

LET'S GET KRAKEN

By Ken Spencer



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LET'S GET KRAKEN

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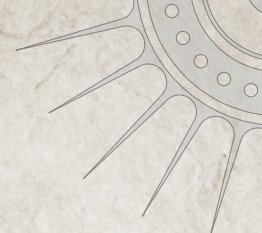
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LET'S GET KRAKEN

BY KEN SPENCER

A PATHFINDER ADVENTURE FOR 2–6 CHARACTERS OF LEVELS 5–7

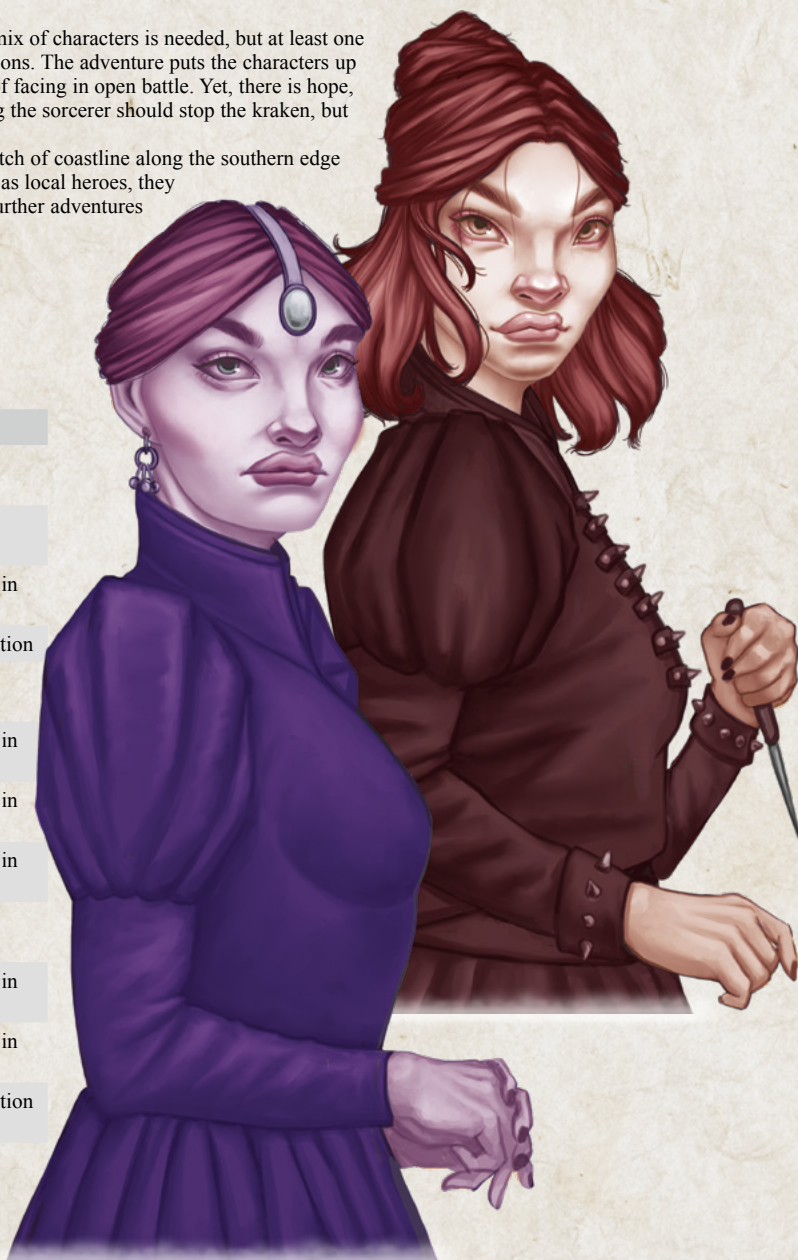
Let's Get Kraken is an adventure for 2-6 characters of levels 5-7. A good mix of characters is needed, but at least one with arcane knowledge and skills will be needed for two of the alternate solutions. The adventure puts the characters up against a kraken, a creature of legendary scale that they likely have no hopes of facing in open battle. Yet, there is hope, for the kraken is under the control of a mad sorcerer bent on revenge. Stopping the sorcerer should stop the kraken, but there are other ways to save the town of Ostin and its fishing fleet.

In addition to the main plot, the adventure offers up the Wievin Strip, a stretch of coastline along the southern edge of Kadalon Bay. Once the town of Ostin is saved and the characters are hailed as local heroes, they can use Ostin as a launching point to explore the rest of the Wievin Strip or further adventures in the Sundered Kingdoms.

DRAMATIS PERSONAE

The following non-player characters appear in this adventure

Name	Description	Main Description
Sana Bel'vir	female human aristocrat 3/expert 3	Chapter Three: The Wievin Strip
Jisa Bel'vir	female half-elf commoner 2/expert 1	Chapter Three: The Wievin Strip
Katti and Matti Bartlett	female human expert 5	Chapter Two: Trouble in Ostin
Arvsk Blackaxe	male dwarf warrior 4	Chapter One; Introduction
Priest-Sergeant Kas Fellblow	male human adept 3/ warrior 3	Chapter Three: The Wievin Strip
Wave Master Harfi	female human adept 5	Chapter Two: Trouble in Ostin
Eso Hightower	male human adept 2/ warrior 2	Chapter Two: Trouble in Ostin
Mayor Horsby	male human aristocrat 3	Chapter Two: Trouble in Ostin
Baroness Lizatha Husbridge	female human aristocrat 5	Chapter Three: The Wievin Strip
Wave tender Kros	male human adept 1	Chapter Two: Trouble in Ostin
Jasitlia	female human warrior 5	Chapter Two: Trouble in Ostin
Captain Sahn'du	male half-orc expert 2/ warrior 3	Chapter One: Introduction



PART ONE: OVERVIEW

The fishing town of Ostin on the shores of Kadalón Bay is famous for its annual grulin run, a time of year when this succulent and tasty fish spawns in the waters offshore. Although the town harvests other fish and sea life year round, it is the annual grulin run and its boost to the town's economy that allows Ostin's residents to enjoy a measure of wealth above that of other fisher folk. The time for the run is approaching, but the fishing boats are pulled up on shore, and no sane man or woman will venture out to sea.

Several boats have been attacked by a large creature, their crews drowned and the vessels themselves dragged beneath the waves by mighty tentacles. Ostin's mayor is very worried, as not only may the fishermen miss the grulin run, but also they are unable to bring in their regular catches. He has entreated the PCs to help him and his town defeat the beast that threatens to pauperize not only the fishermen, but also the townspeople who depend on them for their livelihood.

The kraken is only a small part of the problem, and one that the heroes may well be unable to face. The true threat is in the form of a sorcerer with a grudge against the town. Kaltran Bel'vir was born in Ostin, and two years ago his parents were tried and executed on false charges of consorting with demons, Kaltran swore vengeance. After spending a year and a half searching ancient ruins and moldering libraries, he uncovered a ritual that would allow him to summon the kraken.

KALTRAN'S TALE

Never a popular person in Ostin, Kaltran developed from a sullen and private youth in to a tall and dour adult. His parents were some of the village's most prosperous fisher folk who owned not only their own boat but also bought shares in the boats of other fisher folk. It is the later that truly made their wealth as they collected a percentage of every catch. This also did not make them any friends in town, especially as they tended to be heavy handed in collecting what was due to them. This added to the social ostracism that Kaltran suffered, but it also allowed the Bel'vir to pay for the best tutors for their only child, as well as to import expensive books from distant cities.

Kaltran's sorcererous powers showed their signs just as he entered manhood and further distanced him from his neighbors. Bitter towards all and sundry he fled to seek power and knowledge in strange lands, vowing never to return. The town breathed a sigh of relief to see such a surly youth with mystical powers leave, but his parents were devastated by the loss. They turned their sorrow towards their business and increased their hold on Ostin's fishing fleet.

While away from Ostin, Kaltran fell in with several different bands of adventurers including the infamous Coffee Seven. For five years the young sorcerer wandered wide and far and was heard of fighting trolls in the Northlands and orcs in the Northmarches. Rumors filtered back to Ostin that he had made pacts with foul beings and worse things and that Kaltran was involved in the Xanges River Massacre. The townsfolk of Ostin tended to focus on the darker rumors rather than any heroic deeds the scion of the Bel'vir family might have committed.

Eighteen months ago a wandering witch hunter, Jarlitha the Pious, came to Ostin. She sought to root out any herself in the town and soon ingratiated herself to the mayor and the leading citizens. With the full approval of the Baroness Husbridge, Jarlitha began a series of inquests. It soon became obvious that a heretic or three would be found no matter what, and the witch hunter's goons had a firm hold on the town. The citizens began to offer up evidence, or at least testimony, that increasingly pointed at Kel and Olia Bel'vir as witches, heretics, and in league with dark powers. More testimony, evidence, and in the end the tortured confessions of the Bel-virs revealed them as heretics in league with Kunulo the Hungering Tide. The trail was swift and the burning of the couple took place on a warm sunny afternoon in the town square. Their vast wealth was divided between the witch hunter, the baroness, and the mayor, who to his credit distributed his share among those long under the thumb of the Bel'vir's economic might.

KALTRAN'S REVENGE

It did not take long for Kaltran Bel'vir to hear about his parent's execution nor for him to see it as nothing more than a cheap murder. This would be the one thing to precipitate his return to Ostin, though in a fit of anger Kaltran vowed not to return save to walk its ruins. Towards that end he spent much of his money and several months researching a means to gain his revenge. Although a powerful sorcerer and well versed in arcane mysteries, not to mention possessing a small army of experimental subjects, Kaltran was far too theatrical to simply march on Ostin and burn it to the ground.

Instead he discovered the Horn of the Kraken, a magical artifact given by the sea god Quell himself to his high priest during the height of the Hyperborean Empire. Its location was lost during the fall of the empire and the ensuing twilight of civilization. Many had searched for it, but all had been closely aligned with the church of Quell. Kaltran was not and could freely turn to fiendish resources. Locating the Horn of the Kraken in the Temple of Tides north of Ostin, Kaltran raided the temple.

He found the temple abandoned, its greatest treasures looted and its priesthood scattered. Baroness Husbridge, at the urging of her confessor Priest-Sergeant Fellblow of the Church of Mithras, had closed all temples, shrines, and other places of worship that did not honor the noble god of warriors. Such things, he claimed, only led to greater strife and the possibility of heresy as witnessed by the Bel'vir in Ostin. The confessor further pointed out that the Bel'virs were regular patrons of the God Quell, no doubt the means they were led down the path of worshiping that sea deity's demonic shadow Kunulo.

Taking the Horn of the Kraken from its hidden vault beneath the now unused and unconsecrated altar, Kaltran transported his entire force to Turn Island in Kadalón Bay. This isolated rocky island once housed a Hyperborean fortress now fallen in to ruins. Cleansing the fortress of the creatures that had inhabited it, Kaltran set about enacting the ritual that would allow him to use the horn.

Two months later the kraken attacked the fishing fleet of Ostin.

INVOLVING THE CHARACTERS

There are several ways to involve the characters in the adventure. The easiest is for them to hear about the kraken attacks in Kadalón Bay. Such events are the stuff that heroes are made of. They might also hear that the mayor of Ostin is offering a rich reward for anyone who can slay the Kraken, stories vary but the reward is said to be as high as 20,000 gp. Finally, a character might have family in Ostin and hear from them or about the troubles the town is facing.

Once they are in Ostin the characters need to build a connection to the people of the town. Play up the friendliness and welcoming nature of the townsfolk, push forward the non-player characters most likely to endear themselves, and build a relationship. That way when things turn for the worse the characters are will be willing to fight for more than just pay. Of such causes are heroes born.

STOPPING THE KRAKEN

Adventures being the resourceful types they are the characters will likely come up with their own plans on how to stop the kraken attacks. The following means of doing so are written in to the adventure as presented so that you can better gauge the effectiveness of the character's plans or give them hints if they get stuck.

KILL KALTRAN

By far the most obvious but not easiest solution is to simply find and kill Kaltran Bel'vir. IF the characters follow the clues it should lead them to Tern Island, at the very least while investigating the source of the kraken attacks they should check out each island. Assaulting the fortress should be difficult, but sneaking in and killing Kaltran is an option. He is a powerful foe, but his death ends the threat of the kraken, unless of course he isn't currently controlling the kraken at the time. If he dies while the kraken is in the world the beast is free to go about its own business, which likely will include attacking fishing boats.

KILL THE KRAKEN

Ha,ha,ha. No really, stranger things have happened. The kraken is a mortal creature and a very cunning, lucky, or overpowered party of adventurers might be able to kill it. Once dead it can't be summoned again, so there is that. Kaltran will still be around and looking for revenge, and now he has a target: the people who killed his kraken.

REVERSE THE RITUAL

This might be even trickier than killing the kraken. The characters can steal the secrets of the ritual and the required items from Kaltran and reverse it. Maybe they can do this after they kill Kaltran. This would follow the same rules as awakening the Island that Dreams, though targeting the kraken and requiring the special ritual items used to summon the kraken.

AWAKEN THE ISLAND THAT DREAMS

While it is more expensive and time consuming than simply killing Kaltran and far easier than killing the kraken, the Island that Dreams can be awakened and used against the kraken. Or Kaltran, the island is a huge dragon turtle and thus it can travel on land. Getting the components is rather simple, but fining the last one might be trouble if the characters have not spent time talking to the locals.

KAIJU FIGHT!

If the characters use the Island that Dreams to fight the kraken, there is the problem of the protagonists of our story sitting by while two monsters fight it out. That would be a shame. Instead, allow the players to take turns controlling the dragon turtle each round of combat or commanding one of its assistants. Quell is not the sort of deity to let someone use his kraken without doing anything, but he is the sort to make the heroes work for their reward. Fish don't just jump in the boat, now do they? When the Island that Sleeps awakens a **great white shark** for each player not directing the actions of the dragon turtle arrives from the depths to join the fray! Any giant shark that is slain is replaced by an **orca**, and then a **bull shark**, after that all Quell can do is find a new group of heroes.

KRAKEN ATTACKS

The kraken attacks every other day, taking a ship or more down to the deeps and eating the crew. Keep this pace up; it puts pressure to resolve the situation and the longer it takes to stop the kraken the more frustrated the townsfolk will become. This might very well result in the characters being run out of town, but heroes won't let them stop them from saving the day.

EVENTS

The following events occur during the adventure but are only tangentially related to the main plot. They provide situations that the characters will either have to deal with immediately or may be used to spur on further adventures once the kraken is dealt with. Each event occurs on a specified day as seen above in the kraken attacks table.

THE BARONESS'S ARRIVAL

Baroness Lizatha Husbridge arrives in Ostin around midday with her entire entourage (5 **knights**, 10 **guards**, and 15 attendants (human **expert 2**); see Appendix Two: NPCs for statistics), and her confessor Priest-Sergeant Fellblow. The baroness has heard of the trouble in Ostin and has come to perform her feudal duty. She and her confessor are arrogant, condescending, and demanding towards the townsfolk. For the most part they do not speak directly to anyone of lowly station, though if one of the characters is a noble they will be shown due respect (spoken to directly, invited to dine with the baroness and her confessor, treated with some decency). However, the Baroness has a soft spot in her heart for adventures. Her son ran away to become a knight-errant and died in the Grand Duchy of Reme on some foolhardy quest. As opposed to her overbearing ways, adventures that show any respect towards her will be treated well and might even be able to talk her out of her folly.

The baroness arrives with great fanfare and immediately has the mayor summoned to her. Through her servants she demands rooms for herself and her entourage at the Salmon and the Shark, forcing anyone currently staying there out.



She then leaves her entourage to take up residence while she goes to the mayor's house to chew him out. The baroness's words can be heard up and down the street. She belittles the mayor, explains that hiring adventurers is a slight towards her and her noble family, and orders that the adventurers be dismissed. Chastised, Mayor Horsby flees to tell the characters the bad news, but begs them to stay on as his guests at the Hooked Hand until he can set the situation right.

The baroness and her confessor remain closeted at the inn for the rest of the day, but her entourage is busy about town. The guards maintain a five person watch over the baroness, those off watch can be found in the Hooked Hand drinking and causing trouble. The commoners attend their mistress, but a few can be found running errands or off-duty meeting with friends and family in the town. Considering how harsh the baroness is as an employer her entourage is unwilling to speak ill of her, and in the case of the commoners unwilling to speak of her at all. However, clever role-play, bribes, and buying rounds of drinks at the Hooked Hand might yield some of the following:

The baroness is here to slay the kraken and demonstrate her fulfillment of her noble rights.

Two years ago the baroness's only child ran away to become an adventurer. He died a few months ago and his body was brought home for burial.

The baroness profited greatly from the execution of the Bel'virs, taking the lion's share of their property and declaring their absent son a heretic *in absentia*.

Priest-Sergeant Fellblow has been the baroness's confessor for many years. He is a fervent follower of Mithras and has encouraged the baroness to suppress all other gods within her domain. It is his influence that ordered the closing of the Temple of Quell.

The baroness's plan is to harpoon the kraken and using her guards as well as the fisher folk to drag it ashore. She is commandeering the largest fishing boat in town, *Ostin's Pride* for the task as well as the smaller *Hort and Daughters* to carry her and her confessor to observe the action.

THE BARONESS'S KRAKEN HUNT

The hunt does not go well. Kaltran's spies in town alert him to the baroness's plans and the kraken is waiting. Unless the characters intervene the hunt is a disaster, the baroness and her confessor are pulled beneath the waves and all the ships involved are sunk with great loss of life. In the aftermath the mayor apologizes and offers the characters their rooms back in the Salmon and Shark. If they so desire the characters can renegotiate for higher pay with a successful DC 20 Diplomacy check.

THE STORM

Clouds moving in from the north tell tales of a massive storm brewing out to sea. In a matter of hours the day changes as winds whip the sea to foam capped peaks. The town is protected by the headlands of the Hook, but not entirely. Houses along the Hook are flattened and a strong cross current forms just off shore. Travel at sea is impossible and will continue to be so for 1d6 days. Torrential rain floods the lower parts of the town and any depression in the lands beyond, the Bay Road is turned in to an impassable strip of mud where the rising tides have not covered it.

This would be a great time for the characters to meet and interact with anyone in the town they have not yet had the time to speak with. In addition to finding clues, they can help evacuate the cottages on the Hook, save people from collapsed buildings there, and even have a few dramatic rescues of people from the parts of town that flood. The New temple is one of the buildings that collapse during the storm. Although no one is inside, many see it as an omen. These actions will endear them to the people of Ostin and make any attempts to pry information out of them much easier. Finally, due to the weather Kaltran's spy is unable to communicate with him, thus giving an opportunity for the characters to take out the spy without Kaltran becoming aware of the loss for a few days.

STRANGE VISITORS

The day after the storm the cog *Wave Dancer* limps in to Ostin. Her main mast is gone and her crew has suffered several losses from the storm. The ship is captained by Sahn'du (male half-orc **expert 2/warrior 3**) and is carrying a cargo of wool to Highreach. The ship will take a few days to repair, but the captain is desperately short of crew and offering top coin (7 sp a week and quarter share of the profits). This entices many of the younger fisher folk; in the end twelve will be chosen to go (nearly a quarter of the town's population of young fisher folk). This causes some hostility between the townsfolk and the visitors.

The *Wave Dancer* is not what she seems. While she does have a cargo hold full of wool, the bales were not purchased at Endhome like her captain claims. They were taken off the *Sunset Runner* after Captain San'du and his pirates took the ship (and then burned it to the waterline to cover their tracks). They were damaged in the storm, and they are offering a good wage, just not as a merchantman. A close inspection of the ship is possible if someone can get aboard, but the captain and three remaining crew (mixed gender and race **warrior 1**) are not letting anyone on board. A successful DC 16 Profession (sailor) or Knowledge (local) check while on board the *Wave Dancer* will reveal the telltale signs it is a pirate ship (increased number of crew accommodations, weapons stored in ready lockers, far too many weapons for a small merchant ship, wooden shields at the ready to cover the forecastle and stern castle, and blood stains on the deck).

The ship can be hired to carry the characters to Turn Island at the price of 1,000 gp, at least half up front. This might be steep, but is likely to be far safer than taking a fishing boat that will draw the kraken's attention. Sahn'du will happily drop the characters off and pledge to remain just off shore to await their return. In truth as soon as the characters are out of sight the *Wave Dancer* will hoist sail and be on its merry way.

BANDIT ATTACKS

A rider comes into town the middle of the night and raises an alarm. Bandits have attacked several outlying farmsteads and are moving towards Ostin. With the baroness dead as well as most of her guard, Ostin is largely undefended. The town guard consists of only six people (a **sergeant** and five **guards**; see Appendix Two). As there is no wall or other fixed defenses the townsfolk begin talking about fleeing, but to where?

The bandits are not the same group that has been harassing folks along the Bay Road (Jasitlia and her young thugs), although the people of Ostin will make that assumption and spread rumors to that effect. These bandits are a large force hired by Kaltran to provide a distraction while he brings the kraken in to the harbor to destroy the fishing fleet. The bandits will arrive in sixteen hours from when the warning goes up, marching down from the north in two columns. They are led by Arvsk Blackaxe, an infamous dwarf bandit (male dwarf **warrior 4**) and number thirty bandits (**warrior 1**). They have been paid to attack the town, not take it, and will do their best to sow all manner of disruption and distraction. Their fight is not a lengthy one unless they win, preferring to attack for 10 rounds and then melt away in to the hinterlands before reforming and returning in a few days. During the time they are fighting they will take opportunities to start fires and loot.

If Kaltran's spy is still in Ostin, he notifies his master when the attack begins so that he can summon forth the kraken. The kraken arrives on round four of the bandit's attack and begins wrecking the ships in the harbor. By the time the bandits are leaving the kraken has moved on to attacking any ships pulled up on shore. It takes the kraken fifteen rounds to destroy all the ships in Ostin's fleet, and it flees if reduced to 180 HP.

The destruction the kraken causes is enough to ruin the town. Even if some of the fleet is saved the loss of the rest is more than Ostin can bear. With the damage the bandits cause, this could mean the end for Ostin. The mayor will not be able to pay the characters what is owed them, nor will the town be able to keep supporting them for more than another week. In all likelihood Ostin is finished. All that is left is revenge, for which there is no coin to pay for but plenty of blood instead.

PART TWO: TROUBLE IN OSTIN

Ostin is a small out of the way fishing village in the small and out of the way Wievin Strip. Even so, it is the largest settlement along that coast and the center for fishing and trade in the southern reaches of Kadalon Bay. The townsfolk are honest, hard-working, and frightened. Not only are the attacks threatening their lives and those of their loved ones, but also if the grulin run is stopped the town will die. No one wants to end up refugees with no home, no future, and no hopes.

OSTIN RUMORS AND LOOSE TALK

The people of Ostin like to gossip, but much of what they talk about in the market and taverns is just that, so much talk. There are some clues and bits of wisdom here and there. A character can attempt to gain information by talking to people and what individuals know is listed in their descriptions. For general information gathering a character rolls on the table below, with a successful DC 15 Diplomacy check allowing two rolls.

OSTIN RUMORS AND LOOSE TALK TABLE

d20	Rumor/ Loose Talk
1	The village of Fadrid was burned to the ground and its people killed. Bandits did it, the same bandits who are plaguing the Bay Road.
2	A ship was seen about two months ago putting in to the old harbor on Tern Island, probably just guano hunters.
3	The Baroness has gone mad ever since her son died. She even closed the temple to Quell!
4	There are bandits plaguing the Bay Road, look out or they'll rob you.
5	Sahuagin raids are increasing, they probably have a base underwater or on one of the islands.
6	The old Stormwall Temple is haunted by the ghosts of priests of the past.
7	Moon Island is home to all manner of deadly things; no one with a right mind goes there.
8	We've heard strange sounds and seen strange lights out on Bull Island.
9	The Bel'vir's dabbled in witchcraft and heresy, and got burned for it.
10	That Kaltran Bel'vir, he was no good and fled before the witch finders came, left his folks to die.
11	There have been lights in Stormwall Temple, lights where there shouldn't be any.
12	The old blind priest and her apprentice, they left the Stormwall Temple when it was closed and moved to a shack on the Hook.
13	The kraken is just part of the problem, there's been boats found at sea with no living soul on them.
14	Lot's of the poor folk on the Hook have fallen sick with a wasting disease.
15	There's one Bel'vir left, Kel's sister Sana. She's a saddler over in Green Hill; some say she is a witch like her brother and nephew.
16	The village of Canaada is building a militia; they plant to resist the Oceanics.
17	Baroness Husbridge is planning to hire a private army to take care of the kraken, that won't end well.
18	Stormwall Temple was looted by the Baroness and her priest Fellblow, that is what is brining the kraken down upon us, Quell's wrath.
19	Tern Island is nothing but rocks and birds, that and the old Hyperborean fort.
20	Shell Island? A fine place to stop and eat lunch before coming home with your catch.

OSTIN AND ITS ENVIRONS

Ostin is a small fishing town, but is the largest of the many fishing settlements along the Wievin Strip. It is home to 1,500 people mostly humans of Fordewaith descent but a few dwarves and half-elves live there as well. It is a peaceful and unchanging town, but one that is beginning to feel the grip of the chaos that has been spreading across the Sundered Kingdoms. The people have watched the advance of the Kingdom of Oceanus with great trepidation, as well as the spread of heretical cults to the south.

Even so Ostin is still a prosperous town. While there is less traffic along the Bay Road and on Kadalon Bay, the fishing is still good and the grulin run is expected to draw in wealth and visitors as it always has. The local noble, Baroness Husbridge, might be a little too beholden to her confessor and the Church of Mithras, but can any noble rule be called perfect?

O-1 THE HOOKED HAND

Sitting at the base of the Hook where the spur joins the mainland, the Hooked Hand is the lesser of the two inns that serve Ostin. Most of the clientele are common travelers making the journey along the Sea Road to or from Coburn and High Reach. Recent depredations by Oceanic soldiery has limited much of the travel along the road, but the proprietors of the Hooked Hand still turn a fair trade. There are six common rooms upstairs each with a large rag stuffed bed. The Hooked Hand does not offer stabling, but will direct patrons to Bartlett and Bartlett in town.

The inn's common room is the favorite drinking place for the fisher folk of the town and has a nautical flair. Outsiders are not often welcomed, nor are they turned away. While the hosts serve ale and fish stew to any who come in, as well as willingly let rooms, the other patrons tend to keep away from strangers. The local patrons are happy to stand a drink or two for fellow maritime folk with outlandish tales.

HOOKED HAND BILL OF FARE

Item	Cost
Ale, local	4 cp
Fish stew with bread	3 sp
Roast mutton with leeks, potatoes, and turnips	6 sp
Private room	5 sp/ night includes a meal
Common room	3 sp/ night

O-2 THE HOOK

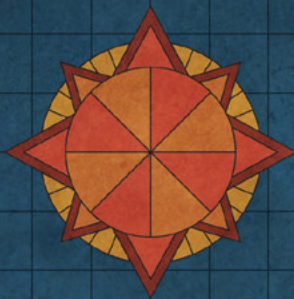
The inner arch of the peninsula protects the cottages and shacks that line the shore, but the ground here is boggy and prone to mudslides form further up the slope. A small number of shacks belonging to the desperately poor run along the ridge. The people of the Hook are a sad lot and generally rather insular, even form the rest of the people of Ostin. They do not take kindly to strangers poking around in their affairs and might form an angry mob of 2d8 villagers (**commoner 1**) if the characters behave poorly.

Most people who live near the shore of the Hook have short docks and small skiffs or rowboats. A Few ply the coast fishing, crabbing, and oystering to make some kind of a living. Their catches are rarely large enough or of high enough quality for packing in slat and sale to the big cities to the north or west, but do fetch a few coppers on the streets of Ostin.

The last two priests at Stormwall Temple retired to an abandoned cottage on the less side of the Hook. There they have eked out what little living they can secretly administering to the needs of the fisher folk, though always claiming that they have given up their former vocations. The leader, Wave Mistress Harfi (female human **Adept 5**), is nearly ninety and nearly blind, but her deft fingers find work mending nets and occasionally using her god granted powers to heal the sick and injured. She can be found outside of her cottage most days enjoying the salt breeze and working on broken nets.

OSTIN

N



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Her apprentice, Wave Tender Kros (male human **Adept 1**), does most of the heavy labor around the cottage. When he can get away he works on fishing boats for a few days but always hurries back to take care of the elder priest. The two managed to save some of the temple's archives when it was closed, Priest-Sergeant Fellblow burned the rest. They are aware of the ritual to awaken the Island that Dreams and have the real Crown of the Island hidden in their cottage. If approached peacefully and connived of the good intentions of the character they might help to awaken the island to fight the kraken.

O-3 THE SLOUGH

This boggy wetland is a low point where water from the bay flows in during high tide and storms. The Bay Road crosses the mouth of the Slough on a newly repaired stone bridge and the town has a low sea wall built along the eastern edge of the Slough to prevent flooding from that direction. This area does not have any appreciable standing water, but is sandy, marshy, and in general wasteland.

O-4 DOCKS

The pride of Ostin is its fishing fleet and these tie up to the town's main docks. Each fisher folk family owns a dock and usually the boats tied up there, but a few slips are left open for visiting ships. The harbor is deep, deep enough to accept big ocean going caravels and cogs. The waters around the docks are filled with scavenging fish and the occasional **bull shark** nosing around.

O-5 BOARDWALK

The Bay Road ends just after the flood control that blocks off the Slough form the town and becomes a well maintained boardwalk along the docks, raised up on stone piers to feet above the water. The shops and homes facing the boardwalk connect to it and form a long wall of buildings its entire length. Just past the easternmost building of the row the Bay Road resumes its muddy way towards the Matagost Peninsula.

O-6 RAYMOND'S CHANDLER SHOP

Depending on what time of year it is and what fish are running, the fleet out of Ostin will fish the morning, afternoons, or overnight. Even during the day storms can cause the light to fade, and thus having good lighting on board ship is paramount. Raymond (male dwarf **expert 3**) is a third generation chandler and his fairly has owned this shop for over a century. He makes candles, lanterns, and other light sources, but is best known for making storm and wave proof lanterns that do not risk setting a boat on fire. He also dabbles in other combustibles and makes fireworks for signal rockets and entertainment. A storm proof lantern is a metal hooded lantern that will not be easily extinguished by the wind or even brief submersion in water, they cost 10 gp. Fireworks can be purchased as well, all roman candles that can be special ordered in a variety of colors for 8 sp a rocket.

O-7 BARTLETT AND BARTLETT

Sunderland is known for its horses and along the Wievin Strip Bartlett and Bartlett are known as the best horse traders, furriers, and breeders. The twin sisters maintain a small ranch outside of Ostin but dwell behind their livery stable at the north edge of town. Katti and Matti (both female human **expert 5**, Strength 18 and Constitution 16) are two husky women who have spent long lives working with horses, including shoothing, treating ailments and injuries, and breaking mounts. They brook no nonsense and do not take fools lightly, but they know their horses.

BARTLETT AND BARTLETT BILL OF SERVICES

Service	Price
Stabling	8 cp/ day
Shoeing	1 gp/ hoof
Tack and harness repair	1-9 sp
Wagon or cart repair	1-15 gp
Healing (horses only)	varies by ailment
Horse rental	5 gp/ day
Riding horse*	100 gp
Warhorse*	600 gp

*These horses of some of the best in Sunderland and have maximum HP. They are well trained, riders have advantage on rolls to control their mounts.

O-8 MARY'S TACKLE

Old Mary (female elf **commoner 1**) is really not that old as far as elves go, but to the people of Ostin she is an ancient being that sold tackle and nets to their great-grandparents. She makes all of her goods herself and often has a long waiting list for net repairs or special orders (the fisher folk are always dreaming up new and improved fishing tackle). The raw rope and metal parts she gets from various sources around town, and she often employs the people of the Hook or retired fisher folk as net menders. She has a lot of rope at her shop and could conceivably build something that could hook and hold a kraken, provided there is a ship large enough not to be dragged down by it or person strong enough to reel it in.

O-9 THE SALMON AND THE SHARK

Better off travelers and those with sensitive tastes are directed to the Salmon and Shark, Ostin's best inn. While the Hooked Hand manages to keep afloat by serving the local fisher folk watered down ale and fish stew, the Salmon is barely managing to get by on what little trade come down the road or sails in to port. The grulin run brings in merchants from across the Sundered Kingdoms and Borderland Provinces who spend enough coin to maintain the inn through the rest of the year.

While they are in good graces with the town and the mayor the characters will be hosted here. The bar and kitchen are open and they will be put up in one of the inns twelve private rooms (though not the two Royal Rooms unless a character carries a patent or other sign of nobility). IF they abuse this service the mayor will hear about it and be less than cordial in dealing with any other slights the characters happen to inflict.

THE SALMON AND SHARK BILL OF FARE

Item	Cost
Ale, local	6 cp
Ale, Oestre Red	7 cp
Ale, Endhome Dark	7 cp
Wine, per bottle	10 gp
Dwarven Whiskey	5 gp
Other spirits	1 gp
Cheese, fruit, and nuts	4 sp
Roast mutton with potatoes, leeks, and onions	6 sp
Roast pork with mushrooms and onions	8 sp
Salmon fillet with rice	2 gp
Shark steak with potatoes	5 gp
Private room (feather bed, locked chest)	8 sp
Royal Room (locked doors, locked chest, feather bed)	5 gp

O-10 TOWN PLAZA

The pride of Ostin is its town plaza, a large paved area in the center of town that serves as a common meeting place for the townsfolk and is site of the weekly market that brings in farmers and fisher folk from across the Wievin Strip. At the center of the plaza is a large marble fountain that once boasted a statue of the sea god Quell, but now stands empty of any decoration or water. The witch hunter Jarlitha the Pious ordered the fountain drained so that she could erecting a post for the burning of witches and heretics. The Baroness had removed the statue during her purging of the worship of Quell. The Bel'vir's were burned here and the townsfolk have carefully avoided the fountain ever since, not even bothering to clean the burn marks off the stone.

O-11 MAYOR'S HOUSE

Sitting on High Street across the square from the St. Matta's is a well maintained three story house with heavy ginger breadding around the door and windows. The main parts of the exterior are painted dark green, while the molding is done in blue, red, and yellow. The effect is rather garish, made even more so by the excessive use of ornamental plants and decorations. This is the house of the current mayor of Ostin, and indeed was the home of the three previous mayors all of whom have come from the respectable if eccentric Horsby family.

The interior is just as baroquely provincial and bourgeoisie as the outside, which suits Mayor Hornsby just fine. In addition to his wife Matilia (female half-elf **commoner 2**), and three children Jasitlia (20 years old female human **warrior 5**), Marud (18 year old male human **acolyte 1**), and Brucilia (12 year old female human **commoner 1**), the mayor employs a Conilia (female human **commoner**) a live in maid, Drus the gardener (male human **commoner 4/expert 2**), and allows the orphan boy Haliti to sleep in the kitchen when not running errands for his Excellency.

If the characters are chased out of both inns in town and are still in the mayor's good graces he will put them up at his house. The food will be plentiful but average, and the mayor is not much of a drinker other than small beer. The house is not large enough to take on more than three guests, so there will likely be some sharing of rooms.

JASITLIA

The eldest child of Mayor Horsby, Jasitlia Horsby is a young woman living a double life. By day she is the dutiful daughter of the mayor, educated, well dressed, and courteous. She attends most of her father's meetings and appears to be the perfect successor should she avoid scandal, marry well, and the baroness selects her.

When the moon is full she dons studded leather and arms herself with sword and dagger. Slipping out of her father's house she takes to the Bay Road where she meets with a few like-minded sons and daughters of the elite of Ostin. They waylay merchants and other travelers for sport, commit petty robberies of farmsteads, steal horses to ride around with reckless abandon, overturn boats, and sometimes simply intimidate strangers for laughs. So far they have not killed anyone and have managed to keep their depredations a secret. However, the orphan errand-boy Haliti (12 year old male half-orc **commoner 1**) who sleeps in the kitchen of the mayor's house has seen Jasitlia coming and going at night and knows her secret.

O-12 NEW TEMPLE

This building used to be the old temple dedicated to a range of gods the people of Ostin saw as less important than Quell, but the Baroness ordered its partial demolition and rebuilding as a temple to Mithras last year. The work has barely begun and many of the stonemasons fled when the kraken attacks started. All that stands now is a stone shell and framework.

O-13 HASTRIDGE HOUSE

The home of the Hastridge family, this stone and timber building is in good repair and shows the signs of a prosperous but tasteful fisher folk family. The Hastridges are one of the preeminent fishing families in Ostin, owning three ships and a four slip dock. They were one of the most strident voices to condemn the Bel'virs during their trial and have benefited greatly from the sale of the Bel'vir properties at bargain rates.

An old traditionalist family, the Hastridges maintain a secret shrine to Quell in their basement. Wave Tender Kros comes here weekly and on holy days to perform services for the small congregation, and secretly blesses the fleet before it goes out to sea at the start of each season. If found out it is likely that the Baroness will come down hard on the Hastridges, possibly even bringing in a witch hunter to declare them and Kos as heretics of some sort.

O-14 TOWER HOUSE

Home for ten generations to the Hightower family, Tower house is a stone and wood building with a tall narrow tower rising from its seaward side. The house is prosperous, though not ostentatiously so, and the Hightower family is known for its solid members, good fishing boat captains all, and a certain luck when it comes to finding schools of fish in the deep ocean.

The scion of this distinguished family is the feckless and often confused Eso Hightower (male human **adept 2**). Eso is the leader of the actual cult of Kunulo the Hungering Tide in Ostin, though that cult numbers only him and three other well off scions of prominent families. In his youth Eso was friendly with Kaltran, if only because he found the sorcerer's weird ways to be intriguing. With Kaltran returned, Eso acts as his spy in Ostin sending daily reports at night via his bat familiar.

Eso is no threat himself, even with his three minions (varied genders human **adept 1**) he is not much of an encounter. However, he can see the entire town from his tower and will track the characters' movements, who they speak with, and what they do. His minions will loiter about near the characters when possible, eavesdrop on them at inns, and pay off servants to find out more information. If confronted Eso will fight, but if reduced to less than half hit points he surrenders and tells the characters of Kaltran's plans, and where Kaltran acquired the kraken summoning ritual.

PART THREE: THE WIEVIN STRIP

The southern stretch of Kadalon Bay from Cobrun to where the Matagost Peninsula turns the shore of the bay northward is known as the Wievin Strip. Here the great plains and grasslands of central Sunderland roll to the sea unimpeded by mountains or hills, indeed by even forests. It is a windswept expanse of shoreline dotted with small fishing villages, crude baronies, and tiny coves that all too often are the haunts of pirates and smugglers.

WIEVIN STRIP RANDOM ENCOUNTERS

The following encounters can occur whenever the characters are traveling the Wievin Strip either along the Bay Road or inland through the ranch and farmland. Due to the nature of the terrain encounters occur at long ranges of around half a mile inland, while on the road sand dunes block sight inland and the curve of the coast restricts sightlines to a quarter mile or less. Even so, most of the time characters will not be surprised or ambushed unless otherwise noted.

Check for encounters once every hour of travel, every six hours if stationary.

d100	Encounter
01-30	No encounter
31-40	Merchants
41-50	Bandits?
51-60	Manticores
61-70	Fisher folk
71-80	Herd of Horses
81-90	Sahuagin Raid
91-100	Oceanic Soldiers

Bandits? Not true bandits, but Jasitilia and her band of eight youths from Ostin (**warrior 1**). They do not attack, but prefer to instead ride up with cloaked faces and intimidate. They do not have the stomach for a fight, but are simply privileged bullies out causing mayhem for fun. If attacked half fight back for a round before fleeing, the other half flee at the first opportunity. They do not pose a serious threat to a prepared party of adventurers, but the real challenge is if any of the 'bandits' are injured or worse killed. Explaining to the mayor why the scions of the town's greatest families have been attacked on the road will be difficult.

Fisher folk. This group of 2d6 fisher folk (**expert 1**) are simply traveling along the road. There is a 1-2 on 1d6 chance they have been attacked by Jasitilia's bandits and beaten up, but oddly not robbed.

Herd of Horses. This large herd of 2d100 horses are being driven to market in Coburn. Their herders are leery of strangers but not unfriendly. However, the horses block travel along the path or road for an hour. ON a 1 on 1d8 the herd panics and stampedes out of control, creating a dangerous situation as the characters must face down tons of frightened horseflesh.

Manticores. This pair of mated manticores roost in the rocky islands off the shore and spend their days hunting fish, livestock, and stray humanoids. They do not attack a large or armed party. They do hover well above bow range and watch interesting movement through the area for 2d6 hours. These are best used to cause tension, and as a handy excuse to stampede horses. If another encounter occurs the manticores will swoop in at opportune moments to fetch away the dead and wounded.

Merchants. A merchant wagon trundles on by, stopping to exchange news and gossip of the characters appear friendly. There is a 1 on a d4 chance the merchant has been attacked by Jasitilia and her 'bandits', not robbed, just roughed up and with their wares broken.

Oceanic Soldiers. This patrol of soldiers from the Kingdom of Oceania are part of that nation's ongoing push out of the Matagost Peninsula and in to northern Sunderland. They do not hide who they are, traveling with drums beating and banners a flutter. Their mission is to show fear and to intimidate the locals, as well as engage and destroy any threatening monsters or bandit groups (this will win hearts and minds, or so their superiors think). The characters might very well look like a prime target, and if so the soldiers will set up an ambush and attack. The patrol is led by a **knight** and a **sergeant**, and contains fifteen **soldiers** (see Appendix Two).

Sahuagin Raid. The Kingdom of Oceanus is not the only foreign power that sees the chaos and lack of centralized government in Sunderland as an opportunity. This raiding party of 2d8+3 sahuagin have come ashore to sow chaos, commit murder, and conduct some looting. They come out of the sea to ambush travelers along the Bay Road, disappearing back in to the sea afterwards.



BASTIN

This small farming village has a population of around 300 people, mostly humans but a few half-elves live here as well. The village grows wheat, barley, and millet, as well as small vegetable plots behind nearly every house. Soldiers from the Oceanic controlled settlements to the west come every fall to take half of the produce as 'taxes', but their patrols are not yet frequent enough to keep away monsters wandering down from the Matagost Range to the southeast. As a result the once prosperous villagers are becoming impoverished. A mated pair of **owlbears** has been seen stalking the grasslands as well as other beasts.

BAY ROAD

Running from Coburn to Highreach, the Bay Road runs along the southern edge of Kadalon Bay and up the northern coast of the Matagost Peninsula. It once was a moderately well-traveled road serving the numerous small finishing villages and towns along the bay as well as nearby farms and ranches. Last summer the Oceanic army began to impose its control over the eastern end of the road, reducing travel and making everyone from Matagost to the Wievin Strip nervous.

The road has not been well maintained but the bridges are still intact even if the cobblestones that once covered its length are largely washed out or overgrown. For long stretches the road is not much more than two wagon ruts cutting along through the prairie that grows nearly to the seashore. Around larger towns such as Ostin there are several miles of good road as well as some attempts to patrol for bandits and monsters.

Where it crosses small streams there may or may not be a bridge, but the bridge over the Wievin River is intact. The Baroness Husbridge has established a small guardhouse with three guards (**warrior 1**) on watch who collect a copper for every person who crosses the bridge, and a silver for every horse. In places the Bay Road runs a mile or more inland behind tall sand dunes, in other places where the coast line is rockier or the ground firmer the road runs just above the high tide mark.

BULL ISLAND

More than a sand bar but less than a true island, Bull Island is largely submerged during storms but manages to rise a dozen feet out of the sea the rest of the time. The local sailors know it well for the island is surrounded by a deceptive sand bar that often looks to be deep water from a distance, but turns out to be only a few feet of freeboard as one approaches. A small band of 14 **sahuagin** have set up a base here utilizing the ephemeral nature of the island and its large sand bar to allow them to store items that are best kept out of the water, such as six captives, while maintaining their own submerged living spaces.

CANAADA

Another small farming village much like those found across Sunderland Province. There are only 250 villagers here, all humans, who spend their days growing wheat, corn, and alfalfa. The villagers are tightly related to those in Sand Briar and keep close tabs on what is going on with the fisher folk of the Wievin Strip.

On the surface Canaada is a quiet farming community like so many found inland along the Wievin Strip. However, the people have begun to fear the encroaching power of the Kingdom of Oceanus. They have stockpiled a small amount of arms and armor and plan to mount a defense. However, they are farmers and not warriors, what they really need is someone to train them in the arts of war, or better yet, talk some sense into them for they do not stand a chance against professional soldiers.

ESTVIN RANCH

This sprawling ranch raises some of the finest horses in Sunderland, and certainly the finest horses along the Wievin Strip. The heart of the ranch is a sprawling walled homestead containing a barn, bunkhouse, outbuildings, and main house. The Estvin family is the second wealthiest family in the Strip, and could easily challenge the baroness for sheer economic and martial might. In addition to Sir Karl Estvin (male human **warrior 5**) and his two wives, thirteen children (half of which are adults, two siblings and their families, the ranch employs twenty hands of various types, most to work the herds. All told, in time of need the ranch can supply eight mounted and armored warriors as well as an additional dozen armored men-at-arms, and six archers. Normally these are employed guarding the herds and patrolling the ranch's sprawling lands to keep out rustlers, bandits, and monsters. The baroness can call upon this levy as well, but in practice she does not push her luck with the independent minded Sir Estvin

FADRID

The small fishing village of Fadrid was burned to the ground a month before the kraken attacks started. There were no survivors and no witnesses; the people of the Wievin Strip assumed that bandits or Oceanic soldiers were to blame, as well as more outlandish ideas. The truth is that Fadrid was the test bed for both the kraken and Kaltran's latest experimental soldiers. It was after this that he became disillusioned with skeletons as warriors and set about other plans.

GREEN HILL

The largest and most prosperous of the farming villages of the Wievin Strip, Green Hill sets on a lightly wooded hill in surrounded by the Sunderland grasslands. It is unwallled and has nearly eight hundred residents, some of whom are not farmers! There is a smithy, a stable, and a few merchants and crafts folk. The big business for the village is the annual Horse Fair that sees herds brought in from deep in to Sunderland as well as merchants from across the Sundered Kingdoms and Borderland Provinces.

Sana Bel-vir (female human **aristocrat 3/expert 3** and her wife Jisa (female half-elf **commoner 2/expert 1**) live in Green Hill. Sana is Kaltran's aunt and knows the story of her nephew's problems, his flight from home, his years adventuring, and the murder of her brother and sister-in-law. Sana is a saddler and horse trader with strong contacts in the rancher community especially with her old friend Sir Estvin. She is hesitant to speak of her nephew or her brother's death, but her wife is more than willing to talk to friendly adventurers that want to help.

THE HOOK

This low peninsula juts out in to Kadalon Bay and provides the protection that allows Ostin to have a safe and well shielded harbor. A high ridge runs along the center of the peninsula but its steep slopes leave little purchase for buildings save close to the water line. A broken road runs from the Bay Road out to the tip of the peninsula and the abandoned Stormwall Temple dedicated to the sea god Quell.

HUSBRIDGE KEEP

The only fortification along the Wievin Strip, Husbridge Keep is a square mote and bailey castle on an artificial hill next to the Wievin River. The river has been partially diverted to fill a moat. A wooden palisade surrounds the keep and extends to protect the far side of the bridge that crosses the moat. Across the river from Husbridge Keep is the village of Vilatin where the peasants sworn to the Husbridges live and work.

The keep is a small affair and houses the Baroness, her confessor, and her small entourage of servants and men-at-arms. Her stables house only a half dozen war mounts, but nearly a dozen riding horses from the Estvin Ranch (her annual taxes which she resells as needed). Adventurers can expect a warm reception from the Baroness as her only child ran away to become a knight-errant and died on the road not long ago.

KADALON BAY

Framed by the Matagost Peninsula to the east and the Sand Hills to the west, Kadalon Bay is an extension of the Sinner Ocean. Most shipping journeys to Coburn to the west of the Wievin Strip, leaving the finishing boats of Ostin and neighboring villages free to chase their catches.

MOON ISLAND

Named for its crescent shape, Moon Island is regularly avoided by the local fisher folk. Legends say that the island is cursed and haunted, those who travel there are never heard from again. Many of the fisher folk say that it is dangerous to even approach the island, though there are some good fishing spots nearby that the foolish or bold will troll. The prevalence of good fishing around the island likely has more to do with the fact that most of the fisher folk leave it alone rather than anything supernatural, but tongues do wag.

The island is home to a large population of rats, including several **dire rats** and a small clan of **wererats**. These isolated degenerates have interbred with each other and the rats of the island for generations. They are even more feral and untrustworthy than their mainland relatives. The few visitors who have braced the legends of Moon Island are attacked by the hordes of rats and eaten.

OSTIN

Ostin is detailed in its own chapter above.

SAND BRIAR

Unlike the other fishing villages along the Wievin Strip, Sand Briar both sits in the sea on stilts and focuses more on clams and other shellfish than deep-sea fishing. The village is in the middle of a large mudflat that floods at high tide and is left as a wet morass at low tide. The locals harvest the many clams, oysters, and mussels found in the mud flats, smoke them using peat from nearby bogs, and then pack them in salt for shipping to Ostin and then on to foreign ports.

The village is governed by a council of elders, as is common in the area, but also venerates and sacrifices to Marie le Diable, a **bog hag** (see Appendix One: New Monsters) and her sons (three **bog beasts**, see Appendix One: New Monsters). Every full moon the villagers take a selection of foodstuffs and alcohol to a standing stone in the bog and leave it, but once every lunar year they must bring a human sacrifice to Marie le Diable. This is usually a traveler or other stranger, but when one cannot be found the villagers draw lots to determine who will be this year's victim.

SHELL ISLAND

Shell Island is not the grass covered steep sided island that the locals have always known. It is actually shell of a sleeping dragon turtle placed into a dreaming state by the power of the priesthood of Quell millennia ago. As the great beast has bobbed along in the sea barnacles and other accretions have formed on its body, anchoring it to the sea floor in Kadalon Bay. Likewise soli has accumulated on its massive shell, providing solid footing for grasses to grow. Many of the local fisher folk are known to stop over at Shell Island while fishing to cook their lunch before heading back home with the day's catch.

STORMWALL TEMPLE

This ancient temple to the sea god Quell was built during the height of the Hyperborean Empire. It has long been in decline and was officially closed three years ago by the Baroness on advice from her confessor Priest-Sergeant Fellblow. It is detailed in its own chapter below.

TERN ISLAND

A Hyperborean fortress once stood on this rocky island, guarding the sea-lanes that ran by the Wievin Strip. Like so many fortress, the one on Tern Island was abandoned when the Empire fell. Today it is a ruined stump and the island is most known for the flocks of sea birds that roost there. More information on Tern Island can be found in its own chapter below.

VILATIN

This squat village of huts and thatch roofs serves as Husbridge Keep. The peasants here have long been pledged to the Husbridge family and despite the poverty they live in, they are known for their loyalty to the Baroness. They work here fields and herd her livestock, and in return receive her protection and occasional beneficence. The highest desire of many in the village is to be chosen to serve in the keep where they receive better quarters, food, and clothing, as well as the respect of their peers.

WIEVEN RIVER

The lazy waters of the Wievin wide their way to Kaladan Bay through grasslands, farms, and ranches. The river is rarely high enough to float a barge of any significant size, something that has limited the development of the Wievin Strip. Its banks are low and often break to form small bogs and marshes, in places it is hard to tell where the river ends and the wetlands begin.



PART FOUR: STORMWALL TEMPLE

Built by the long dead Hyperborean Empire, Stormwall Temple served the followers of the sea god Quell for millennia. Three years ago, under the advice of her confessor Priest-Sergeant Fellblow, the Baroness Husbridge ordered the temple closed and its priesthood sent away. The temple has long been experiencing a long period of decay for although the fisher folk of the Wieven Strip were regular patrons, they were never wealthy enough to provide more than minimal maintenance of the sprawling complex. The priests once numbered over a hundred, but by the time it had been closed there were only two priests living at the temple. Both have retired to the small fishing village of Fadrid where they remain in retirement.

HISTORY OF STORMWALL TEMPLE

Built during the last century of the Hyperborean Empire, Stormwall Temple displays the heights of engineering and art that culture was known for, as well as the lax standards of the last years of the empire. The temple is decorated with reliefs, statues, and carved adornments. The walls rise high in to the sky upon solid foundations. A central spire extends above the altar and once held intricate stained glass.

However, much of the temple is not made from dressed and cut stone but concrete, and poor concrete at that. Many areas leak in the rain or have partially collapsed under the weight of time and weather. Even when there was a full priesthood serving here there was never enough wealth or manpower to maintain the entire temple to the degree it deserves.

After the Empire fell, the temple was left to its own devices. At times it was abandoned entirely, only to be rediscovered centuries later. With the coming of the Fordewaith peoples and the establishment of new settlements along the Wieven Strip, the temple entered a renaissance of sorts. Damaged areas were patched although with a degree less skill and with cut stone brought down from the Matagost Mountains, and worn areas were shored up. As the population of the region declined so did the prospects for the temple, and the building began to again fall apart.

Three years ago the temple was shuttered by order of the Baroness Husbridge. For some time the barons of Husbridge had donated to the temple as part of their duties as the local feudal lord, but the Husbridges are an inland family and the seat of their power and wealth is in the grasslands, farms, and ranches of Sunderland, not the fishing villages bordering Kadalon Bay. When the Baroness's confessor, Priest-Sergeant Fellblow of Mithras, campaigned to close down all temples, shrines, and congregations worshipping what he termed lesser and failed gods, the Baroness saw a chance at a power grab in the region, a bit of looting of temples, and a reason to cut her donations to Stormwall Temple. This move was not a popular one with the fisher folk of her demesne, but they had little power to do much more than complain.

The last two priests, Wave Mistress Harfi and her apprentice Wave Tender Kros were forced to flee the temple, but were able to gather a few bits and pieces of the archives in the process. Amongst the items they managed to salvage was the Crown of the Island that Dreams. Priest-Sergeant Fellblow and the Baroness took the remainder of the temple's treasures back to Husbridge with them.

However, the looters and the last priests were unaware of a hidden shrine deep within the temple. This shrine contained the ritual instructions and paraphernalia needed to summon forth a kraken and place it under the ritualist's control. Kaltran Bel'vir has discovered the location of the Shrine of the Kraken and the ritual during his adventuring days and after his parent's murder returned to loot this hidden room, taking the ritual paraphernalia and copying down the ritual before destroying the fresco that described it.

Keltran slew most of the creature that had inhabited the abandoned temple, but others followed after he left. Belsir of Reme (male **vampire spawn**; see Appendix One) and his lovers Tala (female **vampire spawn**; see Appendix One) and Tef (male **vampire spawn**; see Appendix One) have taken up residence in the temple. They had been fleeing a noted vampire hunter, Raitia of the Bloody Stake, and had managed to lose her somewhere in Eastreach. Not taking any chances they traveled further south and east to the Sundered Kingdoms. They have only been using the temple as a base for a few months and feeding lightly on the poorer fisher folk of the Hook or on boats out at sea. These vampire spawn have developed the ability to shapechange in to bats (as per a **vampire**) and thus can flit across the water to attack fishing boats out at night.

STORMWALL TODAY

Never in great condition, the temple has fallen in to a state of disrepair that it might not be able to recover from. Untended these past three years, and only barely looked after by its two remaining priests in the decade before, much of the temple is now ruin. The grand spire that once served as a watchtower and lighthouse has fallen, its remains lay at the foot of the cliffs the temple stands on.

The temple is a rectangular building in the classic Late-Hyperborean style with a surrounding double colonnade, peaked roof, open portico, and triangular entablature. The reliefs and other decorations are largely worn away and all that remains of their paint is a few grayish chips. A close examination can pick out images of the sea god Quell, sea life, and similar motifs, but so little remains that any narrative or symbology the sculptors intended is long gone. The interior is unlit unless otherwise noted, and made from stone that always seems slightly damp and slick to the touch.



APPROACHING THE TEMPLE

The temple sits at the end of the Hook where a spur from the Bay Road runs from the base of the peninsula out along the ridge top to the plaza fronting the temple. This plaza is now an overgrown fifteen acres of broken stone filled with weeds and even small trees. A set of steps leads up from the plaza and on to the pronaos.

T-1 PRONAOS

This shallow portico separates the outer space from the sacred inner space. Once mighty bronze doors stood to close off the portico from the cella, but these have fallen and lie covered in verdigris and lichen. A trip wire (can be spotted with a successful DC 16 Perception check) runs across the empty doorway. If tripped the wire causes a set of chimes inside the doorway to tinkle, alerting the vampire swan in the subbasement.

T-2 CELLA

This long rectangular room once housed the altar and statue dedicate to Quell. The altar has been stripped of everything of value and the statue was tumbled down to lay in fragments upon the floor. The interior shows less decay than the outside of the temple and the reliefs carved in three rows of figures around the upper walls can still be read (requires a successful DC 22 Knowledge (religion) check to decipher for each row). If deciphered the three rows tell the following stories:

THE UPPER ROW

The Sea God Quell resplendent upon a throne of coral receiving the adulation of all manner of maritime peoples from simple sailors to grand admirals of the Empire. The rest of the reliefs show Quell handing down his beneficence upon the people in the form of good winds, plentiful catches, safe voyages, and terrible storms that wreck invading fleets

THE MIDDLE ROW

People disobeying Quell's priests, storms upon the sea, Quell sounding a conch horn and calling forth a mass of tentacles to sink ships, seaside villages being destroyed by tentacles from the sea, the tentacles swimming beneath the Temple of the Stormwall

THE BOTTOM ROW

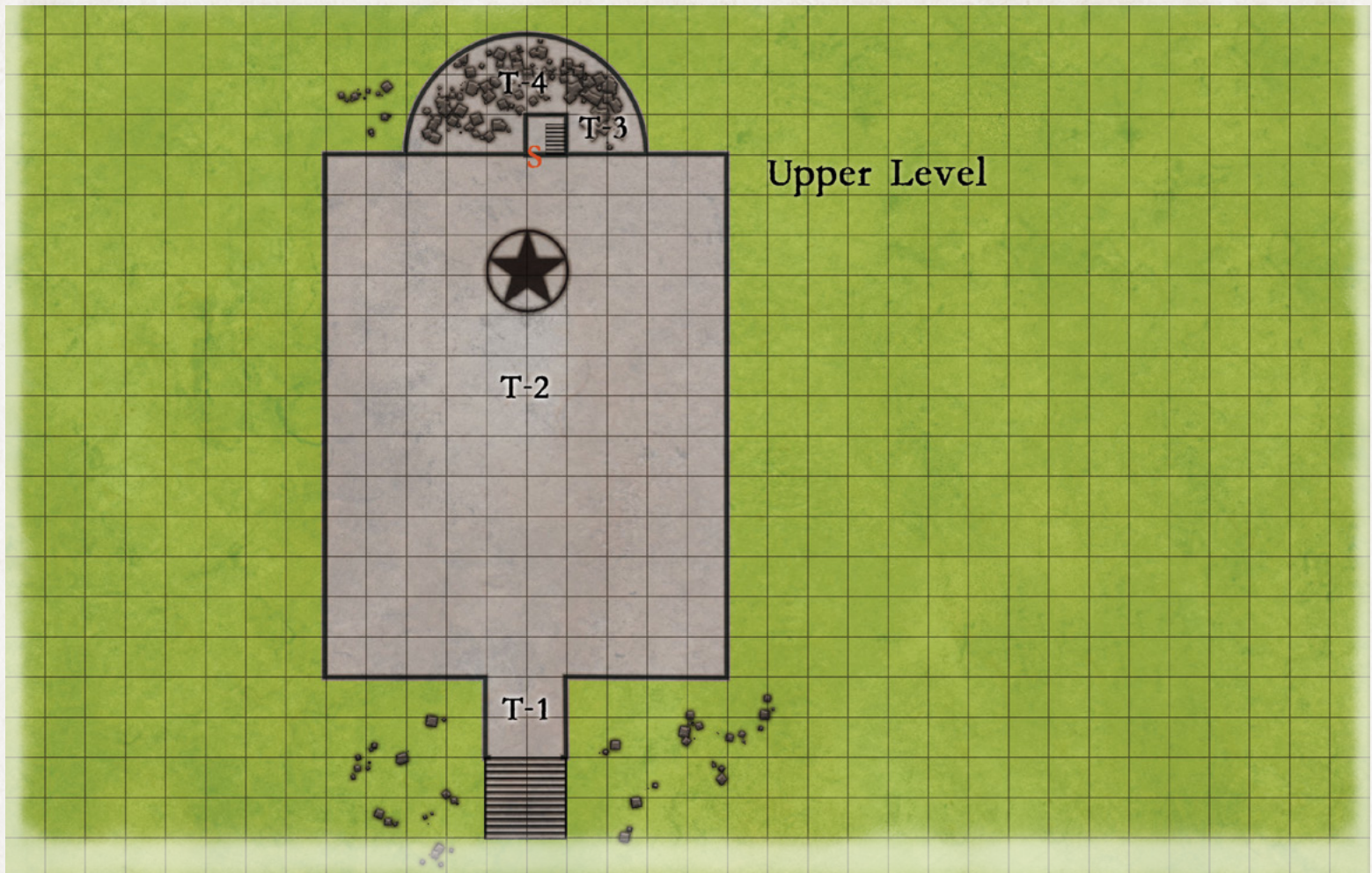
A great turtle like creature with the head of a dragon attacking ships, people drowning or being consumed in flames, supplicants gathering at the base of Quell's coral throne, Quell handing a crown, scepter, and toga to a priest standing on the great spire of the Temple of the Stormwall, the great turtle beast floating listlessly on the waves, the people rejoicing and praising Quell

T-3 OPISTHODOMOS

This hidden room in the back of the temple lies behind a secret door (can be discovered with a successful DC 20 Perception check). Behind the door is a small room that contains a set of stairs that lead down to the temple's basement.

T-4 THE SPIRE STUMP

The remains of the great spire stand behind the seaward side of the temple and still connect to the temple proper. Sadly, rubble from the tower has filled the hollow base of the stump.



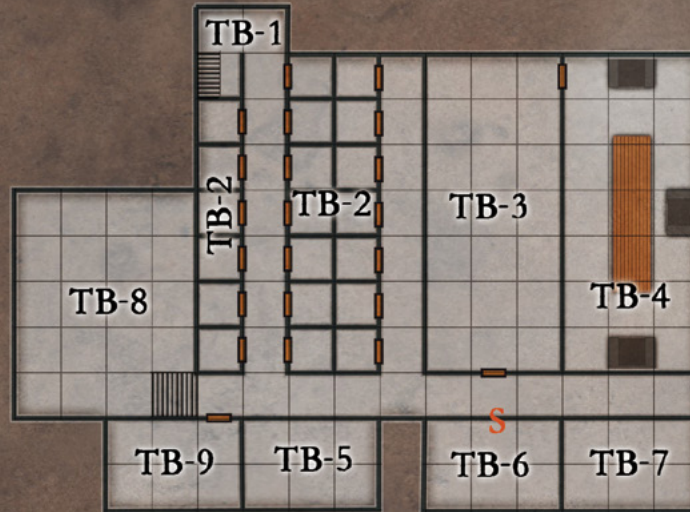
STORM WALL TEMPLE

N



1 Square - 10 Feet

Temple Basement



THE TEMPLE BASEMENT

The rock of the Hook is a porous limestone not well suited to construction or tunneling, but the brilliance of the Hyperborean engineers managed to carve out a few small chambers beneath Stormwall Temple. These passages are unlit, of worn but smooth stonework, with ten foot wide corridors and eight foot ceilings. The walls were once covered in frescoes showing various parts of the scriptures of Quell, and for the post part these are faded but intact.

TB-1 LANDING

This small room served as a landing for the single flight of stairs up to the temple. The doorways are empty but hinges still hang where they were bolted in to the walls.

TB-2 PRIESTS' QUARTERS

Once a dozen priests served Quell in the temple and two dozen more tended small shrines along the Wievin Strip. The quarters here could host the dozen temple priests with plenty of room for another six visitors.

Each room once contained a bed, dresser, chest, table, and chair. The walls were hung with tapestries depicting scene from the scriptures of Quell that are now rotted. Priest-Sergeant Fellblow's troops looted the place, taking down any tapestries that might be of value, tearing religious icons from the walls, and breaking open any locked chest to search for treasure

TB-3 DINNING HALL

The priests, acolytes, and others of the temple in its heyday dined and gathered here for non-religious matters. The once orderly rows of benches have been tossed about or shattered by Fellblow's thugs. The cabinets that held the temple's dining

services, finely crafted pieces of silver, turquoise, and coral, have been broken open and looted. A few pieces of broken pottery, of fine make and showing religious scenes, lie strewn across the flagstone.

TB-4 KITCHENS

Three huge fireplaces, their unlit interiors now filled with rubble, stand along one wall. Opposite them is a long sturdy table of aged oak now showing great signs of dry rot. Fellblow was very exacting in his looting and even took the kitchenware, even centuries old pots and pans can fetch something at a tinker's cart.

TB-5 HIGH PRIEST'S QUARTERS

This once opulent room has been thoroughly looted and defaced by Fellblow's troops and then occupied by the vampire spawn. The spawn have arranged a bed of rushes, reeds, and cloth taken from their victims as well as a small pile of treasure (50 gp, 89 sp, and 75 cp, as well as one large ruby valued at 300 gp) that they keep in a pile on the only unbroken table they could find in the temple. During the day the three spawn reside here, but at night they tend to lurk about the temple or gather in this room to plot and plan. There is a 30% chance any given night that they are out hunting.

TB-6 SHRINE OF THE KRAKEN

Kaltran did not leave anything behind in this room that could be used against him, even leaving the secret panel open so that any who come after him can see the damage. The frescoes have been horribly defaced, the ritual implements taken, and the chamber splattered in goat's blood. A successful DC 22 Perception check reveals that the frescoes once showed some kind of tentacled creature, but beyond that the paint is either covered in plaster, gone, or chipped off.

TB-7 SHRINE OF THE ISLAND THAT DREAMS

This small room is open, its secret panel bashed laying in pieces on the floor. Inside is a small altar dedicated to Quell, though it has been defaced with a symbol of Mithras carved in to its surface. The frescoes remain and can be deciphered with a DC 22 Knowledge (religion) check. They show a great dragon headed turtle, its attacks on shipping, the High Priest of Stormwall Temple calling upon Quell for aid, and the god giving the priest a crown, scepter, and toga. The beast is then shown floating in the sea. Instructions for how to perform the ritual that awakens the Island that Dreams, control it, and put it back to sleep are carved in to the stone in Hyperborean.

RITUAL OF THE ISLAND THAT SLEEPS

If the markings in the hidden shrine are deciphered, they reveal instructions for a lengthy ritual that would awaken a creature known as the Island that Dreams. This creature is described as a turtle large enough to carry the world upon its back, or perhaps the weight of the world, the description is archaic and poetic, not to mention rather worn. Once awakened the Island that Dreams will serve the summoner for one lunar phase (seven days) before returning to its slumbers.

The ritual requires a sanctified room (the hidden shrine is already sanctified for this purpose), ritual components (costing 4,000 gp and available at any city in the Sundered Kingdoms), and three items special items: the crown, scepter, and toga of the Master of the Island. These three items were stored in the hidden shrine on the pedestals flanking the altar, but are missing leaving only their vague shapes in the dust.

The ritual itself will require five practitioners proficient in either Arcana or Religion. One is designated the leader and makes all needed checks. The ritual takes fourteen hours to perform and must be started before the moon rises and completed after it sets (this time of year from 1:28 am to 2:01 pm). At the end of this time the leading practitioner must succeed at a DC 22 Knowledge (arcana or religion) check. If the check fails the ritual components (but not the special items) are consumed and the ritual can be attempted again. If the check is failed by 10 or more the Island that Dreams is awakened and goes on a rampage attacking shipping and settlements along the Wievin Strip until the ritual is repeated to put it back to sleep.

Should the ritual be successful the Island that Dreams is awakened and under the control of the lead practitioner or someone they designate for the duration. The controller can mentally direct the Island's actions by thinking commands at it with a range of twenty miles. If not give a command the Island simply floats along eating whatever passes by. The Island that Dreams is a massive dragon turtle (see Appendix One: New Monsters) that normally sleeps as Shell Island. Once the duration of the ritual has expired the Island returns to sleep and cannot be summoned for ten score years.

TB-8 TEMPLE ARCHIVES

Down a short flight of steps is a set of bronze doors forced off their hinges and swaying in the entryway. Beyond lies a room that once housed the temple's archives, but now holds a charred mass of burned papers, books, and scrolls. Sifting through the pile reveals (with a successful DC 20 Perception check) several unburned scraps. Most of these are simple accounting pages, tallies of who has donated to the temple and the amounts (and show a pattern of decreasing donations from the Husbridges), but a few pieces mention both the Ritual of the Kraken and the Ritual of the Island that Sleeps.

TB-9 TEMPLE TREASURY

The treasury has been forced open, its stone doors cracked in to rubble, and the room has been looted. Careful examination (with a successful DC 20 Perception check) shows a missed secret panel in the baseboard of one wall. Inside this panel is a copy of both the Ritual of the Kraken and the Ritual of the Island that Sleeps.



PART FIVE: TERN ISLAND

Tern Island is a large rocky island in the southern reaches of Kandlan Bay. It is most known for its large numbers of sea birds and the fisher folk from Ostin have long put in here to gather eggs, feathers, and when the fishing is poor, guano. For the most part they leave the island and its ruined Hyperborean fortress alone, fearing the monsters that have taken up residence there as well as stories of ghost and haunting in the ruins.

Kaltran Bel'vir has chosen the ruined fortress on Tern Island as his base of operations while he destroys Ostin. Towards that end he has temporarily relocated his laboratory there and hired a small company of mercenaries, the Sons and Daughters of Strife.

RANDOM ENCOUNTERS ON TERN ISLAND

Tern Island is rugged and strewn with large rocks, encounters here occur suddenly and without much warning. Check for encounters every hour of travel, every six hours if stationary.

d100	Encounter
01-30	No encounter
31-40	1-2 ogres , Bash and Basher from location T-3
41-50	2 chuul (chased out of the Ruined Fortress)
51-60	Goblin patrol (consists of 2d4 goblins and a bugbear , see location T-5 Goblin Camp below)
61-70	Flock of 2d10 flying swords (small animated object)
71-80	3 doppelgangers (chased out of the Ruined Fortress)
81-90	1d4+2 harpies
91-100	2d4 skeletons (Kaltran makes far more undead than he can control and turns the rest loose)



TERN ISLAND

The following locations are on Tern Island. For the most part the island is rugged and rocky, all movement save through designated areas is considered difficult terrain. In many places the slopes are too steep to climb. Terns and other sea birds nest here in the tens of thousands, the entire island is covered in guano save for around the Ruined Fortress, and any attempts to move across the island are going to be revealed by rising flocks of squawking birds.

T-1 LANDING

The old Hyperborean landing has largely fallen in to the sea, but a ten foot long stump of stone dock work remains. The sea has flooded over and through the sea wall and groin, leaving the landing exposed to wind and tide. A lone cog, the *Sandy Splash* is tied up to the dock and has a skeleton crew of three sailors (**expert 2**) on board. A freshly worn path leads up through the overgrown road to location T-2 the Ruined Fortress.

T-2 RUINED FORTRESS

The Ruined Fortress is the lair of Kaltran Bel'vir and his minions, and is detailed in its own chapter below.

T-3 PRÓXLÜR'S CAVE

Among the monsters driven out of the Ruined Fortress were the **oni** Próxlür and her mates the **ogres** Bash and Basher. The trio has taken up refuge in this shallow cave, surviving as best they can hunting birds and foraging for eggs. This is not the life they had hoped to lead, in better days Próxlür planned to use the Ruined Fortress as her base to build an army and conquer the Wievin Strip. Now she does little but fume and rage, often taking her anger out on her mates. She is a cunning foe and will readily side with the characters against Kaltran. Although she is true to her word, she takes all oaths very literally and will readily warp the meaning and exacting wording to her advantage, such as betraying her new allies when the fight with Kaltran is over.

T-4 HIDDEN VALE

This Y shaped flat area is overshadowed by the rocky heights above. Few birds bother with this darkened valley and thus this is one of the guano free and the only approaches across the island that can be stealthily navigated.

T-5 GOBLIN CAMP

When Kaltran took over the Ruined Fortress he drove out all the monsters that had taken up residence there. Among that number was a small clan of goblins and bugbears. The Bloody Teeth clan now has no home, unable to leave Turn Island as they lack boats or the means of building them, and are constantly harried by Kaltran's automatons and servants. They have built a small fortified base tucked in a stony valley on the island's south end.

There are only thirty adult **goblins** and fifty young **goblins** (half HP) in the tribe, as well as three **bugbears**. They are desperate, hungry, and willing to fight to the death to hold on to what little they still have. However, they are not suicidal nor are they any less intelligent than others of their kind. While they will see the characters as just another group here to make their lives worse, they can be parleyed with. Their leader, Gutsplash (see Appendix One: New Monsters), is a fearsome warrior but she is also cunning and wise. If approached peacefully she will listen to proposals and can be talked in to helping the characters. At the minimum she knows the secrets of the fortress, and at most she can lead her clan in an attempt to remove Kaltran. The later will be predicated on a great deal of trust, as well as the promise that the characters will return the fortress to her.

G-1 BRUSH STOCKADE

The goblins have assembled this stockade from driftwood, brush, and stone. It is an impressive barrier to the, but stands only 5 feet high.

G-2 WATCHTOWER

This rickety tower reaches a mere ten feet in to the sky, a climb for a goblin but not terribly impressive for taller races. At any time there are two **goblins** on watch here.

G-3 CHIEFTAIN'S HUT

Gutsplash's hut is slightly larger than the others but not by much. She lives simply so that her tribe might prosper, there is just not enough to go around. Gutsplash is only in her hut during the day, at night she is organizing patrols and doing all that she can to hold the fractious goblins together.

G-4 SHAMAN'S CAVE

This slit in the rock wall is only eight feet deep and four feet high, just right for a displaced goblin shaman Bloody Paw. The tribe's spiritual leader is suffering his own spiritual crisis and rarely leaves his cave. Once he thought their deities were protecting them, did these deities not provide a fine home in the Ruined Fortress? Were the sacrifices not appealing? Bloody Paw is so lost in his own morose sorrow that he has not prepared spells in some time, and even if the camp is attacked he will not stir to defend it or himself.

G-5 WOLF PEN

The goblins managed to save three of their war **wolves** when they fled the Ruined fortress. The two male and female wolf are kept here with six **goblins** guarding them day and night. The wolves are the best fed members of the tribe. There is much hope that they will be able to rebuild the pack and ride once more to plunder and pillage something somewhere.

G-6 SPRING

A spring of fresh water flows out of the cliff face and forms a small pool. Goblins being goblins, this water is fouled with waste, offal, and other debris.

T-6 OLD WATCHTOWER

The mercenaries assigned to this stump of a stone watchtower do not like the assignment. There is not much to watch aside from open ocean, the tower is clear across the rocky island, the climb is torturous, and the tower is a ruin. It leaks in the rain, is filled with drafts, and lacks any true comforts. A rain barrel outside provides water and the three **guards** (see Appendix Two) here must bring their own rations. Needless to say they do not spend as much time on the lookout as they should, and even then tend to gaze off in to the distance and daydream whatever thuggish dreams they might have. The guards suffer disadvantage on Wisdom (Perception) checks unless something make them go on the alert.

T-7 SECRET COVE

A small niche in the rocky shore allows for small boats to land, but it is a difficult landing that requires a successful DC 20 Profession (sailor) to bring a boat in without wrecking it on the surrounding cliffs. Kaltran is unaware of this cove and the guards in the watchtower at location T-6 can't see it from their vantage point.

T-8 TEMPLE SHOALS

There was once a small temple to Quell on the island but it was abandoned and forgotten long before the fortress was built. An earthquake leveled the temple ruins and the sea flooded over them. These stumps of stonework block the entrance to location T-7 during ebb tide, but during high tide a carefully handled boat — requiring a successful DC 16 Profession (sailor) check — can slip over the shoal without harm. Large boats and ships will founder on the rocks.





PART SIX: THE RUINED FORTRESS

Millennia ago the Hyperborean Empire built this fortress and secure bay to host a small fleet of ships on anti-piracy duty. As a far flung bastion of the Empire it was abandoned when the Empire started to crumble and has since fallen in to ruin. A series of monsters, villains, and would be pirate lords have occupied it over the years, but none have lasted here more than a few decades before either being defeated or moving on.

As a native of the Wievin Strip Kaltran was well aware of the ruined Fortress and its history. He choose this as his base of operations for revenge, partly because it suited his purposes and partly because he is amused to cast himself as one of a long series of villains from local myth and legend.

PLAN

Most of the Ruined Fortress is made from now crumbling stone. There are no doors left unless otherwise noted, the walls are easy to climb thanks to plenty of hand holds on the decaying masonry, and the walls have holes in them that allow sight through to the other side. The outer walls are ten feet thick but even they have suffered from the ravages of time. There are several small breaches in the walls large enough for a Small sized creature to squeeze through, as well as two larger breaches (at locations P-9) that have been repaired to some degree, and one large breach that has been overlooked (location P-10).

P-1 NORTH WEST TOWER

This tower has crumpled down leaving the upper stories collapsed in to the lower. A pile of rubble blocks the entrance and none of the mercenaries pay much attention to it.

P-2 NORTH EAST TOWER

The top of this tower has fallen and collapsed outside the walls forming a steep slope that leads up to the open top of the now two story tower. The doors (one facing the north and east walls, as well as one opening on to the courtyard) are newly made and locked form the outside. The locks can be picked with a successful DC 16 Disable Device check). Kaltran experimented with creating zombies from the mercenaries who died clearing out the fortress, but the rest of the mercenaries complained. Hoping to spare their feelings, Kaltran had the zombies locked in this tower. There are 8 **zombies** locked in the tower, none are currently under Kaltran's control.

P-3 SOUTH EAST TOWER

This tower appears to be intact, but its internal support beams are heavily rotted. The mercenaries do not make use of the tower and its doorways are standing open. Anyone moving around in the tower risks its collapse (a failed DC 16 Stealth check causes a warning creak, a second failed check in the tower brings it down causing 10d8 bludgeoning damage to anyone inside), and the tower's fragile state can be determined with a successful DC 16 Knowledge (engineering), or Profession (architect or engineer) check.

P-4 SOUTH WEST TOWER

This tower has been shorn up and is not at risk of further collapse. It stands a full forty feet tall and the mercenaries use it as a watchtower. There are always at least three **guards** (see Appendix Two) on duty here at any time.

P-5 EAST BARBICAN

Once this mighty fortification protected the gates, now it is a stump of fallen masonry.

P-6 WEST BARBICAN

The upper levels of this fortification have collapsed, but the ground floor's ceiling is holding the weight. It is only a matter of time before it collapses entirely.

P-7 KEEP

The keep has completely fallen in to itself forming less of a square walled bastion and more of a pile of stone and rubble.

P-7A GATEHOUSE

The gatehouse of the keep is still standing and has been shorn up. Kaltran found a reference in dusty archives to the fortress on Tern Island having a secret passage into the lower levels. This passage is open and reveals a set of stairs leading down. There are no doors on the gatehouse and the mercenaries do not use it as anything other than a route to the lower levels. If the fight goes against them they can fall back here and form makeshift barricades at the ground floor entrances (the ones leading to the fallen walls are already blocked by rubble).

P-8 MERCENARY CAMP

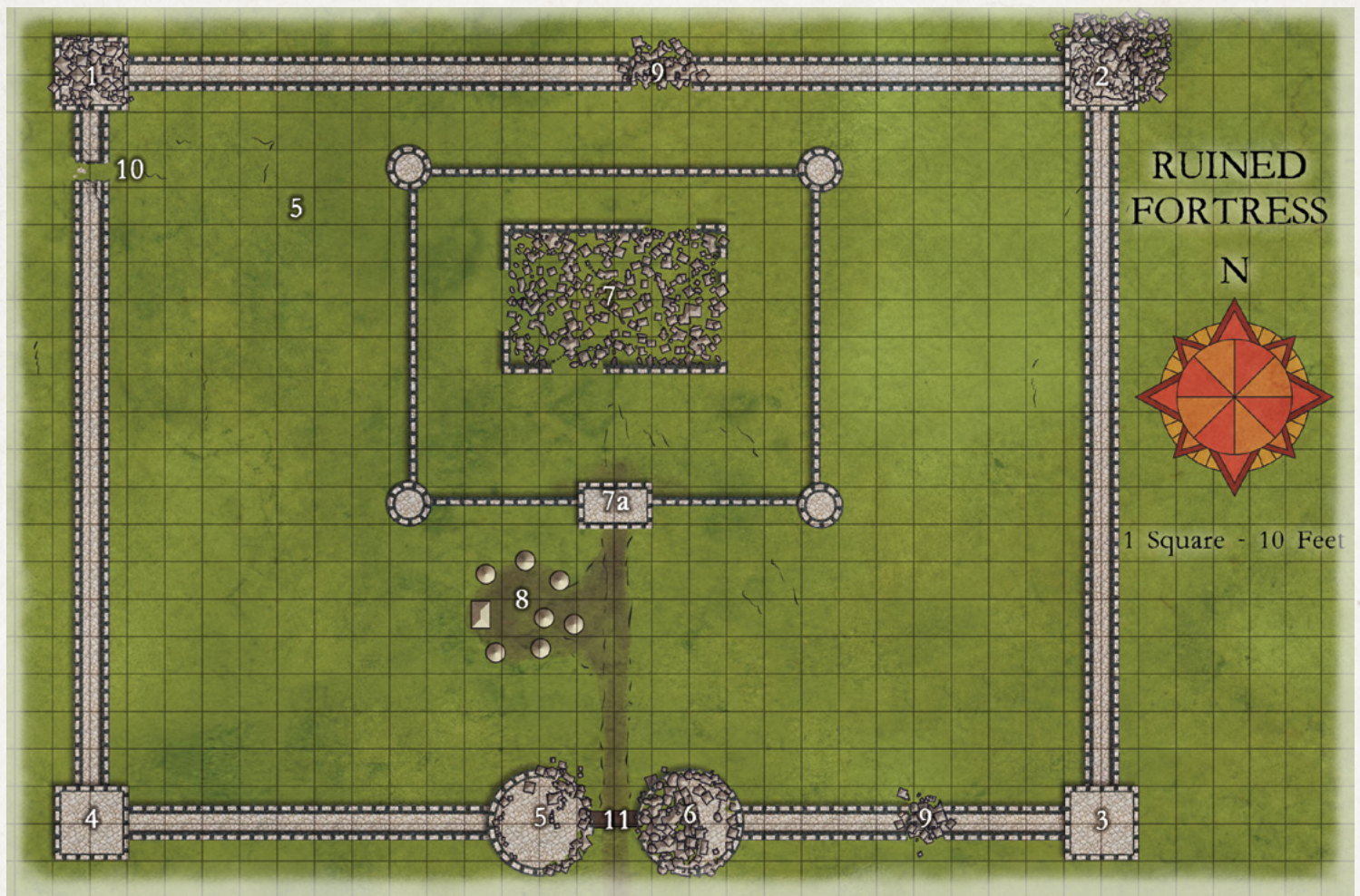
Kaltran has nearly two dozen mercenaries remaining, the rest having died securing the kraken ritual or clearing out the fortress. There are 18 mercenaries (16 are **soldiers**, 2 are **berserkers** from the Northlands; see Appendix Two) led by Captain Sergio Teldane (male human **knight**; see Appendix Two). They are not loyal to Kaltran but to their pay and sense of honor, in that order. Kaltran is paying them 500 gp a week with a six-month contract. What the mercenaries do not know is that the large payroll Kaltran shows them and has been paying them out of is actually a mere 10,000 gp he has cast an illusion on to make it look like a larger hoard.

P-9 REPAIRED BREACH

These large breaks in the wall have been repaired by filling them with an eight foot mound of rubble. The slope is steep but climbable (counts as difficult terrain). If they are aware of attackers coming towards a repaired breach the mercenaries will defend them by mounting the mound of rubble and thus gaining the high ground (and advantage on attack rolls).

P-10 OVERLOOKED BREACH

This narrow breach in the wall has been overlooked by Kaltran's mercenaries (you just can't get help these days). It is only five feet wide at its widest and narrows down to three feet at either end, but is tall enough to be passable by Medium sized creatures.



P-11 GATE

The gate's doors long ago fell and rotted, but the mercenaries have constructed a barricade made of a pair of wagons enhanced with wooden panels and spikes. The Wagons are drawn by hand in front of the gateway and moved back if needed. There are two **guards** (see Appendix Two) here day and night.

LOWER LEVEL 1

The Hyperboreans built several cellars, basements, and other underground features below their fortress and Kaltran has occupied these. The first level is accessible through the secret passage found in location P-7a.

LL-1 GUARD ROOM

This small room is lit by a lantern hanging from a hook in the wall. Two **guards** (see Appendix Two) are stationed here day and night.

LL-2 LABORATORY

Kaltran has converted this tore room to his laboratory. The doorway is closed with a curtain; Ketran has no plans to stay here long and trusts his mercenaries not to fiddle with things best left alone. The assortment of preserved body parts lining bookcase #1 tends to dissuade the curious from poking around. His main interests of exploration and experimentation have been the reshaping of living flesh, though he does dabble form time to time in necromancy. The room holds a large workbench, two bookcases, a cauldron, and a storage box filled with herbs, unguents, and various other items (an enterprising character can root through the box and find 2,000 gp worth of ritual components for either the Kraken Summoning Ritual or the Ritual to Awaken the Sleeping Island). The workbench is crowded with alchemical and arcane tools, beakers, distillery jars, and similar objects.

BOOKCASE #1

This bookcase is loaded with preserved body parts floating in jars. There are human, elf, orc, and other intelligent creature pieces here, as well as parts from a dozen animals and monsters. In between the jars are boxes with useful items such as grave dust, newt eyes, and dried lizard tongues.

BOOKCASE #2

Books, scroll tubes, and rolled maps fill this bookshelf. There are treatises on Hyperborean history, anatomy, necromancy, the summoning and control of living creatures, the creation of viable undead form mixed parts, and other topics. Kaltran's notes in four volumes are wedged in between other books. These give his life story, the history of his adventuring career, and his copy of the ritual to summon and control the kraken. These books would be valuable to the right collector, but several have been banned in most civilized nations. All told the book collection would fetch 6,000 gp if the right buyers were found, and weighs 300 lbs.

LL-3 ANTECHAMBER

The bronze doors of this room are some of the few doors still standing in the lower levels. They are sturdy but unlocked and feature iconography of the Mithraic faith. While it has long been in disuse and there are not any priests among the mercenaries, many of them are followers of Mithras and have taken to holding ceremonies in this small shrine. The antechamber now sees some use as a gathering place while the rites are being prepared or as a place to come and meditate when off duty. There is a 25% chance that a **guard** (see Appendix Two) is found here in quiet mediation.

LL-4 VESTIBULE

This room was used by the faithful of the fortress as their dressing room in preparation for enjoying the mysteries in the rooms further on. The local celebrants do not carry their full regalia with them, so this room has a small table with crude holy symbols and cowls piled on it.

LL-5 SANCTUARY

The doors to this room are much like the ones in location LL-3. Beyond lies a disused shrine to the god Mithras. The altar has been redecorated but not officially reconsecrated and holds a small sacrifice of hard tack and salt pork. The walls are painted with frescoes that depict the mysteries of the faith and a statue of Mithras stands at the far end.

LL-7 STOREROOM

Kaltran hasn't fully unpacked and has no plans to do so. This room is protected by a solid wooden door of recent construction that is locked (can be picked with a successful DC 20 Disable Device check). Inside are crates, boxes, and barrels holding Kaltran's samples from various creatures, some of his books, clothing, and other personal effects. If an hour is taken to open all of the containers and search through them, 500 gp worth of valuables can be found.

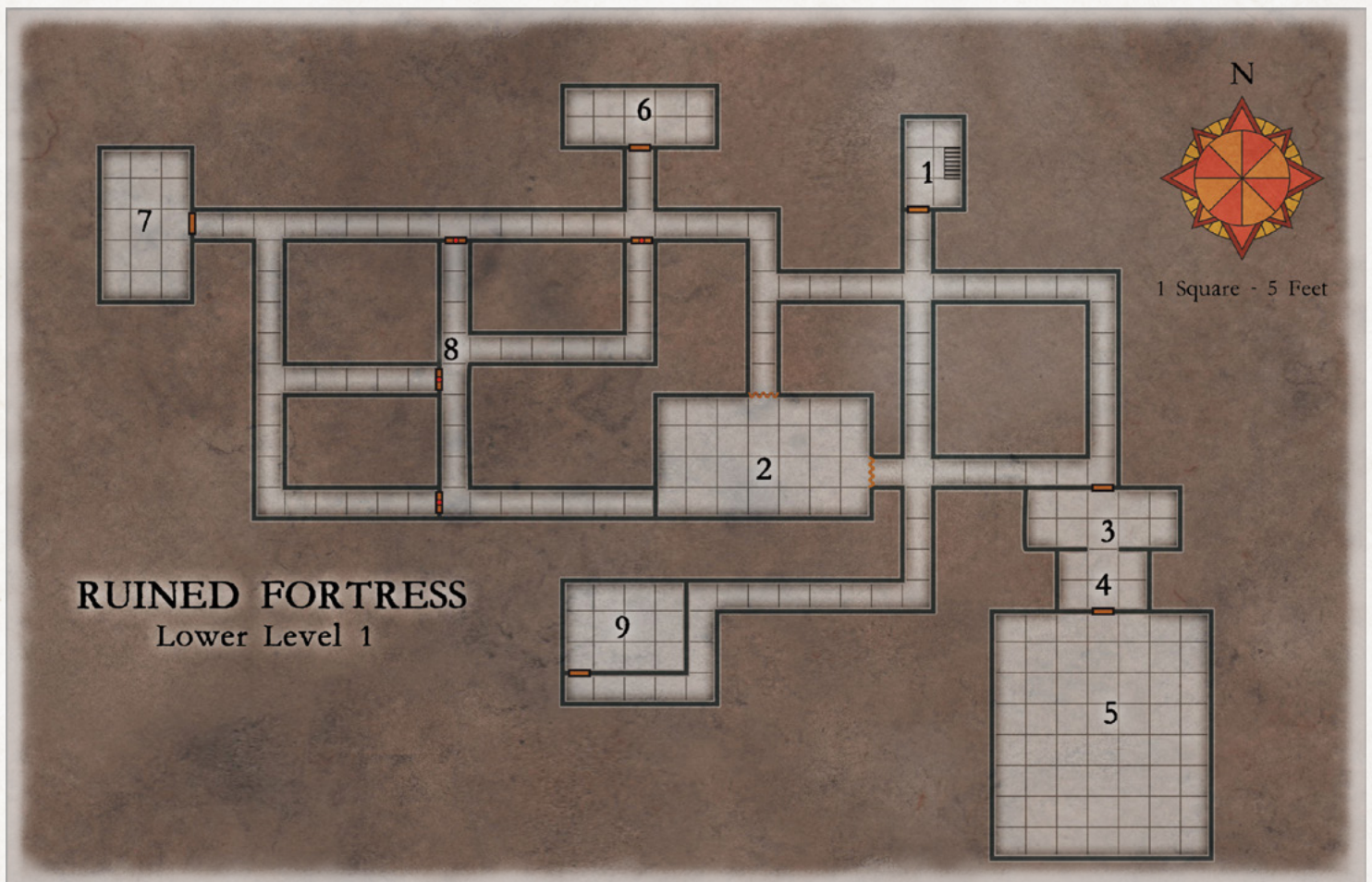
LL-8 CUBE HALLS

Thick piles of rubble that has been carefully stacked and then sealed with crude lime block off this network of halls. When clearing out the monsters that had taken up residence in the fortress, Kaltran's mercenaries came across a gelatinous cube. Not wanting to risk battle with such a foe they lured it first one way and then another while hastily constructing the barricades to keep it in. The cube knows there is prey beyond the barricades but lacks the intellect to push on them or otherwise break out. In time it will starve to death.

LL-9 ARMORY

The mercenaries prefer not to enter the lower levels beneath the fortress, but Kaltran is the boss and he seems to enjoy their discomfort. Thus he has ordered that the armory be placed in this room and that a guard be posted there day and night. The armory has a crude door fitted over it, but is unlocked. Two **guards** (see Appendix Two) are found here stationed just outside the door.

Inside are racks of armor (three suits of chainmail, five suits of studded leather), as well as ten heavy crossbows, 500 bolts, eight halberds, and sixteen pikes. In addition there is a heavy chest (locked, DC 20 Disable Device) containing the mercenary company's paperwork and ready cash (11,500 gp).



LOWER LEVEL 2

The lowest level of the fortress's basement is unlit, but a wall sconce every twenty feet holds a torch ready to be lit. Being deeper, these hallways are more humid. The walls and floors are slightly slick with condensation and the temperature is close to 50°, save near the cistern where it drops to 45°.

L2-1 LANDING

This landing grants access to the second lower level. A small table stands leaning on three legs against the northwest corner and holds flint, steel, and six unlit torches.

L2-2 CISTERN

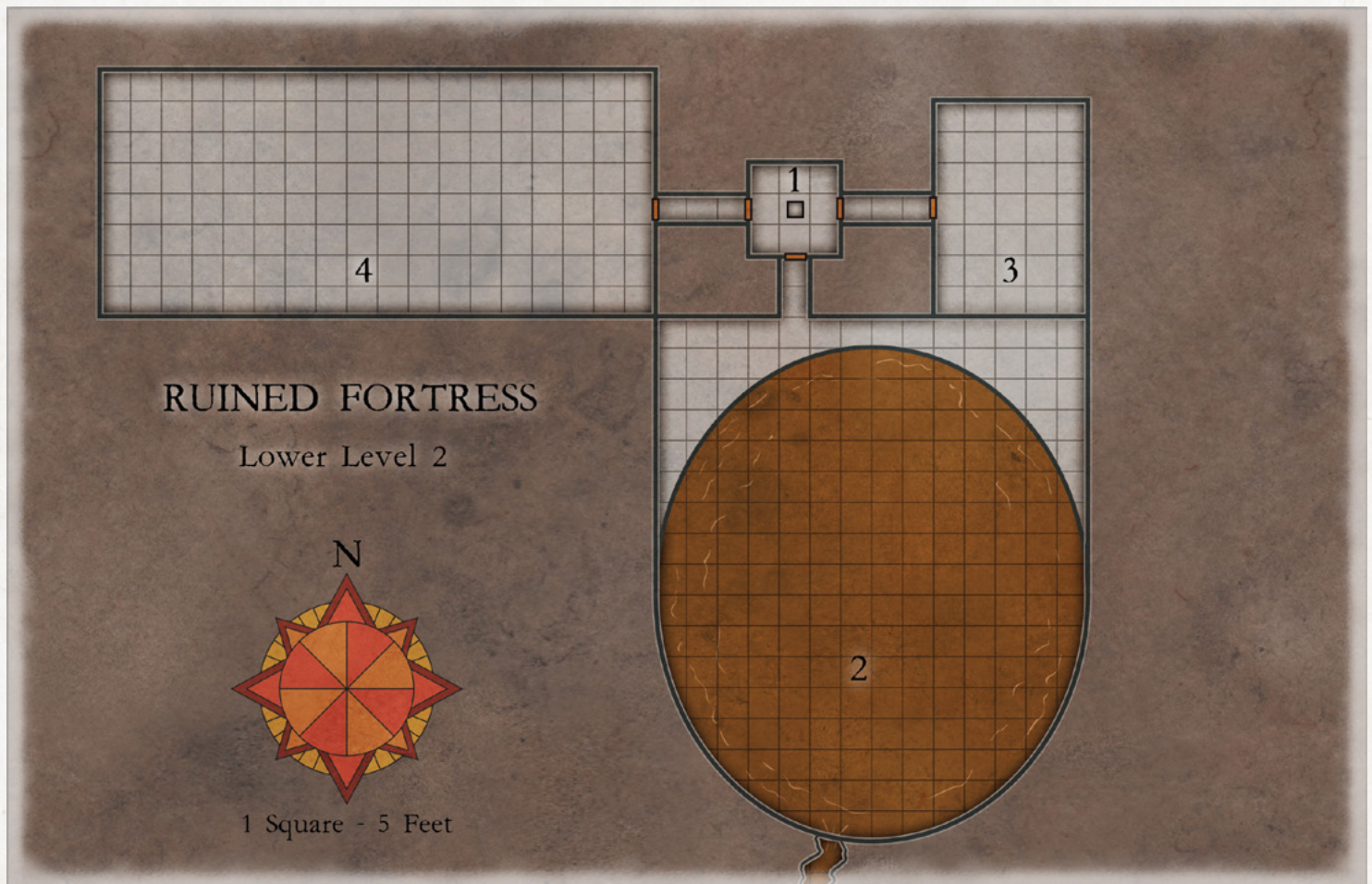
Once this huge basin of fresh water fed the fortress, but an earthquake centuries ago opened a crack to the sea. Now the water is too briny to be drunk. The crack runs for 650 feet to the sea, exiting into the ocean 65 feet below the water. Kaltran likes to call the kraken in to the cistern after summoning it, supposedly to personally give it commands. The mercenaries seem to think that Kaltran is mad and like to talk to the kraken, often spending hours holding one-sided conversations with the mighty beast.

L2-3 QUARTERS

Kaltran prefers to work on the level above so that fumes can easily vent out of his laboratory, but he resides in this chamber on the lowest level. There is not much here, he has never been one given over to luxury. A simple sleeping bag and furs lie in one corner, a small table holds a standard mess kit and trail rations, and there is a small stack of fine vintages from Bard's Gate (12 bottles, each worth 40 gp). Kaltran is rarely here, preferring to spend his time in his laboratory, but does sleep about six hours every night.

L2-4 STOREROOM

The lowest level is a bad place to store food, the damp quickly spoils even slat beef and hard tack. Yet, Kaltran has insisted that the mercenaries use this room as their storehouse. Well, he's the boss, thus this room is filled with twenty casks of ale, fifty crates of hard tack, sixteen hanging flanks of salted meat, and three casks of wine. The mercenaries normally place guards on any alcohol they have, but given the conditions they are serving under their captain has decided to forget about that.



ENDING THE ADVENTURE

Assuming that the characters manage to stop Kaltran or at least his kraken, they will be hailed as heroes in Ostin. The Mayor will ask them to remain until after the grulin run, but understands if they want to go off to new adventures. Their pay amounts to 5,000 gp each, but after a successful grulin run the town can offer an additional 8,000 gp bonus. However, that won't be for another six to eight weeks. There are plenty of places to adventure until then, the Wievin Strip has many secrets and threats.

There is also the issue of the Baroness Husbridge. If she is killed hunting the kraken she dies without heir. This leaves her small keep and title up for grabs, and can provide a base for conquering heroes. With the townsfolk of Ostin as

their supporters and the peoples of the Wievin Strip ready for good leadership, the successful conclusion of this adventure should set the characters up well for the move to the fabled 'name level' and their transition from wandering adventurers to petty rulers.

Finally, there is Kaltran. Defeating the kraken does not defeat him, and if he escapes he will return later. Naturally he will be more powerful, and bringing with him a new means to levy vengeance upon Ostin. What manner that may take is up to you, but keep in mind he is intelligent, driven, and completely amoral.

APPENDIX ONE: NEW MONSTERS

The following monsters are introduced here for the first time.

BOG HAG

This rare type of hag lives in peat bogs, foul swamps, and other areas so fetid and decayed that even other hags wrinkle their already wrinkly noses at it. Bog hags are much like other hags, deadly fey who prefer to feed on the flesh of mortals, it is just that they prefer that flesh to steep a bit in a nice ripe bog. Often, they seek to take over local villages in order to ensure a steady supply of victims as well as provide them with the worship and tribute they so desperately feel is owed them.

Bog hags are tied to a particular bog from which they draw their power and where they steep their kills. While they can move away from their bog, they lose most of their powers when away. To face a bog hag in her home swamp is a deadly thing, better to bait them out and lure them away.

BOG HAG

CR 5

XP 1,600

NE Medium monstrous humanoid

Init +1; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +7 natural, +1 dodge)

hp 66 (8d10+21); regeneration 10 (fire; see below)

Fort +4, Ref +7, Will +6

DR 5/bludgeoning; SR 15

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +9 (1d6+3 plus grab)

Special Attacks rend (2 claws, 2d6+3)

Spell-Like Abilities (CL 8)

At will: *acid splash*, *hideous laughter*, *minor image*

2/day: *acid arrow*, *alter self*, *suggestion*

STATISTICS

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

Base Atk +6; CMB +9 (+12 grapple); CMD 21

Feats Alertness, Blind-Fight, Dodge

Skills Bluff +11, Intimidate +11, Perception +13, Sense Motive +19,

Stealth +10, Survival +9, Swim +11

Languages Aklo, common

ECOLOGY

Environment cold marshes

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Bog Stench (Su) Three times per day as a standard action, while in her chosen bog, the bog hag may cause a cloud of fetid air to well up from the bog and fills a 30-foot cube within 60 feet of the bog hag's location. All creatures that start their turn in the cloud must succeed at a DC 16 Fortitude save or gain the nauseated condition until the end of their next turn. If the creature is already nauseated by one of the bog hag's zombies' fetid stench ability, the creature instead suffers 2d6 damage. The bog hag is immune to the bog stench effects.

Chosen Bog (Su) The bog hag lives in and draws her power from a specific bog, which must be a minimum of 100 feet across. She can use her powers as listed below, but only if she is actually located in her bog, or within 30 feet of it. The bog hag cannot create effects that occur further than 30 feet from her chosen bog (i.e. she cannot entomb, create bog zombies or bog stench that would take effect more than 30 feet away from her bog).

Create Bog Zombie (Su) A bog hag can create a number of bog zombies up to her Charisma modifier. To create a bog zombie, the bog hag must have a fresh corpse and be within 30 feet of her home bog. It takes seven days for the corpse to steep and become a bog zombie.

Entombment (Su) Three times a day while within 30 feet of her bog, the bog hag can cause the muck of the bog to rise up and engulf one living creature within 30 feet of the bog hag that she can see. The creature must succeed at a DC 16 Reflex save or become encased in stinking mud, gaining the petrified condition. As an action creature may attempt a DC 16 Strength check to break free at the start of their turn.

Regenerate (Ex) If she is located within 30 feet of her chosen bog, the bog hag has Regeneration 10.

BOG ZOMBIE

XP 200

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 10, touch 10, flat-footed 10

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft., Swim 30 ft.

Bash Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage

Pull Under If the bog zombie is in water it may attempt to drag down its victims. The bog zombie makes a melee attack against a target, and if successful, the target is grappled and dragged down. At the start of its turns a creature that is dragged down suffers 1d8+3 damage. The target may attempt to break the grapple on its turn.

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Special Qualities staggered

ECOLOGY

Environment any

Organization any

Treasure none

SPECIAL ABILITIES

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

Fetid Stench (Ex) Any creature ending its turn with 5 feet of a bog zombie must succeed at a DC 12 Fortitude save or gain the nauseated condition until the end of its next turn.

Yes, Mistress (Su) A bog hag has control over her bog zombies. If a bog zombie is adjacent to its controlling bog hag, and the bog hag is hit with an attack, the bog zombie may use its reaction to redirect the attack to the bog zombie.

Bog hags tend to be a bit forgetful and sometimes leave their kills steeping too long in their bogs. Most of the time these bodies simply decay and the souls go to feed the power of the bog, but every now and then something of the original creature remains. Twisted by their murder at the hands of the bog hag and the fetid magics of the hag's home, these bodies arise as unliving monstrosities. Sadly for them, they are beholden to the hag that inadvertently created them serving their fey mistress even with their unives if needed.

KALTRAN BEL'VIR

The villainous master of the deadly kraken, Kaltran seeks to destroy the town of Ostin in revenge for the murder of his parents.

CR 1/2 KALTRAN

XP 3,200

NE human sorcerer

Init +5; **Senses** Perception +3

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 58 (8d6+16)

Fort +4, **Ref** +3, **Will** +9

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4), quarterstaff (1d6)

Spells Prepared (CL 8)

4th (4 slots) — *wall of fire*

3rd (6 slots) — *hold person, lightning bolt, rage*

2nd (8 slots) — *bull's strength, daze monster, invisibility, scorching ray*

1st (8 slots) — *charm person, chill touch, comprehend languages, mage armor, magic missile, cause fear*

0 — *acid splash, dancing lights, detect magic, mage hand, message, prestidigitation, read magic*

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 18, **Wis** 12, **Cha** 20

Base Atk +4; **CMB** +4; **CMD** 15

Feats Alertness, Brew Potion, Improved Initiative, Iron Will, Skill Focus (Knowledge Arcana), Spell Focus (Evocation)

Skills Bluff +17, Diplomacy +10, Fly +8, Intimidate +10, Knowledge (arcana) +18, Knowledge (nature) +4, Knowledge (planes) +15,

Perception +3, Profession (fishing) +12, Spellcraft +15

Languages Abyssal, Aquan, Common, Giant, Hyperborean Gutslash

The leader of her tribe, Gutslash is far more intelligent and wiser than most goblins. Even so, she is a goblin and thus must keep order through violence, something she is particularly skilled at.

GUTSLASH

CR 3

XP 800

CE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 15, flat-footed 14 (+2 armor, +3 Dex, +1 shield, +1 size)

hp 21 (4d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee battleaxe +3 (1d6+1/x3)

Ranged short bow +5 (1d4)

Space 5 ft. **Reach** 5 ft.

STATISTICS

Str 12, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** 4; **CMD** 20

Feats Improved Initiative

Skills Perception +3, Stealth +10, Swim +7

Languages Common, Goblin

SPECIAL ABILITIES

Chieftain Gutslash may use her reaction to redirect an attack aimed at her to an allied goblin within 5 feet.

Rally As a free action Gutslash may grant a goblin ally within 30 feet either +2 to its next attack roll or force it to move 30 feet

HRAUK

Hruak is a hill giant that Kaltran charmed years ago and was his first successful experimental subject. Slow witted even by hill giant standards thanks to Kaltran's work to create a more loyal and trustworthy subject, Hruak obeys his master without question, though often in the most literal way possible that is only made worse by the hill giant's obliviousness.

Over the years Kaltran has 'enhanced' Hruak, adding a harpoon launching arrangement in place of the giant's left arm, increasing the already massive slabs of muscle through grafting on new tissue, and implanting the scent glands (properly modified through forbidden alchemical processes) of a giant skunk in the giant's armpits. The later has not made the already odoriferous Hruak any more pleasant to be around, but does grant him a surprising attack. A side effect of this modification is the removal of Hruak's ability to smell.

HRAUK

XP 3200

CE Large humanoid (giant)

Init -1; Senses low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)
hp 85 (10d8+40)
Fort +11, Ref +2, Will +3
Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +14/+9 (2d10+10)

Ranged harpoon +6 (2d8+8 and impaled, DC 18 for half damage and target not impaled)

Space 10 ft. Reach 10 ft.

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** 15; **CMD** 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

SPECIAL ABILITIES

Impaled If he has impaled a target, Hruak can reel in the impaled creature as a free action, moving it 30 feet closer to him. This can move the target through difficult terrain. Hruak gains a +4 bonus on attack rolls against an impaled creature. As long as he has a creature impaled on his harpoon, Hruak may not make harpoon attacks. An impaled creature can free itself with a successful DC 18 Fortitude save.

Stench All living creatures within 30 feet of Hruak must succeed on a DC 18 Fortitude save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by Hruak's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

ISLAND THAT DREAMS

Sleeping for centuries, maybe even longer, the humongous dragon turtle known as the Island that Dreams can be awakened by the characters to fight the kraken, but at what cost?

THE ISLAND THAT DREAMS

CR 20

XP 307,200

N Gargantuan dragon

Init +0; **Senses** dragon senses; Perception +40; **Aura** frightful presence (300 ft., DC 30)

DEFENSE

AC 40, touch 6, flat-footed 40 (+34 natural, -4 size)
hp 377 (26d12+208); regeneration 20
Fort +23, Ref +14, Will +18
DR 10/magic; Resist fire, Immune paralysis, sleep; SR 28

OFFENSE

Speed 60 ft., swim 60 ft.

Melee bite +35 (4d6+20/19-20), 2 claws +35 (2d8+13/19-20), 2 wings +33 (2d6+6/19-20), tail +33 (2d8+20/19-20)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks steam breath (60-ft. cone, DC 31, 20d10

fire), crush (medium, DC 31, 4d6+20), tail sweep (30 ft half-circle, small, DC 31 half, 2d6+20)

STATISTICS

Str 36, **Dex** 10, **Con** 27, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +26; **CMB** +44; **CMD** 53 (57 vs. trip)

Feats Alertness, Critical Focus, Extend Spell, Improved

Critical (bite, claw, wing, tail), Iron Will, Multiattack, Power Attack, Staggering Critical, Vital Strike

Skills Diplomacy +30, Heal +30, Knowledge (arcana)

+36, Knowledge (history) +30, Knowledge (local)

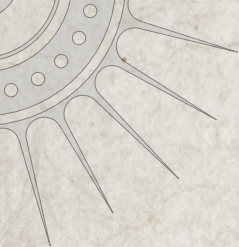
+30, Perception +30, Sense Motive +33, Swim +50

Languages Aquan, Auran, Celestial, Common, Draconic, Ignan, Terran

SPECIAL ABILITIES

Champion of the Gods. Once per turn, as a free action, the Island that Dreams may make a tail attack against a creature that attacks it.

Wallow and Thrash. Three times per day, the Island that Dreams may use its mass and bulk to harry and better its foes. Every creature within 15 feet of the Island must succeed at a DC 30 Reflex save or suffer 3d12+8 damage and be forced back 15 feet and knocked prone. A successful save reduces this damage to half.



APPENDIX TWO: NPCs

BERSERKER

CR 1/2

XP 200

Human barbarian 1
CN Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 17, touch 9, flat-footed 16 (+6 armor, +1 Dex, -2 rage, +2 shield)
hp 17 (1d12+5)
Fort +6, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.
Melee battleaxe +6 (1d8+4/×3)
Special Attacks rage (6 rounds/day)

STATISTICS

Str 19, **Dex** 12, **Con** 18, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +1; **CMB** +5; **CM-D** 14
Feats Power Attack, Weapon Focus (battleaxe)
Skills Intimidate +3, Perception +5, Survival +5, Swim +1
Languages Common

GUARD

CR 1/3

XP 200

Human warrior 2
NG Medium humanoid (human)
Init +0; **Senses** Perception +3

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 chain shirt)
hp 21 (2d10+6)
Fort +5, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.
Melee longsword +4 (1d8+1/19-20)
Ranged longbow +2 (1d8/×3)

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 13
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +4, Perception +3, Ride +3, Sense Motive +3
Languages Common

SERGEANT

CR 2

XP 600

NG human warrior 4
NE Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)
hp 34 (4d10+8)
Fort +4, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft.
Melee longsword +5 (1d8+1/19-20)

STATISTICS

Str 12, **Dex** 13, **Con** 11, **Int** 14, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +5; **CMD** 17
Feats Dodge, Toughness
Skills Intimidate +7, Knowledge (local) +9, Perception +5, Sense Motive +5
Languages Common

KNIGHT

CR 2

XP 600

Male human fighter 3
NG Medium humanoid (human)
Init +1; **Senses** Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 chain shirt, +1 Dex, +1 dodge)
hp 30 (3d10+9)
Fort +6, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft.
Melee longsword +6 (1d8+2/19-20)
Ranged composite longbow +4 (1d8+2/×3)

STATISTICS

Str 15, **Dex** 13, **Con** 15, **Int** 14, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +6; **CMD** 18
Feats Dodge, Combat Expertise, Mobility, Quick Draw
Skills Acrobatics +3, Handle Animal +5, Knowledge (local) +4, Ride +6
Languages Common

SOLDIER

CR 1/3

XP 135

Male human warrior 2
N Medium humanoid (human)
Init +4; **Senses** Perception +3

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 scale mail)
hp 13 (2d10+2)
Fort +3, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft.
Melee halberd +4 (1d10+1×3)

STATISTICS

Str 13, **Dex** 11, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 13
Feats Improved Initiative, Weapon Focus (halberd)
Skills Intimidate +5, Perception +3
Languages Common

VAMPIRE SPAWN

CR 2

XP 600

NE Medium undead (human)
Init +6; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)
hp 18 (2d8+6); fast healing 2
Fort +2, **Ref** +5, **Will** +1
Defensive Abilities channel resistance +2; **DR** 5/
silver; **Immune** undead traits; **Resist** cold 10, electricity 10
Weaknesses resurrection vulnerability, vampire weaknesses

OFFENSE

Speed 30 ft.
Melee slam +4 (1d4+4 plus energy drain)
Ranged dagger +3 (1d4+3/19–20)
Special Attacks blood drain, dominate (DC 13), energy drain (1
level, DC 13), sneak attack +1d6

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** 8, **Wis** 12, **Cha** 15
Base Atk +1; **CMB** +4; **CMD** 16
Feats Improved Initiative, Intimidating Prowess, Power Attack,
Skill Focus (Perception)
Skills Acrobatics +13, Climb +6, Intimidate +10, Knowledge (local)
+4, Perception +9, Sense Motive +6, Sleight of Hand +5, Stealth +13
Languages Common
SQ gaseous form, spider climb

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LET'S GET KRAKEN

The fishing town of Ostin on the south shores of Kadalon Bay is under attack! A massive tentacled beast, a mighty kraken even, has been attacking the fishing boats. Can a band of heroes arrive to save them from this threat?

Let's Get Kraken is an adventure for 2-6 characters levels 5-7 that pits them against a kraken ... no, really: they go up against a monster so powerful our heroes are mere fleas. There is hope, for a mad sorcerer bent on revenge is controlling the kraken. Stop him, stop the kraken. The kraken is not the only great beast in the sea, and the massive Island that Dreams can be awakened, if the characters can find the right ritual and perform it. Summon your own gargantuan beast, battle a mad sorcerer, explore the Wievin Strip and the town of Ostin. Sounds like ... an adventure!

Time to get started: Let's Get Kraken!

