

CANONFIRE!

Issue 001

CHRONICLES!



Editions' Change ... Greyhawk Endures!



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Foreward

CC inaugural issue opening letter

Boy, has this been a long time coming! The idea of CANONFIRE! CHRONICLES started to percolate in various minds about four years ago. The idea behind it was not only to develop an e-zine counterpart for THE OERTH JOURNAL, but to also develop a format for presenting *Canonfire!* special features, such as article compilations, comprehensive gazetteers, and otherwise large and impressive submissions that simply wouldn't be done justice by being displayed on a web page. The version of CANONFIRE! CHRONICLES that you now look upon is the counterpart to THE OERTH JOURNAL. Some of you who are familiar with THE OERTH JOURNAL will recognize some of the feature titles herein from past issues of THE OERTH JOURNAL. The features in each e-zine will now be split and expanded upon. Those features mainly dealing with the WORLD OF GREYHAWK® campaign setting will be featured in THE OERTH JOURNAL, while those that deal mainly with adventuring in the WORLD OF GREYHAWK will be featured in CANONFIRE! CHRONICLES.

You will find articles that are written in various rules sets, and sometimes in more than one, but there is no "official" set of rules for articles that appear in CANONFIRE! CHRONICLES (or in THE OERTH JOURNAL for that matter), though you can expect them to be in at least one of the versions of the DUNGEONS & DRAGONS® rules.

And with that, I give you over to the fine folks who will be running the CANONFIRE! CHRONICLES show. Enjoy!

— Brian "Cebrion" McRae, July 2013.

The digital tome you see before you, ladies and gentlemen, is a work of true love. My fellow contributors and I have eagerly awaited the day that we finally see our labor realized, and it is with enormous pride that we present it here, to you, the fans of GREYHAWK. Many writers, artists, editors, and layout experts have combined their skills in an effort to bring their best work to you. It took years of labor – all volunteer – to fine-tune each piece within these covers until it met with its creator's approval. What you find within are the ideas, hopes, dreams, and even the fears of some of your fellow GREYHAWK fans for the world we love. Our campaigns are not canon, but we offer these nuggets from them in the hope that you may find bits to feed rumors that sprout buds of adventure in the only campaign that really matters – yours!

If you are a regular visitor to *Canonfire!*, you will note several familiar names among the credits. Some have written professionally, some have not. Some have posted articles at *Canonfire!* (and elsewhere), and for some this is their debut. Some are regular posters in the *Canonfire!* forums, and elsewhere, and others are infrequent guests. Considering this, it should be apparent that anyone can be a part of this publication, and we want to encourage everyone to step up and lend a hand. If you have written something that you would like to contribute, send us a draft! If you are an artist and would love to contribute some of your works, or are willing to create new art based on soon-to-be-published submissions, let us know! If you are willing to help with editing, proofreading, or formatting/layout, please contact us! As volunteers, we are a rotating group of individuals, and it is because new volunteers raise their hands that publications like CANONFIRE! CHRONICLES and THE OERTH JOURNAL exist at all. We do our best to help one another as a team and, sure as a Shielding Oath, we want you to be involved!

Within this issue of CANONFIRE! CHRONICLES you will find three full adventures of varying length. Though full-length adventures were not featured in every issue of THE OERTH JOURNAL, you will find many of them in most issues of CANONFIRE! CHRONICLES, as that is the main purpose of this fan-zine. We are also happy to present a few articles that provide seeds for DMs to plant in the fertile soil of their own campaigns, to see them grow as they see fit. Lastly, our heartfelt condolences go out to Adam Thomas, author of *A Little Problem*, on the loss of his fiancé Crystal, whose maps grace the pages of his adventure. We are honored and privileged to present to you what is her artistic swan song in this first issue of *Canonfire! Chronicles*. This flagship issue of CANONFIRE! CHRONICLES is here for your entertainment, and we hope it leads you to many new and memorable adventures.

"May the Canonfire! Chronicles axe grow great!"

— Skip "SirXaris" Twitchell

A LITTLE PROBLEM

A D&D® LIVING GREYHAWK™

Geoff Regional Adventure — Version 0.0

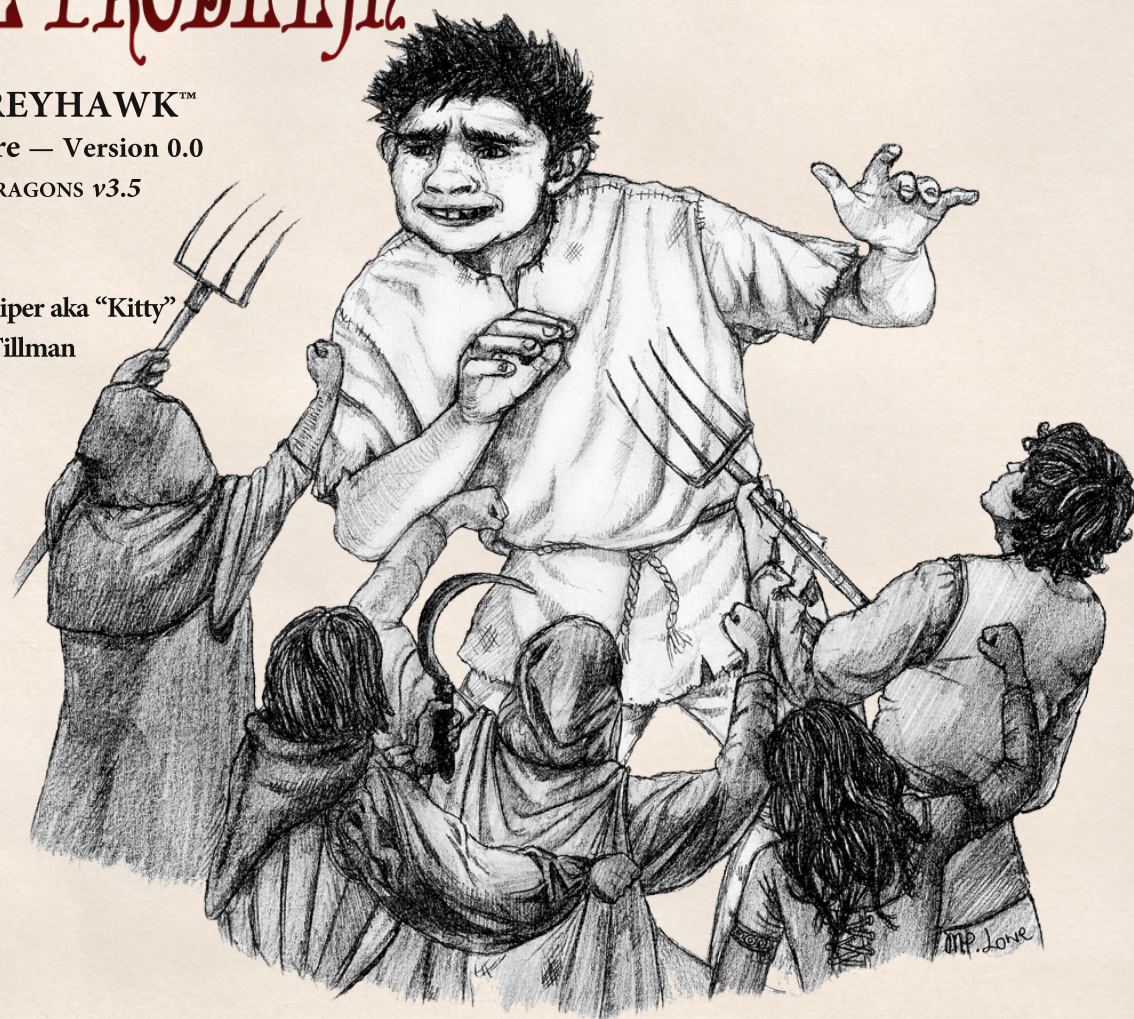
Written for DUNGEONS & DRAGONS v3.5

By Adam Thomas

Cartography by Crystal Rose Piper aka “Kitty”

Art by Mike Lowe and James Tillman

A small town all but forgotten in war. A plea for help, and a desperate choice to make. Adventurers must decide who lives and who dies, all while saving the lives of the innocent townsfolk. What consequences will their choices bring? A LIVING GREYHAWK™ Geoff Regional Adventure for Characters Level 2-8.



PREFACE

Dear Reader

I cannot tell you how happy I am that the adventure you are about to read has finally reached the hands of the fans. The story of this adventure is an interesting footnote in the history of LIVING GREYHAWK™. The people here at *Cannonfire!* have asked me to give you a little backstory about LIVING GREYHAWK and this adventure.

LIVING GREYHAWK (LG) was a shared campaign setting using the 3.0 D&D edition, then converting to the 3.5 edition Wizards of the Coast, DUNGEONS AND DRAGONS rules. This was not a new idea. TSR had conceived the idea of a massive shared living campaign world in the 1990s using their *Advanced DUNGEONS AND DRAGONS 2nd edition* rules. The LIVING GREYHAWK campaign debuted at GenCon 2000 using the new 3.0 rule system. The real world was split up into different regions, each assigned a corresponding region in the Greyhawk campaign setting. Each region was administered by a group of volunteers that worked with Wizards of the Coast through the ROLE PLAYING GAME ASSOCIATION®

(RPGA) which administered the entire Living Greyhawk campaign. Three individuals would be the ultimate authority over each area. This Triad would oversee and approve the adventures as well as set the overall story arcs for their regions.

Players in the RPGA would create characters and play in adventures in whatever region they were physically in at the time. Wizards of the Coast created rules that no one could just run an adventure any time anywhere. Once an adventure was released a player had to physically be in the appropriate region to play it, and after a time, the adventure would close and no one else could play the adventure. This meant that as time passed, a player's character would evolve differently than others, completing some adventures while missing others. As an example, I live in Virginia so my home region was the Duchy of Geoff. I would have had to visit North Carolina to play in a Keoland adventure.

My first experiences with LIVING GREYHAWK were as a player. I attended a local convention in my home town and after my first adventure I never looked back. An RPGA Convention

Coordinator named David served as my friend and mentor. It was David who initially planted the seed of writing an LG adventure. As my friendship with David grew I strayed away from simply playing in LG and started into the mechanics of the RPGA events. After passing the RPGA's test to become an official Dungeon Master, I started to run adventures instead of just playing them. I worked with David to help setup and manage conventions. It was in this work that I was introduced to a member of the Geoff Triad. Through him I learned that many of the initial writers for the LG Geoff adventures had since moved on to other projects. Although the story had evolved, there was a demand in the gaming community for a return to the more Role Playing Giant War centered adventures that had been the hallmark of the early adventures.

I set out to create an adventure written in the earlier style reminiscent of 2002 and 2003 years of Geoff adventures. The plan was to release the adventure in 2009. I created a very rough draft of this adventure and presented it to the Geoff Triad in 2007. The adventure had been approved and was in a series of edits and minor rewrites when Wizards of the Coast announced D&D 4.0 and the abrupt end of LG. In an effort to save this adventure, I pushed hard to complete it. The Triad agreed to include it as a

2008 Special Adventure exclusive to OtterCon. Unfortunately, with the end of LG and a major story arc involving three areas (Geoff, Gran March, and Keoland) all wrapping up in Geoff, there was just no time. This adventure became a strange footnote in LG history.

Since 2008 an unfinished copy of this adventure has sat collecting digital dust on my hard drive. The following version of the adventure is a finished version based on that draft, including the Triad-suggested edits. I was once told a draft Adventure Record (AR) had been created but I never saw it. To my knowledge no official AR exists. If you would like more information on LIVING GREYHAWK (as of the writing of this letter) the legacy LIVING GREYHAWK site is still available at <http://www.wizards.com/default.asp?x=lg/welcome>. Thank you again to the folks involved in the CANONFIRE! CHRONICLES. I hope you all enjoy this adventure.

Adam Thomas

Dedication

For my friend David who welcomed me into Living Greyhawk, for running all the great cons, and for being the best friend a gamer could ask for. For my fiancé Kitty for being the love of my life, and sharing my passion for all things gaming. For all the fans of Living Greyhawk, wherever they may be. I hope you enjoy.



ADVENTURE BACKGROUND

In the fall of CY 583 the giants invaded the Grand Duchy of Geoff and the surrounding territories. The survivors of Geoff sought safety on the borderlands of Geoff and the Gran March. Later when parts of Geoff were liberated from Giant giant-held lands, the Gran March began to increase its influence in those recaptured portions. Eventually, through an agreement with the Marchers, all land south of the Javan River, was annexed by Gran March. The city of Hochoch, now under the control of the Knights of the Watch, is still heavily influenced by the Marchers.

In the wars that repelled the Giants, several small towns were rescued from their giant occupiers. Sodersmith was just such a town. The town was in giant occupied lands near Hochoch. When the giants were forced out, a giant infant fell into the hands of an elder Wizard woman: Fiona Fay. Fiona's family had been lost many years ago due to plague well before the war started. Although she tried, she could not force herself to kill the infant.

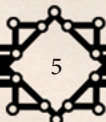
Deserting the Army of Liberation the elderly woman decided to live her final years in peace with her new found child.

Fleeing into the woods she decided to raise the infant as her own. It was not long before the villagers found out about the giant child and started harassing the old woman. Tensions slowly grew as the hatred of the townsfolk drove them to seek revenge on the maturing giant child.

Until now, a few spells would scare away any would-be trouble-makers but things are quickly changing. A new mayor has been sent by the Brehyri to take command of the town. Branding Fiona a Witch, the towns'-people shun the old caster for the keeping of a giant child. The new mayor, Cuthwin Trevdynson, has ordered the death of the child and seeks adventurers to deal with the adolescent giant and the old woman's magic.

ADVENTURE SUMMARY

Introduction — The adventurers receive word from Cuthwin of



Sodersmith asking for help with their little problem.

Encounter One — A small band of evil humanoids are encountered on the road to Sodersmith. Possibility mistaken for the Witch's minions they ambush the party.

Encounter Two — Arriving at Sodersmith the party encounters a mob attacking the giant child. The child deals non-lethal damage to Llion Frey and escapes.

Encounter Three — The Mayor of Sodersmith Cuthwin Trevdynson explains the problem from his point of view. The Party may also speak to the townspeople to get clues on which side they wish to take.

Path A: The adventures take the side of Fiona. They choose to defend the old woman and the giant child against the townspeople and another group of adventurers is contacted to kill them.

Encounter Four A — The party make their way to Fiona's dwelling and learn of who she really is. She tells her story and a mob of towns people show up to harass her. The party then must deal with the angry mob of commoners.

Encounter Five A — The mob has made its way back to town and informed the mayor of the party's siding with Fiona. The Mayor sends his group of hired adventures to deal with the problem. The second party attacks Fiona's home in the middle of the night. The party must deal with this group of would be heroes.

Encounter Six A — The party make their way back to Sodermith and must deal with the corrupt mayor. He has already fled but a few Gran March solders have come to his aid. After battling the Gran March Solders (assuming they survive) the party discovers papers indicating the Major was planning on turning over the

town to the annexed Gran March territories.

Path B: The party takes the side of the Mayor of Sodersmith and leave with an aid to kill the giant and "Evil Witch."

Encounter Four B — Fiona, desperate to save her giant child, uses scrolls of monster summoning to challenge the party on the road to her dwelling. After encountering the good aligned summoned monsters the party has the opportunity to change to path A.

Encounter Five B — The adolescent Giant child has decided to challenge the party outside of Fiona's home. Using her few buff spells Fiona prays for the child's victory.

Encounter Six B — With her child dead Fiona has nothing to live for. She attacks the party with the few combat spells she has prepared. Quickly burning through her combat spells she is whisked away from death by a mysterious teleport spell ending combat.

PREPARATION FOR PLAY

Before play begins, have the players roll:

- A Spot check
- A Listen Check
- A Sense Motive Check

Take note of any meta-organizations of which the PCs may be members or have been members. Of particular note in this module are:

- Old Lore Bards
- Former/Current members of the Army of Liberation
- Former/Current members of the Giant Slayers



INTRODUCTION

The party begins the adventure in the Grand Duchy of Geoff, or Gyruuff as the Flan call it. It is the early summer of CY 599. It is not important where in Gyruuff the PCs are, as they will receive the letter as long as they are someplace a letter could feasibly be received. The letter is delivered by a messenger service known locally as Fleet of Foot.

Let each of the players see *Players' Hand Out # 1* (There are three versions of this letter depending on the PCs' backgrounds. See

Appendix VI). Once they have done so and agreed to travel to Hochoch, read the following:

Finding yourself in Hochoch you soon find yourself standing outside the city stables as instructed by the letter. The early morning sun gleams off the armor worn by a number of Gran March soldiers as they ready their horses and slowly ride away. Around you are a number of other adventurers seemingly waiting like yourself.

At this point allow the PCs to introduce themselves. Encourage

Dear (Character's Name)

It has come to my attention that you have gained some renown amongst the people of your land, and have come to the Grand Duchy of Geoff seeking adventure. My name is Mayor Cuthwin Trevdynson of the town of Sodersmith. For months our town has been plagued by the presence of a Witch and her minions. I seek to enlist your skills in an attempt to rid our town of this evil curse. We are a poor town but are willing to offer you what we can in return for your services. Should you be interested in aiding us, please come to Hochoch near the city stables. I will send someone to meet you there.

Mayor Cuthwin Trevdynson, Brehyri
In service of Grand Duke Owen
Sodersmith Town

any roll playing and give time for Geoff Adventurers to perhaps explain why Gran March soldiers are in control of Hochoch. Then read the following:

A young boy soon runs up to where you are standing. The young lad is in his eighth or tenth year, he has the dark hair and eyes of his flansh heritage. "You must be the heroes Master Cuthwin Trevdynson told me about. I am here to take you to him in Sodersmith. My name is Jim Llyniner. I'll soon be a great warrior someday and then I'll adventure just like you..." He suddenly stops as if someone has interrupted him, "Oh I'm sorry I shouldn't be talkin' your ear off. Sodersmith is just across the Javan River in Geoff territory. I'll take you there. My papa's waiting with a boat to take us across. He'd have come himself but the Marchers don't like him on account of that time in the pub and..." He stops again suddenly and looks for a second as if someone had scolded him. "We had better get going. I'm sorry for taking up your time."

The Trip to the Javan River goes smoothly and quickly. Jim is almost constantly talking on the trip, though mostly about his imagery battles against the giants and fades. Arriving at a small bend in the river you soon lay eyes on a small, shallow-bottomed riverboat and a man standing on it squinting in your direction. He is tall and very muscular with his shirt open in the midday heat. Jim perks up at the sight of him and quickly runs forward. "Papa! Papa! These are the heroes Master Trevdynson told us about. They are

here to save us from the evil witch! Don't they look great father? I bet they could take on a whole giant army all by themselves!"

The older man looks at you with far more realistic eyes. "I'm little Jim's father, they call me Mule. Me and mine are grateful to have you. I know you must be havin' all kinds of questions. I'll answer what I can, but most the Mayor wants to talk to you about. Oh and don't be worrying about the toll, the Mayor already covered it for you." With everyone on board the man turns and casts off steering with long poles. Jim soon resumes his stories about how he fought off pirates on one river trip.

MULE Q&A

Q: What, exactly, is the problem? We hear there is a witch or something.

"Well I don't exactly live in Soldersmith - me and mine live at our loft just outside town. For years this old woman lived outside the town in the forest. No one paid her much mind since she never hurt nobody. But then, it recently turns out she got herself a giant and has been causing a whole mess o' trouble. I never seen the thing myself but word is the giant is a youngster she bewitched."

Q: What can you tell us about the new mayor?

"Well I never met the man but so far as I hear he is some kid of a noble that died in the war. I hears tell he was never supposed to inherent anything but you know how things been around these parts. His daddy sent him away to Gran March and when it was safe he came back. Turns out he is not half bad an all. Cut taxes a bit and has been working with folk to help get the town rebuilt. I don't care to stick my nose in anyone's business but they say he got a Gran March wife."

Q: Why can't you return to Hochcoh?

"Ah... Well, I lost my temper when the Marchers got that big swath of our land. Damned Owen giving up what's rightfully ours. Well I really should not say that. But one night me and some Marcher soldiers got into a brawl. One Marcher got hurt real bad, and the Knights of the Watch blamed it all on me. Course, I eh, did not exactly get arrested quietly when they showed up either."

Mule knows very little else. He will attempt to answer questions but will openly admit he does not live in Sodersmith and really does not know what the real problem is.

After several pirate stories from young Jim, you quickly find yourself across the river and on the dock on the other side. Mule thanks you for your help and informs you that since the journey

would likely take you into the night his loft is open to you to stay the night. Jim jumps and begs you to stay. The wooden walls of Mule's loft are not far in the distance and the smell of cooking food also can be detected easily in the afternoon breeze.

Ask players if they choose to spend the night with Mule in his loft or continue on through the night to Sodersmith. If players choose to stay continue on. If they choose to continue on to Sodersmith skip to **Encounter One** taking into account nighttime conditions on the combat.

Jim skips down the road leading your group toward a large loft not far from the river docks. "Papa will come in once it starts getting dark. He always does that... staying late to protect travelers on the river. Once he fought off a whole mess of orcs by himself when the giants came. When the Army of Liberation came they even used our loft as their fort. It was really neat having all those great warriors protecting our loft from those stupid giants. I even got a piece of armor from one of the officers. He gave me a few links of his chain mail for shinning up his shield and swords. He was so big I..." Jim again stops suddenly as if being admonished. "Oh I really shouldn't be talking your ear off again, you must be hungry by now. Momma will be happy to have strong visitors again. She is really smart and nice and helped take care of those hurt soldiers when the war was still on."

The traditional loft soon comes into view. Entering the gate you find a small house, two small barns and a large structure off the side. In the center of the circle of buildings is a large tree with apples hanging from its branches. Jim runs up and picks an apple from one of the lower braches and runs up to your group. "Best apples in all of Geyoff they say." He smiles, "I can get you all some if you want, I am the best apple picker in all Geoff. The soldiers told me that, yes they did. I got them apples a bunch of times I did..."

A woman's voice calls from the door of the small house, "Jim don't pester them so much..." A lovely Flan woman appears from the door stirring something in a small pot in her arms. "Don't be strangers friends. Mule told me some people would be coming to help with the trouble in Sodersmith. I got dinner cookin' now, so come in and make yourselves at home."

The house is of traditional Flan design with a large fireplace and hearth. The woman is Mule's wife Loshia. She knows even less of the trouble in Sodersmith than Mule. She will answer questions basically the same as Mule. She is glad to offer food and lodging to the party.

After dinner with Mule and his family, they offer to let you all to stay in the old barracks that the soldiers used. Mule explains that it was a boat workshop before the war, but when the Army of

Liberation came they needed it to house some of their men and treat their wounded. Mule and the soldiers converted it for this purpose and Mule simply has not had time or money to transform it back into a workshop. Besides, with less traffic heading into and out of Hochoch the demand for riverboats is dropping anyway. The night passes uneventfully and Mule is gone on his boat early the next morning. Loshia does her best to keep him from following you but Jim soon appears shortly after you leave and starts to tell stories again. He stops shortly before his loft leaves sight and says, "Good luck brave adventures, I gotta go home now, I can't wait to grow up and be strong and brave like you." With that he turns back, seeming talking to himself, and occasionally takes a swing at an imaginary enemy with his wooden play sword.

ENCOUNTER ONE

AMBUSH ON THE ROAD TO SODERSMITH

The road to Sodersmith is fairly well made and is partially constructed in the smooth stone of a long dry streambed. The smooth rock makes travel easy, however the distance is still about half a day's travel. The weather is good and visibility is clear (unless this encounter takes place at night).

Several goblins and their followers wait in ambush. They are leftovers from the Giant's armies that so far have remained hidden. Since the disappearance of their masters, they have taken to highway robbery to help them survive. Since they normally attack unarmored foes they have remained, until now, relatively unnoticed. They tend to leave no survivors and have learned to clean up the bodies so it appears the victims simply disappeared. The Knights of the Watch have been after them off and on for sometime. Currently they are desperate for food, clothing, weapons, and anything they can steal. Feeling the party would be a good mark to solve many of their problems, they have decided to risk attacking a better-armed group than normal.

Judge's Note: See *Tactics (goblins)* for more information on the surprise round.

Read the following:

The road to Sodersmith has been an easy one. It is fairly well made and parts are built into the long dried streambed. The smooth rock and clear day make travel fast and easy.

Ask for marching order. Also ask for Spot and Listen checks.

ENVIRONMENT

The smooth stone makes the road easy to traverse, however the somewhat tall grass and steep hills off the road make movement

more difficult. The tall grass is littered with tree limbs, rocks, and other hazards that are canceled by the tall, uncut grass.

The goblins are hidden in the grass using some of these items as cover. They enjoy 20% concealment and cover (i.e. 20% concealment miss change for PCs firing into the grass due to the overgrowth and debris, +10 to Hide checks, +4 to AC and, +2 to reflex saves vs. attacks originating on the other side of the cover). Off the road the difficult terrain makes charging impossible.

TACTICS

Goblins: The goblins will attempt to soften up the party before attacking. They will use their missile weapons on the surprise round and the round after if possible. They will then attack en masse attempting to flank the most heavily-armored targets first.

TREASURE

The goblins have their weapons, armor, shields, and clothes, but little else of value.

DEVELOPMENT

Unbeknownst to the PCs, another party is headed to Sodersmith to meet with the mayor. If it seems inevitable that the PCs will be defeated to the last member, the other party will hear the commotion and come to aid the party. Use discretion. Do this ONLY if the party has expended all other resources. The second party of adventures is described in the Appendices.

Should the rival party intervene they will not admit they are on the way to Sodersmith or that they have been summoned by Mayor Cuthwin Trevdynson. They will try to pass themselves off as just passing through.

ENCOUNTER TWO

EDGE OF SODERSMITH TOWN COMMONS

The road that the party has taken to Sodersmith leads into the town's main street, but it first passes through the undeveloped grassland around the town referred to as the commons. Just outside of town the young giant adolescent has again wandered into town in an effort to buy supplies needed for his homestead. A small mob of townsfolk has massed to confront the scared child. Normally they would just chase him out of town but the Gran March soldier is determined to kill the young giant. He is, however, completely unprepared for the strength the giant child has already developed.

The PCs are unable to affect the outcome of the encounter. They are either too far away or the event happens so suddenly they have no time to react.

As you approach Sodersmith a commotion quickly grabs your attention. A small crowd has gathered on the outskirts of town. The yelling is hard to make out but a large body pokes out from over the crowd. A few of the townspeople are laying face up on the ground and a soldier in chainmail armor is in melee with the large figure. The large man-like figure is about 7-1/2 feet tall with an oddly simian appearance. The figure has overly long arms, stooped shoulders, a low forehead and thick powerful limbs. With one fast motion of his arm, the large figure back-arms the armored man hard. The soldier falls backwards into the crowd and lands in the dirt with a loud thud. Rocks and other objects fly from the crowd and the large figure flees with amazing speed into some nearby woods. The crowd gives chase, but quickly falls behind and stops suddenly when they reach the tree line.

A successful Knowledge Dungeoneering DC 15, Knowledge Nature DC 15 or Bardic Knowledge of the same DC will reveal the figure is a hill giant. Any party members who have encountered hill giants will recognize it as such. Any members of the Giant Slayers origination will also recognize the hill giant without a roll needed.

If the PCs go to help the wounded, they find that no one is seriously hurt. A few of the crowd are down with non-lethal damage. The Gran March soldier is staggered at zero hit points because of non-lethal damage.

DEVELOPMENT

If the party attempts to follow the giant, members of the crowd will call for help for the wounded. Additional town guard will show up and further attempt to block them from following. The town guard will try to get the party to meet with the Mayor first. If the party is completely determined to follow, just do your best. The giant is not hard to follow he is simply fast because of his feats. Use your best judgment. If the party follows, then skip to *Encounter Four B*, again change the environment in *Encounter Four B* to a nighttime battle.

As you approach, a few members of the town have returned to care for the wounded. At first glance it is clear that no one is seriously harmed. The soldier seen before is laying on his back with a woman standing over him. He is dressed in chainmail armor with Gran March markings. He slowly sits up, dazed, as a Flan woman offers him water from a bucket. It appears that no one took any life threatening injuries. Soon more soldiers show up, many are young and look too small for their armor. Most are Flan but carry only light weapons. They help the Gran March soldier to his feet.

"I am Llion Frey a friend of Mayor Cuthwin Trevdynson. You must be the adventures he spoke of. As you can see my friend's new town has a big problem. Once the ground stops moving I'll take you to his residence. I am sure glad you are here, as you can see the

monster we face is much stronger than the children this town has for a guard. I am no match for something that powerful, but between us, I believe we can be rid of it and its hag mistress."

Give the party time to ask questions of Llion Frey. More information is available about Llion Frey in the appendix. He takes careful time to play the part of a friendly and lighthearted soldier. In reality, he is ruthless and calculating determined to be rid of Fiona Fay and the young giant. He is fully aware of Cuthwin's intentions and is trying to aid in his turning the town over to Marcher control. He is, however, unaware of how high up the plot goes in the Gran March government. He will quickly change subjects if anyone starts asking the wrong questions.

LLION FREY'S Q&A

Q: What are you doing on the Geoff side of the river?

"Cuthwin and I were old friends from his time in Gran March. I was in Hochoch and heard he was in charge of a town now. I came to see him and got caught up in all this. I wanted to return to my unit in Hochoch but I can't leave my friend helpless. I am no match for it, but I can scare it off with help."

Q: What do you know about this witch?

"I have never seen her. According to Cuthwin and the townsfolk, she is an old hag that sided with the Sakhut in the early stages of the war. Apparently she and the Sakhut had a falling out and she became a free agent. Don't really know where the child came from - likely she stole it or somethin'. Anyway, I hear she is older than dirt and is trying to come up with some unholy way of increasing her lifespan. Her monsters sometimes terrorize the townsfolk and travelers on the road. To my knowledge she has a couple of goblins, and an orc or two along with a few other little monsters serving her."

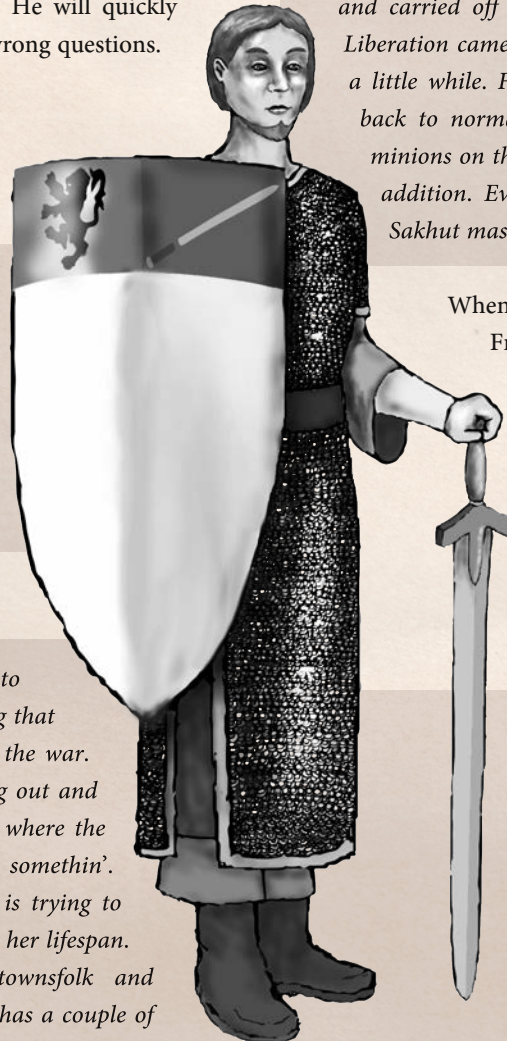
Q: Where are you from? What are your intentions?

"I'm from the far side of Gran March from a little town called Hilltop. Its population is about three and my wife is there. I was more or less drafted into the war. I just do what I'm told. I know some of the Geoff folk have a real problem with Marchers since what happened with Hochoch and all. Can't say that I blame them."

If anyone has a beef with me, its ok. I just want you to know its nothing I had anything to do with. I'm just a soldier; I follow my orders. All I want, personally, is to go home to my wife and child. The only reason I'm still here is because an old friend needs my help and I can't leave him out to dry."

Q: What can you tell us about the Giant?

"Well, it's a hill giant I know that much. It's not full grown either or it would be much larger and stronger. From what I can gather a few hill giants and frost giants came to this town during the war and carried off some of the townsfolk. When your Army of Liberation came through here things calmed down at least for a little while. From what I hear, after things started getting back to normal this Witch showed up and unleashed her minions on the town and travelers. The giant child is a new addition. Everyone assumes she stole it from her former Sakhut masters, but who knows the real truth?"



Llion Frey

When the party is done with their questions, Llion Frey will lead the party to the Mayor's home to meet with Cuthwin Trevdynson. Llion Frey will happily accept any healing or aid the party is willing to give him, although he will use his Spellcraft skill to attempt to identify if they are trying to cast some kind of spell that would keep him from lying. In which case he will refuse help as crudely as possible.

After speaking with Llion Frey, he leads you down the main town street to a large ornate house on the other end of town. The two-story structure looks much newer than the other buildings in town. A short iron fence with an iron gate surrounds the large house-like structure. The yard is well kept and a cobblestone path leads from the gate to the thick wooden front door. Llion pulls an iron key from his pants' pocket and opens the human waist-high metal gate. He leads you up the short path to the front door and knocks hard on the door. After a few seconds, bolts are heard turning and the door opens. A lanky, frail looking man with a long coat and thick glasses appears, looking around sheepishly, and then focuses his attention on Llion. "Don't worry the trouble's over. These are the adventures that answered your call," Llion says, sidestepping so the man can get a good look at your group. "May I present Cuthwin Trevdynson, Mayor of Sodersmith."

"Ah welcome adventures, I can't tell you how glad I am to see you."

My name is Cuthwin Trevdynson and welcome to Sodersmith, eh, such as it is. Come in, Come in." Trevdynson leads you into a large room with a lit fireplace. Llion tips his hat and leaves as Trevdynson invites you to sit on padded chairs. He takes his place behind a large desk in one corner of the room, a fireplace slightly behind him. He fumbles with his glasses before sitting down and pulling out several small pouches from a locked drawer in his desk. "I am sure you wish to get down to business. I am offering to pay you each just over 400 gold for getting rid of that witch and her minions. She no doubt has some magical trinkets with her; they are yours to keep as well along with any other treasure you can take from her or her followers. I would offer you more, but Sodersmith is a fairly poor town now - the giants carried off anything that was not nailed down and a few things that were. I have instructed the Innkeeper to house and feed you within reasonable means while you stay. Is this an acceptable arrangement? I will pay you half now and the other half when the witch and her giant child are dead."

Pause to give the party time to answer and ask questions.

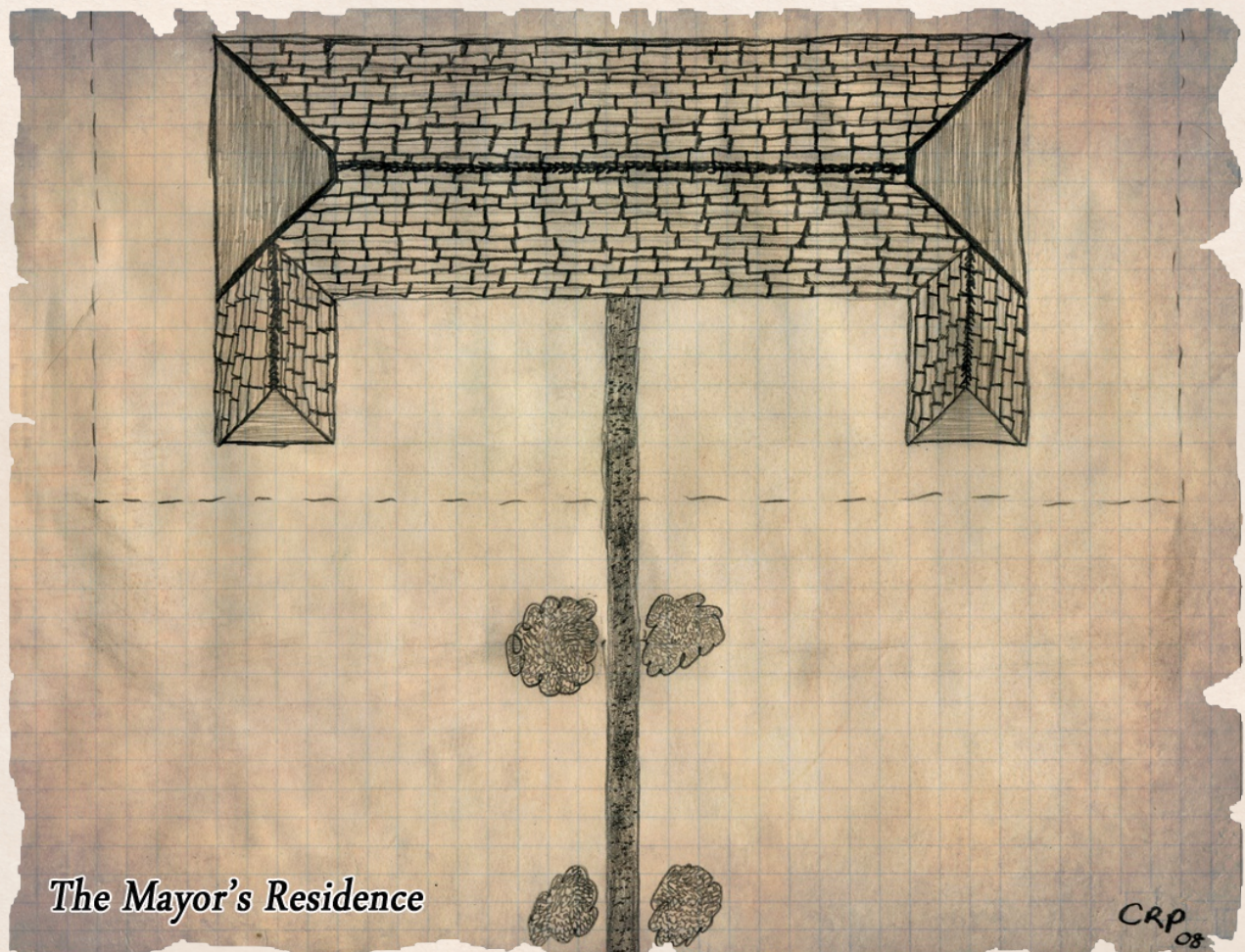
CUTHWIN TREVDYNSON Q&A

Q: What can you tell us about this witch?

"She has been a thorn in the side of this town since the Giant Wars. She was just a nuisance in this area until she teamed up with the Sakhut. She helped them in various ways, mostly using her magic to fortify their minions before attacks and such. To my knowledge she and the Sakhut had a falling out near the end of the war. She is human although you couldn't tell by looking at her. She was once much more powerful than she is now. Some say the Sakhut took some of her powers, others say that the ravages of age are behind her failing magic. I don't know enough about magic to be sure. Either way, she still causes havoc and now that she has that giant child, she pretty much holds the town hostage."

Q: What can you tell us about the Giant?

"Well, it is a hill giant, at least that is what Llion told me. I would figure she stole it from the Sakhut or something. It is her most dangerous servant in my opinion. It is not too bright, but it is extremely strong. We assume she is feeding it with the children that



The Mayor's Residence

CRP 08

have occasionally gone missing in the area. Thankfully, the children of Sodersmith have been spared, but from what I hear, kids have gone missing as far as Hochoch.”

Q: What can you tell us about the missing children?

“Not much really. A bard came through here a while back and told us about missing children in various towns and lofts in the area. We told him about the witch and giant child and he promised to deliver the word and bring aid. We never heard from him again. We can only assume he was killed by the witch or her followers when he left town.”

Q: What is your deal with the Marchers?

“My father sent me to Gran March when I was very young. He wanted me to be a scholar and he had plans to send me to Greyhawk City after Gran March. He never got the chance - he was at Gorna when the giants took the city. I have not heard from him since before the war. I can only assume he has passed on. Not long after the war started I returned to Geoff and tried to help, but as you can see, I’m no warrior. I was appointed to this town as its mayor. From what I have been told, I am my family’s only survivor. My brothers and sisters are all gone. Before I took my post, I returned to my family’s homestead but not so much as two bricks were left. The ground was little more than ash. Now all I can do is help Geoff rebuild.”

Q: How do you know Llion - Who is he?

“I met Llion years ago when I was studying in Gran March. He is a strong, if reluctant, soldier. He was... well... drafted into the army. Not so much forced as shamed into joining. He does his duty, but he wants to go home and if you saw his wife you would understand why. If he were not my best friend, I’d carry her away for myself.”

If the party agrees to the deal, then read the following:

Cuthwin leans back in his chair and hands each of you a bag of gold coins. “I am glad you have agreed to help us. I admit my knowledge is somewhat limited. Speak to our fine townsfolk and they may be able to tell you more. Enjoy a meal and a good night’s rest and do battle tomorrow. I will warn you, the innkeeper is getting quite old and age as started to steal his mind. He has moments of clarity but his jabbering is sometimes meaningless and confused. He should be able to serve you, but if you have any problems, see his granddaughter Lisa. She is the only one who can

talk any sense into him. She lives in the inn with him and you will know her as soon as you see her. Oh and if you would, speak well of me around her, she is... special to me.”

If the party does not agree then read the following:

Cuthwin’s eyes dim and he seems near tears. “Well I am sorry our price is not enough. Still we are good hosts. Feel free to stay with us and partake of our hospitality until you depart on your next adventure. Llion will see you out.”

Give the party a chance to shop or mingle with the townsfolk. Sodersmith has all open items from the PHB. Inform the party that most of the town seems to be in the inn’s pub. Once the party decides to enter the inn read the following.

As you enter the large two-story building, the smells of food and drink permeate the air. Tables sit around the pub area of the inn on the lower floor. A balcony on the second floor is lined with doors that are numbered. Several scantily clad women walk around the room serving drinks to the very young soldiers you observed before. Llion sits alone in a corner drinking heavily from a wooden mug. He stares at the fire in the hearth as if lost in it. A large grey haired man stands behind the bar while a very young woman fills up drinks behind him. Her beauty is almost hypnotic, her long blond hair cascades down her shoulders. Her dress is much less revealing than the other girls but what is shown only entices the imagination. As she leaves to deliver her drinks the old man looks up and notices your group. “Ah, some brave heroes of Geoff. Come in young lads, sit a spell and tell this old man about yourselves...”

Give the party time to introduce themselves. They can make Gather Information checks to glean the following rumors from the population.

Gather Information DC 5 (All APLs)

A dirty farmer looks up from his drink, “Damned witch. Ever since I moved here from Hochoch I have not been able to grow anything. She must have cursed this whole place. If I can’t grow something soon I will not be able to pay the taxes on the land. Gods know what will happen to me then.”

Gather information DC 8 (All APLs)

A young woman sits with a group of men near the fire in a corner; she and her friends inform you that they were some of the refugees that returned from Gran March. They note that they have been plagued with nightmares ever since. They also note that they have seen the witch. One day they decided to try to rid the town of the witch. They mention that they actually managed to sneak up to

the stinking hovel that she lives in. Unfortunately, they were caught before they could set fire to the place. Apparently she summoned some demonic animals and they barely managed to escape with their lives.

Gather information DC 10 (APL 2) DC 12 (APL 4) DC 14 (APL 6) DC 16 (APL 8)

A man at the bar takes a large drink from his mug and orders another. "I was here before the giants came to our town. The town was maybe twice the size then as it is now. They took most of the people and... and... the stew pots..." The man downs his drink in little more than a gulp. "My wife, they took her... they took nearly everyone. When I get back no one is left. Men, women, children, all gone..." He slams his empty mug down and screams for another one... "The only people left were this old fool and a few others hiding in caves. Then that damn witch shows up and again ruins everyone's lives... Damn her I'll see her burn for what she's done."

The bar tender slams the ordered drink on the bar and glares angrily at the now sobbing man. "Ungrateful coward! You just ran off while we had to stay and fight... Hiding in caves? Fighting from caves! I should throw you outa my bar for talking bad about..."

"Grandfather!" Lisa butts in, "You can't yell at the customers like that. Besides, you did not fight in the war - you are remembering the stories that bard told you about. Now go check on the stew before it boils over and burns."

The old man grumbles and slowly shuffles back through a thick wooden door in the back. Lisa opens the door after him and yells, "And don't let me catch you sitting up all night just staring at the fire again... You need your sleep and if you never sleep you'll get sick again."

"Sorry about that," Lisa says smiling at you. "My grandfather is very old and gets too easily confused these days. He has a real problem keeping straight who he is and what is really going on. I'm afraid his mind is failing him and the stories bards tell him are more real to him than the walls of this inn. Mayor Trevdynson told us some heroes would be coming by. Your rooms are ready when you are. Please don't pay my grandfather any mind. If you need anything ask me or one of my girls."

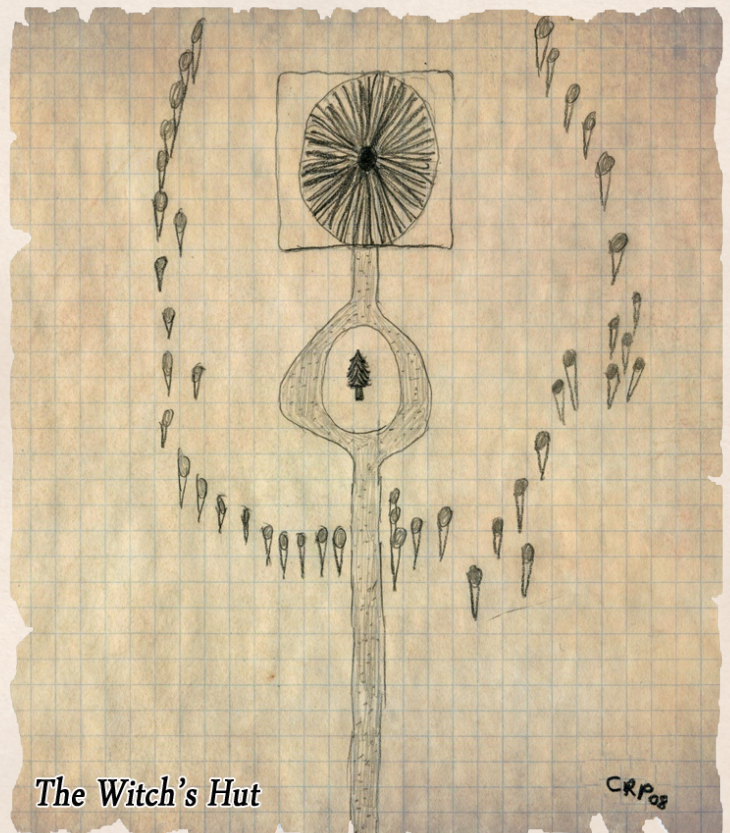
A crashing smack breaks up your conversation. Lisa runs off to confront a young man who now sports a very red handprint on his cheek. A barmaid stands near him looking infuriated. Lisa argues with the drunken farmer for a short time before he stumbles out the door into the night.

Give the players time to make plans. Llion will offer to go with the party tomorrow if they decide to go after the witch. Llion will also give the party a map of the area (*Players' Handout 6: The Witch's Hut*). Also note it if the players intend to wait up for the old innkeeper. If they don't mention seeking out the innkeeper

late at night, skip to *Encounter 3*. Otherwise, read the following. **Read the following ONLY IF the players make it a point to stay up for the innkeeper:**

As you look out over the balcony you see a figure sitting near the fireplace rocking back and forth in a rocking chair. The old innkeeper looks up and soon notices you, "Ah the heroes of Geoff, come down here young ones... sit by the fire and keep this old man company for a little while. I know the youngsters been telling all kinds of stories to ya... I know most of them think I'm loosing my mind... well... I can't tell you they are completely wrong... I've seen too many battles over the years... I can't keep everything straight. Lisa is all I got left in this world and if she knew who I really was... I just want to live in peace now; I want her to have a real life. Not one like I had living in mud holes and exploring dangerous ruins... no life for a beautiful girl like that. No Samuel Cosman is gone; I'm just an old man now... half crazy and slowly dieing as age takes my breath from me... Before you go on you need to know what really happened, what no one else here knows because they all hid while some of the townspeople fought... I just wish I could have helped them... I tried but..."

The old man rocks slowly staring into the fire as if watching his story. "When the giants came, no one was here to help us. I can't tell you what I saw. What I had to watch, no hope, too old, too weak... then she came. She came leading them... she was the one who brought hope, not despair. She lead the soldiers from the Army of



Liberation... not giants or goblins... I met her once... long ago in Gorna... we were much younger then... time has been harsh on both of us... but while I hiss and gasp for breath just from walking, her magic was just as strong as ever... To see those men following her, fighting the giants, her sitting tall in the saddle leading them. Ungrateful... so ungrateful... she saved us all. Now all she wants is peace. If you don't believe me... just talk to her... I know that Marcher gave you a map. Sneak out of here tonight. Just knock on her door and she will see you." He suddenly stops. "Uh oh... eh... take the blame for this ok?" Then, with amazing swiftness, the old man leaves his rocking chair and disappears back into the kitchen area as a soft light enters from the other side of the pub.

"Now Grandfather I told you to..." Lisa storms in, fury in her eyes, "I told you..." She looks around confused at you... "Oh I'm sorry, I thought..." Her beautiful blue eyes are filled with suspicion. Without waiting for your response, she turns on her heel and glides silently out back into her private quarters.

APL 2: Knowledge Local (Geoff) DC 10/Knowledge History DC 10 /Bardic Knowledge DC 12

APL 4: Knowledge Local (Geoff) DC 12/Knowledge History DC 12/Bardic knowledge DC 14

APL 6: Knowledge Local (Geoff) DC 14/Knowledge History DC 14/Bardic Knowledge DC 16

APL 8: Knowledge Local (Geoff) DC 16/Knowledge History DC 16/Bardic Knowledge DC 18

Samual Cosman was a hero that came to Geoff about forty years ago from the realms of Greyhawk. Already a hero of some renown, he made his name in Geoff by various adventures to retrieve various magical items for the wizards of Geoff. Several years before the giants invaded, he was living in Gorna and word has it he died a few years before the war started. At any rate, he disappeared many years ago and stopped adventuring more than two decades ago.

By this point in the adventure the party should have made their decision what they intend to do. If they intend to go see the Witch, begin using **A encounters**. If they intend to stay the night and attack the witch, then begin using **B encounters**.

NIGHTTIME RENDEZVOUS

(Use this encounter if they players decide to go see the witch in the middle of the night)

The town guard in Sodersmith are too young to understand the importance of vigilance. No one is on guard and slipping out of town is very simple.

Slipping out of town is simple. In fact no one is on guard at the edge of town. The road to the witch's hovel is easy to follow even in the middle of the night. Soon a small shack of a house appears in the distance. As you approach, the door opens slowly and a small frail figure appears in the well-lit doorway. A light shines from the edge of a staff illuminating your group.

"Ah, visitors. Don't be afraid. Samual was a hero of Geoff. His mind may be failing him, but he knows true heroes when he sees them. Come in. I am sure you have many questions and I have some of your answers." With that the old woman turns and slowly returns to her small shack leaving the door open to the night."

Pause to give the party time to make their decision, if they choose to enter, continue reading:

As you approach the house a few logs have been driven into the ground around the house in a kind of wall, a sapling sits in the center of the makeshift wall near the front door of the hovel. Oddly enough the sapling is a sweet-smelling pine tree. Entering the house the old woman sits near the fire pit in the middle of the tiny room. Various household items line the walls and a large opening near the back leads into what can only seem to be a cellar. A loud snoring echoes from the damp depths. "I will have to ask you to keep your voices down. He has been crying ever since he got back from town. I just got him to sleep. Poor boy, he just does not understand." The old woman is tall for a human - a little over six feet. Her hair is long and falls around her shoulders portraying a long ago beauty. Her face is dirty and unkempt, but still portrays a kind of proud dignity.

"I know you have been told a lot of bad things about me, I can't really blame the people, they need a scapegoat and I'm an easy one. First, my name is Fiona Fay and contrary to popular belief, I am not a Witch, I am a wizard. I studied magic in Gorna long before you were born. Where to begin? Where to begin? I suppose I should get you some tea. The old woman gets up and starts to rummage through a cabinet. Hanging above the cabinet is a traditional Geoff army tunic; on the tunic are many patches and symbols.

PATCHES INFORMATION

Patch 1

All APLs:

Knowledge Nobility DC 5, Knowledge Local (Geoff) DC 5/ Bardic Knowledge DC 5

One of the patches you recognize at once. It is the patch of Grand Duke Owen. This is a standard patch given to most members of Owen's army before the giant war. The patch seems to be an honorary one, carrying no particular rank.

Patch 2

APL 2: Knowledge Nobility DC 5, Knowledge Local (Geoff) DC 5/
Bardic Knowledge DC 7, Members or former members of the Army of
Liberation

APL 4: Knowledge Nobility DC 7, Knowledge Local (Geoff) DC 7/
Bardic Knowledge DC 9, Members or former members of the Army of
Liberation

APL 6: Knowledge Nobility DC 9, Knowledge Local (Geoff) DC 9/
Bardic Knowledge DC 11, Members or former
members of the Army of Liberation

APL 8: Knowledge Nobility DC 11,
Knowledge Local (Geoff) DC 11/
Bardic Knowledge DC 13, Members
or former members of the Army of
Liberation

*One of the patches on the coat is
that of the Army of Liberation. A
commander's rank with various
honors.*

Patch 3

APL 2: Knowledge Nobility DC 7,
Knowledge Local (Geoff) DC 7,
Bardic Knowledge DC 9,

APL 4: Knowledge Nobility DC 9,
Knowledge Local (Geoff) DC 9/
Bardic Knowledge DC 10

APL 6: Knowledge Nobility DC 11,
Knowledge Local (Geoff) DC 11/
Bardic Knowledge DC 13

APL 8: Knowledge Nobility DC 13,
Knowledge Local (Geoff) DC 13/
Bardic Knowledge DC 15

*One of the patches is that of the Grand Duke of Geoff. It looks
odd however; it is not Grand Duke Owen's seal. It seems to be much
older.*

More info about Patch 3:

All APLs: Knowledge Nobility DC 10, Knowledge Local History DC
10, Knowledge History DC 7, Bardic Knowledge DC 12

*The old patch is that of Owen's father, Grand Duke Lluth the
Brinen. This patch is very old. It was used by the bodyguards and
personal servants of that time. That particular unit of Breninon's
army has been out of service for at least twenty-five years.*

Patch 4

APL 2: Knowledge Nobility DC 7, Knowledge Local (Geoff) DC 7,
Bardic Knowledge DC 9,

APL 4: Knowledge Nobility DC 9, Knowledge Local (Geoff) DC 9/
Bardic Knowledge DC 10

APL 6: Knowledge Nobility DC 11, Knowledge Local (Geoff) DC 11/
Bardic Knowledge DC 13

APL 8: Knowledge Nobility DC 13, Knowledge Local (Geoff) DC 13/
Bardic Knowledge DC 15

*This patch is that of an
honorary membership in the Elite
Longbowmen of Geoff. It carries
the Brigdwthdyn.*

Patch 5

APL 2: Knowledge Nobility DC 7,
Knowledge Local (Geoff) DC 7,
Knowledge History DC 7, Bardic
Knowledge DC 9,

APL 4: Knowledge Nobility DC 9,
Knowledge Local (Geoff) DC 9,
Knowledge History DC 9, Bardic
Knowledge DC 10

APL 6: Knowledge Nobility DC 11,
Knowledge Local (Geoff) DC 11,
Knowledge History DC 11, Bardic
Knowledge DC 13

APL 8: Knowledge Nobility DC 13,
Knowledge Local (Geoff) DC 13,
Knowledge History DC 13, Bardic
Knowledge DC 15

*This patch is from the valley of the
mage. It was from a group of spell
casters who were the predecessors to today's Griffin's Fury. It
carries the rank of Cymorth, likely no longer valid since that unit
was dissolved many years ago.*



Finona Kay

*"Ah, I guess that is a good place to start," Finona says as she notices
the coat above her head. "I was born in a small village in the Valley of
the Mage. I studied our family's magic with the old wise-woman of the
village. I guess I was about 13 or 14 when my life changed forever. On
that warm spring day the Grand Duke came through our little village.
With him was a young handsome man, the next Grand Duke, oh and
I'm not talking about Owen. His older brother Elidyr, Pelor rest his
soul. Like all the other young girls in the village, we fell instantly in
love with the handsome young man. He was our prince in shining
armor, to us, to me especially. I left my family's loft the next night. It*

took a long time and I can still remember trying to find my way to Gorna. I studied magic there for many, many years. Finally, I learned enough to join the Grand Duke's army. It killed me the day the Grand Duke Lluth died. But what made it even worse was when Owen took over. Now don't get me wrong, Owen is a good man. He is just, ah, well, he was never as handsome as his older brother was.

"I served for many years until I was too old; or rather they told me I was too old. I had a nice little house in Gorna with a fine pine tree. I married and had two beautiful children. But it was not meant to be - a plague took my family from me. They died in my house. I guess Pelor took them home. I suppose it was all for the best. I was in Gorna when it fell. So many of my friends fell that day. I should have died that day too, defending that gate. I was... saved by my friends. I don't know how, but they got me out. I guess they knew we were all doomed. I don't know why they saved me, but last thing I remember was a giant's club and then waking up in Hochoch. I was determined to avenge my fallen friends and take back Geoff. But Owen would not hear of it. I was 68 at the time. He told me my duty to Geoff was served and I should live the rest of my years in peace. He tried to ship me off to Gran March and then to Keoland. He finally gave up, trying to get me out from under his foot.

I tried five times to join the Army of Liberation before they got tired of me and let me fight. I lead some troops here and saved this small town. When we chased the Sakut out of this town I followed and we killed several giants. Among the fallen was a hill giantess still clutching her child. I was angry, enraged, but... I am a mother. I could not bring myself to kill the child, it was a baby in need and I am a mother without a family. I took my leave. The Army of Liberation understood.

I came back here to live out the rest of my days. I thought no one would bother me in this little town, but I was wrong. Most of the original townspeople are gone, not surprisingly, but the new ones are sometimes very mean. This new mayor of theirs is a real nobody. He has no idea what he is doing. Trained to lead, but lacking even the most basic skills. I keep telling poor Grodouf to stay out of town. I understand why they hate giants so badly, but I raised Grodouf, not some rock-brained... well... Unfortunately Grodouf is still just a child, he does not understand why people hate him. He wants so much to play, and he does not understand that the people in the village aren't children. He is big and strong, but not all that bright. I do love him though and one day he will be a good and honest man. I look at you and remember my days on the road. Adventure, exploration, excitement - what I would not give to be young and strong like you again. I know you are here to kill me, I hope you will spare us. I have no desire to harm anyone. All I want is to have the family that was taken from me so many years ago before I die. You don't have to help me. Please, though, just go on with your next big adventure. Leave this old woman in peace.

Give the party time to ask Fiona questions. Fiona knows little

more than what she has already told. She will speak about the fall of Gorna and other events in her life. Best thing to do is just keep the information basic to the story so far in Geoff. She has heard of the issues with Fades in the Dim but knows nothing about it. She will make it a point to ask the heroes about those events if they mention them. During the conversation pick a time when a player is speaking in character asking an unimportant question then start **Encounter Four A**.

PATH A

ENCOUNTER FOUR A

MOB JUSTICE

Llion has learned that the party has gone to see Fiona. He has arranged for a few of the younger members of the town to rustle a few feathers. After getting together a small mob of people, a few troublemakers have set out to deal once and for all with Fiona. Llion has left out the fact that the party is with her. He intends to test the strength of his new enemies before sending out his other party of hired adventures.

It is important to note that not all the mob will engage the party. See appendix for details about which mobmembers will attack the party and mob tactics.

Judge's Note: Take special note if the party kills any mob members. This will reflect on their AR.

Read the following:

SLAM! A very loud thud strikes the door. Fiona looks up startled as the loud snoring in from the cellar suddenly stops. Loud voices can be heard easily from outside, "Burn it! Burn the Witch and her giant child! The smell of burning straw and wood is suddenly noticeable. As smoke starts to slip in from the roof, Fiona stands up quickly, "Not those kids again! Gordouf just fixed that roof!" A loud deep voice emerges from the cellar, "Mommy I'm scared!" Fiona calls down into the darkness, "Hide down there like I showed you baby, it will be okay. It will be okay, I'll go and scare them off again." The old woman picks up her cane and walks toward the door. As she slowly opens it, an arrow flies through the half open door nearly striking Fiona in the shoulder. She falls over as the arrow slams into the wall behind her. "They don't normally bring bows..." she says, trying to stand back up.

A young man's voice calls, "Come on, we'll smoke her out and use our bows, she can't stop all of us this time!"

TACTICS

The mob fights as a group of untrained individuals. Their tactics are very primitive, relying on the few individuals with bows while others simply throw stones.

At APL 2 the mob members are afraid of the professional adventures that they now face, they are considered shaken for the duration of the combat.

ENVIRONMENT

At APLs 6 and 8 the crowd will attack party members that are not engaged in melee combat. As long as PCs remain in the shaded area and not in melee combat they will receive 1d6 LN damage (at APL6), 1d6 damage (at APL8) every round from objects thrown at them by the crowd, i.e. rocks, sticks, bottles, rolling pins, etc.

Judge's Note: The mob is not completely unreasonable. If the party can manage a successful Diplomacy or Intimidate check DC APL +10 the mob will return home. This check can only be attempted before combat starts. The crowd will give the party time to speak but if the check is not made or if the check is unsuccessful the ringleaders will attack.

TREASURE

The ringleaders have their bows and daggers, but nothing else of value.

DEVELOPMENT

At APLs 2-6 once the ringleaders are defeated the rest of the mob will flee. The ringleaders do not need to be killed, only incapacitated. This could be done through non-lethal damage or any other nonfatal means.

At APL 8, the swarm retreats once it has lost 84 or more hit points. If the mob is forced to flee in this way, it qualifies for the killing of mob members on the AR as noted in the judge note above. Should the party use Non-Lethal Damage to drive off the swarm this WILL NOT count as killing mob members on the AR As noted above.

Once, the mob is dealt with either by diplomacy or combat, read the following:

The crowd quickly disperses and flees back toward town. Fiona emerges from the doorway with a kind of guilt in her eyes. "I am sorry you had to get involved in this, I know it is none of your concern. I don't suppose they will be back anytime soon after that. Stay here for the rest of the night; Grodouf will fix the roof tomorrow. I know my home is not much more than a shack, but I will make you as comfortable as I can. It is the least I can do."

Give the party time to decide if they wish to stay with Fiona or go to town. If they decide to stay Skip to *Encounter Five A*. If they

choose to return to town, the other adventuring party will intercept them on the way back. Adjust *Encounter Five A* to a nighttime battle.

ENCOUNTER FIVE A MISGUIDED HEROISM

Unbeknownst to the party, another group of adventures have come to Sodersmith to answer the call of Cuthwin Trevdyson. They have bought the story hook, line, and sinker. They are totally devoted to killing what they believe are an evil witch and her giant servant. More information about them can be found in the appendix.

The mob has reported back to Llion Frey who has concocted a story to explain the party's defense of the witch. To the knowledge of the new adventuring party, the Witch has placed the PC party under a spell and now controls them.

Judge's Note: See *Tactics (Servants of Dawn)* for more information about the strategy of the NPC party.

Read the following:

The next day Fiona feeds your party a basic, but still tasty, stew of vegetables. The giant, Grodouf, sits outside in the sun happily slurping away at the oversized bowl from which he eats. Fiona tries several times to instruct him to use a wooden spoon, which is lying in his lap. He makes several futile attempts at feeding himself with the spoon, then quickly goes back to slurping the stew from his bowl. Getting a closer look at the giant, it is apparent he has seen his share of abuse at the hands of the townspeople. Scars cover much of his arms and face. He seems afraid of you at first, but with some coaxing from Fiona, quickly accepts you. He is very quiet - only speaking to Fiona when she speaks to him. His voice is very soft and is quite difficult to hear without straining, completely contrary to normal hill giants. Fiona seems quite content to repeatedly show him how to properly hold a spoon and watch him fail time and again using it.

After his breakfast, she starts fixing the burned roof - pulling the charred straw and wood off the roof and using a large wooden hammer to patch the holes with some very crudely made boards. He returns with a large armful of straw and finishes the badly done job. Fiona rewards Grodouf with a large straw doll, which he is very happy to sit outside playing with for quite some time.

As Fiona sits knitting on a shirt, Grodouf stares toward the path leading toward town. A small group of people is approaching quickly. From their arms and weapons they are not townspeople. Fiona quickly calls for Grodouf to hide inside, the large child quickly runs into the hovel and hides in his cellar. Fiona looks at you in

desperation;

"I am unprepared for a battle, and from the looks of them, I cannot simply use a few dancing lights spells to scare them off."

If the party decides to handle the newcomers for Fiona read the following:

The group consists of five individuals. The one leading the way is a small female halfling. A crossbow is slung over her shoulder but otherwise she seems unarmed. Slightly behind her is a tall half-elven woman dressed in shining armor. Symbols of St. Cuthbert adorn her armor. She carries a heavy shield and a bow slung over her back. Beside her is a large half-orc male. He carries a great ax in his hands and on the ax is a symbol. It appears to be that of the half-orc camp called Clear Sky. Peeking out from behind him is a tall flan man dressed in robes and carrying a simple wooden staff. Finally, in the rear is a shorter woman of Suel decent. She stands with a great sword at the ready.

The half-elven woman speaks up saying, "We are the Servants of Dawn, and we have come to rid this village of this evil witch and her giant. St. Cuthbert knows your sins. Prove you are not under her evil magic by leaving our path. If you do not, we will punish you in his great name!"

Knowledge Local (Geoff) DC APL +2, Bardic Knowledge DC APL +4

The Servants of Dawn are a new adventuring party that has made a name for itself in the past year or two. They have had several members but this could be the main ones. From what you have heard, the leader is a half-elven cleric of St. Cuthbert known as Ashara Valltree. A wizard, Marlon Talon, is also known to adventure with them. The half-orc is likely Korn Great Ax, a warrior from Clear Sky with a well-known mean streak. There have been several halflings associated with this group; it is unclear who this one is. The Suel in the rear is also a new addition. The group is known for a few good deeds in Geoff and Keoland. Although most of their works have been good, they are also known for being very brutal in their pursuit of justice. On more than one occasion they have taken the law into their own hands.

DEVELOPMENT

The Servants of Dawn are completely determined to deal with the witch. They will not be swayed by any amount of talk. Unless the PC party quickly and silently complies with their order to leave, they will attack.

Judge's Note: Once it becomes apparent the Servants of Dawn are losing, ask for a Spot Check DC APL +4. If the check is successful, read the following:

From behind a far tree at the edge of your vision, you notice the figure of a man in chain mail racing back toward town. His build and shape is very much like that of Llion Frey.

TACTICS

Servants of Dawn: The servants of Dawn are well-trained fighters. They will work together as a well-drilled team to attempt to take down the PC party. They are very dangerous and will attack the obvious threats first. Half-orcs and arcane casters will be their first target. Marlon Talon will use his attack spells to deal with any spell casters, or ranged attackers first. Korn the Great Ax is the only exception; he charges and attacks the first person he can. Cora will attempt to flank and use her sneak attacks to full advantage. Ashara has a deep hatred for any gods that are not of the good alignment. She will use her Smite attack on any cleric of a non-good alignment (ie LN, NN, CN). If there are no such targets she will refrain from using her smite attack.

ENVIRONMENT

The path is completely clear of all obscurations. Sparse trees line the path on both sides, but provide little to no protection or hindrance to movement.

TREASURE

The NPCs carry their equipment and each has a small pouch of gold with 50gp apiece. The bags were the down payment made by Cuthwin Trevdynson and are identical to the bags the party may have taken.

Judge's Note: If any of the Servants of Dawn survive and are captured, they will admit to being hired by Cuthwin Trevdynson to kill the witch. They will also tell the party that Llion Frey told them that the PC party was under a spell. They are afraid of being bewitched themselves.

ENCOUNTER SIX A

LLION'S TRUE NATURE

Llion has returned to Trevdynson and convinced him to flee town until he can deal with the PC party once and for all. Until now, Llion has taken great pains to hide his true self. With the word soon to get out that the witch is really Fiona Fay, he has nothing to lose. He feels it is his duty to help Trevdynson hand over the town to Gran March. He is, however, simply being manipulated.

Give the party time to come to a plan on how to proceed. If they choose to return to Fiona, read the following: If they choose to confront Trevynson, skip the following:

Fiona paces in her hovel, worrisomely. "I had no idea that the new mayor wanted me dead that badly. Two young groups of adventures - this is very troublesome. I know you have done so much for me already, but please, I ask you try to convince them I am no witch. If they will not hear of it, I will have to leave. From what I hear, Daron Lea has become somewhat important in the Dim forest, perhaps he will remember me and give my child sanctuary. I don't know if my old bones will be able to survive such a trip. Please, all I want is for Grodouf to have a fair chance at life. He will not get that if I die now."

Trevdynson has managed to escape with a large amount of the town's money. Llion Frey waits for the party in the Mayor's residence. Llion is completely unaware that Trevdynson has forgotten to take the correspondence between himself and nobles in Gran March. Llion plans to kill the party and then bring Gran March soldiers to kill Fiona. His plan is to then have the Gran March held as heroes and the town to be turned over to them. When the party reaches the Mayor's house read the following:

Llion Frey opens the front door to the Mayor's residence and draws his sword. "You had to ruin everything didn't you?" His once kind and soft features have been completely replaced by that of rage and hate. "You Geoff scum. All you had to do was kill an old woman! Yet instead you had to go ask too many questions! What kind of heroes are you? That is the problem with your kind. You never follow orders. You lost your lands and if not for people like me and my Gran March brothers, you would have all died. We should have let you die too. Then we could have taken our rightful place as rulers of this fertile land. The giants would have easily fallen to Gran March spears and all this would be ours, not just some stinking land by that useless river. You have proven to be a thorn in my side for too long. Trevdynson is just like you: a fool. He truly believed that your useless Geoff traditions could be useful to us. Ha! The taint of Geoff blood in his veins can never be overcome, no matter how much education he received in our lands. Now, you will taste the blade of a true warrior. Your kind may play at being soldiers, but now you will taste the full power and training of a true warrior of Gran March!" With that Llion lunges at your group with amazing speed.

TACTICS

Llion Frey: Llion is no slouch; he will use every dirty trick in the book to get what he wants. He knows that being surrounded is a death sentence so he will use his feats and weapons to his full advantage. Take NOTE of his FEATS, they will play an important role in his tactics.

TREASURE

Llion carries only his equipment; all the money in the house is

gone. However on Trevdynson's desk is a clutter of papers. Among those papers are *Players' Handouts #2, 3, 4, and 5* (See *Appendix VI*).

DEVELOPMENT

The townspeople have shut themselves up in the inn and will not come out. A few bows and spears can be seen if the party attempts to enter. If they insist, play the encounter by ear. The townspeople are completely terrorized of the party now. They will fight to defend themselves. If the party kills any of the townspeople, count this toward the mob members deaths for *Conclusion B*. Read the following:

Llion falls to his knees, blood dripping from his many wounds. His eyes stare off into the distance as if confused by some unseen sight. He coughs up blood as he slumps over uttering something undistinguishable from his garbled breath. His broken body lays face down with a pool of blood quickly forming beneath him. His eyes go dark with the distant stare of death. A slight breeze blows and the rattling of the iron gate draws your attention to the still open door of the Mayor's former residence.

If the party enters the Residence read the following:

Everything of value is gone from the house. Drawers lay on the floor and once hidden storage places are now open for all to see. Most of the papers that once sat piled on Trevdynson's desk are gone. However not all the papers have been carried off. Among a stack of meaningless accounting papers you find a leather envelope containing several pieces of parchment. The last (Players Handout #5) is more worn than the rest, as if handled and read many times.

Judge's Note: Give the players *Players' Handouts #2, 3, 4 & 5* (See *Appendix VI*).

Read the following:

Returning to Fiona's hovel, you see a small cart filled with various household items. The old innkeeper sits at the reins, apparently talking to himself. Grodouf sits playing with a doll near the entrance to the house. He stands up and calls for his mother. Fiona emerges from the nearly empty hovel.

"Old Sam here says he knows a place we can be safe, at least for the moment. I think I can make it there in once piece with the use of his cart. I want to thank you for all you have done, but right now I have nothing to give you. When I am settled come and see me. Sam will tell you where you can find me. I may be old, but my magic is strong. I will reward you with my most powerful treasures. I do not know whom you serve, if anyone, but please, Geoff is in need of

heroes like you. The giants may be gone, but there will no doubt be others who come for us. You are young and strong, treasure these days, they will be over before you realize it. If you ever find yourself before Owen, tell him I finally obeyed him. My time is near and I want what little time I have left to be in peace. May all the gods and goddesses watch over you. I am in your debt.” With that, the old woman slowly climbs aboard the cart. Grodouf slowly starts walking after it, then stops and turns to you, “Thank you. Grodouf not forget brave heroes,” he says at just above a whisper, and follows the cart out of sight.

If the party did not kill any of the Mob members, go to **Conclusion A**. Otherwise, go to **Conclusion B**:

CONCLUSION A — FULL SUCCESS

Llion is dead and Trevdynson’s traitorous acts have become apparent. The townspeople of Sodersmith may never trust you again, but Trevdynson can never return to Geoff. A few weeks later a note comes to you. It is from Fiona and Sam telling you where to find her. She is safe in the Hornwood forest. Fiona has completed work on your reward - you can claim it at anytime. She also sends thanks for all you have done for her.

If the letters are found, continue by reading the following.

Now you must decide who, if anyone, needs to know about the contents of the letters. A simple journey to Hochoch and the Knights of the Watch may be in order. The letters can be turned over to the local Geoff officials. Perhaps a trip to Gran March where they can be turned over to those authorities. Keoland is a bit distant, but the letters could be given to them instead. A trip to the capital will ensure that they find their way into Grand Duke Owen’s hands. Or others may find them useful. Of course you can always keep them to yourselves.

CONCLUSION B — HORROR STORIES

With the death of their leaders, the mob has gone to find justice. You have, unfortunately, been accused of murdering innocent townspeople. The Knights of the Watch are looking for you. In the event they catch you, it is unclear what the repercussions may be. A few weeks later a note comes to you. It is from Fiona and Sam telling you where to find her. She is safe in the Hornwood forest. Fiona has completed work on your reward - you can claim it at anytime. She also sends thanks for all you have done for her. (If the letters are found, continue by reading the following.) Now you must decide whom if anyone needs to know about the contents of the letters. A simple journey to Hochoch and the Knights of the Watch

may be in order. The letters can be turned over to the local Geoff officials. Perhaps a trip to Gran March where they can be turned over to those authorities. Keoland is a bit distant, but the letters could be given to them instead. A trip to the capital will ensure that they find their way into Grand Duke Owen’s hands. Or others may find them useful. Of course, you can always keep them to yourselves.

PATH B

PARADE TO BATTLE

Use this encounter if the players decide to leave at dawn to attack the witch.

The next morning after a hearty breakfast the townspeople gather around the main street to see you off. A few of the barmaids even throw flowers out for you. Llion stands near the door to the mayor’s home, but Trevdynson is noticeably absent. Llion approaches you and shakes your hands. “I wish you the best my friends. May Kord grant you victory. I will be here, but Trevdynson is again afraid for his life. I cannot go with you. Tonight we will feast with tales of your victory.” With that Llion rushes off to his post by the door to Trevdynson’s residence.

ENCOUNTER FOUR B SUMMONED HELP

Samual has informed Fiona of the Party’s intentions to kill her. Fearful for her son’s life she has used her last remaining resource, scrolls she penned for the battle with the giants. She has summoned monsters to face the party. They are extended versions of the spells outlined in the appendix.

Judge’s Note: For simplicity, keep track of complete rounds and all summoned monster spells will end on the completion of round 7.

Read the following:

As you walk down the path shown on the map, you suddenly notice several animals before you. They block your path and, without warning, they charge toward you.

Judge’s Note: Descriptions of the animals can be found in the **Appendix**. Use these descriptions when describing the animals that are attacking. Do not disclose the fact that the animals are celestial versions of the animals unless a successful check is made. You may ask for the knowledge rolls or let the party ask to make them at your discretion.

Knowledge Religion, Knowledge Arcana, Bardic Knowledge, Spell Craft DC APL +10

The creatures you face are summoned creates but are not ordinary animals, they are celestial versions of the creatures.

DEVELOPMENT

If they players recognize the creatures as celestials they can choose to change their path. They may approach Fiona's residence and make a diplomacy check to convince her to speak with them. If their diplomacy check is successful, they will have an encounter very much like *Night Time Rendezvous* as noted in *Path A*. If they choose to help Fiona, then play the encounter as best you can. Adjust the Mob encounter to a daytime encounter.

TREASURE

The summoned monsters leave nothing behind.

ENCOUNTER FIVE B

GIANT PROBLEMS

With his mother in danger Grodouf the giant has decided to take matters into his own hands. He stands ready to do battle with the party outside of his mother's home. He has armed himself as best he can and his weapons change at different APLs. See appendix for more details on his appearance at the appropriate APL.

Read the following:

As you approach the spot marked on the map a small shack is visible. Sitting outside this shack is the giant you saw earlier. However his appearance is somewhat different. Scars mark is face and arms. His powerful body slumps forward a bit. His eyes glare at you with a deep burning hatred. He stands up to his full height and although not as large as a normal hill giant is still somewhat intimidating. Without warning he charges you, screaming a strange high-pitched battle cry.

TACTICS

Grodouf: Grodouf is not a trained fighter, he attacks whomever is closet until they fall, then moves on to the next opponent.

Judge's Note: At some APLs Grodouf is under the affect of spells cast before combat by Fiona. At APL 6 Grodouf is under the effect

of a *mage armor* spell cast at 12th level. At APL 8 Grodouf is under the effect of *mage armor* spell, extended *shield* spell, and *haste* spell, all cast at 12th level. The extended *shield* spell has 20 rounds of its duration left at the start of combat. The *haste* spell has 8 rounds of its duration left at the start of combat.

DEVELOPMENT

A small crowd will gather as the fight continues at a safe distance from the battle. Once it becomes apparent that Grodouf will lose, the leaders of the mob will use fire arrows to light the hovel on fire, prompting *Encounter Six B*.

Read the following:

As you continue to battle the giant, a small crowd of townspeople has gathered a distance away. Some carry hunting bows, others torches and pitchforks. They stay well away from your battle but shout words of encouragement.

When Grodouf's HP are low read the following:

More people have gathered to watch your battle. It appears that some are attempting to help as inaccurate arrows rain down. Perhaps fearing to harm you they cease firing arrows at the giant and begin to shoot burning arrows at the witch's hovel. The straw roof is soon ablaze.

TREASURE

Grodouf carries nothing but his equipment and a small wooden doll.

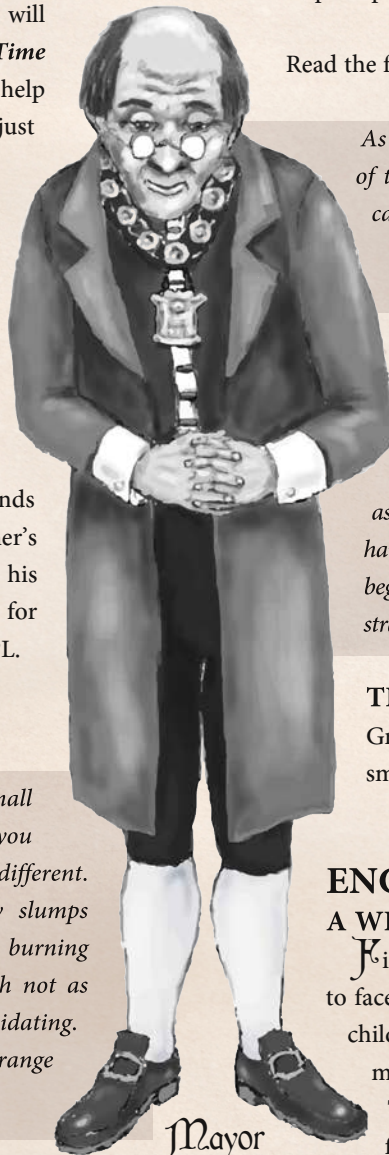
ENCOUNTER SIX B

A WITCH'S WRATH

Fiona, with her home burning, has no choice but to face the heroes. She emerges just in time to see her child cut down. Between her grief, old age, and memories of her former family, she goes insane. Tormented, she attacks the party with no regard for her own safety.

Read the following:

As the giant falls, the crowd screams and flees. In the doorway of the now rapidly burning shack is the figure of an old woman. Her gray hair is matted and unkempt. She stares eyes burning with rage at the body of the fallen giant. Her sharp Flan features twisted with hate as



Mayor
Trevdynson

she stares at you with dark sunken eyes. She eyes the fleeing crowd, which is now panicking at her sight. She raises her staff and dashes at you with speed unimaginable for someone of her age and frail stature.

TACTICS

Fiona: Fiona is insane with grief. She now blames the world for her many losses. She attacks the first person she is able to reach without mercy. She will attempt to use her spells, depending on APL, to her best ability before closing. Take special note: Fiona is a seasoned adventurer - she knows that down is not always out. She will make an effort to finish off a fallen party member if given an opportunity to do so. However she will not finish off a party member if doing so would place her in direct danger, i.e. being subjected to attacks of opportunities, or other standing enemies within attack range.

Judge's note: Because of her insanity and burning hatred, count Fiona's alignment as Chaotic Evil for the sake of spells and other alignment based effects. She has already started her transformation into a Banshee. Once her soul departs, her undead transformation will be complete.

DEVELOPMENT

Someone with intense power is watching the battle from a scrying device. He has prepared a spell to wisp Fiona away just before the final blow. This should be treated as a readied action. The spell is an altered version of the *teleport object* spell in the *PHB*. The spell has been altered to allow a creature to be teleported through a scrying device, since Fiona is dying when the teleport happens she is denied the Will Save to negate. If the party wishes to make an attempt to identify the spell with a Spellcraft check, the check for all levels is DC 23 (15+spell level 8) per rules in *PHB*.

When Fiona Falls, read the following:

As the old witch falls, blood gushing from her wounds, a bright light suddenly engulfs her. When the flash subsides all of her that remains is a large pool of blood and two knee prints in the dirt. Her hut is completely ablaze now and soon falls in on itself. The crowd of townspeople is gone. A cool wind blows and dark clouds start to gather. The first drops of rain start to fall. Nothing remains in the ashes of the hovel. Whatever magic was there, died with the witch.

If the Spellcraft check is successful, read the following:

You realize with some small amount of horror that the flash and subsequent absence of the Witch's body can only mean one thing: a teleport spell. It was evident that she herself did not cast that spell while she fell, so it must have come from elsewhere. Most teleport spells require the subject being teleported to be touched, but this appears to be an altered version.

CONCLUSION C — COMPLETE VICTORY

With Fiona out of the way, Trevdynson can finally carry out his schemes. Llion is no longer needed to protect him and will be leaving to meet up with the man who has agreed to help Trevdynson turn over the town to Gran March. Unfortunately for Llion it is not the meeting he expects it to be. Trevdynson will keep his part of the bargain and spread the news of the party's victory far and wide in Geoff and Gran March.

Unfortunately, the powerful individual who teleported Fiona away has brought his evil scheme to its dark end. With Fiona insane from grief her, spirit cannot pass on to the afterlife. With a little magical coaxing, she rises as a banshee and her alignment permanently changes to Chaotic Evil. She has not forgotten the loss of her child and her life at the hands of the party. Although she is under the complete servitude of her new master, her rage against the party members may come back to haunt them at a later time.

When you return to town the townspeople greet you with a hero's welcome. Some of the young ladies hand you crowns made of flowers while others dance in the street. Many of the villagers run up to shake your hand and give you hugs. Among all the merriment, Llion Frey quickly makes his way to you. "I am glad that you were able to deal with that old witch. I hate to ruin the good mood... but... something terrible has happened... you see... Lisa's Grandfather killed himself this morning...he poisoned himself. Lisa found the body and Cuthwin is with her now. It would seem the witch was responsible for his mind leaving him... she took one last victim before you killed her. I am sure that Cuthwin wants to thank you personally but I don't think now is the time. He gave me your payment and asked me to assure you that he will make sure your deeds go rewarded further when he is more able. I myself would also like to thank you; with Cuthwin's troubles dealt with I can finally go home to my wife. Cuthwin pulled some strings in the Gran March army and got me out early. I am sorry I could not be of more help to you. If you ever find yourself in Gran March look up me and mine. I am sure the townspeople want to throw you a grand celebration. I will not keep you from it... Good job again... you have all our thanks." Llion hands you each a small pouch with the promised gold.

CONCLUSION D — TOTAL FAILURE

The party has declined to help Fiona or Cuthwin Trevdynson. The situation in Sodermith will continue to be a problem. The Servants of Dawn are unsuccessful in dealing with Fiona.

THE END

APPENDIX I

NPCS

FIONA FAY

Fiona was born in Mage Valley long ago. Her life changed when at that time Grand Duke Lluth and his son Elidr came through her small village. She instantly fell in love with the young Duke-to-be and ran off to Gorna to study magic and attempt to get closer to him. When Elidr died she stayed in the army and served out her term. Through various adventures she drew the attention of Grand Duke Lluth. He promoted her several times eventually making her one of his lesser personal bodyguards. When he died and Owen acceded to the throne of Geoff, Fiona retired. She married and started a family. Unfortunately it was not to be and her family all died of a plague. Heartbroken, she lived in her empty house in Gorna until the Giants invaded. She helped defend the city while the inhabitants escaped. She was knocked unconscious in the final phases of the battle. Several members of the original Ash Wood Avengers realized who she was and managed to get her on the last wagon out of the city before it fell. She awakened to find herself in Hochoch. Determined to avenge the many friends she had lost in Gorna, she attempted several times to reenlist in Owen's new armies. At her old age Owen would not hear of it and attempted several times to send her off to Gran March or Keoland for her to live out her final days in relative safety. Finally, Fiona got her way when Cadofyth Parn took up for her. Owen, tired of her nagging, reinstated her in the army and allowed her to join up with the Army of Liberation. After leading a small band of soldiers to Sodermith, she helped rid the town of the few giants who had come there in search of victims. Among the fallen giants she found a giant child and decided to raise it as her own. She retired from the Army of Liberation and looked for a place to vanish. Sodermith was rebuilding and she thought she would be safe there. She has lived outside of town ever since. Her only wish is to raise her child in peace.

MAYOR CUTHWIN TREVLYNSON

Cuthwin was a son of the Trevlynson family, a low ranking Brehyri class before the war. Never intended to rule anything, Cuthwin was to be a scholar. At a very young age Cuthwin was shipped off to Gran March to learn in the court of Magnus Vrianian, the commandant of Gran March. Cuthwin resented the open favoritism his siblings received from their parents. In the end his lower stature in the family saved his life. When the Giants invaded, all the Trevlynson family were killed. Cuthwin blamed Owen and the other Brehyri who, in his eyes, failed their people. When Cuthwin returned he was assigned to the insignificant town of Sodermith. He took this assignment from the court of Sierra Blackblade as a further insult to his family's good name. Feeling that Gran March would never fail

him so completely, his loyalty to Owen has completely dissolved. When Owen returned and did not grant him a more prestigious post, Cuthwin began to look with fantasy back to his former host. Feeling that Geoff would be better ruled by Gran March, he seeks to turn his town over to the Gran March government and start a coup to overthrow Owen and expand Gran March control over all of Geoff. He has recently sent many letters to various Gran March rulers cryptically asking for their support. All have responded negatively to his plans. Recently he received a letter from an anonymous Gran March official who has agreed to back Cuthwin's plans. He has even supplied Cuthwin with a powerful magical item to aid him. With this new confidence, Cuthwin must eliminate the old Geoff hero before she learns of his plans.

LILION FREY

Llion is a Gran March soldier who has been assigned to the Geoff campaign against his will. Deeply racist against the Flan peoples of Geoff, the compounded insult of being assigned to help them was enough to drive him nearly insane. Having met Cuthwin in Gran March, he learns of his plans to undermine Owen's rule and bring about Gran March rule over the Geoff lands. In Cuthwin, he sees a kindred spirit. Llion has learned to cover his dislike of the Geoff people with the persona of a good-natured soldier. His high charisma and training from Cuthwin, have allowed him to hide his true feelings from nearly everyone. His hatred of Fiona is because of what she represents. A strong Geoff hero is completely at odds with his racist view of the Flan people. She must be dealt with at any cost.

SAMUAL COSMAN

Samual Cosman was born in Greyhawk city but soon moved to Geoff. He made his name as an adventurer for many years before retiring in Gorna. He lived in Gorna for many years. He met Fiona in their days in Gorna but never really came to know her. When he learned that his only daughter had gotten married and had a daughter he left Gorna and moved to Sodermith. Samual's daughter died shortly after his arrival and because of her sordid past, the father of her child, Lisa, was unknown. Samual did not let the townspeople of Sodermith know his true identity and began to raise Lisa as if he were merely a common man. When the giants attacked, he sent Lisa away to Gran March and did his best to defend the people of the town. He taught some of them to fight and how to hide in caves. Unfortunately, many of the people he trained to fight died and he himself started to slowly lose his mind. When Fiona Fay reappeared and led the soldiers to save the town, Samual recognized her at once. Honoring his wish to remain anonymous, Fiona kept the secret of his heroic past. He helped her get settled and went back to raising his now grown granddaughter. Samual is a kind man who only wants to live in peace. He has a great respect for Fiona but his mind is slowly leaving him. He sometimes has trouble speaking and remembering things.

APPENDIX II ENCOUNTERS — APL2

ENCOUNTER ONE

Male Goblin: Goblin warrior 1; Small-size humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 Leather Armor, +1 Light Shield); Base Atk/Grp: +1/-3; Atk +2 melee (1d6 morningstar) or +3 ranged (1d4 javelin); Full Atk +2 melee (1d6 morningstar) or +3 ranged (1d4 javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Languages: Goblin.

Possessions: Leather armor, light wooden shield, morning star, javelin x2.

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

PATH A

ENCOUNTER FOUR A

Teenager: Male human (Flan) commoner 1; Medium-size humanoid (human); CR ¼; HD 1d4+4; hp 6; Init +1; Spd 30 ft.; AC 11 Touch 11, Flat-footed 10, (+1 Dex); Base Atk/Grp +0/+0; Atk +0 Melee (1d2 hunting knife slashing), or +1 Ranged (1d4 hunting bow piercing); Full Atk +0 Melee (1d2 hunting knife slashing), or +1 Ranged (1d4 hunting bow piercing); AL NN; SV Fort +1, Ref +1, Will -1; Str 11, Dex 12, Con 13, Int 10, Wis 8, Cha 9.

Skills & Feats: Climb +2, Handle Animal +1, Ride +2, Spot +2, Listen +2; Weapon Proficiency - Short Bow, Toughness.

Languages: Common, Flan.

Possessions: Hunting bow, hunting knife, hunting arrows x20, sack, peasant's clothing.

A small group of tall young Flan boys leading a mob of townspeople slightly behind them.

ENCOUNTER FIVE A (APL2)

ASHARA VALLTREE

Female half-elf cleric 1; Medium-size humanoid (half-elf); CR ½; HD 1d8+3; hp 7; Init +1; Spd 30 ft.; AC 15, Touch 11, Flat-Footed 14, (+1 Dex, +2 leather armor, +2 large wooden shield); Base Atk/Grp +0/+0; Atk +0 melee (1d6 light mace); Full Atk +0 melee (1d6 light mace); SA: Turn Undead, Cast Law Spells at +1 caster level, Smite Attack (+4 Attack +1 Damage) 1/day; SQ Cleric Abilities, AL LN; SV Fort +2, Ref +1, Will +3; Str 10, Dex 12, Con 11, Int 8, Wis 13, Cha 9.

Skills & Feats: Concentration +6; Toughness.

Languages: Common, Elf.

Possessions: Leather armor, large wooden shield, light mace, St. Cuthbert holy symbol, cleric vestments, sack, water skin, 10 gp.

Cleric Spells per Day: 3/2+1. Base DC = 11 + spell level. Domains: Destruction, Law.

0 – *guidance, detect magic, resistance*; 1 – *cure light wounds x2, protection from chaos*.

A tall, thin, attractive half-elf, she has long brown hair and piercing green eyes. She wears well-built armor covered in St. Cuthbert symbols.

CORA “SNEAKY” LIGHTFOOT

Female halfling commoner 1; Small-size humanoid (halfling); CR ¼; HD 1d4; hp 2; Init +1; Spd 20 ft.; AC 13[14], Touch 13[14], Flatfooted 10, (+1 Size, +2 Dex [+1 Dodge]); Base Atk/Grp +0/-2; Atk -2 Melee (1d2 NL unarmed) or +2 Ranged (1d6 small light crossbow); Full Atk -2 Melee (1d2 NL unarmed) or +2 Ranged (1d6 small light crossbow); SQ Lowlight Vision 60 ft.; AL CN; SV Fort +0, Ref +2, will -1; Str 6, Dex 15, Con 10, Int 12, Wis 9, Cha 11.

Skills & Feats: Move Silently +6, Hide +6, Slight of Hand +4; Dodge.

Languages: Common.

Possessions: Small light crossbow, 10 bolts, traveler's clothing, 1gp.

A small halfling with a graceful figure, short brown hair, and dark eyes.

KORN GREAT AX

Male half-orc warrior 1; Medium-size humanoid (half-orc); CR ½; HD 1d8+4; hp 9; Init +0; Spd 20 ft.; AC 14, Touch 10, Flatfooted 14, (+4 scalemail armor); Base Atk/Grp +1/+3; Atk +3 melee (1d12+3 great axe), or +1 Ranged (1d6+2 javelin); Full Atk +3 melee (1d12+3 great axe), or +1 Ranged (1d6+2 javelin); SQ Darkvision 60 ft.; AL CN; SV Fort +3, Ref 0, Will 0; Str 15, Dex 10, Con 12, Int 6, Will 11, Cha 7.

Skills & Feats: Climb +3; Toughness.

Languages: Common.

Possessions: Great axe with Clear Sky insignia, scale mail armor, traveler's outfit, 10 gp.

A tall muscular half-orc with a great ax bearing a distinctive Clear Sky Camp insignia

MARION TALON

Male human (Flan) adept 1; Medium-size humanoid (human); CR ½; HD 1d4+3; hp 5; Init +1, Spd 30 ft.; AC 11, Touch 11, Flatfooted 10, (+1 Dex); Base Atk/Grp +0/-1; Atk -1 Melee (1d4-1 dagger) or +1 Ranged (1d4-1 dagger); Full Atk -1 Melee (1d4-1 dagger) or +1 Ranged (1d4-1 dagger); AL LN; SV Fort +0, Ref +1, Will +3; Str 8, Dex 12, Con 10, Int 11, Wis 13, Cha 9.

Skills & Feats: Concentration +4, Knowledge Arcana +4; Eschew Materials, Toughness .

Languages: Common, Flan.

Adept Spells per Day: 3/2. Base DC = 11 + spell level.

0 – *touch of fatigue, ghost sound, read magic*; 1 – *burning hands, bless*.

Possessions: Dagger x3, traveler's outfit, bedroll, sack, 5 gp.

A tall but somewhat thin young flan. He wears long brown and blue robes and carries a dagger in his left hand.

SARA LLWOYN

Female human (Suel) commoner 1; Medium-size humanoid (human); CR ¼; HD 1d4+4; hp 6; Init +0; Spd 30ft.; AC 10, Touch, 10, Flatfooted 10; Base Atk/Grp +0/+1; Atk +1 melee (2d6+1 great sword) Full Atk +1 melee (2d6+1 great sword); AL CG; SV Fort +1, Ref +0, Will -1; Str 13, Dex 10, Con 12, Int 8, Wis 9, Cha 11

Skills & Feats: Climb +3, Jump +3, Ride +2, Swim +3; Weapon Proficiency - Great Sword, Toughness.

Languages: Common.

Possessions: Peasant's outfit, great sword.

A young woman with pronounced suel features. She seems well built and strong for her size.

ENCOUNTER SIX A

LLION FREY

Male human fighter 3: Medium-size humanoid (human); CR 3; HD 3d10+3; hp 23; Init +1; Spd 25 ft.; AC 18[19], Touch 11[12], Flatfooted 17, (+1 Dex, +5 Chain Mail Armor, +2 Large Wooden Shield, [+1 Dodge]); Base Atk/Grp +3/+5; Atk +6 melee (1d8+2 long sword); Full Atk +6 Mele (1d8+2 long sword); AL LN; SV Fort +4, Ref +2, Will +0; Str 14, Dex 13, Con 12, Int 8, Wis 9, Cha 15.

Skills & Feats: Bluff +8, Climb +4, Jump +4, Ride +3; Power Attack, Weapon Focus - Long sword, Skill Focus - Bluff, Dodge, Dash.

Languages: Common.

Possessions: Chain mail armor, Gran March long sword, large wooden shield, explorer's outfit, backpack, 50 gp.

A tall, strong-looking human wearing Gran March military issue armor. His once-friendly features are now twisted with anger and hate.

PATH B

ENCOUNTER FOUR B

Celestial Dog (Summoned): Small magical beast (Augmented Animal, Extraplanar); CR 1/3; HD 1d8+2; hp 6; Init +3; Spd. 40ft.; AC 15, Touch 14, Flatfooted 12, (+1 Size, +3 Dex, +1 Natural); Base Atk/Grp +0/-3; Atk +2 Mele (1d4+1 bite); Full Atk: +2 Mele (1d4+1 bite); SA Smite Evil 1/day; SQ Darkvision 60ft. resistance to acid 5, cold 5, and electricity 5, Spell Resistance 6, Scent; AL CG; SV Fort +4, Ref +5, Will +1; STR 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

Skills & Feats: Jump +7, Listen +5, Spot +5, Survival +1*; Alertness, Track*.

*Dogs receive a +4 racial bonus to survival checks to track by scent.

A normal sized dog with golden yellow fur that seems to shimmer in the sunlight.

Celestial Riding Dog (Summoned); Medium magical beast (Augmented Animal, Extraplanar); CR 1; HD 2d8+4; hp 13; Init +2, Spd 40ft.; AC 16, Touch 12, Flatfooted 14, (+2 Dex, +4 Natural); Base Atk/Grp +1/+3; Atk:

+3 Mele (1d6+3 bite); Full Atk +3 Mele (1d6+3 bite); SA Smite Evil 1/day; SQ Darkvision 60ft. resistance to acid 5, cold 5, and electricity 5, Spell Resistance 7, Scent; AL NG; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills & Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*; Alertness, Track*.

*Dogs receive a +4 racial bonus to survival checks to track by scent.

A big riding dog with silvery fur that seems to shimmer in the sunlight.

ENCOUNTER FIVE B

GRODOUF

Male hill giant; Medium-size giant; CR 2; HD 3d8+12; hP 25; Init -1; AC 18, Touch 9, Flatfooted 18, (-1 Dex, +9 Natural); Base Atk/Grp +2/+8; Atk: +8 Mele (1d3+6 NL unarmed); Full Atk +8 Mele (1d3+6 NL unarmed); SQ Lowlight Vision; AL CG; SV Fort +4, Ref -1, Will +0; Str 22, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +6, Jump +6, Listen +2, Spot +1; Run.

Languages: Common.

Possessions: Peasant's outfit, large wooden soup bowl, wooden play doll.

You see a large, man-like figure about 7-1/2 feet tall with an oddly simian appearance. The figure has overly long arms, stooped shoulders, a low forehead and thick powerful limbs. His face and arms are covered in scars from burns and cuts.

ENCOUNTER SIX B

FIONA FAY

Female human wizard 12; Medium-size humanoid (human); CR 12; HD 12d4+12; hP 36; Init +1, Spd. 20ft.; AC 11, Touch 11, Flatfooted 10, (+1 Dex); Base Atk/Grp +6,+1/+4 Atk: +4 Mele (1d6-2 club); Full Atk +4/-1 Mele (1d6-2 club); SQ Summon Familiar; AL NG; SV Fort +5, Ref +5, Will +9; Str 6, Dex 12, Con 12, Int 20, Wis 13, Cha 10.

Skills & Feats: Concentration +16, Knowledge Arcana +20, Knowledge History +15, Knowledge Religion +15, Professionalism Solder +16, Spellcraft +8; Scribe Scroll, Spell Focus - Summoning, Augmented Summoning, Eschew Materials, Brew Potion, Extend Spell, Craft Wondrous Item

Wizards Spells per Day: 4/6/5/5/5/4/2. Base DC = 15 + spell level.

0 - light, mending, prestidigitation; 1 - unseen servant x3; 2 - None; 3 - None; 4 - None; 5 - None; 6 - None.

Possessions: Club, dirty traveler's outfit, 10 gp.

You see before you an old woman, her gray hair matted and unkempt.

APPENDIX III ENCOUNTERS — APL4

ENCOUNTER ONE

Male Goblin: Goblin warrior 1; Small-size humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 Leather Armor, +1 Light Shield); Base Atk/Grp: +1/-3; Atk +2 melee (1d6 morningstar) or +3 ranged (1d4 javelin); Full Atk +2 melee (1d6 morningstar) or +3 ranged (1d4 javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Languages: Goblin.

Possessions: Leather armor, light wooden shield, morning star, javelin x2.

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

PATH A

ENCOUNTER FOUR A

Teenager: Male human (Flan) warrior 1; Medium-size humanoid (human); CR 1/2; HD 1d8+4; hp 8; Init +1; Spd 30 ft.; AC 12, Touch 11, Flat-footed 11, (+1 Dex, +1 padded armor); Base Atk/Grp +1/+2; Atk +2 Melee (1d6+1 shortsword) or +3 Ranged (1d6 short bow); Full Atk +2 Melee (1d6+1 shortsword) or +2 Ranged (1d6 short bow); AL N; SV Fort +3, Ref +1, Will -1; Str 13, Dex 12, Con 13, Int 10, Wis 8, Cha 9.

Skills & Feats: Climb +2, Handle Animal +1, Ride +2, Spot +2, Listen +2; Weapon Focus - Short Bow, Toughness.

Languages: Common, Flan.

Possessions: Short bow, short sword, arrows x20, sack, peasant's clothing, padded armor.

A small group of tall young Flan boys leading a mob of townspeople slightly behind them.

ENCOUNTER FIVE A

ASHARA VALLTREE

Female half-elf cleric 1; Medium-size humanoid (half-elf); CR 1; HD 1d8+2; hp 10, Init +2, Spd. 20ft.; AC 18, Touch 12, Flatfooted 16, (+2 Dex, +4 Scale Mail Armor, +2 Shield, heavy steel); Base Atk/Grp +0/+1; Atk +1 Melee (1d6+1 Light Mace), or +2 Ranged (1d4+1 Dagger); Full Atk: +1 Melee (1d6+1 Light Mace), or +2 Ranged (1d4+1 Dagger); AL LN; SV Fort +1, Ref +2, Will +4; Str 13, Dex

14, Con 8, Int 10, Wis 15, Cha 12.

Skills & Feats: Concentration +6, Knowledge Religion +4; Toughness.

Languages: Common, Elf.

Possessions: Scale mail armor, heavy steel shield, light mace, St. Cuthbert holy symbol, cleric vestments, sack, water skin, 20 gp.

Cleric Spells per Day: 3/2+1. Base DC = 12 + spell level. Domains: Destruction, Law.

0 – *guidance, detect magic, resistance*; 1 – *cure light wounds x2, protection from chaos*.

A tall, thin, attractive half-elf, she has long brown hair and piercing green eyes. She wears well-built armor covered in St. Cuthbert symbols.

CORA “SNEAKY” LIGHTFOOT

Female halfling rogue 1; Small-size humanoid (halfling); CR 1; HD 1d6; hp 6; Init +3; AC 16 [17], Touch 14 [15], Flatfooted 13, (+1 Size, +3 Dex, +2 Leather Armor, [+1 Doge]); Base Atk/Grp +0/-1; Atk +0 Melee (1d4 Small Short Sword) or +3 Ranged (1d6 Small Light Crossbow); Full Atk +0 Melee (1d4 Small Short Sword) or +3 Ranged (1d6 Small Light Crossbow); SA Sneak Attack; AL CN; SV Fort +0, Ref +5, Will -1; Str 10, Dex 17, Con 10, Int 14, Wis 8, Cha 13.

Skills & Feats: Move Silently +9, Hide +9, Spot +3, Listen +3, Search +6, Disable Device +6, Open Lock +7, Climb +4, Use magic Device +6, Sleight of hand +7; Dodge.

Languages: Common, Flan, Elf.

Possessions: Leather armor, small light crossbow, small short sword, thieves tools, sack, bedroll, traveler's clothes, 10 gp.

A small halfling with a graceful figure, short brown hair, and dark eyes.

KORN GREAT AX

Male half-orc barbarian 1; Medium-size humanoid (half-orc); CR 1; HD 1d12+2, hp 14(18R); Init: +1, Spd 40ft.; AC 15, Touch 12, Flatfooted 13, (+2 Dex, +3 Studded Leather Armor); Base Atk/Grp +1/+4(+6R); Atk +4(+6R) Melee (1d12+4(+8R) Great Axe) or +1 Ranged (1d6+3(+5R) Javelin); Full Atk +4(+6R) Melee (1d12+4(+8R) Great Axe) or +1 Ranged (1d6+3(+5R) Javelin); SQ: Rage 1/day, Fast Movement, Darkvision 60 ft.; AL CN; SV Fort +3, Ref +1, Will +1; Str 17, Dex 12, Con 14, Int 6, Wis 13, Cha 6.

Skills & Feats: Climb +7, Survival +4; Power Attack.

Languages: Common.

Possessions: Studded leather armor, great axe with Clear Sky insignia, traveler's outfit, 10 gp.

A tall muscular half-orc with a great ax bearing a distinctive Clear Sky Camp insignia

MARION TALON

Male human (Flan) wizard 1; Medium-size humanoid (human); CR 1; HD 1d4+4, hp 8; Init +2; Spd 30ft.; AC 12, Touch 12, Flatfooted 10, (+2 Dex); Base Atk/Grp +0/-1; Atk -1 Melee (1d4-1 Dagger); or +2 Ranged (1d8 Light Crossbow); Full Atk -1 Melee (1d4-1 Dagger); or +2 Ranged (1d8 Light Crossbow); SQ Summon Familiar; AL LN; SV Fort +1, Ref +2, Will +2; Str 8,

Dex 14, Con 13, Int 15, Wis 12, Cha 10.

Skills & Feats: Spellcraft +6, Concentration +5, Knowledge Arcana +6, Decipher Script +6, Spot +3; Toughness, Eschew Materials.

Languages: Common, Flan, Elf.

Possessions: Spell book, traveler's clothes, bedroll, sack, dagger, light cross bow, 10 bolts, 12 gp.

Wizard Spells per Day: 3/2. Base DC = 12 + spell level.

0 – *touch of fatigue*, daze, acid splash; 1 – *burning hands*, *shocking grasp*.

A tall but somewhat thin young flan. He wears long brown and blue robes and carries a dagger in his left hand.

SARA LLWOYN

Female human (Suel) fighter1; Medium-size humanoid (human); CR 1; HD 1d10+4; hp 14; Init +2; Spd 20ft.; AC 16, Touch 12, Flatfooted 14 (+2 Dex, +4 Scale Mail); Base Atk/Grp +1/+3; Atk +4 Melee (2d6+3), or +4 Ranged (1d6 Short Bow); Full Atk +4 Melee (2d6+3), or +4 Ranged (1d6 Short Bow); AL CG; SV Fort +2, Ref +2, Will 0; Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 8.

Skills & Feats: Climb +2, Jump +2, Ride +6, Spot +2; Weapon Focus Great Sword, Weapon Focus Short Bow, Toughness

Languages: Common.

Possessions: Great sword, scale mail armor, short bow, 20 arrows, explorer's outfit, backpack, bedroll, winter blanket, 30 gp.

A young woman with pronounced suel features. She seems well built and strong for her size.

ENCOUNTER SIX A

LLION FREY

Male human fighter 6: Medium-size humanoid (human); CR 6; HD 6d10+6; hp 46; Init +2, Spd 35ft.; AC 21[22], Touch 12 [13], Flatfooted 18, (+2 Dex, +6 *Mithral Chain Mail Armor* (+1) *Magical*, +2 *Heavy Steel Shield* [+1 *Dodge*]); Base Atk/Grp +6,+1/+8; Atk +10 Melee (1d8+4+1d6 *Electricity*); Full Atk +10/+5 Melee (1d8+4+1d6 *Electricity*); AL LN; SV Fort +6, Ref +4, Will +1; Str 15, Dex 14, Con 12, Int 10, Wis 8, Cha 14.

Skills & Feats: Bluff +9, Intimidate +6, Ride +11, Spot +1; Skill Focus Bluff, Weapon Focus Long Sword, Dash, Power Attack, Dodge, Mobility, Spring Attack, Weapon Specialization - Longsword.

Languages: Common.

Possessions: +1 *shock long sword* (Gran March Frey Family Insignia), +1 mithral chain mail armor (Gran March Military Insignia), heavy steel shield, Gran March military outfit, Frey Family insignia ring, 100 gp.

A tall, strong-looking human wearing Gran March military issue armor. His once-friendly features are now twisted with anger and hate.

PATH B

ENCOUNTER FOUR B

Celestial Black Bear (Summoned): Medium-size magical beast (Augmented Animal, Extraplanar); CR 2; HD 3d8+6; hp 19; Init +1; Spd 40ft.; AC 13, Touch 11, Flatfooted 12, (+1 Dex, +2 Natural); Base Atk/Grp +2/+6; Atk +6 Melee (+1d4+4 *Claw*); Full Atk 2 *claws* +6 Melee (1d6+4 *claw*); SA *Smite Evil*; SQ *Darkvision* 60 ft., *Resistance to acid* 5, *cold* 5, and *electricity* 5, *Spell Resistance* 8; AL LG; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 3, Wis 12, Cha 6.

Skills & Feats: Climb +4, Listen +4, Spot +4, Swim +8; *Endurance*, *Run*.

A bear with golden yellow fur that seems to shimmer in the sunlight.

Celestial Eagle (Summoned): Small-size magical beast (Augmented Animal, Extraplanar); CR ½; HD 1d8+1; hp 5; Init +2; Spd 10ft.; fly 80 ft. (average); AC 14, Touch 13, Flatfooted 12, (+1 *Size*, +2 *Dex*, +1 *Natural*); Base Atk/Grp +0/-4; Atk +3 Melee (1d4 *Talons*); Full Atk 2 *Talons* +3 Melee (1d4 *Talons*); SA *Smite Evil*, SQ *Darkvision* 60 ft., *resistance to acid* 5, *cold* 5, and *electricity* 5, *Spell Resistance* 6; AL CG; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 3; Wis 14, Cha 6.

Skills & Feats: Listen +2, Spot +14; *Weapon Finesse*.

A small eagle with copper colored feathers that seems to shimmer in the sunlight.

Celestial Riding Dog (Summoned): Medium-size magical beast (Augmented Animal, Extraplanar); CR 1; HD 2d8+4; hp 13; Init +2, Spd 40ft.; AC 16, Touch 12, Flatfooted 14, (+2 *Dex*, +4 *Natural*); Base Atk/Grp +1/+3; Atk: +3 Melee (1d6+3 *bite*); Full Atk +3 Melee (1d6+3 *bite*); SA *Smite Evil* 1/day; SQ *Darkvision* 60ft. *resistance to acid* 5, *cold* 5, and *electricity* 5, *Spell Resistance* 7, *Scent*; AL NG; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills & Feats: Jump +8, Listen +5, Spot +5, Swim +3, *Survival* +1*; *Alertness*, *Track**

*Dogs receive a +4 racial bonus to survival checks to track by scent.

A big riding dog with silvery fur that seems to shimmer in the sunlight.

ENCOUNTER FIVE B

GRODOUF

Male hill giant; Medium-size giant; CR 4; HD 6d8+24; hp 51; Init -1; Spd 45 ft.; AC 18, Touch 9, Flatfooted 18, (-1 *Dex*, +9 *Natural*); Base Atk/Grp +4/+10; Atk +10 Melee (1d3+6 *NL Slam*); Full Atk +10 Melee (1d3+6 *NL Slam*); SQ *Lowlight Vision*; SV Fort +8, Ref 0, Will 0; Str 22, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +6, Jump +6, Listen +3, Spot +3; *Dash*, *Run*

Languages: Common

Possessions: Peasant's outfit, large wooden soup bowl, wooden play doll

You see a large, man-like figure about 7-1/2 feet tall with an oddly simian

appearance. The figure has overly long arms, stooped shoulders, a low forehead and thick powerful limbs. His face and arms are covered in scars from burns and cuts.

ENCOUNTER SIX B

FIONA FAY

Female human wizard 12: Medium-size humanoid (human); CR 12; HD 12d4+12; hp 36; Init +1, Spd. 20ft.; AC 11, Touch 11, Flatfooted 10, (+1 Dex); Base Atk/Grp +6,+1/+4 Atk: +4 Melee (1d6-2 club); Full Atk +4/-1 Melee (1d6-

2 club); SQ Summon Familiar; AL NG; SV Fort +5, Ref +5, Will +9; Str 6, Dex 12, Con 12, Int 20, Wis 13, Cha 10.

Skills & Feats: Concentration +16, Knowledge Arcana +20, Knowledge History +15, Knowledge Religion +15, Professionalism Solder +16, Spellcraft +8; Scribe Scroll, Spell Focus - Summoning, Augmented Summoning, Eschew Materials, Brew Potion, Extend Spell, Craft Wondrous Item.

Wizards Spells per Day: 4/6/5/5/5/4/2. Base DC = 15 + spell level.

0 – *acid splash, dancing lights, prestidigitation*; 1 – *shield, ray of enfeeblement, unseen servant* x3; 2 – None; 3 – None; 4 – None; 5 – None; 6 – None.

Possessions: Club, dirty traveler's outfit, 20 gp.

You see before you an old woman, her gray hair matted and unkempt.



APPENDIX IV ENCOUNTERS — APL 6

ENCOUNTER ONE

Male Goblin: Goblin warrior 1; Small-size humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 Leather Armor, +1 Light Shield); Base Atk/Grp: +1/-3; Atk +2 melee (1d6 morningstar) or +3 ranged (1d4 javelin); Full Atk +2 melee (1d6 morningstar) or +3 ranged (1d4 javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Languages: Goblin.

Possessions: Leather armor, light wooden shield, morning star, javelin x2.

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

Male Goblin: Goblin fighter 2; Small-size humanoid (goblinoid); CR 1; HD 2d10+2; hp 12; Init +3, Spd 30 ft.; AC 18, Touch 14, Flatfooted 14, (+1 Size, +3 Dex, +4 Chain Shirt Armor); Base Atk/Grp +2/-2; Atk +2 melee (1d8 small Bastard Sword); or +5 Ranged (1d6 Small Long Bow); Full Atk +2 melee (1d8 small Bastard Sword); or +5 Ranged (1d6 Small Long Bow); SQ Darkvision 60 ft.; AL CE; Fort +4, Ref +3, Will –1; Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 6.

Skills & Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness Point Blank Shot, Precise Shot.

Languages: Goblin.

Possessions: Chain shirt armor, small long bow, small bastard sword, 20 arrows, 5gp.

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

Goblin Adept: Male goblin adept 3; Small-size humanoid (goblinoid); CR 1; HD 3d6+9; hp 18; Init +1; Spd 30 ft.; AC 13, Touch 11, Flatfooted 12, (+1 Size; +1 Dex, +2 Leather Armor); Base Atk/Grp +1/-5; Atk –1 Melee (1d6-2 club); or +2 Ranged (1d6 Small Light Crossbow); Full Atk –1 Melee (1d6-2 Club); or +2 Ranged (1d6 Small Light Crossbow); SQ Darkvision 60ft., Summon Familiar; AL LE; SV Fort +2, Ref +2, Will +4; Str 6, Dex 13, Con 12, Int 10, Wis 13, Cha 7.

Skills & Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness, Toughness.

Languages: Goblin, Orc, Giant, Common.

Possessions: Leather armor, club, small light crossbow, 10 small bolts, wooden holy symbol of Maglubiyet.

Adept Spells per Day: 3/3. Base DC = 11 + spell level.

0 – *guidance, touch of fatigue* x2; 1 – *bless, burning hands, command*.

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It has a headdress of feathers and bones along with similar items attached to its armor. The visible portions of its flesh are covered with various crude tattoos.

PATH A

ENCOUNTER FOUR A

Teenager: Male human (Flan) warrior 1; Medium-size humanoid (human); CR 1/2; HD 1d8+4; hp 8; Init +1; Spd 30 ft.; AC 12, Touch 11, Flat-footed 11, (+1 Dex, +1 padded armor); Base Atk/Grp +1/+2; Atk +2 Melee (1d6+1 shortsword) or +3 Ranged (1d6 short bow); Full Atk +2 Melee (1d6+1 shortsword) or +2 Ranged (1d6 short bow); AL N; SV Fort +3, Ref +1, Will –1; Str 13, Dex 12, Con 13, Int 10, Wis 8, Cha 9.

Skills & Feats: Climb +2, Handle Animal +1, Ride +2, Spot +2, Listen +2; Weapon Focus - Short Bow, Toughness.

Languages: Common, Flan.

Possessions: Short bow, short sword, arrows x20, sack, peasant's clothing, padded armor.

A small group of tall young Flan boys leading a mob of townspeople slightly behind them.

Young Soldier: Male human (Flan) fighter 2; Medium-size humanoid (human); CR 2; HD 1d10+2; hp 14; Init +1, Spd 30ft.; AC 17, Touch 11, Flatfooted 16, (+1 Dex, +4 Chain Shirt Armor, +2 Heavy Wooden Shield); Base Atk/Grp +2/+4; Atk +5 Melee (1d8+2 Long Sword); or +3 Ranged (1d8 Long Bow); Full Atk +5 Melee (1d8+2 Long Sword); or +3 Ranged (1d8 Long Bow); AL LN; SV Fort +4, Ref +1, Will -1; Str 15, Dex 12, Con 13, Int 10, Wis 8, Cha 10.

Skills & Feats: Climb +4, Handle Animal +2, Ride +3, Spot +2, Listen +2; Weapon Focus Long Sword, Power Attack, Point Blank Shot.

Languages: Common, Flan.

Possessions: Long sword, long bow, chain shirt armor, heavy wooden shield, arrows x20, sack, military outfit.

Description: A small group of tall young flan solders leading a mob of townspeople slightly behind them.

ENCOUNTER FIVE A

ASHARA VALLTREE

Female half-elf cleric 2; Medium-size humanoid (half-elf); CR 2; HD 2d8+1; hp 14; Init +2, Spd 20ft.; AC 19, Touch 12, Flatfooted 17, (+2 Dex, +5 Chain Mail, +2 Heavy Steel Shield); Bast Atk/Grp +1/+2; Atk +2 Melee (1d8+1 Heavy Mace), or +3 Ranged (1d6+1 Mighty Short Bow); Full Atk +2 Melee (1d8+1 Heavy Mace), or +3 Ranged (1d6+1 Mighty Short Bow); SA Turn Undead, Smite Attack 1/day; AL LN; SV Fort +2, Ref +2, Will +5; Str 13, Dex 14, Con 8, Int 10, Wis 15, Cha 12.

Skills & Feats: Concentration +7, Knowledge Religion +4; Toughness.

Languages: Common, Elf.

Possessions: Chain mail armor, heavy steel shield, heavy mace, mighty short bow (+1 Str), arrows x20, St. Cuthbert holy symbol, cleric vestments, sack, water skin, 20 gp.

Cleric Spells per Day: 4/3+1. Base DC = 12 + spell level. Domains: Destruction (Smite Attack (+4 attack, +2 damage 1/day), Law (Law spells cast at +1 caster level).

0 — *guidance, detect magic, resistance, cure minor wounds*; 1 — *bles, cure light wounds* x2, *protection from chaos*

A tall, thin, attractive half-elf. She has long brown hair and piercing green eyes. She wears well-built armor covered in St. Cuthbert symbols.

CORA "SNEAKY" LIGHTFOOT

Female halfling rogue 1; Small-size humanoid (halfling); CR 1; HD 1d6; hp 6; Init +3; AC 16 [17], Touch 14 [15], Flatfooted 13, (+1 Size, +3 Dex, +2 Leather Armor, [+1 Doge]); Base Atk/Grp +0/-1; Atk +0 Melee (1d4 Small Short Sword) or +3 Ranged (1d6 Small Light Crossbow); Full Atk +0 Melee (1d4 Small Short Sword) or +3 Ranged (1d6 Small Light Crossbow); SA Sneak Attack; AL CN; SV Fort +0, Ref +5, Will -1; Str 10, Dex 17, Con 10, Int 14, Wis

8, Cha 13.

Skills & Feats: Move Silently +9, Hide +9, Spot +3, Listen +3, Search +6, Disable Device +6, Open Lock +7, Climb +4, Use magic Device +6, Sleight of hand +7; Dodge.

Languages: Common, Flan, Elf.

Possessions: Leather armor, small light crossbow, small short sword, thieves tools, sack, bedroll, traveler's clothes, 10 gp.

A small halfling with a graceful figure, short brown hair, and dark eyes.

KORN GREAT AX

Male half-orc barbarian 1; Medium-size humanoid (half-orc); CR 1; HD 1d12+2, hp 14(18R); Init: +1, Spd 40ft.; AC 15, Touch 12, Flatfooted 13, (+2 Dex, +3 Studded Leather Armor); Base Atk/Grp +1/+4(+6R); Atk +4(+6R) Melee (1d12+4(+8R) Great Axe) or +1 Ranged (1d6+3(+5R) Javelin); Full Atk +4(+6R) Melee (1d12+4(+8R) Great Axe) or +1 Ranged (1d6+3(+5R) Javelin); SQ: Rage 1/day, Fast Movement, Darkvision 60 ft.; AL CN; SV Fort +3, Ref +1, Will +1; Str 17, Dex 12, Con 14, Int 6, Wis 13, Cha 6.

Skills & Feats: Climb +7, Survival +4; Power Attack.

Languages: Common.

Possessions: Studded leather armor, great axe with Clear Sky insignia, traveler's outfit, 10 gp.

A tall muscular half-orc with a great ax bearing a distinctive Clear Sky Camp insignia.

MARION TALON

Male human (Flan) wizard 2; Medium-size humanoid (human); CR 2; HD 2d4+5; hp 11; Init +2, Spd 30 ft.; AC 12, Touch 12, Flatfooted 10, (+2 Dex); Base Atk/Grp +0/-1; Atk -1 Melee (1d4-1 Dagger), or +2 Ranged (1d8 Light Crossbow); Full Atk -1 Melee (1d4-1 Dagger), or +2 Ranged (1d8 Light Crossbow); SQ Summon Familiar; AL LN; SV Fort +1, Ref +2, Will +3; Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10.

Skills & Feats: Spellcraft +7, Concentration +6, Knowledge Arcana +7, Decipher Script +7, Spot +4; Toughness, Eschew Materials.

Languages: Common, Flan, Elf.

Possessions: Spell book, traveler's clothes, bedroll, sack, dagger, light crossbow, 10 bolts, 22 gp.

Wizard Spells per Day: 4/3. Base DC = 12 + spell level.

0 — *touch of fatigue, daze, acid splash, ray of frost*; 1 — *burning hands, shocking grasp, magic missile.*

A tall but somewhat thin young flan. He wears long brown and blue robes and carries a dagger in his left hand.

SARA LLWOYN

Female human (Suel) fighter 2; Medium-size humanoid (human); CR 2; HP 2d10+5; hp 21; Init +2, Spd 20ft.; AC 17, Touch 12, Flatfooted 15, (+2 Dex, +5 Chain Mail Armor); Base Atk/Grp +2/+4; Atk +6 Melee (2d6+4 *great sword* +1); or +4 Ranged (1d6 Short Bow); Full Atk +6 Melee (2d6+4 *great sword* +1); or +4 Ranged (1d6 Short Bow); AL CG; SV Fort +3, Ref +2, Will 0; Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 8.

Skills & Feats: Climb +3, Jump +3, Ride +7, Spot +3; Weapon Focus - Great Sword, Weapon Focus - Short Bow, Toughness, Point Blank Shot

Languages: Common.

Possessions: *great sword* +1, chain mail armor, short bow, 20 arrows, explorer's outfit, backpack, bedroll, winter blanket, 60 gp.

A young woman with pronounced suel features. She seems well built and strong for her size.

ENCOUNTER SIX A

LLION FREY

Male human fighter 8: Medium-size humanoid (human); CR 8; HD 8d10+8; hp 60; Init +6, Spd 35ft.; AC 23[24], Touch 12 [13], Flatfooted 20, (+2 Dex, +6 Mithral Chain Mail Armor (+1) Magical, +4 Heavy Steel Shield (+2), [+1 Dodge]); Base Atk/Grp +8,+3/+11; Atk +13 Melee (1d8+8+1d6 Electricity); Full Atk +13/+8 Melee (1d8+8+1d6 Electricity); AL LN; SV Fort +7, Ref +4, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 8, Cha 14.

Skills & Feats: Bluff +10, Intimidate +8, Ride +13, Spot +3; Skill Focus - Bluff, Weapon Focus - Longsword, Dash, Power Attack, Dodge, Mobility, Spring Attack, Weapon Specialization - Longsword, Improved Initiative.

Languages: Common.

Possessions: +1 *shock long sword* (Gran March Frey Family Insignia), +1 mithral chain mail armor (Gran March Military Insignia), *heavy steel shield* +2, Gran March military outfit, Frey Family insignia ring, 200 gp.

A tall, strong-looking human wearing Gran March military issue armor. His once-friendly features are now twisted with anger and hate.

PATH B

ENCOUNTER FOUR B

Celestial Lion (Summoned): Large-size magical beast (Augmented Animal, Extraplanar); CR 4; HD 5d8+10; hp 32; Init +3, Spd 40ft.; AC 15, Touch 12, Flatfooted 12, (-1 Size, +3 Dex, +3 Natural); Base Atk/Grp +3/+12; Atk +7 Melee (1d4+5 Claw); Full Atk 2 Claws +7 Melee (1d4+5 Claw), and +2 Melee (1d8+2 Bite); SA: Improved Grab, pounce, Rake 1d4+2, smite evil; SQ: Damage Reduction 5/magic, darkvision 60ft.; resistance to acid 5, cold 5, and electricity 5, spell resistance 10; AL CG; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

Skills & Feats: Balance +7, Hide +3, Listen +5, Move Silently +11, Spot +5; Alertness, Run

A large lion with silvery fur that seems to shimmer in the sunlight.

Celestial Black Bear (Summoned): Medium-size magical beast (Augmented Animal, Extraplanar); CR 2; HD 3d8+6; hp19; Init +1; Spd 40ft.; AC 13, Touch 11, Flatfooted 12, (+1 Dex, +2 Natural); Base Atk/Grp +2/+6; Atk +6 Melee (+1d4+4 Claw); Full Atk 2 claws +6 Melee (1d6+4 Claw); SA Smite Evil; SQ

Darkvision 60 ft., Resistance to acid 5, cold 5, and electricity 5, Spell Resistance 8; AL LG; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 3, Wis 12, Cha 6.

Skills & Feats: Climb +4, Listen +4, Spot +4, Swim +8; Endurance, Run

A bear with golden yellow fur that seems to shimmer in the sunlight.

Celestial Riding Dog (Summoned): Medium-size magical beast (Augmented Animal, Extraplanar); CR 1; HD 2d8+4; hp 13; Init +2, Spd 40ft.; AC 16, Touch 12, Flatfooted 14, (+2 Dex, +4 Natural); Base Atk/Grp +1/+3; Atk: +3 Melee (1d6+3 bite); Full Atk +3 Melee (1d6+3 bite); SA Smite Evil 1/day; SQ Darkvision 60ft. resistance to acid 5, cold 5, and electricity 5, Spell Resistance 7, Scent; AL NG; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills & Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*; Alertness, Track*

*Dogs receive a +4 racial bonus to survival checks to track by scent.

A big riding dog with silvery fur that seems to shimmer in the sunlight.

ENCOUNTER FIVE B

GRODOUF

Male hill giant: Medium-size giant; CR 7; HD 12d8+48; hp 102; Init -1, Spd 45ft.; AC 22, Touch 9, Flatfooted 22, (-1 Dex, +9 Natural, +4 Mage Armor); Base Atk/Grp +9/+19; Atk +15 Melee (1d10+10 Great club), or +16 Melee (1d4+7 Slam), or +8 Ranged (1d6+7 Rock); Full Atk +15/+10 Melee (1d10+10 Great Club), or 2 Slams +16 (1d4+7 slam) or +8 Ranged (1d6+7 rock); SA Throw Rock; SQ Lowlight Vision, Rock Catching; AL CG; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Dash, Power Attack, Run, Weapon Focus (Slam).

Languages: Common.

Possessions: Great club, rock x3, sack, peasant's outfit, large wooden soup bowl, wooden play doll.

You see a large man-like figure about 7-1/2 feet tall with an oddly simian appearance. The figure has overly long arms, stooped shoulders, a low forehead, and thick powerful limbs. His face and arms are covered in scars from burns and cuts.

ENCOUNTER SIX B

FIONA FAY

Female human wizard 12: Medium-size humanoid (human); CR 12; HD 12d4+12; hP 36; Init +1, Spd. 20ft.; AC 11, Touch 11, Flatfooted 10, (+1 Dex); Base Atk/Grp +6,+1/+4 Atk: +4 Melee (1d6-2 club); Full Atk +4/-1 Melee (1d6-2 club); SQ Summon Familiar; AL NG; SV Fort +5, Ref +5, Will +9; Str 6, Dex 12, Con 12, Int 20, Wis 13, Cha 10.

Skills & Feats: Concentration +16, Knowledge Arcana +20, Knowledge History +15, Knowledge Religion +15, Professionalism Solder +16, Spellcraft +8; Scribe

Scroll, Spell Focus - Summoning, Augmented Summoning, Eschew Materials, Brew Potion, Extend Spell, Craft Wondrous Item.
Wizards Spells per Day: 4/6/5/5/4/2. Base DC = 15 + spell level.
0 - *acid splash, dancing lights, prestidigitation*; 1 - *shield, burning hands, magic*

missile; 2 - *flaming sphere*; 3 - None; 4 - None; 5 - None; 6 - None.

Possessions: Club, dirty traveler's outfit, 20 gp.

You see before you an old woman, her gray hair matted and unkempt.

APPENDIX V ENCOUNTERS — APL 8

ENCOUNTER ONE

Male Goblin: Goblin warrior 1; Small-size humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 Leather Armor, +1 Light Shield); Base Atk/Grp: +1/-3; Atk +2 melee (1d6 morningstar) or +3 ranged (1d4 javelin); Full Atk +2 melee (1d6 morningstar) or +3 ranged (1d4 javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Languages: Goblin.

Possessions: Leather armor, light wooden shield, morning star, javelin x2.

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

Male Goblin: Goblin warrior 4; Small-size humanoid (goblinoid); CR 2; HD 4d8+4; hp 20; Init +2; AC 18, Touch 14, Flatfooted 14, (+1 Size, +3 Dex, +4 Chain Shirt Armor); Base Atk/Grp +4/+1; Atk +4 melee (1d8 small Bastard Sword); or +7 Ranged (1d6 Small Long Bow); Full Atk +4 melee (1d8 small Bastard Sword); or +7 Ranged (1d6 Small Long Bow); SQ Darkvision 60 ft.; AL CE; Fort +5, Ref +4, Will 0; Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 6.

Skills & Feats: Hide +7, Listen +4, Move Silently +7, Ride +6, Spot +4; Alertness Point Blank Shot, Precise Shot.

Languages: Goblin.

Possessions: Chain shirt armor, small long bow, small bastard sword, 20 arrows, 5gp.

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

Mounted Goblin: Male goblin warrior 4; Small-sized humanoid (goblinoid); CR 2; HD 4d8+4; hp 20; Init 0; AC 19, Touch 11, Flatfooted 19, (+1 Size, +6 Splint Mail Armor, +2 Heavy Wooden Shield); Base Atk/Grp +4/+3; Atk +7 Melee (1d6+3 small Lance +1); Full Atk +6 Melee (1d6+2 Small Lance +1); SQ Darkvision 60ft.; AL CE; Fort +5, Ref +1, Will 0; Str 14, Dex 10, Con 12, Int 10,

Wis 9, Cha 6.

Skills & Feats: Hide +7, Listen +2, Move Silently +7, Ride +4, Spot +2; Mounted Combat, Ride By Attack.

Languages: Goblin.

Possessions: Splint mail armor, heavy wooden shield, small lance +1, 60gp.

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It rides atop a dark-colored wolf with a malevolent intelligence in its face and eyes.

Goblin Adept: Male goblin adept 4; Small-size humanoid (goblinoid); CR 2; HD 4d6+10; hp 22; Init +1; Spd 30 ft.; AC 14, Touch 11, Flatfooted 13, (+1 Size; +1 Dex, +3 Leather Armor +1); Base Atk/Grp +2/-4; Atk 0 Melee (1d6-2 Club); or +3 Ranged (1d6 Small Light Crossbow); Full Atk 0 Melee (1d6-2 club); or +3 Ranged (1d6 Small Light Crossbow); SQ Darkvision 60ft., Summon Familiar; AL LE; SV Fort +2, Ref +2, Will +6; Str 6, Dex 13, Con 12, Int 10, Wis 14, Cha 7.

Skills & Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness, Toughness

Languages: Goblin, Orc, Giant, Common,

Possessions: Leather armor, club, small light crossbow, 10 small bolts, wodden holy symbol of Maglubiyet.

Adept Spells per Day: 3/3/1. Base DC = 12 + spell level.

0 — *guidance, touch of fatigue* x2; 1 — *bless, burning hands, command*; 2 — *scorching ray*

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It has a headdress of feathers and bones along with similar items attached to its armor. The visible portions of its flesh are covered with various crude tattoos.

Male Worg: Medium-size magical beast; CR 2; HD 4d10+8; hp 30; Init +2; Spd 50ft.; AC 14, Touch 12, Flatfooted 12, (+2 Dex, +2 Natural); Base Atk/Grp +4/+7; Atk +7 Melee (1d6+4 Bite); Full Atk +7 Melee (1d6+4 Bite); SA Trip; SQ Darkvision 60ft.; Low Light Vision, Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills & Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

*+4 Racial Bonus to track by scent.

Languages: Common, Goblin, Worg.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent

(+3 check modifier) as a Free Action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

This beast looks like a dark-colored wolf with a malevolent intelligence in its face and eyes.

Female Worg (Mount): Medium-size magical beast; CR 2; HD 4d10+8; hp 30; Init +2; Spd 40ft.; AC 18, Touch 12, Flatfooted 16, (+2 Dex, +1 Natural, +4 Scale Mail Barding); Base Atk/Grp +4/+7; Atk +7 Melee (1d6+4 Bite); Full Atk +7 Melee (1d6+4 Bite); SA Trip; SQ Darkvision 60ft.; Low Light Vision, Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills & Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track; *+4 Racial Bonus to track by scent.

Languages: Common, Goblin, Worg.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a Free Action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

This beast looks like a dark-colored wolf with a malevolent intelligence in its face and eyes. On its back sits a little humanoid with a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. Its arms hang down almost to its knees.

PATH A

ENCOUNTER FOUR A

Angry Mob: Medium-size humanoid (Colossal Swarm); CR 8, HD 24d4+54; hp 126; Init -1, Spd 20ft.; AC 10, Touch 10, Flatfooted 10; Base Atk/Grp +0/-; Atk Swarm (2d8); Full Atk Swarm (2d8); SA Wounding; SQ Swarm Traits; AL NN; SV Fort +10, Ref +10, Will +7; Str 8, Dex 10, Con 14, Int 8, Wis 8, Cha 8.

Skills & Feats: Spot +10; Toughness, Toughness.

Wounding (Ex): Any living creature damaged by an angry mob's swarm attack continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or application of a cure spell or some other healing magic.

A large crowd of angry, unruly townsfolk carrying torches, bows, rocks, sticks, pitchforks and other common items.

ENCOUNTER FIVE A

ASHARA VALLTREE

Female half-elf cleric 4: Medium-size humanoid (half-elf); CR 4; HD 4d8-1; hp 22; Init +2, Spd 20ft.; AC 23, Touch 12, Flatfooted 121, (+2 Dex, +8 *Mithral Half-plate Armor* +1, +3 *Heavy Steel Shield* +1); Base Atk/Grp +3/+4; Atk +6 Melee (1d8+2 *Heavy Mace* +1), or +5 Ranged (1d6+2 *Mighty Short Bow* (Str+1) +1); Full Atk +6 Melee (1d8+2 *Heavy Mace* +1), or +5 Ranged (1d6+2 *Mighty*

Short Bow (Str +1) +1); AL LN; SV Fort +3, Ref +3, Will +7; Str 13, Dex 14, Con 8, Int 10, Wis 16, Cha 12.

Skills & Feats: Concentration +9, Knowledge Religion +6; Toughness, Weapon Focus Heavy Mace.

Languages: Common, Elf.

Possessions: *mithral half-plate armor* +1, *heavy steel shield* +1, *heavy mace* +1, *mighty short bow* +1 (+1 Str), Arrows x20, St. Cuthbert holy symbol, cleric vestments, sack, water skin, 50 gp.

Cleric Spells per Day: 5/4+1/3+1/2+1. Base DC = 13 + spell level. Domains: Destruction (Smite Attack (+4 attack, +2 damage 1/day), Law (Law spells cast at +1 caster level).

0 — *guidance*, *detect magic* x2, *resistance*, *cure minor wounds*; 1 — *bles*, *command*, *cure light wounds* x2, *protection from chaos*, *remove fear*; 2 — *align weapon* (law), *cure moderate wounds*, *status*, *shatter*; 3 — *daylight*, *cure serious wounds*, *magic circle* (law).

A tall, thin, attractive half-elf. She has long brown hair and piercing green eyes. She wears well-built armor covered in St. Cuthbert symbols.

CORA "SNEAKY" LIGHTFOOT

Female halfling rogue 4; Small-size humanoid (halfling); CR 4; HD 4d6; hp 18; Init +4; AC 20 [21], Touch 15 [16], Flatfooted 16, (+1 Size, +4 Dex, +5 Studded Leather Armor +1, [+1 Dodge]); Base Atk/Grp +3/+2; Atk +8 Melee (1d4 Small Master Work Rapier) or +7 Ranged (1d6 Small Masterwork Light Crossbow); +0 Melee (1d4 Small Short Sword) or +3 Ranged (1d6 Small Light Crossbow); SA Sneak Attack; SQ: Evasion, Trap Sense, Uncanny Dodge; AL CN; SV Fort +1, Ref +8, Will 0; Str 10, Dex 18, Con 10, Int 14, Wis 8, Cha 13.

Skills & Feats: Move Silently +13, Hide +13, Spot +6, Listen +6, Search +9, Disable Device +9, Open Lock +11, Climb +7, Use magic Device +9, Sleight of hand +11; Dodge, Weapon Finesse.

Languages: Common, Flan, Elf.

Possessions: Leather armor, small light crossbow, small short sword, thieves tools, Sack, bedroll, traveler's clothes, 10 gp.

Sneak Attack (Ex): +2d6 damage if target is flanked or denied their Dex bonus.

A small halfling with a graceful figure, short brown hair, and dark eyes.

KORN GREAT AX

Male half-orc barbarian 4: Medium-size humanoid (half-orc); CR 4; HD 4d12+8, hp 41; Init +1, Spd 30ft.; AC 16, Touch 11, Flatfooted 15, (+1 Dex, +5 Chain Mail Armor); Base Atk/Grp +4/+8(+10R); Atk +10(+12R) Melee (1d12+1 [+12R] *Great Axe* +2) or +1 Ranged (1d6+4 [+6R] Javelin); Full Atk +10(+12R) Melee (1d12+10 [+12R] *Great Axe* +2) or +1 Ranged (1d6+4 [+6R] Javelin); SQ: Rage 2/day, Fast Movement, Darkvision 60 ft., Uncanny Dodge, Trapsense +1; AL CN; SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int 6, Wis 13, Cha 6.

Skills & Feats: Climb +11, Survival +7; Power Attack, Cleave.

Languages: Common.

Possession: Chain mail armor, *great axe* +2 with Clear Sky insignia, traveler's outfit, 50 gp.

A tall, muscular half-orc with a great ax bearing a distinctive Clear Sky Camp insignia.

MARLON TALON

Male human wizard 4: Medium-size humanoid (human); CR 4; HD 4d4+7; hp 20; Init +2, Spd 30 ft.; AC 14, Touch 12, Flatfooted 12, (+2 Dex, +1 *Amulet of Natural Armor*, +1 *Bracers of Defense*); Base Atk/Grp +2/+1; Atk +1 Melee (1d4-1 Dagger), or +4 Ranged (1d8 Light Crossbow); Full +1 Melee (1d4-1 Dagger), or +4 Ranged (1d8 Light Crossbow); SQ Summon Familiar; AL LN; SV Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 13, Int 16, Wis 12, Cha 10.

Skills & Feats: Spellcraft +10, Concentration +8, Knowledge Arcana +10, Decipher Script +10, Spot +6; Toughness, Eschew Materials.

Possessions: +1 *amulet of natural armor*, +1 *bracers of defense*, *pearl of power* - 1st level, spell book, traveler's clothes, bedroll, sack, dagger, light crossbow, 10 bolts, 100 gp.

Wizard Spells per Day: 4/5/3. Base DC = 13 + spell level.

0 — *acid splash*, *detect magic*, *touch of fatigue* x2; 1 — *burning hands*, *shield*, *shocking grasp*, *magic missile* x2; 2 — *Melf's acid arrow*, *scorching ray*, *spectral hand*.

A tall, but somewhat thin young flin. He wears long brown and blue robes and carries a dagger in his left hand.

SARAH LLWOYN

Female human (Suel) fighter 4: Medium-size humanoid (human); CR 4; HP 4d10+4; hp 32; Init +3, Spd 20ft.; AC 20, Touch 13, Flatfooted 17, (+3 Dex, +7 *Breastplate* +2); Base Atk/Grp +4/+6; Atk +8 Melee (2d6+6 *great sword* +1); or +9 Ranged (1d6+2 Masterwork Composite Short Bow [+2 Str]); Full Atk +8 Melee (2d6+6 *great sword* +1); or +9 Ranged (1d6+2 Masterwork Short Bow [+2 Str]); AL CG; SV Fort +5, Ref +4, Will +1; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

Skills & Feats: Climb +5, Jump +5, Ride +9, Spot +5; Weapon Focus - Great Sword, Weapon Focus - Short Bow, Point Blank Shot, Precise Shot, Power Attack, Weapon Specialization - Great Sword.

Possessions: *great sword* +1, *breastplate* +2, masterwork composite short bow (+2 Str), 20 arrows, explorer's outfit, backpack, bedroll, winter blanket, 120 gp.

A young woman with pronounced suel features. She seems well built and strong for her size.

ENCOUNTER SIX A

LLION FREY

Male human fighter 10: Medium-size humanoid (human); CR 10; HD 10d10+10, HP 74; Init +5, Spd 35ft.; AC 24[25], Touch 12 [13], Flatfooted 22, (+2 Dex, +8 *mithral chain mail armor* +3, +4 *heavy steel shield* +2, [+1 Dodge]); Base Atk/Grp +10,+5/+13; Atk +17 Melee (1d8+7+1d6 *shock longsword* +1); Full Atk +17/+12 Melee (1d8+7+1d6 *shock longsword* +1); AL LN; SV Fort +8, Ref +4, Will +2; Str 16, Dex 14, Con 12, Int 8, Wis 9, Cha 15

Skills & Feats: Bluff +12, Intimidate +10, Ride +15, Spot +5; Skill Focus - Bluff, Weapon Focus - Longsword, Dash, Power Attack, Dodge, Mobility, Spring Attack, Weapon Specialization - Longsword, Improved Initiative, Greater Weapon Focus - Longsword, Cleave, Improved Sunder.

Languages: Common.

Possessions: +1 *shock long sword* (Gran March Frey Family Insignia), +3 *mithral chain mail Armor* (Gran March Military Insignia), *heavy steel shield* +2, Gran March Military Outfit, Frey Family Insignia Ring, 400 gp.

A tall, strong-looking human wearing Gran March military issue armor. His once friendly features are now twisted with anger and hate.

PATH B

ENCOUNTER FOUR B

Celestial Brown Bear (Summoned): Large-size magical beast (Augmented Animal, Extraplanar); CR 7; HD 6d8+24; hp 51; Init +1, Spd 40 ft.; AC 15, Touch 10, Flatfooted 14, (-1 Size, +1 Dex, +5 Natural); Base Atk/Grp +4/+16; Atk +11 Melee (1d8+8 Claw); Full Atk 2 Claws +11 Melee (1d8+8 Claw) and +6 Melee (2d6+4 Bite); SA Improved Grab, Smite Evil; SQ Darkvision 60 ft.; Damage Reduction 5/Magic, Resistance to Acid, Cold, Electricity 5, Spell Resistance 11, Scent; AL LG; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 6.

Skills & Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track.

A large bear with golden yellow fur that seems to shimmer in the sunlight.

Hound Archon (Summoned): Medium-size outsider (Archon, Extraplanar); CR 4; HD 6d8+6; hp 33; Init +4; Spd 40 ft.; AC 19, Touch 10, Flatfooted 19, (+9 Natural); Base Atk/Grp +6/+8; Atk +8 Melee (1d8+2 Bite) or +8 Melee (2d6+3 Great Sword); Full Atk +8 Melee (1d8+2 Bite) and +3 Melee (1d4+1 Slam), or +8/+3 Melee (2d6+3 Great Sword) and +3 Melee (1d8+1 Bite); SA Spell Like Abilities; SQ Aura of Menace; Shape Change, Damage Reduction 10/Evil, Scent, Spell Resistance 16, Teleport, Tongues; AL LG; SV Fort +6, Ref +5, Will +3; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills & Feats: Concentration +10, Diplomacy +3, Hide +9, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10; Improved Initiative, Power Attack, Track.

Spell-Like Abilities: At will — *aid*, *continual flame*, *detect evil*, *message*. Caster level 6th.

Aura of Menace (Su): Will DC 16 Negates, A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist the effects. The save includes a +2 racial bonus. Those who fail, take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and great sword attacks, but gains the bite attack for the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like animal of the animal type.

Magic Circle Against Evil (Su): A Magic Circle Against Evil always surrounds an archon (caster level equal to archon's Hit Dice). (The defensive benefits from the circle are not included in the archon's statistics block.)

Teleport (Su): Archons can use Greater Teleport at will, as the spell (caster level 14th), except the creature can only teleport itself and up to 50 pounds of objects.

Tongues (Su): All archons can speak with any creatures that have a language, as though using the Tongues spell (caster level 14th). This ability is always active.

Description: A powerfully built humanoid with the head of a dog appears both serene and ready for action, with a great sword strapped across its broad back and an expression that indicates intelligence and protectiveness.

ENCOUNTER FIVE B

GRODOUF

Male hill giant: Medium-size giant; CR 7; HD 12d8+48; hp 102; Init -1, Spd 45ft., [75 ft.]; AC 26[27], Touch 9[10], Flatfooted 26, (-1Dex, +9 Natural, +4 Mage Armor, +4 Shield, [+1 Haste Spell]); Base Atk/Grp +9/+19; Atk +17 Melee (1d10+10 Masterwork Great Club), or +15 Melee (1d4+7 Slam), or +15 Ranged (1d6+7 rock); Full Atk +17/+12/[+17] Melee (1d10+10 Masterwork Great Club), or 2 slams +15 (1d4+7 slam) or +15 Ranged (1d6+7 rock); SA Throw Rock; SQ Lowlight Vision, Rock Catching; AL CG; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +7, Jump +7, Listen +3, Spot +6; Brutal Throw, Dash, Power Attack, Run, Weapon Focus - Great Club.

Languages: Common.

Possessions: Great club, rock x3, sack, peasant's outfit, large wooden soup bowl,

wooden play doll.

You see a large, man-like figure about 7-1/2 feet tall with an oddly simian appearance. The figure has overly long arms, stooped shoulders, a low forehead and thick powerful limbs. His face and arms are covered in scars from burns and cuts.

ENCOUNTER SIX B

FIONA FAY

Female human wizard 12: Medium-size humanoid; CR 12; HD 12d4+12; hp 36; Init +1, Spd. 20ft.; AC 11, Touch 11, Flatfooted 10, (+1 Dex); Base Atk/Grp +6,+1/+4 Atk: +4 Melee (1d6-2 Club); Full Atk +4/-1 Melee (1d6-2 Club); SQ Summon Familiar; AL NG; SV Fort +5, Ref +5, Will +9; Str 6, Dex 12, Con 12, Int 20, Wis 13, Cha 10.

Skills & Feats: Concentration +16, Knowledge Arcana +20, Knowledge History +15, Knowledge Religion +15, Professionalism Solder +16, Spellcraft +8; Scribe Scroll, Spell Focus - Summoning, Augmented Summoning, Eschew Materials, Brew Potion, Extend Spell, Craft Wondrous Item.

Possessions: Club, dirty travel's outfit, 20 gp

Wizard Spells per Day: 4/6/5/5/5/4/2. Base DC = 15 + spell level.

0 — *acid splash, dancing lights, prestidigitation*; 1 — *mage armor, shield, burning hands, magic missile* x2; 2 — *flaming sphere, scorching ray*; 3 — *haste*.

You see an old woman, her gray hair matted and unkempt.



Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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APPENDIX VI PLAYER HANDOUTS

PLAYERS' HANDOUT #1 (FOR PCS FROM GEOFF)

Dear (Character's Name)

It has come to my attention that your name has gained some renown among the folk of Geoff. My name is Mayor Cuthwin Trevdynson of the town of Sodersmith. I am in desperate need of aid from adventures such as you. A Witch and her evil minions have been plaguing our town for months and as of yet no one has answered our plea for aid. Being well known heroes of Geoff, I desperately beg for your assistance. We are a poor town but are willing to offer you what we can in return for your services. Should you be interested in aiding us, please come to Hochoch near the city stables. I will send someone to meet you there.

Mayor Cuthwin Trevdynson, Brehyri
In service of Grand Duke Owen
Sodersmith Town

PLAYERS' HANDOUT #1 (FOR PCS FROM OTHER LANDS)

Dear (Character's Name)

It has come to my attention that you have gained some renown amongst the people of your land, and have come to the Grand Duchy of Geoff seeking adventure. My name is Mayor Cuthwin Trevdynson of the town of Sodersmith. For months our town has been plagued by the presence of a Witch and her minions. I seek to enlist your skills in an attempt to rid our town of this evil curse. We are a poor town but are willing to offer you what we can in return for your services. Should you be interested in aiding us, please come to Hochoch near the city stables. I will send someone to meet you there.

Mayor Cuthwin Trevdynson, Brehyri
In service of Grand Duke Owen
Sodersmith Town

PLAYERS' HANDOUT #1 (FOR PCS FROM THE GRAN MARCH)

Dear (Character's Name)

In my stay in Gran March I heard tales of your bravery and unmatched skill. I am Cuthwin Trevdynson of the Trevdynson Brehyri. You may have heard of me since I spent many years in your homeland as a youth in the court of Magnus Vriapian, Commandant of Gran March, learning from His Most Resolute Magnitude the ways of court and knowledge. I now must beg for your aid since my pleas to the rulers of Geoff have gone unanswered. My town has been plagued for months with the presence of a Witch and her minions. I have sent requests for help but have yet to receive any. I ask you, a powerful Gran March hero, to come to my aid. We are a poor town but are willing to offer you what we can in return for your services. Should you be interested in aiding us, please come to Hochoch near the city stables. I will send someone to meet you there.

Mayor Cuthwin Trevdynson, Brehyri
Student of His Most Resolute Magnitude, Magnus Vriapian
In service of Grand Duke Owen
Sodersmith Town

Cuthuin Trevdynson,

His Most Resolute Magnitude, Magnus Vrianian would like to thank you for the gifts of gold you have sent to his Commandant's court over the past few months. We have reviewed your plan and it is of the Commandant's opinion not to support it at this time. Having resolved the issues with the city of Hochoch and reached an agreement with the wise Grand Duke Owen, your plan seems unnecessary at this time. Should conditions change, this court will keep your service in mind. However, we cannot condone your actions at this time.

In service of His Most Resolute Magnitude,
Magnus Vrianian
Vandle Hathburth
Court Scribe

Magor Cuthwin Trevdynson, Brehpri

We have reviewed your very creative plans. We applaud your creativity and initiative. We also would like to thank you for the donations of gold you have provided us. Unfortunately we have found your plan to be unthinkable at this time. While your tactical plan is solid, the current manpower simply is not available to occupy and pacify the entire Geoff region. Further these actions would break standing diplomatic agreements with Grand Duke Owen, The knights of the Watch, and various others. Should diplomatic and military situations change in the future we will review your plan again. If, or when, that time arrives, we will contact you. We see no other need for you to contact us since this would put yourself in unnecessary risk. We thank you again for your time and donations.

In service of His Most Resolute Magnitude, Magnus Vrianian
Military Advisor Ashmers

Cuthwin

My boy - my boy - you need to be more careful in what you say in letters like that. I do thank you for the money you sent but I think you are going a bit far. I agree with you that Owen is a fool who does not deserve to rule but there is nothing you can do about that right now. Just be grateful that you finally have something of your homeland to return to. I know the loss of your family has worn you thin, but just spouting off like that can get you hung for treason. Besides it is not only Owen you must deal with but Calisse as well. Should Gran March take the actions you suggest, we could rush Geoff easy enough but Keoland would no doubt come to Calisse' and Owen's aid. I met Calisse years ago in my travels to Keoland before she married Owen. She is no fool and one day perhaps she will lead Geoff. I advise you just to wait. I know you feel the deaths of your family are due to Owen's incompetence and I agree with you to a point, but you can't go off doing things like sending those letters. If Owen or one of his warmongers were to find you're your life would no doubt be forfeit. Your life is worth far more than his; don't go off losing yours on some halfconceived quest for revenge. Be careful. I know your father would not want you to die at the hands of your own countrymen.

In service of His Most Resolute Magnitude, Magnus Vrianian
Your Godfather

Mayor Cuthwin Tredwynson, Brehyri

I am writing you in secret because of the sensitive nature we must discuss. No doubt you have received many discouraging letters recently about your amazing plans for handing over Sodersmith to Gran March and assassinating Grand Duke Owen. On the surface, you must understand that such a move cannot be openly condoned by His Most Resolute Magnitude, Magnus Vrianian. However, being closer to the Commandant than the normal noble, I can tell you in private he fully supports your ideas. In fact most of the Gran March nobility are fully behind your ideas, but because of current ... problems are not openly able to admit to it. I can tell you that I have been assigned to help you along the way by Magnus Vriaian personally. I cannot tell you my name in this letter but we will meet in person soon enough. I know you wish to be the one to end Owen's life. We admire your courage, but we must admit we doubt your skills. We have already retained someone of the caliber needed to carry out such a task. When the time comes we will provide you with a suitable trophy. No doubt by now you suspect a trick of some kind or wish proof that this letter is genuine. I am somewhat limited on proving much in this letter, but I can prove my closeness to Magnus Vrianian.

I was there when you first arrived in Gran March many years ago. When your godfather presented you to Magnus Vrianian he made an off-hand comment about the length of your hair. Being as young and intimidated as you were, that night you made an honest effort to cut it down to a shorter length on your own. The results were less than impressive. The next day Magnus had a good laugh at your expense. When one of his vassals began being cruel to you, Magnus ordered his hair to be cut in a similar fashion. I can tell you that since that time Magnus has had a place in his heart for you, which is one reason I have been ordered to help you.

Now that I have your undivided attention I have some basic instructions for you. Stop writing letters to anyone else. If these should fall into the wrong hands your life will be forfeit. I have sent you a powerful magical item that will allow you to communicate with me. I will arrive very shortly. It also will let you observe through the eyes of a willing servant and speak to them across great distances. Keep it with you always. Until the time is right, play yourself as a willing and joyful servant of Owen's. I know it will be difficult, but you must, for your own sake.

I will contact you again when the time is right.

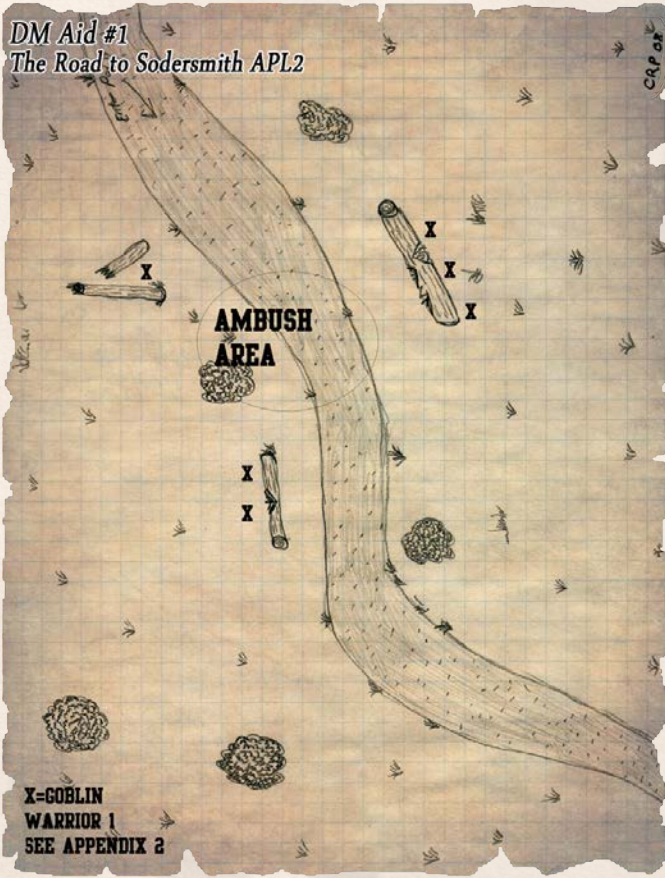
In service of His Most Resolute Magnitude, Magnus Vrianian

Y

APPENDIX VII

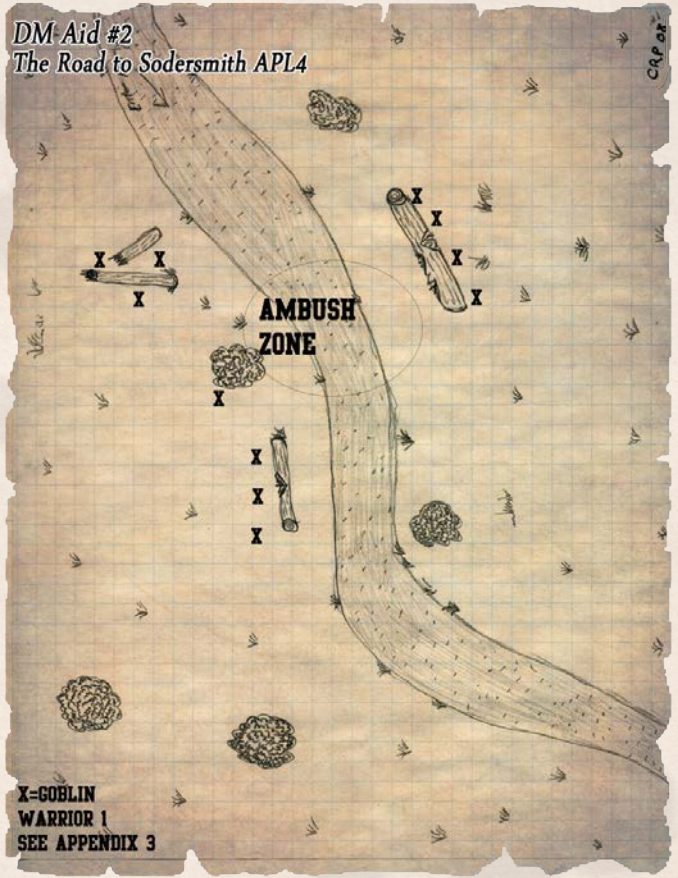
DM MAPS

DM Aid #1
The Road to Sodersmith APL2



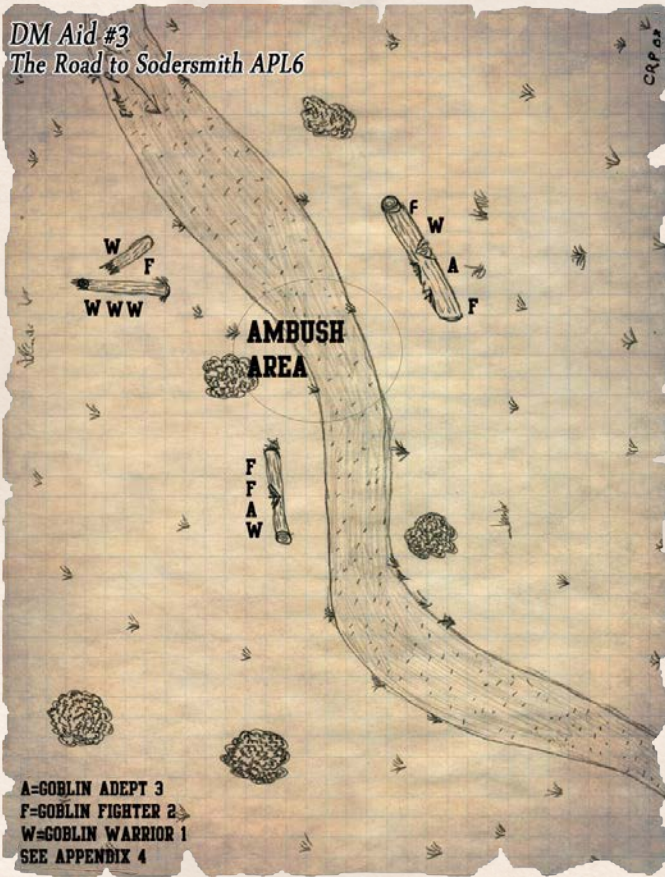
X-GOBLIN
WARRIOR 1
SEE APPENDIX 2

DM Aid #2
The Road to Sodersmith APL4



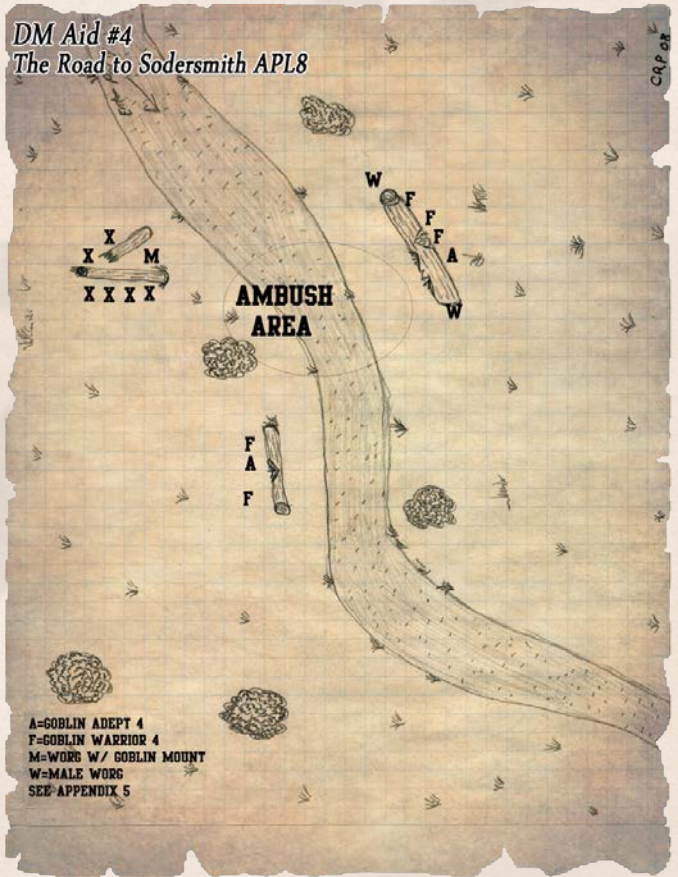
X-GOBLIN
WARRIOR 1
SEE APPENDIX 3

DM Aid #3
The Road to Sodersmith APL6



A-GOBLIN ADEPT 3
F-GOBLIN FIGHTER 2
W-GOBLIN WARRIOR 1
SEE APPENDIX 4

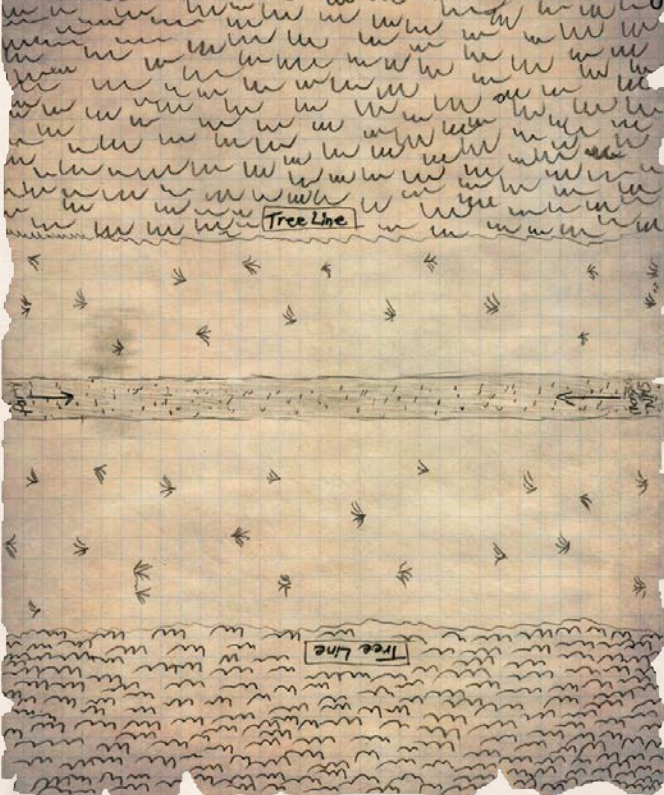
DM Aid #4
The Road to Sodersmith APL8



A-GOBLIN ADEPT 4
F-GOBLIN WARRIOR 4
M-WORG W/ GOBLIN MOUNT
W-MALE WORG
SEE APPENDIX 5

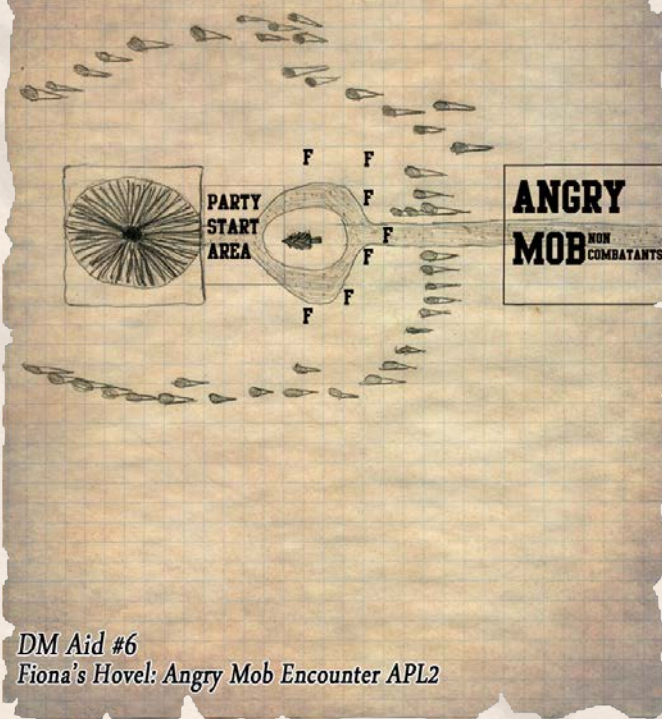
DM Aid #5

Path to the Witch's-Hut/Fiona's Hovel All APLs



F-FLAN COMMONER 1
ANGRY MOB ARE NON
COMBATANTS
SEE APPENDIX 2

CRPg



DM Aid #6
Fiona's Hovel: Angry Mob Encounter APL2

F-FLAN WARRIOR 1
ANGRY MOB ARE
NON COMBATANTS
SEE APPENDIX 3

CRPg



DM Aid #7
Fiona's Hovel: Angry Mob Encounter APL4

F-FLAN FIGHTER 2
W-FLAN WARRIOR 1
ANGRY MOB ARE NON
COMBATANTS
SEE APPENDIX 4

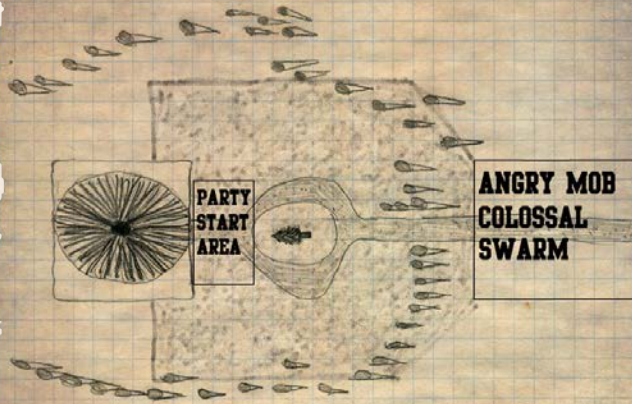
CRPg



DM Aid #8
Fiona's Hovel: Angry Mob Encounter APL6

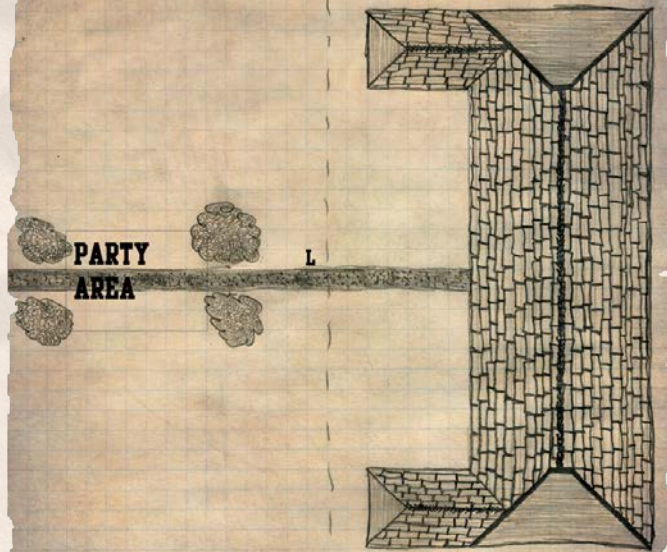
COLOSSAL ANGRY MOB
(SWARM)
SEE APPENDIX 5

CRP_{sp}



DM Aid #9
Fiona's Hovel: Angry Mob Encounter APL8

L=LLION FREY
SEE APPENDIX

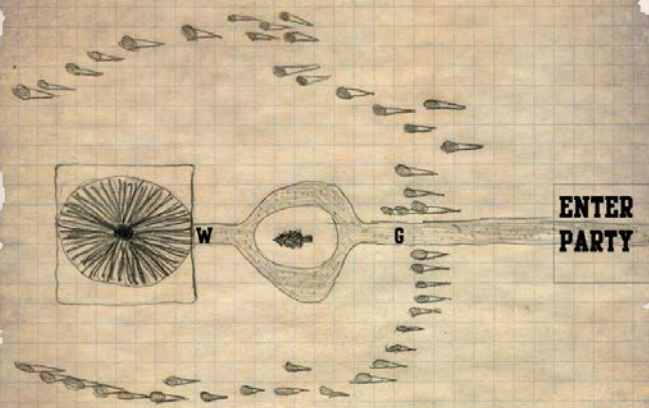


CRP_{sp}

DM Aid #10
Mayor's Residence: Battle With Llion - All APLs

DM Aid #11
The Witch's Hut: Battle With Grodouf & the Witch - All APLs

CRP_{sp}



G=GORDOUF
W=WITCH (FIONA)
SEE APPENDIX

Rumours FROM THE TAP ...

THE BRINE AND BARLEY INN

By Skip Twitchell

Art by Mike Lowe



The Brine and Barley Inn didn't sound like the most upscale of establishments, but then, Albus wouldn't have been allowed into an establishment of that sort anyway. He wasn't known in these southern parts and felt both relief and loss at such a fact. He'd known fame as a wizard in the northern Vesve, but it had come with a less-than-grandiloquent nom de guerre. He'd earned the surname, The Bastard, when he won a duel against an assassin by the skin of his teeth. He cut his opponent down, in front of the majority of the populace, with the very bastard sword he now wore upon his back. Chants of "Albus, the Bastard" were soon picked up by the entire crowd. He feared he'd never live it down. Gradsul, he hoped, would prove a chance for newfound fame and a springboard to greater profit than his previous adventure. Hitching up his backpack's shoulder-strap, he entered the front door. Pausing to allow his eyes to adjust to the dim interior, he made his way through the crowded tables to the bar. It was still early in the afternoon, so getting the innkeeper's attention was easy enough. Albus ordered a bowl of stew with a crust of bread and mead to wash it down. He then asked the dwarf if he had any rooms available.

"Have a couple," he answered, polishing mugs with a dishrag hanging from his waistband while puzzling over the strangely attired customer. "Jus' you, or ye got's friends?"

Albus paid the man a few silvers 'hawks from one of the many pouches at his belt and received a key in exchange. Finding the upstairs room to his liking – small, but having a window with a strong, brace-able shutter on the inside – he unloaded most of his equipment and took a nap before heading back down to the

taproom. Wearing only a pair of magical bracers for protection and armed with only the sword on his back, a dagger in his left boot, and the half-dozen pouches full of spell components at his belt, he returned to a dimmer, smokier, smellier version of the dining hall.

"Watch yerself, there, 'Lubber!" shouted a half-drunken sailor after shoving himself, chair and all, back from the table filled with his mates into the wizard's path. Deftly avoiding the intended collision, Albus cocked his head askance as the bellicose patron studied him more carefully. Taking in Albus' easy stance, steady gaze, and left hand casually extended before him, the belligerence visibly escaped the man. Mumbling something – probably insulting – he returned his chair to the table and Albus continued to make his way to the bar.

"Them pirates can't handle warships like them what we man in the Royal Keoland Navy," said a marine on the stool next to the vacant one Albus chose to fill. The strumpet he was addressing seemed appropriately impressed with the half-elf's bravado and encouraged his story with a laugh and a soft hand on his shoulder.

"Why, I bet they run like rabbits whenever they catch sight of such a ship as yours... What was it called, now? Oh, yes! The Pride of Luschan. He is a bit of a prick, though, don't you think?"

"Well, I never met the Duke, hisself, but the ship is tip-top, it is!"

Quickly growing bored with the employment interview posing as flirty chatter, Albus moved a few stools down to allow them to

speaking more freely. Almost immediately, an outburst to his right drew his attention.

“Blow me down! Wha’ d’ya mean, ‘T’weren’t no dragon turtle? The whole crew done seen it wit’ their own orbs. You callin’ ‘em scallywags?! You ain’t callin’ Mauve Maid Maven a scallywag, now, is ye, Fenny?”

“Avast, ye! I ain’t one for feedin’ the fish! ‘Tis not what I meant, Tror. What I was meanin’ was that what they seen might not o’ been what it looked liken to ‘em. You know how them monk wizards is wit’ the charms and whatnot. They proly made it... what’s it called?... An illumination! A spell what makes sumpin’ look like what it ain’t. ‘Sides, they’s pirates. Who knows ‘bout their tales?”

As the two sailors argued over the latest tale overheard from a band of pirates, a rather scraggly, but powerfully built, warrior approached them and joined in on their conversation. Albus noted five slightly smaller warriors of similar appearance that entered the tavern with the burly warrior encourage the occupants of a nearby table to vacate it. Though the speaker’s back was to him, he saw his earlier intimidator’s eyes widen in fear before quickly acquiescing to the warriors’ demands that he and his mates vacate the table.

“You sea dogs seen any werewolves around these parts, lately? Then, after a stunned pause, the scraggly warrior followed that with, “Or wererats, maybe?”

“Blimey!” said a flabbergasted Tror. “That’s one way t’ take the wind outta a man’s sails! My ‘hawks say you’re a long trip from home, mister. Why would a ‘lubber merc from the norther’ mountains care ‘bout werewolves in these here souther’ parts?”

“I heard you mention a ‘lycan’, answered the newcomer. “We’ve

had trouble with them before and know a bit about dealing with them. Lots of the rats in city sewers.”

“Aaaaarr, there’s plenty o’ rats in the gutters o’ Gradsul, but they ain’t no sewers dug ‘neath the streets ‘ere.” Ground’s too low – they’d just fill up wit’ water wit’ nowhere to go,” explained Fenny.

“Lycan? I cain’t seem to recall sayin’ as I’ve seen one. But, wettin’ me whistle mighten git ye a remembrance,” said Tror with a wink.



The scraggly, bearded warrior with a serious underbite threw a golden lion on the bar and procured two fresh brews for the sailors.

“Drink up, me hearties!” shouted the exuberant Fenny as the two clanked impressively large tankards together before upending them in a race to empty theirs first.

“Yo, ho, ho! Now we’s shipshape!” crowed Tror. “Le’me tell ya wat I hear’ed from the last crew of buckos from parts up nort’! Those bilge-sucking rapsCALLIONS was afear’d o’ the sea as if ‘twere a dead lover returned to haunt ‘em. Fast as their ‘lubber legs could carry ‘em, they debarked a ship come in from Gryrax, I think ‘twas, an’ headed straight here, to the Brine and Barley. Quick as lightning, they was three sheets to the wind!”

“Aye mate! Whate’er booty they’d pillaged, they drank up or used to crack Jenny’s tea cup,” added Fenny with a sly wink. “They kept to themselves mostly, but lit out afore you picaroons showed.”

“Me ‘n Fenny spoke to ‘em once. Said they’d run afoul o’ some wolves up in the Clatters...”

“Cats Paws, Tror,” interjected Fenny.

“Cutpurse Mountains upen by Perren’s place, says they. Said these wolves could change afore their eyes into the shape o’ a man!”

“Likin I said afore, Tror - proolly jus’ more o’ that illumination magic.”

“Said their jaws would stick out unner their noses. Lots o’ whiskers on their lips. An’, says them, those bilge rats could cleave a man to the brisket wit’ one swipe o’ their claws! Shiver me timbers! The rum’s gone!” Tror exclaimed.

The warrior stopped a passing wench with a rough catch of her arm. “Not to worry, mate, he said suppressing a snarl. Bring us a flagon, wench,” he ordered, handing her a second lion.

“That’s a pretty coin, mister! I’ll be right back with a flagon and some ‘hawks.”

“No! Keep it,” the suddenly agitated man ordered as he released her arm.

“Well, thankee, mister! What big eyes you have. I bet they look dreamy in the moonlight.”

“Aarrgghh, hang me from the yardarm!” Fenny laughed. Trisket ‘ere ‘ll batten down the hatches for old salts like us, but suren she’ll climb to your crow’s nest, ye scurvy dog!”

“Git along wit’ ya, now, wench!” Tror demanded, attempting to retrieve the attention he’d temporarily lost. “Where was I? Aye, the wolves. Those sons o’ biscuit eaters said they’d stumbled upon their lair up in them mountains and barely escaped wit’ their lives. Said the only protection they had against ‘em was their cap’n’s silver axe. Them wolves didn’t like that scalper, says they. Cap’n cut lots o’ them wolves an’ took the paw offen the leader, says he.”

Fenny interjected again as Tror paused to whet his whistle. “Say, you fellers look like you been in some scrapes yerselves. How’d yer mate o’er there, git that scar ‘cross ‘is face?”

The growl accompanying the deep scowl upon the stranger’s face didn’t escape the sailors’ notice. The half-step back, slightly bent knees, and left hand moving across to the hilt protruding from the belt at the warrior’s right hip didn’t escape The Bastard’s.

“Now, now, I meant no offense, laddy! I ‘as jus’ askin’!” stated the

clearly frightened Fenny.

“Hey, ya look at tha’, Fen? ‘r mate here hain’t got a hand, jus’ like ol’ Stumpy Ren!” noted the more inebriated Tror.

“Blow me down! You been fightin’ off pirates, too, mate? I wunner if that’s where them other mercs got to. They ain’t been back since you’uns landed.”

“Dead men tell no tales, Fenny.”

“Right, Tror! I...” agreed Fenny as he fell asleep on the bar top.

“Tror? Where’s the rum...” Snore.

Watching the warrior gather his companions at the nearby table from the corner of his eye, Albus finished his drink while waiting for the sound of their exit. He wondered if he had attracted Istus’ attention as he considered the warrior’s missing right hand, his aversion to silver hawks, and other oddities. Tightening the belt buckle holding his bastard sword upon his back, The Bastard returned to his room for a cloak and a few additional pieces of equipment, then entered the night in search of the sailors who vacated the table for the newcomers’ convenience. The bully who attempted to accost him earlier would be easy to get some information from. Then he’d know for certain if his spells and silvered blades would be needed before the dawn.

NEW MAGIC ITEM:

CAPTAIN’S SILVER TOOTH AXE

This +2 *silvered battle axe* grants its wielder the Cleave feat. If its wielder already has Cleave, the axe grants Great Cleave instead. The wielder need not possess any prerequisites for the granted feat (except for Cleave in order for the Axe to grant Great Cleave).

Moderate evocation; CL 8th; Craft Magic Arms and Armor, divine power; Price 18,620 gp; Cost 9,620 gp + 720 XP.

By Dennis Lovatt

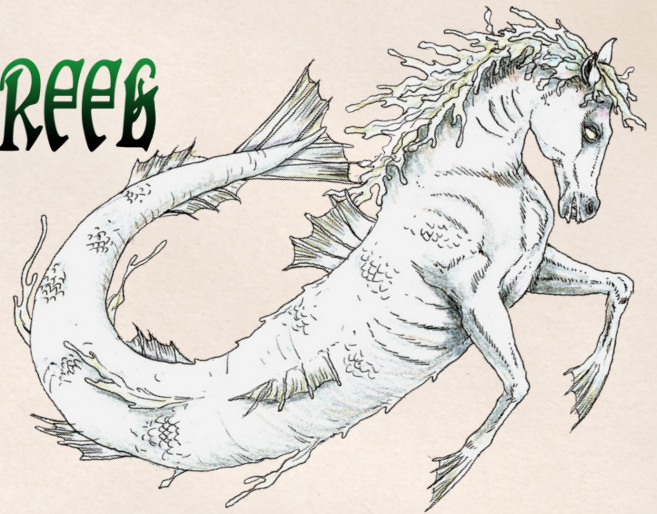
For use with DUNGEONS & DRAGONS® 3.5 Edition rules.

The Wailing At White Creek

By Dennis Lovatt

Art by Matthew Brindle, Adam Koca & James Simpson

Written for DUNGEONS & DRAGONS v3.5



PREFACE

The adventure takes place in the country of Perrenland set in the WORLD OF GREYHAWK® campaign setting. The adventure is geared around 4-5 players of 1st to 2nd level or 2-3 players of 2nd to 3rd level. This adventure is written using the 3.5 edition DUNGEON AND DRAGONS® rule set, though it can be easily adapted for use with other editions of the DUNGEON AND DRAGONS® rules. Please note the optional psychic impression rules are written with rules presented in Green Ronin Publishing's *Psychic Handbook*. The total party level should not exceed eight levels in total.

BACKGROUND

The thorp of Vas is home to the Vohrg clan and fishing is their main way of life. Recently, one of their young clansmen went missing along White Creek. One day the clansmen's father, Hlam, went out to look for his son. He found him drowning in the creek and went to help him. The boy was cold and clammy to the touch and tried to pull Hlam under the water. Hlam fought and ran away, unable to bring himself to harm his son's spirit.

Upon returning to Vas, Hlam told his tale and all of his clansmen were tortured by the loss of one of their own to the creek. Unfortunately, the clan can hear the cries of their fallen brethren whenever they get within 100 feet of the creek. The clansmen do not want to bring the boy's spirit any harm and want a band of adventurers to end the haunting cries of the creek. The clan believes that if the boy's body is found, brought back to them, and then burned on a funeral pyre the spirit will rest. The clan will keep his ashes and they will reward the party with 100 marks (gp).

The true story: A fey creature known as a Bäckahäst, disguised as a beautiful young woman, faked drowning in the creek. The boy, Rehl, went to rescue her and was pulled under the water and drowned to death. The only thing that remains of the body is the skeleton, heart, and liver. Since then, boy's spirit cries when his clansmen come within 100 feet of the creek. The Bäckahäst has

become hungry as the clansmen have not fished since the incident. The Bäckahäst, in the guise of a beautiful woman, will try to get the party to exorcise the spirit. If a priest is present in the party, the creature will persuade the priest to exorcise the spirit instead of retrieving the body. It claims the body must have washed away downstream and will be impossible to locate. The Bäckahäst will reward the party with an item for each of them from its treasure or bestow a horse upon them if they are not happy with the items the Bäckahäst has to offer. (**Note:** the horse will be the Bäckahäst in its horse form.)

DM Note: A full listing of all statistics is included at the end of adventure in the *Appendix*.

THORP OF VAS

Non-standard isolated thorp; **AL N**; **Population** 71 (63 humans, 6 halflings, 2 dwarves); **GP Limit:** 50 gp; **Assets** 350 gp.

Authority figure: Hlam the Clan Father, male human Flan Ftr3.

BEGINNING THE ADVENTURE

The PC's could be travelling by raft from one of the other thorps or villages along the creek's path. They could be on a mission for the church of St.Cuthbert in the Canton of Clatspurgen, especially if one of the PC's is a priest of the church. Converts to the faith are always welcome as most Perrenlander's are followers of the old faith and ancestor worship. Chose which beginning you wish to start with. In some cases, both may be experienced.

THE THORP OF VAS

Read the following:

You come upon a well-travelled trail, which leads to a small grouping of huts that hug not too far from the Clatspur mountain range. Many of the clansmen here seem somber, a distressed look

covering their faces. One of the huts seems to hold the local watering hole. You see a dwarf and two halflings enter the establishment beneath a sign of a fish laying its head on a bed of hay that adorns the rafters of the overhanging roof. As you enter the establishment, you can see many men drowning their sorrows in the local mead available here. A lone figure sits at a table wearing a crumpled hat with a red cloak, white robes, and a wooden symbol around his neck. Carrying a book and some scrolls, a club hang's from his waist. He raises an eyebrow when your party enters the tavern.

Option A

If the party is on a mission from the church of St. Cuthbert, this will be their contact- Lev from the order of the Chapeaux in Clatspurgen. Lev has lived with the Vohrg for three years and has tried to get the clan to accept St.Cuthbert as their patron deity. At first, he had a hard time being allowed to enter the Thorp, but now he is an accepted friend even though the Vohrg have not accepted St.Cuthbert in their daily offerings of faith. Lev will greet the party and thank them for delivering his orders from the church. Otherwise, he will stare expectantly at the party as they enter waiting for them to notice and approach him. If they don't, he will begin a conversation with them.

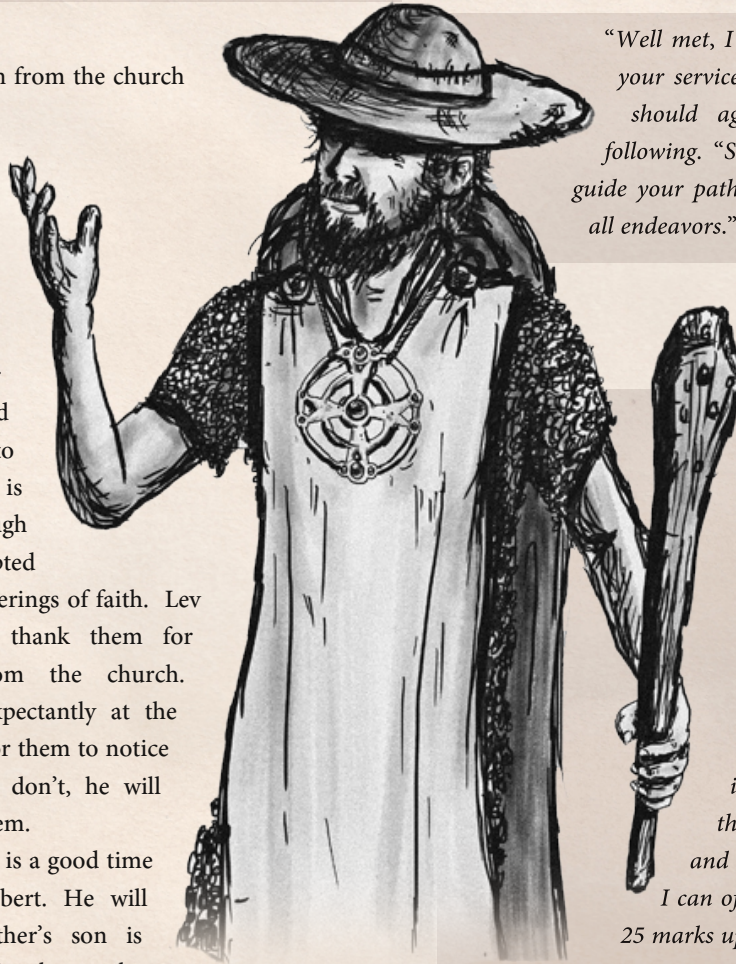
Lev will mention that now is a good time for the faithful of St.Cuthbert. He will explain that the Clan Father's son is believed to have drowned in the creek. Now his spirit is angered and wishes revenge on his former clan. The Clan Father escaped an attempt on his life by the boy's spirit, but he could not harm the spirit of his own son. None of the clansmen will do so either, so an outsider is preferred. He is sure no clansmen want to be remembered for harming one of their own. However, if the PCs put the boy's soul to rest, Lev is sure the Vohrg will be happy to bring the edicts of St. Cuthbert into their lives.

"If you are interested, go to the largest hut and tell them Lev has sent you. I am sure the clan will pay for your services. However, I can offer healing free of charge on top of what the clan will offer. I will also send word to the church of your exploits in promoting our

faith. If you require any further assistance, you can find me here; the tavern's owner has provided me with a small room in exchange for some goods provided by the church. May Cuthbert guide your path and grant you the wisdom to resolve all endeavors."

Option B

If the PC's are not affiliated with the church of St. Cuthbert, Lev might hire the party to help him resolve the clans' dilemma. Read the following if you want Lev to hire the PC's.



LEV

"Well met, I am Lev of St.Cuthbert. I have need of your services if you are all interested"? The party should agree, but if they say no read the following. "Sorry to bother you. May St. Cuthbert guide your path and grant you the wisdom to resolve all endeavors."

If the party is interested, read the following:

"It appears the fair folk here have recently lost one of their younger clansmen. The clan father went to find the boy and told the clan that the boy's spirit attacked him in the creek and tried to drown him. None of the clansmen want to bring harm to the boy's spirit; they would prefer an outsider get involved. I doubt they will be happy about it, but they know it must be done. I would like to help them, but I can't do it alone. Assist me and share in the reward offered by the clan. I can offer 25 marks (gp) for now and another 25 marks upon completion of the task."

It's up to the party here what they decide to do. If they turn him down, the church of St. Cuthbert will be made aware of them and they may have some difficulty dealing with the church in the future.

THE WAILS AT WHITE CREEK

Read the following:

As you follow along the creek, you come to a point where the white peaks of the water crash upon the shore as it winds its way down to the Velderdyva River. A wailing can be heard. It sounds like the cries of a young man in a panicked state. As you follow the sounds, they seem to surround you. Off in the distance a young

mare that appears to be surrounded in mists takes off across the creek. When you look, again you see nothing, but still hear the cries, they are unending. A plainly dressed woman of exceptional beauty beckons you to follow her; she stands far away from the shoreline.

The woman will not come closer to them, she will lead them over a hundred feet away, and the wails will stop. If the party chooses to follow her, read the following:

The wails have ceased, and the woman uncovers her ears, she speaks in a melodic voice. Sorry about the spirit. It tries to lure all who enter too closely to the creek. I have searched for the body of the boy who haunts the creek to no avail. I believe it is long gone. The current must have taken it elsewhere. I fear only an exorcism shall stop the haunting. The clansmen will prefer a body be returned, though I think they will forgive any who can put the boy's spirit to rest.

If the party asks the woman who she is, the woman tells them she has to live as a hermit; the clan will not accept her as she was forced out of her previous clan. If they ask her what clan she was once a part of she replies:

"I have no clan, please ask not why. It saddens me immensely to speak of it. I have grown used to my life and have done well for myself. Can you help end the spirit's suffering or do I have to seek help elsewhere?"

If they ask her how she knew the wailing would stop when they were farther from the creek, she will state that the spirit seems to sense when one gets closer to the creek. That is one of the reasons the clansmen have kept away from the creek.

DM Note: The woman is the Bäckahäst in the guise of a woman. If the PC's suspect something is foul, or not right, about the woman, allow them to make a DC 20 Sense Motive check as the Bäckahäst is quite adept at deceiving people;

On a **DC result of 20** the pc will notice the woman changes the subject when they ask about her or the mare.

On a **DC result of 25** the pc will notice the woman looks away whenever she is questioned or mentions the spirit.

On a **DC result of 28** the pc will notice the woman touches her face when mentioning the spirit luring people to the creek.

On a **DC result of 30** the pc will notice the woman shows a delay in expressing concern for other people like the clansmen.

Note: A high DC results reveals the information listed for the result and those of a lesser result are revealed.

If a PC wants to use a Spot check to see if something seems odd check the list below;

On a **DC result of 20** the pc will notice the woman has wet feet.

On a **DC result of 23** the pc will notice the woman wears clothing that differs from the natives of the area.

On a **DC result of 26** the pc will notice the woman hands are slightly webbed.

On a **DC result of 30** the pc will notice the woman teeth are sharp and bits of uncooked meat are stuck in between them.

A successful Spot check grants a +2 bonus on the pc's Sense Motive check. Similarly, a successful Sense Motive check will grant a +2 bonus to the PC's Spot check.

THE THORP OF VAS ENCOUNTERS

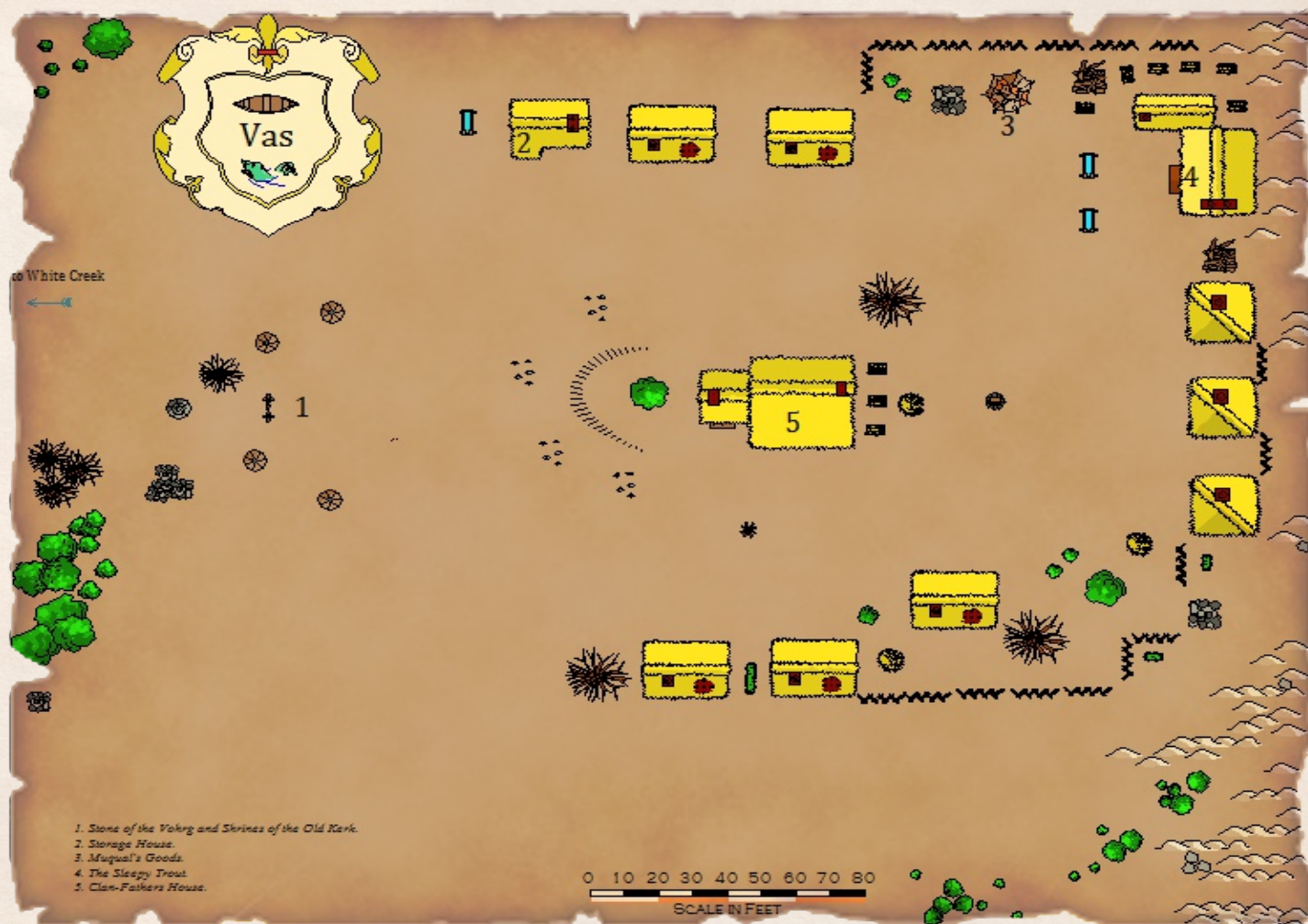
The encounters take place in whatever order the PC's come across them, unless the PC's have started with the thorp opening. Then, the tavern encounter would occur before the others. Each listing will have a description of what the PC's encounter below;

Encounter 1 – Stone of the Vohrg and Shrines of the Old Kerk

This is the religious section of Vas. At the opening is a lone stone that is hundreds of years old. Believed to be the first throne of Grundof the founder of the Vohrg clan, now it is used to honor and worship the Vohrg's ancestors. Wooden shrines devoted to four deities Berei, Beory, Pelor, and Nerull extend outward as one passes through the entrance to Vas. (**Note:** the Old Kerk religion views Nerull in a neutral aspect as the rightful lord of winter and death, he brings peace when you are beyond being healed. So many outsiders misinterpret the Old Kerk and those lands who have brought in newer faiths often persecute those who follow this faith.) Travelers can avoid this area if they wish, though clansmen often pay their respects here when entering and exiting the thorp. An elder Vohrg by the name of Arondul watches over this place and acts as the spiritual advisor to the clan. He is surprisingly alert for a blind man who lost his sight over forty years ago. **Note:** anyone giving Arondul a hard time will invoke the wrath of every able bodied clansmen. If any harm should come to Arondul, those responsible will be put to death.

Encounter 2 – Storage House

This longhouse stores foodstuffs, tools, and weapons for the Vohrg. At least two clansmen are present here at any time, each have a horn to alert the rest of their brethren if need be. Jermlaine and rat infestation: The Bäckahäst has enlisted the aid of some Jermlaine and has them and their rat allies invade the storage house. The Bäckahäst hopes the loss of supplies will force the Vohrg to enter her territory so she can feed again.



Encounter 3 – Muqual’s Goods

A traveling merchant from Ket is a welcome and honored guest of the Vohrg. He has traded goods in Perrenland for years. He is present here for one month a year, and will offer a discount to those who help the Vohrg with their current dilemma. Note: the caravan does not offer any item above 25 gp in value otherwise there is a large selection of various items and goods at his disposal.

Encounter 4 – The Sleepy Trout

A small tavern and inn with a sign of a fish laying its head on a bed of hay, for those rare visitors to the Thorp. Many clansmen come in to drink, as well. Though the owner lost his leg in a battle against rival clan years ago he is still a formidable warrior. He has recently made room for a priest of St. Cuthbert at his inn. Though he has not taken up worship of St. Cuthbert himself, he finds the priest’s stories of St. Cuthbert amusing and respects the fellow.

Encounter 5 – Clan-Father House

This is where Hlam, the leader of the clan resides. He and his fellow clansmen are deeply saddened by the loss of his son. Because the boy’s spirit is haunting the creek, they will have to

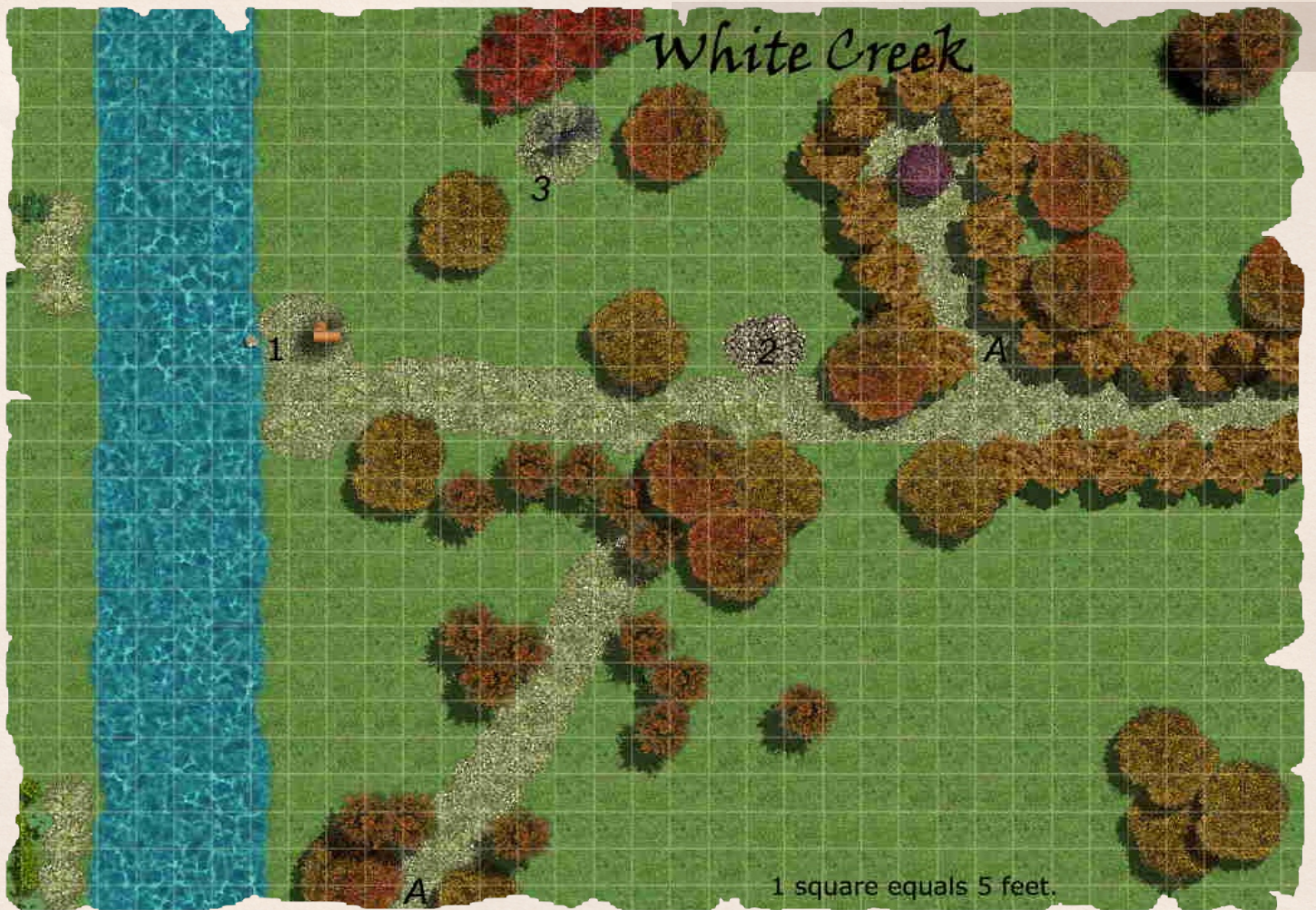
retrieve the body and have it cremated by funeral pyre. The Vohrg, like many Perrenlanders, often remove the organs of their dead, place them in gourds, and bury them. They then wrap the bodies in linen’s, often placing them in root cellars, in vaults, or the rafters of their home- where they can be visited and sometimes worshipped by their brethren.

WHITE CREEK ENCOUNTERS

Encounter 1 – Scene of the Crime

This is the site where Rehl lost his life to the Bäckahäst. The young Vohrg was dragged into the creek and drowned. Then his flesh was dined on while his heart and liver were placed in a bag and tied shut.

The serene landscape is made eerie by the lack of wildlife or fisherman in the area. A lone boat rests loosely tethered to the shore. Signs of a recent struggle - tattered cloth and some specks of dried blood - line the vessel’s interior. A fine fishing spear lies inside the boat with dried blood on its tip.



This was the boat Hlam was in when he went to his son's aid; or so he thought. In fact, the Bäckahäst took the guise of Hlam's son, hoping to make the clan leader its next meal. Hlam proved too powerful, and after stabbing what he thought was his son spirit, Hlam ran fearing he would need to destroy his son's spirit, but he did not have it in him to do so.

Notes: PC's will notice signs of a struggle. On a successful DC 13 Spot or Search check, near the shore line it looks like something was dragged into the creek. If they succeed on a DC 15 Spot or Search check, they notice a lone hoof print where the drag lines are visible. Add a 1 point penalty for each day that has passed since the PC's began their investigation or search for Rehl's remains. Remember PC's suffer a 2 point penalty to their listen checks when within a 100 ft radius of this location, though the wailing can be heard from over 100 yards away. The following can be read when the PC's are within a hundred yards of this site:

The cool, subtle breeze gives way to loud panicked cries. The sounds of a young male echo through the trees, a sense of absolute despair fills the air, and a panicked breathing is the only break from the unending wails of a doomed man.

Encounter 2 – Jermlaine Sneaks

If the jermlaine are not encountered in the storage house in Vas, another group will be encountered here to cause the PC's some ill luck. The jermlaine won't fight but will try and sneak into their backpacks and bags, cut their belts and straps, unstop potions, spill ink on their scrolls or maps, and cause any type of mischief they can. The jermlaine are spotted on a Search or Spot check DC 15.

Notes: These Jermlaine radiate a constant aura of bad luck. The bad luck only affects non-fey creatures in a 20 ft. radius. Those in the area must make a DC 13 Will save or suffer a -1 penalty to all saves, checks, and attack rolls while in a 20 ft radius of these jermlaine. This ability stacks so multiple jermlaine can be a detriment to any party.

Encounter 3 – The Bäckahäst Stash

Remains of several creatures reside here and a cache of their belongings. A DC 13 Spot or Search check reveals a false top on an ipp stump.

You notice a large ipp stump which appears to have a removable piece of wood which blends naturally with the stump's coloration.

Inside, the remains of several creatures or persons, decorate the stump's interior. Most notable amongst them is the skeleton of a young man. A wet sack dangles from the torso and the remains reek of rotting flesh. Coins and other valuables also line the interior of the cache.

CONCLUDING THE ADVENTURE

Possible conclusions are returning the boy's remains to the Vohrg, in which case the jig is up on the Bäckahäst and they should come to blows of a sort. Two, one can perform an exorcism or a psychic can drain the impression from the area. The Bäckahäst would prefer this and might decide to come to the PCs in its horse form and stay with them a while, initiating a murder spree in each place the party takes residence. If the party kills the Bäckahäst, the wailing comes to an end and a final "thank you" is heard when this is done. The Vohrg will assume the spirit is dead and, while ok with this, it is something the party wants to avoid as some Vohrg, maybe even the clan elder, might blame them for the trouble in the first place. The jermlaine will flee once the Bäckahäst is killed, or setup shop nearby to feed off the Thorp as they can.

The ultimate goal is to return the boy's remains and kill the

Bäckahäst as it will bring peace to the thorp again and relieve the clan elder of any guilt in the boy's demise. If the latter occurs, and the PC's are working for Lev, then St. Cuthbert becomes the dominant religion in the thorp and in a few years the shrines of the Old Kerk are taken apart. Soon, the first burial mounds are set up and Nerull's darker portfolio as lord of death and murder grows while the Cuthbertine faith takes hold. Arondal will be banished for continuing his worship of the Old Kerk and outlawed by the church of St. Cuthbert in the area. The Stone of the Vohrg will become a shrine to St. Cuthbert and Rehl will be credited as the Vohrg who brought the new god (St. Cuthbert) to the tribe. The PCs will have pleasant dealings with the church and many more opportunities to work for the church in the future. As a side note, those of the Old Kerk faith will look upon the PCs with apathy, which can result in interesting scenarios for the PCs in the future. Now, should the PCs not work for Lev but still kill the Bäckahäst and return the boy's remains, then they are given a shield and spear with the symbol of the Vohrg. In any dealings with the Vohrg in the future, they will get a +2 in all Diplomacy and Bluff skills with them. If any take up the Old Kerk faith, double the bonus.



APPENDIX I STATISTICS

HLAM THE CLAN FATHER

CRI

Male human (Flan) fighter 3

LN Medium humanoid (human)

Init +0; Senses Listen +2, Spot +2

Languages Flan, Common

AC 17, touch 11, flat-footed 13

hp 27 (3 HD)

Fort +5, Ref +2, Will +1

Spd 30 ft.

Melee shortspear +6 (1d6+3) dagger +6 (1d4+3)

Ranged shortspear +4 (1d6+3) dagger +4 (1d4+3)

Base Atk +3; Grp +6

Combat Gear shortspear, dagger

Abilities Str 17, Dex 13, Con 15, Int 10, Wis 10, Cha 14

Feats Athletic, Self sufficient

Skills Climb +4, Heal +2, Intimidate +2, Ride (Boating) +2, Swim +4, Survival +2

Possessions hide armor, heavy wooden shield of the vohrg (grants an additional+1 AC bonus), 50 marks (gp), 5 kleinmarks (pp), 10 pfennig's (sp).

ARONDAL OF THE OLD KERK

CRI

Male human (Flan) druid 2

N Medium humanoid (human)

Init +0; Senses Listen +2, Spot +2

Languages Flan, Common, Fey

AC 14, touch 13, flat-footed 11

hp 11 (2 HD)

Fort +4, Ref +3, Will +5

Spd 30 ft.

Melee shortspear +1 (1d6)

Ranged shortspear +4 (1d6)

Base Atk +1; Grp +1

Combat Gear shortspear

Druid Spells Prepared (CL 2nd)

0 — *cure minor wounds* x2, *light*, *mending*

1st — *cure light wounds* x2, *entangle* (DC 13)

Abilities Str 11, Dex 16, Con 13, Int 10, Wis 15, Cha 12

SQ nature sense, wild empathy, woodland stride

Feats Endurance, Self sufficient

Skills Concentration +4, Diplomacy +2, Handle Animal + 2, Heal +4, Knowledge Nature +2, Listen +2, Ride (Boating) +2, Spot +2, Swim +4, Survival +4

Possessions: Symbol of the Old Kerk, fur armor, 10 pfennig's (sp);

Owl Animal Companion: hp 4, MM 277.

LEV OF ST. CUTHBERT

CRI

Male human (Flan) cleric 3

LN(G) Medium humanoid

Init +0; Senses Listen +2, Spot +2



ARONDAL

Languages Flan, Common

AC 14, touch 13, flat-footed 11

hp 16 (3 HD)

Fort +4, Ref +3, Will +5

Spd 30 ft.

Melee mace +1 (1d6)

Base Atk +2; Grp +3

Special Atk turn undead 4/day

Combat Gear Masterwork mace

Cleric Spells Prepared (CL 3rd); Domains: Law (CL 4th when casting law spells) & Protection

0 — *cure minor wounds*, *detect magic*, *guidance*, *light*

1st — *bless*, *cure light wounds* x2, *santuary*^D;

2nd — *cure moderate wounds*, *calm emotions*^D, *zone of truth*

^DDomain spell

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 15, Cha 12

SQ protective ward

Feats Negotiator, Skill Focus (Diplomacy), Brew Potion;

Skills Concentration +6, Diplomacy +10, Gather Information + 3, Listen +2, Heal +6, Knowledge Religion +5, Spellcraft +5, Sense Motive +5, Spot +2;

Possessions combat gear, silver symbol of St. Cuthbert, masterwork chainmail, , 50 mark's (gp), 22 kleinmarks (pp), 10 pfennig's (sp).

Protective Ward: grants +3 resistance bonus on next save 1/day

VOHRG CLAN WARRIORS

CR ½

Human (Flan) Warrior 1

N Medium humanoid (human)

Init +0; Senses Listen +2, Spot +2

Languages Flan

AC 15, touch 10, flat-footed 13

hp 5 (1 HD)

Fort +3, Ref +0, Will +0

Spd 30 ft.

Melee shortspear +2 (1d6+1)

Ranged shortspear +1 (1d6)

Base Atk +1; Grp +2

Combat Gear shortspear

Abilities Str 13, Dex 11, Con 13, Int 10, Wis 10, Cha 10

Feats Athletic, Self sufficient

Skills Climb +4, Heal +2, Intimidate +2, Ride (Boating) +4, Swim +6, Survival +2

Possessions combat gear, hide armor, heavy wooden shield, 5 pfennig's (sp) each.

VOHRG CLAN'S MEN

CR ½

Male human (Flan) Commoner 1

N Medium humanoid (human)

Init +0; Senses Listen +2, Spot +2

Languages Flan

AC 10, touch 10, flat-footed 10

hp 3 (1 HD)

Fort +0, Ref +0, Will +0

Spd 30 ft.

Melee shortspear +2 (1d6+1)

Ranged shortspear (1d6)

Base Atk +0; Grp +0

Combat Gear shortspear

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Self sufficient, (Varies)

Skills Climb +2, Heal +2, Ride (Boating)+3, Swim +3, Survival +2

Possessions combat gear, 2 pfennig's (sp) each.

JERMLAINE

CR ½

NE Tiny Fey

Init +3; Senses Listen +9, Spot +9

Languages Jermlaine, Fey, and special

AC 15, touch 15, flat-footed 12

HP 1 (1/2 HD)

Fort -1, Ref +5, Will +5

Spd 40 ft.

Melee Tiny shortspear -2 (1d3/ X3)

Ranged Diminutive dart +5 () (A diminutive dart should only do one point of damage, maximum.)

Base Atk -2; Grp -2

Combat Gear tiny shortspear, diminutive darts

Abilities Str 3, Dex 17, Con 8, Int 8, Wis 16, Cha 5

SQ Low-light vision, speak with rats, and 10% chance of jinx ability

Feats Alertness

Skills Animal Empathy +1, Craft (trapmaking) +3, Hide +15, Listen+9, Move Silently +7, Spot +9

Treasure Often 1d4 diminutive smoke sticks for every 6 jermlaine encountered, 3-5 coins each with a 80% chance of copper, 9% silver, 7% gold, and 4% platinum. 30% chance a moss agate or blue eye stone is found.

Speak with Rats (Sp): Jermlaine can communicate with rats and dire rats at will. The ability is similar in effect to a *speak with animals* spell cast by a 3rd level caster. The jermlaine have unlimited use of this ability.

Low-Light Vision (Ex): Jermlaine are extraordinarily sensitive to light. This enables them to see twice as far as normal in dim light.

Jinx (Su): Some jermlaine are able to affect one's luck which causes any non-fey creature's skills and abilities to suffer from bad luck. Jinx is always active, though a Will save versus DC 13 is needed to shake off the bad luck effect. Those who fail their save suffer a -1 to all saves, attack rolls, and checks while in a 20ft radius of the jermlaine.

Note: This is an optional ability created for this adventure. Feel free to use it at your discretion.

Jermlaine are opportunistic brigands who prey on unwary travelers often in subterranean regions. Jermlaine appear as tiny humans dressed in baggy clothing and leather helmets, though in fact the clothing and helmet are the jermlaine's body and pointed head. The fingernails and toenails are thick and filthy, although the fingers and toes are very nimble. Their gray-brown, warty hide blends well with natural earth and stone. When they wear rags or scraps as clothing, such items are likewise colored.

BÄCKAHÄST

CR 4

NE Medium Fey (aquatic, shapechanger)

Init +7; Senses Listen +13, Spot +13

Languages Aquan, fey, Flan, telepathy (line of sight)

AC 17, touch 13, flat-footed 14

HP 38 (7d6+14 HD)

Fort +4, Ref +8, Will +6

Spd 40 ft, swim 40 ft.

Melee 2 Slams (1d6+2), Improved grab

Base Atk +3; Grp +9,+15

Abilities Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 17;

SQ Low-light vision, amphibious, shape change into horse or hippocampus and small to medium humanoid, Adhesive, mesmerizing gaze

Feats Alertness, Deceitful, Improved grab, Improved Initiative, Weapon Finesse

Skills Bluff +15, Disguise +15, Hide +13, Listen+13, Move Silently +13, Sense Motive +13, Spot +13, Swim +10

Treasure On creature will be found 3 gems: one moss agate, two blue eyed stones, 6 kleinmarks (pp), and 10 pfennig's (sp). Lair 12 marks (gp), 20 kleinmarks (pp), 52 pfennig's (sp), 5 blue eyed stones, 3 moss agates, skeletal remains, several tiny, dry sacks, one tiny wet sack (each contain the heart and liver of the victims), and one potion of *cure light wounds* in a gourd container.

Low-Light Vision (Ex): The Bäckahäst is extraordinarily sensitive to light. This enables it to see twice as far as normal in dim light.





Telepathy: The Bäkahäst can communicate directly with any creature in its line of sight. Since this is a mental communication the creature need not share a common language with the Bäkahäst.

Shape Change: The Bäkahäst can shape change at will, though this is a full round action. It is limited to its white horse, hippocampus, or small to medium humanoid forms.

Mesmerizing Gaze: A bäkahäst can use a powerful gaze attack to lure in a single creature within 60 feet. The target must make a DC 16 Will saving throw or become captivated by the bäkahäst, thinking it is a desirable woman or man in mortal danger or (if in hippocampus or horse form) a valuable steed. A victim under the effects of the mesmerizing gaze moves toward the bäkahäst using the most direct means available. If the path leads it into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril; the victim does not consider water a dangerous area, and will enter the water even if it cannot swim or breathe. A mesmerized creature can take no actions other than to move toward the bäkahäst and defend itself, even if it is drowning. A victim within 5 feet of the bäkahäst simply stands and offers no resistance to its attacks. This effect continues as long as the bäkahäst is alive and the victim continues to fail its save each round. This is a mind-affecting charm effect caused by the bäkahäst's gaze. The save DC is Charisma-based.

Adhesive: A bäkahäst can cause its skin to become adhesive. When the bäkahäst becomes adhesive, any who touch it need to make a Strength check DC 15 or greater to pull themselves free. Note that if the bäkahäst has grappled its victim and uses its adhesive ability it gains an additional +6 to its grapple checks. Characters stuck to the bäkahäst need only make the Strength check DC 15. However, if grappled one must make a successful opposed grapple check and a DC 15 Strength check or remain grappled for another round.

The water horse is a common form of the bäkahäst said to lure humans, especially children, into the water to drown and eat them. The water horse would encourage children to ride on its back, and once its victims fell into its trap, the water horse's skin would become adhesive and the horse would bear the children into the river, dragging them to the bottom of the water and devouring them—except the heart and liver. A common Perrenlander tale is the story of nine children lured onto a bäkahäst's back, while a tenth kept his distance. The bäkahäst chased the tenth child, but he escaped. Another more gruesome variation on this tale is that the tenth child simply stroked the bäkahäst's nose but, when his hand stuck to it, he took a knife from his pocket and cut his own hand off, cauterizing it with wood from a nearby fire. The child saves himself but is unable to help his friends as they are pulled underwater with the bäkahäst. Note: The bäkahäst is a variation of the kelpie and is a cousin to this fey creature.

OPTIONAL RULE: PSYCHIC IMPRESSION

A psychic impression is often trace elements of a creature's psyche that have been anchored to a physical location. Often caused by a moment or moments in which one or more psyche's experienced extreme pain, horror, or hardships. Many confuse a psychic impression with a ghost; this is not the case, though most ghosts are drawn to psychic impressions.

Psychic Impression: CR1 Mental Contact, 3rd level; Psychic Sense (DC 13); XP 50.

Anyone within 100 feet of the murder site will hear crying or screams of terror. A Will save (DC 13) is needed to block out the noises, which repeat themselves endlessly. Note: a dispel magic against a fifth level caster will temporarily halt the impression for one hour before the psychic energies reemerge. A rogue can disable an impression, though it is quite difficult, requiring a (DC 26) disable device roll. It will take an hour for the impression to reemerge once a rogue disables it. A psion can use mental disruption to remove the impression, though it requires a DC 13 check and the mental disruption costs an additional 13 power points whether it is successful or not. The DC is increased by 1 for every level the psion is below 5th level, and decreases by 1 for every level the psion has attained above 5th level.

APPENDIX II TREASURE

HLAM'S FISHING SPEAR

Hlam's fine fishing spear is found at the murder scene. The spear grants the wielder a +4 survival skill bonus when spear fishing, otherwise it deals damage equal to a shortspear.

THE ORACLE, High Priest of Joramy

By Brian McRae

Art by Mike Lowe

Rules written for use with **PATHFINDER® RPG**

ROGUES GALLERY

Among the volcanic mountains of the Hellfurnaces lies one of the oldest of pre-Cataclysm temples, the Tabernacle of Conflagration, and it is dedicated to Joramy, the goddess of fire, volcanoes, anger, wrath, and quarrels. Being located but a few days from the boundaries of what is now the Sea of Dust, the Rain of Colorless touched not its holy precincts. It is here that resides the current high priest of Joramy, also called “the Oracle of Joramy”, or simply “the Oracle”.

The high priest of Joramy is not normally known by such a title, and while Joramy is not readily thought a deity of oracular visions, her priesthood is as capable in this regard as are those of most other deities. The Oracle of Joramy has taken his oracular powers a bit further, being an accomplished practitioner of the arcane arts of divination as well. Every ten years, the high priests of Joramy congregate at the Tabernacle of Conflagration to argue over who should be the High Priest of Joramy. The winner of this holy rite remains, or becomes, the new High Priest of Joramy. The Oracle has been the High Priest of Joramy for over one hundred and thirty years.

During his time as High Priest, the Oracle has subtly spread the influence of his faith throughout the western nations; namely in the way of issuing warnings of evil incursions by means of his servants, but some folk do not always pay heed to what they hear. The Oracle does not leave the Tabernacle of Conflagration very often, and so many choose to seek him out. Those who successfully complete the journey to the temple, and who are

deemed worthy to be admitted entrance, may receive the boon of an oracular vision from the Oracle. For a follower of Joramy, the Oracle is unusually reserved most of the time, which probably has much to do with why so many, including the wise and learned, seek his council. This seemingly calm demeanor hides a passionate fury which few have beheld, and even fewer have survived.



The Oracle seldom grants audience to those seeking advice regarding personal matters, usually only seeing those whose motives are more altruistic. The Yeomanry in particular has had the common sense to pay heed to the Oracle’s divinations, and some acknowledge this as being in no small part responsible for the nation’s current prosperity, and why they did not suffer overly much from the Greyhawk Wars or the humanoid incursions. Post-Greyhawk Wars, the Oracle has spoken only a few prophecies, to certain individuals.

What they are, and what they mean, only time will tell, but those who are aware of the Oracle’s divinations would be wise to ponder them well, for the Oracle seldom speaks idly.

For all that the Oracle knows, little is known of him- even his name. The oracle is known to be a half-elf, but the span of years that he has lived as the High Priest of Joramy alone would normally see most half-elves in at least a venerable state, if not dead, yet he appears to be as healthy as any youth. The Oracle also never seems to appear to look the same, sometimes having

blond or coppery red hair, amber or blue eyes, and pale or deeply tanned skin. Some believe that his appearance changes according to his mood, and there may be some truth to this, for it is rumored that blood other than elven and human courses through his veins.

The priesthood of Joramy, and therefore the Oracle, is on good terms with the members of most neutral and good faiths. The Oracle is on particularly good terms with the leaders of both the faiths of Kord and Tritherion in the nearby lands, as well as with many members of the Council of Common Grosspokemen in the Yeomanry. The Oracle has no relationship with the Silent Ones of Keoland, and his feelings toward them are of mild annoyance, as their agents seem all too often to be lurking in and around the lands bordering the Sea of Dust, and that they generally have an aura of suspicion and disdain about them when dealing with other folk. The Oracle makes an effort to aid the Knights of the Watch and Dispatch against any evil, as he can, though he has no special arrangement with them and does not particularly favor them over the Westerlings.

Not everyone is a friend to the Oracle though. The followers of Pyremius, and those allied with him, seek both his death and the destruction of the Tabernacle of Conflagration. For unknown reasons, the Oracle has a deep and abiding hatred of the Scarlet Brotherhood, and actively seeks to destroy them whenever possible. He is also a foe of evil faiths in general, and endeavors to end, or at least curtail, their influence. Evil fire creatures living within the Hellfurnaces are known to keep a wide berth of the Oracle as well.

DEVELOPMENT

The Oracle is a very powerful character, and provides a DM with a perfect opportunity for adventurers to journey into the Hellfurnaces in search of answers to important questions, or to seek guidance regarding an important matter. The Oracle himself might seek out heroes to deal with various enemies, whether they are agents of the Scarlet Brotherhood, members of an evil cult that has sprung up somewhere, or some already established evil agency whose power or influence needs curtailing. Adventurers might also be asked by the Oracle to seek something he wants, or even act as his agents in some matter. It might also be that they could have become aware of a plot to kill the Oracle, or other members of the priesthood of Joramy, and so seek him out to warn or even protect him. Adventurers could instead be preparing to journey into the Sea of Dust, a land of heat and ash, and so inquire about how best to achieve whatever goal it is that they have, and what they should avoid doing while there. The Oracle could even make known a prophecy that sets adventurer on a path of momentous

events, such as “The Western Sands will melt under the Firemaker’s hand.”, or “Ancient powers will war for all souls when the Dead Prince of the Blood rises.” Whatever the case may be, there are many ways in which a DM can use the Oracle in their campaign.

THE ORACLE, HIGH PRIEST OF JORAMY CR 25

Male Half-elf cleric 11/wizard 8/mystic theurge 6

TN (NG) Medium humanoid

Init +10; **Senses** low light vision, darkvision

DEFENSE

AC 26, touch 18, flat-footed 23 (+8 armor, +5 deflection, +2 Dexterity, +1 dodge)

hp 152 (11d8+8d6+6d6+50)

Fort +17, **Ref** +15, **Will** +26 (+2 racial bonus vs. enchantment spells and effects, +8 resistance bonus vs. mind affecting spells and effects)

Defensive Abilities immune to magic sleep effects, fire, bleed, critical hits, precision damage, poison, paralysis, sleep, stunning, flanking,

OFFENSE

Speed 30 ft.

Melee *staff of the fiery maiden* +21/+15/+11 (1d6+6+d6 fire damage*) or +4 *adamantium dagger* +20/+15/+10

Special Attacks channel fire energy (to heal or harm; DC 20) 6d6+6, or positive energy 6d6 (DC 19) - 7/day

Special Abilities the Oracle has made the following spells permanent upon himself: *comprehend languages*, *detect magic*, *read magic*, *see invisibility*, *darkvision*, *tongues*.

Arcane School Spell-Like Abilities (CL 14th; concentration +14/+18) Diviner (barred schools: necromancy, conjuration): forewarned, 7/day—diviner’s fortune, scrying adept

Wizard Spells Prepared (CL 14th; concentration +14/+18*)

7th— *spell turning*, *limited wish*

6th— *globe of invulnerability*, *legend lore*, *chain lightning* (DC 23)

5th— *mage’s private sanctum*, *prying eyes*, *dismissal*

4th— *confusion*, *locate creature*, *charm monster*, *volcanic storm* (DC 23), *detonate* (fire, DC 23)

3rd— *ash storm* (DC 20), *clairaudience*, *fly*, *haste*, *fireball* (DC 22)

2nd— *detect thoughts*, *invisibility*, *mirror image*, *scorching ray* (DC 21), *touch of idiocy*

1st— *burning hands* (DC 20), *magic missile* x 2, *ray of enfeeblement* (DC 16), *charm person* (DC 16), *disguise self*

0— *dancing lights*, *mage hand*, *message*, *prestidigitation*

Domain Spell-Like Abilities (CL 12th; concentration +21) 9/day—dazing touch, 9/day—fire bolt (range: 30 ft., 1d6+6 fire

damage)

Cleric Spells Prepared (CL 17th; concentration +18/ +22*)

9th— *elemental swarm*^D, *miracle*

8th— *incendiary cloud*^D (DC 28), *fire storm* (DC 28), *holy aura*, *greater planar ally* (monadic deva)

7th— *insanity*^D, *holy word* (DC 24), *greater scrying*, *symbol of weakness* (DC 23)

6th— *fire seeds*^D, *symbol of persuasion* (DC 22), *word of recall*, *banishment*, *find the path*, *heal*

5th— *charm monster*^D (DC 21), *commune*, *flame strike* x 2 (DC 23), *spell resistance*, *scrying*

4th— *cure critical wounds*, *discern lies*, *divination*, *neutralize poison*, *wall of fire*^D, *sending*

3rd— *cure serious wounds*, *fireball*^D (DC 23), *protection from energy*, *searing light* (DC 21), *speak with dead*, *helping hand*, *remove curse*

2nd— *augury*, *calm emotions*^D, *cure moderate wounds* x 2, *enthrall*, *silence*, *hold person*

1st— *bane*, *charm person*^D (DC 17), *cause fear*, *command* (DC 17), *cure light wounds* x 2,

sanctuary

0— *guidance*, *purify food and drink*, *stabilize*, *virtue*

^D Domain spell; **Domains** Fire, Charm

TACTICS

Before Combat: The Oracle prepares for combat by casting mirror image, protection from energy (lightning), holy aura, fireshield (from his robe), stonewall, spell resistance, spell turning, and globe of invulnerability.

During Combat: If involved in combat, The Oracle will begin by unleashing a symbol of persuasion, followed by confusion upon those who have resisted the symbol. If those spells would be ineffectual, he will use an elemental gem, followed by casting of elemental swarm (magma elementals). Then he will rain down fire spells on the area. If foes are well protected against fire, he will dispel such magics if possible, and if not he will resort to using greater planar ally and charm magics instead.

Morale: If gravely threatened, The Oracle will flee using word of recall, or by using fly if that is not possible. If for some reason he is unable to flee, the Oracle will bargain for his life; he can be very, very persuasive.

STATISTICS

Str 13, **Dex** 15, **Con** 14 **Int** 20, **Wis** 23, **Cha** 19

Base Atk +15/+10/+5; **CMB** +16; **CMD** +34

Feats Alertness, Combat Casting*, Craft Wondrous Item, Dodge, Elemental Channel (fire), Empower Spell, Eschew Materials, Forge Ring, Greater Spell Focus (evocation), Greater Spell Penetration,

Improved Initiative, Persuasive, Scribe Scroll, Selective Channeling, Skill Focus (diplomacy), Spell Focus (evocation), Spell Penetration

Skills Craft (alchemy) 18, Diplomacy 36, Heal 18, Intimidate 20, Knowledge (arcana) 23, Knowledge (geography) 18, Knowledge (history) 18, Knowledge (local) 18, Knowledge (planes) 23, Knowledge (religion) 23, Linguistics 14, Perception 31, Sense Motive 34, Spellcraft 28

Languages Common, Elven, Draconic, Ignan, Terran, Giant, Dwarf, Ancient Flan, Old Oeridian, Ancient Suloise, Ancient Baklunish, Celestial, Infernal

SQ arcane bond (ring), spontaneous casting (cure spells), combined spells (1st-3rd)

Combat Gear *staff of the fiery maiden*, *mask of the oracle*, *robe of the fireborn*, *bracers of conflagration*, +4 *adamantium dagger*, *scarab of protection*, *cloak of resistance* +4, *bronze ever-smoking bottle*, *elemental gems* (two each of fire, magma, and earth), *adamantium ring of protection* +5, *adamantium ring of regeneration*, *iron flask* (empty), various minor potions and scrolls

ROBE OF THE FIREBORN (MINOR ARTIFACT)

Aura strong transmutation; **CL** 17

Slot body; **Weight** 1 lb.

This heavy hooded robe is deep crimson in color interwoven with fine strands of brass that shine when the robe catches the light just so, and its hems are lined with licks of flame in cloth-of-gold. This garment is holy to the fire goddess Joramy, and has been passed down for over two millennia from one high priest to the next. The robe grants its wearer the immunities of a fire elemental, those being immunity to bleed, paralysis, poison, sleep effects, and stunning. The wearer is also not subject to critical hits, flanking, and takes no additional damage from precision-based attacks, such as sneak attacks. The robe of the fireborn also grants its wearer the ability to *firewalk* at will. This ability works as a combination of the spells *waterwalk* and *airwalk*, but only allows the wearer to walk upon flames- even being able to ascend into the air- or upon lava. The wearer of the robe may invoke a *fire shield* spell (hot version) on himself at will as a free action, and may also deactivate this power as a free action.

The *robe of the fireborn* also protects its wearer with an invisible, but tangible field of force, giving them a +8 armor bonus. Lastly, the wearer can assume the form of a huge fire elemental, gaining all of its capabilities (where any statistics between the wearer and fire elemental form differ, use the better of the two). The *robe of the fireborn* is itself immune to fire/heat of any kind.

STAFF OF THE FIERY MAIDEN (MINOR ARTIFACT)

Aura strong evocation, conjuration, and enchantment; **CL** 17

Slot none; **Weight** 5 lbs.

The origins of this very potent +5 *furyborn flaming burst igniting brass quarter staff* date back to before the rise of the Mages of Power, and was created by the collective power of a cleric, druid, and wizard in the service of the goddess. This staff is one of Joramy's most potent artifacts, and has many powers to aid its wielder.

The following powers may be used at will:

- * *continual flame* (dispellable at will)
- * *produce flame*
- * *resist energy* (fire only)

The following powers may each be used 3/day:

- * *fireball*
- * *heat metal*
- * *rage*
- * *suggestion*
- * *stone shape*

The following powers may be used 2/day:

- * *planeshift* (elemental plane of fire and prime material plane only)
- * *stoneskin*
- * *wall of fire*

The following powers may be used 1/week:

- * *elemental swarm* (summons earth, fire, or magma elementals only)
- * *transmute rock to lava*

Lastly, the bearer of the *staff of the fiery maiden* gains a +4 insight bonus on Charsima-based skill checks when dealing with non-evil creatures with the Fire type.

MASK OF THE ORACLE

Aura strong transmutation; **CL** 17

Slot head; **Price** 382,600 gp; **Weight** 3 lbs.

This finely wrought brass mask has been worked into the form of a man's face with angular features, and is inset with a single polished ruby in the center of the brow. The following spells are continuously active upon the wearer: *arcane sight* (eyes do not glow blue, but fiery orange), *detect poison*, *detect secret doors*, *detect thoughts*, *detect undead*. The wearer can also use the spell

discern lies 3/day, and the spell *true seeing* 1/day. Lastly, the mask also gives its wearer a +4 insight bonus to Perception checks, and "masks" his presence as per the spell *mind blank*.

Requirements Craft Wondrous Item, *arcane sight*, *detect poison*, *detect secret doors*, *detect thoughts*, *detect undead*, *mind blank*; **Cost** 191,300 gp

BRACERS OF THE INFERNO

Aura strong transmutation; **CL** 3

Slot wrists; **Price** 33,000 gp; **Weight** 1 lb.

These brass bracers are each set with a single polished ruby on their outer facing, and have only one purpose- to increase the potency of fire magic. Any spell or effect with the fire designator that is cast by the wearer adds +2 to its DC and spell penetration checks, and any such spells or effects that deal damage deal +1 point of damage per die rolled.

Requirements Craft Wondrous Item, creator must have the Greater Spell Focus (evocation), Spell Penetration, and Empower Spell feats; **Cost** 16,500 gp

PATHFINDER® RULES FOR CLERICS OF JORAMY

JORAMY

The Shrew, the Fiery Maiden

Goddess of fire, volcanoes, wrath, anger, and quarrels

Alignment: TN (NG)

Domains: Charm, Destruction, Earth, Fire, War

Favored Weapon: quarter staff

The divine focus (DF) for scrying spells used by priests of Joramy are flames (normal or magical) or a pool of lava instead of a pool of water. The flames, or pool of lava, must be at least eighteen inches in diameter (i.e. a small campfire or large brazier will provide a large enough flame).



Agnosco Adventum

By Skip Twitchell

Written for DUNGEONS & DRAGONS v3.5



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PREFACE

When evil comes into conflict with evil, the resulting clash is not always a straightforward boon to those of weal. A recent confrontation between a morkoth and a tribe of ixitxachitl has a dragon turtle well within its grip and threatens to ruin the economy of at least one nearby port city. Many merchants, sailors, marines, and even adventurers have already been counted casualties of this turf war. Heroes are needed to insert themselves, forcefully if need be, into this undersea conflagration and put an end to it before these boiling waves spill any further onto land.

Agnosco Adventum is a stand-alone adventure for a well-rounded party of adventurers from 8th to 12th level. Four characters of 12th level, six of 10th, eight of 8th or any similar combination will work best. (Note that, having an equal number of total party levels does not mean that the parties are of equal power and ability. Higher level PCs have access to more powerful magic, in the form of items, and, especially, with respect to spellcasting.) The adventure requires much undersea exploration and combat. It provides plenty of opportunities for the party to acquire adequate magical items to succeed at such an undertaking, but the DM will have to be the final adjudicator of the proper amount of such gear the PCs are given based upon their capabilities and the amount they begin the adventure with.

This adventure is located at the northeastern tip of the Amedian peninsula in the World of Greyhawk. It is ostensibly scheduled to occur any time after the Greyhawk Wars have come to an end.

However, DMs should have no trouble adjusting place names, etc. to locate the adventure anywhere or any time that is convenient for their campaign. This adventure is written for use with D&D® 3.5 edition rules. (See *Open Gaming License* page 150).

ADVENTURE BACKGROUND

Fifty years ago, unwitnessed by any land dweller, an ancient morkoth spent its last day attempting to ward off death's sickle with much thrashing of tentacles and gnashing of its teeth. Its vast hatred and lack of respect for all other life did not prevent a hypocritical desire to preserve its own. In truth, it had less chance than its countless victims in the 107 years of its life. Even great magics can only ward off death for a season.

For ten years afterward the sea nearby was peaceful and began to be repopulated by goodly denizens. During that time a dragon turtle, known as Terrapin Dipsas, established himself in a cave near the morkoth's abandoned lair, but he did not overly harass the other recently arrived denizens of the sea and accepted small tribute from ships passing through his waters without disrupting shipping.

Very recently, however, that has all changed. Three months ago, a young morkoth calling itself Atrox fled its old lair having learned of an impending concerted attack by the nearby sahaugin community it had preyed upon. A sahaugin scout crept too near Atrox's lair, was snared by Atrox's magic, and revealed this information before he was devoured. With this forewarning, Atrox decided to look for a new lair and quickly slipped away.

At this same time, a large community of ixitxachitl had also begun a search for a new lair. Having depleted the resources of the waters they had been living in, they gathered their slaves (a conquered tribe of locatha), sent out scouts, and began the trek. The first to discover the abandoned morkoth lair was an ixitxachitl scout who rushed to gather his patrol. The patrol returned only to discover that Atrox had moved in before them. Though Atrox had not yet established his magical snare, a bloody battle ensued, leaving half of the dozen ixitxachitl dead and Atrox severely wounded. The surviving ixitxachitl retreated to gather reinforcements from the community.

Atrox did not want to give up this prize lair, but feared a concerted attack from the ixitxachitl. So, he went to Terrapin Dipsas to propose a pact of mutual protection. Terrapin Dipsas scoffed at Atrox's offer believing, and stating, that he had no reason to fear the ixitxachitl nor Atrox for that matter. Atrox was forced to leave in humiliation. Terrapin Dipsas then decided to test the strength of these new creatures entering his waters and swam out to investigate. Soon, he encountered a band numbering over forty ixitxachitl and attacked. The Dragon Turtle's steaming breath and ferocious teeth and claws killed many of the strange

creatures while his thick shell protected him from their puny attacks. One ixitxachtl, however, was vampiric and it just happened to score a hit on Terrapin Dipsas draining him of power (one Hit Die). Confused and frightened, Terrapin Dipsas boiled a few more ixitxachtl and fled to his cave. Fearing reprisal from the ixitxachtl, Terrapin Dipsas begged Atrox to re-extend the proffered offer of mutual protection.

Atrox agreed, but named the terms, which were these: Atrox would protect Terrapin Dipsas by rerouting one of his new lair's tunnels to open below the entrance to the dragon turtle's cave, thereby snaring in the morkoth's magical hypnosis any ixitxachtl trying to enter Terrapin Dipsas' lair. Terrapin Dipsas would patrol the area around Atrox's lair to keep large groups of ixitxachtl at bay and would provide Atrox with a constant supply of humanoid victims.

Atrox has upheld his part of the bargain, snaring a small group of ixitxachtl that tried to sneak into Terrapin Dipsas' cave while he was asleep. (One of these was a vampiric ixitxachtl now languishing within Atrox's laboratory.) Terrapin Dipsas immediately began looking for humanoids, but Atrox forbade him to go far from its lair. Terrapin Dipsas is too afraid to raid the ixitxachtl for locatha slaves, so he began sinking surface ships. Atrox is quite pleased with this current state of affairs and finds it amusing to refer to Terrapin Dipsas as 'Mormo' ('False Terror' in the Abyssal language). Terrapin Dipsas doesn't know what the word means, but doesn't like the way Atrox says it.

ADVENTURE SYNOPSIS

The Player Characters answer a call that has been cried by heralds at posts in villages and towns far and wide (as far away as Sasserine, the coastal cities of the Hold of the Sea Princes, Gradsul, and even Gryrax) seeking adventurers to end a threat to shipping that has become insurmountable as of late. The PCs report to the city authorities in Fort Blackwell¹, which is situated on the northeastern tip of the Amedian peninsula. The city leaders present the problem of the dragon turtle's attacks and explain that all attempts so far to contact the beast and negotiate a peaceful end to its depredations have borne no fruit – in fact, neither of the two parties that attempted the feat have returned to report success or failure. Now, the PCs are being recruited and commissioned to end the attacks by any means necessary. They are given instructions, directions, and even some one-shot magical items to assist them in this endeavor. They are also given a (barely) seaworthy ocean-going vessel if they do not possess their own and a navigator, but no crew.

Before setting sail, the party has a few encounters with locals, some of whom are quite helpful, others who prove to be less so.

Once aboard ship, the party must find the dragon turtle (not



difficult as it will find them), discover the reason for its attacks, if possible, and do whatever is necessary to end them. The party first battles the dragon turtle when it attacks, and likely sinks, their ship. Depending upon how many of them are captured and by what opponent, they then discover the complications involving the morkoth and the ixitxachtl. It is left to them to decide which enemies to negotiate with and which must be exterminated or driven off.

Possible side treks include uncovering Jurgen's treachery, befriending the nereid, Dipsy, freeing a tribe of locatha, and helping some restless spirits.

¹See *Savage Tide Adventure Path: The Sea Wyvern's Wake*, [Dungeon Magazine #141](#).

ADVENTURE HOOKS

ART THOU OF STOUT HEART?

Criers employed by the Captains' Council (and other organizations) of Fort Blackwell have advertised the need for stalwart adventurers in places as far as Sasserine and Cauldron in the Amedio, Port Toli and Monmurg in the Hold of the Sea Princes, Gradsul in Keoland, and Gryrax in the Principality of Ulek. Adventurers answering such advertisements are expected to come fully equipped with gear and experience, though some

unusual equipment will be donated to competent applicants.

The adventurers will need to provide for their own transportation to the city. Hiring a ship to take them will cost quadruple the normal rate because all merchants engaged in such trade routes are aware that there is a serious threat to all ships in the vicinity of Fort Blackwell.

If asked for any further information, the crier reads an addendum at the bottom of the parchment with the advertisement. It adds that applicants are advised to debark ship on the eastward side of the Amedian peninsula upon which Fort Blackwell sits and approach the city from its landward side. No explanation or additional information is available. This is all the crier knows of the matter.

IN SERVICE TO THE CROWN.

An advisor to the King of Keoland or the Prince of Ulek summons the adventurers to an audience when he hears of their presence within the nation. He tasks them with addressing the issue that has hindered shipping between their nation and Fort Blackwell.

Since the Scarlet Brotherhood still controls the sea around the islands of the Hold of the Sea Princes, it has been difficult to establish any kind of contact between Keoland/Ulek and the Amedio. Fort Blackwell is itself strategically located and is also an important waypoint on the trip to Sasserine. Therefore, it is in the interest of Keoland and the Principality to keep Fort Blackwell free of Scarlet Brotherhood influence and its port open to non-Brotherhood ships.

This advisor will provide the party with transport to Fort Blackwell via teleportation magic or ship at the discretion of the DM. The ship will be small, but very fast in order to more easily avoid Scarlet Brotherhood entanglements. (Note that the DM will have to decide how to handle the trip and potential encounters if the latter option is selected.) The PCs will also be given a small stipend of 200 gp each for expenses and promised 2,000 gp each for successful completion of the mission.

Oh, and, if it is Keoland that is recruiting the PCs, the advisor will mention that they've lost a warship, the *Trident*, and would appreciate it if the PCs would make an effort to discover whether its disappearance is in any way related to the events at Fort Blackwell.

DRAWMIJ A PICTURE.

The Archmage Drawmij, member of the Circle of Eight, summons the PCs to his undersea fortress via an intermediary, Nelzim², to request their services on his behalf. He has been looking for adventurers competent enough to investigate some troubling news from the vicinity of Fort Blackwell. He is especially concerned because he has not heard this information

from his usual source in the area, though he will not mention this fact to the PCs.

The PCs are contacted by a well-dressed, aged wizard who introduces himself as Nelzim, humble servant to a most noble lord. He bids them attend him at his home in Rawnis on the Keolandish coast at their earliest convenience. He volunteers to teleport the party there immediately if they wish or will wait a day if they have minor business they wish to tie up first.

If his offer is accepted, Nelzim safely teleports the party to his house and bids them make themselves comfortable while he sees to the preparations for their audience with his master, though he does not offer any further identification of who that might be. The PCs are free to look around the mage's library, where he has escorted them, and will be served fruits, pastries, and drinks by a man and maid servant. While they wait, Nelzim shuffles around the library collecting paraphernalia for a spell that will allow the PCs their magical audience. (Interested PCs who succeed at a DC 15 Spot check note that Nelzim collects a tome, a scroll, a fishbowl, which a servant fills with clear water, a small, carved coral statuette of a castle, a prism, and as many pearls as there are members of the party.)

When Nelzim is finished collecting the necessary components of his spell, he asks the PCs to stand in a semi-circle in front of the pedestal on which the fishbowl and tome rest. He explains that he will magically enable the PCs to be present within the hall of his lord in order to attend the promised audience at his lord's convenience. Any PC who balks at being subjected to the spell's effects may make a DC 22 Will save to avoid being affected. Alternatively, the PC may leave the library before the spell's completion which will indicate to Nelzim that the individual does not desire to be a part of the spell's effects and he will simply alter his casting of the spell slightly in order to exclude that PC.

Repeatedly referencing the tome, Nelzim carefully places the coral statuette on the bottom of the bowl within the water, places the prism into the bowl beside it, and follows this by dropping each of the pearls into the water-filled bowl all the while incanting the words of the spell³ from the scroll.

As Nelzim finishes the incantation, read or paraphrase the following text to the players.

As you watch Nelzim work, the air around you begins to waver as if you were seeing the effects of heat rising off a drought-cursed landscape. As the effect intensifies, you begin to see a mirage of sorts appear in place of Nelzim's library. Superimposed upon the spot in which Nelzim stands are the steps of a dais leading up to a throne-like chair occupied by a magnificent-looking personage.

Regally dressed in a variety of blues and greens that are distinct from the tint of the water around, sits a being undoubtedly used to commanding the attention of his audience. Curly blond hair peaks

out below a bejeweled turban whose tassels float lazily about topping a face with a strong jaw line and intense, but non-threatening eyes. Your first thought is that you have finally laid eyes upon one of the mythical marids - genies of the sea.

Belatedly, you understand that you must be breathing water as you realize that the immense chamber in which you now stand is fully submerged. The throne appears to be grown of coral while a veritable Prismatic Sphere of ocean life covers the walls and domed ceiling. Fish of every color swim idyllically past as you gaze around in wonder. At the noble personage's right hand hovers an aquatic humanoid with scale-covered legs and flippers where his feet would otherwise be. He wears a leathern harness upon his chest that holds an effective-looking trident on his back. In his hand rests a large, silvered conch.

As you become more familiar with these wondrous sights, you realize that you can still see Nelzim and his library. If you purposefully adjust your focus, as if looking at your own reflection in a still pool instead of looking through it, you can distantly perceive him returning your gaze with some interest.

Just as you begin to feel comfortable enough to relax a bit, the seated figure addresses you:

"Welcome good sirs (and ladies). I am pleased that you have accepted my invitation to discuss a matter of some importance to me. I find myself in a position in which it behooves me to seek the services of adventurers with qualities such as you possess.

"First, though, let me introduce myself. It would be unseemly of me to put you in a position where it was necessary to accept or reject an offer to work for an unidentified patron. I am Drawmij and this is my current abode. You are here, in effect, through the courtesy of my associate, Nelzim, in order to avoid many of the difficulties that would be involved in any attempt to arrive here in mundane fashion.

"I am quite interested and concerned with events affecting the creatures and cultures of the Azure Sea and its geographic neighbors. I make it a point to diligently investigate events that disrupt or otherwise alter the environment in which I dwell. Now I have cause to be concerned about events occurring a distance south at the eastern edge of Jeklea Bay. And, it is my desire to learn more of these happenings from first hand accounts.

"To that end, I wish to enlist your aid by employing you to investigate the issue. To wit, rumor has it that a heretofore-agreeable dragon turtle has begun sinking every ship it can catch. Its depredations are near to a palisaded community called Fort Blackwell at the tip of the Amedian peninsula. If you are willing to accept my employment in this endeavor, it is my wish that you discover the truth behind these rumors and address the issue in whatever manner seems most beneficial to all involved. Most importantly, you are to report back to me the results of your investigation.

"I am prepared to extend to you 500 pieces of gold each in good faith for your expenses. I also guarantee you each an additional 2,000 upon successful completion of the assignment, negotiable depending upon the difficulties you find yourselves confronted with during the mission. What say you?"

Drawmij waits expectantly while the PCs debate the matter among themselves and politely answers any mission-related questions they may pose. He does not give away any of the secrets of his underwater lair, including its location, but will agree to provide wizards with personal training in the employment of some of his unique spells as part of the agreed payment.

PCs may haggle his initial offer upwards by as much as 50%, but attempts to go beyond this will begin to bore the wizard and he will dismiss the party and seek a different group to employ if the PCs don't take the hint and desist. When the PCs accept the offer, continue by reading the following text.

"Excellent! Nelzim will see you on your way to Fort Blackwell. I leave you to your own devices from that point."

The flipper-footed humanoid at Drawmij's side raises his conch to his lips and sounds a clear note whose soothing tones vibrate through your being. At this sound, Nelzim's figure begins to superimpose itself over your current watery surroundings.

As you fade back into the reality of the associate wizard's library, you hear the archmage say, "Oh, and if you happen to encounter a Triton by the name of Jhegduthas, please ask him to contact me at his earliest opportunity."

Once fully materialized back in Nelzim's library, the mage hands the party wizard a scroll with a single Teleport Without Error spell inscribed upon it. He asks that you utilize it to return to his home upon completion of your mission so that he can facilitate your report to Drawmij. He then hands each member of the party a small sack containing 50 platinum pieces (or as much as they agreed upon with the archmage). When all appears to be in order, he asks if you need assistance reaching Fort Blackwell.

Again, the DM will have to decide how to handle the trip and potential encounters if the 'travel by ship' option is selected. If the DM elects, Nelzim can teleport the party safely just outside of Fort Blackwell's front gate. He suggests that they arrange some temporary lodging for themselves at the Sultry Siren before beginning their investigation and then bids them adieu. The Sultry Siren is the only inn in Fort Blackwell, though there are other establishments that consist of only a tavern with no overnight accommodations. The Sultry Siren caters to all types of travelers and its reputation more than lives up to its name.

²See *To Walk Beneath the Waves*, *Dungeon Magazine* #77.

³See *Appendix: New Magic*. *Drawmij's Aquatic Summons*.

GATHERING INFORMATION

If the PCs elect to do a bit of research on Fort Blackwell before beginning their journey, Nelzim is willing to allow them the use of his library. He requests that the PCs do not attempt to reshelve the books they use, but to simply leave them in a tidy pile. (He trusts his servants to replace them each in their proper place.)

From the written works in Nelzim's library, the PCs may learn the following information with a successful Knowledge (local history), Knowledge (geography), or Bardic Knowledge check.

AVAILABLE INFORMATION ON FORT BLACKWELL IN NELZIM'S LIBRARY:

DC 15

Fort Blackwell is well positioned as a waypoint and supply stop-over for shipping between Sasserine and the rest of the Flanaess, though it is poorly located as a base of operations for any adventuring or slave-taking targeting the interior of the Amedio Jungle.

DC 20

The original fort was built in CY 412 as a military outpost for Keoland to keep watch over the interests of the Hold of the Sea Princes in the Amedio Jungle. Over the course of the next century, ownership passed back and forth between the two nations through military conquest until shortly after Sasserine gained its independence. By that point, the 'fort' had expanded into a small village and the populace was able to follow their larger neighbor's lead and throw off the Sea Prince yolk as well. Since then, Fort Blackwell has enjoyed an independent, though relatively unimportant, status.

DC 25

The Fort's Captain's Council is its ruling body and is comprised of an eclectic combination of members. Seats within this council change hands occasionally, but always include very capable, though not necessarily cooperative, individuals. Some are successful ship captains or merchants, while others are retired adventurers with extensive knowledge of the region.

DC 30

Fort Blackwell is too poorly located to be easily defended from attacks by sea. This is why no nation currently desires to attempt to conquer and hold it by force of arms. However, owing to its convenient location near the Hold of the Sea Princes and more exotic locations south, several different powers in the Flanaess have covert representatives operating within the city.



CHAPTER ONE: VOLUNTEERS?

When the PCs arrive at Fort Blackwell, allow them to interact with the guards at the gate (which is kept closed), and to find their way to the Sultry Siren. When they are ready to begin their investigation, read or paraphrase the following introduction.

From what you know of Fort Blackwell, it has been enjoying a comfortable increase in size and wealth as the success of its local merchant marine has steadily improved. Having been informed of the community's need for adventurers, you jumped at the chance for another adventure and have made the trip hoping you won't be disappointed.

When you arrive, you can't help but overhear many rumors about the recent depredations of a rampaging dragon turtle in the nearby waters. A question or two put politely to passersby points you in the direction of The Captain's Cabin (City Hall) where, you are assured, you will be put in touch with someone who can answer more of your questions.

The city leaders of Fort Blackwell, including representatives of its merchant marine, are eager to hire the PCs to deal with the problem unless they are obviously untrained bumpkins just beginning their adventuring careers. They have written off all

wealth from lost ships, but don't want this venture to cost them any more than it already has. To that end, they will agree to forego any claims to treasure recovered by the adventurers as long as they prove that they have successfully ended the attacks upon shipping. (The dragon turtle's head will do nicely.) They will provide the party with several single-use magic items to ensure their ability to successfully engage the enemy under water. For example:

- Potions of cure light (or moderate) wounds, water breathing, water walking, and tongues;
- Arcane scrolls including spells like *mount* (adapted for an aquatic steed), *darkvision*, *protection from energy*, *phantom steed* (adapted for an aquatic mount), *tongues*, *dispel magic*, *water breathing*;
- Divine scrolls including spells like *comprehend languages*, *cure light* (or moderate) wounds, *protection from energy*, *remove curse*, *water breathing*, *water walk*;
- Wands employing similar magics (with between 5 and 10 charges remaining);
- And minor wondrous items such as *elixirs of swimming*.

All of this is solely at the discretion of the DM. (Make sure your PCs are equipped properly for an extensive underwater adventure, but try not to duplicate items that are available as treasure from various sources elsewhere in the adventure.)

They will also be presented with a ship to use in locating the offending dragon turtle. The Captain's Council will lead the party to the docks where they will be directed to the most derelict-looking vessel the party has ever seen still afloat. This pinnace, the *Garrote*, (rightly or wrongly, the locals pronounce its name in a manner that rhymes with 'carrot') is just barely seaworthy and will sink the moment it encounters any violent situation. The city council members will be completely serious about the offer and will explain to the party that, "You can't expect us to send a perfectly good ship out to be sunk, can you?" They will then present the party with a small wooden cube that is a *folding boat*. This, they explain, is for the return trip... They will provide the party all the command words for its operation except the one necessary to convert it into a ship. If asked, they will claim not to know such a command word (a DC 20 Sense Motive check indicates that this claim may not be completely truthful). This ensures two things from the city council's point of view: 1) the party will not return until the dragon turtle threat is ended and 2) they will not carry off too much of the treasure. One type of magic item that absolutely will not be gifted to the PCs by any interested party is that of storage devices such as *bags of holding* and *portable holes*.

DM's note: The command words for the *folding boat* are Dink (to transform into a boat) and Avast (to return to box form). Auster is the command word to transform the item into a ship. This last command word will be provided to the PCs if they return from their quest having accomplished it to the satisfaction of the Captains' Council as part of the party's reward.

The party will not be supplied with any sailors for their ship - this they must do themselves - but if there are no members with

RUMORS IN FORT BLACKWELL

PCs may learn the following by asking questions of locals and by making the appropriate Gather Information checks. A successful Gather Information check reveals all of the rumors of lower DCs as well.

DC 5

A nearby dragon turtle has been sinking every ship it can find. We'll all starve if the grain shipments don't make it through!

DC 10

As long as Terrapin Dipsas (the dragon turtle) has laired in these waters, he has never been one to sink a ship that was willing to pay a modest toll. He's been Charmed by an evil wizard, I tell ye!

DC 15

Terrapin Dipsas established his lair in these waters over 30 years ago and Fort Blackwell has always enjoyed a mutually beneficial association with the monster. The dragon turtle is a wily one and can smell the increase in wealth of the local merchants. It is just driving the price up before renegotiating.

DC 20

Pirates and Scarlet Brotherhood ships are frequent in these waters, so all ships to and from Fort Blackwell run heavily armed. If it is Terrapin Dipsas that's responsible for the missing ships, the dragon turtle is taking quite a risk by attacking them alone. Even a dragon turtle as powerful as he is would be hard pressed to sink a warship with all hands lost.

DC 25

The local Thieves' Guild is becoming very nervous. With no wealth coming into the city, there's precious little to pilfer. Obviously they don't have anything to do with the situation and are powerless to affect it.

DC 30

The Scarlet Brotherhood has agents secretly operating within Fort Blackwell. They are the ones who are behind the sinking of the ships. 'Tis a poorly-guarded secret that their wizards make use of all kinds of Charmed monsters. Find the red agents if you want to put an end to the dragon turtle's depredations.

FRIENDS?

If the PCs seek to recruit sailors or cannon fodder, err... mercenaries, to accompany them on this mission, they will find the people they approach to be uniformly enthusiastic about meeting the heroes (they will ask for autographs, expecting them to be worth a lot when the heroes are dead). They will call their friends and fellows over to meet the PCs, buy them drinks, offer them food and trinkets from their stands in the local market, and generally act as fawning paparazzi. They will also uniformly refuse such requests or offers to accompany the PCs on the mission. They are all well aware of the probable one-way nature of the trip. Most will simply laugh off the request as if the PC were making a joke about needing their help.

If the PCs inquire as to where they might find either of the survivors of the dragon turtle's attacks, anyone can direct them to the Salty Serpent where Stumpy Ren is sure to be found. It requires a separate successful DC 25 Gather Information check to learn that the Salty Serpent is also the most likely place to find Jurgen. Otherwise, nobody knows his whereabouts. Many of the paparazzi will even accompany the PCs there. This procession will pick up more and more curious individuals until it is large enough to completely fill the common room of the Salty Serpent by the time the PCs arrive (about 100 individuals). The crowd will include many armed sailors and marines from various ships wearing armor from leather to chainmail. Thus, picking out threatening individuals will not be that simple. There will be few demi-humans, but there are about a dozen, mostly half-elves and half-orcs.

Joining the mob of paparazzi during the walk to the Salty Serpent will be a Suel Bard known as Jongleur. He is secretly a member of the Scarlet Brotherhood and is working with his superior, Sister Aspinet, to sabotage the party's attempt to defeat the dragon turtle. He will move to a position just behind the PCs and sing made-up songs about them and their future success while amusing those nearby with simple juggling and sleight-of-hand tricks. Unfortunately for the PCs, his songs poke tongue-in-cheek fun at them. He does this to help minimize the honor of their memories when they are killed and because he simply enjoys insulting those members of lesser (non-Suel) races, especially when they can't quite justify retaliating against him for it. During the procession, he uses Sleight of Hand (+11) (countered by the PC's Spot check) to place a cursed magical item, the *Carnelian of Carnage* (see sidebar), upon the person (in a backpack, belt pouch, quiver, or pocket) of one of the PCs.

When the procession reaches the front door of the Salty Serpent, Jongleur will step to the front, take a female PC's hand in both of his, bow to her, and request a dinner date with, "the most beautiful heroine ever to grace the shores of the Amedio." This is, of course, a cover for his attempt to replace a ring upon her finger

THE CARNELIAN OF CARNAGE

Also known as the *Stone of Unhinging*, this cursed gemstone was discovered by Jongleur in an Olmec ruin within the Amedio on one of his recent training adventures with Sister Aspinet. He pilfered it from atop an altar within a temple to Tezcatlipoca. He feels a sentience within it urging him to give it to his enemies and is aware that it will return to him when the one he has gifted it to is dead.

A successful Knowledge (religion) or Knowledge (arcana) check or a successful Bardic Knowledge check at the following DCs provide all the information for that score plus the information listed for lower scores to the character making the check. (Note that Bardic Knowledge checks suffer a -5 penalty to the roll unless that Bard has an Olman heritage or was otherwise raised in the Amedio.)

DC 20

The Carnelian was originally created by the overpriest of Tezcatlipoca during the wars between the Olmec city-states in the Amedio. Initially, the priest was able to use it successfully against the enemies of his city-state. Ultimately, however, his own fell around him and he perished before being able to pass it on one last time.

DC 22

The Carnelian contains a small spark of Tezcatlipoca's essence – just enough to give it sentience – which constantly seeks to corrupt its possessor's mind and bring destruction upon the heads of those who do not worship Tezcatlipoca.

DC 24

The Carnelian 'attunes' itself to the first sentient entity to claim it when it has no owner. It remains attuned to that owner even while 'gifted' to others. When the individual it has been gifted to dies, it teleports itself back to the one it is attuned to. If its owner is dead, or dies with the Carnelian in his or her possession, it lies dormant near the spot its owner died.

DC 26

Anyone 'attuned' to the Carnelian must make a DC 15 Will save after each week of continuous possession or have their alignment permanently progress one step closer to Chaotic Evil (along the Lawful/Chaotic axis first, then along the Good/Evil axis). Each week after the first, the DC increases by one. Saving throws need not be made during the time the Carnelian is gifted to another, but they pick up where they left off once the Stone is again within its owner's possession.

DC 28

The Carnelian will encourage its owner to 'gift' it away to someone new each week after it has forced him/her to make the save. The owner must succeed at another Will save equal to the one just attempted to resist gifting it away. If this save is failed, the owner will offer the Stone as a gift or secretly place the Carnelian somewhere in another's possession.

DC 30

The Carnelian of Carnage grants a knowing possessor (the one it is attuned to) the power to use the following spell-like abilities:

CARNELIAN OF CARNAGE CONT.

3/day – *desecrate*

2/day – *rage*

1/day – *confusion*

(Spells operate at a Caster Level equal to the total Character Level of the owner.)

DC 32

At the same time, it grants its owner a +2 profane bonus to all melee damage rolls and curses its owner with a -2 profane penalty to his/her Armor Class. These last two are constant side effects of the Stone while it is in its owner's possession.

DC 34

When in possession of one it has been gifted to (knowingly or unknowingly), the profane bonus and penalty to damage and AC apply to that person. In addition, the spell-like abilities have a percentage chance to be triggered when certain conditions are met up to a number of times per day equal to that usable by its owner when in his/her possession.

Desecrate: (60%) This spell is centered upon its possessor by the Carnelian the first three times its possessor encounters hostile undead each day.

Rage: (40%) The Carnelian casts this spell upon its possessor the first two times s/he attacks or is attacked each day.

Confusion: (20%) The Carnelian casts this spell in a 15' radius burst centered upon its possessor the first time s/he is involved in any hostile or strongly emotional situation each day.

DC 36

To rid oneself of the Carnelian of Carnage, one to whom it has become attuned must find a divine spell-caster able to cast Remove Curse at a Caster Level at least one higher than the Character Level of the cursed individual. Such a casting allows the owner to attempt a DC 20 Will save to be free of the Carnelian's influence (though any alignment change will remain and must be dealt with separately). If the Will save is successful, the Carnelian has a 50% chance to teleport away to a random location. Otherwise, it falls to the ground waiting for another to claim it. An attempt to free a cursed individual may only be made once per day. Any further attempts within the same 24-hour period will automatically fail.

One to whom the Carnelian has been gifted must do the same in order to be rid of it, but the result is automatic – no Will save need be made. The Carnelian will then teleport back to its owner.

DC 38

If one to whom the Carnelian has been gifted happens to be a worshiper of Tezcatlipoca or becomes one, the Carnelian immediately attunes itself to that new owner who instantly becomes aware of its powers.

with a special *ring of clumsiness* which creates an illusion that makes it look like a duplicate of the last ring it has touched. He must remove the PC's ring, cause the two to touch within his palm, and return the (cursed) ring to her finger without her noticing it. The PC is entitled to a Spot check to oppose Jongleur's DC 20 Sleight of Hand check, but successfully spotting the attempt does not prevent its success. If his subterfuge is detected, he smiles and shrugs as if embarrassed at being caught pilfering jewelry and hands the ring right back. That is, he hands the cursed ring back after holding them both together for a second in his palm.

Jongleur's songs may include the following two:

Sea, Sea, Sea

*Our heroes went to sea, sea, sea,
To see what they could see, see, see,
But all that they did see, see, see,
Was the bottom of the deep blue sea, sea, sea.
See!?!⁴*

To the Heroes!

*Our heroes are thinking to slay a fell dragon
So lift up in drinking a tankard or flagon.
We'll toast them and boast of their exploits of merit.
We'll watch from the coast, they'll sale off in the Garrote.
Their courage unequalled, they welcome do-darings
Hope they aren't squalled by silly red herrings.
We wish them the best and return to our drinking,
We'd go along west, but their ship will be sinking!*

When the party arrives at the Salty Serpent, both Stumpy Ren and Jurgen (the two survivors) are present. Stumpy Ren is quickly pointed out in a comfortable chair near the hearth (1) (and easily identified even without assistance), but Jurgen is slumped alone in a dark booth on the other side of the room, asleep (2). Normally children wouldn't be allowed in this tavern, but a few muttered complaints from those already inside are quickly quashed when such a large mob enters and crowds around Stumpy Ren to hear the latest rendition of his tale. He appears as a lean, aged sea dog with wispy white hair, few remaining teeth, and a stump where his right hand used to be. The lack of a hand is not at first obvious (Spot check DC 10) because he has a colorful handkerchief tied around his wrist which hangs down where his hand otherwise would be or flails around as he gesticulates to emphasize parts of his story. He was just warming up to a few eager listeners when the party and their entourage arrive. The following is the tale as they hear it from Stumpy Ren:

“... was complainin’ ‘bout ‘ow borin’ the trip ‘ad turned out. It bein’ such a calm day, I was s’prised to feel the ship rise of a sudden on a swell while the rest of the sea lay smooth as glass all ‘round. I ‘an’t time to be properly p’plexed when the ship was smashed to bits by a pow’rful blow from b’low!

“Up through the deck of the ship come ol’ Terrapin Dipsas! I knowed it was none other when, as I was throwed from the crow’s nest into the air, I made a fortuitous grab for a freed line and swung down scant inches past ‘is eye – the one wit’ the scar left by Rory Barbarosa⁵ all them years ago.

“Well, ol’ TD took a swipe at me as I swung by ‘im. ‘e missed me, but sliced the line sending me plunging into the sea. You may well b’lieve me a fool not to think myself a corpse at that moment, but as I went under I saw the most beautiful mermaid as ever I’d dreamed. She took my ‘and and, pullin’ me close, smacked one full on me lips! She was a goddess! Oस्पrem or Myhriss, I know not, but right soon I found I could breathe water! She led me deep ‘neath the waves and... [with a look at some attentive young children in the front and a wink at the adults, he continues]... well, ... Later I ‘woke on the beach a ‘alf mile down yonder.”

The true tale is that he was thrown from the railing of the *Wyndsome Wench* when the attack came (about five miles from the shore) and the nereid, Dipsy, took a liking to him and saved him. If questioned, he knows nothing of the fate of his mates and assumes the dragon turtle got them all. He will never willingly admit that his tale isn’t the absolute truth, even if it is proven that Terrapin Dipsas has no such scar under his eye. He simply claims the party got the wrong turtle. If asked, he will regale the party with other stories of his adventures on the high seas such as the tale of how he lost his hand in a swordfight against none other than Cold Captain Wyther, leader of the Crimson Fleet pirates⁶.

Jurgen, the other survivor, was a lieutenant aboard the *Trident*, a war galley from Keoland, that sailed this far south in pursuit of a pirate ship. He spent the first two days on shore drunk, but lately has been sulking day and night in the *Salty Serpent* trying to decide what to do.

When the *Trident* was attacked, rather than aid in its defense, Jurgen broke into the captain’s cabin where he knew a half dozen potions of *water breathing* were kept and stole them. He killed two of his own marines

who tried to stop him and dove into the water just as the ship broke apart. Activating his *ring of invisibility* and downing one of the potions, he swam away underwater as fast as he could. Not knowing if he had enough potions to make it all the way to safety after having one knocked from his hand in the fight, he simply headed in the direction of the nearest source of land he was aware of. Thus he found himself on the shore near Fort Blackwell.

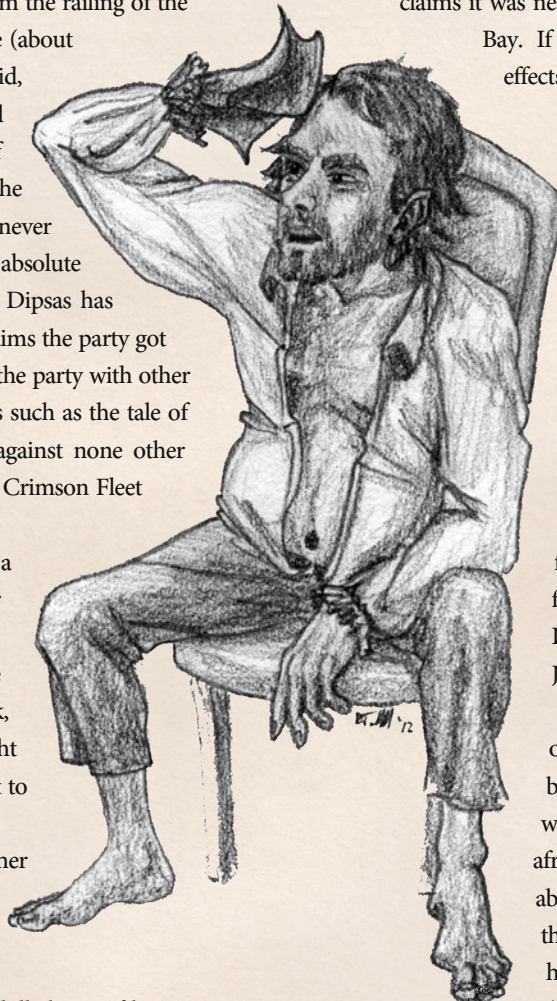
He will not speak of his escape unless forced or *charmed*. If forced, he claims he fought to defend the ship, but when everyone else was dead he turned invisible and drank his potion of *water breathing* (which he will produce for the party), knowing it was his only chance to survive, and escaped.

If he is asked if he saw anything else in the water around the scene at the time of the attack, he says he did, but doesn’t know what; just black blobs moving swiftly through the water. He goes on, apparently frightened of the memory, saying that after the dragon turtle left, these things moved in and attacked the marines still alive in the water, dragging them below the surface. There were too many to fight, so he left quickly.

If questioned about the fullness of the potion vial, he claims to have had another one just like it. If asked where the attack occurred, he claims it was nearly 5 miles west from Fort Blackwell into Jeklea Bay. If asked how he made it that far underwater on the effects of a single potion, he hesitates, then says a dolphin swam up to him and let him grab hold and pulled him most of the way. If confronted with any contradictory parts of his story (like claiming that he abandoned ship after all hands were dead, but then saying there were still men alive in the water), he stops answering questions and his attitude immediately turns to hostile.

If *charmed* or otherwise magically compelled, Jurgen will not seek to escape, but will still refuse to answer questions any more truthfully than otherwise unless his new ‘best friend’ can convince him that he will be protected from justice (requires a successful DC 30 Diplomacy check or a Bluff check that beats Jurgen’s Sense Motive check by 10 or more).

Remember, he is slightly drunk, quite hung over, and very belligerent for fear of his crimes being discovered. If Jurgen feels threatened, he will activate his *ring of invisibility* and flee. He is afraid that if he returns home he will be questioned about the incident and, through magical means, the truth will be known spelling his doom. Thus, he is considering his other options. Fortunately (or unfortunately) for Jurgen, there are other



parties in Fort Blackwell that are interested in him. The local Thieves' Guild finds it interesting that an officer of the Keolandish navy hasn't yet sought passage back to his home nation. They figure there's blackmail material there.

The Scarlet Brotherhood has no interest in expending the resources necessary to control Fort Blackwell by force, but doesn't appreciate the fact that it is a haven for their enemies in the region either. Sister Aspinet is tasked with disrupting Fort Backwell's economy and is extremely pleased with the unexpected dragon turtle attacks and their results. Her immediate plan is to frustrate any attempt by the heroes to fix the problem. Thus, she and her bodyguards assault the PCs in an attempt to prevent them from apprehending Jurgen and questioning him further.

When Jurgen makes his break, most of the mob of paparazzi will still be in the Salty Serpent. Of the 80 or so commoners present, about 10 are children. Some will be interested enough in the party's questioning of Jurgen to be listening in, but most will still be gathered around Stumpy Ren buying him drinks and pressing him for stories. Sister Aspinet's bodyguards (who have infiltrated the mob by this point) will violently intercept the party's attempts to hamper Jurgen's escape and the party will find themselves in an extremely dangerous situation – not necessarily for their own lives, but for the lives of the dozens of innocents caught up in the situation.

Initially, the Scarlet Brotherhood will simply attack the PCs in an attempt to overwhelm them without caring if anyone suffers collateral damage. When it becomes apparent that the PCs won't be easily overcome, Jongleur, who will not have attacked the PCs overtly, begins to set the doors on fire in order to trap the mob inside a burning building. When this happens, Csemborguth and his subordinates (see below) will make an obvious effort to assist the party in saving the commoners first, and to help them battle the Scarlet Brotherhood next. **Note:** This will prove to be a rather large melee requiring the DM to keep track of lots of NPCs and a mob of commoners. To make this more manageable, the NPCs involved in the battle have intentionally been given sets of identical stats with the exceptions of Jurgen, Sister Aspinet, Jongleur, and Csemborguth.

⁴Adapted from *Veggie Tales: God Wants Me to Forgive Them? Larry's Lagoon, Some Veggies Went to Sea.*

⁵See XI: *The Isle of Dread.*

⁶See *Savage Tide Adventure Path: Serpents of Scuttlecove, Dungeon Magazine #146.*

JURGEN

Male human Fighter 9th

LE medium humanoid

Init +7; **Senses** Spot +0, Listen +0

Languages Common

AC 18, **Touch** 14, **Flat-footed** 15, **Dodge**

hp 63

Fort +7, **Ref** +6, **Will** +2

Spd 30 feet

Melee +2 *luck blade* (short sword); +12/+7 (1d6+5/19-20x2); and masterwork dagger +11/+6 (1d4+3/19-20x2)

Ranged Thrown dagger(s) +12/+7 (1d4+3/19-20x2)

Base Atk +9; **Grp** +12

Combat Gear +2 *luck blade* (short sword), masterwork dagger, 4 daggers, *ring of invisibility*, and a *potion of cure moderate wounds*.

Abilities Str 16, Dex 17, Con 13, Int 12, Wis 9, Cha 10

SA Whirlwind Attack

SD ring of invisibility

Feats (10) Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Two-Weapon Defense, Two-Weapon Fighting, Whirlwind Attack

Skills (36) Climb +6, Intimidate +6, Jump +4, Knowledge (Geography: Western Azure Sea and Jeklea Bay) +5, Rope Use +2, Sense Motive +4, Swim +10

Possessions Combat gear plus *leather armor* +2, *ring of protection* +1, a *potion of water breathing*, and a belt pouch with 13 sp and 12 cp.

SCARLET BROTHERHOOD FORCES

SISTER ASPINET

Female human (Suel) Monk 10th

LE medium humanoid

Init +6; **Senses** Spot +5, Listen +4

Languages: Common, Suel

AC 19, **Touch** 16, **Flat-footed** 17, **Dodge**

hp 70

Fort +10, **Ref** +11, **Will** +12; Improved Evasion

Spd 60 feet

Melee Unarmed strike with *mmulet of mighty fists* +2 (Flurry of Blows) +11/+11/+6 (1d10+4)

Ranged *shuriken* +2 of *returning* +11 (1d2+4) (This attack may be made in place of one of her three Flurry of Blows attacks.)

Base Atk +7; **Grp** +9

Combat Gear *amulet of mighty fists* +2, *shuriken* +2 of *returning*, *potions of mage armor* and *cure moderate wounds* (2)

Abilities Str 14, Dex 15, Con 12, Int 13, Wis 16, Cha 11

SA Flurry of Blows, Whirlwind Attack

SD Improved Evasion; Purity of Body; Slow Fall; Wholeness of Body; Ring of Counterspells

Feats (5 plus class bonuses) Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Whirlwind Attack.

Skills (65) Balance +4, Climb +4, Concentration +4, Escape Artist +5, Hide +4, Jump +4, Listen +4, Move Silently +4, Sense Motive +10, Spot +5, Swim +5, Tumble +12.



Possessions Combat gear plus a *cloak of resistance* +2, a *ring of counterspells* (hold person), a *ring of protection* +2, a *potion of tongues*, 42 pp and 13 gp.

Evasion: Sister Aspinet takes no damage on a successful Reflex Save vs. any attack that normally deals half damage on a successful save.

Flurry of Blows: +7/+7/+2 May make any of these attacks as Unarmed Strikes or with a special Monk weapon (shuriken).

Fast Movement: +30 ft. movement per round.

Still Mind: +2 saves vs. spells and effects from the school of enchantment.

Ki Strike: Sister Aspinet's Unarmed Strikes count as magic and Lawful for the purpose of overcoming Damage Reduction.

Slow Fall: Any fall Sister Aspinet takes counts as being 50 feet less.

Purity of Body: Immunity to all diseases except those that are supernatural or magical.

Wholeness of Body: Sister Aspinet may heal up to 20 hit points of damage to herself per day.

Improved Evasion: As Evasion, but Sister Aspinet takes only half damage on a failed save.

Tactics: Sister Aspinet drinks her *potion of mage armor* when it becomes obvious that Jurgen is becoming belligerent. As soon as Jurgen makes his break for freedom or begins to divulge information to the PCs, she nods to her cohorts to initiate the attack, then moves unobtrusively through the panicked crowd until she can reach a spell-casting PC (preferably an unarmored one). She focuses her attacks on that individual making use of Flurry of Blows. If she sees an opportunity to disrupt a (different) spellcasting PC with a thrown shuriken, she uses one of her Flurry of Blows attacks to throw her magical shuriken and catch it as it returns at the end of the round. She may still make her other two Flurry of Blows attacks with her other arm and legs, etc.

Sister Aspinet does not fight to the death unless she is trapped with no escape. She calls off the attack and retreats with or

without her bodyguards and Jongleur when she is sure that Jurgen has escaped. If the battle goes exceptionally well for her, she may decide to stay and finish the PCs off.

JONGLEUR

Male human (Suel) Bard 8th

CE medium humanoid

Init +3; Senses: Spot +0, Listen +0

Languages Common, Suel

AC 15 (up to 17), Touch 13, Flat-footed 12

hp 32

Fort +2, Ref +6, Will +5

Spd 30 feet

Melee Masterwork rapier +7/+2 (1d6+1/18-20x2); and defending dagger +2 +8/+3 (1d4+3/19-20x2)

Ranged screaming bolt +2 from a shocking burst hand crossbow +1 +10 (1d4+3/19-20x2 plus screaming [enemies, including all Salty Serpent patrons, within 20 feet of the bolt's path DC 14 Will save or shaken], plus 1d6 electricity, plus 1d10 electricity on critical hit); and screaming bolt +2 from a normal hand crossbow +9 (1d4+2/19-20x2 plus Screaming)

Base Atk +6; Grp +7

Combat Gear Masterwork rapier, defending dagger +2, shocking burst hand crossbow +1, hand crossbow, screaming hand crossbow bolts +2 (20), a wand of burning hands (CL 5th, 12 charges), and two potions of cure moderate wounds

Spells Prepared: (CL 8th)

3rd (2) – confusion, dispel magic

2nd (4) – darkness, eagle's splendor, glitterdust, invisibility

1st (4) – charm person, expeditious retreat, sleep, Tasha's hideous laughter

0th (3) – daze, mage hand, open/close

Abilities Str 12, Dex 16, Con 10, Int 15, Wis 9, Cha 16

SA Hand crossbows stored (loaded) in his gloves of storing (free action to retrieve); Bardic Music.

SD May improve his AC by up to two points via his Defending Dagger +2.

Feats (4) Exotic Weapon Proficiency (Hand Crossbow), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse.

Skills (88) Appraise +3, Balance +8, Concentration +8, Decipher Script +4, Disguise +4, Gather Information +8, Knowledge

(Geography) +4, Knowledge (Local History) +3, Perform (singing) +9, Sense Motive +5, Sleight of Hand +11, Spellcraft +8, Swim +5, Tumble +8

Possessions Combat gear plus an amulet of natural armor +2, a pair (2) of gloves of storing, and a belt pouch with a (stolen) pearl and turquoise broach worth 1,350 gp, 8 pp, and 64 gp.

Bardic Music: Countersong; Fascinate (up to three individuals); Inspire Courage (+2 to saves vs. charm and fear effects and +2 on to hit and damage rolls); Inspire Competence; Suggestion (Fascinated creature must make a Will save DC 17 or be subject to a Suggestion as the spell.)

Bardic Knowledge: See Player's Handbook, page 28, if this comes into play.

Tactics: Jongleur tries to hinder the PCs without making it obvious to them that he is doing so, at least at first. When Sister Aspinet gives him the nod, he initially focuses on preventing the commoners from escaping the Salty Serpent. To this end, he holds his action until Sister Aspinet's bodyguards make their initial attacks. He then begins by casting darkness inside the exit followed by confusion on a large group of commoners in the same area.

He follows this with mage hand to grab torches from the walls and set them at the base of the doors in order to set those sections of the building on fire. (Note that there are no windows in the Salty Serpent.) He will use sleep and daze to further hinder patrons from escaping the fight. If the mage hand/torch trick doesn't work, he will draw forth his wand of burning hands and use that to set the exits on fire. He will follow that up with screaming bolts from his hand crossbows intended to cause further panic and chaos.

If a PC, or anyone else, attempts to move through the panicked crowd to attack Jongleur, he will cast invisibility upon himself. If he continues to be pursued, he will use charm person and Tasha's hideous laughter in his own defense. Expeditious retreat will be saved for his own escape if it becomes necessary. He will not fight to the death, but will surrender if trapped with no escape.

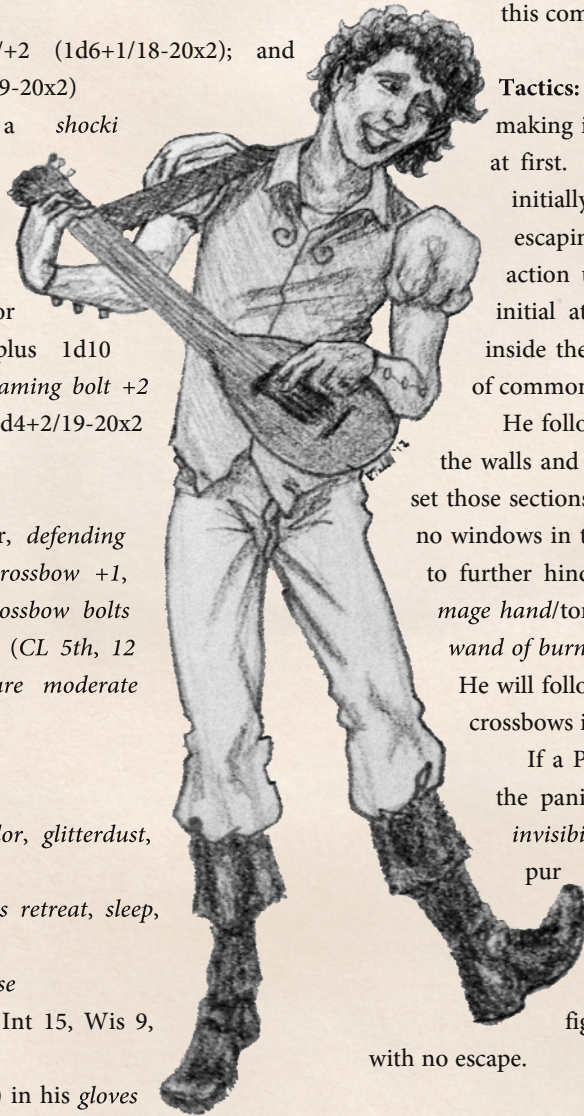
BODYGUARDS

(The DM should include one of these NPCs for each member of the PC party.)

Male & female humans of Suel descent Fighters 6th/ Assassins 1st LE medium humanoid

Init +5; Senses: Spot +1, Listen +1

Languages Common



AC 18, Touch 11, Flat-footed 17

hp 51

Fort +7, Ref +3, Will +3

Spd 30 feet

Melee *staff-spear* +1 (blade) +9/+4 (1d8+6/x3 plus poison: 2d12 hp/1d6 Con, DC 16 Fort); and *staff-spear* +1 (butt end, as staff) +9/+4 (1d6+6/x2)

Ranged Dagger +7 (1d8+4 plus poison: 2d12 hp/1d6 Con, DC 16 Fort)

Base Atk +6; **Grp**: +9

Combat Gear *Staff/Spear* +1, small pouch of Sassone leaf residue (poison for weapons, DMG p. 297), and one potion of *Cure Moderate Wounds*.

Spells Prepared: (CL 1st)

1st (0)* - *true strike*

* Bonus spell for Intelligence of 12.

Abilities Str 16, Dex 12, Con 14, Int 12, Wis 9, Cha 8

SA Death Attack (paralysis); poison use; Sneak Attack (+1d6)

Feats (8) Combat Reflexes, Exotic Weapon Proficiency (Staff-Spear), Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Staff-Spear), Weapon Specialization (Staff-Spear)

Skills (23) Disguise +4, Hide +8, Intimidate +1, Listen +1, Move Silently +8, Spot +1

Possessions Combat gear plus *chain shirt* +2, daggers (6), belt pouch with 1d3 50 gp gems, 2-8 pp, and 3-24 gp.

Death Attack: See DMG p. 180. Paralyzing Sneak Attack (DC 12 Fort, 1d6+1 rounds).

Poison Use: Never risk poisoning self when applying poison to a weapon. However, still susceptible to poisoning self on a natural '1' To Hit roll (DC 15 Ref to avoid).

Staff-Spear +1: These items are specially made by wizards of the Scarlet Brotherhood for those acting as bodyguards for superior Monks. They can be used as a Double Weapon and their magical bonus counts for each end.

Tactics: These thugs position themselves just behind the first row of commoners surrounding the PCs while they interrogate Jurgen. When Sister Aspinet gives the nod, they cast *true strike* and step forward to make sneak attacks against the nearest PC unless the threat of their presence has been detected. Though there is lots of noise in the tavern and these bodyguards speak the words of the *true strike* spell softly, there is still a chance that a PC may notice. It is a DC 22 Listen Check (rolled secretly by the DM) for a PC to notice the bodyguard closest to them whisper the words to the spell (DC 15 for whispering, +5 for being distracted while paying attention to Jurgen, + 2 more for the additional noise of other tavern patrons like Stumpy Ren).

Note: Don't forget that their Sneak Attacks (first one is at +20 To

Hit due to *true strike*), besides being poisoned on the spear end of their weapons, may also cause paralysis (see Death Attack above).

During the interrogation of Jurgen, any PC whose player states that they are watching the rest of the patrons may make a DC 19 Spot check to notice that these armed and armored individuals seem a bit more threatening than the other common patrons of the Salty Serpent. When Jurgen turns invisible, have each PC attempt a DC 22 Listen check to hear a whispered spell being cast and notice a thug moving to attack them in time to avoid suffering the effects of being surprised. If this check is failed, the PC is considered flat-footed during this initial round against the thug's attacks. If this check is made, the PC may act normally during the surprise round, though s/he does not have time to shout a warning to prevent other party members from being flat-footed during this initial attack by these Scarlet Brotherhood thugs.

THIEVES' GUILD REPRESENTATIVES

CSEMBORGUTH

Male Dwarven Fighter 4th/Rogue 4th

N medium humanoid

Init +7; **Senses** Darkvision 60 feet, Spot +2, Listen +6

Languages Common, Dwarven, Terran

AC 18, Touch 13, Flat-footed 18

hp 56

Fort +7, **Ref** +8, **Will** +2; Evasion

Spd 20 feet

Melee +1 *shortsword of subtlety* + 9/+4n(1d6+5/19-20x2 plus poison: paralysis in 2-12 min./0, DC 13 Fort); and +1 *returning handaxe* +9/+4 (1d6+5/x3 plus poison: paralysis 2-12 min./0, DC 13 Fort)

Ranged +1 *returning handaxe* + 12 (1d6+5/x3 plus poison: paralysis 2-12 min./0, DC 13 Fort)

Base Atk +7; **Grp** +9

Combat Gear +1 *shortsword of subtlety*, +1 *returning handaxe*, flask of Carrion Crawler Brain Juice (poison for his weapons, DMG p.297), and two *potions of cure moderate wounds*.

Abilities Str 15, Dex 16, Con 14, Int 12, Wis 10, Cha 7

SA Sneak Attack (+2d6 damage)

SD Evasion; Uncanny Dodge; Stability; Saving Throw Bonuses;

Feats (6) Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills (57 plus racial bonuses) Appraise +2, Bluff +3, Climb +4, Decipher Script +1, Disable Device +4, Hide +7, Intimidate +10, Listen +6, Move Silently +7, Open Lock +8, Search +1, Sleight of Hand +2, Spot +2, Tumble +2

Possessions Combat gear plus *leather armor* +3, Belt Pouch with four 100 gp gems and 86 gp. (He carries the *gloves of swimming and climbing* in a second belt pouch.)



Evasion: Csemborguth takes no damage on a successful Reflex Save vs. any attack that normally deals half damage on a successful save.

Sneak Attack: 2d6 extra damage when target is flanked or otherwise denied its Dexterity bonus to AC. When using his Sword of Subtlety for a Sneak Attack, it counts as a +4 Short Sword.

Uncanny Dodge: Csemborguth retains his Dexterity bonus to AC when flat-footed.

Stability: Csemborguth gains a +4 on his ability check to resist being bull-rushed or tripped when standing on the ground.

Saving Throw Bonuses: +2 on saves vs. poisons and all spells and spell-like effects.

FELONIUS, THEOFILUS, AND THUGGIMUS

(Csemborguth's subordinates)

Male & female halfling Rogues 5th

CN small humanoids

Init +7; **Senses** Spot +2, Listen +9

Languages Common, Goblin, Halfling

AC 17, **Touch** 14, **Flat-footed** 17

hp 18

Fort +2, **Ref** +7, **Will** +1 **Evasion**

Spd 20 feet

Melee Masterwork shortsword +6 (1d4+1/19-20x2 plus poison: paralysis 2-12 min./0, DC 13 Fort); and Masterwork dagger +6 (1d3+1/19-20x2 plus poison: paralysis 2-12 min./0, DC 13 Fort)

Ranged Hand crossbow +7 (1d3/19-20x2 plus poison: paralysis 2-12 min./0, DC 13 Fort)

Base Atk +4; **Grp** +0

Combat Gear Masterwork shortsword, masterwork dagger, hand crossbow with 12 bolts, flask of Carrion Crawler Brain Juice (poison for weapons), and a potion of cure light wounds.

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

SA Sneak Attack (+3d6 damage)

SD Evasion; Uncanny Dodge

Feats (2) Two-Weapon Fighting, Weapon Finesse

Skills (68 plus racial bonuses) Bluff +6, Climb +10, Decipher Script +1, Disguise +2, Disable Device +4, Hide +11, Jump +2, Listen +9, Move Silently +11, Open Lock +7, Search +1, Sleight of Hand +8, Spot +2, Tumble +6

Possessions Combat gear plus *Leather Armor* +1, Belt Pouch with 1d3 50 gp gems and 3-24 gp.

Evasion: The thief takes no damage on a successful Reflex Save vs.

any attack that normally deals half damage on a successful save.

Sneak Attack: 3d6 extra damage when target is flanked or otherwise denied its Dexterity bonus to AC.

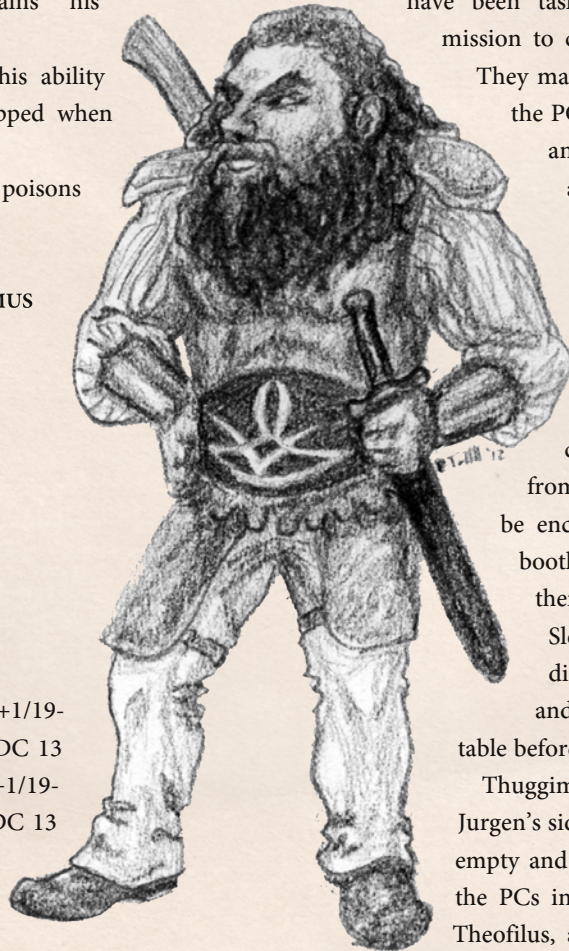
Uncanny Dodge: The thief retains his/her Dexterity bonus to AC when flat-footed.

Tactics: These three members of the local thieves' guild have been tasked with accompanying Csem on his mission to convince the PCs to back off of Jurgen.

They make their way into the Salty Serpent while the PCs listen to Stumpy Ren's story. Felonius and Theofilus sit across from each other in a wall booth adjacent to the one Jurgen is snoring in, pretending to be flirting over their drinks (3). (Any player who mentions that their PC is specifically watching the room behind them while the party is addressing Stumpy Ren may make a Sense Motive check countered by a single Bluff check [+6] from the thieves to notice that they seem to be encouraging the customers already in that booth to vacate it before they claim it for themselves. A Spot check that beats their Sleight of Hand check [+8 and +3 more for distance] will notice them remove, arm, and load their hand crossbows under the table before placing them in their laps.)

Thuggimus sits near the end of the bar on Jurgen's side with a drink in one hand and the other empty and ready to draw a weapon quickly (4). If the PCs interrogate Jurgen in his booth, Felonius, Theofilus, and Thuggimus use their Listen skill to attempt to keep abreast of the conversation. They suffer a -2 penalty to this check for the noise of the other patrons (Stumpy Ren, specifically) and an additional -1 for intervening booths/bodies blocking sound. If they fail these checks, they use Sense Motive to try to determine if Jurgen is in any danger. Any time Csem gives the signal (sitting at a table near the front door, 5), they move to intercept the PCs (to allow Jurgen to escape) or assist the PCs against Sister Aspinet's assault.

Note: Do not offer more assistance to the party than they absolutely need. The four members of the Thieves' guild know that they are no match for the Scarlet Brotherhood members one to one and will not sacrifice their lives in combat with them. They will hamper them, from a distance or by making opportunistic sneak attacks when possible, but will not act heroically. They will be much more interested in putting out enough of the fires to get the commoners out of harm's way whether or not the PCs win the



battle. This should be a very difficult battle for the PCs if they wish to save the commoners.

Local law enforcement, the Captain's Watch, consists of squads of five 4th level Fighters in chainmail armor and a buckler and armed with a spear, a club, a dagger, and a shortbow with 20 +1 arrows. Each squad is led by a 6th level Fighter in chainmail +1 and a buckler and armed with the same weapons. The DM is free to flesh these worthies out in a manner of his or her choosing. The first squad will arrive within 2 minutes (20 rounds) of a fight breaking out in the Salty Serpent and up to three additional squads will arrive at one minute intervals after that, but they will likely be unable to enter the building to influence the battle due to the entrances/exits being on fire or the press of the crowd attempting to escape.

They will certainly question the PCs, but, if they haven't slain them all with indiscriminate use of area-effect spells, there will be enough witnesses to vouch for the fact that the PCs were attacked so they will not be arrested. There will be no sign of the three halfling thieves, but Csemborguth will hang around to answer questions from the Watch with the PCs if he hasn't yet had a chance to speak with them privately.

When the Scarlet Brotherhood has been dealt with, whether Jurgen has escaped or not, Csemborguth, a dwarven member of Fort Blackwell's thieves' guild, approaches the party with a message on behalf of his superiors. He introduces himself as 'Csem' and requests a private conference with the PCs. As soon as they have an opportunity to speak privately, he spells out the offer thusly: the Fort Blackwell thieves' guild is on the PCs' side – they also want the dragon turtle's attacks stopped. They are prepared to offer their own contribution to the party's success in exchange for Jurgen, whom they see a bright future for within, or allied to, their organization. The gift he offers is a pair of sharkskin *gloves of swimming and climbing*, but he can be negotiated up as the DM adjudicates. He can add any of the following to his offer: *Quaal's feather token: anchor* or *fan* and up to four minor potions, three medium potions, or two major potions of the party's choice (at the DM's discretion). He carries the *gloves* on him, but will have to arrange to meet the party in about an hour to deliver any additional items agreed upon.

If the party presses for more or is not willing to allow Jurgen his freedom, Csemborguth's demeanor begins to change ever so slightly to threatening. He insinuates that his 'associates' can be very helpful friends or extremely dangerous enemies. He then turns cheerful again and points out that it is not possible to return Jurgen to Keoland at this time anyway as the dragon turtle must be dealt with first. He suggests that the party accept his offer temporarily, at least, and that they can renegotiate the matter upon their successful return from the mission.

If Csemborguth cannot convince the party to release Jurgen to

him (or to give up their pursuit of him), he shrugs his shoulders and leaves. The party will not enjoy a renewal of the offer of magical assistance as the thieves' guild will have already spirited Jurgen away (if the party has been distracted long enough for him to leave their line of sight) or intends to simply orchestrate his escape from the local prison if the PCs have him incarcerated there.

A SURPRISE WELCOME

As the party embarks the *Garrote* from the dock, they notice a group of several armed buccaneers lounging around the deck. If Odd Thomn has been assigned as navigator, he is moving nervously around deck checking everything one last time before the voyage. A DC 15 Sense Motive check notices a look of extreme relief cross Odd Thomn's face as the PCs appear. The buccaneer's invisible ship wizard, Short Shroud, watches intently from a perch a little way up the ship's starboard side cordage.

One peacock of a buccaneer, a very tall half-elf, welcomes the PCs aboard their own ship and bids them attend to his words of advice and blessing while expressing himself with grand gestures. None of the others move much from their relaxed positions, though a DC 10 Spot check is all it takes to notice that loaded repeating light crossbows and unsheathed scimitars lay across laps, are being polished, etc. The Peacock introduces himself simply as Pharaoh, a merchant by trade, and heaps lavish praise upon the PCs for their courageous willingness to slay the beast causing all the area's troubles. (See the *Side Bar: Pharaoh* for more information.)

When Pharaoh finally comes to the point of his visit, it is to offer the PCs his own gift to their future success. He removes a platinum ring adorned with six pearls from an inside breast pocket and proffers it to whichever PC seems to him to be the leader of the party. This ring is a *ring of freedom of movement* and is an honest gift as Pharaoh wishes the party success. What he won't tell them is that his ship's wizard, Short Shroud, knows this ring well and will use *Scrying* to keep tabs on the PC's success and whereabouts. This will be doubly easy for Homeshic (Short Shroud) to accomplish because he has corrupted the magic of the ring to give its wearer a -10 penalty on all saves versus divination spells as if it were an *amulet of inescapable location*. Pharaoh wishes to plunder what's left of the monster's hoard when the party returns. When the gift has been made, Pharaoh wishes them success one final time and, with a flourishing bow, takes his leave with his men.

PIRATES

PHARAOH LONGSPAR "THE PEACOCK"

Male Half-Elf Swashbuckler 5th/Dread Pirate (Honorable) 6th

CN Medium humanoid (6'5")

Init: +7; Senses: Low Light Vision, Spot +2, Listen +1

Languages Auran, Aquan, Common, Elven

AC 20 (up to 23), **Touch** 14, **Flat-footed** 20, **Dodge** +2
hp 98 (11 HD)

Fort +8, **Ref** +11, **Will** +5

Spd 40 ft

Melee +2 *rapier of puncturing* +15/+10/+5 (1d6+5/18-20x2 plus Wounding); and +3 *defending dagger* +16/+11 (1d4+6/19-20x2)

Ranged +2 *returning dagger of throwing* +17 (1d4+5/19-20x2)

Base Atk +11; **Grp** +12

Combat Gear +2 *rapier of puncturing*, +3 *defending dagger*, *dagger of throwing & returning* +2, two *potions of cure serious wounds*, a *potion of mage armor*, and a *potion of cat's grace*.

Abilities Str 12, Dex 18, Con 15, Int 15, Wis 11, Cha 16

SQ Elven blood

SA +2 *rapier of puncturing* (Three times per day, Pharaoh may make a Touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.)

SD Immunity to Sleep; +2 racial bonus on saving throws against enchantment spells or effects.

Feats (4 + class bonuses) Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Quick Draw, Two-Weapon Fighting, Weapon Finesse

Skills (96 + class, magical, and racial bonuses) Appraise +8, Balance +8, Bluff +8, Climb +8, Diplomacy +10, Decipher Script +1, Escape Artist +6, Gather Information +6, Jump +8, Listen +1, Profession (Sailor) +14, Search +1, Sleight of Hand +2, Spot +2, Swim +8, Tumble +11, Use Rope +8

Possessions Combat gear plus +2 *mithral chain shirt of command*, *boots of striding and springing*, a +2 *cloak of resistance*, a broad-brimmed, black dragon-hide hat adorned with couatl feathers (3,250 gp value) and a belt pouch with seven 500 gp gems and 57 pp. (He carries the ring of freedom of movement within an inside pocket of his vest.

Grace: Pharaoh gains a +1 competence bonus on Reflex saves.

Insightful Strike: Pharaoh applies his Intelligence bonus on damage rolls (in addition to his Strength bonus) with any light weapon or his rapier.

Dodge Bonus: During his action, Pharaoh may designate an opponent and receive a +2 bonus to Armor Class against melee attacks from that opponent.

Seamanship (Ex): Pharaoh adds his Dread Pirate class level (6) as an insight bonus on all Profession (Sailor) checks. Allies within sight or hearing of Pharaoh add an insight bonus equal to half this number on their Profession (Sailor) checks.

Fearsome Reputation (Ex): Pharaoh gains a +4 circumstance bonus on Diplomacy checks.

Rally the Crew (Ex): Once per day, Pharaoh may inspire his allies

and himself to great bravery in combat. This requires a free action and affects all allies who can see or hear him. All affected gain a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and weapon damage rolls. The effects last for six minutes even if Pharaoh loses consciousness or moves out of range.

Acrobatic Charge (Ex): Pharaoh may charge over difficult terrain or through the squares of allies blocking his path.

Steady Stance (Ex): Pharaoh is not considered flat-footed while balancing or climbing. He adds his Dread Pirate class level (6) as a bonus on balance and Climb checks to remain balancing or climbing when he takes damage.

Luck of the Wind (Ex): Once per day, Pharaoh may reroll any failed attack roll, skill check, ability check, or saving throw. He

PHARAOH

PCs may know the following information about Pharaoh by making a Knowledge (local history), Gather Information, or Bardic Knowledge check matching the appropriate DC scores below. A successful check reveals all of the information of lower DCs as well.

DC 5

Pharaoh Longspar is a well-known half-elven merchant frequently sailing between Fort Blackwell and ports afar. Though he is liked well enough, he isn't exactly trusted.

DC 10

The Peacock, as he's known out of his hearing, is a well-known, successful, non-affiliated pirate.

DC 15

The Peacock has never left a peacefully surrendering merchant destitute. If his prey fights, Pharaoh will punish him severely, but if he gives up without a battle, Pharaoh only takes a few choice prizes and leaves the rest alone.

DC 20

Longspar bears the Scarlet Brotherhood an especial hatred and attacks their ships at every opportunity. He does not hold back in such attacks, though he will retreat from a losing fight.

DC 25

Pharaoh and his ship wizard, the gnome Homeshic (also known as Short Shroud), are fast friends, having adventured together in their youth somewhere to the north.

DC 30

Longspar and Short Shroud took to the seas earlier in their lives when their love of mischief resulted in them being exiled from their home in the Welkwood 30 years ago. Bringing up their past in public will result in the speaker being challenged to a duel by Pharaoh. Whether the duel be to the death or not depends upon the insulting party's willingness to apologize.

must take the result of the reroll, even if it is worse than the original.

Tactics: Pharaoh is in constant telepathic contact with Homeshic, so he is very likely to be aware of any surreptitious attempts to ensorcell or outflank him. He will remain polite to a fault unless a PC asks more than once about his past. In such a case, Pharaoh will challenge the PC to a duel to be held at noon (so neither combatant suffers from having the sun in his or her eyes) on the beach outside Fort Blackwell's northern gate. Pharaoh will negotiate the terms of the duel with any PC, but will hunt that PC down with a vengeance on the open ocean if he doesn't show or refuses to agree to terms (though he will restrain himself and wait until after the PCs have successfully defeated the dragon turtle).

If Pharaoh and/or his crew are attacked at any time, Pharaoh will taunt his attacker with witty rhyme while smacking him with the flat of his blades for non-lethal damage while inspiring his men with rousing challenges, insults, and taunts to their foes. This will change if the battle seems to be turning against him, though. If he is attacked for any reason, he will withhold his intended gift to the party regardless of any other outcome. If victorious, he will demand an apology and will cut out the tongue of a PC that refuses. If he loses the fight and survives, he will be an implacable enemy for the PCs for the rest of his or their lives, whichever ends first.

HOMESHIC "SHORT SHROUD"

Male Gnome Diviner 9th

CN Small humanoid

Init +3; **Senses** Low Light Vision, Spot +2, Listen +2

Languages Auran, Aquan, Common, Draconic, Elven, Gnome

AC 15 (23 with both *mage armor* and *shield*), **Touch** 15, **Flat-footed** 15 (or 19)

hp 45 (9 HD)

Fort +6, **Ref** +6, **Will** +6

Spd 20 ft

Melee Dagger +2 (1d3-2/x2)

Ranged *wand of lightning bolts* (6th level: 6d6)

Base Atk +4, **Grp**: -2

Combat Gear Dagger, *wand of lightning bolts* (CL 6th, 14 charges), *potions of cure moderate wounds* (2), *invisibility*, and *protection from arrows* 10/magic, and a scroll with *fireball*, *ice storm*, and *wall of fire*

Spell-like Abilities: (CL 9, DC 11)

0th (1/day each) – *dancing lights*, *ghost sound*, *prestidigitation*

Wizard Spells Prepared: (CL 9; Forbidden School: Necromancy)

5th (1) – *Rary's telepathic bond**^, *teleport*

4th (2) – *arcane eye**^, (Silent) *dispel magic*, *stoneskin*^

3rd (4) – *clairaudience/clairvoyance**^, *fly*, (Silent) *glitterdust*, *hold*

person, (Silent) *invisibility*

2nd (5) – (Silent) *animate rope*, *detect thoughts**^, *invisibility*^, *see invisibility*^, *spider climb*^, *Tasha's hideous laughter*

1st (5) – *color spray*, *comprehend languages**^, *jump*, *mage armor*^, (Silent) *message*, *shield*^

0th (4,) – *detect magic**, *mage hand*, *mending*, *message* x2

(*) Indicates bonus divination spell.

(^) Indicates spell already cast when the encounter begins.

Abilities Str 6, Dex 16, Con 16, Int 17, Wis 10, Cha 13

SQ Small size; Familiar (a small, green jungle lizard named Kharma)

SA +1 to the DC of all illusion spells cast by Homeshic; +1 on attack rolls against kobolds and goblinoids;

SD +2 racial bonus on saving throws against illusion spells or effects; +4dodge bonus to AC against giant-class monsters

Feats (6 + class bonus) Brew Potion, Combat Casting, Greater Spell Focus (Divination), Improved Counterspell, Scribe Scroll, Silent Spell, Spell Focus (Divination)

Skills (60 + racial and Familiar bonuses) Appraise +2, Balance +6, Climb +5, Concentration +6, Craft (Alchemy) +2, Decipher Script +1, Escape Artist +1, Knowledge (Arcana) +5, Knowledge (Nature: the sea) +5, Knowledge (Geography) +5, Listen +4, Profession (Sailor) +2, Spellcraft +10, Spot +5, Swim +6, Use Rope +2

Possessions Combat gear plus *ring of protection* +2, *rod of flame extinguishing*, *rod of lesser silent metamagic*, *potions of flying*, and *water breathing* (3), scrolls: #1) *detect thoughts* x4, *comprehend languages* x2, and *tongues*; #2) *glitterdust* x2, *invisibility* x2, *invisibility sphere*; #3) *water breathing* x5, *wind wall* x2, and *whispering wind* x3, a large spell components pouch (see sidebar), and 3 pieces of jewelry valued at 350 gp, 800 gp, and 2,000 gp respectively. His spellbook is safely tucked away in a secret compartment back on their ship.

Tactics: Homeshic has already casts a plethora of divinatory and defensive spells upon himself and his familiar. He sits, invisibly, about ten feet up in the mainsail's cordage, watching the encounter with his friend and captain, Pharaoh. His attention is focused firstly upon any invisible PCs, secondly upon any PC that begins to cast a spell.

If he detects an already invisible PC, he simply notes that PC's location, telepathically informs Pharaoh of such, and keeps one eye on him or her. If he notices a PC begin to cast a spell (DC 5 Spot check unless the PC is trying to be surreptitious about it, in which case the DC increases to 10 only, because of his *clairaudience/clairvoyance* and *arcane eye* spells), he attempts to identify it with a quick Spellcraft check (DC 15 + spell level). If it is an invisibility spell, Homeshic will attempt to counter it with a Silent *glitterdust* or Silent *invisibility* spell. If it is an intrusive spell (such as *detect thoughts*, *zone of truth*, *detect scrying*, etc.) or an

offensive spell (such as *fireball*, *magic missile*, *ghoul touch*, etc.), he will telepathically warn Pharaoh and attempt to counter it with a spell of the same school or a Silent *Dispel Magic*.

If a fight breaks out, Homeshic attempts to incapacitate the PCs with non-lethal spells like *color spray*, *animate rope*, and *hold person*. If this fails, he will make use of his *wand of lightning bolts*. If Pharaoh is in danger of being overcome in battle, Homeshic will fly down and *teleport* the two of them back to their own ship. Only if this escape somehow fails, will Homeshic make use of his scroll of *fireball*, *ice storm*, and *wall of fire*.

Assuming the encounter goes peacefully, Homeshic simply flies away to rejoin Pharaoh a block away when the captain takes his leave of the PCs and their ship.

KHARMA

Homeshic's Familiar

N Tiny animal (*MM* 259)

Init: +7; **Senses** low-light vision, Spot +16, Listen +13

Languages None

AC 20, touch 15, flat-footed 18

hp 22 (9 effective HD)

HOMESHIC'S SPELL COMPONENTS POUCH:

a small piece of copper wire;

a strip of cured leather;

a small horn;

a glass eye;

a single copper piece;

an iron nail;

a sea gull's feather;

a brass vial of bitumen;

a lidded tin jar with live spiders;

several small cloth pouches each holding one of the following:

soot, salt, sand (mix of red, yellow, and blue grains), grasshopper hind legs, bat fur, ground mica, talc, 1 gp worth of powdered silver, a few small balls of gum arabic with an eyelash encased within, crushed tortoise and sea gull egg shells, granite dust, and 250 gp worth of diamond dust.

Alternatively, the DM may choose to have many of these items attached as accoutrements to Homeshic's attire. For example the sea gull feather may be stuck in the bandana covering his nearly bald pate, the copper wire and the iron nail may be pinned to his vest within easy reach; the tin jar with spiders may be dangling from his belt by a rope tied around its lid; the brass vial of bitumen may be on a leather thong around his neck.

Fort +5, **Ref** +7, **Will** +7

Spd 20 ft, climb 20 ft

Melee Bite +7 (1 hp)

Space/reach 2½ ft/0 ft

Base Atk +4, **Grp:** -8

Atk Options Deliver touch spells,

Abilities Str 3, Dex 17, Con 10, Int 10, Wis 12, Cha 2

SQ Alertness, Empathic link, Improved evasion, Low-light vision, Share spells, Speak with animals of its kind, Speak with master

Feats Athletic, Improved Initiative, Stealthy, Weapon Finesse

Skills Balance +10, Climb +14, Hide +16, Listen +3, Move Silently +9, Spot +7, Swim +5

Alertness (Ex): While Kharma is within 5 feet of Homeshic, the gnome gains +2 to his Listen and Spot checks.

Deliver Touch Spells (Su): If Homeshic and Kharma are in contact at the time Homeshic casts a touch spell, Homeshic can designate Kharma as the "toucher". Kharma can then deliver the touch spell just as Homeshic could. If Homeshic casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su): Homeshic and Kharma have an empathic link of up to a mile and can communicate emotions to one another at that distance.

Improved Evasion (Ex): When subject to an attack that normally allow a Reflex saving throw for half damage, Kharmatakes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At Homeshic's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect Kharma. Kharma must be within 5 feet of Homeshic at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Kharma if Kharma moves farther than 5 feet away from Homeshic. Additionally, Homeshic may cast a spell with a target of 'You' on Kharma (as a touch range spell) instead of on himself. Homeshic and Kharma can share spells even if the spell does not normally affect creatures of the animal type.

Speak with Animals of Its Kind (Ex): Kharma has the ability to communicate with lizards and salamanders.

Speak with Master (Ex): Homeshic and Kharma may communicate verbally as if using a common language, though other creatures do not understand the communication without magical help.

Skills: Kharma has a +8 bonus on Balance and Climb checks and a +4 bonus on Hide checks. This Hide bonus increases to +8 if Kharma spends a round without moving. He may always take 10 on Climb checks, even if rushed or threatened. Kharma uses his Dexterity modifier rather than his Strength modifier on Climb and Swim checks.

Tactics: Kharma is a tiny, green chameleon that Homeshic befriended on an early trip to the Amedio Jungle. They have spent many years sailing and adventuring together and have learned to work in concert in every challenging situation.

Once Homeshic has finished buffing Kharma with spells, the chameleon will scurry down the rigging to position itself to deliver a touch spell from a flanking position by surprise after spending a round to be sure it is well hidden. It does not attack without the benefit of a touch attack spell, but will return to Homeshic's side to receive another or to await whatever other instructions its master has for it.

BUCCANEERS

(The DM should include one of these Buccaneers for each member of the PC party.)

Male and female Fighters 6th

N and CN Medium humanoids

Init: +7; **Senses:** Spot +1, Listen +1

Languages Common

AC 18 **Touch** 13, **Flat-footed** 15

hp 48 (6 HD)

Fort +7, **Ref** +5, **Will** +2

Spd 30 feet

Melee +1 *scimitar* +11/+6 (1d6+6/18-20x2)

Ranged Repeating Light Crossbow with +1 *bolts* +10/+5 (1d8+1/19-20x2)

Base Atk +6; **Grp** +9

Combat Gear +1 *scimitar*, Repeating Light Crossbow, +1 *bolts* (10), *Dagger*, and a *potion of cure light wounds*

Abilities Str 16, Dex 16, Con 14, Int 12, Wis 10, Cha 9

Feats (6) Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (*Scimitar*), Weapon Specialization (*Scimitar*)

Skills (27) Balance +2, Climb +4, Jump +2, Profession (Sailor) +3, Swim +5, Use Rope +2, Spot +1, Listen +1

Possessions Combat gear plus *leather armor* +1 and *buckler* +1, 1d2 pieces of jewelry worth 101-200 gp each, and a belt pouch with 21-30 gp.

Tactics: These buccaneers will jump into combat at a moment's notice if Pharaoh is attacked as they are all watching the PCs closely. The noticeable fact that they all have weapons drawn and their Quick Draw feats means that they will not be caught flatfooted except in the most extreme circumstances. If Pharaoh challenges a PC to a duel, the crew will remain casually seated. If a fight erupts between them and the PCs, they fight with smiles on their faces until suffering half their hit points in damage. At that point a pirate's demeanor changes to one of serious anger.

CHAPTER TWO: SAILING AND SIDE TREKS

Who's for lunch?!

If the PCs take the Fort Blackwell Captain's Council up on their offer of the Garrote or have their own vessel, the DM should arrange for them to have the following encounters during their search for the Wyndsome Wench, the Trident, and the dragon turtle. This portion of the adventure should take no more than three days, so it is safe to assume that the weather remains calm enough not to pose a threat to the adventurers or their ship for the duration. Alternatively, the DM may use severe weather as a role-playing aid at his or her discretion, though it will not have much affect upon the underwater encounters.

The following encounters pose very little threat to the (minimal) integrity of the Garrote, but serve to keep the party on their toes and cause them to expend some of their magical resources. If, at any time, the PCs decide to return to Fort Blackwell to rest, heal, and recuperate memorized spells, Odd Thom will object to this plan of action. His instructions forbid doing so until the dragon turtle has been encountered and defeated. If he is threatened, he will accede to the party's demands, though he will make it clear that he is cooperating under protest. Of course, the DM should have Terrapin Dipsas make his attack before the PCs make it back to shore.

WHY, OH WYVERN!

CR 11

Initiate this encounter sometime between the PCs' departure from Fort Blackwell and their discovery of the first of the two named shipwrecks.

WYVERNS (4)

CR 11

N huge advanced dragon (MM 259)

Init +0; **Senses** darkvision 60 ft, low-light vision, scent, Spot +19, Listen +16

Languages Draconic

AC 19, touch 8, flat-footed 17

hp 120, 105, 90, 75 (10 HD +50 HP)

Immune Sleep and paralysis

Fort +11, **Ref** +7, **Will** +8

Spd 20 ft, fly 60 ft (poor)

Melee Sting +10 (1d8+8 plus poison) and Bite +17 (3d8+8) and 2

Wings +15 (1d8+4) and 2 Talons +15 (1d8+8)

Space/reach 15 ft/10 ft

Base Atk +10; **Grp** +26

Atk Options Poison, Improved Grab

Abilities Str 27, Dex 10, Con 19, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Flyby Attack, Hover, Multiattack

Skills Hide +10, Listen +16, Move Silently +14, Spot +19



Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Con.

Skills: Wyverns have a +3 racial bonus on Spot checks.

Tactics: Four huge wyverns flying north from the Amedio Jungle spot the PCs' ship as it heads west. They circle around to the east, turn north, then west to come upon the PCs' ship from behind. Any PC on deck has a single chance to spot the wyverns at the same time the wyverns spot them. This initial Spot check versus the wyvern's Hide check suffers a -15 penalty as the wyverns are flying just below tree top level about a mile off the *Garrote's* port side (south). The wyverns immediately change direction and dive to within 15' of the water, circle around behind the *Garrote*, and fly up to the stern of the ship, just skimming the waves. Assuming the PCs set out in the morning, the rising sun will make spotting the advancing beasts more difficult.

Allow any PC standing on the *Garrote's* sterncastle a Spot check when the wyverns get to within 840 feet (4 rounds), 400 feet (2 rounds), and 180 feet (1 round) of reaching the *Garrote*. (This is assuming the *Garrote* is moving at its full speed of 20 feet and the wyverns are using the run action to fly at 240 feet per round.) These Spot checks suffer -10, -5, and +/-0 respectively due to the distance and the glare of the sun off the water and the backs of the wyverns. Any PC standing on the *Garrote's* stern and specifically stating that s/he is keeping watch behind the ship receives a +5 bonus to these last three checks.

At this rate, the wyverns will arrive at the stern of the *Garrote* with 40 feet of movement left and will end their movement in a charge if any target is within range. They gang up against any PC(s) on the stern of the ship and attempt to sting them into helplessness and tear them apart with tooth and claw. The wyverns will attempt to land on a PC utilizing their Improved Grab feat to pin him or her. If successful, talon damage is automatic each round until the PC is no longer pinned.

If Odd Thomn is present, he runs below deck via the quickest route possible and remains there until the threat is past. If his rout is blocked, he will wait for an opportunity to make a break for shelter, but if he is attacked at any time and has no way to reach safety, he will activate his *wings of flying* and attempt to flee. There is a 30% chance that any wyvern not engaged with a flying PC breaks off combat and chases after Odd Thomn. The Wyverns can fly much faster than Odd Thomn in a straight line (*wings of flying* don't benefit from the run action), but Odd Thomn's *Wings* allow him the same base movement rate in a round and much better maneuverability (good) than the wyverns enjoy. Therefore,

though it may take a long time, and as long as he isn't pursued by more than one, Odd Thomn has a good chance of evading the wyvern's attacks until he returns to the safety of Fort Blackwell. His loss may leave the PCs in a lurch.

If a PC is killed, a pair of wyverns will tear the body in half between them and fly off with the pieces in their talons. Once two PCs have met such a fate, the wyverns leave to enjoy their meal. If, however, two of the wyverns are slain, the others fly away roaring barely understandable threats and insults at the party in the Draconic tongue.

If the PCs elect to give chase, they may eventually discover the wyvern's lair. Unfortunately, this brood of wyverns has recently had its lair looted by a band of blackscale lizardfolk, so no treasure is to be found.

DRAGONNE, BE GONE!

CR 11

As the PCs return from searching the first shipwreck (the Wyndsome Wench or the Trident), they will be assaulted by Bad Ax, a blackscale lizardfolk barbarian mounted upon a huge dragonne.

Bad Ax and his mount scour the sea for anything of interest. Though he suffers from an offensive personality, he is one of his king's favorite champions. He is simply out on an adventure, looking for someone or something to intimidate and abuse.

BAD AX

CR 9

Male Blackscale Lizardfolk Barbarian 6th

CN large monstrous humanoid (reptilian) (MMIII 95)

Init +0; Senses darkvision 60 ft, Spot +5, Listen +0

Languages Draconic

AC 21 {19}, touch 11 {10}, flat-footed 21 {19}

hp 108 {128} (10 HD +30{50} HP)

Resist Acid 5

Fort +11, **Ref** +6, **Will** +8 [+10]

Spd 50 ft

Melee Claws +15/+15/+10 (1d6+5) and bite +13 (1d6+2) {Claws +17/+17/+12 (1d6+7) and bite +15 (1d6+3)} or Masterwork greataxe +16/+11 (3d6+7) and bite +13 (1d6+2) {Masterwork greataxe +18/+13 (3d6+10) and bite +15 (1d6+3)}

Ranged Masterwork javelin(s) +11/+6 (1d8+5{+7}) or Javelin of Lightning* +10/+5 (5d6 Lightning Bolt Ref DC 14 half)

Space/reach 10 ft/10 ft

Base Atk +10, **Grp**: +18 {+20}

Combat Gear Masterwork greataxe, *javelins of lightning** (3), and masterwork javelins (6).

Abilities Str 20{24}, Dex 12, Con 16{20}, Int 8, Wis 10, Cha 5

Special Qualities Hold breath

Feats Iron Will, Mounted Combat, Multiattack, Power Attack

Skills (59) Balance +5, Intimidate +6, Jump +12, Ride +11, Spot

+5, Swim +14, Survival +6

Possessions Combat gear plus studded leather armor, an *amulet of natural armor* +1, a necklace made of coral and aquamarines worth 850 gp, and a pouch with two 100 gp pearls, and 14 gp.

Hold Breath: Bad Ax can hold his breath for 56 {72} rounds.

Fast Movement: Bad Ax gains +10 feet of movement as long as he is wearing light armor or less and not carrying a heavy load.

Illiteracy: Bad Ax does not know how to read or write.

Rage: Bad Ax may enter a rage twice per day. His stats while raging are in brackets {} above. Each rage lasts up to 8 rounds. When his rage ends, he is fatigued (-2 to Strength and Dexterity and can't charge or run) for the duration of the encounter.

Uncanny Dodge: Bad Ax retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

Trap Sense: Bad Ax enjoys a +2 bonus on Reflex saves made to avoid traps and a +2 Dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge: Bad Ax cannot be flanked nor can he be sneak attacked except by a Thief of 10th level or higher.

* If a *javelin of lightning* is thrown at a target in the water, its area of effect becomes a 20 foot radius sphere centered on the target. This radius only spreads within the area of water – it does not extend into the air.

DRAGONNE

CR 9

N advanced huge magical beast (MM 89)

Init: +6; **Senses:** darkvision 60 ft, low-light vision, scent, Spot +11, Listen +11

Languages Draconic

AC 19, touch 9, flat-footed 14

hp 156 (13 HD +78 HP)

Fort +8, **Ref** +8, **Will** +4

Spd 40 ft, fly 30 ft (poor)

Melee Bite +19 (2d8+4) and 2 Claws +14 (1d8+4)

Space/reach 15 ft/10 ft

Base Atk +13, **Grp:** +29

Atk Options Pounce, Roar

Abilities Str 27, Dex 13, Con 22, Int 6, Wis 12, Cha 12

Feats Blind-Fight, Combat Reflexes, Hover, Improved Initiative, Track

Skills Listen +11, Spot +11, Swim +4

Pounce: If a dragonne charges, it can make a full attack in the same round.

Roar: A dragonne may roar every 1d4 rounds. When it does, all creatures except dragonnes within 120' must succeed on a DC 15 Will save or become fatigued (-2 penalty to Strength and Dexterity and can't charge or run). Those within 30' who fail their saves become exhausted (-6 penalty to Strength and Dexterity and can't move more than half speed).

Tactics: Bad Ax spots the PCs' ship while they are underwater exploring one of the shipwrecks. If Odd Thomn is on board, he retreats below deck and hides as soon as he sees the pair approaching. Bad Ax lands on the deck and he and the dragonne watch the water for the PCs to return. He will look curiously around the deck, but will not go below or allow himself to be distracted as he wishes to know as soon as the PCs surface.

When he spots them, he jumps upon his mount and it launches itself into the air, circles the ship once to see if anyone is surfacing on the other side, then hovers 40-50 feet (-2 to ranged attacks for Bad Ax with his javelins) above the water with the PCs between him and the ship and roars. If the dragonne spots the PCs first, it growls to get Bad Ax's attention.

Speaking Draconic, he then accosts the party insisting that they make him a worthy offering or die. (The PCs may cleverly pick up on the fact that this may be interpreted as offering Bad Ax as an sacrifice to whatever power they choose, though the joke will be completely lost on the reptilian barbarian.) He demands that one of the male warriors in the party throw his most powerful magic weapon up onto the *Garrote's* deck. If he can see that any PC carries a greataxe, he demands that item. He then demands that a female PC (or the weakest appearing male member of the party) climb on deck and retrieve the party's wealth. If that PC complies, but doesn't produce at least 200 gold pieces worth of treasure, Bad Ax becomes enraged and attacks. If the PCs comply with his demands to his satisfaction, Bad Ax bullies them a bit more, then flies off in search of other victims.

Bad Ax attacks any PC that attempts to climb aboard the ship or leave the water via flight, etc. without his permission. He also attacks if he is attacked. If enough time has passed (1d4 rounds), the dragonne immediately roars again, then the two engage the PC who dealt the pair the most damage or the one that looks most threatening. Flying opponents are generally on top of that list. Bad Ax loves to target PCs in the water with his *javelins of lightning*. (Note that the resulting Lightning Bolt will become a 20 foot radius hemisphere as soon as it exits a target it hits on the surface of the water. This will not result in the initial target suffering damage a second time from the same bolt of lightning.) He will not rage until he takes damage in a fight.

Bad Ax is not worried about suffering from his dragonne's roar. They have trained together for years and Bad Ax has built up a bit of a resistance to its effects (represented by his Iron Will feat). He is unlikely to fail his save, especially while raging. Therefore, the dragonne knows to use its special roar whenever it gets the chance.

Nor is Bad Ax afraid to jump from the dragonne's back to grapple an opponent in the water. Before he does so, he sheaths his greataxe on his back. His ability to hold his breath makes him confident of victory in that element. Be sure you note how much longer the PCs' water breathing magic will last if it is not a

permanent effect.

Bad Ax will fight until all opponents are slain or have surrendered. He will strip and tightly bind any prisoners with rope from the ship, leave his dragonne to guard them, and make a thorough search of the ship for anything of value that he can carry off with him. Finally, he will mock their weakness at length before flying off with his loot. If the dragonne has been killed, however, Bad Ax slays one of his prisoners (coup de grace attempt) in retribution. If he is near to being defeated, he will attempt to flee on the dragonne or under water, holding his breath for as long as possible.

If Bad Ax is killed, the dragonne will fly away at top speed. If the PCs choose to pursue it (with or without Bad Ax), it will attempt to return to the blackscale lizardfolk community of which Bad Ax was a member. This community is located in the Amedio Jungle about 60 miles south, southeast of Fort Blackwell. It is ruled by a blackscale Lizard King and his druidic blackscale lizardfolk advisors. The community's generally neutral evil alignment reflects the bent of its rulers. The DM is free to develop this potential adventure as s/he sees fit.

BARMY BARNACLES!

CR 11

After the PCs have explored the wrecks of both the Trident and the Wyndsome Wench and are searching for Terrapin Dipsas, their ship passes through, or near to, a small army of large aquatic carrion crawlers. Their speed is sufficient to catch the Garrote, but if the PCs are aboard a faster ship, simply assume that it sails right through the carrion crawlers who congregate a few feet below the surface of the waves.

AQUATIC CARRION CRAWLERS (48)

CR 11

N advanced large aberration (aquatic) (MM 30)

Init: +2; **Senses:** darkvision 60 ft, scent, Spot +6, Listen +6

Languages None

AC 17, touch: 9, flat-footed: 16

hp 56 (6 HD +24 HP)

Fort +5, **Ref** +5, **Will** +8

Spd 20 ft, swim 30 ft, climb 10

Melee 8 Tentacles +9 (paralysis) and Bite +4 (1d6+7)

Space/reach 10 ft/5 ft

Base Atk +4, **Grp:** +12

SA Paralysis

Abilities Str 22, Dex 13, Con 18, Int 1, Wis 15, Cha 6

Feats Ability Focus (paralysis), Alertness, Combat Reflexes, Track

Skills Climb +8, Listen +6, Spot +6, Swim +9

Paralysis: Those hit by a carrion crawler's tentacle attack must succeed on a DC 16 Fortitude save or be paralyzed for 2d4 rounds.

Skills: Aquatic carrion crawlers have a +8 racial bonus on Swim checks and can always choose to take 10 on Swim checks, even if

rushed or threatened.

Tactics: These creatures swarm up the sides of the ship from all directions. It takes only a single round for them to make it all the way up onto the deck, though it will take a full move (run) action for them to do so. Aquatic carrion crawlers are better swimmers than climbers since climbing under water is not very difficult. As a result, these monsters cannot Take 10 when climbing as normal carrion crawlers can and must roll against the DC 15 sides of the ship (the seams between the boards offer plenty of holds for their clawed feet) in order to succeed.

PCs watching the water around the ship need only make a DC 5 Spot check to notice the crawlers' advance up the sides of the ship. Any PC attacking a climbing crawler increases its climb DC to 20, +1 more for every point of damage dealt.

The crawlers assault the ship in two or more waves. 24 aquatic carrion crawlers attempt to climb onto the ship on the first round, twelve on each side of the PC's ship. On the second round, the remaining 24 make their attempt along with any of those in the first wave that failed to successfully make it to the deck. Subsequent rounds will see any surviving crawlers not previously succeeding at the attempt making another.

Note that climbing around in the ship's rigging, spars, and sails is only a DC 10 climb check for the crawlers, so they will not hesitate to follow food into the heights.

If Odd Thomn cannot immediately retreat to the safety of the hold where he can bar a door, he grabs a line and climbs as high as he can go. Of course, at least one crawler is likely to follow him. When he notices this, he takes to wing and hovers high over the ship. Since the aquatic carrion crawlers cannot fly, he feels safe enough not to need to flee to Fort Blackwell and cautiously returns to the ship when all of the worms have been dealt with.

These nearly mindless creatures fight to the death, constantly striking to paralyze any mobile non-carrion crawler they sense until all potential food sources have stopped moving.

If at any time, the PCs lose their way (because Odd Thomn has abandoned them or because they choose to make a detour) and it takes longer than expected to close in on Terrapin Dipsas' lair, feel free to roll on the table below or choose additional random encounters to fill in the extra days of travel.

Wandering Monster Table for Surface Encounters (d6)

- 1) Manticores: 1d3 (MM 179)
- 2) Dragonnes: 1d2 (MM 89)
- 3) Wyverns: 1d4 (MM 259)
- 4) Storm Elementals: 1d2 (16 HD) (MM3 48)
- 5) Giant Eagles: 1d2 (MM2 93)
- 6) Arrowhawks: 1 Elder, 1d6 Adults, & 1d3 Juveniles (MM 19)

SEAFOOD!

If the PCs elect to travel beneath the surface of the water via magical means, use the *Wandering Monster Table for Undersea Encounters* below. Check four times in each 24 hours: once each at dawn, at noon, at dusk, and at about midnight. There is a 30% chance of an encounter at each check.

Wandering Monster Table for Undersea Encounters (d12)

- 1) Beholderkin, Eye of the Deep: 1 (LoM138)
- 2) Animal, 50% Large Sharks: 1d12+6; 50% Huge Sharks: 1d6+5 (MM 279)
- 3) Basilisks, Aquatic: 1d4 (MM 23)
- 4) Carrion Crawlers, Advanced (6 HD), Aquatic: 2d4+6 (MM 30)
- 5) Crabs, 34% Medium Monstrous: 1d6+6; 33% Large Monstrous: 1d4+2; 33% Huge Monstrous: 1d2 (SW 141)
- 6) Chaos beast: 1 (MM 33)
- 7) Gargoyles, Kapoacanth: 1d12+4 (MM 113)
- 8) Ghouls, Lacedon: 2d6+6 plus 1d3+1 Ghosts, Lacedon (MM 118)
- 9) Hippocampi: 1d8+4 (SW 153)
- 10) Ramfish: 1d2 (SW 156)
- 11) Scraggs: 1d4+2 (MM 247)
- 12) Sea Cats: 1d8+4 (MM 220)

Note that the above encounters only represent the creatures that choose to interact directly with the PCs for one reason or another. The DM is encouraged to mention sightings of schools of sharks that pass by uninterested in the PCs, an occasional pod of whales swimming in the distance, an enormous tail/fin/tentacle/etc. disappearing into a cave or beneath the silty ocean floor. If the PCs elect to pursue such sightings, they discover that the creature has mysteriously managed to elude them.

THE TRIDENT

The *Trident* was a Keolandish galleon famous for its relentless pursuit of pirates and Scarlet Brotherhood vessels that preyed upon the kingdom's merchant marine. Its captain was courageous and competent, but vanity proved his downfall when, during their last voyage, he bit off more than he and his crew could chew.

Having caught sight of Pharaoh Longspar's ship, *Beorhtyst* (meaning Bright Tempest) while it was engaged in plundering a merchant vessel it had waylaid within Keoland's territorial waters, the *Trident's* crew immediately gave chase. The Peacock was forced to abandon his plundering of the merchant and fled south with the *Trident* in hot pursuit.

For nigh on a week, the ships raced. Though Pharaoh's ship was the faster of the two, the *Trident's* magical resources were greater. As a result, the *Trident* was able to maintain its dogged pursuit of the *Beorhtyst*, though it was unable to catch it.

During the chase, Homeshic was making prodigious use of his divinatory abilities to enable Pharaoh to make the most

advantageous decisions possible to elude capture. As the *Beorhtyst* neared the Amedian coast, he divined an even greater threat ahead of them than the *Trident*. Homeshic employed a *sending* spell to taunt Terrapin Dipsas, pretending to be the captain of the *Trident*, challenging his right to claim these waters as his territory. He then advised Pharaoh to angle the *Beorhtyst* away to the southeast.

Terrapin Dipsas soon arrived at the location he felt the *Sending* inviting him. Noticing the *Beorhtyst* in the distance, his attention was drawn to the nearer ship coming right at him - the *Trident* herself. The dragon turtle's wrath was unleashed upon the warship and, though the crew fought bravely and well, the ship eventually succumbed to the battering it suffered from the beast. The ship's wizard and cleric had both dedicated the majority of their spellcasting power to improvement of the *Trident's* speed in order to see their pursuit of the *Beorhtyst* through to success. Unfortunately, that severely lessened their potency against the dragon turtle's assault.

The *Trident* and her crew suffered the same fate as the other victims of the dragon turtle's depredations with one important difference. The *ixitxachitl* clerical leader, Gwallawg, raised many of the drowned sailor's bodies as zombies in an effort to use them to search the vessel and defend it from competing interests. Recognizing the *Trident* as a warship, he anticipated discovering magical treasures aboard. Unfortunately for the *ixitxachitl*, complications have prevented a full search of the vessel. His zombies encountered the defenders in the captain's cabin and were all slain when they were sent to overwhelm them. Gwallawg is not willing to waste time and resources trying that again. In the meantime, his subordinate waits to see if anyone else is successful in dealing with the creatures within that room so that his forces can then ambush them.

Within the wreck of the *Trident*, there are three rooms that may hold items of interest to the PCs. The *Trident* was damaged so badly by the dragon turtle's attack that it broke nearly in half upon hitting the ocean floor. All decks are open to the sea and most of the cargo is ruined, though some sailing supplies and scattered weapons may be scavenged by PCs interested in such things. The door to the captain's cabin hangs open, but the doors to the wizard's and cleric's quarters are shut.

THE WRECK

CR -

Before you lies the wreck of a mighty warship, its triple bank of oars broken or missing. Its decks have been laid bare by a massive tear in its starboard side from gunwail to beam wide enough for a wyvern to fly into. It is at that point that the vessel struck a low, rocky protuberance as it fell against the ocean floor causing it to nearly break in half. Two of its three masts are splintered, their sails torn from the spars while rigging hangs limply, swaying gently in the current.

You estimate that well over 100 bodies lie scattered around the wreck as far as you can see in these murky depths. Strangely, you note that approximately two dozen of those bodies are piled on the canted deck near the door to the aft cabin or have spilled over the gunwail to the sea floor just below.

If the PCs scout the perimeter of the *Trident*, they will discover that it must have boasted a crew plus marines numbering over 300 souls. A great many of the bodies scattered about have grievous wounds consisting of great tears most likely caused by giant claws – some bodies are torn completely in half or are missing limbs. Many others, however, have smaller bite and puncture marks or have no apparent wound at all, possibly indicating that they drowned. About one third of the bodies wear no armor. Most of them wear leather or studded leather armor, but about a dozen are still wearing chain shirts. None of them still have weapons in their sheaths, though they may be found scattered all around the wreck on the sea floor. A PC succeeding at a DC 15 Heal check notes that none of the bodies piled near the cabin door seem to have suffered any great claw damage, but instead, are the only ones to have hand-sized piercing wounds in their torsos. A successful DC 15 Spot check notes that these bodies all seem to have died in this spot with their weapons (spears and cutlasses) still in their possession.

The bodies piled in front of the door to the captain's cabin are those that were chosen by Gwallawg to animate as zombies. They were all slain by the swordwraiths within, but have been re-animated and commanded to lie inert until commanded to attack by a cleric of Demogorgon. A DC 20 Search check discovers a 25 gp black pearl lodged in the back of the mouths of each of these 14 human and half-elven zombie marines. (Note that it was Gwallawg that re-animated them, not an underpriest.) A DC 15 Knowledge (religion) check recognizes that these are likely material components for an underwater version of the *Animate Dead* spell. Clerics gain a +3 bonus on the Knowledge (religion) check and any class with access to the *Death Domain* gains a +2 bonus (these bonuses stack).

A DC 15 Craft (anything having to do with shipbuilding) check, a DC 20 Profession (sailor or navigator) check, or a DC 25 Search or Spot check allows a PC to note that the hole in the ship was widened by being torn apart from the outside in an effort to reach an interior chamber, which appears to have been quite sturdily built. This was the strongroom where the chests full of coins for the crew's monthly pay were kept. Terrapin Dipsas stole them and added the coins to his hoard.

CAPTAIN'S CABIN

Read the boxed text to players who look within.

CR 9

Beyond the bodies lying in the open doorway, you see a captain's cabin. It is surprisingly tidy considering the state of the rest of the ship, though loose items, such as chairs, bedding, maps, and dining utensils have floated or fallen free of their original placements. As your adventurer's eye scans the interior, it comes to rest upon the closed and locked footlocker bolted to the floor against the side of the writing desk to the port side of the room.

Just as this discovery peaks your interest, a spectral figure in a chain shirt under the uniform of the Keolandish Royal Navy steps from either side of the doorway and brandishes a broad-bladed spear at you. One of them speaks in a voice warbled by the water saying,

"Avast! Advance and ye shall die."

These two swordwraiths were sergeants on the *Trident* and they followed their lieutenant, Jurgen, when they saw him enter the captain's cabin thinking to assist him with whatever plan he was enacting to save them from the dragon turtle's attack. Upon catching up to Jurgen however, they discovered him standing above the captain's footlocker, which he had broken into, with some potion vials in his hand. At their questioning of his intent, his snarled response for them to get out of his way took them by surprise. These sergeants were intelligent enough, however, to quickly realize Jurgen's ill intent and barred his way from the cabin. At this point Jurgen proceeded to cut them down and make his escape while the rest of the crew defended the ship to the end.

These swordwraiths are furious over the betrayal of their superior officer and will slay anyone that attempts to enter the cabin. If they discover an intruder who has managed to covertly or magically slip past their watch, they instead say, "*Avast! Depart or die!*" If the PC doesn't immediately drop whatever they have picked up within the room and exit within one round, the swordwraiths will attack to kill. They will attempt to slay anyone trying to enter the cabin as well.

The footlocker has been closed by the swordwraiths, but the lock has been broken. Any Rogue can determine this fact automatically. Anyone else may note that fact with a successful DC 15 Spot check (though attempting to open the footlocker allows the PC to note the broken lock automatically). A successful DC 20 Spot check notes that broken pieces of glass that appear to have come from a potion vial litter the cabin floor – most have collected against the wall opposite the chest as the ship and cabin are tilted in that direction.

The swordwraiths will not pursue PCs outside the cabin unless they are assaulted with ranged attacks from outside it. In that case, they will not pursue far from the ship and will retreat to the cabin and hide around the corner to avoid line of sight to anyone attempting to target them from outside.

If at any time, the swordwraiths are engaged in conversation from outside the cabin, they will respond to queries that relate to their reason for being here. They will relate the story of their pursuit of the *Beorhtyst*, the dragon turtle's attack, and their betrayal by Jurgen. They will explain the bodies at the doorway as risen dead who attacked at the command of the devil rays who lurk nearby, if such a question is asked. (This may come as a surprise to the PCs if they haven't yet noticed the *ixitxachitl* rogues spying on them.) Finally, if asked or given an opportunity to make the suggestion, the swordwraiths will promise to pass on into true death if their vengeance is sated. They claim that they will have no more need of their equipment or their captain's belongings, which they guard, if Jurgen is brought to justice. They explain that they desire for his crimes to be made known publicly and that he be held accountable by the law. Or, that he meet his death in a legal manner. (They will not be satisfied if the PCs just go out and slay him, but if he has been, or is, slain attempting to escape or while attacking those attempting to arrest him, that is acceptable.)

Within the footlocker are the clothing and personal affects of the captain of the *Trident*. Hidden under a false bottom (DC 25 Spot check to discover) is a magical picture frame with a now ruined painting of a noblewoman (which grants the benefits of both *clairaudience* and *clairvoyance* spells upon the picture frame's possessor and the individual whose picture lies within the frame for up to three minutes per day), a pouch with 50 platinum pieces, and *Haligast* (See *Appendix II: New Magic* for information on this intelligent weapon).

Note that, though the picture within the magical frame is no longer recognizable, the magical frame itself is still attuned to that individual and if the obscured painting is left within it, the woman can be contacted by anyone holding the frame and concentrating on doing so. She is, of course, the captain's wife and is living in Gradsul in Keoland. Though bereaved by the news of her husband's death, she will be immensely grateful to anyone providing such information and may reward such consideration as the DM sees fit. She will not object to such a person retaining the items of magical and monetary value taken from the captain's footlocker, but would appreciate the return of any of his other personal effects that may be recovered, including his body.

If the PCs meet the Swordwraiths' conditions for passing on into true death, award them experience points as if they had been defeated in battle.

SWORDWRAITHS (2)

CR 9

LE(LN) Medium undead humanoid, Fighter 7th (FF 173)

Init: +7; **Senses:** Darkvision 60 ft, Spot +6, Listen +6

Languages: Common

AC: 18, touch: 13, flat-footed: 15

hp: 70, 66 (7 HD)

DR 10/+2, Turn Resistance

Fort: +5, **Ref:** +5, **Will:** +5

Spd: 20 ft., Swim 20 ft.

Melee: +2 *Spear* +12/+7 (1d8+4/x3 plus 1 Strength) or Masterwork dagger +9/+4 (1d4+2/19-20x2 plus 1 Strength)

Space/reach: 5 ft/5 ft

Base Atk: +7, **Grp:** +9

Combat Gear: *spear* +2, masterwork dagger

Abilities: Str 15, Dex 16, Con –, Int 13, Wis 12, Cha 8

SA: Strength damage

SQ: Damage reduction 10/+2, Turn resistance, Undead traits

Feats: (9) Alertness (B), Dodge, Combat Reflexes, Improved Initiative, Improved Sunder, Iron Will (B), Power Attack, Weapon Focus (Spear), Weapon Specialization (Spear)

Skills: Intuit Direction +4, Listen +6, Profession (Sailor) +7, Rope Use +6, Search +3, Spot +6, Swim +8, Tumble +4

Possessions: Combat gear plus *chain shirt* +1 and *ring of protection* +1.

Strength Damage (Su): A creature struck by the swordwraith's melee weapon takes 1 point of Strength damage.

Turn Resistance (Ex): The swordwraiths are treated as undead with 2 more hit dice than they actually have for the purposes of turn, rebuke, command, and bolster undead attempts.

Note: Swordwraiths are not incorporeal, though they do appear to be until actually struck in combat.

WIZARD'S NOOK

CR 4

DM's note: The door to this room is protected by an *Arcane Lock* spell.

After defeating the lock on this portal, you see a cramped cabin with little headroom due to the low ceiling and shelving surrounding the room at head height. There is a hammock hanging in one corner from a hook. Another hook in the opposite corner apparently allows the hammock to be stretched for sleeping. A sturdy desk takes up the majority of the floor space which it shares with a chair and a footlocker. The enclosed shelves are filled with books that are held in place by a smooth cord and are enclosed behind glass doors.

The ship's Wizard was awarded this room as his personal abode on the *Trident*. He had no room to conduct experiments, but he did have the shelves built to hold a collection of books he found to be useful references while at sea. If salvaged, these reference materials would provide an individual with a +4 bonus on any skill check related to Astronomy, Navigation, Sailing, Weather, or Knowledge (nature) within the area of the Azure Sea and Jeklea Bay (or similarly local area of the DM's own world). These same references will provide a +2 bonus on such checks on any other

major body of water. If undamaged, the books may bring as much as 4,000 gp at auction in a major, port city. The magical case, if intact, may bring up to five times as much.

The shelves have been endowed with the magical ability to be water-tight and to minimize the humidity inside them. Thus, the books are well-preserved, even in this undersea environment. However, it will be a trick (as adjudicated by the DM) to remove the tomes or the shelves themselves without breaking them and ruining their contents by exposing them to the sea water.

The desk drawers are locked (DC 30) and the key was on the Wizard who perished in the fight against Terrapin Dipsas (he was swallowed). Up to four drawers (each with its own lock) hold 100 gold pieces each worth of non-perishable spell components for the spells found in the Wizard's spellbook (see below). One drawer holds a belt pouch with 20 platinum pieces and another with 30 gold pieces. The final drawer is *fire trapped* with an altered version of the spell that explodes as an electrical discharge (1d4+8) with all of the same statistics as the original spell. (The Wizard did not wish to set the ship afire if someone tried to break into his desk.) This drawer holds his traveling spellbook, which is a *Boccob's blessed book* containing the following spells:

- 4th lvl – *fire trap, hallucinatory terrain, remove curse, solid fog*
- 3rd lvl – *explosive runes, gaseous form, water breathing, wind wall*
- 2nd lvl – *arcane lock, flaming sphere, fog cloud, gust of wind, pyrotechnics, whispering wind*
- 1st lvl – *animate rope, comprehend languages, endure elements, obscuring mist, shocking grasp, unseen servant*

CLERIC'S CRANNY

CR –

The door opens easily into a small room. You immediately note that the water within is darker – hazy as if filled with fog. The opening of the door stirs the waters within and without and washes some of the haze-filled water out into the hallway where you stand. There, it begins to mix with the water around you.

It is likely that the PCs (at least the one that opened the door) fears poison or some other detrimental affect on his or her person from the darker liquid. Have any PC who doesn't immediately say that they stop breathing water or move away from the hazy liquid make a save, but don't tell them the result. The truth is that the darkness of the liquid is caused by the ink from an ink pot that spilled in the wreck with the ink escaping into the water that filled the room. It will taste odd to water breathers, but is not harmful.

When a PC again inspects the room, continue with the following text.

Inside, the room is furnished with a limp hammock, two chairs, a footlocker, and an altar against the far wall. The altar does not protrude far from the wall so as not to take up much space in the already tiny room, though you do see a couple of long drawers built into its front. Lying scattered upon the submerged floor are a holy book, a few loose sheets of parchment, a feather quill, an ink pot, and an oddly shaped broach.

This was the quarters of the ship's Cleric, Govannan. He was a follower of Celestian and served the ship's captain and crew faithfully and well. He was also a victim of the wrath of the dragon turtle as he was on the front lines of battle against the beast. A DC 20 Knowledge (religion) check is necessary to identify this particular holy symbol as it is one that Govannan discovered in a distant land and it includes extraneous details that obscure the already intricate base form of the starry symbol of Celestian to the untrained eye. Any temple to Celestian would be grateful to receive the holy symbol as a gift, but the temple in Gradsul would be especially grateful as Govannan was a member of their congregation.

Upon his death, Govannan was given to know that the result of the narrowness of his focus in service upon the *Trident* had been displeasing to his god. His spirit was then led back to this holy symbol wherein it took residence. Govannan's penance is to travel distance locations in the form of an intelligent, magical, holy symbol now answering to the same name until released by the command of Celestian. (See *Appendix II: New Magic* for information on the new magic item, Govannan.)

The book is more easily identifiable as holy scriptures of Celestian on a successful DC 10 Knowledge (religion) check. Within the unlocked top drawer on loose leaves of parchment are Govannan's notes to himself about his recent travels with the crew of the *Trident* and the ordeals they have overcome, though they are now mostly unreadable. Within the locked drawer in the altar (DC 30) are 30 silver pieces and 100 copper pieces, which represent Govannan's equivalent of a 'poor box'.

Tactics: The gang of *ixitxachitl* that watch the environs of the *Trident* keep themselves hidden as well as they can under the sandy sea floor near the wreck. When it appears that the PCs have defeated the *Swordwraiths*, the *ixitxachitl* Underpriest will cast *Desecrate* from his hiding spot and follow it with a command to the zombies on the *Trident's* deck to rise and attack.

The *ixitxachitl* Rogues attack on the round after the zombies rise. They make *Sneak Attacks* on anyone failing to make their Spot check against the *ixitxachitl's* Hide check on that initial round of combat. Note their +19 Hide check bonus in such situations. Thus, *Sneak Attacks* are very likely on the first round of combat. In following rounds, the zombies continue to attack

mindlessly, but the ixitxachitl Rogues make every attempt to continue to make use of their Sneak Attack ability by gaining flanking positions against the PCs. The presence of the zombies may be very helpful in this.

They do not attack before the swordwraiths have been defeated, even if spotted, but instead attempt to flee and return when pursuit gives up the chase. Their tactics change when the PCs end their search of the wreck, however. At that point they attempt to ambush the PCs and steal whatever treasures they have taken from the *Trident* as well as anything else of value on their persons. They will fight until half of their number are slain. If, at that point or any time afterward, they are outnumbered by the PCs, they break off the attack and flee back to their lair in the kelp forest to report to Goholeth and Gwallaw and seek reinforcements.

ZOMBIES (18)

CR 4

NE medium undead (*MM* 266)

Init: -1; **Senses:** Darkvision 60 ft, Spot +0, Listen +0

Languages: None

AC: 13, touch: 9, flat-footed: 13

hp: 22* (2 HD)

Fort: +1, **Ref:** +0, **Will:** +4

Spd: 10 ft, Swim 10 ft

Melee: Slam/Cutlass/Shortspear +3* (1d6+2)

Space/reach: 5 ft/5 ft

Base Atk: +1, **Grp:** +2

Combat Gear: Cutlass or shortspear

Abilities: Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1

Feats: Toughness

Skills: None

Possessions: Combat gear plus studded leather armor

Desecrate: Charisma checks made to Turn these zombies suffer a -3 profane penalty due to the *Desecrate* spell recently cast by the ixitxachitl Underpriest.*

* These effects have all been improved due the the *Desecrate* spell likely cast by the ixitxachitl underpriest.

IXITXACHITL ROGUES

CR VARIES

(The DM should include one of these Ixitxachitl Rogues for each member of the PC party.)

CE small elite aquatic aberration, Rogue 5th (*MM II* 128)

Init: +4; **Senses:** Darkvision 60 ft, Spot +9, Listen +4

Languages: Aquan

AC: 19, touch: 15, flat-footed: 19, Dodge

hp: 31 (6 HD +6 HP)

Fort: +3, **Ref:** +10, **Will:** +5

Spd: Swim 30 ft

Melee: Bite +8 (1d6+1) and +1 barbed coral tail spike +7 (1d4+2/18-20x2 plus pain)

Space/reach: 5 ft/5 ft

Base Atk: +4, **Grp:** +1

Combat Gear: +1 barbed coral tail spike

Abilities: Str 12, Dex 18, Con 13, Int 12, Wis 11, Cha 7

Feats: Dodge, Multiattack, Weapon Finesse

Skills: Hide +11 (+19 when submerged), Escape Artist +4, Intuit Direction +4, Knowledge (nature) +4, Listen +4, Search +9, Sleight of hand +9, Spot +9, Swim +10 (18), Tumble +8

Possessions: Combat gear plus amulet of natural armor +2 (in the form of Aquatic Elf hair wrapped around the upper portion of the tail)

Evasion (Ex): The ixitxachitl rogue takes no damage on a successful Reflex Save vs. any attack that normally deals half damage on a successful save.

Sneak Attack (Ex): Ixitxachitl rogues deal 3d6 extra points of damage when their target is flanked or otherwise denied its Dexterity bonus to AC.

Trap Sense (Ex): Ixitxachitl rogues enjoy a +1 bonus on their Reflex saves to avoid traps and a +1 Dodge bonus to their AC against attacks made by traps.

Uncanny Dodge (Ex): Ixitxachitl rogues retain their Dexterity bonus to AC when flat-footed.

Skills: Ixitxachitl have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

IXITXACHITL BARBED CORAL TAIL SPIKES

These segmented coral tail coverings are manufactured by locatha slaves and imbued with magic by the ixitxachitl clerics. (They would never trust a spellcasting slave to enchant their personal items without sabotaging them in some way.)

Once fitted with such a weapon, the ixitxachitl may use its tail as a dagger. A critical hit indicates that one of the coral barbs has broken off inside the victim. The excruciating pain caused by the barb results in the victim suffering a temporary ability drain of two points from their Dexterity and one point from their Strength scores. These penalties are cumulative with each critical hit suffered from any ixitxachitl's barbed coral tail spike.

These penalties remain until each barb is dug out of the victim's body. This can be accomplished as a full round action per barb and causes an additional 1d4 points of damage to the victim. This additional hit point loss may be avoided if the individual removing the barb succeeds on a DC 15 Heal check.

One effect of the magic on these weapons is to regenerate used barbs, so there is effectively no limit to the number of barbs each weapon possesses.

Stats: 1d4, 18-20/x2, 1 lb., P, pain

Moderate *necromancy*; CL 9th; Craft Magic Arms and Armor, *Inflict Critical Wounds*, Price +2 bonus.

IXITXACHITL UNDERPRIEST

CR 7

CE small elite aquatic aberration, Cleric 5th (MM II 128)

Init: +3; **Senses:** darkvision 60 ft, Spot +9, Listen +6

Languages: Aquan

AC: 18, touch 14, flat-footed 18

hp: 36 (6 HD +6 HP)

Fort: +6, **Ref:** +6, **Will:** +9

Spd: Swim 30 ft

Melee: Bite +7 (1d6+1) and +1 *unholy barbed coral tail spike* +6 (1d4+1 plus 1d6 vs. good/18-20x2)

Base Atk: +4, **Grp:** +1

Space/reach: 5 ft/5 ft

Spells Prepared: (CL 5th) **Domains:** Chaos & Evil (Cast Chaos and Evil spells as 6th level casters)

3rd (1+1) *magic circle against good**, *summon monster III*

2nd (3+1) – *darkness*, *death knell*, *desecrate**, *eagle's splendor*

1st (4+1) – *bane*, *cause fear*, *doom*, *protection from law**

0th (5) – *detect magic*, *guidance*, *inflict minor wounds*, *read magic*, *resistance*

* These spells are domain spells.

Combat Gear: +1 *Unholy Barbed Coral Tail Spike*

Abilities: Str 12, Dex 16, Con 13, Int 12, Wis 14, Cha 12

SA: Spontaneous casting (Inflict spells), Profane Lifeleech, Spells

SQ: Rebuke Undead,

Feats: Profane Lifeleech (CD), Multiattack, Spell Adaptation (Elemental Water)**, Weapon Finesse

Skills: Hide +11 (+19 when submerged), Intuit Direction +5, Search +8, Spot +8, Knowledge (nature) +5, Swim +10 (18), Knowledge (religion) +5, Listen +6, Tumble +8, Concentration +6

Possessions: Combat gear plus amulet of natural armor +2 (in the form of aquatic elf hair wrapped around the upper portion of the tail)

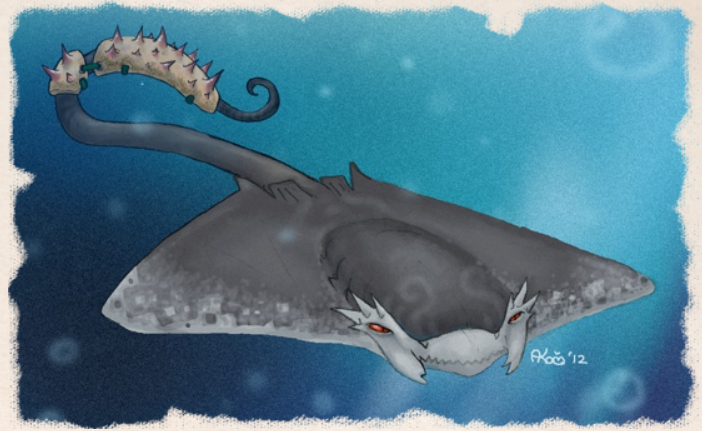
Profane Lifeleech (Ex): (CD) As a standard action, an ixitxachtl underpriest may spend two Rebuke Undead attempts to deal 1d6 points of damage to all living creatures within a 30 foot radius burst. This effect cannot reduce any creature's current hit points to less than zero. The underpriest heals the total amount of damage dealt (but does not exceed its normal maximum). This feat deals no damage to constructs and undead.

Rebuke Undead (Su): The ixitxachtl underpriests may rebuke undead up to four times per day.

Spontaneous Casting (Su): Ixitxachtl underpriests can 'lose' a prepared spell in order to cast any Cure spell of the same level or lower.

Skills: Ixitxachtl have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

** New feat in *Appendix VI: New Feats*.



THE WYND SOME WENCH

CR 11

Stumpy Ren felt his age. He was all of 42 years old, but his bones creaked as if they were a hundred. He'd had enough adventure to satisfy his wanderlust 20 times over, what with surviving storms that tossed a ship like a giant's whelp playing ball, pirate attacks that left the entire crew dead except for the lucky individual who had his hand taken, but was left to spread the tale of terror, leviathans and lesser horrors from the deep that somehow got it into their ichthyoid heads that a ship would make a tasty morsel, and myriad other encounters that always sent him straight to the nearest tavern upon making port to celebrate his luck by drowning the memories. What he truly wanted was to marry a pretty, rich lass who would dote on him as he spent his final days in restfulness.

Alas, such luck was not yet his. Instead, he signed up with yet another merchant in order to earn enough to keep his body in food sufficient to survive long enough to spend every penny paid him on grog each time he made port. His fickle luck did not disappoint this time around either. Through no skill of his own, he survived the assault by the dragon turtle and by the chance appearance of the nereid, he was spirited away from the fate the ixitxachtl planned for him. Another man might be grateful for luck like that, but Stumpy Ren still wakes nights in a sweat of terror at the memory of nearly drowning at that first lovely kiss. Now, fears that a return to the sea would cause the nymphly beauty to seek him out again and the thought of a repeat encounter nearly stop his heart.

Thus, Stumpy Ren regales eager listeners with any tale he can remember, embroidered with every embellishment he can imagine in order to avoid having to return to the only employment he has the skills to earn a living wage at.

But, Stumpy's questionable luck is certainly the PCs' fortune, for the flighty nereid is magically tied to the Wyndsomen Wench and cannot leave its vicinity. She hates the evil one who tormented her and she intends to get her revenge upon Reod sooner or later. After all, it appears that they are going to have a long time to spend together.

Before you, on the ocean floor, lie the broken remains of a merchant caravel, its entire bow torn off and scattered in pieces across the sandy bottom. Twisted spars and frayed cordage clutter the shattered ribbing of what remains of the ship. Its figurehead, a beautiful ocean maiden, lies in one piece about 40 yards from the rest of the wreck. Arms that normally reach forward to embrace the salt spray before her, now extend imploringly to the heavens above.

From the depths of the ruined vessel, several humanoid figures cautiously emerge. Elongated tongues appear to taste the water as they extend from mouths filled with sharp, broken teeth. Dead eyes that seem to lust for your flesh fix upon you and, as one, the creatures lunge forward from their hidden places.

Reod was recruited as a spy and assassin from her home in Keoland to serve the Scarlet Brotherhood's ends across the Azure Sea. She managed to gain a position as an assistant to the Keolandish ambassador to the Principality of Ulek where she was based in Gryrax. This trusted position provided her many opportunities to pass classified information to her handlers in Fort Blackwell. From there, Sister Aspinet sent it to her superiors in the Fatherland. Reod wanted to deliver her newest intelligence personally, however, as she expected great praise and reward for its acquisition and planned well for the trip. She manipulated many paid thugs onto the *Wyndsome Wench* as sailors and guards for the voyage for added protection.

During the voyage, Reod was able to divine the magical nature of the *Wyndsome Wench's* figurehead and managed to intimidate Dipsy into obeying her commands under threat of informing the captain of the potential power he had over the nereid. Reod thoroughly enjoyed tormenting Dipsy by insisting that she perform ridiculous tricks for her and the crew's amusement and pull pranks on any crew member Reod didn't like. In the final hour, however, disaster struck when a desperate dragon turtle sank the *Wench* and all hands were slain.

Not being equipped for a physical battle, Reod hid in the head in fear for her life. Unfortunately for her, the destruction of the *Wyndsome Wench* caused the upper decks and one side to partially collapse, trapping her within that most unpleasant cell. Unable to open the door or escape the small compartment, she drowned as the ship sank.

Reod did not go peacefully to her eternal rest, but rose as a ghost seeking to vent her fury on the living. The oaths her servants had pledged her in life bound them in undeath as well. Since Reod's soul remained here on Oerth, so too did theirs. Her evil retainers have risen as lacedon ghosts and as Reod is compelled to remain close to the wreck where she lost her life, so, too, are the lacedons compelled to remain close to Reod.

There is no limit to the distance to which they will pursue victims that they can see or sense, but they will return to the wreck of the *Wyndsome Wench* if that prey manages to elude them. Elven PCs are the ghost's targets of choice. Reod will manifest from the body of the ship, the ocean floor, or a rocky projection upon it when she sees an opportunity to strike at a party that is already engaged with, and distracted by, the lacedons.

When Reod first manifests in an effort to attack a PC from a flanking position, read them the following boxed text aloud, but direct it at her chosen target.

You choose your next target carefully and are about to follow through with your planned attack when you sense a dreadful premonition. A cool current chills the back of your neck and sends shudders down your spine. You turn just enough to see a hazy female figure appear directly behind you. You note a malevolence in her dark eyes that the pale, beautiful face cannot disguise. She reaches for you as if to caress your cheek, when suddenly her dark tresses grey and thin before you and her face transforms into a rictus of death.

Have her chosen target PC make a DC 20 Spot check. Failure means that this PC suffers a surprise round against the ghost. Allow any other PC whom you think should have a chance to spot the ghost as it manifests attempt the same Spot check to avoid being flat-footed against the ghost in its initial round of attack. Reod's Horrific Appearance comes into effect immediately for the targeted PC and for any other PC that takes any action against her without stating that they are specifically averting their gaze while doing so.

Reod is vain as well as angry and targets any opponent's Charisma score as her primary choice for ability damage. She prefers to attack the PC with the highest Charisma first and does not let up until the victim's Charisma reaches 0 and that PC falls unconscious.

If the PCs thoroughly search the remains of the *Wyndsome Wench*, they may discover (DC 25 Search check) a closed door in the lower deck of the ship's stern, which is blocked by two large pieces of the ship's ribbing. These beams are still partially attached to the severely damaged ship and will require two successful DC 25 Strength checks to move. Alternatively, they may be chopped through (2 beams at Hardness 5, Hit Points 15 each, half damage from slashing weapons underwater).

Within may be found Reod's dead body and her possessions. Also, secreted within her robe is a waterproof scroll tube. Behind its wax stopper are documents bearing the seal of His Grace, Aethelfyrd, Duke of Adirole, Lord High Admiral of His Serene Highness' Navy, city of Gryrax in the Principality of Ulek. These documents are originals, signed by Aethelfyrd himself, which

summarize the strength of the Principality's naval forces. Notes in Reod's hand on accompanying pieces of parchment indicate rotation schedules of ships and crews, expenditures for armaments, supplies, new vessels, etc., and various other secretive information that a hostile nation may use to their advantage over the Principality. These were the documents that Reod intended to pass on to Sister Aspinet in Fort Blackwell. She is obsessed with accomplishing that mission and will not willingly pass on from undeath until it is completed.

PCs will not be able to stop Reod from attacking long enough to parley unless they have special knowledge of the secret signs and signals that Scarlet Brotherhood agents employ to identify one another. If this is somehow accomplished, Reod leaves off attacking and demands that the PCs bring Sister Aspinet or another similarly ranking Scarlet Brotherhood representative to this location to retrieve the information (Reod never refers to it as 'documents'). She will not tell PCs where to get the documents in order to take them to Sister Aspinet themselves.

If these documents are returned to the appropriate authorities in Gryrax, the PCs will be rewarded handsomely (and pressured to accept whatever additional quest for the Admiral or the Prince that the DM may devise).

The only other treasure in the vicinity is the Wyndsome Wench herself. That is, the figurehead, not the ship. See *Appendix II: New Magic* for details on this new magic item.

The DM should feel free to make use of Dipsy in combat when, and if, s/he feels her presence may make the encounter more interesting. Remember, she despises Reod and will focus her efforts against her.

⁷Credit for this title goes to *Aeolius*, of Canonfire! and ENworld, for first making me aware of this joke.

REOD (Ghost) CR 10

Female Human (Suel) Aristocrat 9th

LE medium undead (incorporeal) (MM 116)

Init: +3 **Senses:** darkvision 60 ft, Spot +4, Listen +4

Languages: Common, Elven, Dwarven, Suel

AC: 23 (+6 Dex, +7 deflection), touch 23, flat-footed 17

hp: 81 (9 HD)

Fort: +3, **Ref:** +6, **Will:** +6

Melee: Draining touch +9/+4 (1d4 ability point drain plus heal 5 hit points to herself)

Ranged: Corrupting gaze (2d10 plus 1d4 Charisma damage)

Base Atk: +6/+1, **Grp:** +4

Attack Options: Corrupting gaze, Draining touch

Abilities: Str 6, Dex 16, Con -, Int 17, Wis 10, Cha 18

SQ: Manifestation, Rejuvenation, +4 Turn resistance

Feats: Deceitful, Diligent, Investigator, Negotiator, Persuasive

Skills: Appraise +8, Bluff +12, Decipher Script +6, Diplomacy +10, Disguise +6, Forgery +6, Gather Information +10, Intimidate +10, Knowledge (nobility) +9, Listen +4, Search +6, Sense Motive +8, Speak Language (Elven, Dwarven, Suel), Spot +4, Swim +2

Possessions: *ring of protection* +3, *cloak of charisma* +4, *wand of detect magic* (CL 5th, 12 charges), wax stoppered scroll tube containing secret Principality of Ulek naval documents, a pearl necklace (1,250 gp), 10 gems (50 gp each), and a belt pouch with 35 pp.

Corrupting Gaze (Su): Reod can blast living beings with a glance, at a range of 30 feet. Creatures that meet her gaze must succeed on a DC 18 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): Any hit scored upon a living creature by Reod's incorporeal touch attack drains 1d4 points from any one ability score she selects (usually Charisma). On each successful attack, Reod also heals five points of damage to herself. (Note that ability drain is permanent unless magically restored.)

Horrific Appearance (Su): Any living creature within 60 feet that views Reod must succeed on a DC 18 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by Reod's horrific appearance for 24 hours.

Manifestation (Su): When Reod manifests onto the Material Plane, she can be harmed by other incorporeal creatures, magic items, or spells, with a 50% chance to ignore any damage from a corporeal source (50% miss chance). She may pass through solid objects at will, and her own attacks pass through armor. She is always perfectly silent when moving. She may be attacked normally (no miss chance) by foes on the Ethereal Plane. She is not considered extraplanar when on either the Material Plane or the Ethereal Plane.

Rejuvenation (Su): If destroyed, Reod will restore herself in 2d4 days if she succeeds on a DC 16 Level check (1d20+9). She will only willingly end her own undead existence if her mission is completed to her satisfaction.

Turn Resistance (Su): Reod has a +4 Turn Resistance.

ADVANCED GHASTS, LACEDONS (16) CR 8

CE medium undead (aquatic) (MM 118)

Init: +3; **Senses:** darkvision 60 ft, Spot +9, Listen +3

Languages: Common

AC: 17, touch: 12, flat-footed: 14

hp: 66 (6 HD)

Fort: +2, **Ref:** +2, **Will:** +5

Spd: 30 ft, Swim 30 ft

Melee: Bite +7 (1d6+4 plus ghoul fever) and 2 Claws +5 (1d3+2)

plus paralysis)

Space/reach: 5 ft/5 ft

Base Atk: +3, **Grp:** +7

Abilities: Str 18, Dex 17, Con -, Int 13, Wis 14, Cha 16

SA: Ghoul fever, Paralysis, Stench

SQ: Undead traits, +2 Turn resistance

Feats: Ability Focus (Paralysis), Multiattack, Toughness

Skills: Balance +9, Climb +8, Hide +10, Listen +3, Move Silently +9, Spot +9, Swim +12

Ghoul Fever (Su): Disease – bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 18 fortitude save or be paralyzed for 1d4+1 rounds. Elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 5 feet must succeed on a DC 16 fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *Delay Poison* or *Neutralize Poison* spell removes the effects from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

DIPSY

CR 5

Nereid

CN medium fey (Aquatic, Extraplanar) (SW 155)

Init: +7; **Senses:** low-light vision, Spot +7, Listen +7

Languages: Aquan, Common

AC: 17, touch: 17, flat-footed: 14

hp: 18 (3 HD +6 HP); **Fast Healing** 5

Resist: Cold 10, Fire 10, Electric 5, Acid 5

Fort: +2, **Ref:** +6, **Will:** +4

Spd: 30 ft, swim 40 ft

Melee: Touch +5 (Drown) or Dagger +5 (1d4-1/19-20x2)

Space/reach: 5 ft/5 ft

Base Atk: +1, **Grp:** +0

Atk Options: Drown, Spell-like abilities, Summon Water Elemental

Abilities: Str 9, Dex 18, Con 14, Int 13, Wis 8, Cha 17

SQ: Deflection, Displacement, Low-light vision, Meld Into

Wyndsome Wench, Resistance to cold and fire 10, Resistance to electricity and acid 5, Shawl, Speak With Animals.

Feats: Improved Initiative, Weapon Finesse

Skills: Escape Artist +9, Handle Animal +9, Hide +9 (+17 in water), Knowledge (the planes) +7, Listen +7, Ride+5, Spot +7, Survival +1 (+3 on other planes), Swim +7, Use Magic Device +9, Use Rope +3 (+5 involving bindings)

Possessions: *ring of protection from electricity* (5), *ring of protection from acid* (5), *coral sea horse**

Deflection (Ex): Dipsy enjoys a deflection bonus to AC equal to her Charisma bonus.

Displacement (Su): Dipsy's shimmering form makes her true location difficult to surmise. Any melee or ranged attack directed against her has a 50% miss chance unless the attacker can locate Dipsy by some means other than sight. A True Seeing effect allows the user to see Dipsy's position, but See Invisibility has no effect.

Drown (Su): Dipsy can make a special touch attack to try to fill an opponent's lungs with water (consisting of an embrace and a kiss). Her opponent can resist this effect with a DC 16 Fortitude save. On a failed save the opponent begins to drown (such a failure automatically dispels any water breathing magic currently in effect upon the individual). However, upon a successful save versus the drowning effect, the opponent instead immediately gains the effects of a Water Breathing spell (CL 10th) or has the duration of any water breathing magic in effect upon his or her person extended by 50%.**

Meld Into Wyndsome Wench: At will, Dipsy has the ability to meld her physical form into the Wyndsome Wench figurehead as if using the Meld Into Stone spell. She may remain in this state indefinitely and cannot be harmed or affected by physical attacks or spells unless the Wyndsome Wench is first destroyed (at which time she is harmlessly, but instantly expelled from the object.)*

Fast Healing 5 (Sp): Dipsy regains 5 hit points each round at the beginning of her turn.

Shawl (Su): The ghostly presence of Dipsy's shawl is visible upon her shoulders only via True Seeing magic as its essence has been magically incorporated into the Wyndsome Wench figurehead. It cannot be taken from her and she gains additional magical protection from her connection to the Wyndsome Wench, but cannot travel more than 120 feet from it or the ship upon which it is mounted.*

Speak With Animals (Su): Dipsy can speak with all animals as with a Speak With Animals spell at will.

Spell-like Abilities (Sp): Caster Level 10th

At will – Air Breathing (DC 16) (SW);

3/day – Control Currents (SW);

1/day – Control Water (DC 19), Wall of Ice (DC 17).

Summon Water Elemental (Sp): Once per day, Dipsy can

attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for one hour or until slain. This ability is the equivalent of a 5th level spell.

Skills: Dipsy has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

* See *Appendix II: New Magic* for additional details on the *coral sea horse* and the *Wyndsome Wench figurehead*.

** See *Appendix VII: Myths* for an explanation.

CHAPTER THREE: BAIT!

Note: It is very important that the DM not allow the PCs to rest and recuperate lost hit points and spellcasting abilities before they encounter Terrapin Dipsas. If they manage to do that, they will likely slay the dragon turtle when it attacks them. If the party decides to attempt this by returning to Fort Blackwell, sleeping on their ship, retreating into an extra-dimensional space such as that provided by a *rope trick* spell, or otherwise, run the remaining encounters above in Side Treks in rapid succession followed by the dragon turtle's attack in this section. If the party is flying back to Fort Blackwell, use two encounters from the *Wandering Monster Table for Surface Encounters* (p. 80) in place of each of the remaining Side Trek encounters. Replace the Giant Eagles with a group of 9-16 Terlens sent by the *ixitxachtl* to catch the PCs before they escape. The goal of this section is to divide the party into at least two groups, and possibly three. Their challenge will be to survive long enough to rejoin their disparate groups. Once reunited, they may be given an opportunity to rest and recuperate before choosing which opponent to tackle first.

The PCs don't have to worry much about the sea-worthiness of the *Garrote* because they aren't going to be in it for long. About eight miles from shore (or wherever the DM adjudicates appropriate) they are attacked without warning by Terrapin Dipsas. The dragon turtle's initial attack has the normal base 50% chance to capsize the *Garrote*, but if this fails, there is still a 75% chance that the vessel's hull is crushed so badly that it immediately begins to sink. Once this happens, there will be no chance to prevent the vessel from sinking completely beneath the waves in 6-9 rounds unless the PCs possess some magical ability to do so. Terrapin Dipsas will ignore any attempt to thwart his initial assault on the underside of the ship, whether it be a distraction, an attack, or anything else that does not physically stop him (running into a *wall of force* might do the trick...).

If the ship is not capsized and no victims are in the water,

Terrapin Dipsas will either submerge (two rounds), then resurface (end of the third round) under the ship to make another capsize attempt or he will surface next to the ship and attack opponents on the deck. If the ship is not capsized, but is sinking, he will tear it apart from below until he has succeeded in filling his claws and maw with victims and treasure.

If the ship is sinking, he will surface and target the largest group of PCs with his breath weapon, then attempt to grab anyone in the water. He will attempt to Snatch opponents in the water with each claw, then will pause for a round to look for any obvious treasure falling from the wreckage of the *Garrote*. If he sees treasure, he will scoop what he can up in his mouth. If he sees none, he may attempt to Snatch a third victim, squeezing or biting those already successfully grappled each round only if they manage to inflict damage on him while grappled. Once he has both claws (and possibly his mouth) full of victims or treasure, or if he takes over half of his hit points in damage, he will retreat as quickly as possible.

If Terrapin Dipsas is not immediately followed, he will go straight to his own cave to deposit his victims into the morkoth vortex in front of his cave mouth, then he will hide any treasure he managed to pick up under the boulder at 1e). If his victim(s) is (are) still obviously alive (able to breathe water), Terrapin Dipsas will wait until s/he enters the tunnel of his or her own accord, assuming the victim to be caught in the magical snare. Atrox will travel to the end of the tunnel to retrieve dead bodies, though it much prefers its victims to be living, hypnotized, and arriving within its inner sanctum under their own locomotion. If Terrapin Dipsas knows that he is being closely followed, he leads his pursuers on a chase directly through as many morkoth vortices as it takes to snare them all. (He knows where the entrances to Atrox's tunnels are.) If his pursuers catch up to him and force a fight, he will reluctantly drop his treasure and victims (after giving them one more good squeeze) and fight in his own defense.

If he realizes he is going to lose and cannot escape, he will plead with the party to parlay. If allowed, he explains the reason for his attacks upon surface shipping and promises not only to cease such depredations, but also to give each surviving member of the party his or her choice of one item from his collection of treasures if they will destroy the *ixitxachtl* (he still has no reason to fear Atrox). He will not fight to the death unless given no choice. He will even go so far as to give up all his treasure and promise to leave the area forever if that's what it takes to preserve his life. He does not want the party to destroy the morkoth unless and until they have destroyed the *ixitxachtl* since he believes the morkoth is his only protection from them.

If the party manages to deal with Terrapin Dipsas diplomatically, they may gain a powerful ally in the area. In that case, grant the party the same amount of experience points as if

they had defeated the dragon turtle in battle. If they fail at diplomacy and Terrapin Dipsas survives their assault, they may have good cause to fear any future expeditions into the sea.

TERRAPIN DIPSAS

CR 18

Male advanced dragon turtle

N gargantuan aquatic dragon (MM 88)

Init: +0; **Senses:** darkvision 60 ft, low-light vision, scent, Spot +24, Listen +24

Languages: Aquan, Common, Draconic

AC: 27, touch: 8, flat-footed: 27

hp: 325 (25 HD +175 HP)

Immune: Fire, sleep, and paralysis,

DR:10/adamantine (100 points maximum),

Regeneration: 25 hit points per hour

Fort: +14, **Ref:** +14, **Will:** +14

Spd: 20 ft, swim 30 ft

Melee: Bite +29 (4d8+13) and 2 claws +27 (4d8+6)

Ranged: Breath weapon (18d6 fire, Ref DC 25 half)

Space/reach: 20 ft/15 ft

Base Atk: +25, **Grp:** +41

Atk Options: Breath weapon, Capsize, Snatch, Power Attack

Abilities: Str 36, Dex 10, Con 25, Int 12, Wis 13, Cha 12

SD: DR 10/adamantine, Regeneration

Feats: Blind-Fight, Cleave, Improved Bull Rush, Improved Natural Attack (claws), Multi-Attack, Improved Overrun, Power Attack, Snatch, Swim-by Attack (SW)

Skills: Diplomacy +14, Hide +14 (+22 when submerged), Intimidate +24, Listen +24, Search +23, Sense Motive +24, Spot +24, Survival +23 (+25 following tracks), Swim +34

Possessions: *amulet of stonesskin* (wearer may cast stonesskin upon self once per day at CL 10), *ring of regeneration*

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 18d6 fire, Reflex DC 25 half; effective both on the surface and under water.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long (like the Garrote), and a 20% chance to capsize one over 60 feet long.

Snatch: Terrapin Dipsas may choose to start a grapple when he hits with a claw or bite attack, as though he had the Improved Grab special attack. If he gets a hold on a creature of medium size or smaller*, he squeezes each round for automatic bite or claw damage. A snatched opponent held in the dragon turtle's mouth is not allowed a Reflex save against his breath weapon.

* **Note:** Terrapin Dipsas may Snatch large-sized creatures, but his grapple chance against them suffers a -8 penalty, unless he

successfully grapples the creature with both claw attacks.

Swim-by Attack: When swimming, Terrapin Dipsas can take a move action and another standard action (such as an attack) at any point during the move. He cannot take a second move action during a round in which he makes a swim-by attack.

Skills: Terrapin Dipsas has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Tactics: Terrapin Dipsas' initial focus is on capsizing or wrecking the ship so that it sinks. He will make use of his *amulet of stonesskin* before making the initial attempt to capsize the ship. He will use his breath weapon on the largest group of victims he can see, whether on the ship's deck or in the water. He will then attempt to snatch two PCs and look for treasure to grab up in his mouth. He should have any grabbed PC successfully grappled, though they will still be able to make attacks against him as they will not be pinned. He will automatically deal claw damage to any grappled PC each round that the PC attacks him. He will make liberal use of the Power Attack feat. He may dedicate up to 25 points of his attack bonus to his Power Attack bonus damage. His bite counts as a two-handed weapon, so it deals double the number of points dedicated via Power Attack in bonus damage. His claws deal only an equal number of points of bonus damage, but, remember, they automatically hit any grappled PC. The DM must adjudicate how many points Terrapin Dipsas is willing to dedicate to Power Attack each round based upon how successfully he is scoring hits on opponents on previous rounds. Wise grappled PCs will soon feign death in one manner or another.

Terrapin Dipsas will not linger to kill off the rest of the PCs as he wishes to be gone before the *ixtixachtli* arrive. He will grab two PCs, spend another round looking for any obvious treasure while making automatic squeeze attacks against already grappled PCs, loose a final dose of his breath weapon, and retreat to his lair with his victims.

Whether Terrapin Dipsas initially encounters the PCs in their ship or under the sea, his probable tactic, once he has snatched at least one victim, is to swim to the western end of the trench, descend low enough to force any snatched PCs to make saves against the hypnotic emanations from the morkoth's tunnel A), then follow the trench, passing within the hypnotic effects of tunnels B) and C).

Note that swimming as a run action will take Terrapin Dipsas three rounds to travel the 360 feet from tunnel opening A) to B) and again to travel the same distance from B) to C). Each PC snatched must make a DC 14 Will save on his or her own initiative on any round that s/he passes through a square with a

tunnel opening. Each round that passes since the last such failed save in which the PC is not within the hypnosis effect of the morkoth's tunnel, the PC gains a new save to break the hypnotism at his or her own initiative score.

Once past tunnel opening C), Terrapin Dipsas dives over the edge of the continental shelf then immediately turns right and rises out of sight of any pursuers more than two rounds behind him to approach the opening of his cavern. He deposits non-struggling, snatched PCs into tunnel opening D) at the entrance to his lair. It will take two rounds for the dragon turtle to move between tunnel openings C) and D). He will continue to crush and/or bite any PC that he has snatched that continues to struggle until they are dead or, apparently, hypnotized. He will then drop the PC (alive or dead) into the tunnel opening. If he is still being chased at this point, he retreats into his lair and turns to face his pursuers from his hidden position at 1b) (p. 28). He will delay the next use of his breath weapon until at least two PCs are within range unless he believes he has only been followed by a single enemy.

In addition to potentially being divided, as soon as Terrapin Dipsas leaves the vicinity of the attack upon the ship, any member of the party not successfully snatched and absconded with by the dragon turtle will be attacked by a group of ixitxachitl and their terlen servants who move in against anyone in the water. One of them is a vampiric specimen who is acting as the group's leader.

Note: The DM should include one ixitxachitl Rogue and two terlens for each PC in the group.

Ixitxachitl Rogues CR Varies
(The DM should include one of these Ixitxachitl Rogues for each member of the PC party not absconded with by TD.)
See **The Trident** above for statistics on these creatures (p. 85).

VAMPIRIC IXITXACHITL (1) CR 10
CE Small elite aquatic aberration, Rogue 7th (*MM II* 128)
Init: +4; **Senses:** darkvision 60 ft, Spot +9, Listen +6
Languages: Aquan
AC: 20, touch 16, flat-footed 20, Dodge
hp: 46 (9 HD +9 HP); **Fast Healing** 5
Fort: +4, **Ref:** +12, **Will:** +5
Spd: Swim 30 ft
Melee: Bite +9 (1d6+2 plus energy drain) and +2 *barbed coral tail spike* +9 (1d4+4/18-20x2 plus pain)
Space/reach: 5 ft/5 ft
Base Atk: +5, **Grp:** +3
Combat Gear: +2 *barbed coral tail spike*
Abilities: Str 14, Dex 18, Con 13, Int 9, Wis 9, Cha 5
Feats: Dodge, Multiattack, Profane Strike, Weapon Finesse
Skills: Hide +11 (+19 when submerged), Escape Artist +6, Intuit

Direction +6, Knowledge (nature) +6, Listen +6, Search + 9, Spot +9, Swim +10 (18), Tumble +9

Possessions: Combat gear plus *amulet of natural armor* +3 (in the form of Aquatic Elf hair wrapped around the upper portion of the tail)

Energy Drain (Su): Any living creature hit by a vampiric ixitxachitl's bite attack gains one negative level. For each negative level bestowed, the vampiric ixitxachitl heals 5 hit points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed magically before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 12) to remove it or the level loss becomes permanent.

Evasion (Ex): The vampiric ixitxachitl rogues take no damage on a successful Reflex Save vs. any attack that normally deals half damage on a successful save.

Fast Healing (Ex): A vampiric ixitxachitl regains lost hit points at the rate of 5 per round. Fast Healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the vampiric ixitxachitl to regrow or reattach lost body parts.

Profane Strike (Ex): When a vampiric ixitxachitl deals damage with a Sneak Attack against a foe of Good alignment, they roll d8's for the Sneak Attack damage instead of d6's and the damage qualifies as 'Evil' damage for the purpose of overcoming Damage Reduction (See *Appendix IV: New Feats*).

Sneak Attack (Ex): The vampiric ixitxachitl rogues deal 4d6 extra points of damage when their target is flanked or otherwise denied its Dexterity bonus to AC.

Trap Sense (Ex): The vampiric ixitxachitl rogues enjoy a +2 bonus on their Reflex saves to avoid traps and a +2 Dodge bonus to their AC against attacks made by traps.

Uncanny Dodge (Ex): Vampiric ixitxachitl rogues retain their Dexterity bonus to AC when flat-footed.

Skills: Ixitxachitl have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TERLENS CR VARIES
(The DM should include two of these creatures for each member of the PC party not absconded with by TD.)
NE Medium Magical Beast (Extraplanar) (*FF* 174)
Init: +2; **Senses:** darkvision 60ft, Low-light vision, Spot +0, Listen +5
Languages: Aquan
AC: 20, touch 12, flat-footed 18
hp: 30 (4 HD +8 HP)
Fort: +6, **Ref:** +6, **Will:** +1
Spd: 60 ft, Fly 60 ft (average), Swim 60 ft

Melee: Bite +7 (1d8+4)

Space/reach: 5 ft/5 ft

Base Atk: +4, **Grp:** +7

Attack Options: Ambush, Improved Grab, Worry

Abilities: Str 16, Dex 14, Con 14, Int 3, Wis 11, Cha 7

Feats: Alertness, Track

Skills: Hide +10, Listen +5, Survival +3, Swim +12

Ambush (Ex): Any time a terlen makes a successful charge attack against a flatfooted opponent, it deals double damage with its bite.

Improved Grab (Ex): If a terlen hits an opponent that is at least one category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +7). If it gets a hold, it also worries on the same round. Thereafter the terlen has the option to conduct the grapple normally, or simply use its bite to hold the opponent (-20 penalty on grapple checks, but the terlen is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals worry damage.

Worry (Ex): A terlen that successfully get a hold on an opponent with its improved grab ability shakes the victim violently back and forth. This attack deals bite damage each round until the victim breaks free, the terlen is slain, or the victim dies.

Skills: Terlens have a +8 racial bonus on Hide checks because of their natural camouflage. Terlens have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

Tactics: As soon as Terapin Dipsas departs, the terlens rush to attack victims in the water. They will be followed the next round by the ixitxachitl rogues seeking opportunities to flank opponents engaged with terlens. The vampiric ixitxachitl swims around the periphery of the battle until it spies an opportunity to attack a spell caster, attack from behind, or at least flank an opponent.

They are quite willing to take slaves as they found it necessary (convenient, really) to eat many of their locatha slaves during their migration to this area of Jeklea Bay. Any PC obviously able to breathe water that is able to communicate with the ixitxachitl or makes obvious overtures of surrender (dropping all weapons, remaining still without attacking, etc.) will be stripped of all gear and jewelry and herded back to their lair. Otherwise, they fight to kill the PCs and take their bodies back to their lair to loot.

If their numbers dwindle quickly, the ixitxachitl will begin using their Sleight of Hand skills to snatch valuable-looking items from the PC's bodies while their terlen companions continue to attack to kill. They will try to snatch light or one-handed weapons that are not currently being held by PCs or things such as amulets, necklaces, earrings, headbands, etc. Such attempts require a DC

20 Sleight of hand check to succeed. The ixitxachitl Rogue receives a +2 bonus to this attempt if it is flanking the PC. The PCs get to oppose the Sleight of Hand check with their own Spot check, though spotting the attempt doesn't prevent its success. This will give the PCs an extra reason to chase after fleeing ixitxachitl.

Use the map titled *Lairs of Terrapin Dipsas and Atrox* for the following encounter areas.

1) Terrapin Dipsas' Lair:

DM's note: Because Jeklea Bay is so shallow relative to the other nearby bodies of water, the continental shelf also lies at a far shallower depth than that off the east coast of the Amedian peninsula. As a result, the lairs of the dragon turtle and the morkoth are at a depth of only 150 feet, so PCs failing their Fortitude saves vs. the damaging effects of the water pressure suffer only 1d6 points of damage. Such Fortitude (DC 15 + 1 for each previous check) checks need be made every minute (10 rounds) the PC remains between 100 and 199 feet below the surface of the bay. PCs will most likely need to make frequent forays into these depths between rests on the surface. Otherwise, the Fortitude checks will eventually become so difficult that they can't possibly make them.

Read only the first boxed text to the players as they approach the dragon turtle's lair if they are not employing any kind of magical vision. Add the second boxed text to the description if they are employing some kind of magical vision.

An irregular cave opening yawns before you about 20 feet high and wide. The interior fades to darkness, but appears to expand as it descends. A hole just large enough to allow a man-sized creature to enter pierces the entrance's stony floor.

Magical lights appear to emanate from this hole. They are comprised of a swirl of browns and greens with frequent blue, yellow, and purple sparks shooting forth from below. These lights dissipate at a distance of about 20 feet from the small hole and curtain the cave entrance, further obscuring your perception of its depths.

If any player with the magical ability to see the morkoth's hypnosis effect states that their PC is studying those lights in front of the cave mouth, allow that PC a DC 15 Spot check to notice the uncovered portion of the opening mentioned in D) above.

a) Though the entrance widens as it descends, the ceiling remains only 20 feet above the floor until the dotted line on the map is reached (approximately 70 feet in). The descent of this terraced passage is a sharp 45 degree angle, though this should pose no particular problem for swimming characters. No plants grow

within the tunnel and no stalactites, stalagmites, or random boulders offer any cover or concealment here, so any creature attempting a Hide check while the area is being watched by Terrapin Dipsas suffers a -5 penalty to its roll. The cavern curves left, then right as intruders descend to the end of the terraced tunnel toward c).

b) If Terrapin Dipsas makes it to his lair after depositing his prisoners in Atrox's tunnels and is aware of pursuers, he will wait in this spot to ambush them. The ledge he rests upon rises 30 feet above the floor of area c) and the bottom end of the entrance tunnel. From this position, he is only able to see 20 feet back up the tunnel and no PC will be able to spot him if they are farther up the tunnel than that. This is also the farthest that his breath weapon will reach from this position.

Spotting Terrapin Dipsas as he hides in ambush requires that a PC beat his Hide check (+22) with their Spot check. Simply noticing that the cavern has a ledge 30 feet above its lower floor requires that a player mention that his character is looking high in the cavern and the PC must then succeed on a DC 20 Spot check.

c) Read the following boxed text to the players when their characters reach the dotted line indicating the end of the low ceiling over the entrance tunnel.

The widening tunnel opens into an immense undersea cavern 100 feet in diameter. The floor has many short stalagmites rising from it and the walls are adorned with cut geodes whose crystalline interiors are opened for display. In the very center of the floor is a huge pile of seashells of every kind. Scattered amongst the shells are various coins while humanoid arms and equipment lie around the edge of the pile. You note a single sea chest half-sunk into one side of the mound of shells.

You cannot be sure of the height of the cavern's ceiling as some type of hanging moss obscures its upper parts. This moss hangs to within 30 feet of the floor and appears to glow softly. Though the light it gives off is faint, it is caught and reflected by the crystals of the geodes bathing the cavern in a faerie-like moonlit brightness. Thus, you are able to faintly note the cave's furthest dimensions.

Terrapin Dipsas has decorated the lower portion of his lair as an undersea grotto. He brings every geode he discovers here, breaks it open, and displays it in a small alcove he carves in the wall for that purpose. The pile of shells serves as an aesthetically pleasing centerpiece, but it is also intended as a false bed and treasure hoard. The shells are not of individual value, but the rarest 100 pounds of them would bring 100 gold pieces if a wealthy collector could be found to purchase them. Each additional 100 pounds of shells collected from this pile will bring half the value of the

previous 100 pounds until the sixth and later portions prove valueless.

The various arms, armor, and equipment surrounding the bed of shells are in varying states of corrosion and most are of no value, but a dozen various weapons and armor of the DM's choosing all possess +1 enchantment and may be restored to working order with a little bit of elbow grease. Near the edge of the mound of shells sits the small wooden sea chest. It is locked (DC 25) and holds two potions of *water breathing*, one of *cat's grace*, one of *remove paralysis*, one of *resist energy (Acid 10)*, one of *poison (arsenic DC 13, 1 Con/1d8 Con)* marked as *cure moderate wounds*, and two of *lesser restoration*. Protruding from a large conch (Search DC 20) is a verdigris-covered copper scroll tube sealed with wax that contains the spells *chain lightning*, *ice storm*, *wall of fire*, and *wind wall* (CL 12th). Scattered in amongst the shells are 5,500 cp, 2,000 sp, and 500 gp.

Note: This is the treasure that Terrapin Dipsas will show first to PCs who have vanguished him, in an attempt to pawn them off as the extent of his valuables in exchange for his life.

The ceiling of the cavern is 50 feet above the floor and has many stalactites. Clinging to the ceiling and the stalactites is a hanging moss that dangles to within 30 feet of the cavern floor. It glows phosphorescently, but is harmless. It does, however, hang far enough down to completely conceal the fact that there is a ledge with additional cavern space 30 feet up from the floor level. Any PC searching from a position that high up in the cavern may find the ledge with a successful DC 15 Spot check. As noted earlier, spotting the existence of the upper ledge from the cavern floor at areas b) or c) requires a DC 20 Spot check.

d) Read the following boxed text to the players when their characters penetrate the moss concealing the upper portion of this cavern.

The phosphorescent moss dimly lights another immense cavern up here, though it is obviously kept from hanging very far down from the ceiling 30 feet above. There are several man-sized stalagmites and stalactites here that prevent you from having a clear view of the floor and ceiling.

This area is where Terrapin Dipsas generally spends his resting periods, though there is nothing to make that apparent to observers.

e) Beneath a large rock that Terrapin Dipsas has maneuvered into this position is a depression hiding his accumulated treasure. The rock is thick enough to prevent *detect magic* from indicating the treasures that hide beneath it. Discovering the fact that the rock may be moved is treated like a secret door (DC 20 Spot check) as

there are scratches on the stone of the cavern floor around it indicating that it has been moved before. Moving the rock requires a DC 33 Strength check. (Though it takes him some time and effort, Terrapin Dipsas found the largest rock he could move to hide his treasures beneath and succeeds by taking 20 on the roll.)

Within the hidden depression are the following treasures: loose coins totaling 41,000 sp, 8,300 gp, and 1,375 pp, a rotting leather pouch holding 24 100 gp pearls of various colors and sizes (white, gold, pink, and silver), two onyx encrusted golden chalices worth 2,100 gp for the pair, a *pearl of the sirines*, a *helm of underwater action*, a suit of +3 *plate armor of the deep* (Sonic Resistance 10), a +3 *shocking burst long spear* (with the powers of a *trident of warning*), and a *figurine of wondrous power – pearl dolphin* (Gold and White pearls) (see *Appendix II: New Magic*).

CHAPTER FOUR: DEVIL IN THE DEEP

DM's note: Read or paraphrase the boxed sections of text to the players when their characters reach the appropriate location.

Long, Long Ago:

The ancient, now dead, morkoth that originally excavated these tunnels was a powerful spellcaster seeking greater magics than those available on the Oerth's surface. Specifically, it sought the secrets of Oerthblood, the highly magical, though rare, metal accessible only from the Oerth's extreme depths. Its intended use of such a resource may only be speculated. It was painfully aware that its chances of success would be greatly increased by delving from a deeper location, such as an oceanic trench, but such a location would also deprive it of humanoid victims. This was a resource it was simply unwilling to sacrifice for any other goal. Thus this ancient evil delved magically from the relatively shallow sea on the continental shelf.

For that reason or, perhaps, for others, the morkoth was frustrated in its attempts to access Oerthblood. Unfortunately, his attempts resulted in a violated planet which continues to bleed from those many wounds. The end results of these magical penetrations of the Oerth's crust are the cold seeps which dot the old morkoth tunnels.

A Few Decades Ago:

The aberration remembered only flashes of pain – tearing, rending, compression, and other violence – related to its creation. It did, however, remember eventually being free to swim the depths of the seas. Until, that is, its curiosity led to its capture. It knew them only by the name it called them – a description of their treatment of it. They were the Experimenters. It knew that they

were not naturally born to water and it knew that they feared it, their prisoner, but it was young and unable to escape their prison.

'Morkoth', they had called it. 'Atrox', they mocked it when they thought it couldn't understand them. But, eventually, it learned to do so. And, it did more than that. It watched and it studied those who were studying it. It saw the results of the magic they wielded and copied their forms in secret. In time, it discovered that it possessed the ability to call upon magic itself – not always in the manner of its tormentors, but its methods were just as successful. When the opportunity presented itself, and it felt it was ready, it deceived its captors and escaped their red-robed clutches.

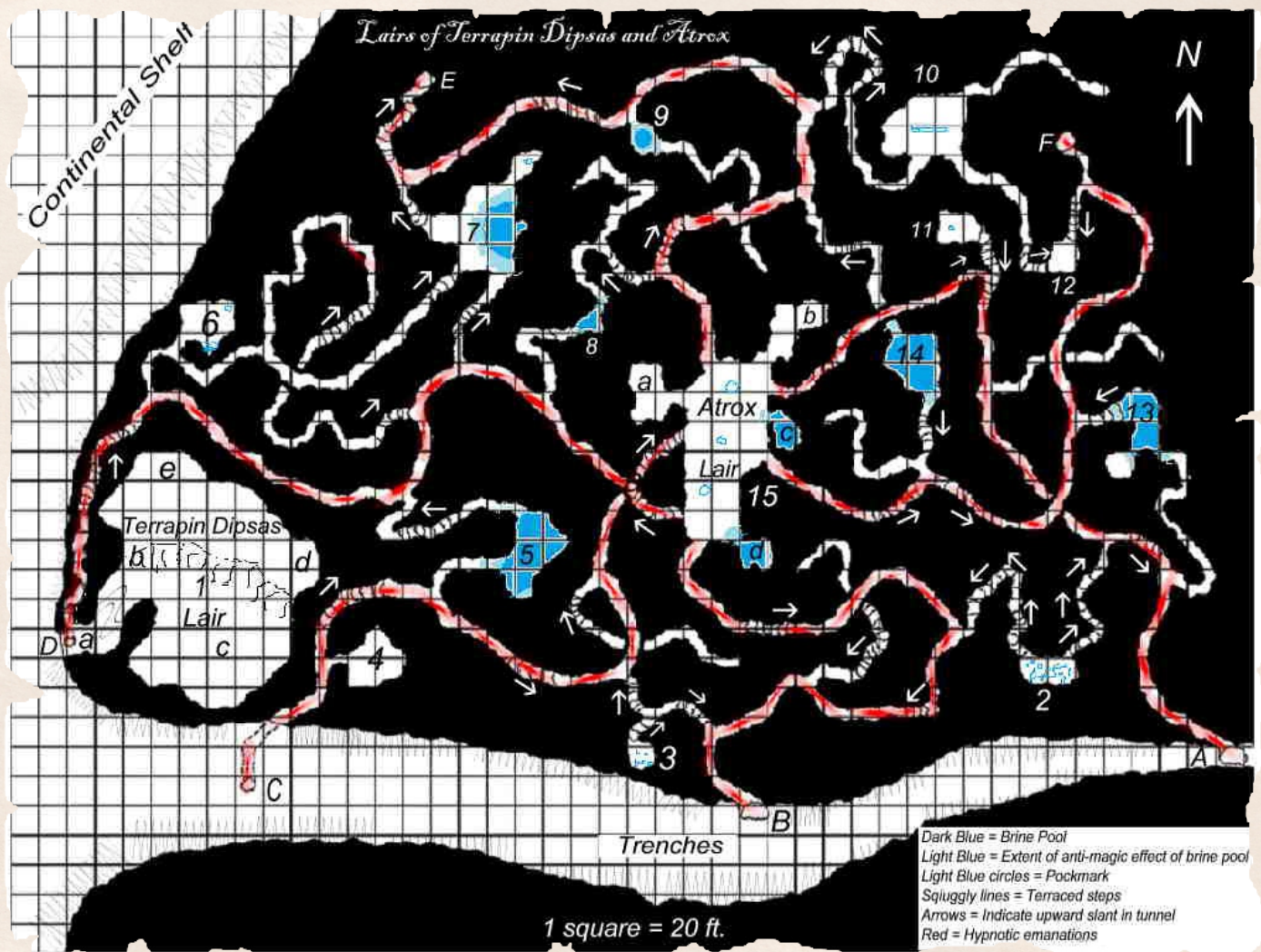
Upon reestablishing its freedom, Atrox, as it chose to call itself now, delighted in the power its magic allowed it to exert over the other living denizens of its world. It studied the life around it and learned to manipulate it for its personal benefit. Its fascination was always of a morbid nature, but soon it began to take a more desperate form. Combining the talents it had developed interacting with its natural surroundings and the magical aptitude it had first discovered while imprisoned, Atrox became an Experimenter. As its focus became an obsession, Atrox worked at a frenzied pace to learn all it could about the physical forms of other creatures and to increase the power of its own form so that it could take its vengeance upon its captors, scrape the flesh from the bones of every two-legged surface dweller, command the krakens and leviathans of the deep, rule the oceans! Anything! Everything!

Recently:

Nothing mattered any more except its research. It needed sustenance and subjects. It needed to discover every secret that was hidden within the flesh of other creatures. It was not concerned with anything else. Then, one of its subjects revealed a dread secret while under magical coercion. An entire army of sahaugin was en route to root Atrox out of its lair. It had faced armed groups of such creatures before, both within and without its lair, and had laughed while sahaugin compatriots turned against each other to defend the morkoth. But, Atrox had never faced such a concerted opposition and knew in the shriveled cavity in which its soul hid that it could not survive such a confrontation.

Thus, Atrox quickly abandoned its lair and swam as swiftly as its improved body could swim until it had to stop and rest. It did not rest long, but continued its flight through darkness and light until it felt it had escaped any pursuit. Having run into the continental shelf of what was known to the surface dwellers as the Amedian peninsula, it skirted its northern extremity and sought a new location in which to settle.

As fortune would have it, Atrox was drawn to the lair of a morkoth that had died in antiquity. The tunnels were currently



occupied by an eclectic collection of creatures aggressively willing to defend their respective abodes, but Atrax was possessed of a formidable assortment of powers of persuasion. The morkoth quickly went to work killing or driving off most of the squatters and exploring its new home. Atrax soon realized that the original inhabitant was a much more powerful morkoth than it was and began work collapsing several of the tunnels that it would not be able to fill with its hypnotizing lure.

As Atrax was in the process of considering whether to allow some of those evicted to return to their lairs under terms submitting to the morkoth's superiority, it was attacked by a band of ixitxachtli. Victorious, but gravely wounded, Atrax sought to negotiate a deal of mutual protection from the powerful dragon turtle that laired nearby. For the first time since escaping the Experimenters, it was mocked. The dragon turtle scoffed at the threat of the devil rays and sent the humiliated Atrax away with nothing but an insane fury to show for its effort.

When Terrapin Dipsas initially rebuffed Atrax's offer of cooperative defense, the morkoth worked quickly to establish allies

to defend itself and its prized lair. Though it is an uncommon practice for a morkoth, Atrax's desperate situation required it to make adjustments. Thus, it tolerates a few of the previous denizens retaining their own lairs within its tunnel system.

The lairs of Atrax and Terrapin Dipsas are near a relatively small trench that opens into the edge of the continental shelf about eight miles from the shore. The current traveling down the trench toward the edge of the continental shelf causes a discernible movement of water within Atrax's tunnels, though it is not forceful enough to hinder the swimming ability of any creature within them. The current from the trench pushes water into tunnel openings A), B), and C). It travels in a generally clockwise direction through the tunnels until it exits through tunnel openings D), E), and F). Again, though the current is noticeable by observant PCs (DC 15 Spot check only for those specifically asking for such information, except PCs with an aquatic subtype who get the check automatically and gain a +5 to their roll if they specifically ask for such information), it is not strong enough to negatively affect travel, combat, vision, or communication within

the tunnels.

A) This tunnel has a 5' diameter vertical opening positioned near the shallow eastern end of the trench. The trench is about 20 feet wide and 30 feet deep at this point, so the morkoth's hypnotic dome reaches across from wall to wall, but stops about 10' from the top. The hole drops 10' at a slight angle before becoming a horizontal passage heading generally northwest.

Note that the current that rushes down this trench has washed the debris from the morkoth's excavations of this tunnel and the other two within it down and over the edge of the continental shelf. It also causes swimming creatures to take a -2 penalty on swim checks made against the current for every 10 feet of depth they are below the lip of the cliff above.

B) The trench at this point is about 40' across and 50' deep. The 5' diameter tunnel opens in the north face of the cliff about 20' down from the top.

Since the hypnotic effect of the morkoth's magic only extends 20 feet from the tunnel opening, it is possible for the PCs to pass by without coming under its influence. Terrapin Dipsas is aware of the extent of the hypnotism's area of effect and will be sure to swim through it if he is being chased.

C) This vertical opening is at the bottom of the trench near its end at the continental shelf. The trench is 80' deep here and 60' wide. Therefore, it is quite easy for creatures to avoid the pull of this hypnotic tunnel, unless they are walking down the center of the trench or are being led through it by the dragon turtle.

This hole drops a full 20' before turning into a northward horizontal tunnel.

D) This vertical tunnel opening was rerouted by Atrox to open just within the mouth of Terrapin Dipsas' cave. This opening is 60 feet down from the lip of the continental shelf so it opens only 20 feet higher than tunnel opening C).

There is an irregularly shaped portion of the cave mouth (see diagram) that is not covered by the magical hypnosis dome from Atrox's tunnel. This will be apparent to anyone observing the area with the ability to magically see the dome (e.g. Detect Magic) if the PC makes a DC 15 Spot check. A successful DC 10 Swim check will allow a small-sized creature to enter through this uncovered portion of the opening without being subject to the hypnosis effect. A medium-sized creature must succeed at a DC 20 Swim check to make it in without touching the hypnosis cone. If the individual making the attempt can see the hypnosis cone through magical means, these DCs are reduced by 5.

E) & F) These vertical tunnel openings emerge from 20' high, 50' diameter piles of rock excavated from the tunnels below by the original, now dead, morkoth. This rubble composition is not readily apparent, however, as time has covered the excavation with silt and marine life. Tunnel E) drops a full 50' before leveling off

horizontally, but tunnel F) only drops 30' from the top of the rock pile. Perceptive PCs will note that most of the bubbles from the various pockmarks in the lair travel toward one of these two tunnel entrances as the current pushes them this direction.

Note that there are many dead end tunnels within Atrox's lair. These all end at a rockfall. They were originally portions of additional tunnels dug by the old morkoth. Since Atrox hasn't yet attained sufficient age to extend more hypnotic tendrils, he has filled these extras in to prevent unimpeded entry by potential threats. Additionally, since the tunnels and caverns of Atrox's lair were all dug by the power of a morkoth and its minions and have been under water since their creation, there are no stalagmites or stalactites within them.

Within the morkoth's tunnels are many caverns of varying size that have been claimed as residences by other denizens of the deep. Most of these creatures established themselves within the caverns and tunnels after the original morkoth died, but long before Atrox arrived. (The undead, however, have been here since the time of the old morkoth as they were seeking its treasure.) Atrox has not attempted to evict the current creatures that share its lair for two reasons. First, it hasn't had the time to do so since its strength and energy have been directed toward protecting itself from the *ixitxachtli*. Some of the denizens would be too powerful for him to evict easily, anyway. Second, these tenants provide additional protection for Atrox at a time when the morkoth desperately needs it. Thus, it has established an uneasy truce with the intelligent co-habitators of its lair such that they do not steal any humanoid victims under the influence of its hypnotic snare and the morkoth releases these denizens from ensnarement if they inadvertently become hypnotized while travelling within its hypnotic tunnels.

Each of these creatures has chosen a cavern for its lair, but some may be encountered as wandering monsters at the DM's discretion. Below are descriptions of the numbered areas on the map of the lairs of Terrapin Dipsas and Atrox.

Use the map titled *Lairs of Terrapin Dipsas and Atrox* for the following encounter areas.

2) Bad Air:

CR 6

At the tunnel intersections leading to area 2), non-hypnotized PCs will notice copious amounts of air bubbles rising from the descending passageway. The affect disperses once it reaches the hypnotic tunnels, but the non-hypnotic portions of the tunnels leading to area 2) and area 2) itself are fully under the effects of an *airy water* spell due to the gases leaking from the pockmark in that cavern.

While marveling at the airiness of the water in the tunnel you have been descending, you emerge into a large cavern with a sandy floor. The room is flooded with bubbles of air that rise from the sand in dozens of locations.

Floating within the bubble-filled water of this cavern is a dark, cloudy amalgam of mist that shifts form as it moves. As it nears you, its form takes on a monstrous appearance with membranous wings, clawed extremities, and a fang-filled maw stretching to engulf you.

The monster enjoying this cavern's environment is a belker, though it will be even more pleased to torment and destroy any living creatures that stumble into its lair. It found its way here through cracks in the oerth's crust, though it has reached a dead end as it is not able to move either its solid or its gaseous forms through water. It will ferociously attack all intruders until they are dead and will retreat through the sand into the hairline fissures that suffuse the stony floor of this cavern if it is in danger of being slain.

The gases from the pockmark in this room rise from dozens of fissures scattered across the entire surface of the floor. They create the effect of an Airy Water spell that fills this cavern and the two non-hypnotic passages leading to it. That is as far as the belker can pursue retreating foes. Remember that PCs are still subject to the poisonous effects of the gas.

Belker (1) (MM 27)

CR 6

3) Empty Cave:

CR –

Within the cave at the bottom of this descending tunnel, you see gaseous bubbles erupt from the silt-covered floor at semi-regular intervals. The bubbles rise to the ceiling, disperse, and escape up the tunnel.

This cavern was carved to make room for the long dead morkoth to attempt another elemental experiment, though no other denizen currently claims it as an abode. The residual effect is a pockmark with gases whose effect duplicates that of a bear's endurance potion. Enough of the gas erupts every 1d4 rounds for one person to gain its benefits.

4) Stonewalled:

CR 7

You stand at the entrance to a roughly 40 by 40 foot cavern carved into the rock of the continental shelf. From its center, three streams of bubbles rise to the ceiling and escape through cracks in the stone.

As you take in this scene, you notice something stir to your left.

A MORKOTH'S POWER OF HYPNOSIS ON OERTH

On Oerth, a morkoth has the ability to emanate one tendril of its hypnosis ability per Hit Die up to six plus one for every three additional hit dice. Thus, the average morkoth (like Atrox) can have up to six tendrils, each extending through its own tunnel and exiting in a domed area of effect. (Atrox had to fill in several of the tunnels of the old morkoth whose lair this originally was.) These tendrils cannot branch, so side tunnels within the maze will not be filled with the hypnosis emanations.

A hypnotized creature that is forcibly removed from the area of effect of the morkoth's hypnosis tunnel or dome will continue to return non-violently to the hypnosis tunnel and resume its trek to its center, but is allowed a new save against it every round it remains outside its range.

Any creature successfully resisting the effects of a morkoth's hypnosis is immune to the hypnosis power of that particular morkoth for the next 24 hours. After that period of time has elapsed, a new saving throw will be required if the creature is again subjected to the hypnosis power.

The morkoth's hypnosis effect may be ended by the death of the morkoth, a successful *dispel magic* which targets the effected individual, or by a successful save which may be attempted by the hypnotized individual once each round that it suffers damage from any attack.

A morkoth is magically aware of any creature that is ensnared in its hypnotic trap, though it is not aware of any creature moving within its tunnel system that is not so ensnared (i.e. a morkoth becomes aware of a creature as soon as it fails its saving throw versus the hypnotic effect). It loses that awareness if the effect is broken in any manner. A morkoth may selectively dispel the hypnotic effect with respect to any individual creature that it is aware of having ensnared.

Any creature larger than medium is immune to the hypnosis effect from the morkoth's five foot diameter tunnels (unless that creature is currently of medium size or smaller via spells such as *reduce* and *polymorph* or other size-altering magics).

Turning your attention in that direction, you see a long, bulky creature shoot from the north wall into the midst of the bubbles. It then uses its eight webbed legs to turn in your direction and slowly advance while casting its baleful gaze upon you.

The pockmark in this room releases gas that duplicates the effects of a *potion of bull's strength*. Sufficient amounts of the gas escape to effect three individuals each and every round. The mated pair of aquatic basilisks lairing in this room like how breathing the gases makes them feel, so will begin any combat by inhaling a dose before confronting intruders. The second of the two will be one round behind the first as it is sleeping and is startled awake at the movement of the first.

Aquatic Basilisks (2) (MM23)

CR 7

5) Spectre of the Past:

CR 8

You see before you an irregularly-shaped cavern approximately 60 feet long and averaging 30 feet wide. About 40 feet along the same wall your tunnel enters, another tunnel leads from the room. Strangely, all but the southern end of the cavern floor is covered by a small lake of dark liquid which appears bluish in your light. The currents present in the tunnels seem to stir the dark liquid slightly, but it does not mix with the water above it. Albino crabs, clams, and shrimp of various sizes ring the pool, though they do not appear to be interested in entering it.

No living threats reside within this room. The brine pool covers the entire floor area except for a five foot wide shelf about ten feet long indicated in the southern section. The pool drops to a depth of 10 feet in the center of the room. The anti-magic effect of this large pool extends 15 feet beyond the pool's edges.

On the non-brine covered, southern ledge, sits a pile of what appears to be detritus fallen from the stony ceiling above. (DC 18 Spot check to notice it.) In truth, it is the rotten remains of a long-dead wizard. This foolhardy submariner found himself trapped on the wrong side of the brine pool when he failed his saving throw versus its anti-magical effects. He pulled himself out of the brine and onto this shelf as he drowned due to the loss of his *Water Breathing* spell. With no companions willing to risk death to retrieve him, he was left to perish. His selfish life and the betrayal of his companions left his soul filled with hate and it has remained here as a spectre since that day centuries ago. It will attack any creatures it senses as soon as its remains are touched. Otherwise, it rests just within the stone of the southern wall close enough to its remains to sense if they are disturbed in any way. It will only pursue victims as far as the hypnotic tunnels, though, being strangely compelled to go no further from its remains

Within the remains of the unfortunate wizard may be found 52 gp, 13 pp, a 200 gp golden earring with a small black pearl in it, a *ring of sustenance*, five potion vials full of now non-magical liquids, a *wand of melf's acid arrow* (24 charges), and a *staff of frost* (18 charges). None of these items will detect as magic and each will remain inert for 2d4 days after being removed from the anti-magic effect of the brine pool. Additionally, a large permanently *waterproofed* travelling spellbook trapped with *explosive runes* (6d6 damage) will be within the remains. It contains the following spells:

6th lvl – *greater dispel magic*, *Otiluke's freezing sphere*

5th lvl – *break enchantment*, *dominate person*, *wall of stone*

4th lvl – *charm monster*, *lesser globe of invulnerability*, *locate creature*, *summon monster IV*

3rd lvl – *lightning bolt*, *protection from energy*, *haste*, *water*

breathing, *water wall**

2nd lvl – *darkvision*, *gust of water**, *Melf's acid arrow*, *see invisibility*, *shatter*, *resist energy*

1st lvl – *alarm*, *comprehend languages*, *endure elements*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*

0th lvl – *detect magic*, *light*, *mage hand*, *waterproof**

* See **Appendix II: New Magic** for a description of these spells.

SPECTRE (1)

CR 8

LE medium advanced undead (incorporeal) (MM 232)

Init: +7; **Senses:** darkvision 60 ft, Spot +14, Listen +14

Languages: None

AC: 15, touch: 15, flat-footed: 13

hp: 71 (11 HD)

Fort: +3, **Ref:** +6, **Will:** +8

Spd: 40 ft, fly 80 ft (perfect)

Melee: Incorporeal touch +7 (1d8 plus energy drain)

Space/reach: 5 ft/5 ft

Base Atk: +5, **Grp:** --

Abilities: Str -, Dex 16, Con -, Int 16, Wis 13, Cha 15

SA: Energy drain, Create spawn

SQ: Darkvision, Incorporeal traits, +2 Turn resistance, Sunlight powerlessness, Undead traits, unnatural aura

Feats: Alertness, Blind-fight, Improved Initiative

Skills: Hide +16, Intimidate +16, Knowledge (arcana) +12, Knowledge (the planes) +12, Knowledge (religion) +12, Listen +15, Search +14, Spot +15, Survival +2 (+4 following tracks)

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 16 for the Fortitude save to remove a negative level. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a specter becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectre's are powerless in natural sunlight (not merely a Daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or standard action in each round.

6) Babbling Bubbles:

CR 5

The cavern at the end of this short tunnel is an irregular 40 feet in diameter. As you watch, you note a cluster of bubbles rise from the far corner of the room. They float to the ceiling and follow it toward your position joining with a much larger stream of bubbles which comes from around the corner to the south. The larger stream seems to carry the faint sound of murmuring voices which occasionally include burbling shouts and shrieks. The combined stream of gas then exits the room via the tunnel you have entered.

This room has two pockmarks in it. The one in the northeast corner that the PCs see when first entering the room produces gas that acts as Resist Fire 10 on a successful save. Every 1d4 rounds, enough gas is released to offer such an effect to one individual.

Around the corner, in the room's southernmost extremity, is the second pockmark. It produces a much larger volume of gas than the first. This pockmark produces enough gas each round to provide breathers up to three *fire breath* effects per round if the saves are successful.

It is being guarded by an aquatic gibbering mouther which has taken a liking to the cavern and claimed it as its lair for the time being. As soon as any PC enters the room, the gibbering mouther will use its multiple mouths to ingest three quantities of the gas and begin using them against the intruders. On the following round, it will ingest three more and use as many as become available to it each round (roll separately for each quantity). Note that it must make a separate saving throw for each quantity of the gas it ingests. It may only consume a total of six quantities of the gas at any one time, but will 'refill' as soon as one runs out. To that end, it will be hesitant to move very far from the source of the gas unless most opponents are dead or otherwise incapacitated.

Aquatic Gibbering Mouther (1) (LoM 150)

CR 6

7) The Sound of Terror:

CR 8

The periphery of the large chamber before you has a silt-covered floor which is peppered with variously sized rocks and boulders in its northern part. You notice that these stones must have recently fallen from the ceiling as they are not covered in silt. An occasional spurt of bubbles emerges from a smaller cavern to the northeast and collects in a hole in the ceiling at the north end of the larger room. This hole has apparently filled with the gas as more of it escapes the trap and continues along its path, exiting the cavern through the northwestern tunnel.

A hemispherical pool of dark blue liquid covers a 20 foot radius section of the floor against the eastern wall. There appears to be a

recently collapsed tunnel in that same wall in the middle of the pool and a total of three tunnels exit the cavern through the east and south walls. The floor of the room is covered in large and small varieties of albino crustaceans and mullusks.

The brine pool's maximum depth is about six feet and its anti-magic field extends about five feet from the pool's edge.

A destrachan has mined its way into this room and discovered a pockmark that allows it to stay to investigate a bit longer. The pockmark is located in the northeastern alcove and every minute (10 rounds) it produces a quantity of gas sufficient to duplicate the effect of *water breathing potions* for up to four individuals (if the breather's saving throw is successful).

The destrachan has blasted a hole in the cavern's ceiling in order to collect more of the *Water Breathing* gas. It isn't sure how much will be available to it (the pockmark is in no danger of running dry any time soon), so decided to collect a reserve. The hole contains the equivalent of 20 water breathing potions.

It used its sonic power to collapse its entry tunnel behind it so that it would not fill up with water. Water seeps through, but slowly enough that it will not fill the tunnel. When the destrachan decides to leave, it plans to open the tunnel, jump into it and collapse it again behind it while moving as quickly as possible along it to escape the flooded section before the last of its *water breathing* effects wear off. Right now, however, it is very curious about the brine pool and is happy to ambush anyone that intrudes upon its studies.

As it is very likely to have heard the PCs approaching long before they arrive at the cavern, it will have had time to move into one of the two tunnels that the PCs are not entering from. It will ambush the PCs with a sonic attack as soon as any of them move into range. It will not fight to the death, but will initiate its exit plan earlier than originally intended in order to escape a losing fight.

Destrachan (1) (MM 49)

CR 8

8) Death Awaits:

CR 8

As you round a corner in the tunnel, you experience a magical assault upon your person. As you struggle to control the panic that threatens to overwhelm your senses at the thought of drowning, you meet the gaze of a dark humanoid figure standing in the center of a pool of dark blue liquid that doesn't mix with the water in the tunnel. The creature cocks its head and terror wells up from the depths of your soul as you see beyond its lidless eyes into the very depths of the Abyss itself.

This small brine pool is only ten feet in diameter and about one and one half feet deep in its center. Its anti-magic affect extends

only five feet from the pool's edge. This does, however, prevent anyone from moving past it through the tunnel without entering the anti-magic field.

The bodak standing in the midst of it was previously a fighter and a member of the same evil adventuring party as the undead wizard in area 5), the henchman rogue in area 9), and the cleric in area 14). Unfortunately for the PCs, his equipment was scavenged by the remaining members of his party before he rose as an undead.

Like all undead, it is immune to the poisonous effects of the pool's anti-magic qualities. When it detects the presence of the PCs, it shifts its gaze from one to another in an attempt to lay them all low without ever moving from its spot. It will pursue fleeing victims, however, if it cannot kill them all without a chase.

Bodak (1) (MM 28) CR 8

9) Tunnel of Betrayal: CR 5

In the middle of this room you see a 10 foot diameter pool of dark blue liquid that does not mingle with the waters above it. A five foot wide ledge covered in impressively-sized crabs and clams circles the room. On the far side of the pool you see that the tunnel continues. You can just make out what appear to be the legs of a humanoid figure sticking out from around the corner of the northern wall of the far tunnel. The figure must be in a seated position, though it is covered with silt so that only the toes of the boots are easy to distinguish.

This brine pool is two feet deep in its center and its anti-magic field extends just five feet from its edges – just far enough to fill the dimensions of the room without spilling out to interfere with the magical effect of the morkoth's hypnotic tunnel.

The skeletal body sitting just outside the reach of the pool's anti-magic effect is that of a rogue henchman of one of the members of the evil party that included the hapless wizard of area 5), fighter of area 8), and cleric of area 14). She was the first member of the party abandoned by the rest when trapped on the wrong side of a brine pool's anti-magic effect. She watched in horror as her lover (the fighter/Bodak) gave her a sneer and turned his back, leaving her to perish. She had an extra potion of *water breathing*, so survived a while longer after losing the effect of the first when she entered the room, but pierced her own heart before suffering the effects of a drowning death. She rose soon after as an allip, but discovered that her erstwhile lover had perished soon after betraying her. Filled with fury, but having no focus for her angst, she has brooded here for centuries waiting for any other living humanoid to appear on which to vent her frustration.

Within the skeletal remains of her body may be found a thin platinum necklace with small sapphires worth 750 gp, a rotten belt pouch with 17 gp and 22 sp, a *ring of protection +2*, a *+1 anarchic short sword of speed*, and a *glamered suit of +2 leather armor of silent moves*, and the remains of the normal dagger she used on herself.

ALLIP (1) CR 5

NE medium advanced undead (MM 10)

Init: +5; **Senses:** darkvision 60 ft, Spot +14, Listen +14

Languages: None

AC: 15, touch: 15, flat-footed: 14

hp: 78 (12 HD)

Fort: +4, **Ref:** +7, **Will:** +9

Spd: Fly 30 ft (perfect)

Melee: Incorporeal touch +7 (1d4 Wisdom Drain)

Space/reach: 5 ft/5 ft

Base Atk: +6, **Grp:** --

Atk Options: Babble, Madness, Wisdom Drain

Abilities: Str -, Dex 15, Con -, Int 9, Wis 8, Cha 20

Feats: Alertness, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes

Skills: Hide +15, Intimidate +12, Listen+14, Search +9, Spot +14, Survival +5 (+7 following tracks)

Babble (Su): An allip constantly whines and mutters to itself, creating an hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 21 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

10) Flower Face: CR 11

DM's note: Blodenwedd has warded the two entrances to her abode with an Alarm spell that is centered on the wall between the two tunnel openings so that its reach covers all of them both.

You see before you a rather large cavern with three tunnels exiting from it. Several large piles of detritus lay scattered about the room, but in its center rises a curtain of bubbles through which you can see a humanoid figure moving. As you watch, it swims through the gaseous curtain directly toward you. When it emerges on your side, you are shocked at the horrendous appearance of this woman. The body-length hair that flows around her is tangled with seaweed,

bone, and flesh. Her face sports a nose any troll would be proud to own and her flesh is covered with pustules and warts the size of a silver coin.

The pockmark in this room releases gas from a ten foot long crack in the center of the floor which creates a thin curtain of bubbles rising to the ceiling as indicated on the map. From there, they disperse and exit along the ceiling through both of the southern tunnels. As long as the hag and the PCs remain on opposite sides of the bubble curtain, they enjoy the effects of concealment versus any ranged attacks from their opponent(s). The gas from this pockmark duplicates the effects of both potions of *protection from cold* and *sonic energy* (up to 60 hit points worth each).

The sea hag inhabiting this room is Blodenwedd (Flower Face). She was forced to surrender most of her treasure to Atrox when the morkoth captured her familiar and held it hostage (in which condition it remains). In exchange, she is allowed the privilege of maintaining her lair here. She did manage to keep a single mottled white and brown pearl (500 gp) secret which she hopes to one day convert into a *hag eye* when she succeeds in establishing a covey. This treasure was a gift to her from Usnach, the troll in area 13), in his ongoing efforts to woo her.

Blodenwedd has what amounts to an alchemical laboratory set up in the northern portion of her lair, though it may not be apparent to the PCs. It is composed of both living and dead sea creatures like polyps, sea cucumbers, anemones, tube worms, and various snails, crustaceans, and other shelled, aquatic creatures. The hag uses this lab to brew potions derived from the raw materials of the various pockmarks and brine pools in the area. Her spellbook is *waterproofed* and sitting, open, upon a large pile of detritus near the lab.

The detritus piled on the cavern floor is a mess of dead bodies, bones, hides, and other remains of various victims of the hag's appetite. Most of the floor space is covered with such debris, though several larger piles lie scattered about. Within one mound of refuse, otherwise indistinguishable from the others, may be found several sealed bladders from unidentifiable creatures. Each small bladder has been chemically treated by Blodenwedd to be as tough as leather and holds one of her potions within it. None of them are labeled in any way, but can be identified via magic or physical sampling. The potions include the following all at CL 7th: *bear's endurance* x3, *bull's strength*, *fire breath*, *fire resistance* (10), *protection from energy* (Cold 60) x4, *protection from energy* (Sonic 60) x2, *water breathing* x5, and 6 failed attempts that are simply poisonous to anyone that imbibes them (roll on the **Pockmark Poison Table** for the effects of each of these failed potions). Additionally, there are four more potion bladders that contain liquid from Usnach's brine pool which Blodenwedd has

recently collected. Each will remain potent for another 1d4-1 days and imbibing such liquid will affect the drinker as described in **Appendix III: New Magical Locations - Cold Seeps**.

When she becomes aware of intruders, Blodenwedd first attempts to buff her defenses by casting *false life* and drinking a few of the potions she has listed in her gear. She will then cast *ghoul touch* or *shocking grasp* and swim through the pockmark (taking a gulp of the gas on the way) to physically attack the PCs. Her Horrific Appearance will come into effect on her turn on the round she emerges from the gaseous curtain and she will employ her Evil Eye power on an arcane spellcaster while moving to physically attack any PC that appears to be a divine spellcaster. Vampiric touch will not be utilized until she has suffered some damage. She will use her other spells against her opponents if they appear to be unaffected by her spell-like abilities.

If in danger of being destroyed, she will attempt to flee to Usnach's lair, area 13), and seek his protection. If this attempt fails and Blodenwedd is unable to escape her attackers, she will attempt to parley by promising to tell them where to find Atrox's hidden treasure in exchange for her freedom. Whatever she tells them will be a lie as she has no idea where Atrox may store his valuables. Though she does know the layout of the tunnel system, she is not aware of all of the creatures that currently inhabit the various caverns and will lie about those she is aware of because it is her nature to do so and she wishes to see the party dead.

BLODENWEDD

CR 11

Female Sea Hag Wizard 5th/Sea Witch 2nd

CE medium elite aquatic monstrous humanoid (MM 144)

Init: +1; **Senses:** darkvision 60 ft, Spot +6, Listen +6

SR: 14

Languages: Aquan, Giant

AC: 17, touch: 11, flat-footed: 16

hp: 65 (10 HD +20 HP)

Fort: +10, **Ref:** +6, **Will:** +11

Spd: 30 ft, swim 40 ft

Melee: 2 Claws +9 (1d4+4) and 1 Claw +4 (1d4+4)

Space/reach: 5 ft/5 ft

Base Atk: +6/+1, **Grp:** +10

Combat Gear: *potions of bear's endurance*, *bull's strength*, *fire breath*, *fire resistance 10*, and *cure moderate wounds*

Spells Prepared: (CL 7th)

4th (1) – *shout**

3rd (3) – *favorable wind** (SW), *lightning bolt**, *vampiric touch*

2nd (4) – *false life*, *ghoul touch*, *gust of wind**, *pressure sphere* (SW)

1st (5) – *alarm*^, *expeditious retreat*, *ray of enfeeblement*, *shocking grasp* x2*

0 (4) – *ray of frost*, *disrupt undead*, *mage hand*, *touch of fatigue*

* Effect may be slightly altered when used under water.

(^) Indicates spell already cast when the encounter begins.

Atk Options: Evil eye, Horrific appearance, Shape shift, Spells

SQ: Amphibious, Spell resistance 16, Scribe scroll, Summon familiar

Abilities: Str 19, Dex 12, Con 14, Int 16, Wis 11, Cha 14

Feats: Ability Focus (Evil Eye), Alertness, Brew Potion, Combat Casting, Craft Wondrous Item, Great Fortitude,

Skills: Craft (Leatherworks) +6, Hide +6, Intimidate +7, Knowledge (nature) +2, Listen +10, Search +3, Spot +10, Survival +2, Swim +16

Possessions: *bracers of defense* +3

Amphibious: Although Blodenwedd is aquatic, she can survive indefinitely on land.

Evil Eye (Su): Three times per day, Blodenwedd can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 17 Will save or be dazzled for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an effected creature must succeed on a DC 15 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by Blodenwedd's evil eye.

Horrific Appearance (Su): The sight of Blodenwedd is so revolting that anyone (other than another hag or Usnach) who sets eyes upon her must succeed on a DC 15 Fortitude save or instantly be weakened taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours.

Skills: Blodenwedd has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the Run action while swimming provided she swims in a straight line.

DM's note: Blodenwedd's magical bracers are made of living golden coral and must be completely submersed in fresh salt water for a minimum of 4 hours in every 24 hour period or they will die and lose their magical quality.

11) Vengeful Orb:

CR 8

In the middle of this small, deep cavern is a beautiful Aquatic Elf. She floats within a shower of bubbles rising from the floor beneath her. They dance around her as they rise to the ceiling which appears to go all the way to the surface. It is pierced by small crevices through which sunlight streams causing the bubbles to sparkle and shine. You note that there appear to be no other exits, but then your attention is drawn back to the elf as she addresses you in Common saying,

"Hail, worthy adventurers. I have a rewarding proposition for you, if you are willing and able to assist me."

This vision of an aquatic elf is the effect of a *Persistent Image* created by Cis, an eye of the deep. Read the following boxed text to any PC who interacts with the image in any way beyond simply watching it and who successfully disbelieves the illusion (DC 18 Will save).

Your suspicion is justified! As your vision pierces the illusion, you become aware of a vicious-looking, green and black orb about six feet in diameter with two clawed arms and an enormous eye above a fang-filled maw. One of what you initially took to be two antennae writhing atop the sphere, twists around and focuses the small eye on its end directly upon you.

Cis wishes to save itself by persuading the PCs to attack and destroy the morkoth. If any of the PCs see through its illusion it will warn them all not to be startled, then end the magical disguise. Cis does not apologize, but excuses its deception by claiming that it hoped to speak to the PCs without distracting them with its true appearance.

Whether through its elven illusion or in its true form, it will then explain that before Atrax arrived, it, Cis, resided peacefully in the center of this tunnel complex studying the magical environment far enough from any humanoids to neither bother, nor be bothered by, them. It explains that Atrax assaulted Cis and forced it to flee, but that it returned in an attempt to reclaim its lair. Unfortunately, Cis soon discovered that Atrax had put a curse upon it that causes Cis's flesh to react to salt water as if immersed in acid. As soon as Cis realized what was happening, it fled to this cavern knowing that the gases from this particular pockmark would protect it.

Unfortunately, Cis explains, it is now trapped and knows of no other way to survive for long except that Atrax be killed and the curse, thereby, lifted. If interrogated, Cis volunteers that it is able to leave the cave for short periods of time under the protection of the gases of this pockmark, but that the duration is too uncertain and it lacks the power to defeat Atrax alone anyway. Cis does not object to any PC sampling the gases from the pockmark if they wish to test the truth of that portion of its tale, though very little of it is actually true.

Cis offers the PCs its 'Ring of Water Walking' (Cis indicates the ring it wears on one of its eyestalks) as a reward once they have destroyed Atrax and freed Cis from its curse. If negotiations fail, Cis will attack the PCs in an attempt to destroy them, leading with a Baleful Flash and rays from its eyestalks. It will immediately rush to attack with claw and bite while fending off other opponents with its eye rays.

The truth is that it lost a fight against Atrox and agreed not to attack the morkoth again in exchange for being allowed to maintain a lair within Atrox's tunnel system. It will keep the letter of its agreement, but desperately wishes to manipulate others into defeating the morkoth for it. Its plan is to then finish off any survivors. Its alternative goal is to claim Blodenwedd's lair for its own because of its size and dual escape routes to the open ocean. Frustratingly for Cis, Blodenwedd's judicious use of the gas from the pockmark in her chosen lair negates Cis's main magical attack option.

It's only treasure is its ring, though Cis is not aware of the true nature of the item. It is actually a *ring of elemental command (water)* which fact will only become apparent when, after donning the ring, its wearer single-handedly destroys a Huge-sized or larger creature native to the elemental plane of water in combat or casts a 6th or higher level spell with the water descriptor. Cis is unaware of the full powers of the ring, having just recently acquired it from the body of a ship's wizard unlucky enough to fall into the eye's grasp.

Cis, Beholderkin, Eye of the Deep (*LoM* 138) CR 8

12) Empty cavern: CR -

This small chamber appears empty. Its walls and ceiling have been roughly carved as you have noticed throughout this tunnel system and the floor is covered with sandy silt. Another tunnel exits the cavern opposite the one you have entered.

This very old, but small pockmark has run out of gas and is now inert. The sand and silt on the floor have filled in the pockmark's depression so its presence is not readily apparent. There are no threats or treasures to be found in this room.

13) What a Handsome Nose You Have: CR 9

A cavern opens before you with a pool of dark blue liquid covering its floor and three exit tunnels. Albino crustaceans of amazing size go about their business amongst equally enormous clams. As you take this in, you witness a grotesque humanoid with stringy hair and a long nose rise slowly from the far edge of the pool. Dollops of the heavy liquid fall lazily from its body. It continues to rise until it stands as tall as a man from the pool's surface, but you estimate that the pool itself is quite deep as the beast's knees just barely show above the pool's brine.

Usnach (pronounced 'Ooznok') is a powerful specimen, though he is no more intelligent than the average troll. This scrag enjoys the protection the brine pool affords him and uses it to his

advantage. As he rises from the pool, Usnach takes a gulp of the brine. (His exceptional Constitution means that he is unlikely to fail his Fortitude save.) He then launches himself at any intruders with a fury. He will only flee if losing a battle and facing fire or acid magic that overcomes his spell resistance or weapons with such qualities. (PCs making a DC 15 Spot check notice that the scrag purposefully gulps down some of the brine as it rises from its reclined position.)

If Usnach's lair is invaded by more than a single PC, add one additional normal scrag for each PC beyond the first. These additional scraggs will be resting in the antechamber to the southwest, which is not covered in brine.

Usnach's treasure is in the connecting chamber but must be dug out of his dung, bone, and rotten kelp nest. Each treasure may be found with a successful DC 15 Search check, but each check requires a full minute of time. (Multiple searching PCs may each roll an individual Search check per minute.) For each successful Search check, roll on the following table to determine the treasure found. Only the first two treasure types may be rerolled. If any of the others are rerolled, the search that round comes up empty. (Thus, finding the last of the coins will likely take quite a bit of time.)

Usnach's Treasure (d6 result)

- 1) 1d6 x 100 silver pieces (may be rerolled until a total of 6,000 silver pieces have been discovered).
- 2) 1d6 x 10 gold pieces (may be rerolled until a total of 300 gold pieces have been discovered).
- 3) 1 unidentifiably mangled and crushed platinum and turquoise statuette worth 400 gp for its metal and gem value.
- 4) 1 conch with pearls embedded in its silvered rim worth 350 gp.
- 5) 24 *ichthyoid bane* +2 *heavy crossbow bolts* (+4 vs. any creature of the aquan subtype).
- 6) A foot long ivory scroll tube with an ivory cap that is not waterproof. Inside will be found three potion vials labeled *hide from animals*, *enlarge person*, and *displacement*. (The potion vials are waterproof.)

USNACH CR 9

Male Salt Water Troll (Scrag) Warrior 4th

CE medium elite aquatic giant (*MM* 248)

Init: +2; **Senses:** darkvision 90 ft, Low-light vision, Scent, Spot +6, Listen +5

Languages: Giant

AC: 16, touch: 10, flat-footed:14

hp: 122 (10 HD +70 HP); **Regeneration:** 5

Fort: +16, **Ref:** +5, **Will:** +4

Spd: 20 ft, swim 40 feet

Melee: 2 Claws +14 (1d6+6) and 1 Claw +9 (1d6+6) and Bite +12

(1d6+3)

Space/reach: 10 ft/10 ft

Base Atk: +8/+3, Grp: +18

SA: Rend 2d6+9

SQ: Darkvision 90 ft, Low-light vision, Regeneration 5, Scent

Abilities: Str 23, Dex 14, Con 24, Int 6, Wis 9, Cha 6

Feats: Alertness, Great Fortitude, Iron Will, Multiattack, Track

Skills: Intimidate +4, Listen +6, Spot +5, Swim +12

Rend (Ex): If Usnach hits with two claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to Usnach. If he loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Salt Water Trolls (Scrags) (one for every PC after the first) (MM 248)

14) Heart for Evil:

CR 9

After descending a narrow tunnel, you enter a cavern roughly 40 feet in diameter. Most of the room's floor is covered with a pool of dark blue liquid that does not mix with the water you are swimming in. More of the giant crabs, shrimp, and clams edge the pool or climb upon its walls.

As you observe the room, you notice a gray lump you first thought to be part of the northeast cavern wall unfold and fall into the pool with a muted splash. As the ripples its entry created quickly level off, you see a head rise from the pool about 15 feet from you followed by the rest of a humanoid body. It is armored in an archaic-looking breastplate, but carries no weapon or shield. As it emerges from the pool, the dark liquid sloughs off, revealing a skeletal figure with little flesh remaining on its bare bones. With surprising quickness, it thrusts itself through the water, covering the last few feet of distance between you. The creature's most striking feature is the vicious-looking claw at the end of the worm-like tongue extending from its skeletal mouth.

This large brine pool gradually descends from its edges to a depth of eight feet at its center. Its *anti-magic field* extends a full ten feet from the pool's edge.

This mohrg was the cleric of the evil adventuring party that lost so many of its members to the anti-magic of the brine pools. His lifetime of atrocities left his soul with an all-consuming desire to cause pain and death to living beings. It refuses to move on to the torturous plane of the foul deity he served in life, but remains to animate what is left of his corpse.

The mohrg is unaware of, and unconcerned with, any treasure

that it may still possess. The few humanoids it has managed to slay and animate as zombies over the decades since its demise have all been destroyed themselves by other denizens of the deep, though the mohrg itself has managed to survive. In combat, it will attack the nearest living creature by trying to grab it with its slam attack and paralyze it with its tongue. It will not attack another creature until it has killed its initial victim. It will pursue fleeing victims until they escape its sight or are caught and killed. It will retreat beneath the opaque liquid of the brine pool if in danger of being destroyed.

Its treasure consists of all that remains of its possessions and those of the few other zombies it managed to animate. The armor it wears is a *reflecting +3 breastplate of invulnerability* which prominently bears an ancient crest of the noble house of Rhola in Keoland. Fortunately for any PC who wishes to claim it, the armor is over 300 years old and House Rhola is not aware that the armor exists. Additionally, the evil cleric whose undead body now possesses the breastplate was a like-minded cousin to the Keolandish monarch of the time, King Tavish II, The Blackguard, so the item may be claimed free and clear unless the current members of House Rhola get wind of it.

Sunk below the brine pool's surface are the remains of three other destroyed zombies. Valuables that may be scavenged from their bodies include a *+3 darkwood shield*, a *+2 morning star of destruction*, and a *copper ring of improved lightning resistance* which is covered in a serious layer of verdigris. Each of these items may be discovered upon the bodies with a successful DC 15 Search check that requires one minute of time sifting across the pool's bottom. Once a body is found it is a simple matter to discover and remove the only remaining intact item from it. Remember that new saving throws do not have to be made unless an individual leaves, then reenters the pool or its area of anti-magic affect.

Note: None of these magic items will radiate magic or function magically for 2d4 hours after being removed from the brine pool.

Mohrg (1) (AC: 30) (MM 189)

CR 9

15) Welcome to My Parlor:

CR 13

The tunnel you have been following opens into an impressively large cavern, the extent of which the limits of your vision prevent you from ascertaining. Its walls have been carved in a manner consistent with the rest of the lair and rise to a height of about 30 feet. Numerous openings similar to the one from which you have just emerged are carved into every wall, though some of them appear to be twice the size. The cavern appears to be quite old. Various submarine flora growing upon the walls, floor, and ceiling sway in the gentle current. Crustaceans, mollusks, and gastropods

of all sizes lurk wherever the eye may rest. You note that gas bubbles rise in at least two locations and the gentle current moves the bubbles in a clockwise direction around the cavern's ceiling.

As you take in this underwater scene, an undulating spot of darkness forms at the extreme edge of your vision. It grows in size, swaying left and right with hazy tendrils that flail around its central mass. As it nears, its form coalesces into that of a ten foot long, heavily scaled shark with thrashing tentacles in place of its fins and grasping mandibles on either side of its tooth-filled maw. Its squid-like eyes gleam with an evil intelligence as it advances upon you with obviously malicious intent.

Gas bubbles spew forth from three pockmarks within the large cavern that is Atrox's central lair. The southernmost pockmark emits a large amount of gas. It produces enough every round for up to six medium-sized creatures to gain the benefits of an *endure elements* potion (a creature of large size must spend two rounds inhaling the gas in order to get enough to benefit from it, though the saving throw to avoid the negative effects must be made during the first round, and each size category larger than large doubles again the number of rounds necessary to gain the full benefits of the spell effect). The central pockmark produces only a single stream of gas, but it is a plentiful stream. Only a single creature may gain its benefits (*haste*) each round, but it erupts quickly enough that a creature of any size may ingest enough in a single round to gain them. The northernmost pockmark appears identical to the southernmost (and operates under the same restrictions), but its effects duplicate those of a *potion of lesser restoration*. Atrox will take advantage of this pockmark at the earliest opportunity if it fails a save versus the poisonous effects of the central pockmark.

Whichever tunnel the PCs enter Atrox's lair from, Beast and his master will begin the encounter at the opposite end of the cavern. Since Beast can sense the PCs anywhere in the tunnels, it is perfectly capable of positioning itself appropriately. Atrox will position itself just behind Beast and prepare for intruders to enter the cavern. It is Atrox's intention that intruders mistake Beast for the morkoth they are expecting to encounter.

When the PCs first catch sight of Atrox, read them the following boxed text.

From the darkness of the marine grotto's depths emerges a second creature of nightmare. It appears as an amalgamation of the most horrendous traits of the aquan races. A fishlike head with bulbous, malevolent eyes and a squid-like beak surrounded by fleshy appendages top the body. A tail comprised of the tentacles of an octopus protrudes from its central bulk. Chauky-colored, chitinous plates cover the vital portions of the body and bristly hairs protrude from the creature's crab-like legs. As horrible as the shark/squid

creature was to behold, this new aberration is truly an unnatural abomination.

As the PCs approach Atrox's central lair, it will cast *protection from good* and *resistance* upon itself. It will cast the following spells upon Beast: *protection from good* (thus, Beast does not need to remain within five feet of Atrox to enjoy the benefits of the spell), *magic fang* (upon Beast's bite attack), and *guidance*. When the PCs all move into the cavern, Atrox will cast *touch of madness* upon Beast in order to utilize Beast's ability to deliver touch spells cast by Atrox.

Beast will emerge from a small cave or a tunnel in the opposite end of the cavern from which the PCs enter, swim through the central (*Haste*) pockmark (gaining its benefits with a successful save), and advance into combat. Atrox will follow a round or three later after buffing itself by ingesting gas from any pockmarks at its end of the cavern. Atrox will then assail the party with a randomly chaotic combination of *charm person*, *darkbolt*, and *reduce person* spells. It will save *blast of force* to use against opponents who get within melee range, knocking them back five feet then taking a five foot step (equivalent) back itself. (**Note:** this forces the PC to draw an Attack of Opportunity from Atrox if the PC moves forward to reengage Atrox next round and s/he will probably have to use a Move Action to move more than five feet, so only a Standard Action will be available to that PC on a round following being subjected to a *blast of force*.) Atrox will begin to make use of his rod of lesser empower as soon as he or Beast take 25 hit points worth of damage.

If given an opportunity to cast true strike on Beast, Atrox will do so if its familiar seems to be having a difficult time scoring a hit on its opponents with its bite attack. Atrox will reserve obscuring mist for cover if it needs to escape and Beast is dead or otherwise unable to cover their escape with its Ink Cloud ability.

Beast's tactics are to simply make a grab with its tentacles and draw its prey to its mouth to bite and maintain a grapple to do automatic damage each round until its opponent is dead.

Note: *protection from good* prevents any Outsiders summoned by the PCs (such as Water Elementals) from physically harming Atrox and Beast except via ranged attacks.

ATROX

CR 13

Morkoth Sorcerer 1st/Druid 1st/Fleshwarper 6th (MM II 128)

NE medium elite aquatic aberration

Init: +10; **Senses:** darkvision 60 ft, tremorsense 60 ft, Spot +20, Listen +15

Languages: Aquan, Suel

AC: 24, touch 14, flat-footed 22, Dodge

hp: 74 (15 HD +15 HP); Fast Healing 2

SR: 15 + reflection

Fort: +12, **Ref:** +7, **Will:** +14 (16)*

Spd: Swim 50 ft

Melee: Bite +7 (1d8-1/x2)

Ranged: Spells

Base Atk: +8, **Grp:** +7

Space/reach: 5 ft/5 ft

Spells Known: Sorcerer (CL 6th)

3rd (4**) – *blast of force* (LoM***)

2nd (6**) – *darkbolt* (LoM), *touch of madness* (LoM)

1st (7**) – *charm Person*, *reduce person*, *protection from good*, *true strike*

0th (6**) – *acid splash*, *daze*, *dancing lights*, *flare*, *ray of frost*, *read magic*, *mage hand*

** Indicates the number of spells per level that Atrox may cast per day from its list of known spells.

*** The effects of this spell are slightly altered underwater.

Spells Prepared: Druid (CL 1st)

1st (2) – *magic fang*, *obscuring mist*

0th (3) – *detect magic*, *guidance*, *resistance*

Combat Gear: *ring of protection* +2, *rod of lesser empower* (18 charges)

Abilities: Str 8, Dex 14, Con 13, Int 15, Wis 17, Cha 16

SA: Hypnosis, Spells

SD: Grafts (Antennae Graft, Heated Blood, Plated Skin, Silthalar Heart), Spell Reflection

SQ: Aberrant Familiar (2), Animal Companion, Darkvision, Elder Secret, Graft Mastery (2), Nature Sense, Summon Familiar, Wild Empathy

Feats: Blindfight, Dodge, Graft Flesh (LoM), Great Fortitude, Improved Initiative, Skill Focus (Heal)

Skills: (111 plus Skill Focus, class, and Familiar bonuses) Survival +3, Knowledge (Arcana) +11, Search +7, Spot +18 (20), Swim +8, Spellcraft +10, Knowledge (nature) +8, Knowledge (religion) +4, Hide +9, Listen +13 (15), Concentration +10, Speak Language (Aquan, Suel), Heal +13

Aberrant Familiar/Animal Companion/Summon Familiar (Su): Atrox's Druidic animal companion and his Sorcerous familiar have been grafted into one being, called Beast. See below for its statistics.

Elder Secret (Su): Atrox has applied the following elder secrets to its own body.

- **Secret of the Choker** – Atrox gains a +4 bonus on initiative checks and a +1 racial bonus on Reflex saving throws.

- **Secret of the Mind Flayer** (*) – Atrox gains a +4 racial bonus on saves against mind-affecting spells and abilities.

Grafts (Ex): Atrox has the following four grafts on its own body.

- **Antennae Graft** (FF) – Short, fleshy appendages sprout from Atrox's head haloing its beak and hundreds of inch-long hairs are imbedded into its arms and shoulders. The combined effect of

these complex sensory organs is to give Atrox tremorsense, allowing it to sense the location of anything within 60 feet that is in contact with the ground or the water around it.

- **Healing Blood** (LoM) – This silthalar graft grants Atrox Fast Healing 2.

- **Plated Skin** (FF) – Nearly the entire surface of Atrox's body is covered in a pearly white coating of hardened giant clam nacre (the secretions pearls are made from). This is Atrox's newest graft – one he developed after discovering the giant clams near the pockmarks in his new lair. Each time Atrox sleeps within the giant clam, it coats the morkoth's body with a very thin layer of nacre, which Atrox has magically manipulated into hardening more quickly than normal. Movement causes the nacre at the morkoth's joints to fall away instead of hardening. This increases its natural armor bonus by +4.

- **Silthalar Heart** (LoM) – If Atrox drops below 1 hit point, but not below -10, this graft immediately generates a pulse of magic healing that cures 4d8+20 hit points of damage (1/day).

Graft Mastery (Ex): When Atrox chooses to apply a beholder or illithid graft, it may completely ignore the restriction that normally requires the creator to be a member of that race.

Hypnosis (Su): Any creature passing within 20 feet of an entrance to Atrox's lair must make a successful Will saving throw (DC 19) or be hypnotized. A hypnotized creature moves unerringly through the maze at its usual speed. Once in the center of the lair, the affected creature floats quietly in a trance, waiting to be devoured at the morkoth's leisure. A hypnotized creature is helpless against the morkoth's attacks, but may attempt a new saving throw at the same DC each round that the morkoth attacks it.

Note: the hypnosis affect is in effect only within the shaded tunnels of the morkoth's lair. This includes the entire area of room 15, but not its lettered annexes (a-d).

Nature Sense (Ex): Atrox gains a +2 bonus on Knowledge (Nature) and Survival checks.

Spell Reflection (Su): A morkoth has a special type of spell resistance that causes the effect of any spell, spell-like ability, or magic item that it successfully resists (even those that affect areas) to bounce off and reflect back at the caster. If the caster of a spell or user of a spell like ability or magic item that targets the morkoth fails a caster level check (DC 15), he or she becomes either the spell's target or the point of origin for the spell's effect, as appropriate. If the morkoth is the subject of a *dispel magic* spell that is not reflected, its spell reflection ability is suppressed for 1 round.

Tremorsense: Through its antennae graft, Atrox is sensitive to vibrations and can automatically pinpoint the location of anything that is in contact with the water within 30 feet.

Wild Empathy (Ex): See the *Players' Handbook*, page 35 for

information on this ability if Atrox has a need to attempt to influence the attitude of any wild animals during the course of this adventure.

* As an Aberrant Familiar, Beast grants Atrox a +2 bonus on all saving throws against mind-affecting spells and abilities as long as they are within 5 feet of each other.

BEAST (Atrox's Aberrant Familiar)

CR –

NE large aberration (shark/squid)

Init: +6; **Senses:** blindsense 30 ft, darkvision 60 ft, keen scent 180-ft radius, Spot +7, Listen +7

Languages: Aquan

AC: 24, touch 12, flat-footed 22

hp: 92 (8 effective HD +32 HP)

Fort: +10, **Ref:** +9, **Will:** +2

Spd: Swim 50 ft*

Melee: Tentacle arms +9 (0 plus grapple); and Bite +11 (1d8+6 plus 2d8+6 plus grapple)

Space/reach: 10 ft by 5 ft/5 ft (bite), 10 ft (tentacles)

Base Atk: +6, **Grp:** +16**

Abilities: Str 22, Dex 14, Con 18, Int 9, Wis 10, Cha 2

SA: Deliver Touch Spells, Improved Grab

SD: Improved Evasion, Ink Cloud, Share Spells

SQ: Blindsense, Darkvision, Empathic Link, Keen Scent, Link, Speak with Animals of Its Kind, Speak with Master

Feats: Alertness, Improved Initiative, Multiattack

Skills: Listen +7, Search +4, Spot +7, Swim +8*

Aberrant Familiar (Su): Beast grants Atrox a +2 bonus on all saving throws against mind-affecting spells and abilities as long as they are within 5 feet of each other. Additionally, Beast has the following two aberrant familiar qualities.

• **Scales:** Beast's natural armor improves by 4 and Beast gains a +2 bonus on Fortitude saves.

• **Size Increase:** Beast's size becomes larger by one category (medium to large).

Alertness (Ex): While Beast is within 5 feet of Atrox, the morkoth gains +2 to its Listen and Spot checks.

Deliver Touch Spells (Su): If Atrox and Beast are in contact at the time Atrox casts a touch spell, Atrox can designate Beast as the "toucher." Beast can then deliver the touch spell just as Atrox could. If Atrox casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su): Atrox and Beast have an empathic link of up to a mile and can communicate emotions to one another at that distance.

Grafts (Ex): Atrox has grafted the body of his squid animal companion into the body of his shark familiar with the following results.

• **Squid tentacle arms in place of shark fins:** This graft grants

Beast a single grapple attack with its pair of arms and the Improved Grab exceptional ability.

* This negatively affects Beast's ability to swim, however, so his speed is reduced by 10 feet and his Swim skill is reduced by 2.

• **Squid's Ink Sac:** This graft grants Beast the Ink Cloud exceptional ability of a squid.

• **Grasping Mandibles:** This pair of huge chitinous mandibles grafted onto either side of Beast's mouth deal additional slashing damage with its bite attack. On a successful bite attack against a creature of a size smaller than itself, Beast may attempt to start a grapple as a free action without provoking an attack of opportunity. Each successful grapple check it makes during successive rounds deals bite damage automatically. If the bite attack hits on a round that the tentacle arms have already successfully grappled an opponent, the bite's grapple attempt gains an additional +4 bonus which remains in effect for future grapple checks as long as both attacks have effective grapples in place.

Improved Evasion (Ex): When subject to an attack that normally allow a Reflex saving throw for half damage, Beast takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Improved Grab (Ex): To use this ability, Beast must hit an opponent of any size with its tentacle arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

** Beast has a +4 racial bonus on grapple checks

Ink Cloud (Ex): Beast can emit a cloud of jet-black ink in a 10 foot cube once per minute as a free action. The cloud provides total concealment and all vision within the cloud is obscured. Beast must emit this cloud in squares adjacent to the ones it occupies, but may include the squares it is currently in or not at its option.

Keen Scent (Ex): Beast can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Link: Atrox may handle Beast as a free action, or push it as a move action even without any ranks in Handle Animal. Atrox gains a +4 bonus on any Wild Empathy checks and Handle Animal checks made regarding Beast.

Share Spells: At Atrox's option, it may have any spell (but not any spell-like ability) it casts upon itself also affect Beast. Beast must be within 5 feet of Atrox at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Beast if Beast moves farther than 5 feet away from Atrox. Additionally, Atrox may cast a spell with a target of 'You' on Beast (as a touch range spell) instead of on itself. Atrox and Beast can share spells even if the spell does not normally affect creatures of the aberration type.

Speak with Animals of Its Kind (Ex): Beast retains the ability to communicate with both sharks and mollusks.

Speak with Master (Ex): Atrox and Beast may communicate verbally as if using a common language, though other creatures do not understand the communication without magical help.

15a) Sleeping Chamber:

CR 4

This comparatively large tunnel opening leads to a smaller chamber with an enormous clam sitting near the north wall. This mollusk is about ten feet in diameter and nearly six feet high! Two smaller, though still giant, clams rest near the larger one – one to either side. The shells of all three giant clams appear to be slightly ajar. More normal-appearing flora and fauna similar to that in the larger cavern grow and scurry, respectively, around this room.

Atrox has been experimenting with some of the denizens of his new lair with successful results in these three giant clams. The largest is used by Atrox as a bed when it must sleep (aberrations must eat, sleep, and breathe – water in Atrox’s case).

If the PCs are somehow able to surprise Atrox in his lair or wait to make their assault until the morkoth simply can’t stay awake any longer, they may catch it napping (though Atrox and Beast will never be asleep at the same time). **Note:** sneaking up on Atrox will be much easier if Beast is asleep. (Though Beast is partly a shark, it is officially an aberration, so it must also sleep. It does so by entering a trance-like state in which it swims very slowly in circles around the large cavern. It will awaken in a single round if physically disturbed, but is not otherwise aware of its surroundings while in this sleeping state.)

All three of the giant clams have been fleshwarped by Atrox. The effect of this manipulation is that the outer surface of the shells of all three has been polished to an extreme smoothness. This results in any attacker employing a piercing weapon against the shell suffering a -2 penalty to hit as the point of the weapon must strike just right or slip off to no effect.

They have also been magically manipulated into reacting to Atrox as if the morkoth were a pearlfish. Thus, Atrox is able to reach into them as it likes and even crawl inside to rest without triggering the giant clam’s bite defense. The largest clam remains in a slightly open position while Atrox rests within, unless the giant clam is attacked (including any attempt to pry it more fully open). In such a case, it clamps shut tightly. Atrox will have only 1 minute of air (10 rounds) once this clam closes its shell, but that is plenty of time for the morkoth to awaken and cast defensive magics upon itself before commanding the clam to open in order to attack. This largest giant clam holds only five blue pearls worth 2d6 x 100 gp each.

The two smaller giant clams hold Atrox’s treasure. It consists of wealth that he has confiscated from other denizens of this tunnel complex (some now dead) and a little collected from victims

brought to him by Terrapin Dipsas.

Within the first of the two smaller giant clams may be found three pink pearls worth 1d6 x 100 gp each, 44 silver pieces, 13 gold pieces, a set of *Bracers of Armor* +2, a red *Pearl of Power* (2nd level spell), three smoky black *Beads of Force*, an *Amulet of Health* +2, and a pair of *Gloves of Dexterity* +3.

Within the second smaller giant clam may be found two silvery pearls worth 2d4 x 100 gp each, and some scrolls (equivalents) that Atrox has engraved upon some clam shells. Each clam shell is about the diameter and thickness of a human male’s hand and has a single spell carved into its inner surface. About eight may fit comfortably within a large belt pouch – only two may fit into a small belt pouch at any one time. When used (by someone with the ability to *read magic* and make use of the spell on the shell/scroll), the shell crumbles into dust and the magic is gone after a single use. The following spells may be found scribed upon shells within this giant clam: *blast of force* (2), *charm person* (3), *darkbolt* (3), *magic fang* (2), *obscuring mist* (3), *protection from good* (4), and *touch of madness* (2).

All of these treasures are covered with a thin coating of nacre, but it takes many months for any of it to harden naturally, so at this point they can all be wiped clean with a little effort.

GIANT CLAM (1)

CR 4

N large aquatic animal

Init: +6; **Senses:** tremorsense 60 ft

AC: 23 (+16 natural, +1 feat, -4 immobile), **touch:** 10, **flat-footed:** 24
hp: 113 (9 HD +63 HP)

Hardness: 10

SR: 16

Fort: +13, **Ref:** +2, **Will:** +3

Spd: 0 ft

Melee: 1 bite +16 melee (2d4+10 plus grapple)

Ranged: None

Space/reach: 10 ft/0 ft

Base Atk: +6, **Grp:** +15

Abilities: Str 30, Dex 22, Con 24, Int 1, Wis 11, Cha 2

SA: Improved grab, Swallow whole

SD: Hardness, Spell resistance 16

Feats: Improved Grapple, Improved Natural Armor

Skills: None

Hardness: The shells of giant clams are so strong that they provide the creature with a hardness rating of 10.

Improved Grapple: When a giant clam scores a hit with a bite attack on anything stuck within its shell, it immediately makes an opposed grapple check against its victim without provoking an attack of opportunity. If the giant clam wins the check, it has clamped down upon the extremity or item that was used to penetrate its interior and will automatically do bite damage each

round that it successfully maintains the grapple.

Spell Resistance: Due to the highly magical nature of the environment in which they reside, giant clams have a spell resistance of 16.

Swallow Whole: If a creature manages to get completely inside a giant clam of at least one size larger than it and the giant clam clamps its shell shut, that creature will have only enough water inside the shell with it to continue to breathe for one more minute. For each additional size category a creature is smaller than the giant clam that swallowed it, the amount of time it may breathe the water within the shell is multiplied by a factor of two. Thus, a creature two size categories smaller than the giant clam that swallowed it has two minutes of breathable water trapped within the giant clam with it, a creature three sizes smaller has four minutes of breathable water, a creature four sizes smaller has eight minutes, etc. A creature trapped within a giant clam may attack its insides with a small, light weapon only. The armor class of the soft tissue within is only 6, but the attacker suffers a -4 penalty to hit due to the cramped confines. Killing the giant clam allows one to easily push or pull open its shell. Cutting one's way out requires attacking the AC 24 shell and overcoming its hardness. This can be done successfully if 20 points of damage can be done by those within and without in combination.

Tremorsense: Giant clams are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 20 feet. They can also sense the location of anything moving through the water within 20 feet.

Giant Clams (2) CR 2
(See *Appendix I: New Monsters* for stats on these two 4 hit die giant clams.)

15b) Mad Aberration's Lab CR –

Within this antechamber, you see what appears to be a madman's laboratory. Several different kinds of fish and crustaceans are pinned to the walls, floor and ceiling (10 feet above) while a pile of hand-sized clam shells rests in the near southeast corner.

Around the northeast corner you come upon a horrific sight. Pinned to the stone wall with what appear to be the spines of some aquatic creature is a manta ray. Its torso has been split open and, though still attached, its intestines and other interior organs have been pulled out and wrapped around posts that have been driven into the floor and ceiling. As you examine this macabre scene before you, it becomes apparent that this creature's insides have been displayed for better viewing and that various surgical alterations have been made to them. In addition, you notice that the manta ray has extremely long fangs in its pried-open mouth.

With a start, you realize that it still lives as one of its eyes rolls your direction and focuses upon you.

This hapless vampiric ixitxachitl led the attempt to penetrate Terrapin Dipsas' lair and was imprisoned by the morkoth in an effort to study its physical nature. Atrox was loathe to risk eating the vampiric ixitxachitl, but was very keen to discover its capacity for new fleshwarping possibilities. Thus, the morkoth has drugged the ixitxachitl and kept it alive in order to facilitate its experiments.

The ixitxachitl is harmless if unpinned and will die soon without Atrox's ministrations. All but one of the other specimens are already dead, though they also exhibit obvious signs of surgical experimentation upon their bodies. The other living victim is Blodenwedd's familiar, a moray eel. It will not survive being freed from the embrace of the aberrations' torments unless a *regeneration*, *heal*, or similarly powerful magic is used upon it. Those same types of magic may also be used to save the vampiric ixitxachitl. The pile of shells is of no worth. It is a store that Atrox uses to scribe new scrolls for itself. There is nothing else of value to the party within this room.

15c) Womb of the Aberration: CR 11

DM's note: The *anti-magic field* of the brine pool within this room extends only five feet out of the mouth of the cave into the larger cavern proper. However, this is sufficient to affect anyone moving past the opening along the larger cavern's floor or wall.

This smallish chamber has a ten foot ceiling and its floor is covered with brine. The walls and ceiling have a disgusting brownish growth upon them that glistens sickeningly when illuminated.

This brine pool would be about ten feet deep, but Atrox has been using it as a repository for the refuse from his fleshwarping experiments in 15b). Thus, the bottom is covered in about three feet of very soft muck. The ochre jellies that cling to the walls and ceiling of this room feed off this refuse in addition to the magical emanations they absorb from the brine pool itself. If left undisturbed, the detritus that commingles with the magical brine at the bottom of this pool is very likely to birth a new morkoth in a decade or so.

Four normal ochre jellies dwell upon the walls of this chamber and a fifth, huge one, lurks upon the ceiling. They will attack any living creature that enters the chamber and pursue fleeing prey as long as it is within (blind)sight.

HUGE OCHRE JELLY

N huge advanced aquatic ooze

Init: -5; **Senses:** blindsight 60 ft

AC: 3, touch: 3, flat-footed: 3

hp: 216 (18 HD +126 HP)

Fort: +13, **Ref:** +1, **Will:** +1

Spd: 30 ft, swim 40 ft

Melee: 1 Slam +16 melee (2d6+4 plus 1d6 acid)

Ranged: None

Space/reach: 20 ft/10 ft

Base Atk: +13, **Grp:** +21

Abilities: Str 16, Dex 1, Con 24, Int -, Wis 1, Cha 1

SA: Acid, Constrict 2d6+4 plus 1d6 acid, Improved grab

SQ: Split, Ooze traits

Feats: --

Skills: Climb +12, Swim +12

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with ten hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: An aquatic ochre jelly has a +8 racial bonus on Climb and Swim checks and can always choose to take 10 on either check, even if rushed or threatened.

Ochre Jellies (4) (MM 202)

CR 8

15d) **Briny Depths:**

CR -

The center of this chamber's floor holds a ten foot diameter brine pool. The ancient, mostly decayed, skeletons of several large creatures, both humanoid and ichthyoid, line the perimeter of the pool. Some of these remains are partially submerged within the brine, while others appear to have died while sitting down against the wall for a rest.

This ten foot diameter brine pool has an anti-magic field that extends only five feet from its edge, so the effect does not reach beyond into the larger cavern. The pool is, however, exceptionally deep – its bottom 20 feet below its surface. The original morkoth excavated much of the collapsed fill and used this brine pool as a repository for its most precious treasures. It sought to protect them by placing the remains of some of its victims here in an effort to frighten potential thieves, though its magical protections proved beyond his power to affect in this location. There are no undead threats here since all of these creatures died elsewhere. Nor are there any other threats except the dangers of the brine pool itself.

The brine may be swum in as easily as water, but it is not breathable by water breathing creatures. It is also opaque, so nothing may be seen below its surface and sighted creatures within the brine will not be able to see at all.

At the bottom of the brine, beneath a coating of silt and, as yet, undiscovered by Atrox, may be found a *mattock of the titans* and a *Daern's instant fortress*. Both of these magical items are inert (they will not even detect as magic) as a result of the effects of the brine pool's anti-magic effect. Because of their lengthy submersion, the anti-magic effect will not wear off for 2d4 days, rather than the usual 2d4 hours.

CR 9

CHAPTER FIVE: THE ENEMY OF MY ENEMY... IS ALSO MY ENEMY

The ixitxachitl are led by a piscoth mercenary by the name of Goholeth in the service of the obyrieth, Dagon. Though Dagon is supporting Demogorgon's pursuits in the Flanaess, it is doing so for its own purposes. These purposes, ultimately, serve to further Dagon's power at Demogorgon's (and everyone else's) expense. Though Demogorgon certainly suspects that his erstwhile ally is not acting purely in good faith, only the obyrieth knows the extent

to which Demogorgon is playing into its plans.

Ostensibly, this Goholeth is on loan to Demogorgon from Dagon, but the yugoloth is secretly working to further the obyrieth's agenda while seeming to lead the ixitxachitl band in its service to their demon lord.

The ixitxachitl have been tasked with disrupting the peaceful existence of the goodly races beneath the sea and with collecting magical artifacts and unholy relics which will aid in Demogorgon's ascendance in the Flanaess. The ixitxachitl go about these tasks with relish as it adds purpose to their natural inclination to sow woe and mayhem among the other denizens of the deep.

Having successfully awakened a Kraken from its long sleep further west in Jeklea Bay, this band of ixitxachitl dispersed to avoid the Kraken's immediate wrath. Now, they search for a lair in proximity to the Kraken such that they can offer their services when it has had time to fully awaken, calm down, and rationally consider such an offer. The old morkoth lair seemed ideal for many reasons, especially since it was close to a good source of potential surface slaves.

The arrival of another morkoth (Atrox) put an immediate crimp in the pisoloth's plan and it is not wise enough to consider negotiating with the aberration. Gwallawg, the ixitxachitl high priest, is not interested in negotiating at this point either as it would be from a position of weakness, having been defeated in all their attempts so far to gain control of the caverns. Thus, their ego and fanatic belief in their superiority and that of their demonic patron prevent them from avoiding a clash to the finish with Atrox and his allies.

The ixitxachitl raided a locatha settlement in the Azure Sea for slaves about two years ago and their numbers have been dwindling ever since. Slaves that proved to be warriors were quickly slain as examples to the rest. Only common members of the tribe remain with the exception of their druidic leader, Cathbad. He has been allowed to live due to his useful talents and the fact that he instructs the others to remain submissive to their demon-worshipping masters for the sake of the young locatha.

KELP FOREST LAIR AND ENVIRONS

The pisoloth and its ixitxachitl allies have chosen a kelp forest as their temporary lair. This small forest is located at a depth of 90 feet (so no risk to the PCs of damage suffered from depth) about four miles northwest of Fort Blackwell and four miles due east of the lairs of Terrapin Dipsas and Atrox. The forest grows from the mineral-rich silt that has collected between the ridges of a small hill rising above the floor of the continental shelf. This geological formation is comprised of a small, igneous seamount topped by a pair of hydrothermal vents, and is the result of ancient aquan elementalists and their work.

The magical combination of mineral-rich subterranean rock, silt, and abundant water proved ideal for the formation of the kelp forest at this location. The small amount of residual magic that remains allows the forest to thrive at a greater depth and in a greater density than it would naturally attain. The water above the kelp forest is a bit foggy (reduce visibility by half) due to the gases rising from the hydrothermal vents at the mount's peak. These gases are too diffused by the kelp to affect anyone swimming above or within the kelp forest until they get within 30 feet of the roof of the Altar Room (13).

Within the kelp forest and the ixitxachitl lair, will be seen many harmless crabs, clams, shrimp, eels, snails, and fish small enough

to crawl or squeeze between the tightly woven strands of kelp. Within the kelp forest, but outside the woven tunnels and rooms of the ixitxachitl lair may be found slightly larger versions of those harmless creatures and others such as octopi and squids. PCs will encounter nothing dangerous within the kelp forest if they are outside the ixitxachitl tunnels unless they are directly above the false prison room 5) or within 30 feet of the ceiling of the altar room 13). (See the descriptions of those areas for further details.)

The ixitxachitl quickly set their locatha slaves to weaving tunnels and rooms within the forest to serve as a temporary lair. They accomplished this by weaving the strands of kelp into each other on the floor, then up to form walls, then across to meet each other to form a ceiling. The locatha are quite practiced at this exercise and these strands are woven in such a manner as to be cross-hatched. (That means that the kelp strands on the walls are woven both vertically and horizontally and the kelp on the floors and ceilings are woven in a checkerboard fashion.) At alternating points, the various strands are allowed to rise again toward the surface. The locatha carefully wove these tunnels and caverns in the crevices between the lava boulders. Thus, the passages wind around in seemingly random fashion.

The tunnels are about five feet in diameter with stray kelp fronds waving lazily from the walls. The smaller, individual lairs are likewise only five feet high, but the larger lairs and guard rooms have ceilings of 8 feet in height. The ceiling in the false prison is 12 feet high while that in the altar room is quite a bit higher.

If the PCs attempt to cut or otherwise force their way through the kelp floors and ceilings they will find nothing but silt, sand, and igneous rock below and dark water filled with kelp strands above. Behind any wall, there is a 75% chance that they will immediately encounter a sharply rising ridge of igneous rock. Otherwise, they will encounter such a stony obstruction after cutting through five feet of kelp. These boulders comprise ridges that rise between 11 and 30 (d20 + 10) feet from the floor upon which the PCs stand. The PCs must cut through the kelp up and over the ridge if they hope to reach a tunnel or room on the other side. The PCs must then cut their way downward 5-10 feet to reach the ceiling of the next tunnel or room in the direction of their travel. This is assuming the PCs are traveling in an uphill direction. If the PCs are traveling from a higher location downward, reverse the distances needed. (These distances also account for the horizontal distances PCs must traverse while forcing their way up and over the stony ridges.) See below for statistics for the kelp if PCs attempt to cut their way through any of it.

Note: Any creature in a square of kelp has concealment; a creature more than 1 square away (5 feet) in kelp has total concealment.⁸

Located throughout the ixitxachitl lair are concealed doors which consist of vertical strands of kelp growing naturally from the floor without having been interwoven with other strands by the locatha. Leafy kelp fronds wave languidly in the water here just as they do throughout the corridors. PCs have their normal ability to detect these portals, though cutting the kelp walls in such locations quickly identifies the existence of these hidden portals since the walls are thin here. Ixitxachitl may move through these concealed doors without sacrificing any of their movement by turning sideways as they swim between the vertical kelp strands. Medium-sized characters must use a Move action to squeeze through, but Small-sized or smaller creatures need only count the concealed door as difficult terrain. These types of doors may be discovered with a successful DC 20 Spot check.

Secret doors in the ixitxachitl kelp lair are identical to concealed doors in all respects except that the locatha slaves have gone to the trouble of interweaving kelp horizontally through the vertical trunks and then cutting them on the back side. This leaves the outward side appearing as normal kelp wall, but any being that knows of the secret door's location may pass through it as if it were a concealed door. Thus, they are more difficult to discover and require a successful DC 30 Spot check. Such doors must be painstakingly repaired by the locatha slaves each time they are used, so the ixitxachitl very rarely use them. Once used, a secret door is considered only a concealed door until the ixitxachitl have had an opportunity to have their slaves repair it.

- *A 5 x 5 x ½ foot section of woven kelp wall has the following statistics:*
Hardness: 3, Hit Points: 20
- *Secret and concealed doors in the kelp wall have the following statistics:*
Hardness: 3, Hit Points: 10
- *A 5 x 5 x 5 foot cube of growing kelp strands has the following statistics:*
Hardness: 3, Hit Points: 100

Remember, however, that a non-woven section of this kelp forest may be moved through without cutting at a rate of five feet per round.

Note: There are no light sources within this lair except those indicated in the slave workrooms and living quarters.

From outside, the kelp forest is dense enough to prevent vision from penetrating more than 10 feet into it. Once an individual is more than 10 feet within the forest itself, vision of any kind (including Darkvision) is limited to five feet in any direction. Other senses (like Blindsight and Tremorsense) are not negatively affected. The kelp strands do not quite reach the surface of the sea, so vessels are not affected by it and swimming creatures have about 30 feet of unimpeded water above the kelp forest. The view from above, looking down into it, is just as limited as that from its sides, however. In addition, vision is limited to half normal above

the kelp forest due to its murkiness. This is a result of the rising minerals from the hydrothermal vents at the forest's center.

The kelp forest is so dense as to prevent any creature from swimming far into it, no matter how large or powerful. Any creature wishing to enter the forest from the side must carefully push and pull its way through at a movement rate of five feet per round. Any creature entering from the top may use the kelp to pull themselves up or downward at a rate of ten feet per round through the top 30 feet. After that, movement slows to five feet per round. Attempting to swim through the kelp forest results in the same slow movement rates.

The forest measures approximately half a mile in diameter, so the party will have a very difficult task in locating the ixitxachitl lair through mundane searching. Searching every square foot of the kelp forest for an entrance to the ixitxachitl lair will afford each searcher a cumulative 5% chance to locate the concealed main entrance after each hour of searching. Anyone searching the top of the kelp forest has a 1% chance each hour of discovering one of the two exits to the secret doors from the ixitxachitl lair. Fortunately, if magical means of detecting the concealed entrance tunnel are not available to the party, the ixitxachitl may give it away themselves.

Six of the ixitxachitl patrol the periphery of the kelp forest, both around and above, watching for potential threats. Each of these sentries is accompanied by a terlen. Once the PCs come within sight of the kelp forest, they have a cumulative 1% chance per minute of spotting one of the sentries. Once such a roll is successful, make Spot checks for the ixitxachitl sentries versus Hide checks for the PCs and vice versa to see who spots whom. As soon as any blood is spilled in a battle, this cumulative chance increases from that point on by 5% each minute until all six groups of sentries have arrived (each successful roll indicates another group has arrived within sight of the PCs) having been attracted by the smell of blood in the water.

Being chaotically evil, the ixitxachitl have little discipline and rotate their sentry duties frequently. If the PCs watch from a hidden location and follow any ixitxachitl sentry, they will see it slip into the concealed entrance tunnel in d100 minutes.

PCs watching the ixitxachitl sentries and/or searching around the kelp forest also have a 5% chance per turn to catch sight of a locatha slave leaving the concealed entrance or returning to it from a resource gathering expedition. These slaves are only allowed to leave individually to minimize their chance of survival if they attempt to escape. The locatha all know that the ixitxachitl will slaughter as many of the members of the locatha nursery as they feel like slaughtering to assuage their ire if any slave fails to return to the lair.

If the PCs are having a difficult time of it, the DM may use the locatha twins, Bridie and Lochru, at this point to help them find their way into the ixitxachitl lair. (See *Appendix VI: NPCs*)

Ixixachitl Sentries (6) CR 10
See *The Trident* above for ixixachitl Rogue statistics (p. 85).

Terlen Watchdogs (6) CR 4
Use the Terlens statistics above for these creatures (p. 92).

Tactics: The DM should make Spot checks for the terlen and ixixachitl sentries against the PC's Hide checks, if the players are attempting to approach the kelp forest clandestinely. The ixixachitl sentries and their terlen watchdogs also attempt to move stealthily in an out of the edge of the kelp forest and through the rocky outcroppings and plant growth on the sandy ocean floor surrounding it, so the PCs must roll Spot checks against the sentry's Hide checks as well to spot them. If the sentries win the Spot check first, they will hide within the edge of the kelp forest or near it and await a good opportunity to ambush inattentive PCs. They will attempt to make good use of their sneak attack and ambush special abilities. If spotted, the ixixachitl sentry will instead swim at top speed to the main entrance in an effort to warn the lair's occupants of potential intruders.

The terlens, however, will immediately charge any potential prey. They fight to the death, even following PCs who attempt to escape into the air. The ixixachitl sentries see no reason to call off such pursuit and the terlens would be disinclined to obey such an order anyway.

Above the kelp forest floats a kelp angler which was washed out to sea during the last typhoon season finding itself miles from its natural habitat near the coast. It came across the magically enhanced kelp forest while making its way back east and discovered that it was a rich environment for catching prey, so has chosen to remain for a spell.

KELP ANGLER (1) CR 10

N large advanced aquatic plant (FF 112)

Init: +6; **Senses:** Blindsight 100 ft, Low-light vision, Spot +0, Listen +0

Languages: Aquan

AC: 23, touch: 12, flat-footed: 20

hp: 120 (15 HD +45 HP)

Immune: Cold and Bludgeoning damage; **Resist:** Fire 20

Fort: +12, **Ref:** +8, **Will:** +5

Spd: 20 ft, Swim 60 ft

Melee: 4 Tendrils +13 (2d6+5/19-20x2)

Space/reach: 10 ft/5 ft

Base Atk: +8, **Grp:** +17

Attack Options: Improved Grab, Spell-like abilities

Spell-like Abilities: (CL 15th)

3/day – *dispel magic*, *entangle*

1/day – *confusion*, *displacement*

Abilities: Str 20, Dex 16, Con 17, Int 6, Wis 11, Cha 12

SQ: Camouflage, Regeneration 4, Plant traits

Feats: Improved Critical (Tendril), Improved Initiative, Improved Natural Armor, Improved Natural Attack, Power Attack, Weapon Focus (Tendril)

Skills: Climb +10, Hide +4 (+10 more when using Camouflage), Swim +17, Move Silently +11

Blindsight (Ex): A kelp angler is not blind, but it maneuvers and fights as well as a sighted creature by using sonar, like that of a bat. This ability enables it to discern objects and creatures within 100 feet. A kelp angler usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *Silence* spell negates this ability and forces the kelp angler to rely on its vision (which is as good as a human's).

Camouflage: A kelp angler can change its coloring to match its environment, gaining a +10 competence bonus on Hide checks.

Improved Grab (Ex): If a kelp angler hits an opponent that is at least one category smaller than itself with a tendril attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +16). Thereafter, the kelp angler has the option to conduct the grapple normally, or simply use its tendril to hold the opponent (-20 penalty on grapple check, but the kelp angler is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tendril damage.

Plant Traits (Ex): A kelp angler is immune to poison, sleep, paralysis, stunning and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Regeneration (Ex): Acid attacks deal normal damage to a kelp angler. Attack forms that don't deal hit point damage ignore regeneration, and a kelp angler does not restore hit points lost from starvation, thirst, of suffocation.

Skills: Due to their stealthy nature, kelp anglers have a +6 racial bonus on Move Silently checks. Kelp anglers have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

Tactics: It will remain impassive in an attempt to capture and eat anything of Small size or larger that comes within reach. It is in no way allied to the ixixachitl or any other denizen of the area and considers them food as readily as it does the PCs. The ixixachitl are aware of the kelp angler's presence and give it a wide berth on their patrols.

⁸See *Stormwrack*, p. 19.

IXITXACHITL LAIR

Do not hesitate to have ixitxachtl Rogues run for reinforcements once the PCs' presence is known within the lair. As long as the ixitxachtl present are confident of victory, they won't bother seeking reinforcements. However, if at any time they see themselves being defeated in combat, they will not hesitate to retreat until reinforcements arrive to turn the tide. Goholet will be the last to be summoned to a fight and when he does arrive, it will be without his skeroloth guardians. He will attempt to gate in another group to join the battle, though, if he thinks it prudent.

DM's note: Read or paraphrase the boxed sections of text to the players when their characters reach the appropriate location.

1) Main Entrance Tunnel:

CR -

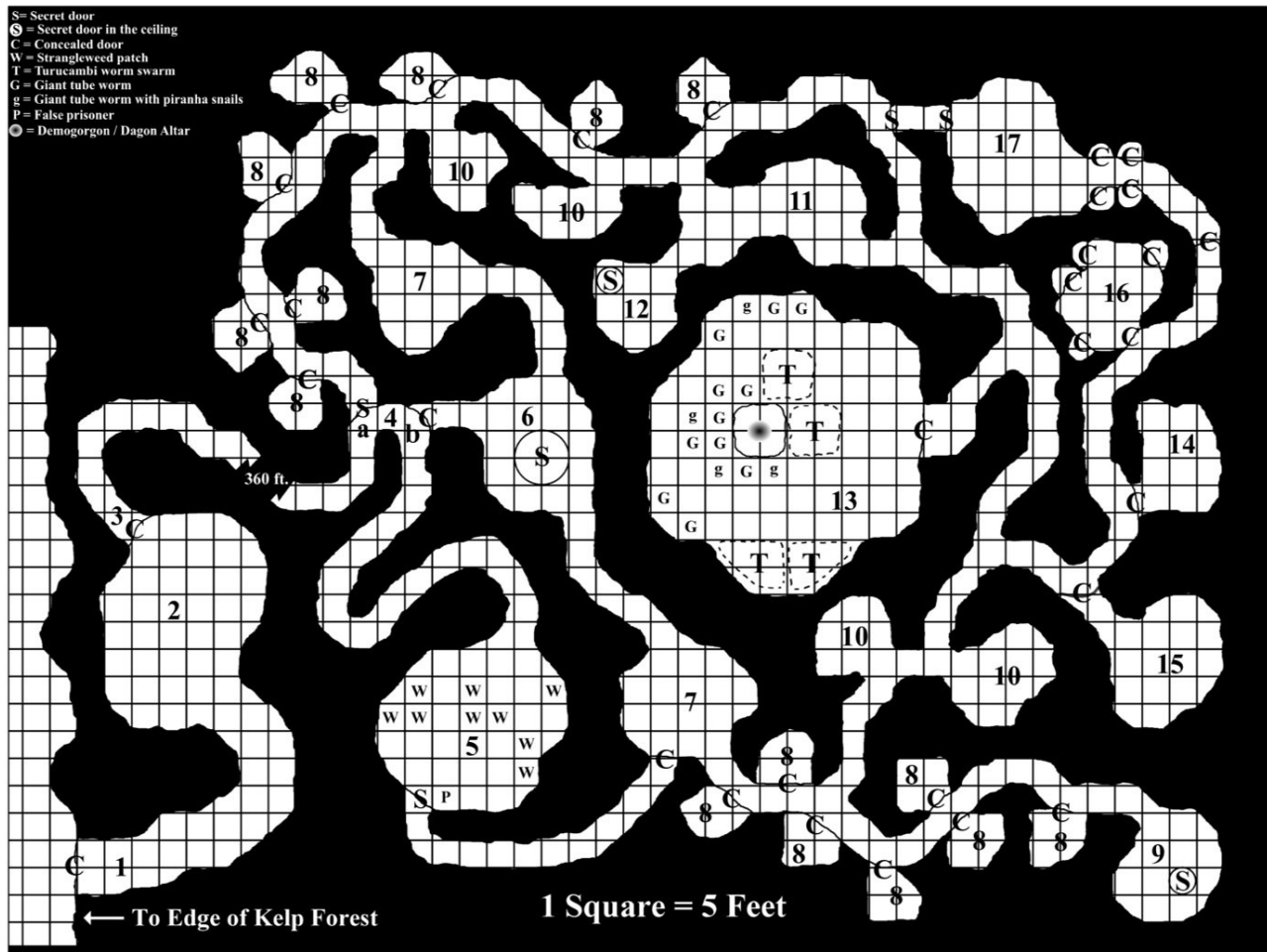
DM's note: This entrance to the ixitxachtl lair is covered by vertical strands of kelp which provide it the hidden quality of a concealed door against random search, though it is easily

identified by anyone witnessing another creature making use of it.

As you pass through the forest wall, you see that it conceals the entrance to a tunnel, of sorts, woven from living strands of kelp which grow from the sandy ocean floor. The weave of the kelp seems to begin in the tunnel floor, though there is no 'part' down the middle. It extends outward to form walls in a checkerboard pattern where it continues with both vertical and horizontal strands that eventually form a woven ceiling similar to the floor. No light can be seen emanating from the other end though this tunnel is about ten feet in diameter, so it should be comfortable for you to walk or swim along it as you choose.

This entrance tunnel is of a size sufficient to allow the terlen to enter and exit with ease. It is woven of interlocking strands of living kelp. There are no mechanical or magical traps. The tunnel travels in a curve for 60 feet and ends in a 50 foot diameter room

Ixitxachtl Lair



with a woven kelp ceiling 10 feet above the floor. Within this room dwell six additional terlen resting between patrols. See 2) below for information on the terlen as they will likely be encountered in this tunnel before the PCs reach the room.

2) Terlen Lair: CR 8

The curving tunnel has led you to a large, 50 foot diameter, room woven into the kelp forest in the same manner as the tunnel. A few strands of kelp have been allowed to rise straight through the room to the ceiling 10 feet above as if acting the part of columns. The fronds of these few unwoven kelp strands wave lazily in the current your arrival has stirred.

This room is the lair of the terlen watchdogs kept by the ixitxachtl. As terlen do not sleep, but swim lazily around the room in restfulness, it is difficult to surprise them. Though they have no special bonus to their Spot checks, they will certainly see any light coming down the tunnel and investigate immediately.

Terlen (6) CR 4

Use the statistics provided above for Terlen Watchdogs (p. 92).

Any PC making a successful DC 15 Survival check will notice the presence of various pieces of bloody flesh fallen to the kelp carpet-covered floor. The kelp is all harmless. The only other item of interest in the room is the concealed door in the east side. It is detectable in the normal fashion.

3) Smaller entrance tunnel: CR -

Peering through the false weave in the kelp wall, you see a small, dark tunnel of interwoven kelp snaking its way deeper into the undersea forest. This tunnel is of only half the diameter of the entrance tunnel and will require man-sized creatures that elect to walk to stoop a bit to traverse its length.

This five foot diameter tunnel, woven of strands of kelp as the larger tunnel before, winds its way across a sandy ocean bottom for nearly a quarter mile before rising about 30 feet in switchback fashion until it arrives at the point on the map marked 4).

4) Secret/Concealed Doors: CR -

The secret door marked 4a will only be used by the ixitxachtl if they believe they can ambush the PCs by employing it. Any ixitxachtl sentry fleeing into the lair to warn the others will make use of the concealed door marked 4b. It will attempt to flee fast enough for any pursuit to lose sight of it around a corner so that its disappearance through this concealed door will not be noted.

5) False Prison: CR 9

The entrance tunnel winds around, up, and down until opening into a 'room' about 35 feet in diameter and having a ceiling 15 feet from the floor. This 'room' is made of interwoven living kelp strands in a manner similar to that of the tunnel. Interspersed randomly through the room are groups of kelp stalks that have not been included in the weaving of the floor, walls, and ceiling. Through their waving fronds you can just make out the occasional movement of a figure near the back wall of the room.

PCs succeeding on a DC 20 Spot, Knowledge (nature), or Survival check note that the leaves of these free-standing kelp plants have a brownish tint to their veins. A DC 25 Knowledge (nature) or Survival check indicates that the PC recognizes the plants as dangerous and a successful DC 30 Knowledge (nature) or Survival check provides most of the information on strangleweed located in the monster's description in *Appendix I: New Monsters*. Characters with the aquatic subtype may add 5 to their rolls for these checks. Until they attack, these dangerous versions of kelp are not distinguishable from the normal plant except by success on the checks described above.

Each five foot section of the room marked with an 'S' is the location of a patch of strangleweed. The ixitxachtl presence and the locatha's woven walls have seriously cut down on the amount of available prey of adequate size, so these nine strangleweed plants will attack any non-plant, non-undead creature which enters within their reach. The locatha feed them just enough to prevent them from migrating to another location.

STRANGLEWEEDS (9) CR 7

N large aquatic plants

Init: +4; **Senses:** Blindsight 30 ft

AC: 17, **touch:** 13, **flat-footed:** 13

hp: 58 (5 HD +35 HP);

DR 3/slashing; **Immune:** Electricity; **Resist:** Cold 10, Fire 10

Fort: +12, **Ref:** +5, **Will:** +2

Spd: 0 ft (but, see description)

Melee: 5 stalks +6 melee (1d6+3 plus entanglement and constriction)

Space/reach: 5 ft/10 ft

Base Atk: +3, **Grp:** +10

Attack Options: Entangle, Constrict

Abilities: Str 16, Dex 18, Con 24, Int -, Wis 11, Cha 8

SQ: Plant traits, Blindsight 30 ft, camouflage, immunity to electricity, resistance to cold and fire 10.

Skills: Hide +20 (only when mixed in with normal kelp plants)

Blindsight (Ex): Strangleweed has no visual organs, but can ascertain the presence of all physical beings and items within 30

feet by sensing changes in the flow of the water around it caused by the movement and even the still location of such things.

Camouflage (Ex): Since strangleweed looks like a normal plant when at rest, it takes a DC 20 spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Creatures with the Aquatic subtype may add 5 to their rolls for these Survival or Knowledge (nature) checks.

Constrict (Ex): As long as a victim remains entangled on the strangleweed's initiative, all entangling fronds automatically do double damage to the victim (2d6+6).

Entangle (Ex): Upon scoring a successful hit with one of its fronds, the strangleweed's victim takes slam damage and must make a save (Ref DC 12 partial = slowed) or become entangled as if by the spell (5th level caster). A successful DC 15 Strength check or DC 16 Escape Artist check made as a full-round action will have the same result. Once a frond has successfully entangled a victim, it inflicts constriction damage on each succeeding round. Each additional frond that successfully entangles a victim adds +3 to the DCs of the entanglement in succeeding rounds in addition to the damage it deals.

Plant Traits (Ex): Strangleweed is immune to poison, sleep, paralysis, stunning and polymorphing. It is not subject to critical hits (exception: critical hits from slashing weapons wielded by creatures free from the negative effects normally associated with doing so underwater or having the Aquan subtype are suffered normally by a strangleweed plant) or mind-affecting effects. The creature does not have low-light vision as other plant creatures do, but it does have the ability to detect the presence of other creatures within 30 feet via the effect those creatures have on the movement of the water around them. This ability operates as the equivalent of blindsight.

Tactics: Having a ten foot reach, at least one patch of strangleweed may attack any five foot section of the room except for the two sections immediately in front of the entrance, the section in front of the secret door, and the one in which the undead stands. Many sections may be attacked by more than one patch of strangleweed, so careless adventurers may quickly find themselves overwhelmed by the entangling attacks of multiple plants.

While crafting the initial tunnel into the ixitxachitl lair, the locatha slaves encountered this patch of strangleweed. Fortunately for them, their knowledge of undersea plant life prevented any loss of life. Their masters decided that the strangleweed would provide for a convenient trap against intruders, however, and instructed the locatha Druid to use his powers to enable the fashioning of the room around the strangleweed patches. This the locatha

accomplished with the help of druidic magic including the spells *antiplant shell*, *command plants*, *diminish plants*, *hold plant* (See *Appendix II: New Spells*), and speak with plants whenever a locatha accidentally stepped outside the protected area and was ensnared by a strangleweed.

When the PCs can examine the figure on the back wall, read them the following text.

Upon closer examination, the figure on the back wall appears humanoid, but possessed of fins at the end of scaled legs instead of feet. It is bound by strands of kelp to the wall and hangs there with its head sagging. Occasionally, it twitches or strains against the bonds that hold it, though such exertions never last more than a few seconds.

Allow any PC specifically studying the figure to roll a Spot check. Any score of 15 or better reveals that small pieces of what appears to be the humanoid's flesh float in the water around it and more pieces cloud the water each time it jerks. Subtract 2 points from the roll for every five feet of distance separating the viewer and the humanoid figure and subtract another 10 from the roll for every intervening five foot section of strangleweed, even if the plants in that section have been destroyed.

Jhegduthas was a triton adventurer who acted as one of Drawmij's informants in the area of the southwestern Azure Sea east of the Amedian coast. He met his death at the hands of Goholeth and his gang and his undead body now serves as a lure for the strangleweed trap. No equipment or treasure of any kind remains on his person.

DROWNED (1)

CR 8

CE medium undead (*MM III* 46)

Init: +5 **Senses:** Darkvision 60 ft

Immune: All mind-affecting effects, poison, sleep, paralysis, stunning, disease, death, critical hits, etc.

Spd: 30 ft, Swim 30 ft.

AC: 19, touch 11, flat-footed 18

hp: 150 (20 HD); **Fast Healing** 5

Fort: +6, **Ref:** +9, **Will:** +12

Melee: 2 Slams +12 (1d8+12)

Space/reach: 5 ft/5 ft

Base Atk: +10, **Grp:** +17

Special Atks: Drowning Aura

Abilities: Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12

SQ: Undead Traits and immunities, Unholy Toughness

Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills: Hide +20, Listen +14, Spot +18, Move Silently +20, Swim +18

Drowning Aura (Su): A drowned gives off a 30 foot radius emanation of suffocating drowning, imbuing its surroundings with a water glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath water in terms of being able to breathe. In addition, a creature within the drowning aura can only hold its breath if it makes a DC 10 Constitution check each round. Each round, the DC increases by 1. When the character eventually fails the Constitution check, it begins to drown. In the first round it falls unconscious (0 hit points). In the following round it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

The secondary affect of the drowning aura is that it emanates a weak, though constant, form of Dispel Magic that effects any magical spell or any magical item that allows a creature to breathe water. Thus, each and every such spell or item within 30 feet of the drowned is subject to a Targeted Dispel effect from the drowned. This effect is a free action for the drowned and requires no concentration. This check is at 1d20+5 and success lasts for only a single round. Affected spells and items are only temporarily suppressed and return to working order the very next round unless the next round's Targeted Dispel is effective against them. These checks are made on the drowned's initiative and last until the beginning of its next turn.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma modifier times its hit dice.

Skills: A drowned has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

Tactics: The ixitxachitl Clerics employed the profane power of their new altar to Demogorgon to raise Jhegduthas' body as one of the drowned. It has been instructed to remain in this spot until a Small or larger-sized creature other than an ixitxachitl comes within five feet of it, casts a spell on it, or attacks it in any way. Then, it is to attack all non-ixitxachitl it finds until destroyed. If all those it is pursuing leave the kelp forest altogether, it is to return to its position here and resume its initial instructions.

Note: The kelp strands binding the drowned's wrists and ankles are normal versions of the plant and are only for show. They do not restrain the drowned in any way. In addition, the strangleweed will not attack the drowned as it is not living flesh, so luring it into reach of the strangleweed will not avail the party any benefit.

If *Speak with Dead* is employed on his body, Jhegduthas enthusiastically provides the party with answers to most of their questions. He knows the following information, which the DM

may disseminate to the PCs as s/he deems appropriate:

I was Jhegduthas, a triton. I did not live in a community of my people, but traveled the southwestern Azure Sea in search of adventure. I was hired to guard a ship traveling from Gradsul to a far southern island in the Pearl Sea. There the crew were to dispose of a vile magical item where it could not be easily recovered. Alas, I was ambushed and captured by a band of despicable ixitxachitl before I was able to provide a warning to the crew of the ship. Somehow, the ixitxachitl managed to sink the ship and acquire the unholy item that was its charge. I was tortured daily by their vile priests until they completed their lair here in the kelp forest. At that time, I was the sacrifice they used to dedicate their newly constructed altar to the Sibillant Beast. I know nothing else about the item the ship's crew was transporting. If you wish to do me any service, please contact the Archmage of the Oceans and inform him of my demise.

If the PCs elect to *raise* or *resurrect* Jhegduthas from the dead, he willingly joins with them long enough to destroy the ixitxachitl. He will also tell them the triton myth of the first morkoth if they ask what he knows about such creatures. (See **Appendix VII: Stories and Myths**)

If the party recovers, and correctly identifies, the sword of Sir Maeril of Naelax, Jhegduthas mentions that he suspects that this was the unholy artifact being transported to safekeeping somewhere in the southern seas when he was waylaid. (The statistics for Jhegduthas may be found in the appendix. He currently has no equipment, but will stake his claim to anything that was his before his death if it is found during the course of the adventure.)

6) **Zombie Guard Room:**

CR 11

DM's note: This room is the subject of a Desecrate spell. Each of the three ixitxachitl clerics casts the spell at irregular intervals through the day. Their durations are long enough that the spells overlap which prevents the effect from lapsing. It will, of course, cease if the clerics are destroyed.

As you slip through the thinly veiled doorway, you see the passageway widen into a room of sorts. Its roughly circular diameter is about 30 feet, but the ceiling remains only five feet above the floor. Two other circular passageways exit the room – one to the north and one to the south. They both appear to mimic the dimensions of the tunnel you have been traveling along for some time.

Two blackskates hide within the leafy fronds of the kelp stalks woven along the floor of this room. They are special creations of

the ixitxachitl high priest, Gwallawg, and obey only it. They have been commanded to destroy any non-ixitxachitl they see enter this room, unless the creature is escorted by an ixitxachitl, and to return here when that task is complete. If Gwallawg is killed, the blackskates are freed from his commands and will gleefully embark upon a killing spree that includes all warm blooded creatures (including ixitxachitl).

Demogorgon will not allow his ixitxachitl high priest to create more than two of these monsters at a time, so great care has been taken by Gwallawg and the other ixitxachitl clerics to maintain the health and combat readiness of these guardians. Thus, they have managed to attain great power. If a fight breaks out in this room, the ixitxachitl guards in rooms 7) quickly rush to the aid of the blackskates as they can easily hear the sounds of battle in this location. However, ixitxachitl elsewhere in the lair will not be concerned with such distant clamor, assuming the guards will deal with any disturbance.

BLACKSKATES (2)

CR 9

NE large advanced aquatic undead (SW 139)

Init: +3 **Senses:** darkvision 60 ft

Immune: All mind-affecting effects, poison, sleep, paralysis, stunning, disease, death, critical hits, etc.

Languages: Aquan, Ixitxachitl

Spd: Swim 40 ft.

AC: 18{20 Dodge}, touch 12{14 Dodge}, flat-footed 15

hp: 78 (12 HD)

Fort +6, **Ref** +9, **Will** +13

Melee: Stinger +10{+12} (1d6+5{+7} plus poison [Fort DC 20*, 1d6 Con/1d6 Con]) and Bite +5 (1d8+5)

Space/reach: 10 ft/5 ft

Base Atk: +6, **Grp:** +15

Atk Options: Blood Rage

Abilities: Str 20, Dex 17, Con -, Int 12, Wis 12, Cha 18*

SQ: Undead Traits and immunities

Feats: Multiattack, Stealthy, Swimby Attack,

Skills: Escape Artist +5, Survival +8, Listen +4, Move Silently +12, Search +4, Spot +4, Swim +16, Hide +8 (+12 on the sea floor)

Blood Rage (Ex): A blackskate that begins its turn within 30 feet of a living, wounded creature can enter a blood rage. It thrashes back and forth with tremendous power, gaining a +2 bonus on attack and damage rolls and +2 dodge bonus to AC. The blood rage lasts for a number of rounds equal to 3 + the blackskate's Charisma modifier (7 rounds total for these advanced specimens). It can enter a blood rage once per day. Blood Rage stats are in brackets {}.

Poison (Ex): A blackskate's venomous stinger is capable of administering a necrotic poison that causes flesh to quickly wither and slough off. Injury, Fortitude DC 20, 1d6 Con/1d6 Con. The

save DC is Charisma-based.

Blood Tracker (Su): A blackskate is capable of tracking anyone whose blood it has tasted (that is, anyone whose blood has been shed near it in the water). It can follow any such trail infallibly, as long as its quarry remains in the same body of water as the blackskate. It succeeds automatically, unless the quarry uses some magical means of concealing its path. In such an instance, the blackskate can make a Survival check (DC 10 + caster level of spell or effect) in order to continue tracking its prey.

Skills: When it is lying still along the seafloor, a blackskate gains a +4 racial bonus on Hide checks. A blackskate has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* Indicates some scores that have been improved due to advanced Hit Dice.

Tactics: One of these bloodthirsty monstrosities hides in front of each of the north and south tunnels. They wait for at least one intruder to come within reach so that they may attack from surprise. However, they are not the most patient of creatures and if they must wait more than a full minute (10 rounds) after first spotting a warm blooded intruder, they will burst from their concealment and charge forth to attack anyway.

The blackskates will fight until slain or commanded otherwise by Gwallawg, but are too large to fit easily through the main entrance tunnel. Thus, if intruders escape into one of the five-foot tunnels, the blackskates will exit through the ten-foot diameter secret tunnel in the roof of their abode. This secret door leads to a woven tunnel ten feet in diameter that spirals up to within 60 feet of the water's surface. The last 30 feet of kelp forest is not woven so that the stalks and their fronds rise more naturally to help conceal the tunnel's existence. (Remember, moving up or down within the topmost 30 feet of the kelp forest is at a rate of only 10 feet per round.) Though escaping PCs may have a lead on the blackskates, they are relentless trackers who will eventually find their prey unless it leaves the water.

PCs might escape the initial encounter with the blackskates by retreating back through the concealed door into the five-foot entrance tunnel. Clever PCs may then double back once the blackskates have exited through the secret door in the ceiling. In this scenario, it will take the blackskates 1d12+20 minutes to figure out that the intruders never left the kelp forest and return to their lair. Upon returning, the blackskates will be in a desperate frenzy to locate their quarry and will begin to tear into the kelp walls of their room in an effort to get at the PCs. (Note: It will take the blackskates a very long time to gain any ground against the woven kelp or through the dense kelp forest once the wall has been

penetrated. Therefore, the DM should simply use this behavior as a reminder to the PCs that something menacing is still searching for them.)

7) Ixitxachtl Guard Rooms: CR 8

This room appears very similar to the larger room with the undead ixitxachtl, but there is only a single exit tunnel opposite the one you have just entered.

Two ixitxachtl serve as guards within each of these rooms.

Ixitxachtl Guards (2 per room) CR 9

See *The Trident* above for ixitxachtl Rogue statistics (p.85).

Tactics: They use their Hide ability to conceal themselves within the loosely waving leaves of the kelp plants woven into the floor, walls, and ceiling. They wait for an opportune moment to strike in order to take advantage of their sneak attack ability. If one of them is slain, the other attempts to go for reinforcements. A fleeing ixitxachtl guard will exit in whatever direction seems safest.

Ixitxachtl guards in one guard room will move to assist guards in the other if they detect the sounds of battle, but ixitxachtl elsewhere in the complex will not bother to investigate unless one of the guards comes to get them as reinforcements.

8) Ixitxachtl Lairs: CR -, 7, or 9

The space beyond the thin kelp wall expands a bit into a small, low room. Kelp leaves have been piled into small mounds in two or three spots on the floor, but no other exits are apparent.

Each of these small rooms is the lair of three of the ixitxachtl Rogues. Some of them are currently on guard or sentry duty and others are on scouting missions, so not all rooms will have the same number of occupants.

Roll 1d3-1 as the PCs enter a room to determine how many ixitxachtl are currently resting within. Ixitxachtl encountered will immediately attack and call for assistance from others nearby. All ixitxachtl within these rooms on that particular side of the lair will answer such a call to battle as it is quite close. The DM must then roll for the number of occupants for each of the other rooms. These additional ixitxachtl will begin arriving in groups of 1d3-1 each round until the total number rolled by the DM has arrived to the battle. If, after four rounds, the battle is going so badly against the ixitxachtl that the surviving ixitxachtl are outnumbered by surviving party members, the ixitxachtl will scatter and attempt to

flee to find additional reinforcements (on the other side of the complex or from the rooms of the leaders) or to escape the complex, and the PCs, entirely.

Ixitxachtl Rogues (0, 1, or 2) CR -, 7, or 9
See *The Trident* above for ixitxachtl Rogue statistics (p.85).

9) Secret Escape Tunnel: CR 7

The tunnel expands into a 20 foot diameter room, though the ceiling remains frustratingly low. There are no apparent exits other than the one you entered by, nor does there seem to be anything else of note.

Hiding within this room is a single ixitxachtl guard.

Ixitxachtl Guard (1) CR 7

See *The Trident* above for ixitxachtl Rogue statistics (p. 22).

Tactics: The guard's purpose here is to watch for intruders who chance upon the secret door in the ceiling from the outside and to give warning to the rest of the complex in case of such an occurrence. It will leave its post to join a winning fight in the tunnel outside this guard room if it becomes aware of such an event. If the ixitxachtl are losing the fight in the tunnel, this cowardly example of chaotic evil virtue will attempt to remain hidden within this room. If discovered, it will attempt to flee toward the ixitxachtl leader's rooms or through the secret door to escape into the wide ocean.

The secret door is located in the ceiling and leads to a five foot diameter tunnel identical to others in the complex. It spirals quickly to within 60 feet of the surface of the sea where the weaving ends and movement through the last 30 feet of kelp forest is slowed to 10 feet per round.

10) Locatha workrooms: CR -

This softly glowing opening in the tunnel leads to what appears to be a workroom. Several fish-headed humanoids use coral and stone tools to fashion various implements upon stone outcroppings rising through the floor. The humanoids are man-sized and the ceiling rises to a height of about eight feet. Some smaller strands of kelp growing from opposite corners of the room shed a soft light which is the apparent source of illumination.

The fishermen freeze in place as soon as they notice your presence and watch you from a head tilted to one side to facilitate a single, bubble-eyed stare. You are unsure of the non-verbal expressions of such creatures, but you can feel the tension in the water around you.

These four rooms serve as slave workrooms. Here the enslaved

locatha toil daily to build and repair the implements their ixitxachitl masters demand of them. Four to six locatha will be encountered in each of these workrooms. The locatha will be employed in the following tasks in the corresponding room:

- a) Six locatha males carve pieces of coral into the rough shapes needed for fashioning the barbed coral tail spikes worn by their ixitxachitl masters. They then use stones to sand them into smooth finished pieces. This is a tedious and time-intensive process which requires the equivalent of 2-4 week's worth of labor to complete.
- b) Four locatha males fit the finished pieces of the barbed coral tail spikes together and connect them with strands of magically hardened mermaid hair.
- c) Four female locatha braid shocks of aquatic elf hair into rings sized to fit the upper portion of an ixitxachitl's tail.
- d) Four female locatha prepare food, weave underwater baskets, and fabricate or repair various implements of attire for themselves and the rest of the slaves.

After a tense few rounds of shock, the locatha will relax, and continue with their work. If communicated with, they will explain their enslavement in the briefest of terms and make it clear that resistance means the extermination of their young first and, eventually, of their entire tribe. Therefore, they will refuse to offer any assistance whatsoever to adventurers, though the females in d) will offer to teach any interested PC the skill of Craft (underwater basket weaving).

LOCATHA SLAVES (18)

CR ½

N medium aquatic humanoid (MM 169)

Init: +1

Languages: Aquan, Ixitxachitl

Spd: 10 ft, Swim 60 ft

AC: 14, touch 11, flat-footed 13

hp: 9 (2 HD)

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

Melee: Grapple +1 (1d3+1) or by weapon

Space/reach: 5 ft/5 ft

Base Atk: +1, **Grp:** +1

Abilities: Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11

Feats: (1) Skill Focus (Craft)

Skills: Craft (ixitxachitl items) +6, Spot +6, Listen +6, Swim +8

Tactics: They will not resist if the PCs become violent with them, but will even allow themselves to be slain without raising a hand to prevent it rather than incur the wrath of the ixitxachitl against their children. The locatha will only change their submissive attitude if they are instructed to act otherwise by their Druidic leader, Cathbad, or if their young are threatened. In the latter case, they will attempt to grapple the offending creature into

submission while calling for assistance from their ixitxachitl masters.

11) Slave Quarters:

CR 9

Read the following boxed text to the PCs when they come within sight of one of the two openings from this room into the tunnel.

About 25 feet down the tunnel, you see a very faint light emanating from a slightly larger opening to the side. The smaller tunnel you have been traversing appears to continue on into darkness.

This light is the result of some special phosphorescent kelp growing up the center of the room's southern wall. The following boxed text may be read to the players when their PCs have an opportunity to see the interior of the slave quarters.

The slightly larger opening widens into another woven kelp room that appears to have a ceiling high enough for you to stand up in. A dim light shines from just a few strands of phosphorescent kelp growing up the south wall of the room. Shedding little more light than that of a candle, it illuminates a cramped floor of kelp beds, two of which hold reclining fish-men. Holding the webbed hand of one of them is another of the fish-men who floats nearby. These two freeze in place and stare at you with a single widened eye, though the third creature does not react.

Two other tunnel openings exit the room – a small, dark one opposite the one you have entered and a larger one with its own faint light to the southwest.

Cathbad is tending to a sick locatha female while a locatha male too injured to work sleeps nearby. The injured male was stung repeatedly by an ixitxachitl's Barbed Coral Tail Spike as punishment for some imagined infraction. Though neither will die of their afflictions, they both require some time to heal naturally.

Incapacitated Locatha slaves (2)

CR –

Use the statistics for locatha slaves from **Room 10** above, but each has only 2 hit points.

CATHBAD

CR 7

Male locatha Druid 7th

N Medium humanoid (aquatic) (MM 169)

Init: +6; **Senses:** Spot +4, Listen +4

Languages: Aquan, Ixitxachitl

AC: 18, touch 15, flat-footed 16, Dodge

hp: 63 (9 HD +9 HP)



Fort: +6, **Ref:** +4, **Will:** +8

Spd: 10 ft, **Swim** 60 feet

Melee: Fist +6 (1d10+4)

Base Atk: +5, **Grp:** +6

Space/reach: 5 ft/5 ft

Spells Prepared: (CL 7th)

4th (1) – *cure serious wounds*

3rd (3) – *neutralize poison, water breathing, water wall**

2nd (4) – *gust of water**, *resist energy, hold plant**, *summon aquatic swarm**

1st (5) – *calm animals, charm animal, cure light wounds, goodberry, entangle*

0th (6) – *cure minor wounds, detect poison, guidance, light, mending, resistance*

* See *Appendix II: New Magic* for details on these spells.

Abilities: Str 12, Dex 15, Con 12, Int 13, Wis 16, Cha 11

Attack Options: Spontaneous Casting (*summon nature's ally* spells)

SA: Animal Companion (none currently), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (3[5]/day)

Feats: Extra Wild Shape (CD), Natural Spell, Grizzly's Claws (CD)

Skills: (56 + bonuses) Concentration +4, Survival +9, Craft (ixitxachitl items) +3, Heal +12, Handle Animal +8, Listen +3, Spot +3, Knowledge (Nature) +10, Swim +8

Possessions: Several small pouches of healing herbs and spell components.

Animal Companion (Ex): Cathbad has chosen not to replace his animal companion because the ixitxachitl tortured and ate his previous one.

Grizzly's Claws (Feat): Cathbad may spend one of his daily uses of Wild Shape to gain two primary Claw attacks (both at his base attack bonus + Strength modifier). The claws do 1d6 (+ Strength modifier) Slashing and Piercing damage. The effect lasts for one hour.

Nature's Sense: Cathbad gains a +2 bonus on Knowledge (nature) and Survival checks.

Resist Nature's Lure (Ex): Cathbad gains a +4 bonus on saving throws against the spell-like abilities of fey creatures (such as dryads, pixies, and sprites).

Spontaneous Casting(Su): Cathbad can 'lose' a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Cathbad may choose to leave no trail in natural surrounding and may not be tracked. He may choose to leave a trail if so desired.

Wild Shape (Su): Cathbad may use this ability up to 5 times per day to change into the form of any Small or Medium animal native to

subtropical ocean waters. (See the *Warm Marine Encounter Table* in Stormwrack for a list of possibilities.)

Wild Empathy (Ex): See the *Player's Handbook* for a description of this ability if it comes into play.

Woodland Stride (Ex): Cathbad may move through any sort of non-magical plant growth (such as a kelp forest) at his normal speed and without taking damage or suffering any other impairment.

Tactics: Cathbad and the sick female locatha will both remain almost perfectly still until the PCs act. If the PCs act in a threatening manner, the locatha will raise a cry to alert their ixitxachitl masters and Cathbad will do his best to defend the other locatha. If the PCs make their peaceful intentions clear, the locatha will relax and remain where they are. Cathbad will respond to PC inquiries with resigned hopelessness (though this is largely feigned) while the sick female only stares silently back at anyone who attempts to question her.

Cathbad desperately hopes to enable what remains of his tribe to escape enslavement, but is wise enough to know that he cannot succeed at this goal alone. He has seen his hopes dashed in the past as various adventurers, from the depths of the sea as well as from the surface world, have been destroyed by the ixitxachitl band and its daemonic leader. As a result, he is not willing to assist any intruder unless he can be certain that they can defeat the ixitxachitl. Every day, he prepares spells to assist his people, but also chooses spells that will help them to escape their tormentors when the opportunity presents itself.

In order to gain Cathbad's assistance, the PCs must prove themselves to him by killing or driving off Goholeth or Gwallawg. When proof of this deed is presented to him, he will offer whatever assistance he is able to in exchange for the freedom of his people. If his trust is earned, he will relate the horrific tale of ambush, slaughter, and enslavement suffered by his tribe to the PCs (as determined by the DM).

12) Slave Nursery:

CR –

More phosphorescent kelp dimly lights a smaller room with no exits. Within are seven very small versions of the fish-like humanoids huddling behind two adults.

Two adult locatha tend to these seven young who are all that remain of the tribe's offspring. When Bridie and Lochru were found missing, the ixitxachitl cleric, Gwallawg, decapitated the six older locatha youth in front of the entire tribe. These remaining young are the most precious possessions left to the tribe and will be protected by the adults at all costs. Otherwise, the locatha will not interact with the PCs without the approval of Cathbad.

13) Altar Room:

CR 15

DM's note: This room has been made the subject of an *Unhallow* spell by Gwallawg. Its accompanying spell is *Bane* which affects all those within the room unless they are of chaotic evil alignment.

Additionally, the water within this room is extremely hot. Anyone not immune or otherwise protected from fire will suffer 1d4 points of fire damage each round that they remain within this room and more than 20 feet away from the Demogorgon statue and hydrothermal vents. *Endure elements* will reduce this damage by half (rounded down) but will not prevent it altogether.

Any creature coming between 6 and 20 feet of the vents is subject to 1d6 points of fire damage each round. *Endure elements* is not powerful enough to offer any protection against this much heat.

Any creature coming within 5 feet of the hydrothermal vents will suffer 2d6 points of fire damage each round they remain that close. Again, *endure elements* is insufficient to protect against such heat.

Note that the distances for heat damage are slightly increased due to the insulating factor of the woven kelp walls and ceiling of this room.

The tunnel beyond the concealed door expands into a much larger area, though the water seems a bit murky. Tiny pieces of ash seem to float within the room. Several mounds of woven kelp rise from the likewise carpeted floor which rises to a central point 10 feet above your entry. You see that, for the first time since entering the kelp forest, the floor is not entirely covered in living woven kelp strands. A carpet of very short plants covers the area immediately to the front of a venting statue at the mount's peak in the room's center and another patch grows near the wall to your left. Near the wall to your right you see man-sized tubular plants swaying gently in the current while more appear to grow around the back of the statue.

The uppermost portion of the peak and the pair of smokestacks rising from it are carved into the likeness of a two-headed demonic figure wrapped with tentacle-like arms. Black smoke shoots forth from the mouth of one of the elongated heads while white smoke erupts from the other. After rising another ten feet above the ten foot tall statue, this smoke escapes through the loosely woven kelp ceiling.

Of special note is the hilt of a sword protruding from the top of what appears to be an altar at the base of the statue.

The kelp growing near and over the pair of smokers has developed enough resistance to the harmful effects to survive being woven into a ceiling directly over the noxious effluvia. Thus, the strands rising from the ceiling diffuse the smoke sufficiently that finding its exact source from above would be very

difficult (DC 35 Search or Spot check required).

The altar room is woven around the pinnacle of the mostly dormant volcanic hill. The hydrothermal vents at its peak are all that remain of the ancient eruption which created the smallish seamount. These hydrothermal vents consist of two smokestacks – one a black smoker and the other a white smoker.

The ixitxachitl have adapted this semi-natural formation to their own purpose. They have forced their slaves to carve a crude statue of Demogorgon out of the hydrothermal vent's smokestacks and an altar from the rock below it. The altar is in the form of Dagon, upon whose back stands Demogorgon. The ixitxachitl read its meaning as expressing Demogorgon's superior might and rulership over Dagon, but Goholeth secretly interprets it to represent Demogorgon's need for Dagon's support – without it, Demogorgon would fall.

Though the ixitxachitl have cleared out much of the native fauna that inhabited the immediate proximity of the hydrothermal vents, they have allowed some of it to remain. Dragon's foot snails climb upon the surface of the statue and altar absorbing minerals from the hydrothermal vents. Giant tube worms grow in a miniature forest around the base of the altar on the west and south sides and along the north wall of the room. Two patches of turucambi worms grow around the east and north sides of the altar and another grows along the room's southern wall. Piranha snails infest the giant tube worm forests of this room. Cathbad and Gwallawg used their spellcasting powers to hold the dangerous creatures at bay long enough for the statue and altar to be completed. Now, none of the inhabitants except Gwallawg venture close enough to the altar to disturb the living creatures and the high priest does it only rarely when a special sacrifice is called for.

The sword is none other than the infamous *Astrosus* (see **Appendix II: New Magic**), forged long ago for the Death Knight, Sir Maeril of Naelax⁹. The sword may be pulled from the stone of the altar with a successful DC 20 Strength check (it is not magically held there), but will cause anyone grasping it for such a purpose to suffer the effects of attempting to wield it (i.e. three negative levels and a domination attempt). A *headband of intellect* +4 is sitting atop the altar as a sacrifice, encircling the sword. If care is taken, it can be lifted off without touching any part of the sword.

Again, if Jhegduthas is with the party, and the sword is correctly identified, he believes that it must be the evil artifact that was being transported by the ship he was guiding. He offers to put the PCs in contact with his patron (Drawmij), if they wish, in order to learn how best to deal with the situation.

⁹See *Living Greyhawk Journal, No. 7, Demogorgon's Champions: Death Knights of Oerth, part 2.*

STATUE OF DEMOGORGON

CR 12

CE unique large construct

Init: +1; **Senses:** darkvision 60 ft., low-light vision, Spot +4, Listen +4

AC: 26 (-1 size, +1 Dex, +16 natural), touch 9, flat-footed 25

HP: 166 (14d10+30 HD); **DR:** 10/holy and either adamantite or cold iron

Fort: +4, **Ref:** +4, **Will:** +5

Spd: 0 ft

Melee: 2 Tentacles +17 (2d8+7)

Space/reach: 10 ft/20 ft

Base Atk: +10, **Grp:** +23

Abilities: Str 24, Dex 12, Con -, Int -, Wis 13, Cha 1

Attack Options: Breath weapons, Constrict, Improved grapple

SQ: Construct traits, Immunity to magic

Feats: —

Skills: —

Breath Weapon - Black Smoker: Every 1d4 rounds, the statue may breathe a cloud that forms as a poisonous, acidic, and dangerously hot cone 30 ft long by 20 ft diameter at its terminus. Anyone within the cloud (whether breathing or not) must make a saving throw (Ref DC 20 half) or suffer 2d4 points of acid damage and 4d4 points of fire damage. Anyone breathing (water or otherwise) within the covered area must immediately make an additional saving throw (Fort DC 20) or suffer the effects of the poison, which has an effect similar to that of burnt othur fumes (1 Con*/3d6 Con). This breath weapon may be used every 1d4 rounds independently of the White Smoker Breath Weapon. The effects of this breath weapon dissipate in the water within a single round.

Breath Weapon - White Smoker: Any creature within the 30 feet long by 20 feet diameter cone of this breath weapon must make a saving throw (Ref DC 20 half) or suffer 4d4 points of fire damage. That being must also make a DC 20 Will save or take on *gaseous form* as if affected by the spell of the same name. (Plants and creatures of the plant type are immune to this magical effect.) If the being is also breathing (water or otherwise) within the effluvial cloud, it must make a third saving throw (Fort DC 20) or suffer poisoning effects (1 Dex*/ 2d6 Dex). This breath weapon may also be used every 1d4 rounds independently of the Black Smoker Breath Weapon. The effects of this breath weapon dissipate within a single round under water.

Constrict: Once an opponent has been successfully grappled, the Statue of Demogorgon automatically does 2d8+7 hit points of bludgeoning damage to the creature each round until it successfully escapes the grapple.

Immunity to Magic: The Demogorgon Statue is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature.

A *transmute rock to mud* spell slows the statue (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the statue's structure, but negates its damage reduction and immunity to magic for one full round. *Holy word* negates its damage reduction and immunity to magic for one full minute (10 rounds).

Improved Grab: If the Demogorgon statue hits an opponent that is at least one category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +23). Thereafter, the statue has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check, but the statue is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

* These ability losses are permanent if the initial save is failed.

Giant Tube Worms (14)

Pirahna Snail Swarms (4)

Turucambi Worm Swarms (4)

Dragon's Foot Snails (6)

(See *Appendix I: New Monsters* for statistics on these new threats.)

Tactics: Unless it is attacked first, this statue will remain inert until a creature moves to within ten feet of it or the altar upon which it is carved. When that happens, the tentacles will magically unwrap themselves and attack the nearest intruders (any creatures other than Gwallawg or Goholeth). The mouths of the statues will close and the heads will move to release their individual breath weapons 1d4 rounds later, after sufficient pressure has built up within. Each of the heads has a full 360 degree arc of fire as their longish necks can move around or out of the way of the other. The statue is unable to move from its foundation and simply attacks until no creatures of higher than animal intelligence remain in the room. Only Goholeth and Gwallawg are able to command it not to attack. This ability is a result of the statue recognizing their authority under Demogorgon, not via a command word, etc.

The other creatures living in the room will attack according to their natural instincts as indicated in their individual descriptions in *Appendix I: New Monsters*.

14) Underpriests' room:

CR 9 or 10

DM's note: The concealed entryway to this room is warded by two *glyph of warding* spells. Each must be detected and disarmed separately or the unfortunate intruder will suffer the effects of both simultaneously. The first casts the clerical spell *bane* (lasting

five minutes) upon the first individual penetrating the barrier with any portion of their body. At the same time, the second glyph casts *inflict moderate wounds* on the intruder (doing 3d8+5 points of damage). Separate saving throws (Will DC 14 and Ref DC 14 respectively) need be made to avoid the negative effects of these glyphs.

Beyond this concealed entrance, you see a larger room. The walls seem to be decorated in strange accoutrements made of stone, coral, seaweed, and shells. Most of these decorations are in fish, crustacean, or squid-like form, but the most disturbing are the few that are vaguely humanoid in shape. There is something oddly octopoid and definitely wrong about them.

Three smallish kelp mounds lie at opposite sides of this room.

Three ixitxachtl underpriests share this living space. One of them leads the ixitxachtl band besieging the Trident so won't be here unless it survived that encounter with the PCs. The other two will be encountered within as long as the party has not raised a general alarm throughout the complex. If present, there is a 25% chance that each individual ixitxachtl is asleep and will take a full round to awaken once something disturbing (like combat or glyphs of warding being set off) occurs within the room.

Ixitxachtl Underpriests (2 or 3)

CR 9 or 10

Use the Ixitxachtl Underpriest statistics in *The Trident* (p. 86) for these creatures.

Tactics: These priests are fully confident in their own power as servants of their demonic patron. They will neither flee nor call for reinforcements, but will fight to the bitter end to destroy their enemies.

Whether surprised or not, they generally lead off any battle with *darkness* in order to gain a round or two to move and cast defensive spells before their opponents can assault them. They enjoy instantaneously casting *inflict light wounds* while in combat and adding that damage to a single bite attack, but will only do so against opponents they are confident of overpowering and want to toy with. Otherwise, they will use their memorized spells first.

Neither has any qualms about making use of Profane Lifeleech at the expense of the other and will not hesitate to do so after being reduced to below half its maximum hit points. They will cast *eagle's splendor* on themselves if they run out of Rebuke Undead attempts in order to gain more uses of their Profane Lifeleech feat. Once two or more opponents appear to be unconscious from wounds, they will employ *death knell* at the first opportunity.

15) Gwallawg's lair:

CR 10

DM's note: The concealed door to this room is also warded by a *glyph of warding* which has been cast by Gwallawg, the ixitxachtl High Priest. This glyph explodes in a 5 foot radius burst of sonic energy doing 3d8 points of sonic damage to all in its area of effect. Though the high priest's room is far outside the damage range of this glyph, he will still hear the blast distantly and be forewarned of intruders by it.

A second *glyph of warding* is triggered as soon as anyone not knowing the command word passes through the tunnel just five feet from the concealed entrance. This glyph casts *dispel magic* as an area effect (20 foot radius burst). The dispel check against all magical effects in this area of effect is 1d20+9, as if cast by Gwallawg. Note that this area of effect will not reach into the high priest's room, so he will not be affected by it if he is within.

Through this trapped entryway, you see a short, dark tunnel leading to another larger room. Its walls are decorated with vile-looking effigies of various undersea and surface creatures. They are made of stone, shell, coral, plant, and less identifiable materials. There is also a small kelp mat on the floor in the far corner.

If the high priest, Gwallawg, has not been called by a general alarm in the ixitxachtl lair, he will be encountered here.

GWALLAWG (IXITXACHITL HIGH PRIEST)

CR 10

CE small elite aquatic aberration, Cleric 9th (*MM II* 128)

Init: +3; **Senses:** darkvision 60 ft, Spot +9, Listen +6

Languages: Aquan, Abyssal

AC: 19, touch: 14, flat-footed: 19

HP: 48 (10 HD +10 HP)

Fort: +6, **Ref:** +6, **Will:** +9

Spd: Swim 30 ft

Melee: Bite +6 (1d6+1/x2) and +3 *keen unholy barbed coral tail spike* +9/+4 (1d4+3 plus 2d6 vs. good/15-20x2 plus pain)

Base Atk: +6, **Grp:** +3

Space/reach: 5 ft/5 ft

Spells Prepared: (CL 9th) **Domains:** Chaos and Evil (Cast Chaos and Evil spells as 10th level caster)

5th (1+1) – *dispel good**, *insect plague***

4th (2+1) – *control water*, *giant vermin*, *unholy blight**

3rd (4+1) – *bestow curse*, *deeper darkness*, *magic circle against good**, *summon monster III*, *water wall***

2nd (5+1) – *darkness*, *death knell*, *desecrate**, *eagle's splendor*, *resist energy*, *silence*

1st (5+1) – *bane*, *cause fear*, *doom*, *endure elements*, *protection from law**, *sanctuary*

0th (6) – *detect magic*, *guidance*, *inflict minor wounds*, *light*, *read magic*, *resistance*

* These spells are domain spells.

** See *Appendix II: New Magic* for underwater details on these spells.

Combat Gear: +3 *keen unholy barbed coral tail spike*

Abilities: Str 10, Dex 15, Con 12, Int 12, Wis 16, Cha 15

SA: Spontaneous casting (Inflict spells), Profane Lifeleech, Spells

SQ: Rebuke Undead,

Feats: Craft Magic Arms and Armor, Profane Lifeleech (CD), Multiattack, Spell Adaptation (Elemental [Water]), Weapon Finesse

Skills: Hide +11 (+19 when submerged), Intuit Direction +6, Search +9, Spot +9, Knowledge (nature) +6, Swim +10 (18), Knowledge (religion) +8, Listen +6, Tumble +9, Concentration +10

Possessions: Combat gear plus *amulet of natural armor* +3 (in the form of Aquatic Elf hair entwined with gems and wrapped around the upper portion of the tail), and a *ring of lightning flashes* (LoM)

Profane Lifeleech (Ex): (CD) As a standard action, Gwallawg may spend two Rebuke Undead attempts to deal 1d6 points of damage to all living creatures within a 30 foot radius burst. This effect cannot reduce any creature's current hit points to less than zero. Gwallawg heals the total amount of damage dealt (but does not exceed its normal maximum). This feat deals no damage to constructs or undead.

Rebuke Undead (Su): Gwallawg may rebuke undead up to four times per day.

Spontaneous Casting (Su): Gwallawg can 'lose' a prepared spell in order to cast any Inflict spell of the same level or lower.

Skills: Ixitxachitl have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Tactics: Though quite aged, Gwallawg is a vicious, capable servant of Demogorgon and wants nothing more than to become as powerful as he can possibly be. He chafes at having been relegated to second in command of the ixitxachitl mercenary band under Goholeth and would be thrilled to see the pisoloth destroyed. However, Gwallawg knows that Goholeth holds that position on the orders of his own abyssal lord, so he will not take direct action against it.

If he is not called away to a disturbance caused by intruders, he will be found within his personal lair. If given advance warning of intruders into his private room (e.g. via the sonic energy *glyph of warding*), he will prepare for combat by casting defensive spells first. If he has no advance warning, he will attempt to begin by casting a water wall between himself and his attackers to buy some

time. Otherwise, he will skip the defenses and begin casting summoning spells to call various creatures to assist him in battle. (For the types of creatures called forth by Gwallawg's various summoning spells, see *Appendix II: New Magic*.)

Gwallawg will begin to make use of his Profane Lifeleech feat as soon as he drops below half his original hit point maximum. He will cast *eagle's splendor* when he runs out of Rebuke Undead attempts for the day, if he thinks he will need to use Profane Lifeleech again soon.

Gwallawg is not as determined to die in battle as his underlings. If he is losing a contest, he will attempt to escape to the **Altar Room, 13**, where he intends to make his last stand. If the Statue of Demogorgon is already destroyed when he gets there or if it is destroyed in battle while he still lives, Gwallawg has a 75% chance each round thereafter of going into a near-berserk fury (in which case he converts every spell he can to an Inflict spell of the same level and attacks at an additional +2 to hit and damage, but suffers a -2 penalty to his armor class) and a 25% chance of fleeing the lair altogether and seeking solitude to attempt to commune with his demonic lord and meditate on why he was abandoned so.

16) Vampiric Ixitxachitl Lair:

CR 12 or 13

On the other side of the kelp wall you see another large room with nothing of note except four small kelp mounds on the floor.

If the vampiric ixitxachitl leading the attack on the PCs after the assault by Terrapin Dipsas survived that encounter, it will be within this room. In addition, two more vampiric ixitxachitl will be encountered within unless they have been previously summoned by a disturbance in the lair. (The fourth of their kind was captured by Atrox during a failed assault on Terrapin Dipsas' lair.) There is a 30% chance that one of them is asleep, but at least one of them is always awake. A sleeping ixitxachitl suffers a -10 penalty to its Listen checks.

Vampiric Ixitxachitl (2 or 3)

CR 12 or 13

Use the Vampiric Ixitxachitl statistics above in *Chapter Three*:

Bait! (p.92) for these creatures.

Tactics: These monsters are a bit more cunning and paranoid than their non-vampiric brethren. Though they have kelp beds upon which to sleep, they never use them. Instead, they rest inside the concealed alcoves within the walls of their lair. The ixitxachitl are able to see through the thin false kelp walls concealing their alcoves quite well.

When intruders are spotted, these beasts will await an opportunity to make Sneak Attacks before revealing themselves. In battle, they will cooperate against a single opponent in order to

flank them for additional sneak attack opportunities. If opponents do not enter the room after looking in, the vampiric ixitxachitl will wait for a minute, then stealthily exit their lair and pursue in an effort to set up an ambush from which to Sneak Attack their prey. They will flee if reduced to below 12 hit points, though they will only flee far enough to evade pursuit, then watch the party and return to attack again when they have healed fully.

17) Goholeth's Lair: CR 11

No magic or mechanical traps guard Goholeth's personal lair, but four servant skeroloths hide within concealed alcoves ready to ambush intruders.

While traveling the short tunnel to this room the water begins to take on a pinkish tint. When you can see into the room itself, you see various-sized pieces of flesh floating within the bloody water. Though the room is woven of kelp like the rest of the complex, the strands making up the floor and walls have been shredded in several places. The sand and stone of the ocean floor is visible in several spots which are littered with the bones of humanoids, rather large species of fish, and what appears to be the skull of an enormous serpent.

If Goholeth has not been summoned to a disturbance before the PCs reach this room, it will be encountered within. The piscoloth does not sleep, so will have detected the approach of the PCs before they enter his lair via *Detect Good* and/or *Detect Magic*.

Hidden within the serpent's skull is the band's treasure: 1,212 gp, 255 pp, a *bag of tricks* (puffer fish), a *horn of airy water*, *boots of swimming and climbing* (as the ring). In addition, the following magical equipment was stolen from Jhegduthas when he was captured: a *horn of the tritons*, a medium suit of +3 *sharkskin armor of fire resistance (10)* and *swimming (+5 to Swim checks)*, a *trident of fish command* and a +2 *thundering shortspear of speed*. (See *Appendix II: New Magic* for information on the new magical items in this hoard.)

GOHOLETH (PISCOLOTH MERCENARY LEADER) CR 9

NE medium outsider (evil, extraplanar) (FF 196)

Init: +0; **Senses:** darkvision 60 ft, Spot +12, Listen +11, Telepathy 100 ft.

Languages: Abyssal, Aquan, Draconic, and Infernal

AC: 24, touch: 10, flat-footed: 24

HP: 72 (9 HD +18 HP); **DR:** 10/+1 magic; **SR:** 20

Immune: Poison and Acid; **Resist:** Cold, Fire, and Electricity 10;

Fort: +8, **Ref:** +6, **Will:** +6

Spd: 30 ft, Swim 20 ft (60 ft with cloak)

Melee: 2 pincers +13 (2d6+4/19-20x3) and 8 tentacles +11 (paralysis)

Base Atk: +9, **Grp:** +13

Space/reach: 5 ft/5 ft

Spells-like Abilities: (CL 9th)

At will: *blink**, *fear*, *detect good**, *detect magic**, *protection from good**, *scare*, and *see invisibility**

3/day: *meld into stone**, *phantasmal killer*, and *stinking cloud*

2/day: *greater teleport* (self plus maximum load of objects only)

*These spell-like abilities are those that Goholeth should have in affect before engaging the PCs in battle.

Combat Gear: *cloak of the manta ray*

Abilities: Str 19, Dex 11, Con 15, Int 6, Wis 10, Cha 4

SA: Augmented critical, Paralysis, Spell-like abilities, Summon yugoloth

SQ: All-around vision, DR 10/+1, SR 20

Feats: Improved Attack, Multiattack, Power Attack, Skill Focus (Intimidate)

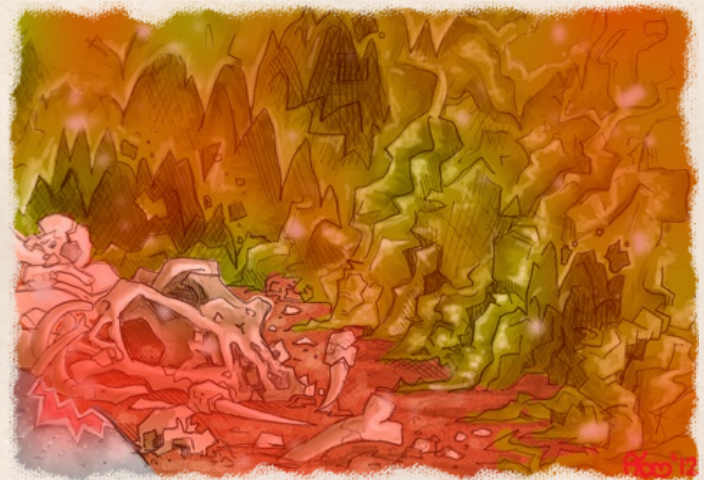
Skills: Hide +12, Intimidate +15, Languages (Aquan), Spot +12, Listen +11, Sense Motive +4, Move Silently +12, Search +10, Swim +12

Augmented Critical (Ex): Goholeth's pincer attack threatens a critical hit on a natural attack roll of a 19-20. On a successful critical hit with a pincer attack, it deals triple damage.

Paralysis (Ex): Those hit by Goholeth's tentacle attack must make a Fortitude save (DC 16) or be paralyzed for 2d6 minutes.

Summon Yugoloth (Sp): Three times per day Goholeth may attempt to summon four skeroloths with a 60% chance of success.

Skills: Goholeth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.



SKEROLOTHS (4)

CR 6

NE Small outsider (evil, extraplanar) (FF 197)

Init: +7;

Senses: darkvision 60 ft, Spot +6, Listen +6, Telepathy 100 ft.

Languages: Abyssal, Draconic, & Infernal

AC: 20, **touch:** 14, **flat-footed:** 17
HP: 22 (4 HD +1 HP);
Immune: Poison and Acid; **Resist:** Cold, Fire, and Electricity 10
Fort: +5, **Ref:** +7, **Will:** +3
Spd: 40 ft, **Burrow** 20 ft, **Climb** 20 ft, **Swim** 5 ft,
Melee: 4 claws +8 (1d3)
Base Atk: +4, **Grp:** +0
Space/reach: 5 ft/5 ft
Spells-like Abilities: (CL 4th)
At will: *daze*, *detect good**, *jump**
3/day: *burning hands*, *expeditious retreat*
* These spell-like abilities are those that the skeroloths should have in affect before engaging the PCs in battle.
Abilities: Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11
SA: Sneak Attack +1d6, Spell-like Abilities, Summon Yugoloth
SQ: Cringe
Feats: Improved Initiative, Weapon Finesse
Skills: Climb +15, Hide +18, Listen +6, Move Silently +14, Spot +6

Tactics: Goholeth has commanded his four skeroloth servants to wait until the intruders all enter the room, then to ambush them with sneak attacks. (Note that the skeroloths are extremely poor swimmers, but their *jump* ability will allow them to spring forth from their hiding places to engage the PCs very quickly.) The pisoloth, in the shape of a manta ray via the magic of his cloak, has used one of his daily allowances of *meld into stone* to sink into the ocean floor. Though it cannot see when so melded, it can still detect the general location of PCs because his *detect good* and *detect magic* spell-like abilities will still be in effect. While melded, Goholeth will invoke his spell-like abilities of *blink*, *protection from good*, and *see invisibility*.

A round or two after the skeroloths ambush the party (or they are attacked by a party that first discovers their location), the pisoloth will rise from the ocean floor and target the strongest-looking fighter-type among the intruders with *phantasmal killer*. (If Jhegduthas is with the party, Goholeth will target him with this spell.) Goholeth will follow this with *stinking cloud*, though the water will prevent it from spreading beyond 5 feet from its body (only creatures adjacent to the pisoloth will be subject to the effects of the cloud) and wade into the attack against any opponent willing to face it. It will not bother using *scare*, assuming that it will be ineffective against any opponent that made it this far into its lair. Nor will it use *fear* unless it believes the odds have turn against it.

Goholeth will only use one more of his two remaining *summon yugoloth* spell-like abilities to summon more skeroloths, choosing to save one for protection if he needs to escape to strange waters. If it is in danger of being destroyed, it will use *greater teleport* to escape the immediate battle and seek support from surviving

members of its band. If no one is available or its destruction becomes imminent a second time, it will use *greater teleport* again, this time to escape far away. It will wait until healed, summon up to 12 new skeroloth servants, and then seek out the PCs to exact its revenge.

CONCLUDING THE ADVENTURE

The PCs are likely to encounter Pharoah and the *Beorhtyst* on their return trip to Fort Blackwell. Pharoah will refuse to allow the PCs to board his ship, claiming that their small boat should be safe enough now that they have defeated Terrapin Dipsas. He and his crew will then sail to the dragon turtle's lair and plunder any treasure the PCs couldn't carry away with them. Remember that Pharoah may be taunted into a personal duel with a PC if his pre-pirating past is brought up in a disrespectful manner. If a PC is able to defeat Pharoah in one-to-one combat, the crew will choose that PC as their new captain. If a general melee results, you, the DM, are free to write up the stats of the rest of Pharoah's crew as you like. Remember, that Pharaoh and his crew are powerful and canny enough to have thumbed their nose at the Crimson Fleet's calls to join them.

When the PCs return to Fort Blackwell, they will need to provide unquestionable proof that the threat from the dragon turtle has been stopped. His head, as mentioned, is sufficient. If a live Terrapin Dipsas accompanies the PCs back to the Fort and personally promises the Captains' Council that he will desist in the destruction of the local shipping, the city elders will demand that he make restitution. The DM may role-play this out, allowing the PCs to take whatever role he and they consider entertaining, or can simply let them walk away from the bickering. However, if the two parties fail to reach an agreement, the Captains' Council may try to force the party into further service by claiming that the terms of their verbal contract have not been completed since the PCs still have not guaranteed that Terrapin Dipsas' word is trustworthy. If, however, the Captains' Council is convinced, by whatever manner, that the PCs have accomplished their goal and opened up safe shipping lanes again, they will reward the party with the final command word for the Folding Boat and a pouch of gems worth a total of 6,000 gp. If the party complains that this is not enough, they are told that the cost of the magic they were fronted had to come out of their reward money. If they had been better prepared for such an adventure, the Fort wouldn't have had to invest so much money in equipping them properly.

If the PCs have *Astrosus*, they have quite a pressing adventure ahead of them as Sir Maeril will be gunning for them. If the PCs left Atrax or any of the *ixtixachitl* leaders alive, they will be hunted every time they take to the sea. If the party has claimed the

Wyndsome Wench, whatever ship they mount it on will become a target for those enemies.

Csemborguth may also approach the PCs with an offer of employment at the DM's option. If the PCs balk, Csemborguth may try to pressure them into returning the favor of all the magic he loaned them by performing some task on behalf of the Fort Blackwell Thieves' Guild.

Story awards may include 50 experience points for each of the locatha that survive being freed from ixitxachtli slavery. The locatha tribe will certainly be willing to lend what aid it may to the PCs in the future. In addition, another 30 experience points should be awarded for every non-combatant that makes it out of the Salty Serpent fight alive (about 85 when the fight begins including the owner/bartender, 2 cooks, and 2 waitresses). Reduce this experience award by 25% for every non-combatant that is killed as collateral damage by a PC action. Reduce it by 50% if the Salty Serpent is burned to the ground or severely damaged by the

battle. If the PCs use their resources to *raise* or *resurrect* any non-combatant (locatha or human/demi-human), increase these experience point awards by 25% for each such occurrence (maximum of 100%).

If the PCs seek out Drawmij's help with *Astrosus*, he will thank them for coming to him and accept the blade for safe-keeping. He will pay the PCs the agreed-upon price plus a bonus not to exceed the original offer by more than 200% based upon the descriptions the PCs offer of the obstacles they have overcome (of course, he has a multitude of options for verifying the truth of their claims). He may choose to employ the PCs in an effort to dispose of *Astrosus*.

If the PCs were hired by a national advisor, that worthy will summon an official wizard and cleric of the crown to verify the specifics of their story. Assuming he finds it to his satisfaction, he will pay the promised fee and offer an official 'Thank you' on behalf of the crown.



APPENDIX I: NEW MONSTERS

GIANT CLAMS

N small aquatic animal

Init: +6; **Senses:** Tremorsense 60 ft

AC: 24 (+16 natural, +1 size, +1 feat, -4 immobile), **touch:** 10, flat-footed: 24

HD: 4d8+28 (46)

Fort: +11, **Ref:** +0, **Will:** +1

Spd: 0 ft

Melee: 1 bite +9 melee (2d4+5 plus grapple)

Ranged: None

Space/reach: 5 ft/0 ft

Base Atk: +3, **Grp:** +15

Abilities: Str 20, Dex 22, Con 24, Int 1, Wis 11, Cha 2

Special Attacks: Improved grab, Swallow whole

Special Qualities: Hardness, Spell resistance

Feats: Improved Grapple, Improved Natural Armor

Skills: None

Environment: Any aquatic near a cold seep.

Organization: 1-12 (bed)

Challenge Rating: 2

Treasure: Gems (pearls only) and 10% items

Alignment: Always neutral

Advancement: 5-8 HD (Medium); 9-16 HD (large)

Level Adjustment: --

A very large clam sits before you. It is covered in algae and small, albino crabs scurry atop and all around it. The two halves of its shell appear to be separated just a crack. As you watch, you see small bits of detritus, fish, and other items get sucked between the lips of the clam's shell, then swirl out again from the other side.

Giant clams' ability to grow to tremendous size is due to their amazingly long lives. Though nutrients are difficult to gather near a cold seep and only very specially evolved living organisms are capable of doing so, such organisms frequently evolve impressively high Constitutions and live to exceptionally old ages. A drawback is that growth is at a rate much slower than similar species in more natural environments due to the difficulty in gathering and metabolizing such extreme types of nutrition.

Combat

Giant clams pose no threat to any creature except the occasional finger-sized fish or shrimp that slips inside its shell. The exception to this is anything that is stuck inside the lips of a giant clam. If a giant clam feels an object or body part move through the open slit between its shells, it will reflexively clamp shut, possibly trapping whatever was inserted between the lips of its shell. In order to reach between the open lips of a giant clam's shell without touching either of them, a creature of at least one size smaller than the giant clam must succeed on a DC 25 Acrobatics check or Reflex save. Failure means that the giant

clam makes a bite attack against the creature making the attempt. Unfortunately, the same thing results if any of the soft interior tissues are touched. Only magic (such as *charm monster* or *hold monster*), extreme strength, or other brilliantly creative method may hold open a giant clam's shell without killing the creature.

Giant clams may not make any kind of attack except on creatures or items thrust within its shell. Though giant clams are immobile, their Dexterity score reflects the speed with which they are able to clamp their shell closed. A giant clam's other ability scores do not change, but its Strength score increases by two points for each hit die it gains above four. A giant clam never makes more than a single attack in a round. It either hits and grapples something which it holds onto until it stops moving (about two minutes later) or it misses and the offending appendage escapes, in which case the giant clam remains shut for at least two minutes or until it senses that the creature(s) that offended it has left its vicinity, whichever is longer.

A PC that succeeds on a DC 30 Knowledge (nature) check discovers that an innocuous little creature called a pearlfish lives a commensal life with many different types of mollusks, including the giant clam. It is able to slip inside to hide within the safety of the clam's shells and out again at will without triggering the giant clam's defensive shutting reaction. This knowledge may be used in inventive ways by creative players to search for treasure within giant clams with little risk to themselves.

The only treasure that may be found with a giant clam are pearls and occasional small items that may have been in a hand (or worn on it) that was trapped within the creature. Most other treasure that may be found on a body near a giant clam will already have been scavenged by other nearby denizens of the deep.

Hardness: The shells of giant clams are so strong that they provide the creature with a hardness rating of 10.

Improved Grapple: When a giant clam scores a hit with a bite attack on anything stuck within its shell, it immediately makes an opposed grapple check against its victim without provoking an attack of opportunity. If the giant clam wins the check, it has clamped down upon the extremity or item that was used to penetrate its interior and will automatically do bite damage each round that it successfully maintains the grapple.

Spell Resistance: Due to the highly magical nature of the environment in which they reside, giant clams have a spell resistance of 16.

Swallow Whole: If a creature manages to get completely inside a giant clam of at least one size larger than it and the giant clam clamps its shell shut, that creature will have only enough water inside the shell with it to continue to breathe for one more minute (ten rounds). For each additional size category a creature is smaller than the giant clam that swallowed it, the amount of time it may breathe the water within the shell is doubled. Thus, a creature two size categories smaller than the giant clam that swallowed it has two minutes of breathable water trapped within the giant clam with it, a creature three sizes smaller has four minutes of breathable water, a creature four sizes smaller has eight minutes, etc.

A creature trapped within a giant clam may attack its insides with a small, light weapon only. The armor class of the soft tissue within is

only 6, though the attacker suffers a -4 penalty to hit due to the cramped confines. Killing the giant clam allows one to easily push or pull open its shell. Cutting one's way out requires attacking the AC 24 shell and overcoming its hardness. This can be done successfully if 20 points of damage can be done by those within and without in combination.

Tremorsense: Giant clams are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 60 feet. They can also sense the location of anything moving through the water within 60 feet.

STRANGLEWEED OF THE AZURE SEA¹⁰

N large aquatic plant

Init: +4;

Senses: Blindsight 30 ft

AC: 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

HD: 5d8+35 (58)

Fort: +12, **Ref:** +5, **Will:** +2

Spd: 0 ft (but see description)

Melee: 5 fronds +6 melee (1d6+3 plus entanglement and constriction)

Space/reach: 10 ft/10 ft

Base Atk: +3, **Grp:** +10

Abilities: Str 16, Dex 18, Con 24, Int -, Wis 11, Cha 8

Special Attacks: Entangle, Constrict

Special Qualities: Plant traits, Blindsight 30 ft, camouflage, immunity to electricity, resistance to cold and fire 10, Damage Reduction 3/slashing.

Skills: Hide +20 (only when mixed in with normal kelp plants)

Environment: Temperate to tropical water

Organization: Solitary or patch (2-8)

Challenge Rating: 3

Treasure: 1/10th coins, 50% goods, 50% items

Alignment: Always neutral

Advancement: 6-16 HD (Huge); 17-32 HD (Gargantuan), 33+ HD (Colossal)

Level Adjustment: --

This patch of kelp is made up of several stalks originating from a single root bundle. Upon closer inspection, it is apparent that the stalks are thicker than that of normal kelp and the fronds have a brownish tinge to their interior veins.

Strangleweed is an unintelligent, though quite dangerous, evolution of the normal variety of kelp. Despite a complete lack of inherent magical ability, there remains disagreement among sages as to whether or not strangleweed owes its existence to magical manipulation. It grows in small patches among normal kelp where it can blend in among the harmless strands. Each patch of strangleweed consists of a root cluster from which five or more stalks grow.

A strangleweed plant has no effective movement rate during melee combat, but the plant is capable of moving itself by pulling its root cluster up from the silt of the ocean floor and sliding across it very slowly. It will only do this if its food supply has somehow been

depleted. In this manner it is able to relocate over the course of weeks or months. Strangleweed reproduces by sending roots out from itself to begin new root clusters. Once the new strangleweed reaches maturity (5 HD), the root clusters separate completely from one another. This process takes from 6 to 9 months.

Strangleweed generally lives in shallow temperate to tropical waters where it feeds opportunistically on marine life. It does not eat plant material nor carrion (undead), though it will reflexively attack such creatures if it is itself attacked by them.

Combat

Strangleweed attacks food sources it detects within reach of its strands, but only as it needs sustenance. Thus, most creatures can pass by a strangleweed plant without harm. When hungry and sensing animal prey, the plant attempts to loop its surprisingly agile strands around a victim's body or limbs, then proceeds to crush the life out of it. Each of its stalks may attack a separate opponent, though they generally tend to focus on a single victim. Each additional hit die gained by a growing strangleweed plant adds an extra stalk and an extra melee attack to the creature.

The fibrously tough and flexible stalks of these monstrous kelp are difficult to damage with any but slashing weapons. Unfortunately for most adventurers, finding a way to wield a slashing weapon to any effect in the strangleweed's natural environment complicates this otherwise simple solution.

Blindsight (Ex): Strangleweed has no visual organs, but can ascertain the presence of all physical objects and beings within 30 feet by sensing changes in the flow of the water around it caused by the movement and even the still location of such things.

Camouflage (Ex): Since strangleweed looks like a normal plant when at rest, it takes a DC 20 spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Creatures with the water type or aquan subtype may add 5 to their rolls for these Survival or Knowledge (nature) checks.

Constrict (Ex): As long as a victim remains entangled on the strangleweed's initiative, all entangling strands automatically do double damage to the victim (2d6+6).

Entangle (Ex): Upon scoring a successful hit with one of its strands, the strangleweed's victim takes slam damage and must make a save (Ref DC 12 partial) or become entangled as if by the spell (5th level caster). A successful DC 15 Strength check or DC 16 Escape Artist check made as a full-round action will have the same result. Once a strand has successfully entangled a victim, it inflicts constriction damage on each succeeding round. Each additional strand that successfully entangles a victim adds +3 to the DCs of the entanglement in succeeding rounds in addition to the damage it deals.

Plant Traits (Ex): Strangleweed is immune to poison, sleep, paralysis, stunning and polymorphing. It is not subject to mind-affecting effects or critical hits (exception: critical hits from slashing weapons wielded by creatures free from the negative effects normally associated with doing so underwater or by creatures of the water type or aquan subtype utilizing natural slashing weapons are suffered normally by a

strangleweed plant). The creature does not have low-light vision as most intelligent plant creatures do, but it does have the ability to detect the presence of other creatures within 30 feet via the effect those creatures have on the movement of the water around them. This ability operates as the equivalent of blindsight.

¹⁰Adapted from the Strangleweed entry in the *2nd Edition Monster Manual* and the Assassin Vine in the *3.5 Edition Monster Manual*.

GIANT TUBE WORMS¹¹

N medium aquatic animal/plant

Init: +0;

Senses: Tremorsense 60 ft

AC: 17 (+6 natural, +1 feat), touch 10, flat-footed 17

HD: 6d8+18 (48)

Fort: +8, **Ref:** +2, **Will:** +1

Spd: 0 ft

Melee: 1 pseudopod +7 (1d2+4 plus grapple) and 1 bite +5 melee (1d4+4 plus swallow whole)

Space/reach: 5 ft/15 ft

Base Atk: +3, **Grp:** +15

Abilities: Str 18, Dex 11, Con 16, Int 1, Wis 8, Cha 9

Special Attacks: Improved Grab, Swallow whole

Special Qualities: Blindsight, Fast Healing, Plant traits, Regeneration, Resistance to acid 5, Resistance to fire 10, and Resistance to sonic 20

Feats: Improved Grapple, Improved Natural Armor, Multiattack

Skills: None

Environment: Any aquatic near a hydrothermal vent or other extreme source of heat.

Organization: 2-24

Challenge Rating: 5

Treasure: 1/10th coins, 25% goods, 75% items

Alignment: Always neutral

Advancement: 7-12 HD (Large); 13-24 HD (Huge)

Level Adjustment: --

You see before you a forest of reddish-orange tubes rising from the sea floor. Each tube stands between two and six feet in height. The skin of the shorter ones folds over itself making the tube appear to be scrunched down while the taller ones seem to be stretched tight. The taller they are, the more they sway gently in the currents.

Giant tube worms are a chemosynthetic hybrid animal/plant that can survive only in aquatic environments of extreme heat, usually at extreme depths. They do not photosynthesize sunlight as it is not able to penetrate to the depths at which these creatures normally exist. Instead, they extract mineral and chemical nutrients from the water and the sea floor near hydrothermal vents. They possess a set of seven thick, root-like appendages which spread up to ten feet from their bodies just under the crusty, mineral-rich sea floor. An eighth root-like appendage drives as much as 12 feet straight down into the sea floor to anchor the giant tube worm to the spot. They have adapted to gain additional nourishment from the occasional creature found swimming in their

extreme habitat. They have no ability to move from the spot they have grown in and reproduce by releasing spores that travel the currents until taking root in a supportive environment.

Giant tube worms are the host of a parasite called the piranha snail, which, though very small, is able to pierce the giant tube worm's skin to feed off of it. The giant tube worm, in turn, uses its slightly sticky pseudopod to lick piranha snails off of its body for nourishment when larger prey proves too infrequent. Thus, the two types of creatures will almost always be found together.

Giant tube worms can stretch to accommodate any creature their size or smaller, but shrivel to conserve nutrients when prey is scarce.

Combat

The giant tube worm's primary attack is with a pseudopod that springs forth from the mouth at the top of the worm's body. This fleshy appendage has a 15 foot reach and attacks by making use of its Improved Grab ability. The giant tube worm may not make a bite attack against any creature except the victim of its pseudopod.

Any damaging attack done to a giant tube worm while it has a creature swallowed within it does 50% as much damage to the swallowed creature as it does to the giant tube worm.

Fast Healing (Ex): Giant tube worms regain lost hit points at the rate of 1 per round.

Improved Grab (Ex): If a giant tube worm hits an opponent with a pseudopod attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If the giant tube worm wins the grapple check, the pseudopod wraps tightly around its victim's body. If the victim turns out to be of a larger size than the giant tube worm, it will be let go on the giant tube worm's next turn. If the victim is of the giant tube worm's size, it will be dragged to the giant tube worm's mouth to be bitten and, on the following round, likely swallowed whole. If the victim is of a smaller size than the giant tube worm, it will be drawn to the creature's mouth, bitten, and likely swallowed whole on the very same round it was successfully grappled.

The pseudopod itself has an AC of only 12 and can be severed if 18 points of damage are done specifically to it. Any damage done specifically to the pseudopod counts as nonlethal damage toward the giant tube worm's hit point total.

On each turn that an opponent remains grappled by the giant tube worm, it automatically suffers pseudopod damage.

Regeneration (Ex): The giant tube worm can regenerate a severed pseudopod, though this will take 18 full days to accomplish.

Swallow Whole: If the giant tube worm's pseudopod attack succeeds and the victim is brought to the creature's mouth, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. A giant tube worm can stretch to accommodate any creature its own size or smaller.

A victim swallowed whole continues to be grappled by the giant tube worm's pseudopod until it is fully digested. A grappled victim automatically takes pseudopod damage each round until it breaks free. A victim swallowed whole also takes 1d3 points of damage from the

weak acid and water mixture within the creature's gullet. Attempting to breathe the water and acid mix in the giant tube worm's gullet immediately causes the subject to begin to drown as the acid burns the inside of the victim's lungs or gills. (See *Appendix V: Underwater Effects* for rules for drowning or holding one's breath.)

A grappled victim who is within the giant tube worm's gullet suffers a further -4 penalty to its opposed grapple check each round. A victim within the giant tube worm's gullet that breaks free of the grapple may use a light slashing or piercing weapon to cut its way out. The giant tube worm's AC from within is only 13, but Strength bonuses to damage done by a swallowed victim are halved. Twelve points of damage are sufficient to cut a hole large enough for a small creature to escape. A medium-sized creature requires 18 hit points worth of damage for an escape-sized hole.

Once a giant tube worm has swallowed a victim, its mouth clamps shut and it makes no further attacks. The mouth may be pried open with a successful opposed Strength check, though the giant tube worm gains an additional +4 racial bonus against such attempts. Any swallowed victim, first freeing itself from the grapple, suffers a -4 penalty to its attempt to pry the mouth open from the inside.

Tremorsense: Giant tube worms are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 60 feet. They can also sense the location of anything moving through the water within 60 feet.

Feats: Giant tube worms receive Improved Grapple as a bonus feat.

Skills: A giant tube worm has a +8 racial bonus on grapple checks.

¹¹Based on Tube Worms.

TURUCAMBI WORMS¹²

N medium aquatic animal/plant swarm

Init: -3; **Senses:** tremorsense 10 ft.

AC: 14 (-4 Dex, +8 natural), touch 6, flat-footed 14

HD: 3d8+6 (21)

Fort: +5, **Ref:** -3, **Will:** +2

Spd: 0 ft

Melee: Bite -1 melee (2d6-3, but see description)

Ranged: Chemical jet – Two 5 ft squares next to, or directly above the swarm's position (3d6 fire and 3d6 acid, Ref DC13 half)

Space/reach: 10 ft/10

Base Atk: +2, **Grp:** -6

Abilities: Str 4, Dex 2, Con 15, Int 1, Wis 9, Cha 11

Special Attacks: Chemical jet

Special Qualities: Blindsight 30 ft, Damage Reduction 5/slashing or bludgeoning and adamantite, Plant traits, Resistance to acid and fire 10, Resistance to sonic 20.

Feats: None

Skills: None

Environment: Any aquatic near a hydrothermal vent or other extreme source of heat.

Organization: Solitary, mat (2-7 swarms), or carpet (8-15 swarms)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-12 HD (Huge)

Level Adjustment: --

Before you lies what appears to be a carpet of short, but stout cylinders swaying gently in the currents. They grow from the sea floor right up to the edge of the source of the extreme heat you have noticed in the area. Each of the thousands of lead grey cylinders is only about an inch or two long. Many bleached bones lie in various states of burial within this grey carpet and frequent curiously shaped lumps indicate that the remains of older unfortunates lie below the crusty, black surface of the sea floor.

Turucambi worms are another kind of animal/plant hybrid that is a lover of extremely hot environments. Though they acquire most of their nourishment chemosynthetically from the mineral- and chemical-rich soil and bacterial mats surrounding hydrothermal vents, they also opportunistically feed on any carrion that falls within their swarm. Though a turucambi worm swarm cannot move as other swarms can, they have natural defenses that can prove quite dangerous to predators and careless adventurers alike. Turucambi worms are quite durable due to the large amount of mineral ore absorbed by their bodies. This accounts for their natural Armor Class bonus and their Damage Reduction.

About 33% of a swarm of turucambi worms reproduces each year. The top half of the worm breaks off, seals itself at both ends, and simply floats away with the current until it comes to another suitable habitat. Most of these don't go far as they get caught up in the swarm carpet itself and end up increasing the number of worms in the patch they just broke away from.

Few creatures larger than tiny-sized make their lairs near to the turucambi worm's habitat. As a result, any size Small or larger creature detected by the worms will be seen as a threat and attacked as soon as it comes within range. When a swarm of turucambi worms detects any creature larger than Small, it shoots minute jets of heated chemicals at the intruder.

If any creature comes into contact with a swarm of turucambi worms, the swarm will attempt to bite the creature with the tiny mouths at the top end of their bodies. These bites are extremely weak – intended for picking at carrion over a lengthy period of time. Though there are many of them, the bites of a swarm of turucambi worms can only cause damage to a creature with no natural armor bonus and is wearing no material that provides an AC bonus of +1 or greater (unless that creature touches the turucambi swarm with an unprotected part of their body, like a bare hand). Otherwise, the tiny bites simply snag a bit at clothing and hair, but cause no damage.

Chemical Jet: The chemical jet acts like a breath weapon with a range of only 10 feet in any direction. This chemical jet covers only two 5 foot squares adjacent to the swarm or the two 5 foot squares immediately above it. It deals 1d6 hit points of fire and 1d6 hit points of acid damage per hit die of the swarm, though a successful Reflex save (DC 13) reduces that damage by half. Each swarm of turucambi worms may use this chemical jet attack once every 1d4 rounds just as if it were a breath weapon.

Once a swarm of turucambi worms suffers its total hit points in damage, enough of the swarm has been destroyed to prevent it from causing any more harm to an opponent. Such a depleted swarm will usually replenish itself within two years as long as no specific effort has been made to wipe out the entire colony.

Tremorsense: Turucambi worms are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 10 feet. They can also sense the location of anything moving through the water within 10 feet.

¹²Based on Pompeii Worms.

DRAGON'S FOOT SNAILS¹³

N tiny aquatic animal

Init: -4;

Senses: Tremorsense 30 ft

AC: 18 (+2 size, -4 Dex, +10 natural), touch 8, flat-footed 18

HD: 2d8+10 (20)

Fort: +8, **Ref:** -3, **Will:** +2

Spd: 5 ft

Melee: Nil

Ranged: Sonic Shriek

Space/reach: 5 ft/0 ft

Base Atk: +2, **Grp:** -8

Abilities: Str 16, Dex 3, Con 20, Int 1, Wis 11, Cha 6

Special Attacks: Sonic Shriek

Special Qualities: Magnetism, Resistance to acid 10, Resistance to fire 20, and Resistance to sonic 30, Damage Reduction 10/adamantine or magic.

Feats: None

Skills: None

Environment: Any aquatic near a hydrothermal vent or other extreme source of heat.

Organization: 2-12

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Small); 5-8 HD (Medium)

Level Adjustment: --

Snails the size of your head crawl lazily upon the surface of the hydrothermal vent's smokestack extracting nutrients and leaving a smooth trail behind them. Their shells are a sparkly metallic grey and the 'foot' of each snail appears to be covered in thick, dark scales.

Dragon's foot snails are innocuous, chemosynthetic creatures living in the extreme environment of hydrothermal vents. There, they peacefully spend their entire existence feeding off the mineral wealth of the oerth that settles back down to the sea floor after spewing from the smokestacks which they climb upon. They pose no threat to anyone or anything unless they are attacked or startled.

Combat

They are seldom accosted, but if the smokestack they are crawling upon is attacked or if there is combat between other creatures within 20 feet of them, they will let loose a sonic shriek in self-defense and continue to do so as often as possible until they feel that the threat is no longer present.

As a dragon's foot snail feeds upon the mineral and chemical output of the hydrothermal vent, it absorbs an abundance of iron and other metals into its system. It uses these minerals to build its shell and scales over the top of its foot that are nearly impervious to damage. If the creature is pried off of the smokestack with a successful opposed Strength check, the underside of its foot is only AC 12 and has no Damage Reduction.

It is rumored that some undersea races have attempted to fashion armor from the shells of dragon's foot snails, but the success of such a venture has yet to be seen.

Magnetism: A side effect of the large amount of lead the dragon's foot snails consume is that they have a magnetic affect upon ferrous metals that come within their vicinity. This serves to attract the creatures to additional sources of nutrients, but can be a hindrance to them when the rare metallic weapon is brought near. The first affect of this quality is that all metallic weapons, and those with metallic heads, receive a +2 bonus to hit and damage when wielded against the dragon's foot snail. Secondly, the wielder must succeed on a DC 15 Strength check immediately after each attack to pull the weapon free of the snail. If the check is failed the weapon is stuck until the wielder's next turn (when another DC 15 Strength check may be attempted as a Standard or Move Action) or until someone else successfully pulls the weapon free (again, such an attempt from another person requires a Standard or Move Action on his or her part).

Sonic Shriek: The dragon's foot snail can emit a high-pitched shriek once every 1d4 rounds in a 20 foot radius of its body. This causes 5d6 points of sonic damage to anything subject to it.

Tremorsense: Dragon's foot snails are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 30 feet. They can also sense the location of anything moving through the water within 30 feet.

¹³Based on Scaly-foot Gastropods

PIRANHA SNAILS¹⁴

N fine aquatic swarm

Init: +4;

Senses: darkvision 30 ft, Spot +5_

AC: 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

HD: 2d8+7 (16)

Resist: Sonic 20, Fire 15, Acid 10

Fort: +6, **Ref:** +3, **Will:** +5

Spd: Swim 10 ft, Jet 30 ft

Melee: Touch +4 (2d4 acid plus blood drain)

Space/reach: 10 ft/0 ft

Base Atk: +3, **Grp:** +10

Abilities: Str 1, Dex 14, Con 14, Int 2, Wis 13, Cha 12

Special Attacks: Acid, Blood Drain
Special Qualities: Jet, Resistance to acid 10, Resistance to fire 15, Resistance to sonic 20, Swarm traits
Feats: Toughness
Skills: Hide +10, Spot +5
Environment: Any aquatic near a hydrothermal vent or other extreme source of heat.
Organization: Solitary, tangle (2-4 swarms), or army (7-12 swarms)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: --

After studying the creature before you for a moment, you realize that it is covered with minute transparent spots which appear to quiver from time to time. As you focus your attention upon this movement, the entire surface of the creature shivers and a nearly translucent cloud of thousands of miniature pieces springs from the creature directly at you!

A piranha snail swarm is made up of fine parasitic, nearly translucent snails that typically inhabit giant tube worms growing near subaquatic sources of extreme heat. The acidic slime the swarm exudes slowly overcomes the giant tube worm's resistance so that their relatively weak

proboscis can penetrate the tough skin of their usual prey.

Combat

A piranha snail swarm is 50% likely to abandon its current host to attack a new one as soon as it senses a living creature of Medium size or larger within 30 feet of it if it has been on its current host for more than a day. This chance increases by 5% each 5 feet closer the creature comes to the swarm.

The swarm covers any victims in its squares needing only a touch attack to hit as the fine snails crawl inside armor and soft spots in a creature's natural armor. Both the acid damage and the blood drain are automatic each round after an initial touch attack has succeeded.

Blood Drain: A piranha snail swarm drains blood each round that it remains within the same square as its victim after scoring the first successful touch attack. Fortunately, this only results in a single point of damage per round, but if not healed, will result in 1 point of Constitution damage each minute (10 rounds).

Jet: A piranha snail swarm can absorb its weight in water then expel it from its tail to jet up to 30 feet in any direction. It may only jump once every 1d4 rounds as it requires that much time to store up enough water in between jumps.

¹⁴Based on Carnivorous Snails.

APPENDIX II: NEW MAGIC

SPELLS

First, many spells that are taken for granted by air-breathers quite obviously won't, or shouldn't, work properly, or at all, in an underwater environment. It is unnecessary to include a comprehensive explanation of the changes that should be applied to every officially published 3.5 edition spell in this work, so each DM is going to have to adjudicate the effects of spells cast underwater as s/he deems most appropriate for their own campaign (see *Appendix V: Underwater Effects* for some guidelines). However, below are some specifics for a few of the spells used by the PCs' opponents in this adventure.

BLAST OF FORCE

As normal (*LoM* 209), but under water it deals an additional 1d6 sonic damage and pushes the target back five feet (as if s/he had been bull rushed) on a failed save instead of being knocked prone.

DRAMIJ'S AQUATIC SUMMONS

Conjuration

Level: Sor/Wiz 6, Travel 6

Components: V, S, M, F

Casting Time: 1 Full Round Action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 3 individuals plus 1 per three caster levels.

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes (unwilling targets)

Drawmij's aquatic summons is a variation of the *teleport* spell. It allows a caster to partially teleport creatures to another location of his choice. The caster may include or disinclude himself in the total number of targets as s/he wishes. Unwilling targets get both a saving throw to resist the effects and spell resistance if they have it. Willing targets need not strive against the spells effects and may be automatically affected, though spell resistance must still be overcome. This spell works only upon living and undead matter, so inanimate objects (unless carried/worn by affected individuals) and constructs, for example, may not be successfully targeted by this spell.

When cast, the targets see their current environment fade behind the environment of the new location to which they are being transported, which must normally be underwater. Their transportation is, however, only partial. Their physical forms are now split in a ghostly manner with half of their physical presence remaining in their original location and the other half being magically transported to the new one. This does not result in the PC's two halves counting as being incorporeal, but is more akin to shadow magic.

The transported half of the target's physical form gains the effects of a *water breathing* spell and immunity to the harmful effects of deep water pressure. Furthermore, all damage suffered by either half of the target's body is halved, as is any damage dealt by either half. A target's

conscience resides in the transported half of its body, so only that half may take action. However, the target will feel the effects of anything physically affecting its unconscious half. Damaging effects that cause instant death without doing a number of hit points worth of damage grant the target in such a state a +10 bonus to his saving throw, but operate normally if the save is failed. The effects of this spell may only be ended prematurely by the caster or a successfully cast dispel attempt.

The ghostly half of the target's physical body left in its original environment mimicks any movement or action taken by the conscious portion of the target's body in the new location. Thus it is common for the caster, or another trusted associate, to stand guard over the unconscious halves of the target's bodies while the spell is in effect.

This spell may be altered by a caster with the appropriate Spell Adaptation feat or a successful Spellcraft check to work in an environment other than underwater. In such a case, the transported half of the targets will automatically gain the minimal amount of resistance to the naturally occurring damaging effects of the environment into which they have been transported.

Targets affected by this spell whose unconscious halves are attacked, may defend themselves as if their opponents had partial concealment. They can still see their original environment if they adjust their focus as if looking into a reflection in a still pool. Such a victim that is being attacked in the new location at the same time, however, treats his opponents in the original location as if they had total concealment and must choose which environment/half to focus his actions within.

The foci for this spell (which are not consumed) are a small scale replica of the location to which the Summons will take the targets and a prism. These items are placed within a bowl of water and are not consumed in the casting. Also required is a pearl of not less than 50 gp value per target which is consumed in the casting. Disturbing the remaining material components while the spell is in affect has no effect on the targets or the spell's duration. However, the death or unconsciousness of the caster will prematurely end the spell's effects.

GUST OF WATER

As *gust of wind*, but this evocation creates a spray of water that works properly in an underwater environment, but with reduced effectiveness in airy environments.

HOLD PLANT

This spell functions like *hold person* and *hold animal*, except that it affects a plant instead of a humanoid or an animal.

INSECT PLAGUE

The vermin summoned by this spell underwater will be diminutive or fine aquatic centipedes, crustaceans, and even fish.

SUMMON (AQUATIC) SWARM

Underwater, this spell functions in all ways as a *summon swarm* spell normally does, but may be used to summon a swarm of piranha snails, turucambi worms, or eels (identical in its effects underwater to a swarm of bats on the surface).

WATERPROOF

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: S, M

Casting Time: 1 Full Round Action

Range: Touch

Area: 1 inanimate object no larger than 1 cubic foot/level

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

This spell enables the caster to make any inanimate object within the limited area of affect waterproof. The object may be mundane, magical, or dead matter that once was living (but not currently undead). If the object has spell resistance, it must be bypassed in order to add this magical protection or the casting simply fails.

The material components include oil from the uropygial gland of a duck or goose or a piece of a leaf from a rubber tree.

Waterproof can be made permanent with a *permanency* spell.

WATER WALL

As *wind wall*, except this evocation creates a wall of water that works normally within an underwater environment, but is at only half strength in an airy environment.

ITEMS

ASTROSUS¹⁵

After wresting the weapon in battle from the Death Knight, Sir Maeril of Naelax in 392 CY, St. Ceril the Relentless secreted the nearly indestructible blade so that its undead master could not retrieve it. Since his ascension, the followers of that worthy have done their best to keep the vile weapon out of Sir Maeril's grasp. Each time the Death Knight or his minions appeared to be close to discovering its whereabouts, its guards would move it to a different location. Until recently, they were quite successful in these efforts.

Unfortunately, Demogorgon's *ixitxachtli* minions managed to intercept the latest attempt to move the blade and claimed the weapon in their patron's name. Gwallawg has made Demogorgon aware of his success in this venture and the Prince of Demons has, in turn, informed his servant Death Knight. Sir Maeril is currently en route to reclaim the sword, which was crafted incorporating his brother's skull and imbued with his spirit. Woe betide the PCs should they be found in possession of it when he arrives.

Beneath Tar Hill on Asperdi Isle, *Astrosus* was crafted by Priests of Hextor within the deep cavern of the *Cauldron of Night*¹⁶. The blade is made of a dark, unholy, iron-like material hewn from the side of the *Cauldron* itself. The jawless portion of Sir Farian's skull is magically fused to the blade in position to act as a guard for any hand gripping the pommel (appearing much as a basket hilt). As the only portion of Sir Farian's body to survive the blast of holy fire summoned forth from the *Orb of Sol* by Saint Benedor, it remains the repository of the traitor knight's vile soul. Thus, the weapon is sentient, but it is far more than

that. It is also possessed by 9 horned devils (Cornugon; MM 55) whose incessant urging of the sword's possessor to greater and greater acts of evil eventually drive the wielder to a cold insanity.

Also known as the Sword of Woe, *Astrosus* is a *cold iron, human bane, keen, unholy, viscious bastard sword +5* with the following abilities: (NE, Int 10, Wis 18, Cha 18, Ego 32; reads and speaks Common, Neutral Evil, Diabolic, Infernal, and Celestial; can use Read Magic at will; can telepathically communicate with its wielder while in hand; it possesses blindsense, hearing, and darkvision each to 120 feet.)

Its powers include the following (CL 15th):

- 1) It adds 10 ranks to its wielder's Intimidate skill when drawn;
- 2) It adds 10 ranks to its wielder's Disguise skill whether drawn or worn within its scabbard;
- 3) *protection from good* 3/day;
- 4) *fear* 3/day;
- 5) *dismissal* 1/day;
- 6) Special Purpose Dedicated Powers:
crushing despair 1/day and *mass inflict light wounds* 1/day.

7) Drawbacks:

a) *Astrosus* bestows three (3) negative levels upon any non-evil being who so much as touches it. Although these negative levels never result in actual level loss, they remain as long as *Astrosus* is held or carried on one's person and cannot be overcome in any way (including *restoration* spells).

b) The *Cauldron of Night* infused the blade with the souls of 9 horned devils from those realms of Hell accessible to it. Through the promptings of these fiends, Sir Farian constantly exerts *Astrosus'* wielder to evil action. These incessant instigations to vile murder and worse inevitably drive any wielder insane. At the end of each battle in which *Astrosus* is drawn from its sheath, the sword attempts to dominate its wielder. The wielder must win this personality conflict by succeeding at a DC 32 Will save or become subject to the effects of a *morality undone* spell (LoM 212) and be under the direct control of Sir Farian (who is highly influenced by the devils inhabiting the weapon – thus, the neutrality of the weapon's evil alignment). This effect may be thrown off with a successful attempt at another DC 32 Will save after 24 hours or as soon as the PC becomes involved in another critical situation (such as deadly combat). As soon as the wielder fails three such saves in a row, the effects of the *morality undone* spell become permanent.

Though the devils encourage myriad atrocities, *Astrosus'* Special Purpose is to destroy all servants of Heironeous, especially divine spellcasters like St. Benedor who destroyed his undead human form and St. Ceril who absconded with him/it. It will use its Special Purpose Dedicated Powers to destroy the lesser servants and associates of its primary target. That primary target will be any Cleric or Paladin of Heironeous, if one is present, any other spellcaster venerating Heironeous next, followed by all others who propitiate the god of valor.

Through extensive divination and dangerous questing, PCs may discover that the only way to destroy the weapon is to release the souls of all 9 devils trapped within and magically bind them so that they cannot be returned to the blade, which acts as their soul object. *Mordenkainen's disjunction* and anti-magic effects treat the sword as an

artifact and, if successful, only cause 1d3 of the devils to be evicted. They remain in physical form until destroyed at which point their souls are drawn back into the blade.

Each time *Astrosus* is successfully struck by a *Holy* weapon in a purposeful attempt at a sunder action against it, one devil is 'jarred' free of the blade. It will spend its first round free of the blade forming a physical body, then it will attack any non-lawful evil creatures nearby. Though *Astrosus* cannot, itself, be sundered in this manner, the weapon used against it suffers a normal chance to be sundered in turn if *Astrosus* beats the PC with its opposed roll: *Astrosus* gets an opposing roll with a +15 bonus (Sir Farian's BAB).

Spells such as the various *planar bindings*, *soul bind*, *trap the soul*, *limited wish*, or *wish* must be used following each such event to capture the soul of the devil released (whether it is first slain or not). Otherwise, the sundering attempt is all for naught as the souls of slain devils simply return to imprisonment within the blade the following round. Once the souls of all 9 devils are safely entrapped, *Astrosus* is vulnerable to destruction at the hands of a divine Heironean spellcaster.

That individual must lay the weapon upon an altar dedicated to Heironeous within one of that god's temples, pour seven vials of holy water upon it while casting *holy word* (it may be cast by an associate instead), and succeed in a personal struggle of wills against the weapon (DC 32 Will save). If successful, the sword must then be sundered as a normal weapon upon the altar before the *holy word* spell ends.

If any individual casts *Mordenkainen's disjunction* upon *Astrosus* during this ceremony, it disrupts the sword's ability to concentrate on the battle of wills sufficiently to allow the individual making the saving throw a +10 bonus to the roll. An *anti-magic field* is of no use in this ceremony as it would disrupt the effects of the *holy word* as well. If the Will save is failed, the PC suffers domination by the blade and the effects of a *morality undone* spell. Depending upon the circumstances, *Astrosus* will likely have the PC pretend to have defeated it, pick it up as if to sunder it, then attack by surprise if it thinks it can escape in the dominated character's hands.

¹⁵Living Greyhawk Journal No. 7, January 2002, *Demogorgon's Champions: The Death Knights of Oerth, Part Two*, p. 97 (LGJ Compendium 00-25, p. 212)

¹⁶*Mysterious Places: The Cauldron of Night*, Paul Looby
<http://www.wizards.com/default.asp?x=lg/lgmp/20080527a>.

BAG OF TRICKS (PUFFER FISH)

This magical, bladder-sized pouch appears to be made of a living puffer fish. In order for its owner to make any use of it, he or she must spend one round inflating it as if it were a balloon. Then, it can either be used to store items within it (inserting and retrieving items from the mouth) as if it were a small Bag of Holding, or a spine may be pulled from its side and hurled or dropped in order to summon forth a random creature from the list below. This magical item will be destroyed (the fish will die) if removed from water for more than 10 consecutive minutes.

In all other ways, this item corresponds to the specifics of the more common types of *bags of tricks*.

d%	Animal	Source
01-20	Hippocampus	SW 153
21-50	Shark, Huge	MM 279
51-75	Crab, Lg. Monstrous	SW 141
76-90	Ramfish	SW 156
91-00	Giant Octopus	MM 276

CARNELIAN OF CARNAGE – STONE OF UNHINGING

See the sidebar on pages 65 - 66.

CORAL SEA HORSE

As *stone horse – courser*, except that it becomes a typical hippocampus (SW 153) that must be fed pearls, rather than gems, to be healed.

FIGURINE OF WONDROUS POWER – PEARL DOLPHIN

This thumb-sized statuette (which may be worn as either a brooch or a necklace) is actually carved from mother-of-pearl, but has two tiny pearls inset as eyes. Upon command, a *pearl dolphin* becomes a real dolphin with the statistics of a porpoise (MM 278), but having an Intelligence of 12 and a swim speed of 120 feet. It may be summoned up to twice per week for a maximum of 12 hours per summoning.

In addition, the color of the pearls used as its eyes determine the magical effects the pearl dolphin may use each time it is summoned. These spell-like abilities may be used at its own or its owner's discretion all at CL 7th. The following pearl colors and their associated powers are known, though it is likely that others exist.

Color	Magical effect	Use/day
Pink	<i>magic missile</i>	Twice
White	<i>water breathing</i>	Twice
Silver	<i>lightning bolt</i>	Once
Cream	<i>disguise ship</i> (SW 115)	Twice
Yellow	<i>shout</i>	Once
Gold	<i>flowsight</i> (SW 117)	Once
Black	<i>cone of cold</i>	Once

Note that these spell-like abilities operate normally underwater for the *pearl dolphin*, because, as a porpoise, it counts as having the aquatic subtype.

GOVANNAN

Govannan is an intelligent, magic, holy symbol of Celestial with the following abilities:

(NG, Int 10, Wis 17, Cha 17, Ego 17; it reads and speaks Common, Neutral Good, Aquan, and Celestial; can telepathically communicate with its possessor while worn; and it possesses 120 foot darkvision and hearing.)

Its powers include the following (CL 7th):

- 1) It adds +5 to its possessor's skills in Knowledge (the planes) and Knowledge (religion);
- 2) *locate object* 3/day;

- 3) *cure moderate wounds* (2d8+7) 3/day;
- 4) *Continuous detect scrying*;
- 5) Special Purpose Dedicated Power: *divination* 1/day.



Its special purpose is to defend all non-violent travelers it encounters and to destroy all those who promote slavery. It will not try to force its possessor to accompany every traveler s/he encounters, but will insist that the peaceful traveler be afforded every reasonable boon the PC can provide before parting company. Nor will *Govannan* insist that its possessor make foolhardy attacks upon every slaver or slave owner s/he encounters, as long as that PC is planning a means of accomplishing the goal of freeing what slaves they may and ending the future threat to freedom such enslaving entities represent. It will only use its Special Purpose Dedicated Power in the pursuit of these special goals.

In order for this item's powers to be available to a PC, that character must wear the holy symbol somewhere on the outside of his or her attire. It does not need to be prominently displayed as if the wearer were a Cleric, or even a follower, of Celestial, but must not be hidden. (Most gods do not object to their followers propitiating other gods whose alignments do not diametrically oppose their own, so only evil gods would object to such a display of *Govannan* as Celestial is a Neutral Good god.)

HALIGAST

This *holy, ghost touch dagger* +3 has the following abilities:

(NG, Int 10, Wis 14, Cha 14, Ego 12; it reads and speaks Common, Neutral Good, and Celestial, and has 120 foot vision and hearing)

Its powers include the following (CL 5th)

- 1) It adds +5 to its wielder's Spot and Listen checks whether worn or in hand;
- 2) *bles* 3/day;
- 3) *detect undead* 3/day.



HORN OF AIRY WATER

These magical conchs are usually gilded by their crafters in gold or silver, decorated with filigree, and adorned with pearls or gems. There is no special indication (other than by magical divination) that this item is anything more than an expensively produced underwater instrument.

If sounded, up to three times per day, the conch will summon the effects of an *airy water* (SW 113) spell centered upon the item's operator

(CL 9th). If sounded more than three times in a 24 hour period, upon the fourth and further soundings the conch will bring forth a deep, ululating, dischordant sound that causes 5d6 sonic damage to all creatures (including the sounder) within a 20-foot radius. The Horn's number of appropriate uses in the following 24 hour period(s) will be reduced by the number of excessive times it was blown in the previous 24 hour period. In addition, each of these excessive uses has a cumulative 5% chance of shattering the Horn until it has had enough time to return to its originally intended use.

Moderate Conjunction; CL 9; Craft Wondrous Item; *airy water*; Price 30,000; Weight 1 lb.



THE WYNDOSOME WENCH

This magical wooden ship's figurehead is carved in the shape of a beautiful female nymph. She is clothed in a diaphanous gown, her hair flowing behind her head as if blown by a strong wind, her arms outstretched as if to embrace the sea as a lover.

Dipsy's soul shawl was magically woven into the fabric of this figurehead and she is tied to it just as she is tied to her shawl. Being a little short on wisdom for her kind, Dipsy bargained with a wizard for magical protection and trinkets. In exchange, she agreed to be bound to his service whenever he took to sea. As his seafaring occupied only a few months each year, this was agreeable to the nereid. Having successfully negotiated the services of a skilled ocean guide, the wizard set about to bind her to that agreement and to safeguard his new asset. He incorporated her soul shawl into a special figurehead he commissioned for his ship, added further enchantments to protect Dipsy from harm, and gifted her with a few magical trinkets to enhance her protection and amusement. The terms of the agreement required Dipsy to serve as a guide and guard for the ship any time that it was not at anchor or port. When the ship is at anchor or in port, her soul shawl forms in a ghostly image upon her shoulders and she is free to travel up to a day in any direction from the magical figurehead. When anchor is lifted or the *Wyndsome Wench* leaves port, she is magically summoned to return and must remain within 100 yards of the ship (though it may take her up to a day to make the return trip).

This arrangement proved pleasing to both nereid and wizard until the wizard's unexpected death. The wizard's ship (also named the *Wyndsome Wench*) was eventually sold at auction, the special qualities of its figurehead unbeknownst to all. Satisfied with this state because the alternative was to be subject to the whims of a new master, Dipsy suffered the restrictions forced upon her by the magically binding agreement. When Reod discovered her secret and subjected her to humiliating commands on the threat of revealing it to the captain, Dipsy grew furious. Now, Dipsy constantly taunts Reod's ghost and retreats to the safety of the *Wyndsome Wench* when Reod manages to catch her by manifesting next to her.

Dipsy will not object to returning to a status of servitude similar to that which she was under with the wizard, but will attempt to bargain for as much freedom as possible. (Canny PCs may discover that the magical conditions of her original oath remain in effect and can't be altered by mere verbal agreement.) Her Chaotic nature, however, will cause her to grow more and more resentful of any length of servitude until she begins to purposefully sabotage the ship master's efforts on the sea. The chances of this happening may be determined according to the following formula: (weeks of required servitude per year times [1% plus 1% per year of previous servitude]). Thus, if the PC(s) claiming ownership of the *Wyndsome Wench* keep their ship at sea for three months (12 weeks) in the first year, at the end of that time Dipsy will have a 12% chance of becoming so resentful that she begins to sabotage the ship and entice dangerous sea creatures to attack it whenever possible (12 x [1 + 0]). If Dipsy does not become resentful at the end of that year and the ship is then kept at sea for another three months (12 weeks) the following year, Dipsy will have a 24% chance at the end of that second year of servitude to become resentful (12 x [1 + 1]).

The *Wyndsome Wench* has the following magical properties which it confers upon Dipsy:

Fast Healing 5: Constant.

Meld Into Wyndsome Wench: At will, Dipsy has the ability to meld her physical form into the *Wyndsome Wench* figurehead as if using the *meld into stone* spell. She may remain in this state indefinitely and cannot be harmed or affected by physical attacks or spells unless the *Wyndsome Wench* is first destroyed (at which time she is harmlessly, but instantly, expelled from the object.)

Restoration: 1/day as the spell.

Protection from Good/Evil/Law: As the spells, but constant.

When it is attached to any ship as a figurehead, the *Wyndsome Wench* allows whoever commands the ship to call upon the power of each of the following tokens once per day:

- *Quaal's feather token (Anchor or Fan):* Affects only the ship upon which the 'Wench' is affixed.

The *Wyndsome Wench's* physical characteristics have been strengthened by the magic used to empower it. The resulting statistics are:

Hardness: 10, Hit Points: 50

Major conjunction; CL 13; Craft Wondrous Item, *limited wish* (or *heal*, *restoration*, and *meld into stone*) and *major creation* (or *planar ally*); Price 95,000 gp.

APPENDIX III: NEW MAGICAL LOCATIONS

COLD SEEPS AND HYDROTHERMAL VENTS

These magical geological phenomena are usually the result of the confluence of various elemental magics below the surface of a body of water, though on rare occasions they manifest on the surface of the Oerth as well. When such magic is combined to pierce the oerth's crust to a severe depth, dangerous gases, chemicals, and other strangeness emerge from the wound.

Because of the magical nature of the Oerth itself and the means by which its crust was punctured in these instances, cold seeps and thermal vents, as they are known to aquan races, exhibit an eclectic range of physical and magical effects. Their manifestations may include any or all of the following.

COLD SEEPS

Cold seeps are wounds in the Oerth that seep brine or gas that is generally the same temperature as the surrounding water. The elements rising from cold seeps bring with them minerals not found anywhere else on the surface of the planet. The living organisms that make their homes near cold seeps eek out a poor living from these scant nutrients, but have managed to evolve a hardy fortitude which results in extremely long-lived specimens.

Flora native to cold seeps may include microbial mats that are the equivalent of aquatic yellow mold colonies, green slime, or ochre jellies as well as many odd-looking, though harmless, aquatic plants. Native fauna includes giant varieties of albino crabs, clams, and mantis shrimp as well as a host of their normal-sized cousins.

A) Brine Pools: These cold seeps form pools in depressions on the sea floor which are created when powerful elemental Earth and Water magics are used to dig an extremely deep hole into the oerth's subaquatic crust. The dark blue liquid filling these pools rises to fill the hole, but is heavier than water. It does not mix with the water above, but prevents water from draining down into the hole. On the surface of the Oerth, these secretions result in mud volcanoes with the same qualities as brine pools.

Brine pools may be of any size, but are generally between 5 and 20 feet across. The walls of the original hole usually collapse in upon themselves resulting in a depression with a radius larger than that of the original excavation. Its walls slope down from the edge until the center of the shallow pool is only about one fourth as deep as its radius. The briny liquid rises from below, oozing its way through cracks in the fill.

All brine pools radiate an *anti-magic shell* with an area of effect usually extending five to ten feet beyond the edge of the pool itself in the shape of a dome that rises to a height equal to the pool's radius or ten feet, whichever is higher. The archmage, Drawmij, has theorized that this effect is a direct defensive reaction of the Oerth to the magics that were used to wound it. There is also evidence that undead creatures are attracted to brine pools or that, possibly, the brine pools encourage the creation of undead creatures near their vicinity.

If any object is submerged even partially within the brine, it acquires

the anti-magic quality, but only with respect to itself. Thus, if a weapon is dipped into the liquid brine, it temporarily becomes non-magical for the next 2d4 hours if it fails a DC 20 Spell check. If a living being touches the brine, it must succeed at a saving throw (Will DC 20) or have every non-permanent magical spell or affect currently in effect upon its person immediately dispelled. Permanent magical spell-like (Sp) abilities are temporarily subverted, though extraordinary (Ex) and supernatural (Su) abilities are unaffected. (Note: Normally, anti-magic fields suppress supernatural abilities as well, but the brine pools do not. Drawmij points to this fact in support of his claim that the effect has a supernatural, divine, source.) The ability to use these powers will return when the anti-magic effect wears off.

In addition, the individual failing the saving throw will suffer (or enjoy, as the case may be) a Spell Resistance of 20 for the same period of time. This SR may not be voluntarily waved by the victim (in order to benefit from curative magics, for example). Whether the victim is above or below water, this effect lasts for the next 2d4 hours.

Any of the liquid removed from a brine pool will retain its anti-magic qualities for 1d4 days, at which time it becomes inert. If ingested before that time (or directly from the pool) for any reason, the drinker must make a DC 20 Fortitude saving throw or become poisoned (1 Int*/2d6 Int) in addition to suffering the anti-magic effects of the brine. However, if the individual succeeds at the save versus poison, s/he will benefit as if they were the recipient of a Spell Turning effect (1d4+6 spell levels turned). This effect will last until used up or 2d4 hours have passed. This benefit cannot be regained within the same 2d4 hours whether spell levels of turning ability remain unused or not. Thus, if a second drink is taken before that time is up, the drinker only risks extending the effects of the Spell Resistance and further potential poisoning.

The opaque brine is a bright blue and creatures will not be able to use non-magical vision of any kind within its depths or to see below its surface. Nor is it possible for water breathing creatures to breathe the brine of a brine pool as it counts as an area of airless water (SW 13).

* This effect is permanent.

B) Pockmarks: These types of cold seeps exist as small craters which tend to be about twice the size of brine pool depressions though they are not filled with any special liquid. Instead, these cold seeps usually fill with silt and would prove extremely difficult to locate except for the frequent, sometimes constant, escape of bubbling gases from the area. Most may be walked across as if they were normal undersea terrain, but some may be filled with a less-dense silt that sucks at the feet of any creature traversing it. A newer pockmark may have only a thin layer of silt covering it which leaves the depression's existence fairly obvious.

Pockmarks are the result of elemental spellcasters combining the powers of Air and Earth to summon forth the elemental components of the air from beneath the Oerth. This concentration of gases forces a cavernous space within a few feet of the surface which later collapses when the elementalists abandons his experiments. These sometimes volatile gasses, however, continue to escape at a decreasing rate for decades, even centuries, as gas continues to be drawn into the cyst.

The bubbles of gas that rise from a pockmark may be captured with

the right equipment and bottled as a potion. Generally, this process requires specialized underwater alchemical equipment costing twice the normal amount for such a laboratory, but once this is acquired the cost of potion creation is reduced by 25%. It is not possible to determine the effects of the gas from a particular pockmark through visual observation.

Any creature breathing (water or otherwise) within the area of the gas bubbles must make a DC 20 Fortitude saving throw. Failure means that the victim suffers one of the results from the Pockmark Poison Table. This poisoning effect is determined randomly each time an individual fails a saving throw for ingesting the gas from a pockmark and may affect separate individuals differently or even affect the same individual differently each time s/he fails the saving throw for the same pockmark. If the save is successful, the fortunate individual enjoys the magical effect of the gas leaking from that pockmark. Ingesting a potion's worth of the gas takes a Full Round Action as if drinking a potion and remaining in place. Once the gas escapes the water into the air above, it disperses too quickly to have any effect. If the vertical path of the escaping gas is disrupted sufficiently (as adjudicated by the DM), it will also lose its efficacy.

Known possible effects of the gas escaping from a pockmark may include the following, though others as yet undiscovered may also exist.

Pockmark Poison Table (% result)

01-20	Confused
21-40	Enraged
41-60	Pained
61-80	Sickened
81-00	Slowed

Note: Any of the poisoning effects may be ended by a successful attempt to *dispel magic* (DC 20), casting *neutralize poison* upon the victim, or successfully treating the victim via a DC 20 Heal check (though violent victims will first need to be restrained). Otherwise, these effects last for 5d4 rounds after a victim has last been subjected to their effect (i.e. has stopped ingesting the gas bubbles).

- **Confused:** The victim is affected as if suffering from a *confusion* spell.
- **Enraged:** The victim is affected as if by the *rage* spell and will immediately attack the nearest living (or undead) being for a number of rounds equal to 3 plus his newly improved Constitution modifier or until the effects are successfully ended. Once the *rage* bonuses/penalties end, an Enraged individual will continue to attack until the effects of the poisoning end (5d4 rounds) if left unrestrained, though they are subject to the effects of fatigue and exhaustion.
- **Pained:** The victim is affected as if by a *symbol of pain*.
- **Sickened:** The poison's effect is Unconsciousness (5d4 rounds)/2d6 Con. Constitution loss is temporary damage.
- **Slowed:** The victim suffers effects identical to that of a *slow* spell (5d4 rounds).

Pockmark Magical Effect Table (% result)

01-20	<i>airy water</i>
21-25	<i>bear's endurance</i>
26-30	<i>bull's strength</i>
31-35	<i>endure elements</i>
36-45	<i>fire breath</i>
46-55	<i>haste</i>
56-65	<i>lesser restoration</i>
66-70	<i>protection from energy</i> (random)
71-75	<i>resist energy</i> (random)
76-95	<i>water breathing</i>
96-00	Roll for two effects.

- **Airy Water:** The many bubbles escaping from this type of pockmark create an effect like that of the *airy water* (SW) spell in a cylinder extending all the way to the surface of the water with a radius equal to that of the pockmark itself. If something disrupts the flow of the gas from this type of pockmark, the effect usually immediately ends as the gas is generally too dispersed for the effect to continue. In addition to the normal effects of *airy water*, an individual making a successful saving throw when breathing this type of gas has the duration of his *water breathing* magic increased by 50% unless it comes from an item.
- **Bear's Endurance:** The gas from this pockmark affects the breather as a potion of the same name.
- **Bull's Strength:** The gas from this pockmark affects the breather as a potion of the same name.
- **Endure Elements:** The gas from this pockmark affects the breather as a potion of the same name.
- **Fire Breath:** The gas from this pockmark bestows upon the drinker the ability to spit gouts of magical chemicals that superheat the water as if he had imbibed an *elixir of fire breath*. He can breathe this fiery concoction up to three times, each time dealing 4d6 points of fire damage to a single target up to 15 feet away underwater. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.
- **Haste:** The gas from this pockmark affects the breather as a potion of the same name.
- **Lesser Restoration:** The gas from this pockmark affects the breather as a potion of the same name.
- **Protection from Energy:** The gas from this pockmark protects the breather from 60 points of damage from the type of energy indicated on the table below.

Random Energy Protection Table (d6 result)

- 1 Acid
- 2 Cold
- 3 Electricity
- 4 Fire
- 5 Sonic
- 6 Roll for two types of energy.

• **Resist Energy:** The gas from this pockmark affects the breather as a potion of the same name. Roll on the *Random Energy Protection Table* above, then roll on the *Random Energy Resistance Table* below for the amount of protection bestowed. (If two types of energy are rolled on the previous table, roll separately on the following table for the amount of resistance bestowed by each type.)

Random Energy Resistance Table (% result)

01-60	10 points/round
61-90	20 points/round
91-00	30 points/round

• **Water Breathing:** The gas from this pockmark affects the breather as a potion of the same name.

HYDROTHERMAL VENTS

Like cold seeps, these highly magical phenomena are the result of elemental magics being directed against the oerth's crust. On dry land, they exist as hot springs, fumaroles, and geysers. Beneath the surface of the oerth's seas and lakes, however, they exist as black or white smokers, though both types are also referred to as sea vents.

Fauna commonly living near either type of smoker includes tube worms, clams, crabs, shrimp, snails, octopi, eels, squids, and fish of different sorts depending upon the depth at which the smoker exists. At even the deepest locations, mats of bacteria thrive on the ocean floor near smokers living off the chemicals and minerals given off by them. Monstrous creatures common to such locations include giant octopi, aquatic carrion crawlers, giant tube worms, turucambi worms, dragon's foot snails, and piranha snails. (See *Appendix I: New Monsters* for descriptions of the latter four species.)

Flora is highly dependent upon the depth at which the vent exists. At lightless depths, the chemical-eating bacteria are the only living flora. At depths to which light can penetrate, many different and commonly recognized forms of plant life can be found flourishing on the mineral richness of the sea floor near the vent. The effluvia from the vent is generally poisonous to such plant life, so any found growing near such features will have evolved immunities to such a hot, acidic environment.

Anything near to a hydrothermal vent will be subject to the extreme heat radiating from it. This heat will cause 2d6 points of fire damage to anyone within 5 feet of the hydrothermal vent, 1d6 points of damage to anyone from 6 to 15 feet away, and 1d4 points of damage to anyone from 16 to 30 feet away from it. Endure Elements is sufficient protection against the 1d4 damage from a 16 to 30 foot proximity, but that spell is not sufficient to prevent any damage suffered from a closer proximity to the vent.

A) Black Smokers: When elementalists of questionable moral character combine the powers of Earth, Fire, and Water to summon forth magics from the Oerth herself, they are many times reluctant to repair the damage they have caused after claiming what they sought. This irresponsible behavior sometimes results in a wound that

continues to vent elements from the depths of the Oerth into the sea above. They can occur at any depth to which such spellcasters may themselves reach, but most frequently are found at more extreme depths as it is closer to the source of those subterranean resources.

Black smokers manifest as chimney-like columns of dark minerals spewing a cloud of mineral-rich, super-heated fluid into the water above. Their appearance is much like that of a smokestack on the Oerth's surface. These chimneys have been known to reach heights up to 200 feet before collapsing (or being knocked over by overeager scientists, er..., alchemists). Many valuable minerals can be mined from the sea floor in the region of black smokers by subaquatic species with the right equipment and knowhow. These elements include lead, iron, copper, zinc, cobalt, nickel, manganese, silver, and gold in descending order of frequency.

The effluvia is poisonous, acidic, and dangerously hot. Anyone breathing (water or otherwise) within the area of the dark cloud must immediately make a saving throw (Fort DC 20) or suffer the effects of the poison, which has an effect similar to that of burnt othur fumes (1 Con*/3d6 Con). Spending a round within the cloud (whether breathing or not) also requires a saving throw (Ref DC 20 half) against the other qualities of the cloud. Failure results in 2d4 points of acid damage and 4d4 points of fire damage.

If this effluvia is successfully captured in some form of heat and acid-resistant, water-tight container it can be distilled and utilized as partial components for an *Elixir of Fire Breath*. This reduces the cost of the creation of that potion by 25%. There is no known benefit to humanoid species for ingesting the effluvia directly from a black smoker.

* This effect is permanent.

B) White Smokers: These types of sea vents are the result of the combination of Air, Fire, and Water magics used to summon magical resources from beneath the surface of the Oerth and left without being 'turned off'. Though they also create chimneys of mineral deposits, they differ from black smokers in their size, chemical, mineral, and magical make-up, and their effects.

White smoker chimneys are generally no more than 30 feet in height and frequently much shorter. This is because their effluvia lack the mineral composition of the black smokers. Instead, the super-heated waters spewing from a white smoker contain particles of barium, calcium, silicon, and other esoteric magical components useful, and comprehensible, only to alchemists and their ilk.

A creature that is within the cloudy effluvia of a white smoker risks exposure to extreme heat and a surprising magical effect upon their person. Such a creature must make a saving throw (Ref DC 20 half) or suffer 4d4 points of fire damage. That being must also make another save (Will DC 20) or take on *Gaseous Form* as if affected by the spell of the same name. Note that plants and creatures of the plant type are immune to this magical effect. Note also that an individual in *gaseous form* immediately floats to the surface of the water. If the being is also breathing (water or otherwise) within the effluvial cloud, it must make a third saving throw (Fort DC 20) or suffer poisoning effects (1 Dex*/2d6 Dex).

*This effect is permanent.

APPENDIX IV: NEW FEATS

PROFANE STRIKE

(cf. *Book of Exalted Deeds*, Sacred Strike)

Your sneak attack is enhanced by your unshakable faith in an evil-aligned deity.

Prerequisite: Sneak attack class ability.

Benefit: When you use your sneak attack ability against a good creature, roll d8s for your sneak attack dice (instead of d6s) and your sneak attack damage is considered evil-aligned for purposes of overcoming damage reduction.

SPELL ADAPTATION (ELEMENTAL [AIR, EARTH, FIRE, OR WATER], EXTRAPLANAR [SPECIFIC PLANE], VOID/VACUUM, ETC.)

You can safely and effectively cast spells in an environment wherein the

spell may be ineffective (e.g. *gust of wind* in a vacuum) or disastrously effective (e.g. *Lightning Bolt* from your fingertips underwater) in that particular environment.


Prerequisites: Int 12, Knowledge (arcana) 4 ranks

In addition, in order to gain this feat, you must have previously adventured within such an environment and experimented with casting spells under its normal restrictions or have studied under a tutor who has done so and has this feat.

Benefit: No Spellcraft check is required in order to successfully cast a spell in your chosen environment in order to prevent its effects being negatively affected.

Normal: In order to cast some spells successfully in certain environments, the caster must succeed on a Spellcraft check (DC 20 + spell level).

Special: Successful participation in the extensive underwater portions of *Agnosco Adventum* qualifies a spellcaster for this feat (Elemental [Water]) if they choose to take it at their next opportunity.



APPENDIX V: UNDERWATER EFFECTS

Most of the following are summarized from rules found in *Stormwrack* and DUNGEON MASTER's *Guide* 3.5e.

COMBAT¹⁷

Table 3–22 on page 92 of the DUNGEON MASTER's *Guide* describes a number of penalties and limitations for characters and creatures fighting in the water. The short summary is simply this:

You take a –2 attack penalty and deal half damage unless you are using a piercing melee weapon or a natural weapon that strikes as a piercing weapon. These penalties apply to both aquatic and non-aquatic creatures. However, creatures with a natural swim speed are not subject to these penalties when attacking with natural weapons that deal piercing damage (including bite attacks) or with their tail attacks. In addition to the natural weapons mentioned on *Table 3–22*, creatures with natural swim speeds are not penalized for the following attacks:

- Tentacle attacks
- Constrict, rend, or rake attacks
- Any natural attack made by an elemental with the water subtype (that is, water elementals can use their slam attacks without penalty underwater)
- Ram attacks, such as the manta ray's ram attack
- Slam attacks that represent full-body rams or battering (as opposed to blows of a fist or limb), such as the porpoise's slam attack.

By contrast, a monk's unarmed strike is subject to the penalties for using bludgeoning weapons underwater, even if the monk has a natural swim speed or is an aquatic creature.

Author's note: In my campaign, any monk worth his or her salt is perfectly capable of making unarmed strikes that effect opponents as

either bludgeoning or piercing attacks. Therefore, it should be reasonable for a Monk to make unarmed attacks underwater without penalty as long as s/he chooses to make them as piercing attacks. However, the slowing effect of the watery environment would inhibit a Monk's ability to make the slashing- and bludgeoning-like movements necessary to block incoming attacks or to dodge incoming attacks as quickly as s/he would be able to on the surface. Therefore, as a balancing factor, instead of taking penalties to his or her attack and damage rolls, the monk PC takes a –2 penalty to AC and Reflex saves while submerged.

¹⁷See *Stormwrack*, p. 21 for this summary of the underwater combat rules in the *DMG* 3.5e, p. 92.

RANGED ATTACKS UNDERWATER

Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Specially made aquatic bows and crossbows are exceptions to the above rule. They suffer a –2 penalty on attack rolls for every 10 feet of water their missiles pass through in addition to the normal penalties for range. Their statistics may be found in the section on Fort Blackwell in *Chapter One: Volunteers?* or in *Stormwrack*, page 107.

SPELLS AND SPELL-LIKE EFFECTS

In order for the following types of spells to be cast effectively underwater by a caster not of the aquan subtype, a successful Spellcraft check must be made. The check is at DC 20 plus the spell's level plus any extenuating circumstances (the caster taking damage, swimming while casting, casting defensively, etc.). If the Spellcraft check is successful, the caster is able to cast the spell normally as if it were cast in

an airy environment instead of having the spell's effect(s) altered as described in the entries below.

Note that these effects apply only to spellcasters not native to these respective environments. For example, any spellcasting creature with 'water' or 'aquatic' listed as its type or subtype automatically operates within its native environment as if it possessed the Spell Adaptation feat for that native environment. However, some of its spells would, naturally, be slightly different in effect, so it would need the feat Spell Adaptation (Elemental – Air) in order to have those spells automatically work properly in a normal, above-ground terran environment.

Fire¹⁸: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect. For example, a *fireball* cast underwater cannot be targeted at creatures above the surface.

Lightning/Electricity: When lightning encounters water, it immediately expands into a spherical effect (or hemispherical on the surface) similarly to a *fireball* exploding in air instead of continuing in its normal fashion. Electrical spells originating under water, however, usually explode in such a spherical effect immediately upon being called into existence. These and the following effects may be avoided by any caster succeeding on a Spellcraft check (as above) immediately after the spell is cast. (Thus the result is never certain until the spell is completed.)

Spells that have individual targets (e.g. *shocking grasp*) are, generally, unaffected as the damage is dealt to the target and does not return to the caster nor become drawn into another individual. Spells that begin from the caster's person or position (e.g. *lightning bolt*) immediately fill an area equal to a *fireball* (20' radius) causing an amount of damage equal to the original spell to all within the new area of affect, including the caster. Spells that originate up to a safe distance from the caster (e.g. *call lightning*) immediately erupt into the same spherical area of effect causing their original amount of damage, but do not persist in any way (duration, additional targets outside the initial 20' radius effect, etc.).

A caster with the Spell Adaptation (Water) feat can avoid these hazards and effects without having to make a successful Spellcraft check by choosing to have his or her spell originate anywhere within its normal range or to simply act underwater as it would in an above-water environment. For example, a Wizard may cast a *lightning bolt*, *chain lightning*, or even *call lightning* underwater without having the spell erupt into a spherical explosion or may cause the spell to originate anywhere up to the maximum range from him or herself in order to avoid being caught in the resulting spherical blast.

Acid: Spells causing acid damage can be expected to have their range, area of effect, damage, and duration halved underwater unless the caster makes a successful Spellcraft check.

Air: Spells with the air descriptor also, generally, have their range, area of effect, damage, and duration halved when cast underwater unless the caster makes a successful Spellcraft check.

Cold: Cold spells are generally unaffected by an underwater environment, but some aspects of such spells may have their effects reduced. For example, the range and area of a *cone of cold* will be reduced by half, but its damage will be unaffected. An *ice storm's* bludgeoning damage will be halved, but there are no other negative effects of casting this spell underwater.

Sonic: If the DM desires, spells with sonic effects may have their range, area of effect, duration, and damage increased (perhaps by 25% or 50%). If you go this route, be sure to apply it equally to spells cast by the PCs and their opponents.

¹⁸Also from the summary in Stormwrack, p. 21.

DEPTH

Non-aquatic characters take 1d6 points of damage per 100 feet of depth per minute if they fail a Fortitude save DC 15 +1 per previous attempt. Characters and creatures of the aquatic subtype take no damage until 500 feet of depth and an additional 1d6 points per 200 feet beyond that.

DROWNING (P. 304 DMG)

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit point and is dying. In the third round, she drowns.

HYPOTHERMIA

Hypothermia is not a threat from the warm waters of Jeklea Bay as tropical currents from the Pearl Sea enter right where this adventure takes place. They travel in a clockwise direction around Jeklea Bay and exit north into the Azure Sea.

LIGHT

Sunlight illuminates the depths to a visible distance according to the table below.

Sunlight as a Light Source¹⁹

Depth	Bright	Shadowy
30 ft. or less	100 ft.	200 ft.

31–60 ft.	60 ft.	120 ft.
61–120 ft.	30 ft.	60 ft.
121–180 ft.	20 ft.	40 ft.
181–300 ft.	10 ft.	20 ft.
301 ft. or more	—	—

Thus, during daylight hours, sunlight illuminates the depths at the *ixitxachtli* lair's entrance (90 feet below the surface) brightly enough for PCs to see clearly 30 feet from themselves and 60 feet dimly. At the lairs of Terrapin Dipsas and Atrox (150 feet below the surface), daylight illumination is only sufficient for PCs to see clearly up to 20 feet away and dimly to 40 feet.

Low-light vision doubles these distances and darkvision allows sight

up to its normal range.

Murky water halves the above distances. Very murky water obscures all sighted vision beyond five feet, including darkvision. Opponents up to five feet away are considered to have concealment (20% miss chance) and those farther away have total concealment (50% miss chance and targeter must have some ability to detect their presence other than sight). Special abilities such as blindsight, blindsense, and tremorsense operate normally, however, as do feats such as *Blindsight*.

¹⁹Taken from *Stormwrack*, page 11.

SWIMMING

Failing a Swim check by 5 or more means a floating individual sinks.

APPENDIX VI: NPCS

JHEGDUTHAS

This triton was a consummate wanderer who earned an occasional coin by selling his services as an aquatic guide or by crafting jewelry from the natural wonders of the sea. He was quite adept at battling enemies up close in his home environment, usually employing a trident and shortspear, but equally skillful in the use of most single handed weapons.

His travels took him to every limit of the Azure Sea, including its three northern extremities, Jeklea Bay, and the Densac Gulf. He even ventured far south into the Pearl Sea/Vohoun Ocean and once, accidentally, to the Icy Sea. The knowledge he possessed of these regions and their inhabitants was of exceptional value to many individuals, but Jhegduthas was really only interested in exploring for the fun of it. He did report much of what he discovered to Drawmij as a concession to his sense of responsibility to do what he could to further the cause of goodness in the Flanaess. It was his habit to pursue a personal vendetta through to completion unless he was convinced that such a pursuit had advanced far beyond his considerable capabilities. In such a situation, he would shrug it off and forget the issue.

If raised from the dead, Jhegduthas will gratefully offer his services to his saviors in whatever capacity they choose to employ him, though the length of such service will depend upon completion of a goal and its ability to hold his interest. In other words, Jhegduthas isn't likely to abandon the party in the midst of a quest, but will only remain in their service if their continued quests take them into varied and distant seas.

He developed his skills in marshes because they represent the furthest extent that he can effectively operate on land. His experience in cold environments has its origins in an incident wherein he traveled in the belly of a leviathan north all the way to the Icy Sea. After adventuring in that environment for some time, he returned to the Azure's more comfortable climate. Though he has not yet learned everything there is to know of the geography of the Azure Sea and its environs, he would be just as happy traveling to regions further afield.

JHEGDUTHAS

Male triton Ranger 6th/Horizon Walker 3rd

CG medium outsider (native, water) (MM 245)

Init: +2; **Senses:** darkvision 60 feet, Spot +10, Listen +10

Resist: Cold 20

Languages: Aquan, Common

Spd: 5 ft, Swim 50 ft

AC: 16 (17 with two weapons), touch 10, flat-footed 16

hp: 84 (12 HD +12 HP)

Fort +13, **Ref** +13, **Will** +8

Melee: By weapon type-main hand +14/+9/+4 (+2 damage) and By weapon type-offhand +14/+9/+4 (+1 damage)

Space/reach: 5 ft/5 ft

Base Atk: +12/+7/+2, **Grp:** +12

Spell-like Abilities: (CL 10th)

1/day – *Summon Nature's Ally IV*

Spells Prepared: (CL 3rd)

1st (2) – *pass without trace*, *speak with animals*

Abilities: Str 15, Dex 19, Con 12, Int 13, Wis 13, Cha 12

Feats: Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Mounted Combat (underwater), Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills: Craft (seashell/pearl jewelry) +8, Diplomacy +4, Handle Animal +6, Hide +10, Knowledge (nature) +10, Knowledge (underwater geography) +10, Listen +10, Move Silently +13, Ride +10, Search +9, Sense Motive +9, Spot +10, Survival +12 (+14 following tracks), Swim +12

Animal Companion (Ex): Jhegduthas' animal companion was destroyed when the *ixitxachtli* ambushed and captured him.

Combat Style/Improved Combat Style (Ex): Two-weapon combat.

Favored Enemies (Ex): Jhegduthas gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and a +4 damage bonus against aquatic humanoids and a +2 bonus on those checks and damage against aberrations.

Terrain Mastery:

Aquatic – Jhegduthas gets a +10-foot bonus to his swim speed and gains a +1 insight bonus on attack and damage rolls against aquatic creatures.

Marsh – Jhegduthas gains a +4 competence bonus on his Move Silently rolls and gains a +1 insight bonus on attack and damage rolls against marsh creatures.

Cold – Jhegduthas enjoys a resistance to cold 20 and gains a +1 insight bonus on attack and damage rolls against cold creatures.

Wild Empathy(Ex): See the Player's Handbook for a description of this ability if it comes into play.

Skills: Jhegduthas has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He may always choose to take 10 on a Swim check, even if distracted or endangered. He may use the run action while swimming, provided he swims in a straight line.



BRIDIE AND LOCHRU

Bridie and Lochru are young adult locatha twins, sister and brother, who escaped their ixitxachitl masters at great expense to their tribe. They were distraught at the expected price that would be paid, but found Chathbad their mentor's wisdom unassailable. Despite the immediate cost, the survival of their clan depended upon their successful escape. Since that fateful event, the pair has been keeping

tabs on the movement of their enslaved people and their ixitxachitl masters. They are searching for someone to help them free what remains of their clan. Before they left, Cathbad presented them each with a magical gift he had crafted out of living goby fish. These magically enhanced tiny, transparent fish wrap around their host's finger in the manner of a ring and thereby provide their magical enhancement to that wearer. Each of the gobies acts as a *Ring of Chameleon Power* though it will die in 10 rounds if removed from the water for that length of time and must be allowed to feed on coral at least once every two days.

When the PCs arrive in the vicinity of the ixitxachitl lair, these locatha twins will observe them from a distance and approach them with a plea for help or an offer of assistance. This will happen when the DM determines that it is helpful to advance the game, but will not be before the two have witnessed the PCs in conflict with the ixitxachitl. In other words, they will not approach the PCs until they are sure that they and the ixitxachitl are mutual enemies.

Once allied with the PCs, the twins will not accompany them into the ixitxachitl lair or in an assault upon any other denizen of the sea because to do so risks death or capture and re-enslavement and that would spell the failure of their ultimate mission. They must remain alive and free to seek help from other sources if the PCs fail to free their clan. However, they can offer the following assistance:

- They can show the PCs where the main entrance to the ixitxachitl lair is and describe concealed doors in the kelp walls to the PCs so that they know to look for them. They do not know about any of the secret doors within the lair as only a few of the adults were selected to construct them and then eaten (the exception being the one in the locatha nursery).
- They can warn the PCs of the terlens (at least a dozen) and the ixitxachitl (maybe 50). They tell of a few ixitxachitl priests and blood-drinkers and a false ixitxachitl that leads them all (they don't know what Goholeth is, but are terrified of it). They are not aware of the blackskates, the drowned/strangleweed trap, nor do they know anything about the altar room.
- They can fashion a short spear, a spear, or a long spear out of whale bones and shells for any PC that desires one. However, these quickly fashioned weapons will suffer a -1 penalty on attack and damage rolls.

BRIDIE

Female locatha Druid 2nd

N medium humanoid (aquatic) (MM 169)

Init: +1

Languages: Aquan, Ixitxachitl

Spd: 10 ft, Swim 60 ft

AC: 14, touch 11, flat-footed 13

hp: 24 (4 HD)

Fort +6, **Ref** +2, **Will** +6

Melee: Short Spear +2 (1d6/x3)

Space/reach: 5 ft/5 ft

Base Atk: +2; **Grp:** +2

Spells Prepared: (CL 2nd)

1st (4) – *calm animals, charm animal, cure light wounds, goodberry*

0th (4) – *cure minor wounds, detect poison, guidance, mending*

Combat Gear: Short spear, dagger, and a *potion of cure light wounds*.

Abilities: Str 10, Dex 12, Con 11, Int 13, Wis 14, Cha 14

Feats: Run (applies to swim speed), Skill Focus (Craft)

Skills: Craft (ixitxachtl items) +6, Heal +6, Knowledge (nature) +4, Listen +6, Spot +6, Survival +6, Swim +8

Possessions: Combat gear plus goby ring (ring of chameleon power)

Animal Companion (Ex): Bridie has not yet summoned a new animal companion as the pain of losing her first one is still too great.

Nature's Sense (Ex): Bride gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): See the *Player's Handbook* for a description of this ability if it comes into play.

Woodland Stride (Ex): Bridie may move through any sort of non-magical plant growth (such as a kelp forest) at her normal speed and without taking damage or suffering any other impairment.

LOCHRU

Male locatha Barbarian 2nd

N medium humanoid (aquatic) (*MM* 169)

Init: +2

Languages: Aquan, Ixitxachtl

Spd: 10 ft, Swim 70 ft*

AC: 15, touch 12, flat-footed 15

hp: 40 (4 HD +8 HP)

Fort +8, **Ref** +2, **Will** +1

Melee: Spear +7{+9} (1d8+3{+5}/x3)

Space/reach: 5 ft/5 ft

Base Atk: +3, **Grp:** +3

Combat Gear: Spear, dagger, and a *potion of cure light wounds*

Abilities: Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Feats: Skill Focus (Craft), Weapon Focus (Spear)

Skills: Craft (ixitxachtl items) +6, Spot +7, Listen +7, Survival, +6, Swim +8

Possessions: Combat gear plus goby ring (*ring of chameleon power*)

Fast Movement (Ex)*: The +10 feet of movement bonus applies to Lochru's swim speed instead of his land speed.

Illiteracy: Lochru can neither read nor write.

Rage (Ex): Lochru may fly into a rage once per day. His stats while raging are in brackets {} above. His rage lasts up to 7 rounds. When his rage ends, he is fatigued (-2 to Strength and Dexterity and can't charge or run) for the duration of the encounter.

Uncanny Dodge (Ex): Lochru retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.



APPENDIX VII: STORIES & MYTHS

ORIGINS OF THE NEREID²⁰

Nereids are among the least common fey spirits to be found upon Oerth and that should not be surprising as the truth of their origins will make clear. As the existence of such creatures goes, Nereids are but infants in the histories of the fey. Owing their creation to a trio of mothers, they act the part of innocent or mischievous children with no knowledge or thought of responsibility.

Not long ago, the ruler of the Unseelie Court, the Queen of Air and Darkness, desired to expand her evil influence among the fey of the

Prime Material worlds. She had already seeded world after world with such plagues as spriggan and quicklings, black-hearted treants and, of course, she had the drow. She was not inspired to seek power over the element of fire, but she could work with water and within that realm she already had a foothold. Though water weirds were useful, what she desired was a more intelligent follower to work her will within that element. To that end, she made arrangements with Olhydra to create a being, much like unto herself, that would be her proxy within the oceans of the Prime Material.

From that unholy union of mothers was born the nereid – a creature possessing unnatural beauty veiling a poisonous heart that could freeze any liquid it came in contact with, including the blood coursing the

veins of any mortal. Such creatures knew only the evil and chaotic instinct of their parents who delighted in the potential they saw in their offspring. Fortunately for all creatures of weal on Oerth, the Queen of Air and Darkness and Olhydra would not have the final say in that potential as Fate conspired to mitigate the unbalance that would be perpetrated by this creation.

During the ranger Quaal's fateful assault upon the Unseelie Court to rescue his Swanmay lover (1), he chanced to encounter, in passing, a few of the newly born nereid. He lacked the freedom, or inclination, at the time to more fully investigate these unfamiliar creatures and nearly forgot the incident. However, once his mind and body had time to recover from the ordeal, he recalled these strangely compelling, though thoroughly evil, creatures which he had noted so briefly during his adventure. Of all the strange and terrible memories he had recently gained, this particular one returned time and again to plague his thoughts. Thus, he called upon Beory and sent prayers of concern and question that she would grant him wisdom. No more has Quaal spoken of his involvement in the matter, but the result has been divined by other devoted mendicants of the Oerth Mother.

Agents of Beory or, perhaps, the Oerth Mother herself gained access to the Unseelie Court and added the Will of the goddess to the nereid creation before the process had been completed. Though these agents were not fully successful in their purpose, they had managed to introduce the gift of agency to these new creatures. (2) Their hearts and minds having been opened to the possibilities of both good and evil, these creatures made their individual choices. When the Queen of Air and Darkness released the first of her new experiment upon the Prime Material, she was dismayed when only a few proved to be faithful to her service. The vast majority simply chose to ignore their assignment and obeyed their whims while a small number turned against her and offered their services to her mortal enemy and sister, Titania of the Seelie Court! Furious, she divined the source of her frustrated attempt and banned Beory from her court and sought to stem the tide of nereids flowing into the Prime Material plane. Stymied, she discovered that her children had all fled their nursery as quickly as possible once she had opened its gates. The best she could accomplish was to put an end to the experiment so that no new nereids would be created.

Thus it was that Beory protected her own children from an unnaturally unbalancing force that may have helped to bring about their doom. Thus it is that nereids, though all flighty as spoiled children, may be of good cheer, of blackest heart, or, most commonly, possessed of an uncaring attitude such that they seek to avoid involvement in the affairs of others completely.

(1) Based upon the tale of Quaal's rescue of the Swanmay, Fionnghuala, posted by Rasgon on Canonfire! [Click here](#) for link.

(2) Knowledge of order, responsibility, etc. was not gifted to the Nereid as the agents' attempts were thwarted before that could be accomplished. However, nereids of Oerth have a special ability to grant *water breathing* with their kiss. If the subject succeeds in its save against the Drown ability of an Oerth nereid, that subject gains the effects of a *water breathing* spell. This is a side effect of Beory's balancing effort.

²⁰Adapted from its original posting by SirXaris on Canonfire! [Click here](#) for link

THE MYTH OF THE FIRST MORKOTH²¹

At the dawn of the Age of Giants, a race of sleek-furred mammals lived on the ocean shores, revering the ancient gods of the sea. As the years passed, their connection to the waters grew and the siren call of the deep stirred their souls, echoing in their bones. They even mated with fey creatures who visited the land, temporarily taking the form of the shore-dwellers to seduce and abandon them, and their connection to the water grew deeper. The mammals began to pine for the music they heard from beneath the waves. They shunned the other races of the land, praying to their gods for the chance to leave the land forever and join their fey kin in the sea. The call echoed stronger in their souls as the generations passed and more and more fey blood was added to their own.

Until one day, the elders saw their children cast themselves from the sea cliffs, falling into the froth and foam, emerging changed, their fur shed, their limbs replaced with flippers and flukes. The first cetaceans were born. The elders shed tears of joy as they sacrificed themselves to their oceanic gods, thanking them for the gift they had given their children by gifting the gods with their own lives. The race that had pined for the sea died out completely and only the cetaceans were left.

In the ocean, the cetaceans answered the calls of many different gods and quickly divided into disparate tribes: the dolphins, the orcas, the narwhals, and the whales. But the most alien of all were those who swam deeper and deeper still until they came to a place that was older than water. This tribe answered the call of the powers who had drifted through primordial chaos before the world was made, their bones and bodies swelling until they became the leviathans, the greatest of whales. The song of the leviathans filled the oceans, endless and strange, and for a time the leviathans were content. The lesser cetaceans sang of them in hushed tones, revering them as the bravest and vastest of their kind.

Ages passed, the time recorded in songs only the cetaceans knew. Then: terrible dissonance. The forbidden science of the elder elves created a cataclysm; an island in the Bay of Gates sank beneath the sea, killing millions, and the nearby empire of the anguilians crumbled into savagery. A new song emerged from the deepest oceanic abyss, a song of hunger and blood. A new god arrived, attracted by the smell of death: Sekolah, the shark-god. From the abyss, lost descendants of the anguilian empire emerged as the first sahuagins, poised to bring all of the children of the ocean under their diabolic grip. The sea elves, born of the elder elves' experiments, entered the water at this time, chasing their enemies the kuo-toas into the deep. And the koalinths entered the water, the last creations of the kuo-toas and quaggoths, to enact vengeance against the sea elves.

The leviathans stirred. The song of the oceans had been disrupted, filling with dark and unwholesome notes. The leviathan high priests investigated the abyss, seeking out the source of the discord. Whispers filled their vast cetacean minds, evoking sonar images of an infinite tentacled loop, writhing in fury, its beginning its end, its end its beginning. A fragment, perhaps, of the elder god Panzuriel left behind on the mortal plane after its banishment by its rebellious child

Procan; or perhaps it was the proto-demon Dagon, seeding hatred for a world he never wanted to see created; or perhaps it was Sekolah, still singing poisonous notes from beyond the world. Or all of these, and more: tainted by the disaster, the mid-oceanic abyss had become a wound in the world, and all bad things welled out of it. The whispers told the leviathan priests the only cure for the dissonance: to feed, endlessly feed, to fill themselves with all the children of the ocean until everything within the waters were contained within them. Only when everything was within them would they again know peace.

The maddened leviathans gorged themselves, swallowing squids, octopi, krakens, fish, crabs, sahuagins, aguilians, sea elves, koprus, koalinths, aboleths, fey, kelp, coral, elementals, whales, dolphins, other leviathans... there was nothing in the oceans safe from their bottomless gluttony. They ate and ate, until it seemed like the oceans would be emptied.

And then they choked.

For the victims of the mad leviathans did not die, but fed on one another. Caught in the same madness as those who had devoured them, they sought to fill the same hunger the leviathans felt, building strange, claustrophobic societies within the labyrinthine cetacean guts based on a single principle: eat, or be eaten. They reshaped the coiling intestines which were their home as traps, learning arts of deception and enchantment to trick their rivals. Compressed beyond all reasoning, they began stealing the attributes of their opponents, merging together. Mustering the last fading arts of flesh-shaping from the elder elves, the kuo-toas, and the anguilians, they reshaped themselves, becoming both more and less than they had been in a never-ending quest to adapt, survive, and feed. Somehow, the survivors began to thrive, breeding more of their kind in their winding prisons of flesh, until their kind was reproducing faster than the leviathans could eat, until everything the leviathans ate became nothing but raw resources for the strange civilization within them,

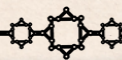
and even that was not enough. And the leviathans choked.

The mad cetaceans died then, bursting as the ever-hungry, chimerical descendants of their victims outgrew their race's womb. Their bones sank to the bottom of the ocean becoming the first settlements of a new race, the morkoths. From the corpses of the leviathans that had been the birthplace of their race, the morkoths spread across the oceans. Specializing in the arts of deception and hypnosis, they lured prey into their ravenous maws. The ruined cities of the anguilians and the new settlements of the aquatic elves, koalinths, and sahuagins became labyrinths from which the sorcerous morkoths exacted tribute from other races. For a time, the morkoth empire became the dominant force in the deep.

The power of the morkoth empire was finally broken by another race of builders: the tritons, who left their homeland in the Elemental Plane of Water to lead a crusade against the morkoth tyranny. The labyrinth-cities of the morkoths, dark and meandering like the intestines from which their race was birthed, were torn down and replaced with shining cities of coral. The tritons became the great civilizing force in an undersea world of cruelty and barbarism, their settlements shining beacons in the deep. Around them, other races who had been desperate fugitives were able to form communities of their own: aquatic elves, merfolk, nixies, selkies, others. Darker races, too, were able to emerge from the morkoths' shadow and become powerful forces in their own right: the koalinths, sahuagins, koprus, and more.

It was the morkoths' turn to become fugitives and barbarians, never again able to muster the vast, all-devouring empire that they had once claimed. And yet, throughout the oceans, in the shadows, morkoths continued to build their mazes in imitation of the vast metropolises their ancestors had once constructed.

²¹Inspired by Aeolius and written by Rasgon on Canonfire! Click [here](#) for link.



RESOURCES

All of the following DUNGEONS & DRAGONS 3.5 *edition* books were referenced for this adventure:

DUNGEON MASTER's Guide (DMG)

DUNGEON MASTER's Guide II (DMG II)

Player's Handbook (PHB)

Monster Manual I-V (MM I-V)

Stormwrack (SW)

Fiend Folio (FF)

Lords of Madness (LoM)

Book of Exalted Deeds (BED)

Complete Adventurer (CA)

Complete Divine (CD)

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