by 20 feet of neck. It bellows in a voice that shakes the ship's planks,*
>
> *"No Mazini flag? You must pay a toll or become my next meal! I, Cormoryxial the Mighty, demand a ship to add to my collection down below and a tribute of at least five impressive magical objects. You have five minutes."*
>
> *The dragon begins circling the flagship and sizing up each of the ships in line beyond it. Admiral Lydon looks faint, but turns and gestures for Horval Carrow to pass the information on to the other ships.*

Cormoryxial the young cetus is interested only in adding to her hoard. She has made a deal with the Mazini, who paid her handsomely in sacrificed slaves, stolen ships, and elemental gems. She was alerted to the likelihood of ships passing between Hangnail and Freeport and given those vast gifts in exchange for her promise not to harass ships flying the Mazini flag and to note the passing of all Freeport ships for Mazini spies to record.

Creatures: Cormoryxial demands the sacrifice of one ship and either five magic items each worth at least 2,000 gp or at least 10,000 gp in coins, gems, or waterproof art objects. The ship will be sunk to add to her budding collection on the seafloor. At a gesture from Admiral Lydon, Horval Carrow keeps the rest of the fleet updated with shouts and flag signals. She can be convinced to accept double treasure without taking a ship with a successful DC 25 Diplomacy check. She can be convinced to accept only the named treasure without an increase if the check result is at least 30. If she is not satisfied, she begins attempting to sink the nearest ship other than the *Eth Abaddon*, ripping at the hull with Greater Vital Strike. The hull has 60 hp and hardness 5. The dragon turns her attention to the party if dealt at least 25 points of damage or if she fails a saving throw against a spell cast by the party. Cormoryxial fights to the death, trusting in her regeneration to revive her.

If promised a big cut of the haul from defeating the Mazini fleet (she owes them no loyalty, but simply fears

their magical power), add a +2 bonus to the Diplomacy check to negotiate with her. However, the party can expect terrible retribution if the terms are not honored. Cormoryxial has no interest in sticking her neck out regardless of the incentive, however.

The party might wish to rig up a ship to explode before offering it to the dragon. If they do, rigging up a ship's black powder to explode requires a successful Craft (alchemy or traps) or Disable Device check (DC 25 for either). The explosion deals 10d6 points of damage, half fire and half bludgeoning.

Cormoryxial: hp 152

Captain: If Captain Bailey is present, he sails the *Bone Box* up to help negotiations with earnest words and a pirate's cunning, providing a +2 bonus on Diplomacy checks. If Captain Rogers is present, she volunteers to sacrifice her ship. She does her best to avoid Cormoryxial realizing that this is because it will simply rise again from the deep at the next full moon. Captain Wallace shouts his willingness to fight.

Hazard: If the cursed ballistas are fired, they strike the *Eth Abaddon* instead of the enemy and then fire on the *Eth Abaddon* every time any of the ship's ballistas fire thereafter until the curse is suppressed by *remove curse*.

Development: If Cormoryxial is not slain or otherwise incapacitated, she reports the PCs' movements to the water scout ships. She waits until her hit points are fully healed to again engage ships passing by. If Cormoryxial is defeated, Captains Wallace and Carrington are impressed.

Treasure: Cormoryxial's current lair is an undersea cave 120 feet below the surface. Inside, she keeps a hoard of 10,000 cp, 4,000 sp, 1,500 gp, 100 pp, various gems worth 2,000 gp, and treasure salvaged from wrecked ships including *cloak of resistance +2*, a *+1 evil outsider bane longsword* (or other weapon more suitable to a PC), a *headband of alluring charisma +2*, and a *+2 mithral chain shirt*. These items are collected by Admiral Lydon to go toward the shared plunder of the fleet, but the party will have first dibs.

EVENT H

RETURN TO MIDNIGHT'S ICHOR

LOCATION: Midnight Harbor

The black waters of Midnight's Ichor churn and gurgle like the whole sea is at a boil, though no heat comes off the cold, briny spray. The ship rocks more than usual, bucking and rolling as though cresting great waves despite the chop of the water staying low.

CORMORYXIAL	CR 12 • XP 19,600

N cetus with the young creature simple template (*Pathfinder Roleplaying Game Bestiary 5, Pathfinder Roleplaying Game Bestiary*)
hp 152
Limited Regeneration (Ex) Cormoryxial is not yet fully grown, and her regeneration is not as difficult to overcome as most cetuses. Any effect that penalizes her Dexterity score or movement speed or that deals Dexterity damage or drain suppresses her regeneration, even if she avoids suffering the penalty, damage, or drain from that particular attack. Any character who succeeds on a Knowledge check to identify the cetus recognizes this trait.

After the dragon is dealt with, the admiral sends the party ashore in Hangnail to resupply the ships. He awards them their booty for their successful battles with the Mazini and Cormoryxial: 9,000 gp each. If there were specific items they wanted from the horde or the defeated Mazini, they can take those items in place for the items' value in gold or other valuables (effectively purchasing those items from Admiral Lydon).

The other crews in the fleet are unwilling to enter the cursed waters of Midnight's Ichor. Even Sarinda Rogers's undead crew is unwilling to risk a new curse on top of the one they already suffer.

With Cormoryxial vanquished, the party can steer their ship around Pride's Perch and enter Midnight's Ichor again. Like the previous passage, it turns the water to a roiling morass of darkness, but with Black Jules either recruited or cast away, it is not difficult or dangerous to navigate. The crews of the various ships are superstitious and unsettled even while guarding Pride's Perch, however, and require reassurance from the PCs to serve at their best. A successful DC 15 Charisma-based skill check is sufficient. If the sailors are not reassured, they effectively have the shaken condition for the duration of their time in Pride's Perch (which does not stack with any other fear effect). For every captain beyond the fifth in the fleet (not counting Admiral Lydon), the PCs gain a +1 bonus on this Charisma check.

EVENT I   CR 10

AN UNDERWATER AMBUSH

LOCATION: Mightnight's Ichor, near Hangnail

The eerie black waters of Midnight's Ichor are supernaturally calm under a dark and cloudy sky. The gloomy islands seem even more twisted than before and seem almost to have subtly shifted position since you last passed through.

If the party takes more than six days to reach Hangnail, the advance fleet's two water baghlah scouts have already reached Hangnail. If the party was not delayed, skip this encounter now. However, if the party is still in Midnight's Ichor when the sixth day passes, the water baghlahs arrive on a scouting mission. They sail underwater, evading notice from the fleet and entering Midnight's Ichor to find the *Eth Abaddon*. Once they do, they set up the ambush described below for the *Eth Abaddon*'s departure from Midnight's Ichor.

If present, the water baghlahs have prepared to ambush ships as they leave the port under the cover of a *mirage arcana* spell. This disguises the ships as low islands, where the skeleton crews keep hidden in the blighted foliage (truly the disguised flanks of the ship). The area is very similar to the Pride's Perch region, but shallower. The islands are all in slightly different locations, making the false one seem plausible enough that it does not provoke Will saves to disbelieve automatically, though careful scouting by familiars or animal companions may grant such a saving throw.

Ships: The two water baglahs have similar stats as the *Eth Abaddon*, based on the sea ship in the Vehicles chapter of *Pathfinder Roleplaying Game Ultimate Combat*. However instead of being faster than a typical sailing ship, the water baglahs can sail underwater at half their normal speed and acceleration (creating a bubble of air that allows the crew to breathe and operate normally if within 10 feet of a ship's deck or rigging).

Creatures: Each of the two ships is crewed by a Mazini wizard captain, an aghash div first officer, and three Mazin warriors, as well as twelve sailors (*Pathfinder Roleplaying Game NPC Codex*) who avoid combat except to help reload or fire the ballistas. When a ship appears from Pride's Perch, the lookout alerts the rest of the crew, who man the ballistas under the cover of *invisibility* spells. Observers onboard a passing ship can notice the sound with a successful DC 25 Perception check. Otherwise the ships fire with surprise, and then submerge until they have reloaded. Every other round, the ships simultaneously emerge to fire and then submerge the following round to reload. The admiral orders the party to board one ship while readying the ballistas to return fire when the ships surface to fire.

Mazin Warriors (6:) hp 40 each; see page 12
Captains (2): hp 37 each (Thunder wizards, *Pathfinder Roleplaying Game NPC Codex*)
Aghash Divs (2): hp 42 each (*Pathfinder Roleplaying Game Bestiary 3*)

Captain: If Black Jules is on board, he conjures three draugr and appears alongside them to attack whichever crew the party is not engaged with, inflicting 3 negative levels and 30 damage on the enemy captain, killing two enemy crew, and dealing 20 points of damage to two other enemy crew before they are destroyed after three rounds of combat. Black Jules rejuvenates and reappears on the party's ship at midnight.

Hazard: If the cursed ballistas are fired, they strike the *Eth Abaddon* instead of the enemy and then fire on the *Eth Abaddon* every time any of the ship's ballistas fire thereafter until the curse is suppressed by *remove curse*.

Treasure: In addition to the crew's equipment, the ships carry supplies worth 1,000 gp.

Development: If a ship is reduced below one-quarter hit points or loses at least three of its crew, the remaining crew submerge the ship and flee from Midnight's Ichor. If the party did not recruit Black Jules previously and defeat the water baghlahs in Midnight's Ichor, he appears again and offers to aid them against any further Mazini in the area, including any fleet mentioned to him. He does not attack if refused, but merely fades away into the dark water.

EVENT J   CR 1
RETURN TO HANGNAIL

LOCATION: Hangnail

The port gleams in the bright sun, the light exposing new tiles on roofs, new boards on walls, and new sails in the harbor. Dozens of smaller boats are coming and going, carrying loads from shore to bigger ships, for some reason avoiding the still-ramshackle docks. One vessel in particular looms over all the other new ships at dock, a smartly-rigged warship flying a flag of an ornate rose covered in thorns that drip blood.

Upon returning to Hangnail, the party finds that it has been repaired and returned to some measure of its former function unless the party totally failed to prevent the firebombing of the port by Mazini agents in Part 3: *Storming the Razor Caves*. Surviving contacts from that adventure (except for Captain Flinx, who has fled for safety) give the party a heroes' welcome and free provisions for their crews. Captain Valeria (*Freeport: City of Adventure*) is at port here trading her exotic magical wares. When she hears of the party's presence (and the fact that their crew includes her former navigator Mustav), she sends word with a runner inviting them to a meeting. There, she offers to add her ship (the *Bloody Rose*) and crew to the fleet in gratitude, but laments that the dock is now haunted by the souls of sailors killed by the slavers and her crew can't be convinced to help her route them.

If the party's ship is damaged and they saved Hangnail

from destruction in part 3, the grateful pirates offer to repair their ship for free, restoring 3d6 points of damage per day that it remains in port. This is also a good time for the characters to resupply, sell and buy items, and advance to 11th level ahead of confronting the fleet.

Event K	CR 10

Stray Souls

Location: Hangnail docks

The ramshackle Hangnail docks fork several times above the dark water of the bay. Green mists cling to the old wood, like long fingers rising from the sea water. Periodically the mist coalesces into humanoid forms briefly, and sometimes it moves as though a small group of creatures was moving through it.

About half of the Hangnail docks have been claimed by duppies as their hunting ground. These undead souls are furious at all living creatures and jealous of sailors in particular, after the duppies had their sailing careers cut short by the Ameers who murdered and enslaved many of the people of Hangnail.

Creatures: Three duppies in jealous rage for their own freedom lost attack anyone attempting to set sail. They take advantage of their flight to drift across the gaps between docks and ships while sending their ravenous hounds to slay foes from afar.

Duppies (3:) hp 76 each (*Pathfinder Roleplaying Game Bestiary 5*)

Captain: If the party has recruited Black Jules, he can cow them in a fashion similar to channeling energy. Each duppy can resist with a successful DC 15 Will saving throw. On failure, that duppy flees as if frightened for 1 round. On success, that duppy is staggered for 1 round.

Treasure: The duppies have dredged the sorrowful treasures of lost sailors up from Hangnail's harbor when they did not have mortals to slay. Amidst many ruined pieces of gear are a *ring of swimming*, an *amulet of natural armor +2*, a *+1 cold iron cutlass*, and a *+2 buckler*.

Development: If the party vanquishes the duppies, Captain Valeria adds her *Bloody Rose* to the fleet. The *Bloody Rose* maintains a stock of alchemical weapons and its main weapons are a pair each of cannons, rocket springals, and firedrakes. If the party recruited Black Jules previously, he can bond to the *Bloody Rose* instead of the *Eth Abaddon*, allowing it to count as two ships when pairing off in naval combat.

Event L

Preparations at Pride's Perch

Location: Freeport Fleet, at Hangnail

When the party returns to the fleet at Pride's Perch, the fleet prepares to defend against an invasion. Admiral Lydon divides ships to hide behind nearby islands awaiting his signal. His ship, carrying the PCs, stakes out the location with the best view in order to coordinate the others. He has a *wand of whispering wind* (41 charges) which he plans to use to call forth the other ships at the right moment.

Damaged ships require 1 day in Hangnail's port per 10 hp that need to be repaired. Admiral Lydon sends an air baglah to watch for trouble, preferring to send the party if they are willing. During combat, Lydon carries the command amulet unless a character prefers to and generally follows the party's lead on how he should spend his action guiding the ships, or leaves it to Helmsman Carrow.

Development: If the party arrived at and left Midnight's Ichor too soon for the water baghlah ambush in encounter 6, the Freeport fleet is scouted by two water baghlahs that approach submerged on the first day the party is present after the sixth day; these water baghlahs are otherwise as described in encounter 6. If the air baghlahs in encounter 3 did not report back, the water baghlahs scan each ship in turn, giving each ship a chance to notice them. The ships scan from a distance of 90 feet underwater. The base DC to spot the water ships is 18. (Note distance penalties apply +1 to the DC every 5 feet in the murky water.)

Event M1	CR 10

After Deserters

Location: Hangnail

Waiting for supplies and a deadly fight is not kind to the nerves of the sailors in the fleet. It's rare for pirates to desert onto unpopulated islands such as those surrounding Pride's Perch, but it has happened here. When the party returns to Pride's Perch from Hangnail, they find Captain Cooper's *Laughing Saint* (if he joined the fleet) and Captain Zee's *Noise* (or the *Precocious Imp*, if the party gave it to her) waiting ominously close to the rock. Their captains come aboard to explain that their entire night shifts deserted along with a few of the day crew, leaving them in dire straits should a battle arise. Edward Cooper is furious that they are trying to get out of doing all the work they were paid for

CURSED FAIRY RING   CR 10 • 9,600 XP

Type magical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger location (*alarm*); **Reset** at sunrise and sunset; **Bypass** fey
Effect *sands of time*[APG] +10 touch and *baleful polymorph* (multiple targets, 10-foot radius, DC 17)

Trap: The path crosses a magical fey trap which the deserters were able to safely cross because they were guided by fey. Mustav aids any character searching for traps, granting a +4 circumstance bonus on their Perception check. If the trap is spotted, he also grants a +4 circumstance bonus to any character's attempt to disarm it. If no character is qualified, he can attempt to dispel the magic with his *oil of dispel magic* but the modifier is only +5 against the trap's dispel DC of 20.

Story Award: If the party finds and successfully follows the tracks, award them 2,400 XP.

and paranoid that they might try to return to steal the rest or organize a mutiny, but Katsper Zee is more concerned by how strange it all seems. She believes that more than mere desertion is afoot. Both believe that the deserters can't have gone far and ask the party to track them down on the island. Mustav Khadem volunteers to go along in case the party encounters strange planar hazards so close to the entrance to Midnight's Ichor. Admiral Lydon strongly encourages the party to accept his help. Before he departs, Mustav squeezes Carrow's hand and promises to take care. A successful DC 20 Sense Motive check indicates Carrow acknowledges the gesture only stiffly.

The characters can track the deserters to disturbed tracks with a successful DC 16 Survival check and an hour of scanning the island from a boat.

EVENT M2   CR 10

THE ALLURE OF PEACE

LOCATION: Jungle of Hangnail

At the center of this jungle clearing, a deep pool of clear water is surrounded by broad stones. The sounds of merriment carry well, and more than a dozen sailors of various genders and races can be seen cavorting casually around the pool. A single lightly-tanned woman of elven appearance is the clear focus of their revelry.

The clearing is 120 feet across and centered on a briny pool 20 feet across that connects deep underground with

the surrounding ocean. The crew has been enticed here by the allure of a lonely nereid named Bouessa. She has ambitions of being worshiped as a sea goddess.

Creatures: Bouessa the nereid and the 20 missing crew recline here all about the clearing. If the party approaches peacefully, she is willing to talk, but asks to be addressed as befits her station. Any term of deference or nobility suffices. She believes that she has liberated these folk from the chains of responsibility and care, and proudly defends doing so regardless of the consequences. Unless she thinks the party wants to join her, she is unfriendly; if the party's stated goal is to return the crew, she is hostile. She thinks she can hide from any interlopers, but if the party can convince her that the fleet's success would protect her from enslavement or death (which requires a Bluff or Diplomacy check with DC 25, or 30 if she is hostile), she relents. If confronted for using magic on the crew, she says that they would have resisted her magic if they didn't truly want the freedom she offers.

Bouessa takes care to remain within 30 feet of the pool at the center and to keep at least two crew between her and any intruders at all times. The crew have already failed their saving throws against her *suggestion* spell-like ability with the suggestion that they defend her to the best of their ability and remain here with her to start a new life free of cares.

If the party attempts to take any crew back to their ships without Bouessa encouraging them to leave, the crew attempts to stop the PCs. However, they generally cannot harm any PC unless they roll natural 20 on their attack rolls. They serve principally to prevent Bouessa from being engaged in melee combat.

Bouessa: hp 126 (Nereid, *Pathfinder Roleplaying Game Bestiary 2*)
Common Pirates (20): hp 13 each (*Freeport City of Adventure* 346)

Development: If the party rescues the crew without killing any, their captains reward the party. Captain Bailey pays 2,500 gp and Captain Zee pays 5,000 gp. Each reward is reduced by 500 gp for each crew member killed.

Treasure: Bouessa has a cache of magic items and art objects gifted to her by worshipers centuries ago within a shallow alcove just under the surface of the pool. It includes four sapphires worth 500 gp each and a *bronze griffin figurine of wondrous power*. Admiral Lydon does not collect this treasure, as it was not won in naval battle as part of the fleet.

Story Award: Award the party 200 XP for every crew member they rescue without inflicting lethal damage. If the party rescues the crew without combat, award them XP as if they had defeated Bouessa.

Fleet Against Fleet

With Bouessa's temptation neutralized, the fleet is able to prepare properly for the Mazini. Admiral Lydon orders the fleet to hide around Pride's Perch to mass the fleet's effective strength to its maximum. The party should be at least 11th level before confronting the Mazini in force.

Event N   **CR 11**

Ambushing the Advance Fleet

Location: Waters near Hangnail

Unless the water baghlahs escaped, the advance fleet arrives without good intelligence, misguidedly confident that they would be warned by their scouts. If the scouts did provide intelligence, the fleet does not change course in hopes of lulling the Freeporters into a false sense of security, but the captains of the fleet have prepared spells to suit tactics the party has demonstrated in view of the scout ships.

Creatures: Seven traditional Mazini ships, one slave barge, and one fire baghlah arrive with intent to reconquer Hangnail for Captain Ad Avish. The fire baghlah is crewed by six Mazini warriors, a Mazini first mate (priest of the Torture Sultans), and a nasu div captain in a stolen halfling body.

Mazin Warriors (6): hp 40 each; see page 12
Mazini Captain: hp 56 (Vivisectionist cleric, *Pathfinder Roleplaying Game NPC Codex*)
Embodies Nasu: hp 72

Ships: The seven traditional ships use the stats for sea ships from *Pathfinder Roleplaying Game Ultimate Combat*. The slave barge is a keelboat. The fire baghlah uses the stats for a sea ships but its Huge siege engines can fire every round, deal fire damage, and have double the normal siege engine range increments. If the siege engines are used to volley together, the volley deals 10d6 points of fire damage in a 30-foot radius with a DC 18 Reflex saving throw. All those who fail this saving throw are entangled, cannot move from their squares, and suffer an additional 2d6 points of fire damage the following round.

EMBODIED NASU   CR 9 • XP 6,400

Nasu div possessing the corpse of a halfling slinger (see page 26 and *Pathfinder Roleplaying Game NPC Codex*)
hp 72

Running the Combat: Most of the ships engage with other parts of the fleet. The PCs should use a fleet of no more than 3 ships to take on no more than 3 enemy ships. The fire baglah does not take part in the initial conflict. After the PCs have succeeded in taking on a group of any 3 other ships, read the following.

> A red-sailed baglah near the rear of the enemy fleet spits gouts of red-hot lava into the air. They sail clear across the fleet to smash down upon a nearby Freeport ship and ignite the boards while the crew rush about trying to extinguish it.
>
> After gasps and curses go up from the crew, Admiral Lydon whistles for attention. He says, "That's goin' te sink the whole fleet if we try te fight it like this! We need te board and stop them cannons now! Carrow, tell the fleet te cover us while we take it!"
>
> The ship wheels about to bear down on the fiery baghlah.

The *Eth Abaddon* takes 5 rounds to cover the 900 feet to board the fire baghlah, which is holding position to keep the rest of the Freeport fleet's weapons at a range penalty. During this time, if the cursed ballistas are unknown or suppressed, Jarenelle's gangs fire on the fire baghlah. If the cursed ballistas are known but still a threat, Jarenelle fumes but says she won't fire until an officer orders the ship to fire a volley despite the curse. On the third round (and every 3 rounds thereafter, if the party does not bring the *Eth Abaddon* within 15 feet to board as Lydon plans), the baghlah fires a volley at the *Eth Abaddon*. The volley deals 10d6 points of fire damage in a 30-foot radius with a DC 18 Reflex saving throw for half damage. All those who fail this saving throw are entangled, cannot move from their squares, and suffer an additional 2d6 points of fire damage the following round. The ship suffers full damage beyond its hardness of 8 but Diamanda sends gusts of air that put out any fires before the ship ignites. Breaking free requires a successful DC 17 Strength check or destroying the stony mass with damage; it has 10 hit points and hardness 5.

Captain: If the fleet includes Captains Bailey or Wallace, they return fire on the third and sixth rounds after the fire baghlah's initial volley. Captain Bailey's shots damage the cannons, breaking them and reducing the DC of saves against the cannons by 2. Captain Wallace's shots deal 200 damage to the ship. Captain Wallace's *Gangrenous* is broken on the fourth round of combat and sinks under the lava on the seventh.

Hazard: If the cursed ballistas are fired, they strike the *Eth Abaddon* instead of the enemy and then fire on the *Eth Abaddon* every time any of the ship's ballistas fire thereafter until the curse is suppressed by *remove curse*.

Treasure: In addition to the crew's equipment, the fire baghlah carries 1,000 gp in supplies. As the flagship, it also carries a chest of 2,000 pp and 5,000 gp, the payment for the crews. All this is collected by Admiral Lydon.

Development: After the fire baghlah is defeated, the remaining Mazin ships attempt to flee. The crew of any ship caught by the *Eth Abaddon* after that point surrenders rather than be killed, although any divs aboard teleport away rather than be taken. If any ships escape, they return to the main fleet and warn them of what they witnessed. They join in the final confrontation, but hang back and only attack similarly damaged Freeport ships.

An Early Victory

LOCATION: Freeport Fleet, near Hangnail

When the advance fleet has been dealt with and their crew questioned or their logs studied, the admiral calls the ships together.

> Admiral Lydon speaks loudly, so that his words can be repeated among the mismatched ships of the Freeport fleet by criers. "Good work, Freeporters! We have choked the Mazini fleet and robbed Captain Ad Avish of a chance te resupply before he faces us." A cheer goes up across the fleet at his words.
>
> "However," Lydon continues. His face is more grim than you have ever seen. "T'was merely the advance force. The main fleet will be with Ad Avish hisself, and will be far bigger. Te best 'em, we'll have te be smart, and we'll have te be fearless. But in cleverness and in courage we've proven ourselves! They never saw our victory coming, and their admiral will be just as cocky. He sent dreams and warnings hoping te scare us, but he has just tipped his hand! We shall lure his fleet between the islands of Pride's Perch and sink their most valuable ships before they realize we are fewer than them. Then, the scattered ships will be like meat into a grinder to these salty dogs!"
>
> Cries of encouragement and eagerness go up gradually here and there across the ships.

Those captains the party has most impressed add their voices to Admiral Lydon's. At this moment, Admiral Lydon leaves time for the heroes of the battle, the PCs, to speak. They can rally the fleet and get them to hang on Lydon's

words with a successful DC 30 Bluff or Intimidate check, DC 25 diplomacy check, or DC 20 Perform (oratory) check. Each captain they have impressed exceptionally add a +2 bonus on this check, effectively aiding another. Including these, up to four characters can aid this check. If the check succeeds, the fleet is energized and all NPC crew and officers gain a +1 morale bonus on attack rolls and skill checks (including naval combat checks) during the coming battle.

The main fleet arrives within a few days, but the party should have time to recuperate and prepare in Hangnail if necessary before this final engagement. Once the party has prepared, the admiral orders the party out in the fastest ship available to spot the enemy and return with enough time to array the Freeport fleet. The party might have to scout for a few days before the full fleet appears, particularly if they need experience to gain a level before engaging in the very challenging final battle.

EVENT P   CR 9 OR 11

TROUBLE IN THE FLEET

LOCATION: Freeport Fleet, near Hangnail

As the confrontation with the main fleet grows nearer, tension ratchets up among the sailors. Jarenelle spends a great deal of time keeping her men alert but not agitated, and it is likewise across much of the fleet. However, unless the PCs managed to discover that Horval Carrow has been possessed (back in **Event E**), there's a more significant problem brewing. Mustav has been increasingly concerned by his matelot's strange behavior, and when Carrow coldly rebuffs him again while they wait for Ad Avish's fleet, he resolves to ask the PCs for help.

Development: If the party refuses to help Mustav, he confronts Carrow alone and is overpowered. The nasu leaves Mustav incapacitated while it coughs up enough *obsidian sand* to conjure a ghawwas (*Pathfinder Roleplaying Game Bestiary 3*) to help it ravage the ship before Mustav's absence is noticed. The whole exchange takes 5 minutes and can be noticed by PCs on board with a successful DC 25 Perception check.

Creatures: Carrow is possessed by a nasu div (see page 26). The amalgam creature of nasu and Carrow have the following stats. If Carrow is attacked other than by non-damaging spells meant to force the nasu out, Mustav defends him—attempting to disarm, grapple, or otherwise interfere—and shouts for the assailant not to hurt the innocent Carrow.

NASU POSSESSING HORVAL CARROW: hp 42

NASU (POSSESSING HORVAL CARROW)   CR 9 • XP 9,600

NE Medium humanoid (human)
Init +4; **Senses** *deathwatch*; Perception +14

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)
hp 42 (8 HD; 7d8+12)
Fort +5, **Ref** +12, **Will** +11

OFFENSE

Speed 30 ft.
Melee *+1 rapier* +13/+8 (1d6+3/19-20)
Special Attacks disease
Spell-Like Abilities (CL 9th; concentration +13)
Constant—*deathwatch, tongues*
At will—*contagion* (DC 18), *dimension door* (self plus 50 lbs. of objects only), *inflict critical wounds* (DC 20)
1/day—*confusion* (DC 18), *summon* (level 4, 1d3 aghashes or 1 pairaka 40%), *vomit swarm*^APG (CL 13th)

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 15, **Wis** 16, **Cha** 19
Base Atk +8; **CMB** +12; **CMD** 23
Feats Ability Focus (*inflict critical wounds*), Agile Maneuvers^B, Dodge, Great Fortitude, Iron Will, Weapon Finesse^B
Skills Acrobatics +15, Bluff +15, Climb +13, Disguise +15, Fly +15, Intimidate +15, Perception +14, Profession (sailor) +14, Sense Motive +14, Stealth +15
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.
SQ infest body

EVENT Q1   CR 10

SCOUTING AD AVISH'S FLEET

LOCATION: Waters not far from Hangnail

Once the party has prepared, the admiral orders the party out in the fastest ship available to spot the enemy and return with enough time to array the Freeport fleet. This can be easily done with a *sending* or *whispering wind* spell. If the party does not have the ability to cast either, the admiral is willing to lend them his *wand of whispering wind*.

Creatures: Ad Avish's fleet includes the following: two fire baghlahs, three earth baghlahs (including Ad Avish's flagship the *Tear of the Torture Sultan*), fourteen sailing ships, and two slave barges. If the party did not defeat all the air baghlahs in encounter 3 or all the water baghlahs in encounter 6 or 8, the escaped ships are present in Ad Avish's fleet but hang back, as they are damaged and can't be repaired at sea. The fleet and the characters make opposed Perception checks to determine who sees the other first; range penalties are irrelevant because they cancel each other out. Each PC makes a Perception check and each

of the seven forward ships in the enemy fleet makes a Perception check with a +5 bonus.

Trap: If the *symbol of confusion* (**Event B**) on the *Eth Abaddon* has not triggered yet, it triggers when the party fires upon any of the Mazini ships.

Development: The air baghlahs, if present, give chase if the party is spotted first. See their dispositions described in encounter 3. Closing with a conventional ship takes 30 minutes. One pulls ahead and engages 5 minutes before the other. Closing with the *Eth Abaddon* takes 1 hour and the pilot of the *Eth Abaddon* can escape with a successful naval combat check. The pilots of the air baghlahs have a Profession (sailor) check result of 25, modified by any spells or effects created by the party. If the air baghlahs close with the party's ship, they attempt to soften up the ship with two volleys from their ballistas before reaching boarding distance; then, they board and attempt to kill or capture all aboard. The captains ready to cast *dispel magic* to counter any spells while the rest of the crew engages.

When the party escapes, Admiral Lydon calls the party together with Carrow, Jarenelle, and Mustav into his stateroom to plan. He has Mustav lay out the islands around Pride's Perch, then suggests that they can use the direction of the approach to their advantage. Unsure of himself, he is slow about laying out the plan and leaves room for the party to interject and reach his conclusion ahead of him. Lydon indicates the crescent island, and suggests that a couple of ships could hide there until Ad Avish's fleet passes by on approach to Pride's Perch, then close in from behind to take out the fire baghlahs. He then asks for suggestions as to who should go with them. If the party still has Captain Rogers's *Boundless*, Mustav suggests her and Carrow, and Jarenelle readily agree. Otherwise, and if the party offers no input, Mustav votes for Captain Valeria's *Bloody Rose*; Carrow backs him, but Jarenelle suggests Captain Carrington's *Dirty Swan*. If those don't work for whatever reason, Admiral Lydon falls back on Captain Bailey's *Bone Box* or Captain Wallace's *Gangrenous*.

VARIANT CLOCKWORK LEVIATHAN   CR 12 • XP 19,600

hp 128 (*Pathfinder Roleplaying Game Bestiary 3*)
Bound Elemental (Ex) The variant clockwork leviathan is guided by a bound water elemental that imparts it with some creativity and intelligence in following orders. The variant clockwork leviathan lacks the clockwork subtype.
Jet (Ex) Once per minute, the leviathan can move up to 600 feet. It can drag a ship up to 130 feet long with it when it does so.
Swallow Whole (Ex) The variant clockwork leviathan's swallow whole attack deals nonlethal damage to swallowed creatures and does not risk drowning them. Swallowed creatures can be disgorged as a standard action into any adjacent square.

If the party is captured, all survivors are brought to Captain Ad Avish's ship for him to gloat over their failure. Their weapons are taken and held by Ad Avish's slavers.

Story Award: If the party's ship spots the enemy first, award the party 9,600 XP. If the party is spotted but evades an air baghlah, or if the party is spotted but the enemy has no air baghlahs with which to pursue, award the party 4,800 XP.

EVENT Q2   **CR 12**

DANGER FROM BELOW

LOCATION: Freeport fleet, waters around Pride's Perch

Again, the admiral places ships in concealed positions around Pride's Perch. However, this time the chosen ship and *Eth Abaddon* take up positions close together behind the crescent island and wait for the fleet to pass by.

Creatures: Deep under the water, more allies of the Mazin approach to scatter the fleet: a water baghlah and a clockwork leviathan. After Captain Ad Avish had a vision of treachery amidst the defeat of the advance fleet, they have been ordered to split up and to search the area around Pride's Perch for ships and lure them into the open. The leviathan spots the party or their fellow ship unless fooled by a very clever *mirage arcana* or similar magic. Anyone aboard a targeted ship can notice the leviathan's approach from below with a successful DC 20 Perception check. Anyone who fails this check is surprised when the leviathan simultaneously grabs the targeted ship and drags it toward open water. The leviathan can drag the targeted ship 600 feet by using its jet ability on its next turn. The pilot of a dragged ship can attempt to break it free with a successful DC 25 Profession (sailor) check or a successful DC 30 Escape Artist check. Unless the pilot breaks it free, the ship is moved into view of the approaching fleet. After that, the leviathan climbs up on the ship and begins swallowing crew for enslavement. The leviathan switches to killing as many crew as possible if it is reduced to fewer than 64 hp.

CLOCKWORK LEVIATHAN: hp 128

Captains: If the party recruited Sarinda Rogers, she seizes the water baghlah with the help of allies' siege weapons on the third round of combat. Captains Valeria and Black Jules together on the *Bloody Rose* also achieve that end. Otherwise the water baghlah sinks one Freeport ship before being sunk on the fifth round of combat. If the allied ship adjacent to the party's ship has cannons, they deal 28 points of damage to the leviathan every other round. If it has ballistas, they deal 20 points of damage to the leviathan every other round.

Story Award: Because of the assistance of the other ship, the party receives only 75% XP for defeating the clockwork leviathan (14,900 XP). The party receives 9,600 XP if they assist substantially with defeating the water baghlah.

Event Q3	CR 10

Bombardier Boarding

Location: Freeport fleet, waters around Pride's Perch

Massive, dark shapes can be seen moving beneath the waves. A few are shaped roughly like whales, but have long lines coming off them, as though pierced by a half-dozen mighty harpoons each. One, however, slides back and forth, a curling, lean line that dips down too deep to be seen for a moment, before rushing up toward the ocean's surface.

Shortly after the clockwork leviathan is destroyed, a salvo of ballista bolts and molten cannonballs rains from afar on the Freeport fleet and they return fire. Captain Ad Avish's main fleet is within reach. Admiral Lydon orders Horval Carrow to maintain a hiding position behind the ship while they engage the main fleet.

If the scouting mission (**Event P1**) was spotted and the Mazin fleet followed the scout ship back to Pride's Perch, then the Freeport fleet has very few options for maneuvering. The admiral immediately suggests the PCs use his *scroll of teleport* to board the enemy flagship, the *Tear of the Torture Sultan* as outlined in **Event P4**, in hopes of taking out the enemy commander before the naval battle even begins.

Creatures: As in the scouting run, Ad Avish's fleet includes the following: two fire baghlahs, three earth baghlahs, fourteen sailing ships, and two slave barges. One of the earth baghlahs is Captain Ad Avish's flagship, the *Tear of the Torture Sultan*. If the party did not defeat all the air baghlahs in encounter 3 or all the water baghlahs in encounter 6 or 8, the escaped ships are present in Ad Avish's fleet but hang back, as they are damaged and can't be repaired at sea.

Running the Encounter: Use the Mazin ships and crews from any previous naval conflict to run the PCs through a 3-on-3 ship battle. Whether they win or lose, at the end of that conflict the *Tear of the Torture Sultan* closes with the PCs' ship and attempts to board it, as outlined in **Event P4**.

Trap: If the *symbol of confusion* (**Event B**) has not triggered yet, it triggers when the party fires upon any of the Mazini ships.

Story Award: Award the party 9,800 XP for defeating the main fleet.

Boarding the *Tear of the Torture Sultan*

Location: Freeport fleet, waters around Pride's Perch

Ad Avish's flagship is an earth baghlah called the *Tear of the Torture Sultan*. The *Tear of the Torture Sultan* and the other earth baghlahs each manifest a barrier of solid rock to instantaneously intercept any ranged attack, including spells and siege weapons. Only spells that don't require line of effect, such as teleportation effects, can breach it. If the party does not have such magic, the admiral offers to transport them with a *scroll of teleport* that he has been saving for just such an occasion.

Creatures: Captain Ad Avish is accompanied by his chief advisors and trusted crew. These include the captain (CR 11), two pairaka divs (CR 7), and three Mazini slavers (CR 5).

Captain Ad Avish: hp 128 (Anishtih (div); see page 25)

Pairaka Divs (2): hp 76 each (*Pathfinder Roleplaying Game Bestiary 3*)

Mazin Slavers (3): hp 45 each (Cruel devotees, *Pathfinder Roleplaying Game NPC Codex*)

Development: When Ad Avish is defeated, whether forced to retreat or slain, his fleet begins to panic. In the aftermath, each Freeport ship can safely take one Mazini ship. For every two Mazini ships beyond that number, one ship gets away and one ship sinks a random Freeport ship before being sunk itself.

Aboard the Mazin flagship, the captain's quarters include Ad Avish's valuable log, whose contents are described below.

Concluding the Adventure

Once Captain Ad Avish is slain, his fleet scatters. Slaves mutiny and desert in droves. Even a few of the Mazini surrender in hopes of mercy and an escape from a city that feels like a gilded prison even for the rulers.

Admiral Lydon distributes booty to the fleet's crew and officers, including the party. The PCs are awarded first choice among the gear of defeated sailors and any plunder. Each PC's total award comes to 32,000 gp.

Ad Avish's captain's logs include detailed means of tracking and contacting his agent in Freeport. Although the agent took pains to hide his identity, Avish's magic has been able to determine his identity as Nathan Grymes, one of the captains on the council of Freeport. It isn't enough to form an ironclad case against Grymes, since anyone employing powerful magic items against divination might have managed to mislead Ad Avish's prying. However, it does indicate that the agent has a safe house in Freeport he intends to retreat to if he is spooked or if the invasion is delayed significantly. The details of these clues can be found in the sixth and final installment of this adventure path.

New Monster: Div, Anishtih

This powerfully built man's strikingly beautiful skin is marred by cracks that seethe with flames.

Anishtihs embody cruelty and revenge. These divs revel in warfare, sabotage, and the razing of cities. They relish watching mortals destroy each other's works. To this end, anishtihs offer mortals their services as generals, admirals, lieutenants, and advisers in the ways of military strategy. Anishtihs might betray individuals, but never lead coups or otherwise steer troops against former allies without

significant warning. This quirk has lead some mortals to trust them over ambitious mortals—a terrible mistake that has laid low more than one hubris-filled ruler.

Anishtihs have a compulsion to share their fiendish schemes. Although they are willing liars in most regards, they insist upon open battle to the point of their own destruction. They do not announce their every action, but they avoid attacking when they cannot be seen coming and cannot resist making some sort of declaration of hostilities. When conquering outposts and settlements, an anishtih cannot help but let a survivor escape to spread fearful word of the conquest. When in close proximity to foes, Anishtihs compulsively describe at least the basic outlines of their plans or goals in the hopes of filling them with delicious terror, rage, and despair before killing them.

Anishtih dislike being forced to fight alone, and if placed in a situation where they must do so almost always take time to summon a nasu to gain at least a single ally. When facing multiple targets if at all possible the anishtih teleports to be close to a foe with a piercing or slashing weapon, and positions itself so if damaged its molten blood sprays on multiple foes.

An anishtih stands 7 feet tall and weighs about 300 pounds.

ANISHTIH — CR 11 • XP 12,800

NE Medium outsider (div, evil, extraplanar, fire)
Init +11; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +18
Aura frightful presence (90 ft., DC 22), *magic circle against good*

DEFENSE

AC 26, touch 17, flat-footed 19 (+7 Dex, +9 natural)
hp 126 (12d10+60)
Fort +9, **Ref** +15, **Will** +13
DR 10/cold iron and good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 22
Weakness vulnerability to cold

OFFENSE

Speed 40 ft.
Melee *+1 yatagan** +20/+15/+10 (1d8+6/18–20 plus 1d6 fire) and claw +14 (1d6+5 plus 1d6 fire) or
2 claws +19 (1d6+5 plus 1d6 fire)
*exotic, performance special feature, one-handed only, and allows Weapon Finesse (see *Freeport: City of Adventure*)
Special Attacks entrap (DC 21, 1d10 minutes, hardness 5, hp 12), scorching skin
Spell-Like Abilities (CL 12th; concentration +18)
Constant—*magic circle against good*, *true seeing*
At will—*greater teleport* (self plus 50 lbs. of objects only), *rage*
3/day—*enthrall* (DC 18), *flame strike* (DC 21)
1/day—*dream*, *geyser*^APG (DC 21), *mage's decree*^UI, *moonstruck*^APG (DC 20), *summon* (level 6, 1 nasu 100%)

STATISTICS

Str 21, **Dex** 24, **Con** 21, **Int** 18, **Wis** 17, **Cha** 22
Base Atk +12; **CMB** +17; **CMD** 20
Feats Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Finesse
Skills Acrobatics +22, Bluff +21, Climb +20, Knowledge (history) +19, Intimidate +21, Perception +18, Sense Motive +18, Stealth +22, 2 more
Languages Abyssal, Common, Celestial, Infernal; telepathy 100 ft.
SQ change shape (Medium humanoid; *alter self*), molten blood

ECOLOGY

Environment the Black Oasis or Abaddon
Organization solitary
Treasure standard (*+1 yatagan*, other treasure)

SPECIAL ABILITIES

Entrap (Ex): Any creature damaged by the anishtih's molten blood must succeed at a DC 21 Fortitude save or become entangled for 1d10. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the remaining duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 greater than the saving throw DC. Destroying the entrapping material frees the creature.

Molten Blood (Su) Whenever the anishtih is dealt damage by a slashing or piercing weapon, all creatures within a 10-foot cone centered on the attacker are splattered with the anishtih's blood. The blood is like quick-cooling lava. It inflicts 1d6 points of damage and triggers the anishtih's entrap ability.

Scorching Skin (Su) The anishtih deals an additional 1d6 points of fire damage with all metal weapons and natural attacks. Any creature that grapples the anishtih suffers 2d6 points of fire damage at the start of its turn.

New Monster: Div, Nasu

> This miniscule humanoid has four fly-like wings, eight arachnoid legs—two ending in pincers—and a jaw filled with oversized mandibles.

Nasu are among the more feared and loathed of the divs, and their ability to turn innocent or even noble creatures into agents of evil is believed to have brought more than one crew, and even a few cities, to ruin. They are often used as advanced agents of more powerful div lords, who command the nasu to accomplish specific tasks by any means necessary in order to prepare the way for grander plans. Most nasu obey their masters only grudgingly, and try to pervert their orders to fulfill their own delights even when unwilling to disobey directly. Rare flocks of nasu forced to work together by a powerful lord are strangely more obedient than single agents, for each nasu fears one of the others will notice and report any deviation from the intent of their master's commands.

A nasu lives to corrupt mortal bodies. They favor infecting mortals with terrible diseases and then tricking them into doing terrible things in hopes of a cure that does not exist. Nasu delight in bringing their victims closer and closer to a state of total depravity and, if possible, revealing how far the victims have sunk just before those creatures's final living moments.

Like all divs, nasu have an inviolable taboo. A nasu cannot abide an open flame. It prioritizes attacking anyone carrying an open flame or extinguishing or covering the open flame if no enemies are responsible. If a creature insists on creating new open flames, the destruction of that creature becomes the nasu's primary goal.

Nasu are almost 2 feet long and weigh about 15 pounds.

NASU — CR 8 • XP 4,800

NE Tiny outsider (div, earth, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., *deathwatch*, see in darkness; Perception +14

DEFENSE

AC 23, touch 19, flat-footed 16 (+6 Dex, +1 dodge, +4 natural, +2 size)
hp 74 (8d10+16)
Fort +8, **Ref** +12, **Will** +11
DR 10/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 19

OFFENSE

Speed 10 ft., burrow 10 ft., climb 10 ft., fly 60 ft. (good)
Space 2-1/2 ff.; **Reach** 0 ft.
Melee bite +16 (1d8+2 plus disease), 2 claws +16 (1d4+2 plus disease)
Special Attacks breath weapon (30-ft. line, 8d6 slashing plus disease and nauseated 1 round, Reflex DC 18 halves damage and negates nausea, usable every 1d4 rounds), disease
Spell-Like Abilities (CL 9th; concentration +13)
Constant—*deathwatch*, *tongues*
At will—*contagion* (DC 18), *dimension door* (self plus 50 lbs. of objects only), *inflict critical wounds* (DC 20)
1/day—*confusion* (DC 18), *summon* (level 4, 1d3 aghashes or 1 pairaka 40%), *vomit swarm* (*Pathfinder Roleplaying Game Advanced Player's Guide*; CL 13th)

STATISTICS

Str 14, **Dex** 23, **Con** 18, **Int** 15, **Wis** 16, **Cha** 19
Base Atk +8; **CMB** +12; **CMD** 23
Feats Ability Focus (*inflict critical wounds*), Dodge, Agile Maneuvers[B], Great Fortitude, Iron Will, Weapon Finesse[B]
Skills Acrobatics +17, Bluff +15, Climb +14, Disguise +15, Fly +25, Intimidate +15, Perception +14, Profession (any) +14, Sense Motive +14, Stealth +25
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.
SQ infest body

ECOLOGY

Environment the Black Oasis or Abaddon
Organization solitary
Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) The nasu's breath weapon is a blast of choking sand and disgusting grime. Creatures in the area are exposed to the nasu's disease, obsidian cough.

Infest Body (Su) A nasu can infest a living creature or its intact (or mostly-intact) body. It can only target a living creature currently suffering from a disease or the corpse of a creature that died while infected (even if it did not die of the disease). This functions as *greater possession* (*Pathfinder Roleplaying Game Occult Adventures*) with a range of touch except that a corpse can attempt a Will save to resist as if it were alive. The nasu retains its obsidian cough ability while infesting the body. A corpse is restored to a semblance of life, but only superficial and life-threatening damage is undone. Any significant disfigurement that would not be life-threatening remains and might give away that something is amiss. In addition, anyone interacting with the nasu div in the infested body can attempt a Perception check opposed by the nasu's Disguise check to notice subtle signs the body is dead or seriously unwell, such as a grave odor or an unnatural pallor. The div need not attempt a Disguise check to pretend to be the original creature because the corpse is the creature, but anyone who interacts with the div can notice strange behavior with a successful Sense Motive check opposed by the nasu's Bluff check. As a swift action, the nasu can learn the answer to one question as if with *speak with dead* targeting the infested body; the question and answer are both purely mental and instantaneous. The possessed creature need not be dead for this effect to work.

Disease *Obsidian Cough (Ex)* Bite, breath, claw, grapple, touch—contact; *save* Fort DC 18, *frequency* 1/day, *effect* 1d4 Con damage and 1 Str drain as the victim coughs up *obsidian sand* (if the sand lies undisturbed overnight, it calls another nasu from the Black Oasis; scattering it in wind or water cancels this effect), *cure* 2 consecutive saves.

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