





BOSUN'S BOOTY

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INTRODUCTION



osun's Booty marks the end of the Journeys to the West Open Design project for Kobold Press. Herein, you will find additional islands to add to your campaign, new monsters, fleshed-out Barsellan NPCs, and a short adventure playable at gaming conventions, where we hope you will continue to spread the Midgard mayhem (er, love).

I've had a wonderful time captaining the Journeys crew out across the Western Ocean and into mystery, danger, and adventure. Together, we've created some intriguing locales, wondrous monsters, useful magic, and tales that will be told for ages to come—and tales that will continue in the upcoming Freeing Nethus adventure.

There are just too many people to thank for this successful expedition to name them all, but chief among them is Ben McFarland and Wolfgang Baur. These guys are truly the best! Look to this book's credits, and you will see those who steadfastly accompanied me to the end—they have my undying gratitude, and I know you will see future work under their bylines. And to all my crew, I offer my heartfelt thanks and appreciation. We did it! Journeys to the West, Pirates of the Western Ocean, and Bosun's Booty are all proud products of a fertile and collaborative imagination. That's the beauty of Kobold Press's Open Design projects. I'm ecstatic to have been a part of this.

But the ship has now docked. Let's head down to the Last Wave to lift a few mugs to celebrate our success! Of course, if the Naughty Sea Nymph is your preferred destination, I wish you well and hope we sail together again soon.

Fair Winds!

Christina Stiles May 2013

PATRONS

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THE LESSER ISLANDS AISTIHARHA

ome to many fey, Aistiharha (AY-stee-har-ha) serves as a conduit between the Shadow Plane and Midgard. Though Aistiharha exists primarily in Midgard, a planar wound kept open by a broken shadow road allows shadow-stuff to bleed onto the jungle island. Legends of the Mage Wars tell the story of the ancient Old One, Aistiharha, falling into the western seas of Midgard and opening its eye. However, the summoning ultimately failed, and the spell's backlash flung the Old One back to the outer planes, its great eye torn bodily from the beast to fall into the Western Ocean. A connection to the outer planes remains open at the eye's stony center, and magical creatures have wandered through to the new island, making it their own.

Centuries passed, and connection to the Shadow Plane stabilized. The island grew fecund with life, both fey and elemental. The island's elementals, wanting little to do with the capricious fey, made their home on the western shore. The curious fey, however, quickly allied with merfolk living in shallows around the eastern shore and settled on that side. When the fey began spotting ships on the horizon, they devised a way to meet with the travelers. Inevitably, some fey began wanting to lure more travelers to the islands in order to gain more wealth; others sought to protect Aistiharha from the attention outsiders brought to their island.

GEOGRAPHY

Sailors see Aistiharha's jungle, which rises in a circular mound three miles wide from end to end, before any other portion of the island—though sometimes a heavy haze blankets the island, obscuring its features. The ovular island resembles an open eye from above, with the jungle its vibrantly green iris. The jungles stretch to the north and south shores, but form a semicircular arc to the east and west, giving way to white sandy beaches. In the jungle's center, the shadow gate, leading to a dangerous shadow road, pulses like a pupil adjusting to light. Fierce shadow creatures guard it. Those savvy enough to navigate shadow paths find the road leads to an inland city, the Free City of Zobeck. The gate often seeps a shadowy haze, which sometimes engulfs the island.

Powerful illusion and ley-line magics of the bogeyman Creelazx (krē-lāzks) hide the shadow gate from ground-eye view. Creelazx claims lordship over all of Aistiharha's jungles and the gate, though, in reality, he only controls the northwestern expanses. Creelazx and his minions kidnap anyone wandering into their portion of the jungle, holding them for ransom, or selling them to slavery in the Shadow Plane if his demands go unmet.

A quick-witted pixie of the eastern jungles, Uiku (wē-ku), opposes the bogeyman and tries to prevent adventurers from traveling too far into the jungle. Uiku envisions Aistiharha as a fey sanctuary that trades with the other islands and the mainland for mutual benefit but to achieve this goal, he must first deal with Creelazx.

Protecting the natural wonder of Aistiharha, and preventing the shadow gate from opening further, Ki (Kī), a nymph druidess, keeps a watchful eye on all who roam the jungle's southern expanses. She understands the horrid truth behind Aistiharha and the shadow gate, and she works to foil both Uiku's and Creelazx's plans.

The eastern shore boasts a location unique in all of Midgard: the Bizarre Bazaar. Here, Uiku and other goodly fey bring fey goods and magical materials from the jungle for travelers to trade and purchase. The bazaar includes shallow inlets throughout, allowing merfolk to enter and barter in a safe environment. Though the bazaar opens every sunny day, in typical fey fashion, the appearance of the stalls and merchants rarely remains the same from one day to the next, and the bazaar opens and closes at the residents' whim. A fantastical market where rare and unique treasures are bought and sold for handsome prices or sometimes literally for a song, the fey merchants name their prices, whether in gems, memories, entertainment, or favors. The Bizarre Bazaar fuels Barsellan tales of Aistiharha's wonders, luring mainland merchants, adventures, and slavers alike.

Creelazx resides in a crumbling black castle to the north of the shadow gate. Powerful illusions hide the castle completely at night, and make it appear as a deserted structure during the day. Creelazx's followers patrol the jungle, and lead adventurers close enough for them to see the illusionary bait. The bogeyman understands the shadow gate better than most, and regularly enters the shadow road, which he also knows better than any other, to treat with the Shadow Fey.

On the western shore, a giant sand castle populated by playful elementals defies wave and weather. Even more remarkable, the collaborating elementals continuously change the construction and layout of their castle, fusing sand into prismatic glass and even more fantastical materials. The elementals keep to themselves, welcoming peaceful guests, and quickly expelling any potential threats. They bring sculpted glass and magical weapons to the bazaar, exchanging them for necessities otherwise unavailable to them. Led by their Pasha, Jegosh the elementals fear little from world around them. Jegosh chooses a daily envoy to travel to the Bizarre Bazaar, and occasionally graces the market himself to sell wishes to wealthy travelers.

A natural sandbar surrounds Aistiharha, and its only gap opens to calm shallows on the southeastern end of the island. The natural feature prevents ships from entering on any but the eastern side. The merfolk maintain the sand bar and keep watch with water elementals for underwater threats. Friendly visitors find a welcoming and sometimes profitable reception. However, those wishing to risk travel beyond the shores find adventure and danger at every turn. The conflicting aims of the powerful fey living on Aistiharha often transform the jungle into a battleground. Although the term "warfare" exaggerates the conflict between Creelazx and Uiku, 'rivalry' falls far too short.

Locations

The Bizarre Bazaar

No one oversees the bazaar. Each bustling day, the Bizarre Bazaar attracts traders, merchants, slavers, and conmen of all races and types. Located on the eastern shore of the island, the Bazaar features waterways for merfolk and other intelligent sea creatures to sell and trade their wares. Small, colorfully tented docks indicate where merfolk or even kelpies set up their shops. Some structures give the appearance of aged stone or wood, but in fact, illusions disguise simple carts or ramshackle stands. The bazaar spans nearly the entire eastern shore with no discernible organization or design. Fey merchants bring exotic goods, either locally made or originating from the Shadow Plane. From trinkets to spells and weapons to exotic livestock, the Bizarre Bazaar offers something for everyone. The fey merchants accept songs, memories, favors, and secrets just as often as they do coin. Memories of first love are a highly prized commodity. Because of the bazaar's odd commerce, and the many memories traded regularly, disciples of Mnemosyne keep a small stand in the market. Though no one permanently resides in the Bizarre Bazaar, treat it as a small city in terms of item availability.

The Bizarre Bazaar

CN Small City

Corruption +0; Crime +2; Economy +2; Law -5; Lore +2; Society -1 Qualities Prosperous, Rumormongering Citizens, Tourist Attraction Danger +5

Government Merchant (fey) Syndicate

Population variable, 4,000-7,000 (fey, merfolk, elementals, and other)

NOTABLE NPCS

Uiku (CG male pixie rogue 8) Jegosh (N male pasha shaitan warrior 11)

MARKETPLACE

Base Value 6,000 gp; Purchase Limit 37,500 gp; Spellcasting 6th Minor Items 4d4; Medium Items 3d4; Major Items 1d6

In addition to the marketplace item availability listed above, the Bizarre Bazaar offers the following items and services:

Prismatic glass (raw or made into ornamental weapons and armor)

- **Ceramic armor** (treat as metal armor of the same type, but half the weight and encumbrance at twice the price)
- Maps of the Shadow Road (a successful knowledge planes check DC 20 with the map reduces the time spent on the Shadow road by one die step)
- Poison Any available on Midgard or the Shadow Plane
- Twinx rods These are unique, single- use items, see the listing under Uiku's entry, below.

- **Guided tours or maps of the island's tunnels** (15% chance it is an agent of Creelazx luring the adventurers into a trap)
- **Memories of any sort** (only traded for more memories or magic, never cash)
- Favors (a quid-pro-quo bargain, a favorite of the fey merchants)
- Wishes (only if the pasha shaitan Je'gosh is present, and he charges the standard price and places a *geas* on the buyer for a future favor)

The Shallows

Protected by the sandbar surrounding the island, all the waters leading up to Aistiharha's shores are normally glassy and calm. Ships pulling into the sandbar's only gap find easily managed depths, rich with many fish and crustaceans. Merfolk and kelpies guard the shallows from over-fishing. The merfolk are more social than the wretched-appearing kelpies, but the two races work together to prevent outsiders from damaging the lush ecology of the Shallows. Since the sandbar encircles all but a small portion of Aistiharha, the Shallows provide the safest route to reach the western shore. The greatest threat in the Shallows is the kelpies, who often try to lure sailors from their ships while the merfolk go to the bazaar.

The Sandcastle

Towering over the western shore, the Sandcastle rises high into the air, defying wind, rain, and wave. Descendants of Aistiharha's original occupants, hundreds of elementals of every type inhabit and protect the Sandcastle. The Sandcastle, typically stands over 120 feet high, though the elementals constantly play with its height and structure; on rare occasions, its top streaks skyward, reaching over a 1000 feet into the sky. Towers, walls, turrets, and battlements all adorn the structure, with all consideration given to form over functionality. Glass of every color reflects and refracts prismatic light all around the Sandcastle, often creating dancing mirages on the nearby seas and surrounding sands. Sandy bas-reliefs adorn every wall, depicting scenes from each of the elemental planes in striking detail and vibrant color. Every corner and piece of furniture inside is exquisitely embellished with great-if a bit over-the-topartisanship. Despite this incredible attention to detail, the elementals still break and reshape the castle daily.

Though Aistiharha's fey rarely approach the castle, the elementals welcome any visitors bearing no ill intentions. While visitors must deal with often-vulgar elementals while inside, any rude behavior from outsiders garners expulsion from the Sandcastle. Je'gosh decides whether to allow outsiders to view or purchase items from the castle. The elementals immediately attack hostile outsiders. Combat begins with three medium elementals of any type. Each round three more medium, two large, or one huge elemental joins against the outsiders; if combat lasts longer than 10 rounds, Je'gosh himself appears, if not already present.

The Jungle

Uiku Village

Uiku village rests just inside the eastern tree line, within sight of the bazaar, but multiple illusions and permanent hallucinatory terrain spells conceal Uiku. The village is a safe haven for those



wishing to escape the jungle's dangers.

Confined within a tall bamboo stockade, the village makes up for its lack of space by extending into the trees and below ground. Aboveground, several layers of tree houses, connected with ropesuspension bridges, hover over the ground-level huts. Belowground, the inhabitants created a labyrinthine series of tunnels under the island. These tunnels are the setting for many ambushes and brawls between Uiku's forces and Creelazx's minions. Uiku village sits over the eastern hub of the nearly endless tunnels.

The village survives on goods purchased or procured from the bazaar and no trading takes place within the village itself. The pixie Uiku, the village's namesake, rarely resides in the village.

Creelazx's Lair

Carved into a rare rock face on the northern side of the jungle, lies a dusky, shadow-bound castle, Creelazx's home, The bogeyman uses the same tunnels as his pixie opponent to travel unseen across the island, but prefers to keep above ground at night. Creelazx's scouts roam the jungle constantly for any sign of Uiku or reckless adventurer to lure toward the castle. The few adventures who have survived the castle tell varying tales of the place, as Creelazx uses powerful illusions to mask the castle's true appearance. Onlookers report a beautiful mansion, a humble farmhouse, a shrine to Nethus, or any number of false facades. Once interlopers enter the structure, Creelazx and his troupe continue the ruse long enough to gain the outsiders' trust. Only after they fall prey to the bogeyman's deception do adventurers understand the magnitude of their peril. In reality, the abandoned castle once belonged to the elementals of Aistiharha, but they abandoned the structure due to its proximity to the Shadow Gate.

The Shadow Gate

Lying a quarter of a mile south of Creelazx's lair, the Shadow Wound, now known as the Shadow Gate, stands as an opaque darkness in the heart of the jungle. Studying the wound (DC 30 Knowledge (arcana) check) reveals its true nature as an Old One's pupil (Aistiharha's). Creelazx and his minions keep watch over the opening, as much to keep additional dangerous shadow creatures off the island, as to prevent intruders from entering the shadow road, known as the Watching Road. Shadow haze sometimes drifts out of the gate. However, the haze does not seep downward to permeate the jungle, but instead rises above it, spreading outward across the island like a veil.

Adventurers travelling on the shadow road do so at their own risk. Once on the shadow road, travel to Zobeck takes 4+1d4 days, due to the shadow road's winding and misleading pathways; likewise, returning to Aistiharha takes 4+1d4 days. The wound itself remains stable, growing slightly larger as the moon wanes, and shrinking as it waxes. At the center of the gate, the opening onto the shadow road waits for any who dare to tread its path.

The wound rarely reacts to the brightness of the sun, or the position of the stars, with one exception. When the moon causes a full eclipse, the wound instantly dilates to cover almost the entire jungle portion of Aistiharha. The opening to the shadow road widens enormously, allowing innumerable shadow creatures free passage onto the island. The druidess Ki searches for a ritual to prevent the next full eclipse, while she simultaneously prepares a defense of the island in case she fails.

Ki's Refuge

On the southern edge of the jungle, Ki's Refuge welcomes all who enter in peace. This magical palace exists between worlds and uses the space inside the trees on Aistiharha to make a grand retreat. The nymph feels the loss of any cut-down tree, as it diminishes her space, and she plants new saplings constantly to offset the logging near the Bizarre Bazaar. Inside her refuge, visitors find the freshest water flowing from a natural spring into a natural crystal fountain. Fruits and vegetables, including the fruit of plants not indigenous to Aistiharha, grow on buds hanging from the ceiling over earthen tables and chairs made of living vines. Beds made of fresh peat, with giant soft leaves as blankets add to the natural wonder of the refuge. Anyone intentionally harming Ki or the refuge finds himself expelled from the palace via a tree of Ki's choice. Though a ring of trees marks the only entrance to the refuge, a creature expelled appears next to any tree on the island, as per the tree stride spell.

Encounters While adventuring in the jungle, use the following table for random encounters. Roll once per hour of travel. If traveling at night, double each encounter, or roll twice. If camping at night, roll as normal.

d% Encounter

1-10	Roll on the random encounter table for jungle terrain in the Pathfinder RPG Bestiary.
11-20	Nothing out of the ordinary occurs.
21-30	A patrol of 1d10+4 atomies questions the party. 50% chance they work for Creelazx.
31-40	A group of 1d6 satyrs tries to lure the party into dancing around their fire.
41-50	The party finds a forlarren weeping over a grig. 50% chance the forlarren works for Creelazx.
51-60	Two boogeymen working for Creelazx attack the party.
61-70	The party finds an entrance the tunnels guarded by 1d4 redcaps.
71-80	Shadow conjurations of the party attack.
81-90	1d4 lurkers in light attack the party and herd them toward Creelazx's Lair.
91-95	Uiku finds the party and leads them safely where they wish to go.
96-100	Roll again twice.

NHABITANTS

Uiku

12,800 XP

CG male pixie rogue 8

Init +6; Senses low-light vision, Perception +17

DEFENSE

AC 23, touch 18, flat-footed 16 (+4 armor, +1 deflection, +6 Dex, +1 dodge, +1 natural)

CR 11

hp 76 (4d6+8d8+24)

Fort +6, Ref +15, Will +9

Defensive Abilities evasion, improved uncanny dodge, invisibility, trap sense +2, uncanny dodge; **DR** 10/cold iron; **SR** 15

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee +16/+11 scimitar (1d4-1/15-20x2)

Ranged +15/+10 longbow (1d6-2/x3)

Special Attacks sneak attack +4d6, special arrows

Spell-Like Abilities (CL 16th)

- Constant—detect chaos, detect evil, detect good, detect law 1/day—dancing lights, detect thoughts (DC 15), dispel magic,
- entangle (DC 14), lesser confusion (DC 14), permanent image (DC 19; visual and auditory elements only), shield

TACTICS

Before Combat

Uiku casts shield on himself and gets into position to use a memory loss arrow as a sneak attack.

During Combat

Uiku maintains his natural invisibility throughout combat to grant himself sneak attacks. When faced with a foe beyond his skill, Uiku flies away as fast as possible.

Morale

Ever the hero, Uiku fights for any cause he considers good, but rarely engages in the actual fighting. He prefers to use stealth and quick-talking to get his way.

STATISTICS

Str 7, Dex 23, Con 12, Int 16, Wis 15, Cha 16 Base Atk +8; CMB +5; CMD 11 Feats Combat Reflexes, Dodge, Improved Critical Scimitar, Mobility, Spring Attack, Toughness, Weapon Finesse Skills Acrobatics 21, Bluff +18, Diplomacy +18 Disable Device +21, Escape Artist +21, Fly +27, Knowledge (nature) +18, Perception +17, Sense Motive +9, Stealth +30, Use Magic Device +18 Languages Common, Sylvan, Gnome, Halfling, Elven Combat Gear 3 potions of cure moderate wounds; Other Gear cloak of resistance +1, masterwork longbow, ring of protection +1, scimitar +1 studded leather armor +1, boots of elvenkind, **SQ** Uiku has developed a new fey ability, twinx, which he enchants into single-use rods. Twinx (Su) (Illumination) an extreme burst of light that does not affect the originator, it permanently blinds creatures within 30 ft. failing a DC 14 reflex save. With a successful save, the creature is dazzled as per the condition for 1d4 rounds (CL 6th). The save is Charisma-based.

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SPECIAL ABILITIES

- Invisibility (Su) A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.
- Special Arrows (Su) When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies)-the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits-it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 15 Will save or be affected as though by a charm monster spell for 10 minutes.

- Memory Loss: The target must succeed on a DC 15 Will save or be affected by a modify memory spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).
- Sleep: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

Commanding the respect of the good fey of Aistiharha, Uiku uses his natural invisibility to foil Creelazx and spy on wealthy merchants. With golden hair, and silvery wings when visible, Uiku is the picture of a chubby cherub. Uiku wants to see Aistiharha as the most popular trading port in the western seas, but Creelazx scares his clientele, and Ki warns against overcrowding the island.

Creelazx

204,800 XP

NE male bogeyman sorcerer 10 Init +10; Senses low-light vision, Perception +25 Aura deepest fear (30 ft., DC 26)

DEFENSE

AC 30, touch 24, flat-footed 23 (+4 armor, +7 deflection, +6 Dex, +1 dodge, +2 natural)

hp 241 (27d6+135); terrible rejuvenation 5

Fort 16, Ref 23, Will 23

Defensive Abilities DR 15/cold iron; SR 21, fleeting glance 10 rounds/day

OFFENSE

Speed 30 ft., woodland stride

Melee +19 two claws (1d8+1d6 (second claw only)+1/19-20x2) Special Attacks sneak attack +6d6, striking fear, laughing touch 11/ day

Spell-like Abilities (CL 20; Concentration +27) Constant—detect thoughts, tongues

At will-darkness, gaseous form, ghost sound (DC 18), invisibility, suggestion (DC 23)

3/day-crushing despair (DC 24), hold person (DC 23), quickened phantasmal killer (DC 22)

1/day—nightmare (DC 23)

Sorcerer Spells Known (CL 10; Concentration +27) 5th (4/day) dominate person (DC 25)

4th (7/day) malicious spite (DC 24), poison (DC 22), terrible remorse (DC 24)

3rd (8/day) deep slumber, diamond spray (DC 21), dispel magic, fireball (DC 21)

2nd (8/day) hideous laughter (DC 22), qualm (DC 22) scorching ray, touch of idiocy (DC 22), unnatural lust (DC 22)

1st (8/day) bungle (DC 21), delusional pride (DC 21), entangle (DC 19), mage armor, shield, true strike

0 (at will) arcane mark, bleed (DC 18), daze (DC 20), detect magic, mage hand, mending, message, prestidigitation, touch of fatigue (DC 18)

Bloodline fey

TACTICS

Before Combat

Creelazx keeps mage armor on at all times. Immediately before battle, he casts shield and true strike.

During Combat

Creelazx uses a combination of spells and natural abilities to overcome his enemies. Against creatures resistant to his enchantments, he uses his invisibility and sneak attacks. When stealth and guile fail, he uses empowered fireball spells and diamond spays.

Morale

Creelazx see the world as either for him or against him. Though not above manipulating those he considers inferior, Creelazx seldom wastes his time with creatures he feels serve him no purpose.

STATISTICS

Str 12, Dex 22, Con 19, Int 16, Wis 18, Cha 26 Base Atk +13; CMB +14; CMD 46

Feats Combat Reflexes, Defensive Combat Training, Dodge, Empower Spell, Eschew Materials, Great Fortitude, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (phantasmal killer), Rending Claws, Skill Focus (Stealth), Spring Attack, Toughness, Weapon Finesse Skills Bluff +29, Diplomacy +22, Disable Device +17, Escape Artist +18, Intimidate +30, Knowledge (local) +18, Perception +25, Sense Motive +25, Spellcraft +14, Stealth +37; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Aklo, Common; tongues

Combat Gear 5 potions of greater magic fang +5, Other Gear amulet of natural armor +2, cloak of resistance +2, boots of flying, handy haversack, 2 immovable rods, solid white hat, and long-coat.

SPECIAL ABILITIES

Deepest Fear (Su) A bogeyman is cloaked in a 30-foot aura of fear. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a DC 25Will save or become shaken for as long as it stays within the aura. If the creature succeeds

CR 19

at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect. The DC isCharisma-based.

- Striking Fear (Su) If a bogeyman confirms a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 25 Will save negates this increase. In addition, a critical hit from the bogeyman's claw forces any target that has successfully saved against the creature's fear aura to make another Will save against its effects, even if 24 hours have not yet passed. This is a fear effect. The DC is Charisma-based.
- **Terrible Rejuvenation (Su)** A bogeyman gains fast healing 5 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.

Standing nearly seven feet tall, Creelazx rules his minions through fear and violence. More cunning than most bogeymen, Creelazx chooses to wear all white, accenting the ominous appearance of his pitch-black skin. His eyes glow a deep purple, and his grin reveals a perfect set of razor-sharp teeth. Creelazx wants Aistiharha for only for himself and his shadowy minions. He despises the presence of any other creatures except in servitude to himself and his minions. He kills any and all intruders, or kidnaps them to sell into cruel slavery to the Shadow Court or the demiplane of Mora.

Ki

CR 13

25,600 XP

LN female nymph druid 7 Init +5; Senses low-light vision; Perception +21 Aura blinding beauty (30 ft., DC 22)

DEFENSE

AC 32, touch 25, flat-footed 25 (+3 armor, +8 deflection, +6 Dex, +1 dodge, +1 natural, +3 shield) hp 131 (8d6+7d8+75) Fort +20, Ref +22, Will +24

Defensive Abilities DR 10/cold iron

OFFENSE

Speed 30 ft., woodland stride, swim 20 ft.
Melee +16 scimitar (1d6+2/18-20x2)
Special Attacks stunning glance
Spell-Like Abilities (CL 15th; Concentration +15)
1/day—dimension door
Druid Spells Prepared (CL 15th; Concentration +15)
8th—control plants^D (DC 23), word of recall
7th—animate plants^D, creeping doom (DC 22), true seeing
6th—antilife shell, mass cure light wounds, repel wood^D, wall of stone
5th—baleful polymorph (DC 20), insect plague, stoneskin, transmute rock to mud, tree stride, wall of thorns^D
4th—air walk, command plants^D (DC 19), cure serious wounds, freedom of movement, rusting grasp, scrying (DC 19)
3rd—daylight, greater magic fang (2), plant growth^D, protection from energy (2, DC 18)

2nd—barkskin^D (3), bear's endurance, lesser restoration, longstrider 1st—cure light wounds (2), entangleD (DC 16), faerie fire (2), obscuring mist, speak with animals 0 (at will)—*detect magic, light, mending, read magic* ^D Domain spell; Domain Plant

TACTICS

Before Combat

Ki casts stoneskin and longstrider before battle. She also uses airwalk and obscuring mist if the spells benefit her in the area. **During Combat**

Ki makes great use of her stunning beauty and attempts to defeat her foes without harming them permanently. She uses rusting grasp to harm particularly nasty weapons or strong armor. **Morale**

Pragmatic to a fault, Ki wants nature to run its course on Aistiharha. She uses her magic and skills to convince others of her point of view. She rarely acts without provocation, and almost never works alongside any but her animal companion.

STATISTICS

Str 13, Dex 22, Con 18, Int 16, Wis 20, Cha 26 Base Atk +9; CMB +15; CMD 32

Feats Agile Maneuvers, Blind Fight, Combat Casting, Defensive Combat Training, Dodge, Toughness, Weapon Finesse, Wild Speech

Skills Diplomacy +23, Escape Artist +21, Handle Animal +20, Heal +16, Knowledge (nature) +23, Perception +21, Sense Motive +21, Stealth +21, Survival +20 Swim +24

Languages Common, Druidic, Sylvan, Elven, Halfling

Combat Gear 5 potions of cure serious wounds, wand of entangle; **Other Gear** amulet of natural armor +1, cloak of resistance +1, leather armor +1, heavy wooden shield +1, boots of levitation, headband of alluring charisma +2

SQ animal companion: Haven, an advanced green eagle (*Midgard Campaign Setting*) with the fey template (CR 6), unearthly grace, wild empathy+30, wild shape 2/day

SPECIAL ABILITIES

- **Blinding Beauty (Su)** This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 22 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.
- **Inspiration (Su)** A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.
- **Spells (Su)** A nymph casts spells as an 8th-level druid, but cannot swap out prepared spells to cast summon spells.
- **Stunning Glance (Su)** As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 22 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Though friendly to all goodly creatures, Ki opposes both Uiku and Creelazx. She opposes the pixie because he plans to log more of Aistiharha and bring more foreigners to the island. She opposes the bogeyman for his malevolent nature and lack of compassion for anything natural.

The nymph also understands the true threat of the Shadow Wound and the delicate balance upon which Aistiharha sits. Ki knows the Great Old One Aistiharha still remains aware of his missing eye, and fears the consequence of further attracting its attention.

Je'gosh 153,600 XP

CR 18

LN male pasha shaitan fighter 5

Init +5; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +23
DEFENSE

AC 38, touch 13, flat-footed 36 (+11 armor, +2 deflection, +1 Dex,

+1 dodge +10 natural, +4 shield, -1 size)

hp 269 (23d10+138)

Fort +22, Ref +10, Will +16

Immune electricity Defensive Abilities Bravery +1

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.

Melee 2 slams +29 (2d6+7) or scimitar +33/+28/+23/+8 (1d8+9/15– 20x2)

Space 10 ft.; Reach 10 ft.

Special Attacks earth mastery, metalmorph, stone curse **Spell-Like Abilities** (CL 18th; concentration +26)

At will—*meld into stone, plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and*

stone, stone shape, veil (self only)
3/day—quickened glitterdust (DC 15), stoneskin, rusting grasp, stone
tell, wall of stone, wish (to nongenies only)

1/day—earthquake, transmute mud to rock, transmute rock to mud

TACTICS

Before Combat

Jegosh rarely spends time preparing for battle, preferring to simply dive into combat with great ferocity.

During Combat

On the first round, Jegosh casts stoneskin on himself to give his opponent one last chance to run away. He uses his earth mastery and burrow speed to attack enemies from beneath the ground. Jegosh also uses his metalmorph ability to weaken his opponent's weapons and armor.

Morale

Jegosh rules the elementals of the Sandcastle through might and wisdom. Known as fair and just, he maintains a hint of malice when he negotiates in the Bazaar for wishes. Often he barters for memories and pledges of servitude for his coveted ability.

STATISTICS

Str 24, Dex 13, Con 20, Int 14, Wis 14, Cha 16 Base Atk +23; CMB +29; CMD 40

Feats Cleave, Combat Casting, Desperate Battler, Dodge, Flanking Foil, Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical, Improved Initiative , Iron Will, Power Attack,

Quicken Spell-Like Ability (glitterdust), Toughness, Weapon Focus Scimitar, Weapon Specialization Scimitar

Skills Appraise +25, Bluff +26, Climb +36, Craft (gemcutting) +25, Knowledge (engineering) +25, Perception +25, Sense Motive +25, Spellcraft +25

Languages Aquan, **Aura**n, Common, Ignan, Terran; telepathy 100 ft. **Gear** *adamantine scimitar* +1, *cloak of resistance* +2, *mithral*

fullplate +2, *heavy steel shield* +2, *belt of giant's strength* +4, *ring of protection* +2

SQ stone glide

SPECIAL ABILITIES

Earth Mastery (Ex) A noble shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a -4 penalty on attack and damage rolls against airborne or waterborne opponents.

- **Metalmorph (Su)** As a standard action, a noble shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.
- Stone Curse (Su) If a noble shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 25 Reflex save or be forced into the barrier as if the target had cast meld into stone until the victim makes a successful DC 25 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.
- **Stone Glide (Su)** This functions as the earth elemental's earth glide ability, except the noble shaitan can move through stone, dirt, crystal, or metal.

Je'gosh towers over 12 feet tall, with skin the color of polished blue marble. His eyes resemble diamonds inset with emeralds and capped with opals. His adamantine armor melds directly into his stony flesh, creating the appearance of a golem. His voice rumbles like an earthquake.

Learning long ago to live in harmony with one another, the elementals join the fey of the Bazaar when Jegosh permits it, bringing beautifully crafted sculptures, fantastically magical raw materials, and powerfully enchanted weapons and armor. Rumors claim the elementals only bring what they consider substandard items to the Bazaar and even greater works of art and armament wait in the Sandcastle.

Environment and Mechanics

Illumination

Even on the brightest days, while on Aistiharha, no one ever experiences the sun's full glare. The Shadow Wound subtly draws light towards itself, trapping it forever. The Sandcastle sometimes stands tall enough to catch direct light. All light-based spells and spell-like abilities cast on Aistiharha are cast at one CL lower than normal as far as duration, damage, and other level-based effects.

Pull of the Shadow

Those few outsiders who see the Shadow Wound inevitably feel drawn to its power. Though the fey and elementals seem unaffected by this phenomenon, anyone looking into the Shadow Wound must make a Will save DC 11 or become dazed for one round. Anyone failing the save takes a -4 arcane penalty on any saves vs. charm and fear effects for 24 hours. A successful save lasts for 24 hours, but if the creatures comes within sight of the Shadow Wound again, they must make a new save (the save DC increases by +1 for each new sighting of the Shadow Wound, up to a maximum of +5).

ADVENTURE HOOKS Uiku's Recruits

The pixie needs help, and he wishes not to involve the other fey on the island. His tasks range from delivering a message to Ki or Jegosh



to following a patrol of Creelazx's minions onto the Shadow Road to help free a group of slaves. Uiku pays the party handsomely, no matter the task, giving greater treasures for greater danger. Helping the pixie with small tasks earns his trust for grander deeds.

Ki's Wrath

Fed up with onslaught of outsiders on Aistiharha's jungle and trees, Ki begins waking the trees and plants of the island to fight. The fey and elementals retreat, but the bazaar shuts down until further notice. Creelazx wishes to end the standoff, and offers the adventurers safe passage along the Watching Road to go and reason with Ki. He offers a bonus if they bring back her head.

A Shade Too Dark

A wealthy Barsellan noble, Hugo, hires the group to act as his bodyguards for a trading mission. Hugo wishes to obtain powerful elemental weapons, and then take the Watching Road to Zobeck before the flying traders of Sikkim leave the Free City. Creelazx kidnaps Hugo, however, and demands a high ransom, which his son, Dorster, refuses to pay. Dorster instead asks the party to rescue his father and finish the trade mission.

Aistiharha, The Isle of Illusion

One of Aistiharha's most interesting features is the Bizarre Bazaar—it is aptly named, but more so for its unusual people. Exotic fey creatures, merfolk, and fickle elemental merchants all hawk their wares there to locals and visitors alike.

While inspecting a lute fashioned from the bone of a great whale, my vision blurred. Startled at first, I kept my wits about me as the faun merchant before me faded from view. In his place was a scene from a bedchamber raucous enough to make even me blush. Almost as suddenly as the scene began, it ended, and though it felt like an hour passed, I came to my senses having only missed a line or two of the faun merchant's sales pitch.

After purchasing the masterfully crafted instrument, I turned to find a jolly-faced gnome standing in my path. "Enjoy the memory?" He asked, twisting the hair of his ear with a too-long finger. "More where that came from—for the right price." I had heard that some on the island dealt in memory trades, but the experience of one, nevertheless, left me uncharacteristically speechless. I thanked him but declined the offer. "No free samples, I'm afraid," he said with a smirk on his face as I walked away.

Oddly, though I know we spent another full day on Aistiharha, the gnome's weird warning remains the last thing I remember from the trip.

From the Journals of Bellalucca Caravicci

THE LESSER ISLANDS CYSTOSEIRA, GREEN WHEEL OF THE WEST

Lo and behold! The crashing waves so bold! Lo and behold! The Keeper of Storms of old!

Lo and behold! The story of a seeress, secrets untold! Lo and behold! Around her precious treasures, silver and gold!

Lo and behold! So many events she foretold! Lo and behold! Now she falls asleep, eyes covered, silken blindfold! Lo and behold! Hear the prophecy unfold! Lo and behold! She knew about the sea god's chains, Hecate's chokehold!

Lo and behold! The sleeping form, so cold! Lo and behold! Resting on a bed of seaweeds, green and gold!

Lo and behold! The Silver-Footed emerging from deep waters so bold! Lo and behold! And Nethus shall escape from his prison for vengeance untold!

Chantey-Prayer from the prayer book of Lone Ship chapel

he hegemony of the elves over the Seven Cities was far from over when the exquisite, divinely inspired demigoddessnereid Thetis first appeared in Kammae-Straboli, beckoned there by recurrent images of dangerous futures a halfmillennium distant—the far-off events plaguing the priestess 's dreams were dire indeed...

In her terrible visions, the mighty sea-god Nethus was no longer free to wander his vast underwater realm, condemned instead to an eternity of imprisonment, forever chained by the moon goddess Hecate's servants. Some say fate damned poor Thetis to experience her god's same doom. The betrayed nereid was soon delivered to Hecate's followers, her farsightedness lay bare before them. Thetis' foresight proved a self-fulfilling prophecy: Her doomsday visions begat the machinations ultimately leading to Nethus' imprisonment. Her limited divinity made her the perfect experimental subject to test the boundaries of such captivity. The story of her exile and her imprisonment has long remained a closely guarded secret, but fragments of this knowledge have emerged, and a handful of believers find fresh hope in fractured visions from Thetis.

Perhaps a cunning and subtle god like Seggotan sent her to inevitable self-sacrifice to lay the trap for Nethus and to improve his own standng—Thetis becoming just another pawn in an incomprehensible divine game. Perhaps another sent her to Kammae for the sole purpose of inspiring Hecate to her bold kidnappings and usurpations, and it's even possible Nethus or Mnemosyne had also foreseen a possible future in which Thetis was a kind of semi-divine escape valve, a means of rescue for a distant day that may or may not come to pass—the apparently helpless demigoddess being a possible source of redemption and freedom, one that might just secure the divine couple's return to selfknowledge and divine apotheosis (See Kobold Press's *Journeys to the West* and the *Midgard Campaign Setting* for more details of the chaining of Nethus and its repercussions and implications).

To this day, under the green blanket of Cystoseira, the fey demigoddess sleeps and dreams. Her unconscious-but still-potent divinity schemes and ever searches for a means of escape. Unlike the binding of Nethus, her imprisonment proves to be imperfect. The Silver-Footed Nereid still grants clerical spells and brief visions to her followers, and the sleeping demigoddess hopes a lost vessel might one day bring a saviour—a champion to break her arcane shackles and end her durance vile—to lead her followers to her sodden prison.

GEOGRAPHY

Cystoseira ("Nereids' Cradle") is an anamorphic landmass in perpetual transformation, a vast, floating sargasso ranging from 40 to over 400 miles across in places. Originally, this odd country was little more than a modest field of floating seaweed. Now, the Green Wheel of the West is a gigantic, loose, spinning, vegetal lattice, a pinwheel consisting of various genera of algae, giant kelp, and ropetough moss. It is an ever-growing web of tangled sea plants that has been collecting passing debris, driftwood, floating wrecks, and even solitary castaways for over five centuries. That the lush life growing here transforms the Western Ocean's detritus to habitable jungle is a gift of the divine touch of Thetis, whom the locals reverently called the Silver-Footed Nereid.

As the entire island slowly rotates widdershins, the long arms of vegetation and flotsam linked to the Cystoseira's central mass warp and tear asunder to form ephemeral islets that continue to orbit the gigantic nucleus, a complete revolution taking about half a year. The majority of these vegetal rafts reattach themselves to another branch eventually. The Silver-Footed Nereid, even in her unwilling slumbers, seems loath to let go of what she has captured as her own.

Those exploring the dark green depths underneath the gigantic bed of towering vegetation discover a shadowy world. Here, dense forests of kelp emerge from the green isle, trailing enormous tendrils of aquatic greenery that sway under the floating island, which looks like a titanic jellyfish from this perspective. The remnants of many vessels and the occasional bone or skull entangled in the thriving floral's embrace adds to the eerie atmosphere, as do the islands' odd pelagic creatures and the myriad diving bell webs of the native seawater spiders inhabiting these wild, submerged territories.

Oceanic Woods

Cystoseira is a rampart of greenery that seems a hilly range covered by forests from a distance, but this vista is no ordinary woodland. The hills and mounds of this landfall are the result of hundreds of collisions between the ever-moving island and countless pieces of debris.

The innumerable wrecks sleeping under the thick carpet of seaweed and fungus of the Oceanic Woods attract their share of nasty creatures: Bands of grindylows, locathahs, and merrow occupy many decrepit hulls alongside legions of rats and vermin, where the deteriorated shells are not haunted by undead...or worse.

These rotting wooden hulks are quite unstable, and whole sections often shift unexpectedly; entire ships tear asunder and topple over. Regardless of these hazards, islanders explore—or more precisely, salvage—the Oceanic Woods on a regular basis, these lost ships' contents often meaning the difference between life and death in a place where resources are so scarce.

Sargassum Fields and Seonaidh's Sea

The central part of The Green Wheel is a succession of uneven fields interspersed by ponds of brackish water. Large patches of lethal fungus and dangerous plants grow here in abundance, and many cunning horrors infest this vast, unstable wetland. Sea snakes slither everywhere on the treacherous, spongiform ground. Some paper-thin sections of "ground" conceal dark pools; other sections are deep morasses of loose algae that act like quicksand. Stable spots and reliable trails exist, but the worst predators watch these narrow paths for fresh, unsuspecting prey.

The stony shell of a long-dead sea dragon turtle emerges from the greenery here is the Sargassum druids' most infamous temple, a vile, blood spattered shrine where prisoners kidnapped in the Floating Villages are sacrificed to obtain the alien Seonaidh's attention.

Sometimes, the monstrous shoggoth they worship manifests after the ritualistic bloodshed, briefly emerging to spread madness throughout the area, only to return to its restless, maddening slumbers in the Realms Beyond the Stars.

According to some rangers who once witnessed a gathering from afar a pale-skinned creature with alien features named Muticum Wireweed (NE male merfolk druid 13) is the supreme leader of about 100 crazed fanatics. This unconfirmed number varies greatly in the wake of Seonaidh's appearances, though the alien sometimes sends agents like gibbering mouthers to attract followers.

Despondent and slightly mad wanderers are easy to convert. Madness and desperation is what Seonaidh truly seeks far more than blood. Sacrificial frenzy does have its appeal for the alien monstrosity, but true insanity is much sweeter. Torture-broken prisoners whose minds are shattered are spared from ritual sacrifice. Such lunatics, declared Seonaidai, become the cunning agents and warriors of the shoggoth. Those whose bodies are also broken or are too crazed to interact with non-cultists are instead incarcerated under the temple. Broken minds in sufficient numbers are the key required to open the dire gate and fully summon the shoggoth from the Realms Beyond.

The Floating Villages

Cystoseira has several monstrous-inhabited settlements and lairs, but the most civilized communities are a diverse quarto locally known as the Floating Villages. These hamlets have evolved to become thriving towns or modest religious communities. The sturdy townspeople found here are the shrewd descendants of castaway crews or hardy pilgrims who stayed to answer Thetis' call.

Lone-Ship Village and the Lady's Arm

Founded around the bare hull of an ancient war galleon (called The Lady's Arm) firmly anchored to a gigantic floating stone, bald of vegetation, the village of Lone-Ship is Cystoseira's sole point of hard ground. The galleon's rigging and masts are long gone, but the hull remains surprisingly sturdy, as the villagers spend much of their day cleaning and maintaining the hardy hulk. Everyone aboard is utterly convinced that the Lady's Arm is a marker indicating where Thetis sleeps. New offerings daily grace the base of the splendid silver-footed statue of Thetis crowning the stony landmark's pinnacle each day.

Often breaking off the main sargasso with Cytoseira's rotation, this sanctuary is often isolated for the better part of the year from the rest of the Floating Villages; thus, it must be self-sufficient. Fresh water is rarely an issue with clerics able to create water and the sea provides enough food; but Lone-Ship counts but a handful of capable defenders. The village's current leader, Kiranni (LG female human cleric 11), constantly tries to forge new alliances with the neighboring merfolk and tritons to bolster the holy vessel's defenses.



Lone-Ship

LG village

Corruption -5; Crime -2; Economy -1; Law +1; Lore +1; Society -2 Qualities holy site, insular

Danger +0

DEMOGRAPHICS

Government magical

Population 215 (165 humans; 35 merfolks; 15 minotaurs)

NOTABLE NPCS

Kiranni (LG female human cleric 11)

Oannes Kelp-Mantle (CG male merfolk fighter 8)

MARKETPLACE

Base Value 500 gp; Purchase Limit 2,500 gp; Spellcasting 6th Minor Items 2d4; Medium Items 1d4; Major Items —

Oak Bridges

While this floating village is as vast as any city located upon the continent, it is sparsely inhabited compared to Teak Town or Rugged Rafts. What makes Oak Bridges unique is that its citizens indefatigably strive to expand their town's infrastructure. Their ultimate goal is to build enough pontoon roads free of vegetation to unite the three coastal settlements, a dream that could take decades to accomplish. Such achievement will assuredly bring more resources from wealthy Teak Town and new blood as well, or so everyone believes. To reach this overly ambitious goal, Oak Bridge needs more workers. Capable carpenters, engineers, and spellcasters able to control plants are sure to find a welcoming place here.

Oak Bridges

LN small town Corruption +0; Crime -1; Economy +0; Law +2; Lore +2; Society -1 Qualities insular, rumormongering citizens Danger +0

DEMOGRAPHICS

Government autocracy

Population 800 (50 dwarves; 750 humans)

NOTABLE NPCS

Markos First-Hammer (LE male dwarf fighter 7/Expert 5) Illya Greensleeves (LN female human sorceress 7)

MARKETPLACE

Base Value 1,000 gp; Purchase Limit 5,000 gp; Spellcasting 4th Minor Items 3d4; Medium Items 1d6; Major Items —

Rugged Rafts

This town is as broken and hardscrabble as the wrecks forming the Oceanic Woods, but it is also the seaweed island's most densely populated area. The settlement is in fact an amalgamation of rickety platforms where the smallest rafts support a single tent or crude shack fit for a single small occupant, while the most colossal hulks serve as shifting platforms for ramshackle wooden forts and manors. Rusty anchor chains and kelp ropes of all sizes, combined with carefully tended seaweed braids, link the improvised rafts together as a motley collection of homes and businesses, as diverse as the variegated peoples making their homes here.

Early in the settlement of Rugged Rafts, the settlers discovered hard work and magic could not tame Cystoseira's ever-creeping vegetation, thus the inhabitants of Rugged Rafts have simply decided to embrace this gift and live in symbiosis with the aquatic flora. The majority of the canals in between the platforms serve as aquatic gardens. Small rafts operated by warrior/gardeners keep a close watch on these natural reserves. Debris and undesirable strains of algae are relentlessly removed so the edible varieties may thrive. Likewise, patches of assassin vines are placed in many strategic areas along the town's boundary. Many invaders have fallen prey to the killer flora.

One of the strangest aspects of this symbiotic relation between fauna and flora is that many shambling mounds are accepted here as full citizens; the use of control plants and similar spells on them are strictly forbidden, and the punishments for doing so are quite harsh. These large plants dedicate themselves to nurturing crops and coming to the town's defense when needed, with the exception of the huge, motionless Augur Mound (N shambling mound oracle [nature] 11) found in the town square, whose telepathic abilities enable it to act as mediator between intelligent plants and humanoids.

The Five, a secret syndicate of Augur, Kradis, Sossnock, Themisto, and Verenice, run Rugged Rafts; but the citizens believe the nereid Themisto rules them.

Rugged Rafts

CN small city

Corruption +3; Crime +4; Economy +3; Law +1; Lore +2; Society +1 Qualities insular, notorious, strategic location

Danger +15

DEMOGRAPHICS

Government secret syndicate

Population 6,500 (4,000 humans; 1,000 kobolds; 500 minotaurs; 1,000 others: dwarfs, halflings, merfolk, tengu, etc.)

NOTABLE NPCS

Augur Mound (N shambling mound oracle [nature] 11) Kradis (LE male kobold fighter 6)

Sossnock the Black (LE male minotaur fighter 10)

Themisto (CN female nereid expert 5)

Verenice Silver-Hammer (NG female human cleric of Thetis 7)

MARKETPLACE

Base Value 5,250 gp; Purchase Limit 37,500 gp; Spellcasting 8th Minor Items 4d4; Medium Items 3d4; Major Items 1d6

Teak Town

A broad, single tower fashioned from sturdy, barnacle-free teakwood dominates Teak Town. Rising over 10 stories, this wooden fortress gleams like a beacon of hope in a savage sea, an illusion that quickly fades when newcomers meet its extremely isolationist and xenophobic inhabitants.

A few manors and many nice houses surround the imposing edifice. The beautiful windows of innumerable lost ships look down on emerald streets. A talented jeweler, some alchemists, and a few well-established wizards ply their trades within the mahoganywalled city.

A flotilla of highly maneuverable sculls manned by the island's best warriors protects the water routes to town, while mighty mercenary minotaurs patrol the town's sturdy piers, wharves, and busy shipyard day and night. The shipbuilding facility produces numerous sculls to retrieve (and create!) wrecks, which they tow back and to turn into habitations and industry hubs.

"Sea knights" riding hippocampi accompanied by warrior merfolk patrol the town's underwater perimeter. A mighty boulder of magically enhanced pumice forms the sturdy foundation of the towering edifice. The secret mistress of the tower and the town is Kuu'th'sisstra (CN female lunar naga sorceress [celestial] 11), who lives clandestinely on the top level of the tower in a small observatory and orrery. She keeps the town leaders under the grip of her benign-but-neglectful dictatorship by infusing their food and drink with mild doses of her venom.

She has created this industrious village as a base of operations against the Seonaidh cultists. Her obsession and sole purpose is to destroy the cultists and prevent the shoggoth from fully manifesting on Cystoseira.

In part because of Kuu'th'ssstra's mind-control and machinations, every person within these hardwood halls has pretensions of being a noble or important officer. Even the most base and lowly crewmember boasts a pompous title such as "First Oar" or "Master Sailor." Another side-effect is the tower's precious hardwood receives a veneration bordering on obsession. Whoever possesses some teak to trade sees his chances to get inside the city significantly improved (+2 on Bluff and Diplomacy checks for each 100 pounds offered in trade, with a maximum of +5).

Lastly, one of Teak Town's closely guarded secrets is that the local flora cannot cling to timber enhanced with a unique and permanent ironwood spell invented by Kuu'th'sisstra. This secret treatment explains why this small, insular city is not overrun by rampant seagrowth like its counterparts.

Teak Town

LN large town

Corruption +2; Crime -3; Economy +0; Law +4; Lore +1; Society -2

Qualities insular, magically attuned, racially intolerant (the rest of The Floating Villages)

Danger +5

DEMOGRAPHICS

Government overlord

Population Approximately 5,000 (400 centaurs; 500 dwarfs; 3,500 humans; 100 merfolk; 500 minotaurs)

NOTABLE NPCS

Kuu'th'sisstra (CN female lunar naga sorceress [celestial] 11)

- Liam Slane, First Lord of Teak Tower (LE male human fighter 12)
- Miranda Sea-Shadows, Cystoseira's First Knight (LG female human paladin 9)

Mederion "Ironwood" Sorus (N male human druid 14)

MARKETPLACE

Base Value 2,400 gp; Purchase Limit 12,000 gp; Spellcasting 7th Minor Items 3d4; Medium Items 2d4; Major Items 1d4

The Salt Flats

It is difficult to envision a desert in the middle of a sea of algae, but the hardened tablelands of crystalline powder and halite known as the Salt Flats exist, nonetheless. This inhospitable wasteland results from the experiments of a group of geomancers that left Barsella about four centuries ago in search of specific ley lines, which they anchored round their ship with disastrous results.

Today, their salt-encrusted carrack is a monument known as Flor De Sal (Flower of Salt), an enduring stronghold where the geomancers' skulls (demiliches) sometimes awaken with the failing hope of rearranging the broken threads. Meanwhile, the portals they inadvertently created between Midgard and the Elemental Plane of Earth continue to attract elementals and outsiders that roam this barren, dry wasteland in the middle of the lush sea. Here, swarms of salt mephits, allips, and crysmal clusters swoop down upon the unwary

The unlucky souls managing to reach the Flor De Sal encounter china-white skeletons bearing crystalline armor and weapons, as well as the ever-vigilant salt golems patrolling the ship's vicinity. The survivors talk about floating skulls protecting treasure chests and ancient artifacts hidden under thick layers of poisonous crystalline powder. However, their most dire warnings are reserved for the sparkling curtains of salt dancing close to the vessel, for those who passed through never returned. While the majority of the lost perished immediately on the Plane of Earth, a few have reappeared within the Salt Fortress, an infamous site of the Wasted West (see the Midgard Campaign Setting for more details on the fortress). A small hill and cave complex formed from caked salt is the new home of the recently arrived Akheilos the Cerulean, a power-hungry brine dragon.

Thetis' Cradle (Cobweb Castle)

The site of Thetis' solitary underwater confinement is the object of much conjecture ever since the Great Nereid first spoke in brief dreams and visions to Midgard's most psychically sensitive citizens.

The priestesses of Hecate have used an enormous network of diving bell spider webs to create an underwater fortress, known as the Cobweb Castle, to guard the comatose form of Thetis in her underwater durance vile.

Seekers of Thetis' prison rarely glimpse the mythical site. Hidden by a series of cunning illusions and permanent hallucinatory terrains, the cultists encourage huge schools of sharks to breed in the area, discouraging the curious. A tribe of dominated scrags riding great white sharks act as sentinels near the top and bottom entrances to the castle. The brave and capable adventurers managing to safely enter the Cobweb Castle must adapt quickly to this unique environment to survive. A party of PCs not moving stealthily across the membranous floors attract 2d4 sea spiders and a cultist (LE female human female cleric 6) within 2d8 rounds. Note that the diving bells' sticky membranous floors count as difficult terrain for intruders, but not the cultist or spiders.

The delicate and unusual underwater nature of the castle's chambers cause sounds to echo strangely here, causing a +2 DC to all Perception checks involving sound, and every 2d10 minutes, the castle creates a ghost sound spell-like effect (CL 4), often sounding like random bits of cultist conversation, the PCs own words and sounds echoing back to them, or perhaps even the gentle murmurs of the sleeping Silver-Footed nereid herself?

The dense and sticky webs also perform a magical form of oxygen osmosis, drawing breathable air into the diving bell chambers of the Cobweb Castle, and expelling noxious gases, negating the need to go to the surface for additional air supplies. Any gaseous spell (fog cloud, cloudkill, etc.) used here finds its duration reduced by one round.

As one approaches the centermost waterlogged,runeweb-filled chamber of the Cobweb Castle, where the Great Nereid slumbers, the guardians become even more fearsome. Animated figureheads torn from shipwrecks guard the passageways as wooden golems and caryatid columns. The last chamber before entering Thetis' prison is the poisonous, cobwebbed lair of Cruxwarden Selyniana Whitehair (LE female drider cleric 14 [Hecate]), Thetis' primary gaoler and warden. Anyone touching the webbing herewith bare skin must make a save against medium spider poison (*Pathfinder RPG Core Rulebook*). The cultists have also created many trapped chambers within the sodden castle to prevent would-be rescuers from penetrating Thetis' cell. A few of these chambers are listed below.

DOUBLE-LAYERED DIVING BELL WEB

The inner layer of the diving bell web collapses, trapping intruders. **Type** mechanical; **Perception** DC 25; **Disable Device** DC 25 **Trigger** location; **Reset** none

Effect Atk + 10 ranged touch attack (target is entangled as if caught in *web* spell with no expiration; see *Pathfinder RPG Core Rulebook*) multiple targets (all targets within the collapsing diving bell web)

CR 5

IMPLODING DIVING BELL WEB

CR 15

The diving bell web suddenly implodes entirely.

Type mechanical; **Perception** DC 30; **Disable Device** DC 30 **Trigger** location; **Reset** none

Effect Atk + 15 melee (15d6); multiple targets (all targets within the diving bell web; creatures unable to breathe water begin to drown)

New Monster

Diving Bell (Seawater) Spider

CR 5

This arachnid normally spends its whole life underwater, but must surface on occasion to replenish its air reserves and those of its net of diving bell webs if the need arise.

XP 1,600

N large magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision; tremorsense 60 ft.; Perception +5 (+10 in diving bell webs)

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size) hp 45 (5d10+10)

Fort +10, Ref +8, Will +4

OFFENSE

Speed 40 ft., climb 40 ft., swim 20 ft. **Melee** bite +10 (1d8+5 plus poison)

STATISTICS

Space 10 ft.; Reach 5 ft.
Str 21, Dex 15, Con 15, Int 5, Wis 11, Cha 3
Base Atk +5; CMB +11; CMD 23 (35 vs trip)
Feats Endurance, Improved Initiative, Skill Focus (swim)

Skills Climb +15, Perception +5 (+10 in diving bell webs), Stealth +13 (+18 in diving bell webs), Swim +15; Racial Modifiers +10 Climb, +5 Perception (+10 in diving bell webs), +5 Stealth (+10 in diving bell webs), +5 Swim

Languages Aquan (cannot speak)

ECOLOGY

Environment aquatic

Organization solitary, pair, or colony (3-12) **Treasure** incidental

SPECIAL ABILITIES

- Air Bubble (Ex) The diving bell spider breathes and carries air bubbles held by hairs on its abdomen and legs while its underwater. This portable reserve enables the creature to remain undersea for a period of 4d6 hours.
- **Diving Bell Webs (Ex)** Diving bell spiders living in well-oxygenated waters can remain submerged indefinitely, thanks to their network of diving bell webs, the bells' silky membranes enabling a gas exchange with the surrounding water, acting just like gills.
- **Poison (Ex)** *Bite*—injury; *save* Fort DC 15; *frequency* 1/round for 3 rounds; *effect* 1d3 Con and sickened (feverish); *cure* 2 saves. Save DC is Con-based with a +1 racial bonus.

The diving bell spiders of Cystoseira are peculiar arachnids that spend their most of their lives under the waves. These clever creatures possess a level of intelligence exceeding normal vermin and can serve as mounts, although they are very hard to tame (Handle Animal, Riding DC 20). The best tamers and riders can convince a seawater spider to share its portable air reserve and to accept them within its diving bell lairs (Handle Animal, DC 25), enabling surfacedwellers to remain underwater for prolonged periods.

Cystoseira, Green Wheel of the West

The ship had been adrift for days, barely moving along some local current. We hadn't had a single gust of wind to push our sails for some time, and the heat was becoming truly unbearable. Our captain prayed for a storm, for anything that would push the vessel away from that dreadful stillness, and I found myself agreeing with him. I also found myself wishing the Donarsson twins had accepted this mission. Oh, how I could have entertained them during such a boring lull...and not with song. But I digress.

Finally, an answer to our silent pleas arrived, though not the one we'd hoped for. A moving carousel of greenery, seemingly alive, took hold of the ship. Mired in its arms, we completely stopped moving. Though worry initially overwhelmed me, a strange inspiration overtook me, one whose origin I cannot explain to this day. I remember the statue of a splendid nereid occupying the bridge of an old galleon. The galleon was some type of shrine, I'm sure; and a fey creature said she had lain imprisoned beneath the floating mass for centuries. She called herself Thetis, and her thoughts became mine for several beats of my heart. Through her eyes, I saw countless marvels: floating villages built from old wrecks, undersea explorers and seawater spiders, and a forest of sentient plants.

To this day, I can't remember how we freed our ship and made it home. I truly don't remember anything else about that place or our journey, and I have been unable to locate the island called Cystoseira—the imprisoned fey told me this since, though I have searched long and hard. Each day, the memory of her thoughts haunts me, and I continue to search in vain for a thread of history of one called Thetis.

From the Journals of Bellalucca Caravicci

THE LESSER ISLANDS KING'S REST

Barsella and the surrounding coastal lands and adjacent islands have been settled for well over a thousand years, initially by fisher folk and hunter/gatherers, drifting from points north and east. The various fishing villages grew and shrank in obscurity until refugees from the great wars that resulted in the Wasted West flooded the area. Barsella's Founders' Council granted the Hanovers, a minor House allied with House Caravicci and having some experience in the fishing trade, the pair of islands (Blas Felipe and Carmen Leoncio) a day's sail from Barsella to create more room in Barsella and to establish a strong local fishing trade. Barsellans refer to the islands collectively as King's Rest.

In grand style, the Hanovers landed on the archipelago now known as King's Rest, only to encounter a local populace, especially those of the north shore, who were mostly indifferent to the newcomers. The Hanovers found the quiet sheltered bays and beautiful white-sand beaches of the south shore much more to their liking

The Hanovers built a grand manor on the south side, which they called Catalina, in honor of their Caravicci patrons, and encouraged (perhaps bribed) the Caravicci nobles to visit. Their success encouraged other Barsellan houses to invest in building their own estates.

Merchants soon followed, establishing shops, inns, and taverns in Catalina. Over time, the Hanovers left trade behind to concentrate on creating a remote resort for those wishing to escape the intrigues and danger of the mainland. "In season" Catalina swells to several times its "off season" population, when businesses and estates are shuttered except for retainers and caretakers.

Meanwhile Domingo, the north side home to most of the native population of fishermen, remains much as it has been over the millennia. Rows of fishing vessels crowd the docks, departing en masse to fish in both the placid bay and in the rough seas of the ocean beyond. Some fishermen supplement their income with a bit of piracy, smuggling, or skimming. The Hanovers mostly ignore Domingo, for fear they might end years of indifference. There are always those, on both sides of the island, who covet the wealth held by their neighbors.

BLAS FELIPE ISLAND

Roughly diamond-shaped and approximately 400-square miles in area, Blas Felipe is home to a year-round population of about 12,000(which includes the populations of small villages and thorps not detailed herein) and features two large settlements: Domingo to the northwest and Catalina to the southeast; a wide avenue bisecting the island connects the two settlements. Hanover Manor resides in the highlands midway between the two settlements. Catalina, facing southern Shirani Bay, is the larger of the two, but most of the island's fishing fleet is based out of Domingo, where the native sailors prefer to keep their distance from the pleasure yachts and bulky galleons of the Barsellan settlers. The homes and inns of Catalina line a series of terraces across the hills overlooking the harbor itself.

A spine of hills, of the same rock as the Pytonne Mountains, runs down the center of the island. The northeast section, east of the road between Catalina and Domingo, consists of rolling hills dotted with numerous farms surrounded by fields and pastures. Here, the settlers raise goats, sheep, and chickens; they also grow oats and grains to feed the islanders. Blas Felipe becomes more desolate toward the southernmost point. There, the ocean splashes against sharp rocks piled against age-worn volcanic rock comprising the islands' foundations. Felipe's rugged little sister, Carmen Leoncio, is made of the same rough, reddish stone.

The population soars in the summer when notables of the Barsellan noble houses visit the beaches along the southeastern coast, bringing various guards, hangers-on, and guests. Catalina features good-quality inns and hotels to support their wealthy visitors. Noble summer estates dot the hills around Hanover Manor, most facing toward the rising sun. The island has evolved from collection of fishing settlements to an exclusive resort locale, far from the intrigues of Barsella...or is it?

Island Locations

- **Catalina**: Blas Felipe's second-largest settlement rests along the south shore of the island. During the cold weather months ("off season"), Catalina's population is under 500. But when it becomes warm ("on season") Catalina swells to over 2,000 with the arrival of Barsella's finest. Catalina is described in more detail under Settlements on the following page.
- **Domingo**: On the island's north shore, rests Domingo, the island's largest and oldest settlement. Domingo is a port town of about 1,500. It population makes its living fishing, trading, and smuggling—and participates in some occasional piracy. Domingo is described in more detail under Settlements on page 23.
- Hanover Manor: House Caravicci granted House Hanover the title to Blas Felipe several hundred years ago. The Hanovers built an estate at the highest point of the road connecting Catalina and Domingo. Hanover Manor is described in more detail under Catalina on on page 22.
- Shiran Light: The northeastern end of Blas Felipe, Shiran Point, features a small, lonely tower, Shiran Light. A hermit-priest of Seggotan, Tearlach Barlcan (LN male human cleric 4), maintains this lighthouse, which warns sailors away from the crashing waves and shearing rocks below.

Wrecker's Cove: West of Domingo, along the north coast, lies a cove hidden from view by a tall breakwater and spouting cliffs. Captured vessels are beached in this concealed inlet and then leisurely broken-up by the Dominican locals who indulge in piracy. (2d10 pirates present, 1st-level fighters with two 3rd-level rogue mates and one 5th-level ranger captain named "Dart"; they have 2d100 gp of treasure and 3d100 gp of trade goods present here at any given time.)

Catalina

Catalina began as a fishing village along the eastern edge of a wide swath of beach ending against a low cliff extending into Shirani Bay. The rocks extending from the cliff form a breakwater and a natural harbor. The humble homes of the first inhabitants cluster against the cliff, but now are hidden from view by the newer whitewashed hotels, shops, and apartments of Barsella's vacationers. In front of those buildings, a wide avenue of white flagstones forms a promenade along the sandy beach. Prominent statues of Galla and Buono Caravicci, the Friulan sibling founders of Barsella, stand in the promenade's center.

Along the promenade sit a number of expensive hotels catering to visiting guests of Barsella's Houses. The largest and most notable is the King's Respite, a five-story structure overlooking Caraviccis's statue. Restaurants, taverns, and several shops featuring both necessities and luxuries lie between the hotels. One long-standing local crafter has opened a successful store, The Scrimshander, from which he sells exquisite carvings of ivory, ambergris, and driftwood set with local gems.

Rising above Catalina to the west, running parallel to the harbor south to north, lie the terraced slopes of the island's hills. The walls surrounding red-roofed estates can be seen in the distance. Above those are vineyards and olive gardens, introduced to support inhabitants with wider tastes. The hills to the north and east are dotted with farms and pastures.

Old Catalina, a cluster of typically wooden or grey-stone homes surrounding the steeple of the ancient church of Seggotan, forms the north end of the terraces. Here, white stone pavement gives way to irregular cobblestones and original packed earth paths and alleys. The transition between new wealth and old fisher folk is quite noticeable. The older docks are crowded with numerous fishing boats. Newer docks are home to a smaller number of pleasure craft, mostly yachts and one or two galleys.

During the off-season, about 560 people reside in Catalina. When the rich and famous come to play, the numbers quadruple and can exceed that of Domingo to the north. Like Domingo, Catalina is nominally ruled by a council of local fishing families, but in reality the Hanovers control Catalina and this half of the island, the Council serving as their mouthpiece. Given the success of the resort, the fishing families, who benefit from the wealth pouring in from the mainland, have had no compliant with the current arrangement.

Catalina

LN small town

Corruption +0/+3; Crime +2/+0; Economy +0/+2; Law +0/+2; Lore -1/+2; Society -2/+2

Qualities prosperous, tourist attraction

Danger: 0/5

DEMOGRAPHICS

Government council

Population off season/In season: 560/2160 (420/1800 humans; 18/96 minotaurs; 12/32 gnomes; 6/22, halflings; 4/16 dwarves)

NOTABLE NPCS

- Ameander Elswon (LN male minotaur expert 5, owner of White Sands Bath House) A bit of a dandy, especially for a minotaur, he makes use of his own facilities several times a day. He is also the town gossip, and he learns much from those who come to the baths to relax and may forget themselves.
- **Onega Taim** (N female dwarf druid 7, high priestess of the Church of Seggotan) Onega is the local healer for many of the town's residents. Some people question the dour druid's devoutness, but they are only too ready to use her poultices when sick.
- Hons Straid (CN male human expert 9, owner of Straid's Vintages) His wine is considered the best on the island. Hons both imports and exports various fine potables. Recently, he has been having some problems competing with Dominican smugglers.

Nevin Finslader (CN male halfling bard 3) Nevin has an excellent

One Night in Catalina

During one odd night at the White Sands & Steam of Catalina, talk of sightings of the Ballena-Diablus—the "Demon Whale"—filled the room. Sailors and gamblers talked of little else, in fact, and it was easy to discern who had seen the monster by those whose hair bore a streak of white, no matter their age.

Shortly after midnight, several wine-brave patrons decided they would find the creature and kill it. Though I offered to join them—out of a sense of adventure and curiosity... and the need for more material, of course the men refused to have a woman accompany them, stating that such would bring about their doom most assuredly. Clearly, they were not men of learning, but I let their delusions be. I have sailed farther than the lot of them, after all. I know my skill and worth.

They set out that next afternoon to find the Demon Whale, and I slipped a little good luck money to the ship's captain in return for a full report...if they returned. Honestly, I did not expect to see them again, for the Western Ocean alone steals men's minds and souls, not to mention the creatures inhabiting it. Yet, at midnight, Catalina's bells rang out, signaling the arrival of a ship. The whale hunters had returned, it seemed—or at least two of them had, and both looked as pale as ghosts. To my chagrin, the survivors refused to speak about their encounter. I saw them again several days later; they had each aged at least 10 years. Even now, they continue to age. I seriously hope their tongues loosen about their ordeal before they pass on to the Great Beyond.

From the Journals of Bellalucca Caravicci

voice; but is just a fair lute player. Known as the bard of the "King's Respite, as that is where he is most commonly found, is most famous for his creative and funny songs about local incidents, and possesses a wealth of local legends and rumors.

- Shadin Wavin (N female human aristocrat 5), Shadin is a councilorat-large and a very popular noble. She and Celeste Hanover are known for using their familial wealth to help the less fortunate in Domingo. She is good friends with Onega Taim, and is the only one can seem to put a smile on the druid's face.
- **Ern Riss** (LN male human cleric 3 of Seggotan) A "Seeker of the Scales," Ern is a passionate youth who fervently believes in Seggotan. He is in constant conflict with Onega Taim over how to "correctly" worship their god.
- **Sisslythyl** (N male kobold expert 4) Master of the boat The Scaled Lady, Sisslythyl specializes in luxurious pleasure cruises.
- Hedy Augustine (CN female human rogue 5) Mistress of the boat August Majesty, Hedy does not fear the rough western seas and is known for taking commissions no other captain will take, such as going to Carmen Leoncio or searching for Morphoi or the Leviathan or other legendary islands.

MARKETPLACE

Base Value 1000 gp; **Purchase Limit** 5000 gp; **Spellcasting** 6 **Minor Items** 3d4; **Medium Items** 1d4

LOCATIONS

- **Church of Seggotan**: The tallest spire in Old Catalina belongs to the town's church. Ern Riss and his predecessors have convinced Barsella's wealthy to endow and support this institution. So, despite its remote location, the church of Catalina approaches the mainland cathedrals in size and congregation.
- **King's Respite**: Catalina's largest luxury hotel is favored by Barsellan visitors not owning hillside manors. The "KR," as it is known, is five stories tall and dominates the waterfront. Its first floor features a fine restaurant and a large ballroom that is booked months, if not years, in advance. Only Barsella's and the island's finest musicians, such as Nevin Finslader, play on the hotel's impressive stage. The King's Respite's closest competitor in size and luxury is the Alexandra Hotel just down the promenade.
- The Scrimshander: Craftmaster Egon, an old dwarf also known as Ivorytooth, is one of the few local merchants to have established a successful business in between other high-end shops with Barsellan owners. His store is brims with display cases, showing the names and crests of some of the best-known jewelers of the mainland: Fittany, Saprey, Raggard, as well as many local artists.
- **Straid's Vintages:** The Straids emigrated from the mainland about a hundred years ago with a hold full of carefully prepared grapevines and olive bushes. Several generations later, Straid's Vintages sells several fine spirits, quality olives, and the purest oils.
- White Sands & Steam: Proprietor Elswon continues the nautically oriented tradition of the Siren's Song of Barsella (Kobold Press' Journeys to the West, page 13), catering to primarily sailors and fishermen. He hopes to open a second location to cater to the upper-class visitors, but has yet to secure a patron or funding.

Hanover Manor

Mainland fisherfolk first settled Blas Felipe about 1,000 years ago. As Barsella expanded in the wake of the Wasting of the West, House Caravicci granted a writ of ownership of Blas Felipe to House Hanover, a minor family of devoted Caravicci loyalists. Amras Hanover, head of the family, debarked on their new lands and rode to a summit north of what is now Catalina, where he could see the north shore as well. This is where he decided to build his new manor house and estate.

A low stone, moss-covered wall runs along the north side of the roads at the intersection. Dividing the wall is a simple white gate, beyond which is a private driveway climbing a low hill. The Manor, visible from the road and gate, is an impressive multi-turreted affair in Barsellan style, built from quarried native stone. The Hanovers have added wings and outbuildings as their numbers and fortunes have grown.

Just west of the road are several Hanover-built guesthouses. The Hanovers divided the island among their followers, establishing smaller manors to be held by loyal knights and retainers. Most of those can be found east of the road between Catalina and Domingo.

The current inhabitants are Lord Amrod Hanover; his wife Lady Anna; and their two children, Amrin and Bella. Amrod's younger siblings, Lord Amreth and Lady Celeste, live in two of the guesthouses. In-season, over three-dozen additional relatives and friends reside in the manor and among the guesthouses.

NPCs

- Lord Amrod Hanover (LN male human aristocrat 7/expert 3) Amrod is a fat, gregarious noble who is the exuberant but highly observant steward of the islands. He is known for is dry wit and love of fine wines.
- Lady Anna Hanover (LN female human aristocrat 9) A gracious and regal lady from a minor branch of the Caravicci family, Lady Anna has recently become pale and withdrawn. Amrod is considering calling for a cleric, but he mistrusts the local religious tradition of the cleric, Onega Taim.
- Lord Amreth Hanover (N male human aristocrat 3/oracle 6 [lame/ lore]/loremaster 1) Amrod's younger brother Amreth is quiet and intelligent. He loves to ride horses and read books from around the known world. He possesses the largest library on the island – almost 300 books.
- Lady Celeste Hanover (LG female human aristocrat 6) The youngest Hanover sibling is the Belle of King's Rest. Admired for her beauty, wit, intelligence, and charity, she is, however, best known for her 10,000gp/year remittance, which would go to any potential husband; this is a possibility she assiduously avoids. She is currently tending to her rapidly fading sister-in-law, Anna.
- Ardot Rigar (LN male human aristocrat 1/expert 7) Ardot is the Hanover chamberlain and sommelier, and he runs the manor year round. Tall, pale, and lanky in build, he is known for his sharp tongue and strict discipline of his subordinates.
- **Undul Tines** (NG male halfling ranger 5/commoner 3) The cheerful and bustling Equerry of the Hanover estates, Undul oversees the stables and livestock of the manor. He is currently at odds with Ardot over importing new breeding stock.

Unita Tines (CG female halfling commoner 3/expert 5) Wife of Undul, Unita is the manor's head chef. Unita is known for her blackberry cobbler and meat pies. Unita sometimes shares leftovers with Celeste, Shadin, and Onega, feeding the less fortunate.

Domingo

Domingo began as a fishing village established where a narrow river cut through the hills to the north shore of Blas Felipe. A low cliff, on the eastern side of the village, shelters the locals from the worst of the winter storms. A natural breakwater of tumbled rocks, bordered by beaches of pebbles in all shades of gray, extends outward from the west bank of the river. At the end is a squat stone tower, Domingo Light, where a bright lamp serves as a beacon to returning boats.

The buildings of Domingo are a mix of wood and stone, both weathered to matching shades. Several sturdy wooden bridges cross the river. The west bank is home to the fishing fleet of Domingo and its supporting industries: smiths, coopers, netweavers, and shipwrights, as well as House Squalner's great warehouse known as the Fishmongers, which processes the catch. To the south are several taverns, the Two-Eyed Cyclops Meadhall and Scarlet Kelpie's Alehouse, and brothels, The Knight's Cup and The Horse and the Bawd, which cater to the fishermen and sailors. A good haul brings plentiful coin to be spent on wine, women, and a song or two.

About 1500 people reside in Domingo. A council, whose members represent the oldest and most prosperous fishing families, rules the town. Currently, Arcen Squalner, a white-bearded minotaur and owner of the Fishmongers warehouse, and Daecen Torndin, owner of the dry docks and most of the shipbuilding and repair facilities, lead the council. House Hanover has sent a lesser cousin, Bartholomew, to Domingo to serve as their eyes and ears on the council.

Domingo

LN small town

Corruption +0; Crime +2; Economy +0; Law +0; Lore -1; Society -2 Qualities fishing village, insular

Danger 1

DEMOGRAPHICS

Government council - led by the Squalner and Torndin families **Population** 1540 (1410 humans; 76 minotaurs; 25 gnomes; 17 halflings 12; dwarves)

NOTABLE NPCS

- Arcen Squalner (N male minotaur warrior 3/expert 9) Arcen and his five sons own the Fishmongers, the fishery and warehouse that processes the local catch. One of his sons, Barton, is being primed to take over the family business.
- "Lord" Seventh Torndin (CN male human commoner 4/expert 7) The untitled Seventh styles himself "Lord" Torndin, and manages the local docks and repair of boats. Daecen recently talked Seventh into supporting her smuggling enterprise; the latter, having discovered the operation and feeling he had no choice else they lose everything, is not happy about it.
- "Lady" Daecen Torndin (NE female human, rogue 3/aristocrat 1) The attractive and scheming "Lady" Daecen is fed up with her

husband's petty wealth gained from the shipbuilding and repair trades. She works with the pirates of Wrecker's Cove, using the legitimate Torndin businesses as cover for their smuggling and skimming, and she passes along information on fat trading galleons ripe for piracy. She uses burly longshoremen and drunken sailors as her thugs and henchmen.

- **Dwaldria** (CN female elfmarked sorcerer [elemental/cold] 6) Dwaldria is a valued employee of House Squalner, providing the ice magic keeping the catch fresh for sale. After finding a strange mechanical parrot that washed ashore, she has started developing a fascination for clockworks, and seeks to learn the magic behind them.
- **Carlos Galeen** (NG male human expert 4) Master of the boat Baited Hook, Carlos knows the best locations for sport fishing around the island.
- **Squint** (CN M Dwarf Fighter 5) Master of the boat Orelse, Squint, and his crew, are obsessed with hunting down a mythical sea monster that swims the deeps of the bay.

MARKETPLACE

Base Value 1000 gp; Purchase Limit 5000 gp; Spellcasting 6 Minor Items 3d4; Medium Items 1d4

LOCATIONS

- **Chapel of Seggotan the Storm**: One of the oldest buildings in Domingo, the church was built upon the ruins of the first greathouse of the town's founders (who have since moved to their own newer homes). The steeple rises above the town and commands a view of the river and harbor.
- **Greathouses:** Two large buildings are the homes to the Squalner and Torndin families, the most influential and prosperous of Domingo's fishermen. The two "houses" have controlled Domingo for several decades, by years of successful fishing and merchanting, supplemented with a little piracy and smuggling. Squalner and Torndin run Domingo with mercantile might, with House Hanover watching from afar.
- The Docks: Normally there are over two-dozen fishing boats and trawlers docked on the west bank of the river's mouth. The boats are divided between coastal skiffs and deep-sea trawlers. Their catch is unloaded and transported to Fishmongers to be processed. Across the river, on the east bank, are the docks for merchant vessels from Barsella and elsewhere. The local and Barsellan buyers haggle for the best of the catch. House Torndin owns and runs the dry docks and adjacent shipyards; they build, rebuild and repair most of Domingo's fleet.
- Sailor's House: Doubling as the Sailor's Guild hall, many of Domingo's sailors congregate downstairs in this large inn to share a story or drink, or to seek further work. Upstairs, behind closed doors and featuring cloth-covered tables with fine china, is the exclusive Captain's Cabin, open only to ship owners and their captains.
- Merchant's Guild Hall: This is a squat, circular building, made after the fashion of Barsella's Merchantry Center (Kobold Press' Journeys to the West, page 10.).Most of Domingo's seafaring business is conducted within, such as price negotiations between

fishermen and merchants-which can be contentious.

- **Fishmongers**: Close to the docks, Fishmongers is a large, open warehouse. Fresh catches are carted to the tables, where Squalner's crew cleans, guts, and dresses the fish for a percentage of the later sale to Barsellan merchants or locals. Youths can be seen pushing or pulling ice-filled handcarts from there to either the eastern Barsellan docks or to the Domingo Market.
- **Domingo Market**: A wide-open space along the river on the south side of Domingo, the market is usually open from sunrise to sunset. Fresh or salted fish, shellfish, goats and sheep, wool, crops, and locally crafted goods are all available for sale. A few coins and the appropriate word gain one access to more illicit wares.
- **Domingo Light:** The tower's lighthouse is a squat stone tower at the end of the breakwater. Although storms have destroyed it several times over the past century alone, the populace always rebuilds it. Some say Seggotan has cursed the site for some slight made to him—no one seems to know what that slight might have been, though. Maintaining the light is an important duty willingly taken by sailors too old or infirm to go back to sea.

Carmen Leoncio

A small, uninhabited island, roughly crescent-shaped, Carmen Leoncio covers about 100-square miles of rough and rugged terrain southwest of Blas Felipe. The local Sailor's Guild has marked the island as a navigation hazard. Their notes and charts display dangerous shoals, especially in the channel between the two islands, and they indicate problems with a number of local sea monsters; including recent encounters and sightings of devilfish, giant crabs, and a rogue school of grindylow.

Unlike Blas Felipe's stretches of hills ending in white-sand beaches, Carmen Leoncio features no such luxuries. This island resembles the southern point of the bigger island, with shores full of sharp rocks huddled against rising cliffs. The island's irregular surface above the cliffs features windswept, rocky outcroppings surrounded by thickets of trees, shrubs, and grasses filling narrow valleys and gaps. Open areas give tantalizing hints of ancient stonework fallen into ruin (DC 30 Knowledge (history) check to note they are of the Ankeshelian age). Sharp eyes (DC 15 Perception check) can spot the remains of wrecks, ripped and torn to shreds by surf and stone, in and about the rocks.

LOCATIONS

- Sea Caves: The western coast of Carmen Leoncio features a number of caves that are only exposed at low tide. Some may have been used as pirate refuges in years past, and local legends speak of trapped pirate treasure hidden in their unplumbed depths.
- **The Rushing Straights**: The channel between the two islands is notoriously hard to sail, especially during the winter storms that rake the area. Shipwrecks dot these shores.

- The Lost Chapel: Several attempts have been made to establish communities on Carmen Leoncio. The ruins of a church of Seggotan represent one of the largest. Built several hundred years ago, the site was abandoned after a massive storm wiped out the population here. Most locals believe Seggotan has cursed the site, which is haunted by spirits of the drowned.
- Hidden Grove: In the narrows between the rocks and ridges of the island is a verdant meadow of glowing heather, giant flowers, and medicinal herbs. Some unknown magic allows the fragile vegetation to resist the cold winds and harsh weather. Local legend says this glen is the home of a nymph or dryad, one that violently repels intruders.
- **Folly's Light:** A lighthouse was built at the easternmost point of Carmen Leoncio at the same time as the Shiran Light. Difficult to maintain and supply, the locals eventually abandoned it a decade ago when a demon whale (see Adventure Hooks below) attacked a supply ship and ate it and its entire crew. The lighthouse has since fallen into ruin.

Island Adventures

Missing Cargo

A merchant galleon of House Zumtrezi has gone missing in the area. Rumors suggests it fell afoul of pirates and may now lie in Wrecker's Cove. For unknown reasons, Zumtrezi wants the vessel's cargo found as soon as possible.

Lost Colony

A few scraps of obscure text have led the Seggotan cleric Ern Riss (see page 22) to Catalina. He seeks adventurers to help him find the plant-choked ruins of the previously failed settlement on Carmen Leoncio. The local priest and worshippers of Seggotan would prefer that temple remain hidden—for dark and shameful reasons.

A Cure for Lady Anna Hanover

Amreth Hanover seeks a cure for the failing health of his sister-inlaw, Lady Anna Hanover (see page 22). He believes the legendary nymph of Carmen Leoncio may hold the key to her survival. He needs the PCs to protect him from her ire and magic while he negotiates with the powerful fey.

In Search of the Demon Whale

A creature of legend, the Ballena-Diablus ("Demon Whale"), prowls the waters to the south. The doughty crew of Captain Squint's Orelse seeks to hunt down and slay the beast to settle numerous scores.

BARSELLAN CHARACTERS

HODRA ANTHOR, THE PAINTED SEER

The Painted Seer kneels inside a ring of braziers, arms outstretched and head thrown back, her eyes rolling back in her head. She is draped in gauzy fabric and wears gold armbands and an intricate nose ring.

The musky incense, a heady mixture of sandalwood, blood, and minotaur sweat, creates an intoxicating haze. Hodra writhes and thrashes as she falls deeper into her trance, and colorful, serpentine tattoos squirm and coil on her bone-white hide.

Hodra Anthor, the Painted Seer CR 3

800 XP

Female Midgard minotaurMCS oracle 4 LN Medium monstrous humanoid (minotaur) Init +2; Senses oracle curse (clouded vision), darkvision 30 ft.; Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) hp 32 (4d8+12)

Fort +4, Ref +3, Will +5

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee masterwork mace, heavy +7 (1d8+3/x2) and gore (minotaur) +6 (1d4+1/x2)

Ranged dart +5 (1d4+3)

Oracle Spells Known (CL 4; +6 concentration):

2nd (4/day)—augury, cure moderate wounds, tongues

1st (7/day)—comprehend languages, cure light wounds, identify, magic weapon, sanctuary (DC 12)

0 (at will)—bleed (DC 11), detect magic, guidance, read magic, resistance, stabilize

Mystery lore

TACTICS

Before Combat

Hodra fears combat. If conflict is imminent, she casts sanctuary and attempts to hide. If possible, Hodra calls on her father's guards for protection.

During Combat

Hodra relies on her allies, whether her father's guards or her PC allies. If pressed to fight, she uses her scroll of darkness to level the playing field. She uses all her darts before attempting melee.

Morale

Death frightens Hodra more than her confinement. Since her hindered sight makes fleeing more difficult, she begs for mercy if reduced to 10 hit points or fewer.

STATISTICS

Str 17, Dex 14, Con 17, Int 7, Wis 12, Cha 13 Base Atk +3; CMB +5; CMD 18

Feats Abundant Revelations (Automatic Writing), Blind-Fight

Skills Heal +5, Intimidate +2, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge

- (nobility) +5, Perception +7, Survival +8 Languages Southern Tongue (Nurian), Trade Tongue
- SQ oracle's curse (clouded vision), fierce, revelations (automatic writing [augury 90%], lore keeper)
- **Combat Gear** scroll of darkness, scroll of locate object (2); **Other Gear** masterwork hide, masterwork heavy mace, 6 darts, 2 candles, seer's robe

SPECIAL ABILITIES

Automatic Writing (Su) (2/day) After spending a full hour in uninterrupted meditation, Hodra produces writing that functions as an augury spell with 90% accuracy.

Lore Keeper (Ex) All Knowledge skills are Charisma-based.

Natural Cunning (Ex) Minotaurs are never caught flat-footed and are immune to maze spells and are never lost.

Background

A favored seer among Barsellan explorers, traders, and nobles, the Painted Seer is a unique mix of the exotic and the commercial. Thrashing in her seer's pit, Hodra delivers her unintelligible prophecies to her father's "interpreters," who ensure that the given prophecies are beneficial to the family business. Hodra knows little of her father's machinations and does her best to answer every question put to her truthfully, not realizing that her prophecies are sometimes mistranslated to her father's advantage.

Motivations & Goals

Powerful insight and idiot-savant abilities mask the naivety of this young prophet. Hodra's intellect is dulled as a result of her exposure to trance-inducing incense at a young age. Despite her powers, Hodra is little more than the pawn of her father, Manek Anthor. Recently, she has realized the minotaur bodyguards protecting her from her father's enemies are also her gaolers. Confined to her trance pit and her locked rooms for nearly her entire life, her curiosity about the outside world has begun to overwhelm her dutiful obedience, and she seeks a means of escape.

Schemes & Plots

Hodra has recently gained the sympathy and confidence of one of her interpreters. Particularly powerful clients (the PCs) receive a plea from Hodra through the interpreter, promising the use of her sight in return for escape from her captivity. Her escape efforts totally rely on her rescuers' shoulders, as her diminished mental capacities limit her ability to free herself.

BELLALUCCA CARAVICCI

Charm exudes from this dark-haired lady, though she rarely uses it to manipulate others. She is a genuine soul, and a person in love with life and all its joys. Her zest for life includes a craving for new experiences and an unquenchable wander lust.

Bellalucca Caravicci

CR 6

2,400 XP

Female human bard 7 CG Medium humanoid (human) Init +1; Senses Perception +13

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 natural)

hp 49 (7d8+14)

Fort +4, **Ref** +6, **Will** +8; +4 vs. bardic performance, sonic, and language-dependant effects

OFFENSE

Spd 30 ft.

Melee +2 rapier +9/ (1d6+2/18-20/x2)

Ranged mwk light crossbow +7 (1d8)

Special Attacks bardic performance (move action) (19 rounds/ day), bardic performance: countersong, bardic performance: distraction, bardic performance: fascinate (3 targets) (dc 16), bardic performance: inspire competence +3, bardic performance: inspire courage +2, bardic performance: suggestion (dc 16)

Bard Spells Known (CL 7, concentration +10):

3 (2/day) charm monster (DC 16)

2 (4/day) silence (DC 15), cat's grace, invisibility, tongues

1 (5/day) remove fear, sleep (DC 14), cure light wounds, grease (DC 14), disguise self

0 (at will) dancing lights, prestidigitation (DC 13), read magic, detect magic, mending, lullaby (DC 13)

TACTICS

Before Combat

Bellalucca casts cat's grace on herself (which adds to her melee skill with the rapier due to her Weapon Finesse feat), and then strikes up a song to inspire her comrades.

During Combat

She maintains her song, and seeks to flank opponents. She saves her charm monster spells until she feels it would best suit her comrades to use them.

Morale

Bellalucca is no coward, but she prefers to stay alive. If she can find a way to strike a deal to save her party's skins, she does so.



STATISTICS

Str 11, Dex 13, Con 14, Int 11, Wis 16, Cha 17 Base Atk +5; CMB +5; CMD 17 Easte Dadya Precise Shot Daint Plank Shot Weenen

Feats Dodge, Precise Shot, Point Blank Shot, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +11, Bluff +13, Climb +6, Diplomacy +10, Disable Device +3, Disguise +8, Escape Artist +5, Fly +11, Intimidate +8, Linguistics +4, Perception +13, Perform (sing) +11, Profession (gambler) +12, Ride +2, Sense Motive +9, Stealth +11, Swim +2, Use Magic Device +9

Languages Trade Tongue

 ${\bf SQ}$ bardic knowledge, lore master (1/day), masterpieces (the dance of

23 steps), versatile performance abilities (dance, singing), well versed **Combat Gear** *potion of cure serious wounds, potion of reduce person, wand of magic missiles*; **Other Gear** +2 *leather armor,* +2 *rapier,* +1 *amulet of natural armor,* masterwork light crossbow and 20 bolts, dagger (4), pirate clothes, spell component pouch

Background

A charming, dark-haired beauty of the Caravicci clan, Bellalucca has caught the family bug and joins expeditions heading out to the Western Ocean whenever she can. She's been trying to capture her travels in journals and logs, but has been having a difficult time recalling all the details of her experiences. Some very odd experiences do come to mind, but she can't explain them all. She's a Fragmented One (*Journey's to the West*, page 15), but has yet to realize it. Bellalucca can be encountered singing in a few of the upscale taverns, and she has great connections to other Founding Houses.

Motivations & Goals

Exploring and cataloging the islands of the Western Ocean is Bellalucca's greatest goal, as she wants her legacy to include several large tomes on the subject in addition to numerous songs about her experiences. Secretly, she also hopes to find something so unusual or valuable that her name will be included in the annals history as one of its greatest explorers. To this end, Bellalucca signs on with various groups heading out to sea. She has travelled with both Morgan and Maerigan Donarsson, and is somewhat smitten with them both. She hopes a dalliance or two with the twins lies in her future.

Schemes & Plots

Bellalucca seeks to insinuate herself with travelers who have explored the Western Ocean, as she is in search of as many secrets as she can find. She easily gets caught up in any plots to free the god Nethus from his imprisonment. She sees this as a grand opportunity to get her name in the history books, but she is extremely good-hearted and empathetic to the god's plight. And, oh what a tale it will make!

Maerigan Donarsson

This attractive woman's cloak barely conceals her functional leather armor, the rapier and whip at her belt signaling a distinct reliance on her own protection. Her long dark hair is overshadowed by a rakish wide-brimmed hat that lends a certain air of mystery to her carriage, made even more intriguing by the king crab sitting upon her shoulder.

Maerigan Donarsson

9,600 XP

Female human (Northlander) witch 6/bard 5 NG Medium humanoid (human) Init +2; Senses Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 65 (5d8+6d6+22) Fort +5, Ref +9, Will +11

OFFENSE

Spd 30 ft.

Melee +2 keen dagger +11/+6 (1d4+5/18-20/x2), rapier +9/+4 (1d6+3/18-20/x2), whip +9/+4 (1d3+3/20/x2), or unarmed strike +9/+4 (1d3+3/20/x2)

CR 10

Special Attacks bardic performance (standard action) (16 rounds/ day, bardic performances (countersong, distraction, fascinate (DC 16), inspire competence +2, inspire courage +2)

Spell-Like Abilities

(at will) feather fall

(6 minutes/day) fly)

(1/day) levitate

Bard Spells Known (CL 5, concentration +9):

- 2 (3/day) cure moderate wounds (DC 16), detect thoughts (DC 16), track ship (DC 16)
- 1 (5/day) charm person (DC 15), cure light wounds (DC 15),
- adoration, read weather (DC 15)
- 0 (at will) know direction (DC 14), detect magic, prestidigitation (DC 14), message, light, sift

Witch Spells Known (CL 6, concentration +9):

- 3 (3/day) remove disease (DC 16), water breathing (DC 16), water breathing (DC 16)
- 2 (4/day) alter self (DC 15), disfiguring touch (DC 15), haunting mists (DC 15), haunting mists (DC 15)
- 1 (4/day) curse water (DC 14), cause fear (DC 14), command (DC 14), diagnose disease

0 (at will) stabilize, mending, detect magic, message, light Witch Hexes Known: feral speech, flight, healing, water lung Patron Water

TACTICS

Before Combat

Maerigan avoids personal combat wherever possible, and spells such as command, charm person, adoration and detect thoughts work well toward that effort. If combat appears inevitable, Maerigan uses her performances to aid her allies and casts haunting mists on foes at range.

During Combat

Using her fly/levitate abilities, Maerigan attempts to find a safe place from which to observe combat and provide succor through her healing hex and cure and stabilize spells. If cornered she lashes out with disfiguring touch and then straight melee attacks. **Morale**

Maerigan is wise enough to back away from heavy fighting, and she is smart enough to know when she may just twist the odds in her favor. Mostly she provides strategic aid via her flight abilities – if her allies are losing, she tries to persuade them to flee.

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STATISTICS

Str 16, Dex 15, Con 15, Int 17, Wis 14, Cha 19

Base Atk +6; CMB +9 (+12 grapple); CMD 26

Feats Brew Potion, Defensive Combat Training, Eschew Materials, Improved Familiar, Improved Unarmed Strike, Inscribe Magical Tattoo, Spellsong

Skills Acrobatics +10, Appraise +11, Bluff +14, Climb +11, Craft (alchemy) +11, Craft (tattoo) +9, Diplomacy +12, Escape Artist +10, Fly +8, Heal +10, Intimidate +8, Knowledge (arcana) +13, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +9, Perception +10, Perform (act) +12, Perform (oratory) +12, Profession (sailor) +10, Sense Motive +12, Sleight of Hand +10, Spellcraft +17, Stealth +10, Survival +3, Swim +9, Use Magic Device +8

Languages Aquan, Auran, Dwarvish, Northern Tongue, Trade Tongue

SQ witch familiar (Klak, king crab), bardic knowledge, deliver touch spells through familiar,

empathic link with familiar, feather fall, feral speech, fly, healing,

levitate, lore master, share spells with familiar, speak with familiar, versatile oratory, water lung, well versed

Combat Gear rod of splendor; **Other Gear** +2 leather armor, +2 keen dagger, rapier, fancy pirate clothes, scarf, belt pouch (15 gp, 350 gp in gems)

Background

No less famous than her twin brother Morgan, Maerigan sets heads to turn and hearts to race wherever she appears--on board ship, in courtly salons, walking the streets of Barsella, or carousing with rough-and-tumble sailors in the Wash. Her adoptive parents shower her with affection and support. She is bright, vivacious, and completely unruly. Only her desire to safeguard and protect her brother occasionally curtails her own adventurous impulses.

Motivations & Goals

Maerigan has but one humble aim in life: remain unmarried! Though never without a trail of suitors and would-be paramours, Maerigan holds firm in her devotion to a single life and to see to her brother's wellbeing. Adventure consumes her heart, whether it be in books and tales or in real life. She is fond of exposing mysteries to the light of discovery and unearthing new treasures from the Western Ocean.

Schemes & Plots

As a foundling herself, Maerigan has a fondness for helping the underprivileged. Recently, she became a patron of the ex-gladiator St. Grauhm's orphanage (Journey's to the West, page 11), and has discovered a link between the Sons of the Arch and Grauhm's orphanage. Following her nose and intuition, Maerigan is convinced the Sons are not what they seem. Hiring some unknowns (the PCs), Maerigan wishes to discover what the Sons do with the children they sponsor at Grauhms', and to learn why they are so intent on keeping people out of the Wash.

MORGAN DONARSSON, PIRATE CAPTAIN

Clad only in breeches, this dark-haired man's well-muscled body is completely covered in tattoos reminiscent of armor plating or the carapace of some kind of insect.

Brandishing his wicked-looking bastard sword, he boldly leaps from the side of one ship onto another, calling to his shipmates to follow, seemingly oblivious to danger and eager to fight toe to toe.

Morgan Donarsson, Pirate Captain CR 10

9,600 XP

Male human (Northlander) fighter 4/ranger (guideAPG) 7 CG Medium humanoid (human)

Init +8; Senses Perception +9

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex) hp 99 (11d10+36) Fort +13, Ref +12, Will +7 Defensive Abilities bravery +1

OFFENSE

Speed 30 ft., woodland stride **Melee** Brandarnir* +15/+10/+5 (1d10+5/17-20/x2) and unarmed strike +14/+9/+4 (1d3+3)

Special Attacks ranger's focus +4 (3/day)

Ranger Spells Known (CL 4; +6 concentration):

2 (1/day) protective spirit (DC 14)

1 (2/day) alarm, air bubble

TACTICS

Before Combat

If on ship and with his crew, Morgan delights in causing consternation among his enemies by bolstering his shipmates via his terrain bond ability. If encountered alone, Morgan attempts Bluff or Intimidation to diffuse hostile situations. If this fails, he fights intelligently, seeking to escape overwhelming odds.

During Combat

Morgan prefers to rush into the thick of the fighting, targeting obvious leaders among his foes with ranger's focus, and placing himself to make best use of cleave.

Morale

While brave, Morgan is no foolhardy combatant. He seeks to protect his shipmates where possible. He often beats difficult odds through his sheer force of will and effort. He does not surrender his ship or crew under any circumstances.

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 16, **Wis** 14, **Cha** 16 **Base Atk** +11; **CMB** +14; **CMD** 26

Feats Catch Off-Guard, Cleave, Combat Reflexes, Defensive Combat Training, Defensive Weapon Training +2 (light blades), Endurance, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Sea Legs, Storm-Lashed, Toughness

Skills Acrobatics +14, Bluff +5, Climb +18, Craft (tattoo) +8,

Handle Animal +10, Intimidate +15, Knowledge (dungeoneering)

+7, Knowledge (geography) +11, Knowledge (local) +9, Knowledge (nature) +12, Perception +9, Profession (sailor) +10, Profession (soldier) +10, Spellcraft +13, Stealth +12, Survival +12, Swim +16 Languages Aquan, Auran, Dwarvish, Skald, Trade Tongue SQ armor training 1, terrain bond (water), track, wild empathy Other Gear bastard sword (Brandarnir*), wondrous tattoo: heron

tattoo (+5 to Diplomacy checks)(chest item slot), wondrous tattoo: armor tattoo +7 (shoulders item slot), wondrous tattoo: bamboo's strength +2 (+2 to all saving throws) (body item slot)

SPECIAL ABILITIES

Ranger's Focus +4 (Ex) (3/day) Morgan receives +4 to hit and damage on a focused target.

Sea Legs Morgan gains +2 on Acrobatics, Climb, and Swim checks (already calculated in the Skill stats).

Storm-Lashed Morgan ignores many of the effects of bad weather.

Terrain Bond (Ex) Allies within Morgan's line of sight and hearing gain a +2 bonus on initiative, Perception, Stealth, and Survival skill checks. While they are in his presence, his allies do not leave tracks within his favored terrain.

**Brandarnir the Finder* is a +1 *huntsman, keen mithral bastard sword*, and is Morgan's ancestral blade. It was found with him as a child.

Background

The famed "son of the sea," Morgan Donarsson is truly a child of the ocean—born at sea to Northlander refugees, he was a foundling taken in by Donarsson sailors after a shipwreck. Tenacity, a gift for navigation, and his vibrant armor tattoos make Morgan a fearsome foe and a revered captain whose crew members respect his firm but even-handed leadership. Morgan brooks no mutinous intent and has an especial hatred for bullies, nobility, and cowardice. Also known for his unorthodox approach to rank, his bosun and first mate are female minotaurs.

Motivations & Goals

Morgan chafes at the constraints of being a "good" captain of the Donarssons. Their hidebound authority and intergenerational squabbles bore him. He only feels truly alive with the wind at his back and a ship beneath his feet. Only his twin sister Maerigan keeps Morgan in Barsella for longer than a few days—her constant attempts to get him to court any number of Barsella's eligible noble daughters keep the siblings occupied, and they are a welcome distraction from the boredom Morgan feels in family business and on land generally.

Schemes & Plots

Morgan has been implicated in a failed attempt at piracy in Barsellan waters. Though innocent, the necessities of both investigation and intrigue are beyond him. His twin sister Maerigan hires skilled agents (the PCs) to clear his name and find the real pirates, requiring expeditions both in Barsella and upon the Western Ocean.

CARDIS UUNDERGOSS

Cardis is thin and frail, with sallow skin stretched taut over his bones. Were it not for his hollow cheeks and sunken, intense eyes, Cardis would be quite attractive. He wears richly embroidered robes and a number of expensive rings. His hair is dark with a splash of silver.

Cardis Uundergoss CR 6

2,400 XP

Male human necromancer 7 NE Medium humanoid (human) Init +1; Senses Perception +1

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 deflection) hp 24 (7d6-7)

Fort +1, Ref +3, Will +6

OFFENSE

Speed 30 ft.

Melee masterwork cold iron dagger +4 (1d4/19-20/x2) **Ranged** light crossbow +4 (1d8/19-20/x2)

Special Attacks grave touch (7/day)

WIZARD Spells Prepared (CL 7; concentration +11)

4th— animate dead, enervation (2)

3rd—deep slumber (DC 18), dispel magic, empowered ray of enfeeblement (DC 16), vampiric touch

2nd— command undead (2, DC 17), scare (DC 17), scorching ray, touch of idiocy

1st—cause fear (DC 16), charm person (2, DC 16), hypnotism (DC 16), mage armor (pre-cast), magic missile

0—detect magic, light, read magic, touch of fatigue (DC 15)

TACTICS

Before Combat

Cardis prefers to stop combat before it starts by using charm person or hypnotism. Cardis replenishes his stock of undead regularly, and he always has a significant amount of skeletons and/ or zombies with him (up to 21 HD).

During Combat

While his undead minions occupy his enemies, Cardis activates his wand of invisibility and hides. From his hiding spot, he attempts to incapacitate melee combatants with deep slumber, scare, and cause fear. He saves enervation for enemy spellcasters.

Morale

Death is not in Cardis' plans, and he attempts to flee if the battle goes against his minions or if he is reduced to 12 hp or fewer. Cardis' pride will not allow those who know his secrets to live for long, however, and he can easily become a recurring nemesis.

STATISTICS

Str 10, Dex 13, Con 8, Int 18, Wis 12, Cha 14 Base Atk +3; CMB +3; CMD 15

Feats Combat Casting, Command Undead (7/day) (DC 15), Empower Spell, Reach Spell, Scribe Scroll, Spell Focus (enchantment), Spell Focus (necromancy), Spell Penetration

Skills Appraise +12, Bluff +6, Diplomacy +6, Intimidate +6, Knowledge (arcane) +13, Knowledge (local) +13, Knowledge (nobility) +12, Knowledge (planes) +12, Knowledge (religion) +12, Spellcraft +12 **Languages** Darakhul, Draconic, Dwarvish, Infernal, Trade Tongue **SQ** arcane bond (dagger)

Combat Gear masterwork cold iron dagger, light crossbow and 20 bolts **Other Gear** *potion of barkskin* +2, *elixir of vision, ring of protection* +1, *wand of invisibility* (32 charges), spellbook, spell component pouch, writing materials, ruby ring (75 gp)

SPECIAL ABILITIES

Power over Undead (Su) Cardis receives the feat Command Undead. He can channel energy 7/day (DC 15) for the purposes of using this feat.

Grave Touch (Sp) As a standard action, make a melee touch attack to cause a living creature to become shaken for 3 rounds.

Prohibited Schools: Illusion and Transmutation

Background

After a childhood illness left him frail and near death, Cardis Uundergoss decided to pursue his goals with the anxious determination of a man with too little time. Until recently, he was content to apply his intellect to his dark necromantic studies. As his family members were murdered one by one, however, Cardis quickly concluded that it would only be a matter of time before the curse fell on him. While his cousins fruitlessly pursue divinations, Cardis has no qualms searching for answers in Barsella's black markets, drug dens, and back alleys, employing his arcane abilities to frighten the truth out of possible informers. Cardis's methods are amoral at best and deeply profane at worst, but his single-minded resolve and underground contacts may be the Uundergoss family's best hope.

Motivations & Goals

Cardis recently received word that his death will be next. He now pursues his inquiries with merciless intensity and moves with all haste to discover the cause of his family's deadly fortunes. Over the course of his search, Cardis has amassed a variety of contacts and a number of valuable secrets. He will share some of these with PCs for a hefty sum, so long as the deal can be transacted quickly and quietly, and always in his favor.

Schemes & Plots

Cardis and his small army of undead can only accomplish so much. The necromancer is often on the lookout for discreet, capable groups—or gullible adventurers to infiltrate organizations and extract the information he needs. If Cardis can permanently silence the adventurers once he has what he wants, so much the better. Acquaintances consider Cardis Uundergoss the consummate gentlemen. Those few close to him know his immaculate demeanor masks a sickly body and soul, and his smooth veneer of politeness covers a desperate intensity and ruthlessness.



MONSTERS



CARNIVOROUS SHIP

What appeared to be a large sailing ship comes to life as its prow opens into a gigantic tooth-filled maw and unnatural humanoids swarm over the rails.

Carnivorous Ship, Galleon CR 13

25,600 XP

N Colossal aberration (aquatic)

Init +2; Senses blindsight 60ft., darkvision 120ft.; Perception +2

DEFENSE

AC 25, touch 1, flat-footed 25 (+35 natural, -2 Dex, -8 Size) hp 230 (16d8+166) Fort +17, Ref +7, Will +12 Immune acid

OFFENSE

Speed 10 ft., swim 50 ft.; surge 400 ft. **Melee** bite +21 (9d10+16/19-20) **Space** 20 ft. (100-ft. long); Reach 15 ft. **Special Attacks** capsize, drones (1 per HD/day)

STATISTICS

Str 42, **Dex** 6, **Con** 30, **Int** 10, **Wis** 14, **Cha** 10 **Base Atk** +13; **CMB** +37; **CMD** 43

Feats Alertness, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Reflexes, Iron Will, Lighting Reflexes, Toughness.

Skills Disguise +18 (+38 when mimicking ships),

Perception +20, Survival +18, Swim +18; **Racial Modifiers** +20 Disguise (when mimicking ships)

- Languages Aquan, Trade Tongue
- SQ change shape (ships), surge

ECOLOGY

Environment any sea or ocean **Organization** solitary, pair, or flotilla (3-6) **Treasure** none

SPECIAL ABILITIES

Capsize (Ex) This creature can attempt to capsize a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative –10 penalty on its combat maneuver check. **Change Shape (Su)** The carnivorous ship has the ability to assume the appearance of a various seafaring ships, but retains most of its own physical qualities. The creature cannot change shape to a form with a different size category.

Mimic Ship (Ex) A carnivorous ship gains a +20 racial bonus on Disguise checks while shaped like a ship. Disguise is always a class skill for a carnivorous ship.

Surge (Ex) A carnivorous ship can surge forward as a full-round action at a speed of 400 ft. It must move in a straight line, but does not provoke attacks of opportunity while surging.



Drones (Su): The carnivorous ship has the ability to create one mindless drone per HD per day from the organic material left over from its previous feeding. From a distance, these drones appear to be the normal crew, going about their duties and even calling out to one another. However, any close inspection reveals them to be but poor imitations of living humanoids.

During combat, these drones swarm enemies under the mental direction of the carnivorous ship.

Drones

N Medium aberration

hp 22 each

Use the statistics for morlocks from the Pathfinder RPG Bestiary, except as noted above.

Originating in the turmoil of the Mage Wars—an experiment designed to be used against a naval foe-they now run amok, plaguing the seas worldwide while searching for their preferred prey: ships. They feed upon the wood, metal, rope, and other materials commonly used in naval construction, and they use the flesh from devoured crewmen or other creatures to form their mindless drones.

Fiercely territorial, most carnivorous ships choose a wide hunting area and remain within its bounds until the food supply runs out or they are driven off by force. Occasionally, a mating pair or siblings will hunt together but this is rare. Rumors speak of a flotilla of carnivorous ships that guard a graveyard of their kind, but this has never been confirmed.

Carnivorous ships, also called ship mimics, vary greatly in appearance since they shift their forms to mimic the look of regional vessels. When they are young (Large, CR 3), they lurk in harbors posing as rowboats, while feeding on dinghies and other small craft until they have grown big enough to shift to larger ships. Very old specimens can grow to the size of massive galleons or larger.

DRAKE, FANG

The ship's crew turns to the railing as it explodes into splinters. Within a wave of water and foam, a massive shark-like creature lands on the deck and bites off a shocked sailor's arm. It laughs cruelly as it claws its way forward on four scaly feet, its long tail lashing behind it and showering in the spraying blood.

Fang Drake CR 4

XP 1,200

CE Large dragon (aquatic, geographic, esoteric) Init +2; Senses dragon senses, keen scent; Perception +12

DEFENSE

AC 17, touch 12, flat-footed 14 (+2 Dex, +1 dodge, +5 natural, -1 size) hp 52 (5d12+20)

Fort +8, Ref +6, Will +6 DR 5/bludgeoning; Immune paralysis, sleep

Resist cold 5

Weaknesses vulnerability to fire (+50%)



CR 2

OFFENSE

Speed 30 ft., swim 80 ft.

Melee 2 claws +8 (1d6+4), bite +8 (3d8+4, plus bleed (2) and grab), tail slap +3 (1d8+2)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (40 ft. line 5d6 sonic, **Ref** DC 15 half, useable every 1d4 rounds), inhalation, maiming bite

STATISTICS

Str 19,Dex 14,Con 18,Int 13,Wis 14,Cha 13

Base Atk +5,CMB +10,CMD +23 (+27 vs. trip)

Feats Alertness, Dodge, Power Attack, Improved Feint B

Skills Acrobatics +4 (+8 Jump), Bluff +11, Knowledge (nature)

+5, Intimidate +9, Perception +12, Sense Motive +12, Stealth +6, Survival +7, Swim +8; **Racial Modifiers** +4 Acrobatics (when

jumping), +8 Swim

Languages Aquan, Draconic, Trade Tongue

SQ Amphibious

ECOLOGY

Environment any aquatic

Organization solitary or shiver (2-5) **Treasure** Standard

SPECIAL ABILITIES

- **Inhalation (Su)** As a move action in a 20 ft. cone on land and a 40 ft. cone underwater a fang drake can drag creatures towards it with a mighty breath. Creatures within the cone are pulled adjacent to the drake within the cone's dimensions and are stunned for 1 round. Creatures may attempt either a DC 15 Fortitude save or DC 25 Swim check to resist. Success means the creature is drawn only 5 ft toward the drake and is staggered for 1 round.
- Maiming Bite (Ex) Instead of dealing its normal bite damage while maintaining a grapple with its bite, a fang drake may make a new bite attack at a grappled creature. It threatens a critical with this attack on a roll of 19-20, and it gains a +4 bonus to confirm a critical. If it criticals the creature, the creature takes the critical damage as normal and it loses one limb (drake's choice). If the fang drake misses with this attack, or hits but doesn't critical, the target is no longer grappled. The exact effects of limb's loss are up to the GM, but should they should be severe.
- **Razor Hide** (Ex) A fang drake's fine scales are razor sharp. Anything that begins its turn grappling a fang drake takes 2 points of slashing damage.
- **Bloody Seas (Su)** As a standard action, when completely submerged in water, a fang drake can transport itself to another body of water within 1,000 feet large enough to contain its body, as if using the dimension door spell.
- Water Leap (Ex) A fang drake treats a jump out of water as a long jump, provided it moves at least 10 feet before making the Acrobatics check.

The fang drake or drake shark is a personification of the endless hunger within the world's seas. These vicious dragon-kin delight in feasting on anything fitting in their huge maws, and they often play with their food before eating it. Canny fighters, fang drakes love to fake out opponents, and do so at every opportunity. Shivers of these drakes have been known to escort a ship across an ocean, only to crack the ship's hull open with their screeching breath. They then chew through the crew.

These creatures have secondary stomachs, which they use to hoard their treasure, since they are always on the move. These stomachs contain any large number of rings, magical boots, and similar adornments—more so than gold coins or other trinkets.

Fang drakes and dolphins are mortal enemies, and both go out of their way to slay the other. Fang drakes are both geographic and esoteric drakes.

DRAKE, OIL

"Why hello there sir! Sorry,I didn't mean to startle you, but I felt you walking through my cave up here, and I came to see who it could be. I'm happy you're a dwarf and so can see me in this darkness. It's nice to not be attacked right out. Wait... is there light coming from behind you? Do I hear a human tongue? Human use torches. Oh, NO! ...for the love of the gods, PUT OUT THOSE TORCHES!!!

Oil Drake

CR 3

XP 800

NG Small dragon (aquatic, geographic, material)

Init +3; Senses dragon senses, tremorsense 60 ft.; Perception +9

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 Dex, +1 Dodge, +4 natural, +1 size)

hp 30 (4d12+4)

Fort +5, Ref +7, Will +5

Immune bludgeoning (including pressure), all disease, paralysis, sleep

Weaknesses flammable

OFFENSE

Speed 20 ft., burrow 120 ft., earth glide, glide (10 ft. forward for every 5 ft. of descent)

Melee 2 claws +5 (1d4), bite +5 (1d6)

Special Attacks breath weapon (20 ft. cone of noxious gas, **Fort** DC 14 or be sickened for 1 minute, usable every 1d4 rounds, flammable), tar ball (ranged touch within 40 ft., target is entangled as if struck by a tanglefoot bag; works underwater; flammable)

Spell-Like Abilities (CL 4th; Concentration +6) 3/day—grease (DC 13)

STATISTICS

Str 10, Dex 16, Con 12, Int 11, Wis 12, Cha 14
Base Atk +4; CMB +3; CMD +16 (20 vs. trip)
Feats Alertness, Dodge
Skills Bluff +3, Diplomacy +3, Escape Artist +13, Fly +4, Knowledg
(arcana) +3, Knowledge (dungeoneering) +4, Perception +7, Sens
Motive +7, Stealth +9; Racial modifiers +8 Escape Artist, +4 Steal
Languages Draconic, Terran, Trade Tongue
SQ amphibious

ECOLOGY

Environment any underground, swamp, ocean (deep) Organization solitary, pair, or gush (3-9) Treasure standard lth

SPECIAL ABILITIES

- Flammable (Ex) An oil drake and both of its breath weapons are highly flammable. When exposed to open flame (suffering at least one point of damage, or entering the same square, in the case of the gas), they immediately catch fire and start to burn (no save for the drake or anything entangled by the tar ball). Creatures in the breath weapon's cone may save as normal to avoid catching fire.
- Oil in Water (Ex) An oil drake has absolutely no buoyancy in water and immediately sinks to the bottom of any water-like liquid it enters. It cannot swim through the liquid, but may walk normally along the bottom of the liquid's container.

Oil drakes are awkward, reclusive creatures that lair near areas where crude oil pools, in swamps, underground, and even deep under the ocean. These long, smooth-scaled, slender dragons are slightly droopy in appearance, though ridges above their eyes give their faces a mildly surprised look. In direct light, their bodies shine with a multi-hued sheen; in dim light, with their rounded wings and tail fins, they could easily be mistaken for black pools of liquid when still. The strong stench of decay in their homes keeps most friendly creatures at bay, so initial encounters with an oil drake might involve shouted threats from afar, greased slides into deep pits, and falling rocks for those who don't approach cautiously. Creatures wielding fire can expect the most hostile reaction of all, as oil drakes are terrified of naked flame. When they do catch alight, a simple dip into the ground quenches the flames. Oil drakes eat decayed matter, but they loathe undead. Additionally, they are a major nuisance to black dragons, raiding their food stores and irritating them in general. Persons who present an oil drake with wel-rotted foodstuffs or non-flammable things that illuminate their dark homes might gain the service of an oil drake as a guide in its domain. An arcane caster of at least 7th level with the Improved Familiar feat can take an oil drake as a familiar, subject to that feat's restrictions. Oil drakes are geographic and material drakes.

SALT MOUSE

A silky smooth layer of midnight-blue down poofs out on this diminutive, furry vermin. A single large eye amplifies its seemingly cute innocence.

Salt Mouse CR 1/4

XP 100

N Diminutive animal

Init +3; Senses low-light vision, scent; Perception +13

Aura luring pheromones (30 ft, DC 15)

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size) hp 3 (1d8-1) Fort +1, Ref +5, Will +0

OFFENSE

Speed 10 ft., climb 10ft., swim 10 ft. Melee bite +7 (1d3-5 plus 1 Str damage (salt absorption)) Space 1 ft.; Reach 0 ft. Special Attacks salt absorption, swarm

B.S. 28-20

STATISTICS

Str 1, Dex 16, Con 8, Int 2, Wis 11, Cha 18
Base Atk +0; CMB -2; CMD 4
Feats Weapon Finesse
Skills Climb +10, Perception +13, Stealth +7, Swim +10; Racial Modifiers +8 Perception, +4 Stealth
SQ improved familiar (master gains a +3 bonus on Diplomacy checks)

ECOLOGY

Environment salt water shorelines, alkaline beaches or deserts, sea-going vessels

Organization solitary or swarm

Treasure none

SPECIAL ABILITIES

- **Salt Draining (Ex)** A salt mouse can make a melee touch attack four times a day that drains salt from the victim's body. If the attack succeeds and the target fails a DC15 save, the target is drained of 1d3 Strength. The target dies if its Strength is reduced to zero points through salt absorption.
- **Salt Absorption (Ex)** A salt mouse's diet is entirely comprised of absorbing salt from its environment. A single mouse can absorb the salt from a barrel of ocean water in 12 hours. The left over water is entirely potable.

Salt mice appear as fluffy, monocular mice with a very small, lamprey-like sucker mouth. They range in color from raven black or midnight blue to pale white and often sport a blended combination of two or more colors. They are hermaphroditic and incredibly fecund. They are able to breed huge swarms within weeks if left unchecked.

Ship captains consider a single salt mouse a prized possession for a long ocean voyage, for it allows the ship to sail without purchasing and storing large supplies of fresh water. A salt mouse costs 200 gp, but costs nothing to feed if near an abundant source of salt (i.e. ocean water). If no abundant source of salt can be found, a salt mouse requires a pound of salt per day to survive. A salt mouse's life-span is incredibly short, lasting at most two years.

SALT MOUSE SWARM

Thousands of trilling purts fill the air as a mass of small, monocular mice crawls like a carpet, sniffing for the scent of your salt.

Salt Mouse Swarm

CR 5

XP 1,600

N Diminutive magical beast (swarm) Init +7; Senses low-light vision, scent; Perception +19

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size) hp 27 (6d10-6)

Fort +4, Ref +8, Will +2

Defensive Abilities swarm traits; Immune weapon damage

OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft. Melee swarm (1d6 plus 1d4 Str drain) Space 10 ft.; Reach 0 ft.



Special Attacks salt drain, distraction (DC 13)

STATISTICS

Str 1, Dex 16, Con 13, Int 19, Wis 11, Cha 18 Base Atk +5; CMB -; CMD -Feats Improved Initiative, Skill Focus (Bluff), Skill Focus

(Perception) Skills Bluff +14, Climb +15, Perception +19, Spellcraft +12, Stealth

+15, Swim +15;

Racial Modifiers +8 Perception, +4 Stealth

SQ hive mind

ECOLOGY

Environment Salt-water seas and alkaline deserts **Organization** solitary, horde (2-5 swarms), or infestation (6-12 swarms)

Treasure none SPECIAL ABILITIES

Hive Mind (Su) When salt mice swarm, they transform into a magical beast with a hive intelligence. As long as any salt mouse

is within 30 feet of the swarm, it shares the swarm's intelligence and may use the swarm's skills and feats.

A salt mouse swarm typically consists of a crawling mass of monocular mice that hints of a seething intelligence. They seek to trick their unsuspecting victims into coming close to a single salt mouse, whereupon the hiding swarm pounces upon them. Salt mice swarms can track prey by the scent— they can smell the salt in the prey's body.



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