

ULP5-01

Storms Over the Azure Sea

A One-Round D&D LIVING GREYHAWK[®] Principality of Ulek Regional Adventure

Version 1.0

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The Azure Sea has become increasingly more dangerous to travel these past months. Many of the vessels departing from the port city of Gyrax never return and trade from the cities along the Sea of Gearnat has dwindled dramatically. Are these disappearances caused by some new, strange evil lurking beneath the waters of the Azure Sea or the normal hazards of sea travel? A Principality of Ulek regional adventure for APLs 2-10.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA table tracking form, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the

players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this

type, and animals with different CRs are added separately.

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
CR of Animal	1	1	2	3
	2	2	3	4
	3	3	4	5
	4	4	6	7
	5	5	7	8
	6	6	8	9
	7	7	9	10

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1

there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The Azure Sea, never a kind mistress, has become increasingly more dangerous to travel these past months. Many of the vessels departing from the port city of Gryrax never return and trade from the cities along the Sea of Gearnat has dwindled dramatically. Those vessels that do make it into port safely bring tales of pirates, strange sea creatures, and storms with clouds the color of blood. The Royal Navy has sent out ships to discover the source of these strange occurrences but have been unable to get any real answers. The only clue the Royal Navy has is that only those ships passing within a day's travel of the Pomarj coastline have gone missing. This has led many to believe that Turrosh Mak is behind these attacks, although no one has seen anything to indicate his involvement.

The Royal Navy has posted warnings throughout the dock regions, advising captains to take their vessels away from the coastline when traveling through the dangerous sector. These precautions have helped reduce the number of missing vessels considerably but many merchants are complaining about the added expense and time it takes to deliver their merchandise. The strange disappearances are the talk of the town and the powerful merchants of the city are putting pressure on the government to get something done about the threat.

As suspected, but not yet proven, Turrosh Mak, via the Slavers, is behind the attacks and disappearances of the many vessels trying to sail along the Pomarj coastline. Betrayed by his second in command, the creature known only as the Warlord, Turrosh Mak fears that the foul dwarves that continually plague his flank may yet discover his plans for the great city of Greyhawk. Planning to transport many of his troops by sea, Turrosh Mak has begun building a large fleet of ships the likes of which Oerth has not seen in many ages.

In an effort to keep his fleet secret, Turrosh Mak has recruited many of the pirate captains and foul sea creatures of the Azure Sea to destroy any vessel that comes too close to the shores of the Pomarj. In return for this protection Mak has provided the pirates safe harbor in the coast cities of the Pomarj and has also allowed them to keep two thirds of the booty they recover from any ship destroyed. The Slavers get to keep the remaining third of the captured booty along with any

captured slaves. So far the plan has been working flawlessly, the dwarves of the Principality of Ulek have no idea the fleet is being built and Turrosh Mak is gaining some much-needed revenues from the looted ships.

One pirate captain, Larigan Crown, an extremely charismatic individual with a quick wit and tongue, has done exceedingly well with these new arrangements. Hiring a corrupt Druid of Procan, Crown has been using his pet druid to summon storms and lightning to cripple the unknowing ships before boarding and looting the vessels. The burning ships can be seen leagues away casting a blood red hue upon the summoned storm clouds. Crown has taken more vessels than any other pirate with this innovative method and it is whispered that Turrosh Mak himself has grown to favor him and has offered him the leadership of the new fleet when it is finally built.

Adventure Summary

Those PCs who are members of the Royal Navy or Royal Army begin the adventure in the Royal Navy's Main Headquarters in Gryrax. They are briefed on the situation and given orders to report to a merchant vessel that will be traveling into the dangerous sector where they will be working undercover as hired guards. Their objectives are threefold; to gather any information on any hostiles in the area, determine the source of these attacks on merchant vessels and if possible, eliminate them. The ship they are traveling on is to leave the next morning and once the PCs are finished asking questions they are dismissed.

Those PCs who are not members of the Royal Navy or Royal Army begin the adventure in the *Drowning Dragon* one of the larger taverns located in the Gryrax dock district. A Captain Barlos Woodrow, the same captain that the Royal Navy is working with, approaches the PCs and offers them work as guards on his ship for his next voyage. Captain Barlos answers any questions the PCs have and then, if they accept, gives them directions to his vessel and inform them they are casting off at dawn tomorrow.

At dusk on the third day Larigan Crown attacks the PC's vessel. Crown uses his normal tactics of summoning a storm to destroy the merchant vessel's masts rendering it immobile. He is piloting a captured Royal Navy warship that he has named *Bloodwave*, and his crew is disguised as Royal Navy crewmen. Crown tries to bring the ships abreast of each other in order to engage the

PCs in melee combat. Crown is trying to capture as many slaves as possible so he has ordered his crew to use saps to deal subdual damage.

Regardless of which crew wins the battle, the merchant vessel has been crippled and now needs to be towed by Crown's ship. Later that evening the ships are attacked again, but this time by a raiding party of Sahuagin who observed the battle between the two ships and are hoping to take advantage of the crippled vessels. During the battle the Sahuagin puncture the hull of the pirate vessel forcing the PCs to beach the vessels now that both of the ships are crippled. If Crown is alive he suggests a sea cave he knows about to wait out the storm that is still raging from the first attack.

Within the cave, Barlos first has the PCs scavenge a shipwreck in the cave for materials to help repair the broken mast and damaged hull. During their search the PCs come upon the ghost of Jeradon Bluebill, the late captain of the ship wrecked upon the cave's beach. Bluebill is not hostile but very absent minded, so absent minded that he forgot where he buried his treasure and has remained after his death until he can find it. The PCs can help Bluebill find his treasure and if they are successful he rewards them for their efforts. Before the PCs retire for the night, Barlos tells them of a nest of eggs some of his men found while they were scavenging for supplies.

In the morning the PCs wake up to screams for help coming from the nest of eggs. What the PCs find are two crewmembers who hoped to have some eggs for breakfast surrounded by sea crocodiles protecting their young.

By midday the repairs are done and Captain Barlos is ready to return back to Gryrax since the repairs aren't secure enough to continue the voyage. After a day of good sailing one of Barlos's men informs him of a strange S.O.S. signal originating from the shore. If the PCs investigate they find a halfling scout of the Royal Army whose scouting party has been captured. He informs the PCs that the rest of his party is being held a short distance inland by a party of Pomarj cavalry and begs them for their help.

The rest of the voyage passes quietly and the Royal Navy is very grateful for all the PCs help, especially if they managed to bring back Larigan Crown and save the captured scouting party.

NOTE: This adventure counts as a Royal Army and Royal Navy mission.

Introduction

There are two possible introductions available to the PCs. The first is for those PCs who are members of the Principality of Ulek Royal Army or Royal Navy and the second is for those PCs who are not members. Read each introduction separately and have those players whose PCs are not participating in the introduction step away from the table until it is time for their introduction. The following is the introduction for military PCs only.

The aid at the desk in front of you, a young halfling petty officer, quickly scans your orders to report to a Commander Squidin Goodhull and escorts you to the commander's office. The office is covered in nautical memorabilia and maps detailing the Principality of Ulek coastline. Barely visible behind a stack of paperwork is Commander Squidin, an older halfling with dark beady eyes, deeply suntanned skin and a gray, receding hairline. Looking up from his work he asks for your patience in a voice honed from years of command, "Belay there a moment while I finish this." Scanning over the last of what looks to be a supply list he signs the document and pushes it to the side turning his attention back to you, "So you must be the mates I requested. Well, don't just stand there, what be your names and ranks?"

Commander Squidin is a stern halfling who has spent the best years of his life on board a ship until promoted into a desk job. He listens to the PCs introductions then asks them to be at ease pointing to the chairs in front of his desk.

"I expect your commanders informed you what you were getting yourselves into? No? Probably best, we don't need anymore deserters," says Squidin with a smile that wrinkles his leathery face. "If you haven't already heard we have been losing an alarming amount of civilian and military vessels traveling within a day's sail of the Pomarj coastline." Motioning to a large map behind him the commander continues, "We have sent multiple small scouting vessels but have been unable to attain any solid evidence on what is behind these disappearances. The local merchant guild has been pressuring the higher ups and they want something done now. That is where you come in." Passing out a rolled document containing your orders, Squidin continues, "Your mission is threefold;

to gather any information on any hostiles in the area, determine the source of these attacks on merchant vessels and if possible, eliminate them. You will be traveling on a civilian merchant vessel captained by Captain Barlos Woodrow, a good friend of mine. He has been hired by a local merchant to deliver some time sensitive goods and needs to travel through the dangerous sector in order to deliver these goods on time. You will be traveling undercover as extra guards; you will follow Barlos's orders as if they were mine and will report back to me on your return. Remember we need information not corpses. Try to capture anyone who might have important information. Any questions?"

Commander Squidin has the following additional information if the PCs ask:

- Captain Barlos Woodrow's vessel is the *Dancing Wave* and leaves at dawn tomorrow from Dock Eleven.
- There are local rumors of sea monsters, pirates, and storms with minds of their own but the Royal Navy has been unable to confirm anything.
- Captain Barlos is hiring other guards in addition to those the Royal Navy provides.
- Captain Barlos is transporting time sensitive produce and a large shipment of silver to Hardby.
- The Royal Navy has sent ships of their own to investigate these disappearances but they have either gone missing or returned with little information.
- The Royal Navy provides any supplies needed for the voyage but everything but the perishables must be returned at the end of the mission.

The following introduction is for PCs who are not members of the Royal Navy or Royal Army.

The storm outside can barely be heard above the rowdy patrons who have also chosen to wait out the rain in the Drowning Dragon rather than return to their homes in the storm. Located in the dock district of the great port city, Gryrax, the smell of fish and tar clings to everything and everyone. The tavern is packed and you are lucky to have found a spot on one of the long tables in the common

room. The tavern maid, a human woman with an ample bosom and a pretty smile, greets you and asks for your order.

The tavern maid's name is Tella and she happily gossips with any of the PCs who are so inclined. Her favorite topic is the increasing number of disappearing vessels and gladly relates her own ideas on what is causing the disappearances (all of which are untrue). She also asks the PCs of their adventures until the stern stare of the bartender draws her away to the other patrons. With the distraction of the tavern maid gone the PCs may want to take this opportunity to introduce themselves to their fellow tablemates. When the PCs are finished continue with the following.

With a lull in the conversation you take a quick look out the window to check on the storm outside and notice a short, stocky, bearded man drinking ale and paying too much attention to your table. Aware that he has attracted your attention, he makes his way through the crowd to your table. With a smile the man introduces himself, "By Osprem it is as if the Azure herself has turned upside-down and is falling back upon us. My name is Barlos Woodrow, Captain of the Dancing Wave and I couldn't help but overhear your conversation concerning the disappearing ships."

Barlos goes on to explain that he has been paid a hefty sum to travel through the dangerous sector and although he doesn't believe in any of this sea creature nonsense he does believe in pirates and wishes to higher on some extra protection for this voyage. He is willing to pay each of the PCs 25 gold forges (gp). Barlos reveals any of the knowledge that Commander Squidin knows but does not inform the PCs that he is working with the Royal Navy. If any of the PCs wish to ask around about Captain Barlos Woodrow they discover that he is a well-respected captain who is known to be both fair and honest. When the PCs are done asking questions Barlos wishes them all a peaceful rest and remind them the boat leaves at dawn from Dock Eleven.

Captain Barlos Woodrow: Male Human Exp10; hp 60; see Appendix.

Encounter One: Dock Eleven

Waking before the sun rises, you make your way through the throng of fishermen and sailors milling around the docks completing

their morning business. For such an early hour the docks are already alive and many of the busy sailors are happy to give directions to Dock Eleven and the Dancing Wave.

Finally arriving at your destination you are immediately spotted by Captain Barlos, "Well met my friends, welcome to my love, the Dancing Wave." Barlos points to a 75-foot-long, double-masted sailing vessel with an elevated stern and forecastle. "Osprey has promised me a safe journey and strong winds, so let's not lie about and give her a chance to change her mind. Ask any of the crew on deck where to stow your cargo, we will be casting off in moments." With that he rushes off to greet the dock master who has come to check over Barlos's cargo.

If any of the PCs try to bring any animals on board of size large or greater they are informed that there is no room for the creature and that it needs to be left behind. The *Dancing Wave* is a sailing ship and is 75 feet long and 20 feet wide with two masts. One of the sailors on board shows the PCs to their cubbies where they are to sleep and store their gear. This is a good point for any PCs who have not met to be introduced. There are twenty crewmembers but extra dockhands are about loading the cargo. Little time passes before the ship casts off and the journey is on its way.

Once the ship has cleared the harbor and the sails have been set Captain Barlos approaches the PCs. He informs the PCs that they have little duties other than keeping watch and defending the vessel if they are attacked, but they are welcome to give the crew a hand. He also informs the PCs that the journey should take several weeks to reach Hardby with good winds and no problems. He then leaves the PCs to get used to the ship. At this point have the PCs determine a watch schedule for the voyage.

Encounter Two: Red Storms

It is dusk on the third day of the voyage with little excitement so far. Captain Barlos has kept the ship as close to the shore as possible without risking the reefs in order to make good time. Watching the last of the sunset, the peaceful song of the sea is disturbed as the lookout calls out, "Storm off the port bow!" The crew around you reacts instantly beginning to tie off lines and store loose objects. One of the sailors passing by yells

out, "Landlubbers best get below deck or tie yourself to something, it's going to get nasty by the looks of it!" As if in confirmation of the sailor's words a bolt of lightning streaks down from the sky toppling the main mast. Thunder peals from the sky and the winds begin to pick up. Captain Barlos' voice can be heard roaring above the sound of the storm, "All hands on deck! Tie off those lines! You landlubbers cut that mast free before it pulls us under. Faster mates or we'll all be swimming in a moment!"

Sequence of Events

- **-30 minutes:** Galric Conchal's sea eagle animal companion spots the *Dancing Wave* and begins to fly back to the *Bloodwave* to alert Captain Larigan Crown of the oncoming prey.
- **-20 minutes:** The sea eagle arrives at the *Bloodwave* and Galric begins casting *control weather* from a scroll to create a thunderstorm. The *Bloodwave* raises its sails and lowers its oars and begins to close on the merchant vessel.
- **-10 minutes:** Galric finishes casting *control weather* and wild shapes into an eagle to fly over to the merchant vessel while the storm manifests.
- **Present:** The thunderstorm completely manifests over a 3-mile radius. Galric arrives at the merchant vessel and casts *call lightning* to destroy the main mast of the merchant vessel. A round later Galric destroys the second mast of the merchant vessel with another bolt of lightning and flies back to the *Bloodwave*.
- **+2 Minutes:** The *Bloodwave* comes into view and the lookout shouts out to Captain Barlos that a Royal Navy Coastal Cutter is approaching.
- **+3 Minutes:** The *Bloodwave* pulls up alongside the *Dancing Wave* and the pirates begin to board and close in melee with the PCs.

Have the PCs roll initiatives as they battle the raging thunderstorm. If any of the PCs are within 5 feet of the main or second mast when it is hit by lightning they take 3d10 points of damage from the lightning, Reflex save for half (DC 15). The thunderstorm reduces visibility ranges by half

imposing a -4 penalty on Spot and Search checks and a -6 penalty on Listen checks and ranged weapon attacks. Any unprotected flames are extinguished and protected flames have a 50% chance of extinguishing. The winds are moderate but nothing the seasoned crew can't handle. The PCs, although, must make Balance checks (DC 10) to keep from falling over from the waves unless they have 5 ranks in the skill Profession (sailor) or are hanging onto something solid. If a PC fails the check they are knocked over against the railing of the ship and must make a Reflex save (DC 15) to keep from being washed overboard.

Although the second mast breaks cleanly from the vessel, the main mast is not completely broken from the vessel and threatens to capsize the *Dancing Wave*. The PCs have 2 minutes to cut the main mast from the ship before it pulls the vessel under. Six inches of wood must be cut before the weight of the mast causes it to break free from the ship. The mast has a hardness of 5 and 60 hit points. Once all the PCs are safe from being washed overboard and the main mast has been broken free continue with the following box text. If the PCs fail to cut the main mast free its weight causes the vessel to capsize throwing the PCs and the crew into the ocean. The water is stormy requiring a Swim check (DC 20) to move through, if the check is failed by 5 or more the PC is pulled underwater. The PCs have to stay afloat for one minute before the pirate vessel reaches them. Once the *Bloodwave* reaches the PCs, Captain Barlos immediately surrenders to the pirate captain in order to save himself and the crew from the ocean.

Rain is pouring down upon the deck and waves are crashing against the side of the ship. The Dancing Wave lives up to its name, dancing from wave top to wave top, managing to stay afloat with its broken mast. One of the crewmen calls out, "Ship off the port bow!" Captain Barlos takes the spyglass from his second mate and looks for himself and then waves you over. "Well it seems luck hasn't completely left us, that is a Royal Navy Coastal Cutter, and she looks to be heading our way! Keep your eyes peeled and your weapons close at hand, I don't like the feel of this storm."

The ship is the *Bloodwave*, a Royal Navy warship that was captured by Captain Larigan Crown who now uses it to get close to the crippled vessels before he boards them. The *Bloodwave* is crewed

by Crown's pirates who are dressed as Royal Navy members. The PCs need to make a Spot check (DC 20) in order to get a good look at Crown's crew, this should include distance modifiers and the -4 penalty to Spot checks from the storm. If a PC makes the Spot check, then a Sense Motive check (DC 20) or Profession (sailor) (DC 15) is needed to figure out that Crown's crew isn't acting like Royal Navy men. Once the boats are abreast of each other continue with the following unless the PCs have begun to attack Crown's crew.

As the Royal Navy Coastal Cutter comes abreast of the Dancing Wave, Captain Barlos's crew lets out a cheer. A blonde, male human shouts over the noise of the storm, "My name is Captain Larigan Crown. We noticed the fire from that lightning strike and turned about to see if you could use some help. We are going to pull up alongside of you so some of my men can get aboard to help. The two vessels should steady each other enough so we can board and help you ride out this storm."

Roll a Sense Motive check (DC 20) for any Royal Navy or Army PCs to determine if they notice that Larigan Crown is no Royal Navy Captain. If the PCs fail their checks, Crown's men lower planks to board the merchant vessel. Balance checks are no longer required once the ships have been pulled together. Crown's crew is under orders to capture as many slaves as possible and use their saps to deal subdual damage. Once the first wave of five men are aboard Crown raises his black pirate flag and urges his crew to battle from his ship, sending them across the water to the other vessel.

The first round of combat Crown raises his black pirate flag giving his crew a +2 moral attack bonus for 10 rounds. Each round five more of Crown's crew cross onto the merchant vessel to join the combat. Ten men from Captain Barlos' crew aid the PCs in defending the ship. If after 10 rounds the PCs have not succeeded in killing Crown or getting him to surrender, Captain Barlos surrenders his ship and order the PCs to quit fighting.

If any fires are caused by spells, the driving rains quickly extinguish them. Galric does not provide any support during the conflict for fear of harming Crown's crew. If Galric feels threatened in any way he flies off to leave Crown to his own fate, he is not getting paid enough to risk his neck. If the PCs are overcome by Crown's crew he takes them

captive and places them in the hold of his ship until he reaches port to sell them as slaves.

Crown does not participate in the combat believing it to be beneath him but mainly because he is a very big coward. When only three of Crown's crew are left alive he surrenders before being slain. Crown has valuable information on a secret fleet of ships Turrosh Mak is building and tells the PCs this to ensure his safety. Captain Barlos gets his crew to secure the damaged merchant vessel so that the pirate vessel can tow it back to Gryrax to repair the mast, as he will not leave his ship behind and they can no longer reach their destination in time with the damaged ship in tow.

If the PCs are captured, the crew and the PCs are knocked unconscious and taken below deck and placed in chains. Crown secures the damaged merchant vessel so that the pirate vessel can tow it back to the Pomarj port city, Blue, to sell the cargo and vessel along with the crew.

All APLs

Woodrow's Crewmen (10): Male Human Exp1; hp 8 each; see Appendix.

Galric Conchal: Male Human Drd8; hp 54; see Appendix.

Larigan Crown: Male Human Rog4/Ftr1/DrdPir8; hp 71; see Appendix.

APL 2 (EL 4)

Crown's Crewmen (9): Male Human Rog1; hp 8 each; see Appendix.

APL 4 (EL 6)

Crown's Crewmen (13): Male Human Rog1; hp 8 each; see Appendix.

APL 6 (EL 8)

Crown's Crewmen (9): Male Human Ftr2/Rog1; hp 26 each; see Appendix.

APL 8 (EL 10)

Crown's Crewmen (13): Male Human Ftr2/Rog1; hp 26 each; see Appendix.

APL 10 (EL 12)

Crown's Crewmen (13): Male Human Ftr4/Rog1; hp 44 each; see Appendix.

Encounter Three: Netted in the Dark

Proceed with the first text below if the PCs were successful in defending the *Dancing Wave*; otherwise proceed to the second text.

Captain Barlos and his crew have struggled into the night towing the two vessels through the raging storm back towards Gryrax. At the helm of the pirate vessel Captain Barlos confers with his second mate. His words are carried away as soon as he speaks them but it is plain that the two are having some disagreement on whether to continue sailing into the storm. The argument is settled quickly and the second mate makes his way over to your group. "Captain says we are to rest now while the winds have died down. With the rain this bad we are likely to run off course onto a reef." The second mate moves to another group of sailors to deliver the message and soon most of the crew has gone below deck to escape the rains. You are left to suffer the rains while you keep watch. It is going to be a long night.

Have the PCs determine where they are located on the ship while keeping watch. Emerging from the cold waters of the Azure Sea a party of Sahuagin rangers quietly slip aboard the lead ship bearing nets and tridents. Having witnessed the battle between the two crews the Sahuagin have waited until the cover of night before taking advantage of the crippled ships.

The rain from the thunderstorm reduces visibility ranges by half imposing a -4 penalty on Spot, Search, and Listen checks and ranged weapon attacks. The winds have died down so balance checks are not necessary. Any unprotected flames are extinguished and protected flames have a 50% chance of extinguishing.

Proceed with the first text below if the PCs were not successful in defending the *Dancing Wave*:

Woken by the loud pounding in your head, you groggily try to gather your bearings. Reaching to rub the knot in the back of your

skull you find your arms can't move and looking down you are surprised to see manacles on your wrist. You notice your friends coming to the same realization when you discover that the pounding that woke you wasn't in your head but rather, from the bottom of the ship across from you. Screams of men dying can be heard coming from the deck above and with a final thud the boards at your feet splinter and water begins to gush into the ship. The hold is wreathed in darkness as the lone lantern in the hold topples into the rising water. Your fate seems sealed as you listen to the sailors around you praying and the screams of men dying above deck when suddenly, a tall human wearing once fine clothing bursts into the hold with a torch. Glaring at your group the man yells in a panic, "You have two choices now, either I leave you to drown chained to this ship or I free you and you get on deck and kill those creatures! What will it be?"

Larigan Crown's crew has all been slain by the Sahuagin above deck and his final option is releasing his captured slaves to defend him. Crown is a coward at heart and promises the PCs anything if they agree to only go above deck and kill the Sahuagin.

Combat Tactics: Any PCs on watch can make opposed checks to see if they notice the dark shapes slipping over the prow of the ship.

For APLs 4-10, each of the Sahuagin is wielding nets that they toss on the first person they encounter on the decks. If a PC is entangled in the net they must make an opposed Strength check each round they are entangled against the shark companions who are attached to the other end of the rope who drag anyone trapped in them into the ocean if they fail their check.

Also on the first round, one of the sharks begins hammering against the hull of the pirate ship where it was recently repaired. In three rounds the pirate ship's hull is punctured and water starts to flood the cargo hold. Once all the Sahuagin are slain the sharks cease their attack.

If the PCs are not in control of the ship when it is attacked they find all of Crown's crew slain and half of the Sahuagin party slain. The PCs are all at half health, all of the damage being subdual from the first attack. If the PCs slay the remaining Sahuagin they find themselves now in control of the vessels.

Once the Sahuagin threat has been eliminated the PCs are left with two severely damaged ships now. The hole in the pirate vessel is severe but if the PCs act quickly they can beach the vessels before the pirate ship sinks and brings the merchant vessel with it.

Captain Barlos admits that he doesn't know these waters well enough to risk the shallow shoals along this coast in a storm and recommends asking Captain Crown to take the helm. Crown readily agrees, hoping to make the PCs see how useful he is, so they don't send him overboard. Crown has another agenda though; he tells the PCs he knows of a sea cave near their location where they can get out of the storm and where there is also an old shipwreck that they can use to repair the mast of the merchant vessel. What he doesn't tell the PCs is that the shipwreck's former captain, who was killed by his own crew when he couldn't remember where he buried their treasure, still haunts the cave, endlessly searching for his buried treasure.

If Crown was killed in the first encounter, Captain Barlos searches along the coast for a safe place to beach the ship and escape the storm. It takes longer to do this without the help of Crown so the PCs have to make a Fortitude save (DC 15) against becoming fatigued by the onslaught of the storm unless they have 5 ranks in Profession (Sailor).

APL 2 (EL 4)

Sahuagin (2): hp 14 each; see *Monster Manual*.

APL 4 (EL 6)

Sahuagin (2): hp 14 each; see *Monster Manual*.*

Large Shark (2): hp 47 each; see *Monster Manual*.

APL 6 (EL 8)

Sahuagin Ranger (3): Male Sahuagin Rgr2; hp 33 each; see Appendix.

Large Shark (3): hp 47 each; see *Monster Manual*.

APL 8 (EL 10)

Sahuagin Ranger (4): Male Sahuagin Rgr2; hp 33 each; see Appendix.

Huge Shark (4): hp 75 each; see *Monster Manual*.

APL 10 (EL 12)

Sahuagin Ranger (6): Male Sahuagin Rgr4; hp 50 each; see Appendix.

Huge Shark (6): hp 75 each; see *Monster Manual*.

* Substitute the feat Great Fortitude with Exotic Weapon Proficiency (net) and include an additional attack ranged +3 (net).

Encounter Four: The Devil's Throat

After what seems to be years battling the storm, the entrance to a large sea cave looms out of the darkness ahead. A flash of lightning illuminates the dark opening revealing the cave mouth's unsettling resemblance to the horned head of a devil. Passing through what would be the devil's throat the crew lets out a sigh of relief as you leave the storm outside. Torches are lit in the dark cave as the crew quickly works to beach the two crippled vessels. Peering deeper into the darkness of the cave the skeleton of an old shipwreck can be made out. Turning to make this discovery known to the captain, you are surprised to see him at your side, "I see you have noticed that wreck. I need you all to explore the back of this cave to make sure we be the only inhabitants waiting out this bloody storm and to search the ship wreckage for any supplies that could help repair the vessels." With that said Captain Barlos turns back to organizing the crew, leaving you to your task.

As the PCs approach the shipwreck have them make a Listen check (DC 10) to hear the sound of digging and someone singing around the corner of a large rock that is supporting the broken vessel. As they round the corner the PCs are greeted by the strange sight of an elderly looking man wearing extremely out dated garments and wielding a shovel, he seems oblivious to the PCs and is in a large hole that he has dug. In fact, as the PCs take a closer look into the depths of the cave they notice what looks to be hundreds of holes that have been dug in the sand.

This strange figure is the ghost of Jeradon Bluebill the late captain of the *Green Parrot*, the ship

wrecked upon the cave's beach. Bluebill's tale is a sad one. In life he lived to a ripe old age for a pirate, the problem was that Bluebill's memory got worse each year until the day he could no longer remember where he buried his crew's amassed treasure. His crew was not happy when he told them the bad news and killed the old pirate where he stood. Unfortunately for his crew the old inhabitants of this cave, a pride of sea lions killed the crew before they could discover the location of the treasure either. Since his death Bluebill has haunted this cave looking for his treasure so that he can rest in peace.

When the PCs get his attention Bluebill turns around, startled, letting out a *frightful moan* in surprise. Have the PCs make a Will save (DC 20) against the *frightful moan*. Bluebill takes no aggressive actions other than this. He is not an evil ghost unless someone threatens to steal his treasure, he is as forgetful as he was in life and sometimes forgets he is even a ghost. If the PCs do not attack him he asks their forgiveness telling them they startled him. If prompted Bluebill tells the PCs his tale, he continually loses train of thought and wanders off singing the tune below unless the PCs keep his attention. Bluebill asks the PCs if they have seen his treasure all the while singing the riddle to its location while the PCs are talking. Jeradon was a great bard in life and if the PCs ask him of the song he says he can't remember the title but would gladly sing it to them if they wish.

Me loot be hidden down the devils throat,

Twenty paces south of the rocky goat.

Then thirty more towards the setting sun.

Don't tire now, you're almost done.

It lays beneath the waves each night,

To reappear with dawn's first light.

The riddle is relatively simple, the mouth of the cave is carved in the shape of a devil's head, the rocky goat is a stone shaped like a goat on the beach, turn west in the direction of the setting sun and the treasure is covered by water when the tide rises at night and is uncovered when the tide goes down in the morning. Inside the chest are piles of gold and gems. The total value of this treasure is equal to the maximum gold allowable per APL.

Bluebill thanks the PCs for finding his treasure for him and asks them if he can please have it so that he can finally rest. If the PCs agree he gives the PCs a magical item (*elemental gem [water]*) from

the chest in thanks, then disappears with his treasure. If the PCs do not agree he curses them all and the PCs receive the *Curse of Bluebill* as listed on the Adventure Record (AR) of this scenario if they do not make the Will save (DC 20) and then he disappears along with the treasure.

If the PCs inform Captain Barlos or his crew about Bluebill they confirm the tale of Captain Bluebill but admit that they had no idea that this was the cave where he buried his treasure and warn the PCs against stealing his treasure because it is cursed. If the PCs confront Crown about Bluebill he denies knowing the ghost was here, once the PCs find out he is lying Crown grudgingly admits to trying to trick the PCs.

With Jeradon Bluebill gone the PCs can search the shipwreck for supplies. Amazingly, in the wreckage is some pitch to fix the hole in the hull of the pirate vessel and some tools and rope to reinforce the broken mast. Once the PCs make their way back to the landing sight to report the good news, Captain Barlos waves them over with a look of concern. Captain Barlos informs the PCs that some of his men have found some strange tracks near the waterline, along the north wall of the cave, and asks the PCs if they could take a look.

Jeradon Bluebill: Male Ghost (Human Suel) Brd9; hp 68; see Appendix.

Encounter Five: Breakfast

Following the ten-foot wide strip of beach that runs along the northern face of the cave the PCs find the tracks. When the PCs arrive at the beach they find what appears to be draglines from a dingy. Have the PCs make a Knowledge: Nature check (DC 15) to figure out that these are not marks from a boat but rather crocodile slides made from crocodiles sliding into and out of the water. If none of the PCs have these skills then a Profession: Sailor check (DC 15) reveals that no boat made these marks.

Have the PCs also make a Spot check (DC 15) to notice the other slide marks on the small section of beach separated from the portion the PCs are on now by twenty feet of water. If the PCs make their way over to this small beach a Search check (DC 15) reveals that something is buried in the sand under a small mound. If the PCs dig this up they find a clutch of crocodile eggs that are near

too hatching, a Knowledge: Nature check (DC 15) reveals that these are crocodile eggs.

These are the nests of a group of giant sea crocodiles. The creatures are out hunting during the night but return during the day. There is nothing the PCs can do now except destroy the eggs now, if they want, and tell Captain Barlos what they found. Once the PCs settle for the night, continue with the following:

Your sleep is interrupted by the sounds of screaming coming from the beach line where you found the strange tracks. Men around you are waking up and pointing in the direction of the screams but no one is going to help. Looking to see what is causing this chaos you can see why no one is moving. Over on the peninsula on the north cave wall are two sailors trapped by a giant crocodile that seems to have plans for breakfast.

Two sailors from Captain Barlos' crew made their way to the nest in the morning hoping to find some eggs for breakfast. Unfortunately, before they made their way back the giant sea crocodiles returned and are quickly moving to attack the sailors in order to save their eggs.

The crocodiles are only trying to defend their nests, if the PCs can manage to get the sailors away from the nests without harming the crocodiles then they do not follow them. But, if any of the PCs destroyed any of the crocodile eggs during the night then the crocodiles follow them anywhere and no amount of animal empathy can calm them down.

By noon the storm has blown itself out and the two vessels have been repaired as well as can be expected. Captain Barlos suggests they make their way back to the capital city of Gryrax, staying close to the shore in case they need to beach again if one of the boat's repairs fails.

APL 2 (EL 4)

Giant Crocodile (1): hp 63 each; see *Monster Manual*.

APL 4 (EL 6)

Giant Crocodile (2): hp 63 each; see *Monster Manual*.

APL 6 (EL 8)

Giant Crocodile (4): hp 63 each; see *Monster Manual*.

APL 8 (EL 10)

Advanced Giant Crocodile (4): hp 117 each; see Appendix.

APL 10 (EL 12)

Advanced Giant Crocodile (8): hp 117 each; see Appendix.

Encounter Six: Friends In Need (Optional)

The sailing has been excellent since you left the Devil's Throat earlier that day. Captain Barlos has promised to be back in the port of Gryrax in three days time. Sailing along the Pomarj coastline the crew has been on alert for signs of any more pirates. The sound of the waves and the heat of the sun are threatening to lull you to sleep while on watch when a flash of light from the coast catches your eye. Not trusting your eyes you catch a sailor passing by and ask if he sees anything, "Aye, looks to be some soul be flashing S.O.S. I'll go alert the Captain!"

If the PCs wish to investigate Captain Barlos waits for them to return telling them to take the dinghy. When the PCs reach shore a halfling greets them and helps pull the dinghy ashore. He wastes no time introducing himself as Fishar Eastwind, a Corporal in the scout division of the Royal Army. He explains that his team was ambushed on a reconnaissance mission by a group of Pomarj Cavalry. Last time Fishar checked his mates were still alive. The cavalry unit is camped about an hour from here and is keeping his friends to be questioned from the looks of it. Fishar begs the PCs to help him save his friends telling them that there weren't that many in the unit and the only reason they were captured was because they were taken by surprise.

Fishar cannot explain the details of his unit's mission but can tell the PCs that they gathered some very important reconnaissance that needs to reach the Royal Army. Fishar's unit also managed to map a number of Turosh Mak's military bases but the maps were captured along with his fellow scouts. His group was made up of

two other male halflings, a male human and a female human.

Inform the PCs that rescuing the captured scouts is an optional encounter, which will request in the expenditure of double Time Units (TUs) and they can decline to help with no penalty to experience or gold.

If the PCs agree to help, they travel an hour when they spot the encampment. In the center of the camp the prisoners are chained together and attached to a stake in the ground. The goblins (or hobgoblins at higher APLs) are waiting here for a runner to retrieve the prisoners so they can be taken to an interrogator to get what they know out of them before they are killed. They are not expecting an attack but they have set up camp in a large open glade to make it difficult for anyone to find cover to hide. The glade is roughly circular with a diameter of 200 feet. When attacked the goblins (or hobgoblins) mount their worgs and do ride by attacks on the PCs until their worg is killed.

Once the PCs save the scouts, they ask to go back to the capital city of Gryrax with the PCs so they can report what they learned.

APL 2 (EL 5)

Young Goblin Cavalry (2): Ftr1; hp 9 each; see Appendix.

Worg (2): hp 36 each; see *Monster Manual*.

APL 4 (EL 7)

Goblin Cavalry (3): Ftr2; hp 18 each; see Appendix.

Worg (3): hp 36 each; see *Monster Manual*.

APL 6 (EL 9)

Goblin Cavalry (6): Ftr2; hp 20 each; see Appendix.

Worg (6): hp 36 each; see *Monster Manual*.

APL 8 (EL 11)

Hobgoblin Cavalry (4): Ftr6; hp 59 each; see Appendix.

Advanced Worg (4): hp 126 each; see Appendix.

APL 10 (EL 13)

Hobgoblin Cavalry (8): Ftr6; hp 59 each; see Appendix.

Conclusion

As promised by Captain Barlos, it is only three more days of easy sailing when you spot the bustling docks of the city of Gryrax. There is certainly more to these storms and pirates than just the common dangers of sea travel. But one thing is sure, perhaps you should take caravan duty from now on, at least you can't drown on the road.

Continue with the following, if the PCs managed to capture Captain Larigan Crown:

Escorting your prisoner off the Dancing Wave and making your farewells with Captain Barlos and his crew you quickly find a group of Royal Navy men to help escort Larigan Crown to the proper officials. You are asked to also report to the Office of the Admiralty to be debriefed on the events of your travels and interactions with Larigan Crown. As Crown is manacled and escorted away he turns to your group with a wretched smile, "Until we meet again, I promise I won't forget you." After your debriefing you are offered the thanks of the Royal Navy, which is incredibly pleased with your prisoner and the information he can provide.

Non-Royal Navy PCs earn the *Recommendation for the Principality of Ulek Royal Navy*, while Royal Navy PCs earn the *Commendation for the Principality of Ulek Royal Navy*.

Continue with the following text if the PCs managed to rescue the Royal Army scouts.

Corporal Fishar Eastwind thanks your group for their valiant efforts on his behalf. He promises to make sure the Royal Army is aware of your part in the intelligence his scouting party was able to retrieve and offers to buy you all a drink later when he is off duty.

Non-Royal Army PCs earn the *Recommendation for the Principality of Ulek Royal Army*, while Royal Navy PCs earn the *Commendation for the Principality of Ulek Royal Army*.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two: Red Storms

Defend the *Dancing Wave* from Captain Larigan Crown and his crew.

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

Encounter Three: Netted in the Dark

Defeat the Sahuagin raiders.

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

Encounter Five: Breakfast

Rescue the trapped crewmembers from the giant crocodiles.

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 2 – 90 xp.

APL 4 – 135 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

Total Possible Experience (w/o optional encounter)

- APL 2 – 450 xp.
- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1125 xp.
- APL 10 – 1350 xp.

Encounter Six: Friends in Need (Optional)

Rescue the captured Royal Army scouts.

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.

Total Possible Experience (with optional encounter)

- APL 2 – 600 xp.
- APL 4 – 885 xp.
- APL 6 – 1170 xp.
- APL 8 – 1455 xp.
- APL 10 – 1740 xp.

Treasure Summary

During an adventure, characters come upon treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece

value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Introduction

APL 2: L: 0 gp; C: 25 gp; M: 0 gp.

APL 4: L: 0 gp; C: 25 gp; M: 0 gp.

APL 6: L: 0 gp; C: 25 gp; M: 0 gp.

APL 8: L: 0 gp; C: 25 gp; M: 0 gp.

APL 10: L: 0 gp; C: 25 gp; M: 0 gp.

Encounter Two: Red Storms

APL 2: L: 47 gp; C: 0 gp; M: +1 *mithral shirt* +1 (175 gp); +1 *rapier* (193 gp); +1 *short sword* (193 gp); *cloak of resistance* +1 (83 gp); *eyes of the eagle* (208 gp); *gloves of dexterity* +2 (333 gp); *pearl of the sirines* (1275 gp).

APL 4: L: 58 gp; C: 0 gp; M: +1 *mithral shirt* +1 (175 gp); +1 *rapier* (193 gp); +1 *short sword* (193 gp); *cloak of resistance* +1 (83 gp); *eyes of the eagle* (208 gp); *gloves of dexterity* +2 (333 gp); *pearl of the sirines* (1275 gp).

APL 6: L: 254 gp; C: 0 gp; M: +1 *mithral shirt* +1 (175 gp); +1 *rapier* (193 gp); +1 *short sword* (193 gp); 9 +1 *studded leather armor* (98 gp each); *cloak of resistance* +1 (83 gp); *eyes of the eagle* (208 gp); *gloves of dexterity* +2 (333 gp); *pearl of the sirines* (1275 gp).

APL 8: L: 366 gp; C: 0 gp; M: +1 *mithral shirt* +1 (175 gp); +1 *rapier* (193 gp); +1 *short sword* (193 gp); 13 +1 *studded leather armor* (98 gp each); *cloak of resistance* +1 (83 gp); *eyes of the eagle* (208 gp); *gloves of dexterity* +2 (333 gp); *pearl of the sirines* (1275 gp).

APL 10: L: 366 gp; C: 0 gp; M: +1 *mithral shirt* +1 (175 gp); +1 *rapier* (193 gp); +1 *short sword* (193 gp); 13 +2 *studded leather armor* (348 gp each); *cloak of resistance* +1 (83 gp); *eyes of the eagle* (208 gp); *gloves of dexterity* +2 (333 gp); *pearl of the sirines* (1275 gp).

Encounter Three: Netted in the Dark

APL 2: L: 11 gp; C: 0 gp; M: 0 gp.

APL 4: L: 14 gp; C: 0 gp; M: 0 gp.

APL 6: L: 128 gp; C: 0 gp; M: 3 *wand of charm animal* (63 gp each).

APL 8: L: 170 gp; C: 0 gp; M: 4 *wand of charm animal* (63 gp each).

APL 10: L: 255 gp; C: 0 gp; M: 6 *amulet of natural armor* +1 (167 gp each); *wand of charm animal* 6 *wand of charm animal* (63 gp each).

Encounter 4: The Devil's Throat

APL 2: L: 0 gp; C: 0 gp; M: *elemental gem [water]* (188 gp).

APL 4: L: 0 gp; C: 0 gp; M: *elemental gem [water]* (188 gp).

APL 6: L: 0 gp; C: 0 gp; M: *elemental gem [water]* (188 gp).

APL 8: L: 0 gp; C: 0 gp; M: *elemental gem [water]* (188 gp).

APL 10: L: 0 gp; C: 0 gp; M: *water elemental [gem]* (188 gp).

Total Possible Treasure (Maximum Reward Allowed) (w/o optional encounter)

APL 2: L: 50 gp; C: 25 gp; M: 2648 gp; –
Total: 2723 gp (450 gp).

APL 4: L: 72 gp; C: 25 gp; M: 2648 gp; –
Total: 2745 gp (650 gp).

APL 6: L: 382 gp; C: 25 gp; M: 3719 gp; –
Total: 4126 gp (900 gp).

APL 8: L: 536 gp; C: 25 gp; M: 4174 gp; –
Total: 4735 gp (1300 gp).

APL 10: L: 621 gp; C: 25 gp; M: 8552 gp; –
Total: 9198 gp (2300 gp).

Encounter 6: Friends in Need (Optional)

APL 2: L: 71 gp; C: 0 gp; M: 2 *potion of cure moderate wounds* (25 gp each).

APL 4: L: 82 gp; C: 0 gp; M: 3 +1 *chain shirt* (104 gp each); 3 *potion of cure moderate wounds* (25 gp each).

APL 6: L: 164 gp; C: 0 gp; M: 6 +1 *chain shirt* (104 gp each); 6 *potion of cure moderate wounds* (25 gp each).

APL 8: L: 194 gp; C: 0 gp; M: 4 *vest of escape* (433 gp each).

APL 10: L: 388 gp; C: 0 gp; M: 8 *vest of escape* (433 gp each).

Total Possible Treasure (Maximum Reward Allowed) (with optional encounter)

APL 2: L: 121 gp; C: 25 gp; M: 2698 gp; –
Total: 2844 gp (675 gp).

APL 4: L: 154 gp; C: 25 gp; M: 3035 gp; –
Total: 3214 gp (975 gp).

APL 6: L: 546 gp; C: 25 gp; M: 4493 gp; –
Total: 5064 gp (1350 gp).

APL 8: L: 730 gp; C: 25 gp; M: 5906 gp; –
Total: 6661 gp (1950 gp).

APL 10: L: 1009 gp; C: 25 gp; M: 12016 gp; –
Total: 13050 gp (3450 gp).

Items for the Adventure Record

Special

Recommendation for the Principality of Ulek Royal Navy

Commander Squidin Goodhull has given you his personal recommendation to join the Royal Navy, for your aid in the capture of the infamous Pirate Larigan Crown.

Commendation for the Principality of Ulek Royal Navy

Commander Squidin Goodhull has given you his personal commendation for the Royal Navy, for your aid in the capture of the infamous Pirate Larigan Crown. He also grants you access (Frequency: Regional) to the following items: *ring of swimming* and *triton shell (without air)*^{A&EG}. Only current members in good standing may earn this commendation.

Recommendation for the Principality of Ulek Royal Army

You have received a recommendation to join the Royal Army, for your aid in the rescue of Corporal Fishar Eastwind and his scouting party.

Commendation for the Principality of Ulek Royal Army

You have received a commendation for the Royal Army, for your aid in the rescue of Corporal Fishar Eastwind and his scouting party. The use of this commendation will appear in future scenarios or meta-organization documentation. This commendation also grants you access (Frequency: Regional) to the following items: *ring of sustenance* and *unguent of timelessness*. Only current members in good standing may earn this commendation.

Curse of the Pirate Captain Jeradon Bluebill

The ghost of the Pirate Jeradon Bluebill has cursed you for refusing to return to him his lost treasure. You have been cursed to suffer the same memory lapses as Bluebill suffered in life. Until this curse is removed you suffer the affects of a *lesser confusion* spell on the first round of every combat. This curse can be removed by the normal means (*remove curse*, *break enchantment*,

limited wish, *miracle*, or *wish* spell), except that a *remove curse* will only be effective if the caster is 9th level or higher.

Item Access

APL 2-4

- ❖ +1 mithral shirt (adventure, DMG)
- ❖ eyes of the eagle (adventure, DMG)
- ❖ pearl of the sirines (adventure, DMG)
- ❖ elemental gem [water] (adventure, DMG)

APL 6 (all items from APL 2, 4 plus):

- ❖ wand of charm animal (adventure, DMG)

APL 8 (all items from APL 2, 4, 6 plus):

- ❖ vest of escape (adventure, DMG)

APL 10 (all items from APL 2-4, 6-8 plus):

- ❖ +2 studded leather armor (adventure, DMG)

Appendix 1: NPCs

Introduction

All APLs

Captain Barlos Woodrow: Human Exp10; CR 9; Medium-size humanoid (human); HD 10d6+20; hp 60; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 armor); Base Atk +7/+2; Grp +7; Atk +12 melee (1d4+2/19-20, dagger); Full Atk +12/+7 melee (1d4+2/19-20, dagger); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +7, Ref +6, Will +7; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Appraise +9, Balance +11, Climb +5, Diplomacy +12, Knowledge (geography) +8, Profession (sailor) +12, Sense Motive +10, Spot +15, Swim +7, Use Rope +11; Alertness, Great Fortitude, Improved Initiative, Negotiator, Weapon Finesse (dagger).

Possessions: +3 studded leather, +2 dagger.

Encounter Two

All APLs

Galric Conchal: Human Drd8; CR 8; Medium-size humanoid (human); HD 8d8+8; hp 54; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk +6/+1; Grp +6; Atk +7 melee (1d8/x3, spear); Full Atk +7/+2 melee (1d8/x3, spear); Space/Reach 5 ft./5 ft.; SA animal companion (eagle), nature sense, resist nature's lure, trackless step, wild empathy, wild shape (3/day) (large), woodland stride; AL N; SV Fort +7, Ref +7, Will +11; Str 10, Dex 16, Con 12, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +11, Handle Animal +9, Listen +10, Spot +15, Survival +12, Swim +10; Combat Casting, Lightning Reflexes, Natural Spell, Swim like a Fish^{CD}.

Spells Prepared (6/6/4/4/3; save DC 15 + spell level): 0 – create water, cure minor wounds, detect magic, know direction, light, mending; 1st – camouflage^{CD}, endure elements, fairie fire, hawkeye^{CD}, obscuring mist, speak with animals; 2nd – barkskin, fog cloud, gust of wind, warp wood; 3rd – call lightning, sleet storm, standing wave^{CD}, water breathing; 4th – control water, flame strike, freedom of movement.

Possessions: masterwork hide armor, periapt of wisdom +2, ring of feather falling, masterwork spear, 2 divine scrolls of control weather.

Captain Larigan Crown: Human Rog4/Ftr1/Dread Pirate8; CR 13; Medium-size humanoid (human); HD 4d6+1d10+8d6+13; hp 71; Init +5; Spd 30 ft.; AC 20, touch 15, flat-footed 15 (+5 Dex, +5 armor); Base Atk +12/+7/+2; Grp +12; Atk +18 melee (1d6+1/18-20, rapier); Full Atk +18/+13/+8 melee (1d6+1/18-20, rapier) or +16/+11/+8 melee (1d6+1/18-20, rapier) and +11 melee (1d6+1/19-20, short sword); Space/Reach 5 ft./5 ft.; SA concealed weapon attack, sneak attack +2d6; SQ come about, evasion, fearsome reputation +6, hoist the black flag, rope swing, shifting deck, trap sense +1, trapfinding, uncanny dodge, wind at your back; AL CN; SV Fort +7, Ref +16, Will +6; Str 10, Dex 20, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Appraise +10, Balance +16, Bluff +12, Climb +7, Diplomacy +14, Disguise +9, Escape Artist +15, Forgery +9, Gather Information +9, Hide +10, Intimidate +17, Knowledge (local) +6, Listen +5, Move Silently 10, Profession (sailor) +10, Sense Motive +5, Sleight of Hand +12, Spot +10, Swim +5, Tumble +13, Use Rope +12; Combat Expertise, Dodge, Iron Will, Persuasive, Quick Draw, Spring Attack, Weapon Finesse (rapier).

Possessions: +1 mithral shirt, +1 rapier, +1 short sword, gloves of dexterity +2, cloak of resistance +1, eyes of the eagle, pearl of the sirines.

Woodrow's Crewmen (10): Male Human Exp1; CR 1/2; Medium-size humanoid (human); HD 1d6+5; hp 8 each; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 armor); Base Atk +0; Grp +2; Atk +2 melee (1d6+2, club) or +3 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6+2, club) or +3 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; AL NG; SV Fort +2, Ref +3, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +7, Climb +6, Profession (sailor) +4, Spot +4, Survival +4, Swim +6, Tumble +7, Use Rope +7; Dodge, Toughness.

Possessions: leather armor, club, light crossbow, bolts (10).

APL 2 & 4

Crown's Crewmen: Male Human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+5; hp 8 each; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); Base Atk +0; Grp +2; Atk +2 melee (1d6+2, sap) or +3 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6+2, sap) or +3 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2, Ref +5, Will +0; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +7, Climb +6, Escape Artist +7, Profession (sailor) +4, Spot +4, Survival +4, Swim +6, Tumble +7, Use Rope +7; Improved Initiative, Toughness.

Possessions: studded leather armor, sap, light crossbow, bolts (10).

APL 6 & 8

Crown's Crewmen: Male Human Ftr2/Rog1; CR 3; Medium-size humanoid (human); HD 1d6+2d10+9; hp 26 each; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk +2; Grp +4; Atk +7 melee (1d6+2, sap) or +5 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+2, sap) or +5 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +5, Ref +5, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +9, Climb +8, Escape Artist +9, Jump +9, Profession (sailor) +5, Spot +4, Survival +4, Swim +7, Tumble +10, Use Rope +8; Improved Initiative, Iron Will, Toughness, Weapon Focus (sap), Weapon Finesse (sap).

Possessions: +1 studded leather armor, masterwork sap, light crossbow, bolts (10).

APL 10

Crown's Crewmen: Male Human Ftr4/Rog1; CR 5; Medium-size humanoid (human); HD 1d6+4d10+13; hp 44 each; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk +4; Grp +6; Atk +9 melee (1d6+4, sap) or +7 ranged (1d8/19-20, light crossbow); Full Atk +9 melee (1d6+4, sap) or +7 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6;

SQ trapfinding; AL CN; SV Fort +6, Ref +6, Will +3; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +9, Climb +8, Escape Artist +10, Jump +9, Profession (sailor) +5, Spot +5, Survival +4, Swim +9, Tumble +11, Use Rope +8; Improved Initiative, Iron Will, Toughness, Weapon Focus (sap), Weapon Finesse (sap), Weapon Specialization (sap).

Possessions: +2 studded leather armor, masterwork sap, light crossbow, bolts (10).

Encounter Three

APL 6 & 8

Sahuagin Ranger: Male Sahuagin Rgr2; CR 4; Medium monstrous humanoid (aquatic); HD 4d8+12; hp 33; Init +2; Spd 30 ft., swim 60 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +3 armor, +5 natural); Base Atk +4; Grp +8; Atk +8 melee (1d4+4, talon) or +9 melee (1d8+4, trident) or +6 ranged (net); Full Atk +9 melee (1d8+4, trident) and +8 melee (1d4+2, bite) or +8 melee (1d4+4, 2 talons) and +6 melee (1d4+2, bite) or +6 ranged (net); Space/Reach 5 ft./5 ft.; SA blood frenzy, combat style (two-weapon fighting), favored enemy (dwarves +2), rake (+6 melee, 1d4+2); SQ blindsense 30 ft., darkvision 60 ft., speak with sharks, water dependent, wild empathy; AL LE; SV Fort +8, Ref +8, Will +6; Str 18, Dex 14, Con 16, Int 12, Wis 17, Cha 9.

Skills and Feats: Handle Animal +4 (+10 with sharks), Hide +9 (+13 underwater), Listen +9 (+13 underwater), Move Silently +7, Profession (hunter) +5 (+9 within 50 miles of home), Ride +5, Spot +9 (+13 underwater), Survival +3 (+9 within 50 miles of home); Exotic Weapon Proficiency (net), Great Fortitude, Multiattack, Track, Two-Weapon Fighting.

Possessions: masterwork trident, masterwork studded leather, net, wand of charm animal.

APL 10

Sahuagin Ranger: Male Sahuagin Rgr4; CR 6; Medium monstrous humanoid (aquatic); HD 6d8+18; hp 50; Init +6; Spd 30 ft., swim 60 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +3 armor, +6 natural); Base Atk +6/+1; Grp +10; Atk +10 melee (1d4+4, talon) or +11 melee (1d8+4, trident) or +8 ranged (net); Full Atk +11/+6 melee (1d8+4, trident) and +10 melee

(1d4+2, bite) or +10 melee (1d4+4, 2 talons) and +8 melee (1d4+2, bite) or +8 ranged (net); Space/Reach 5 ft./5 ft.; SA blood frenzy, combat style (two-weapon fighting), favored enemy (dwarves +2), rake (+8 melee, 1d4+2); SQ blindsense 30 ft., darkvision 60 ft., speak with sharks, water dependent, wild empathy; AL LE; SV Fort +9, Ref +9, Will +7; Str 18, Dex 14, Con 16, Int 12, Wis 17, Cha 9.

Skills and Feats: Handle Animal +4 (+10 with sharks), Hide +11 (+13 underwater), Listen +11 (+13 underwater), Move Silently +11, Profession (hunter) +6 (+9 within 50 miles of home), Ride +6, Spot +11 (+13 underwater), Survival +5 (+9 within 50 miles of home); Great Fortitude, Multiattack, Track, Two-Weapon Fighting, Exotic Weapon Proficiency (net), Endurance, Improved Initiative.

Spells Prepared (1; save DC 13 + spell level): 1st – *longstrider*.

Possessions: masterwork trident, masterwork studded leather, net, *amulet of natural armor* +1, *wand of charm animal*.

Encounter Four

All APLs

Jeradon Bluebill: Male Ghost (Human Suel) Brd 9; CR 11; Medium undead (augmented humanoid) (incorporeal); HD 9d12; hp 68; Init +7; Spd fly 30 ft. (perfect); AC 19, touch 19, flat-footed 16 or AC 17, touch 13, flat-footed 14; Base Atk +6/+1; Grp +7; Atk +9 melee or +7 against ethereal foes (1d6 or 1d6+1, incorporeal touch) or +10 melee (1d6+1, rapier); Full Atk +9/+4 melee or +7/+2 against ethereal foes (1d6 or 1d6+1, incorporeal touch) or +10/+5 melee (1d6+1, rapier); Space/Reach 5 ft./5 ft.; SA bardic music (countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness), bardic knowledge, corrupting touch, frightful moan, malevolence, manifestation; SQ darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL CN; SV Fort +3, Ref +9, Will +6; Str 12, Dex 16, Con -, Int 10, Wis 10, Cha 22.

Skills and Feats: Appraise +12, Balance +15, Bluff +18, Concentration +12, Hide +17, Listen +14, Move silently +9, Perform (sing) +21, Search +8, Spot +8, Swim +7; Combat Casting, Improved Initiative, Spell Focus (enchantment), Skill Focus (perform), Weapon Finesse (rapier).

Frightful Moan: All living creatures within a 30-foot spread must succeed on a Will save (DC 20) or become panicked for 2d4 rounds. A creature that successfully saves against this effect cannot be affected by the same ghost's moan for 24 hours.

Spells Known (3/5/5/3; save DC 16 + spell level): 0 – *detect magic, ghost sound, know direction, light, read magic, summon instrument*; 1st – *animate rope, charm person, disguise self, Tasha's hideous laughter*; 2nd – *darkness, glitterdust, silence, sound burst*; 3rd – *confusion, fear, glibness*.

Possessions: masterwork studded leather armor, masterwork rapier, buckler.

Encounter Five

APL 8 & 10

Advanced Giant Crocodile: CR 6; Huge animal; HD 13d8+52; hp 117 each; Init +1; Spd 20 ft., swim 30 ft.; AC 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +7 natural); Base Atk +9; Grp +25; Atk +15 melee (2d8+12, bite) or +15 melee (1d12+12, tail slap); Full Atk +15 melee (2d8+12, bite) or +15 melee (1d12+12, tail slap); Space/Reach 15 ft./10 ft.; SA improved grab; SQ hold breath, low-light vision; AL N; SV Fort +12, Ref +9, Will +7; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +3*, Listen +7, Spot +7, Swim +16; Alertness, Endurance, Iron Will, Power Attack, Skill Focus (Hide).

* A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

Encounter Six

APL 2

Young Goblin Cavalry: Male Goblin Ftr1; CR 1; Small humanoid (goblinoid); HD 1d10+2; hp 9 each; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +4 armor, +1 shield); Base Atk +1; Grp -2; Atk +4 melee (1d6+1/x3, small lance) or +2 melee (1d6+1/19-20, small longsword); Full Atk +4 melee (1d6+1/x3, small lance) or +2 melee (1d6+1/19-20, small longsword); Space/Reach 5 ft./5 ft.; SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref

+4, Will +0; Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +3, Hide +8, Move Silently +8, Ride +12; Mounted Combat, Ride-By Attack.

Possessions: chain shirt, light wooden shield, masterwork small lance, small longsword, *potion of cure moderate wounds*.

APL 4 & 6

Goblin Cavalry: Male Goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+4; hp 18 each; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17; Base Atk +2; Grp -1; Atk +5 melee (1d6+1/x3, small lance) or +4 melee (1d6+1/19-20, small longsword); Full Atk +5 melee (1d6+1/x3, small lance) or +4 melee (1d6+1/19-20, small longsword); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +0; Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Hide +8, Move Silently +8, Ride +13; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: +1 chain shirt, light wooden shield, masterwork small lance, small longsword, *potion of cure moderate wounds*.

APL 8 & 10

Hobgoblin Cavalry: Male Hobgoblin Ftr6; CR 6; Medium humanoid (goblinoid); HD 6d10+18; hp 59 each; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 16; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+4/x3, lance) or +8 melee (1d8+2/19-20, longsword); Full Atk +10/+5 (1d8+4/x3, lance) or +8/+3 melee (1d8+2/19-20, longsword); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +6, Will +4; Str 14, Dex 18, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Escape Artist +9, Handle Animal +9, Move Silently +8, Ride +16; Iron Will, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: masterwork chain shirt, heavy wooden shield, masterwork lance, longsword, *vest of escape*.

Advanced Worg: CR 7; Large magical beast; HD 12d10+48; hp 126 each; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +1 Dex,

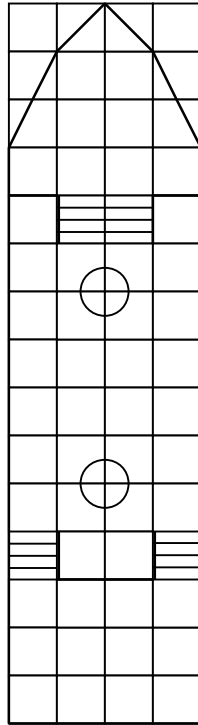
+4 armor, +4 natural); Base Atk +12, Grp +23; Atk +19 melee (1d6+10, bite); Full Atk +19 melee (1d6+10, bite); Space/Reach 10 ft./10 ft.; SA trip; SQ darkvision 60 ft., low-light visions, scent; AL NE; SV Fort +12, Ref +9, Will +8; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide -1, Listen +6, Move Silently +1, Spot +14, Survival +2 (+6 tracking by scent); Alertness, Combat Reflexes, Iron Will, Track, Weapon Focus (bite).

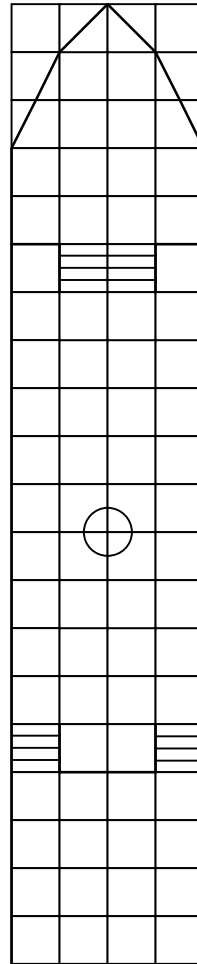
Possessions: exotic military saddle, chain barding.

Appendix 2: Ship Configurations

Dancing Wave



Bloodwave



Appendix 3: The Devil’s Throat Sea Cave Map

