

#19

1E&5E
COMPATIBLE

THE FOLIO

Part Six
of The
White Ship Campaign

WS6 Duel on the White
Ship

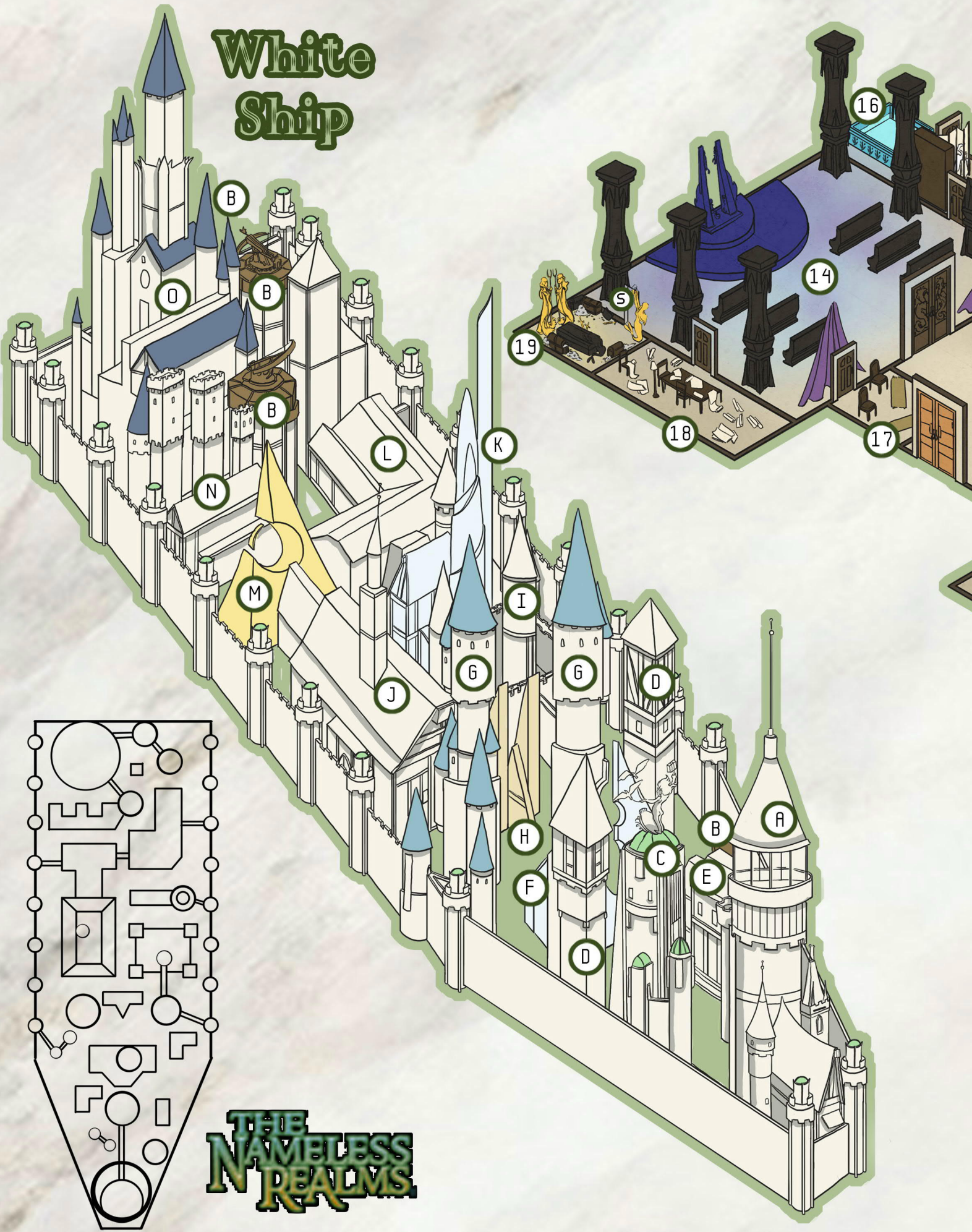
New Monster:
Arch-Necromancer

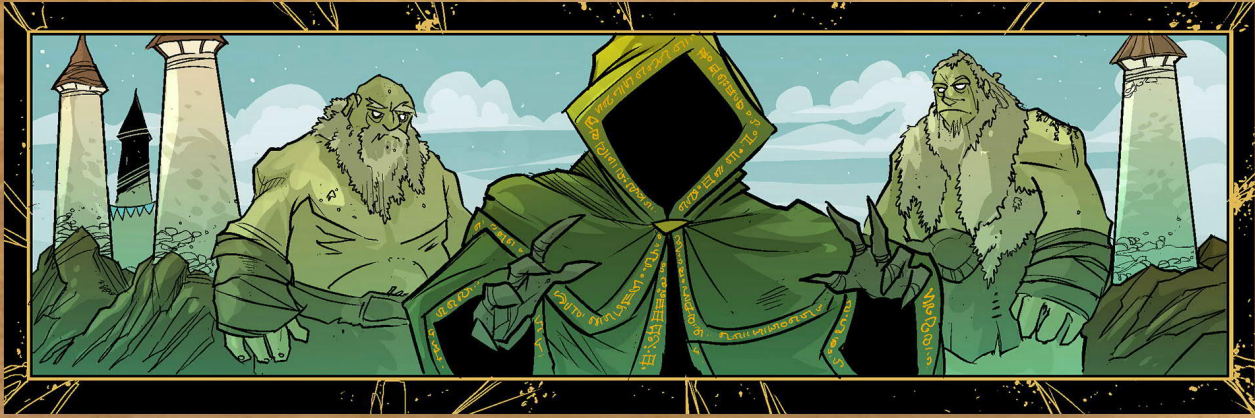
Gazetteer:
The White Ship

Adventure for Levels
10-12 in both
1E & 5E formats!

G
ART
of the
genre

White Ship





Introduction

Well, you've done it, you've traveled sea routes that very few have ever managed and lived to tell the tale. Now, however, you have to take on two of the greatest challenges you can image, the devilry of the White Ship and the mad power of the dark necromancer Molo of the 13 Wives.

As I put this series together, piecing my notes from my own campaigns and tidbits of my world that I really wanted to share with fellow adventurers, I was very happy with the way things shaped up. This is the culmination of not only a year's worth of work at Art of the Genre but many more years of tabletop play that created the adventure you now hold in your hands. I can well remember my own players taking on these challenges, and I hope you have as much fun with them as we did.

As always, keep on gaming, and I truly hope you enjoy the last part of The White Ship Campaign!

Scott Taylor

STYLE OF PLAY

This adventure is set in the sea of the Inner Zone of the Corsair Mists. It is tough going, and monsters lie in wait for any ship that has somehow made it this far. Again, as the DM, you will be required to keep the mists in your player's minds, making it an eerie and dark quest through uncharted enemy territory. Try to build fear, and I'd suggest having players frequently make random rolls for no reason, just to create a bit of paranoia at your table.

Sea Journey

As with Folio #18, this is mostly a sea journey, the build of Part 1 of this adventure dealing with navigating through the Inner Zone and dealing with monsters. It is important to keep navigation a constant, but if the players 'get lucky' and get no random encounters, you will still need to bring monsters to bear for the quest to still feel epic and challenging before the players get to the dock and their first encounter with Molo.

Driving to the Endgame

In all, the players have been chasing Molo for several months across the surface and islands of the Halo. There really shouldn't be an epic need to drive home the importance of stopping the necromancer at this point, but if you need to, you can remind them that time draws nigh on their ability to stop Molo, that his lead seems hard to overcome, and if they

don't push with everything they have, they will never be able to stop him, and the world will suffer in ways they cannot imagine.

The Violet Waters

When the ship gets to the Inner Zone, the dark waters of the Halo turn from deep blue to a sickly violet, and a glow begins to well up from the depths that highlights the violet essence. The murky violet water is corrupted, and if characters get in the water, they must make a successful save vs. poison or take 2–12 points of damage **[DC 13 Constitution or take 6 (2d6) damage]**. When fighting monsters from the depths, there will be A LOT of random violet water splashed all over the place, meaning that unless a successful save vs. petrification is made each round, a character in combat will take 3–18 points of damage **[DC 13 Dexterity or take 9 (3d6) damage]**.

Navigating the Corsair Mists

If you are familiar with the events and journey of Folio #18, you should already be familiar with how to navigate the Corsair Mists, but I'll go into more detail here since the bulk of this adventure will take place in different 'zones' than were mostly used in the previous Folio.

Mist 'Zones'

There are three zones inside the Corsair Mists: the Outer Zone, the Middle Zone, and the Inner Zone. For the purposes of this adventure, we will assume that each captain's experience level will grant a 10% navigation ability bonus to move the ship safely in any particular direction. Thus, a 10th level captain would have a 100% chance to navigate his ship without any negatives being put against him (weather, treacherous seas, etc.). Each mist zone is provided a negative modifier to navigation, with the Outer Zone at -50%, the Middle Zone at -75%, and the Inner Zone at -100%. For this reason, even sturdy and experienced captains might brave the Outer Zone for the right price, but going farther is suicide.

Missing a Navigation Roll

Each day within the Corsair Mists requires a navigation roll. If the roll is missed, consult the following table and administer the results, then after the results are taken into effect, another navigation roll is required to get the ship back on course. If this roll is failed, consult the table again and continue this process until the roll is successfully made.

01-50%

Lost

(add an additional day within the mists)

51-75%

Monster Encounter

(Roll 1d6)

1. Derelict Zombie Ship
(all Zombies are 10 HD)
2. Reef Giant Raiders
(use Cloud Giant stats)
3. Giant Carrion Birds (use Roc for stats)
4. Lightning Storm (use Air Elemental with added 6d6 lightning damage per attack)
5. Were-Megalodon
6. Death Keeper (use adventure for stats)

76-00%

Damaging Obstacle: Ship takes 1d6 points of damage from running into a reef or other obstacle within the mists.

Calculating Time within the Mists

When the ship leaves Hyperion's Forge (Folio #18), have a player roll 1d4 and then add 4. This will be a recalculation of the remaining time it should take for the ship to reach the White Ship Dock. It can be assumed that half the Folio #19 adventure will take place inside the Middle Zone, and the remainder will be in the Inner Zone (round odd numbers up). Remember, if a navigation roll is successful by more than 25%, the captain has made particularly good choices and you may subtract a day from the total number in the initial roll.



Using Magic Items to Navigate

There are several magical items that the characters could have collected in the previous 5 Folios in this series that will make navigating the Corsair Mists possible. The first is the Enchanted Sexton discovered on the Isle of Jade, the 2nd is the Corsair Sunglasses acquired from Captain Fu in Folio #16, the Sea Dragon Figurine that could be won from Lu-Fung in Folio #17 (and the mini-adventure that goes along with it), and the final piece is Hyperion's Map found at the end of Folio #18. Each of the first three items provides a 30% navigation chance within the Corsair Mists, while Hyperion's Map adds an additional 10%. Thus, if you have two of the greater items, there is a 60% base bonus of navigating the mists without getting lost or running the ship into a monster or damaging obstacle.

Gaming Example

The characters have discovered two of the magical, navigation enhancing items on the journey thus far (the Enchanted Sexton & Corsair Sunglasses), as well as maps they've collected along the way (DM provides a 10% bonus for these), thus giving the characters a 70% bonus to navigate the Corsair Mists per day. This ship's captain is also considered to be an 8th level fighter, giving him an 80% base navigation roll. Thus, the players have

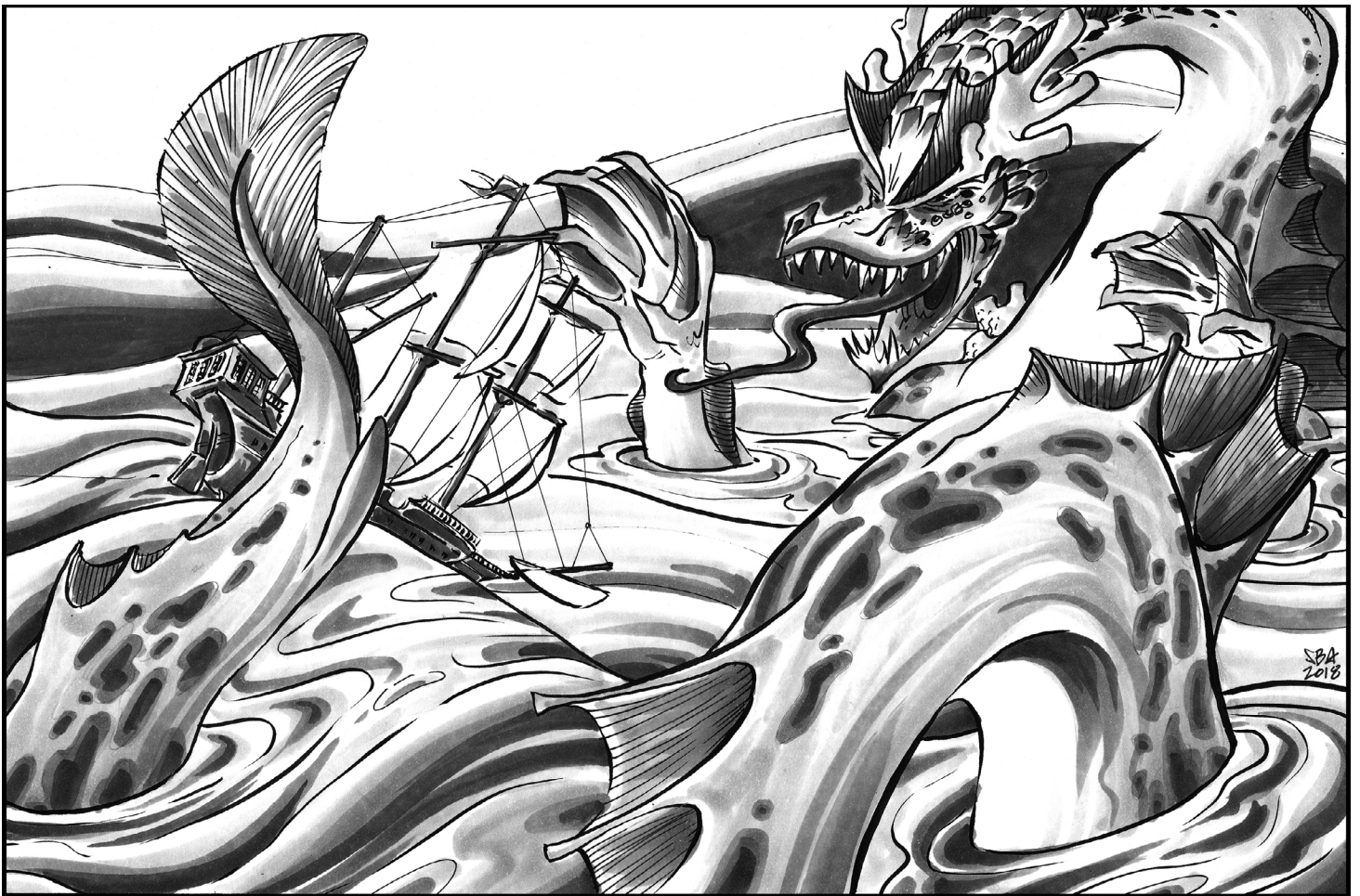
a 150% chance to navigate correctly, minus the 50% penalty for the Outer Zone, and they are still at 100%, so they will not need to make a roll until they hit the Middle Zone, which will drop their navigation percentage to 75%. On their first day within the Middle Zone while heading to Hyperion's Forge, they roll a 77%, bad luck, and therefore have to consult the table above. They roll a 78%, striking an unseen obstacle and costing their ship 4 points of structural damage. Since they failed the navigation roll, they have to roll again, this time getting an 83% (someone switch out those dice!), and again consult the table where they roll a 55%, getting a random monster (Derelict Ship), and after dealing with all the dead, they must roll AGAIN, this time getting a 37%, a success, which means they move on toward Hyperion's Forge.

The Sea of Monsters

During the journey through the Inner Zone, there are three encounters that are preset, just in case the characters have collected enough magic to pass without issue, they are still going to have to fight to get to the Grand Dock.

The Kraken

The first encounter will be on the border of the Middle Zone and the Inner Zone, and it is the great kraken. When this beast rises into the mists, a giant eye will appear next



to the ship and should scare the crap out of the players before the throng of tentacles begin swiping at anything they can destroy.

Violet Water Elementals

The violet water has corrupted many roving water elements, and these first appear as giant waves, crashing over the ship's sides only to reform on the deck. The water damage for contact should be taken into effect every round one of these is on the deck, so keep that in mind.

Cloud Giants

Several mad cloud giants roam the mists, walking among them and stalking anything they find on the surface. As they can move

within and over the mists, they tend to appear and disappear, making them effectively under the influence of a 'blur' spell, much like the ghost eye zombies.

Dealing with the Damage to the Ship

With each day that passes, be sure to have the players see murky shadows of ruins, towering land masses, or shapes without purpose in the mists. This needs to be creepy, and you can keep it that way by describing a soundless sea with things slowly drifting by the ship, maybe with glowing eyes within little dark crevices that seem to watch the ship. Still, there are going to be times when

rolls are failed and damage is taken on the ship. Consider the ship to currently have 50 HP once it leaves Distant Turtle City. This means that the players (and the crew) have to find a way to keep it afloat until they can finish Folio #19, so keep that in mind with the following guidelines.

Obstacles

Damaging water hazards like fangs of the sea, reefs, and submerged ruins can damage the ship. Each time an obstacle is encountered, it does 1d6 points of damage to the ship's overall HP total.

Monsters

For every round the ship is in combat with a monster inside the mists, it is considered to take a 1 point of HP damage. Thus, a 5-round battle with a reef giant will cost the ship 5 HP.

Repair

The ship is considered to have 6 points of repair materials inside the hold when it enters the Corsair Mists, and these can be used to heal HP damage at a rate of 2 HP per day until the full 6 points are exhausted. Any other repairs (such as the Mending spell or other ingenious uses of magic, or help provided by the sea elves, will have to be determined by the DM as to exact points that can be given back to the ship).

Running the Grand Dock (White Ship Dock)

There are two main encounter points in this final module for The White Ship Campaign, the first being the Grand Dock. This encounter is based around a large open area inside a ruined warehouse that lies upon the massive stair that is the Grand Dock. I haven't mapped the warehouse as it's just supposed to be an open area, 120'x120', and Molo has been appropriating it to 'buff' himself with the former guards: two giant cyclopes. This encounter is only meant to let the characters feel out Molo's power, which is considerable. It should not be used as the end encounter for Molo, and once his HP total falls below $\frac{1}{4}$ of his starting HP, a contingency spell will go off, sending him atop the docking stairs where his minions are awaiting the arrival of the White Ship that has already been summoned. Even if Molo is struck by an 'instant kill' attack, his contingency will still go off, and he will be raised by his own necromantic energies once he reappears (but he won't be happy!).

Molo's 1st Encounter

This first encounter is meant to probe the characters' offensive and defensive abilities, preparing for a final encounter. Molo will attempt to feblemind characters if he can, taking them out of action, and his defensive

matrix should keep the bulk of spells off him. Increased HP from the two cyclopes he drained will also allow him to stand against heavy fighter attacks for several rounds.

The Minions at the Stair

Once the warehouse is cleared and Molo has fled, the party will then be able to go to the giant stair. This intricate staircase is more like an open tower without walls, and it twines up around itself, providing cover for those lurking along its path. Here, Molo will have placed some of his apprentices, hoping they can stop the party from gaining the top of the stair and the White Ship before it sails into the mists.

The Coming of the White Ship

History

The great ships were created for the Corsair Kings of old Uthoria by the sea dwarves, and each was the size of a modern day super aircraft carrier. They can hold upward of 5,000 humans, and the top of each ship is covered with towers, walls, and buildings. They are made of enchanted stone, the White Ship being made of white marble that has veins of gold and platinum in it. This ship was the pride of the Corsairs, and it is the only one of the five great ships to have survived the apocalypse. However, it is a cursed vessel, its towers and buildings filled

with all manner of corrupted creatures. The enchantments that created it have been maligned by the apocalyptic magic, and it sails on its own course, always surrounded by a bank of mist, raiding the seas and sinking ships it comes in contact with.

Random Buildings

There are many buildings listed on the map of the ship, but most are undescribed as they are not meant to be a part of this adventure. Once Molo has been destroyed, it will become clear that the corrupted creatures of the ship seek no new master, and they will rise up in number to destroy the interlopers. This means that further exploration of the vessel will be very difficult, but if the DM wishes to flesh out further encounters and buildings, feel free!

Magical Properties

There are two powerful magical forces on the ship: the floating enchantment that keeps the stone above the water's surface and the apocalyptic corruption, which sustains the violet waters of the Inner Zone and the dark combative nature of those creatures that find themselves trapped on the ship as its unwitting crew.

The Violet Storm at the Temple Complex

The apocalyptic corruption is in full swing around the temple complex in which Molo has taken his prisoner for the final ceremony he believes will grant him access to the power of the White Ship (but will actually open a seam into the nether realm beyond the Elemental Plane of Shadow and birth forth streambender surrogates into the Nameless Realms all over the ship). Anyone passing through the storm will need to make a saving throw against spells or lose 1 point of Constitution per round inside the storm **[DC 15 Constitution]**. As the storm is like a maelstrom outside the temple by the point the characters get there, it will take 2d4 rounds to pass through it.

Running the Random Monsters on the Ship

The ship will be well aware it has been boarded, and it will defend itself by rousing some of its more potent defenders from their sleeping quarters inside the various buildings on the ship. As Molo was the first on board, the sleeping defense was bypassed as he ran toward the temple complex, but the players will have to defeat the full brunt of the ship's wrath just to get to the temple and the storm that is growing around it.



Storm Giants

There are two storm giants; both are completely mad and enjoy nothing more than throwing lightning at their enemies. If pressed into melee combat, they will smash anything they can, utilizing their incredible strength to pound their enemies.

Coral Dragon

A corrupted coral dragon will slither forth from the ruins, its scales a motley array of colors and its scales as hard as the substance it is named after. It will first employ its breath weapons and then slither into melee.

Ship of the Dead

There are hundreds of undead sailors aboard the ship, and they creep forth in gangs of 1d6, their power greatly increased by the magic of the White Ship.

Adventure Synopsis

The characters now have a map to the location of the Grand Dock (obtained at Hyperion's Forge), and they will use it to navigate farther into the Middle Zone, passing the brink into the Inner Zone where various creatures await the ship, looking for easy prey. Once they have sailed into the heart of the Inner Zone, they will encounter what is left of the Grand Dock of Uthoria: a great dome warehouse and an open stair leading up into the mists. Inside the warehouse, they will have to do battle

with Molo, and once he has fled, they will be forced to move up the stair, defeating Molo's apprentices, then board the White Ship, defeat its defenses, and finally enter the temple complex and defeat Molo and all of his 13 wives. Once complete, they will be forced to flee the White Ship, taking with them only the memories of what they have done and the satisfaction of knowing they helped save the world.

Dungeon Master Notes

1. NPC Interactions

Within this module, the only real NPC interaction will be with members of the crew of the ship as Molo isn't very talkative and this adventure is based almost completely on combat resolution for the climax of the campaign.

2. Setting the Tone of the Campaign Climax

The characters (and their players) have come a LONG way to reach this moment, so make sure you don't just make everything about rolling dice and keeping tabs on HP. Yes, this adventure is based around combat, but if you try to mitigate that by just keeping the players in the moment—making them realize the stakes and having the enemies they fight seem beyond their capabilities—then you will have accomplished your mission as a DM. And remember, Molo is always yours to use, and if you have a personality for him

already in place (like from playing Roslof Keep), then you should utilize that and drive home some banter with the characters.

3. Dealing with the White Ship

Now I know players, and I know that they don't like to fight, fight, and fight some more and not collect epic treasure. Certainly, someone is going to want to 'keep' the White Ship. If that is something you'd like to design yourself, then go for it, I've no objections, but I've always seen the White Ship like the Spelljammer in the Spelljammer setting: something that no one person owns, a floating adventure for all. If you know your players, and you think they may feel cheated, then have them feel the corruption somewhat alleviated, and that there might be later hope for the ship, but that their time upon it must end as they have to get the catalyst for a cataclysm off the ship before he somehow fulfills his destiny and brings on bad things (like streambenders).

Art of This Issue

This cover was done for my Burning City books by artist Josh Godin, and I've always wanted to find a place to use it. The spellcasting aspect I thought worked perfectly for what I was going for in Folio #19. Inside, the black and white works of artists Travis Hanson and Simon Adams grace the pages, with the color banner by Travis and the color cover by Simon. The

iconic character you find on the back is done, as usual, by Michael Wilson.

BOSS NPC Arch-Necromancer, Molo of the 13 Wives

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: -5

HD: 18d4+36

HP: 72

Move: 12"

No. of Attacks: 1

Damage/Attack: (1-4)+2

Special Attacks: Spells

Special Defense: Defensive Spell Matrix + Contingency Matrix

Magic Resistance: 30% (Robes of the Arch-Magi + Staff of Seven Skulls)

Intelligence: Very

Size: M (6' Tall)

Psionic Ability: NIL

Spells:

1st (5) Shield, Shocking Grasp, Magic Missile, Charm Person, Sleep

2nd (5) Strength, Web, Detect Invisibility, Mirror Image, Darkness 15' Radius

3rd (5) Fireball, Hold Person, Suggestion, Protection From Normal Missiles, Fly

4th (5) Fire Shield, Ice Storm, Stoneskin, Evard's Black Tentacles, Minor Globe of Invulnerability

5th (5) Cone of Cold, Wall of Force, Cloudkill, Animate Dead, Feeblemind

6th (3) Contingency, Chain Lightning, Repulsion

7th (3) Power Word: Stun, Monster Summoning V, Volley

8th (2) Mass Charm, Serten's Spell Immunity

9th (1) Meteor Swarm

Defensive Spell Matrix: The following spells will be in place before any known combat situation that Molo faces: Shield, Protection from Normal Missiles, Fire

Shield, Minor Globe of Invulnerability, and Serten's Spell Immunity (+9 Charms, +7 Hold/Command/Fear, +5 Geas/Quest), and Volley. However, this does mean he has lost those spell slots for the day, so keep that in mind (especially when dealing with him a 2nd time during a given day).

Contingency Matrix: If Molo is slain, a Teleport Without Error is enacted that sends him to his 1st wife (see Final Battle), who will resurrect him.

Saving Throws: Para/Poi (7), Petri/Poly (6), Rod, Staff, Wand (2), Breath (6), Spell (3)

TREASURE

+2 DAGGER, RING OF PROTECTION +4 (+2 SAVES), RING OF FIRE RESISTANCE, BRACERS AC 4, WAND OF PARALYZATION (52 CHARGES), CLOAK OF THE MANTA RAY, BLACK ROBES OF THE ARCHMAGI, STAFF OF SEVEN SKULLS (34 CHARGES) [25% MAGIC RESISTANCE, ABSORPTION (DIRECTED SPELLS AS ROD OF ABSORPTION), POWER WORD: KILL (5 CHARGES), ENERGY DRAIN (3 CHARGES), TORMENT (2 CHARGES)], GLOVES OF THE BLACK DEATH (VAMPIRIC TOUCH GLOVES THAT TRANSFER 1/3 OF ANY DAMAGE DELIVERED BY THE CASTER BACK TO THE CASTER AS FALSE HIT POINTS)



Molo of the 13 Wives [AC 25, HD 18d6+54, HP 108, Initiative +1, Proficiency Bonus +6, #AT 1, Hit +8, Dam Dagger 4 (1d4+2), Spellcasting (DC 20 saves and +12 to hit), Arcane Recovery (short rest recovers 9 spell slots), Arcane Tradition (Necromancy) (Grim Harvest, Undead Thralls, Inured Undeath, Command Undead), Spell Mastery (Witch Bolt and Scorching Ray)]

STR: 10 (-), DEX 13 (+1), CON 17 (+3), INT 23 (+6), WIS 14 (+2), CHA 11 (-)

Defensive Spell Matrix: The following spells will be in place before any known combat situation that Molo faces: Shield, Magic Circle (disadvantage on all attacks), Fire Shield, and Stoneskin. However, this does mean he has lost those spell slots for the day, so keep that in mind (especially when dealing with him a 2nd time during a given day).

Contingency Matrix: If Molo is slain, a Teleport Without Error is enacted that sends him to his 1st wife (see Final Battle), who will resurrect him.

Spells: 26 Available Spells

Cantrips (5) Fire Bolt, Ray of Frost, Chill Touch, Blade Ward, True Strike

1st (4) Shield, Witch Bolt, Charm Person, False Life

2nd (3) Scorching Ray, Hold Person, Mirror Image

3rd (3) Fireball, Vampiric Touch, Magic Circle, Fly, Animate Dead

4th (3) Fire Shield, Stoneskin, Evard's Black Tentacles, Blight

5th (3) Cone of Cold, Wall of Force, Cloudkill, Conjure Elemental, Dominate Person


6th (1) Contingency, Chain Lightning, Eyebite

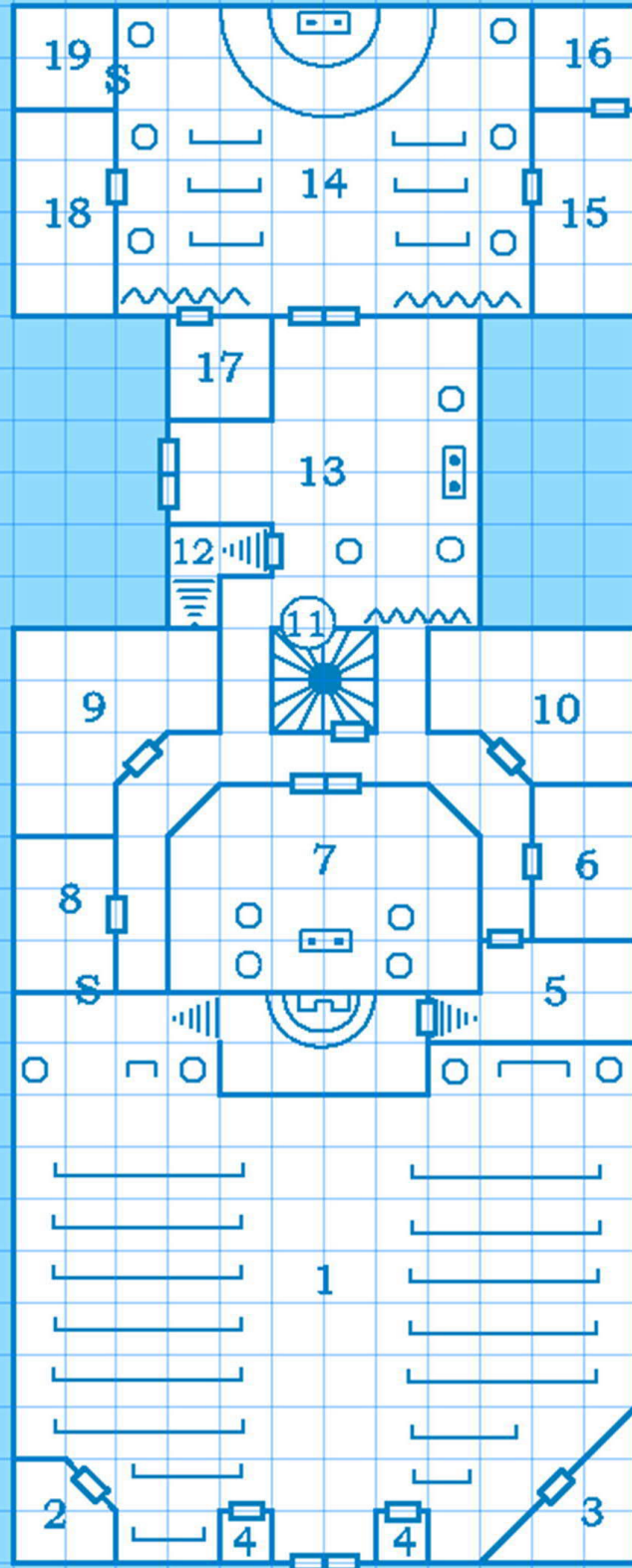
7th (1) Delayed Blast Fireball, Finger of Death

8th (1) Feeblemind, Power Word: Stun

9th (1) Meteor Swarm

THE FOLIO

	Curtain
	Column
	Altar
	Double Doors
	Door
	Stairs
	Pew
	Fireplace
	Spiral Stairs



THE FOLIO



The White Ship

ADVENTURE FOLIO MODULE WS6

An adventure for characters levels 10-12

by Scott Taylor



The White Ship

An adventure in both 1E and 5E formats
for characters levels 10–12

**All ‘grey blocks’ are for 5E conversions
in this section.**

Introduction

As the final installment of The White Ship Campaign, this adventure has a pretty focused stream of challenges and there won’t be a lot of room for player experimentation or deviation from the ‘plan’. With Molo so close to the White Ship and having the ability to tap into the unknown necrotic power the ship somehow possesses, the characters will need to move quickly to bring about Molo’s fall before he can fully manifest his sacrifice and thus achieve his dark purpose.

The adventure has been set up into four sections, and the flow of the adventure will revolve around moving from encounter point to encounter point in a deadly chase to the finish. Although there is one ‘dungeon’ type layout in this adventure, it will likely be something the characters could have time for before they are forced to flee the ship, and not a true ‘room by room crawl’, so to speak. There are also many buildings that are described in the adventure that could be put into play by a DM who wants to keep the White Ship adventure going, but they will not be detailed here (unless you have the WS6.5 mini-adventure which will provide a peek into one of these non-adventure buildings).

The various scenarios are described below and there will be a bit of advice on how to run each. Also, keep in mind that this culmination of the campaign isn’t meant to be a place to find treasure (as that should have been done in the previous five adventures), so keep the party moving as you are able; searching for treasure isn’t something that keeps the adrenaline flowing.

The Scenarios

This adventure is set up into four parts, each of which will hold unique challenges and incredibly deadly encounters for the party.

Part One

The Royal Hall

Once the largest center for commerce in Uthoria, this massive hall (about the size of a modern-day professional football stadium) is now an empty shell of its former mercantile glory. The walls of the hall are still covered in dilapidated stalls, but the bulk of the interior is covered in piles of refuse, old seaweed (from flooding), and fourteen huge stone support pillars (that have the lower five feet covered with old barnacles). At the western end of the hall, the King’s Doors—massive, twenty-five-foot-tall bronze doors—lead to the Grand Stair. These doors would normally have stood open to greet those coming and going from the great stone ships, like visiting villages that dropped off their trade goods into the hall, but now they are only slightly ajar. For gaming purposes, the functional combat area of the hall

is six hundred feet in diameter, with the lesser doors and greater doors being eight hundred feet from one another (east to west) across the span.

Four huge cyclops guards once lurked within the hall, but Molo has recently killed them, draining their life energy to supercharge himself, and then reanimating the corpses as a special ‘gift’ for those following him. However, the reanimation will have just taken place when the characters arrive, and Molo will be forced to deal with the characters as he slowly falls back toward the Kings Doors to rejoin his apprentices that went up the Grand Stair before him.

When the characters’ ship navigates the last misty distance to the stair, they will instead be confronted with the Grand Hall (which they will see the stair rise out of from the west), and jagged ruins and terrible reefs preclude the ship from coming too close to the hall. Thus, they will need to take a launch to the hall, and as they approach, you can read the following:

The sheer size of the structure that rises from the violet water, domed like the moon itself has risen from the waves, is greater than anything you have ever witnessed. What magic or skill was used to create it must have surely disappeared from the world long before the current age ever dawned. As the launch approaches, the sound and mystic reverb of a battle emanates from the openings in the upper vaults, and the final scream of a giant, or some kind of giant kin, can be heard before all finally goes quiet...

Once the characters enter the hall through the lesser eastern doors (15-foot-tall doors), they will get their first sight of Molo, the dark necromancer surrounded by vaporous black energy as he falls back behind four giant undead cyclopes, their bloody bodies twisted and burned, but deadly nonetheless.

Upon entry, read the following:

Shafts of dull light shine down in luminous towers through breaches in the great dome. Massive pillars, once replete with great artwork but now faded and barnacle covered, support arches that span the hall some fifty feet above the refuse-strewn floor. Near one of the light shafts, some two hundred feet from the entry, a dark shape in black and gold robes weaves a spell of midnight mist, his staff glowing with a sickly green energy. Before him, rising in bloody and burned flesh and armor, four great cyclopes lumber forward, each nearly forty feet in height...

Scenario Conclusion

Molo has a Contingency Teleport spell in place that will take him (or his body) to his 4th wife who is already at the top of the stairs. Once the players defeat him (he’s not scared to die, especially if it takes characters with him), they can move to the western doors and begin Scenario Two. If players wait for more than 5 rounds to enter the doors, two more undead cyclopes will wander through from the stair beyond.

4 Undead Greater Cyclopes [AC 2, HD 13, HP 90, #AT 1, D 6–36 (Maul)]

TREASURE

NONE

4 Undead Greater Cyclopes [AC 14, HD 12d12+60, HP 138, Initiative +2, #AT 2, Hit +9, Dam Greatclub 19 (3d8+6), Multiattack]

Arch-Necromancer

Molo of the 13 Wives

See Gazetteer

Part Two

The Grand Stair

The size of the Stone Ships of Uthoria is legendary among the sea cultures of the Halo, and for good reason, as they are roughly the size of modern day super aircraft carriers and can house upwards of 5,000 people. Considering this, the walled deck of a Stone Ship is some 80 feet above the waterline, making entry into the ship nearly impossible without a huge entry structure. For this reason, Uthoria had several ‘tower docks’, but the biggest and most renowned was the Grand Dock (or Stair as it was sometimes referred). At nine stories tall, the huge stair is more a massive tower, fifty by fifty feet for the first five levels and forty by forty feet on the remaining four. A double-wide, twenty-foot diameter, circular stair snakes up the center of the tower, opening up to each floor as it is completely pillared and has no support walls. This means that each time you enter



a new level, you are open to attack by anyone on that floor, other than some small protection from the support pillars.

Molo has set five of his apprentices to defend the tower as he awaits the White Ship on Level 9. These apprentices are instructed to use mass-attack spells like Fireball on anyone entering their level, and the DM should consider one apprentice to be on every other level (2, 4, 6), with 2 apprentices on Level 8, as well as whatever sub-beasts they have brought into being using their summoning spells. As they are all necromancers, these creatures will typically be undead, and I've included high-HD zombies as the standard option although the DM can choose anything he desires.

Once the party clears the doors, read the following
The gilded doors loom around you as mists blow past your boots from some unseen breach in the chamber beyond. Here, amid more flooded squalor, a huge circular stair made of white marble rises from the center of a dark-stone tower some fifty feet across. The entire venue smells of rotting brine and corrupted flesh, and a subtle green luminescence glows from the barnacles that cling to the walls and the giant support pillars that rise up around the open, twisting stair...

There will be no initial attack on the first floor, but the second will have an apprentice, two undead cyclopes, and a gang of summoned undead pirate zombies. The DM is given some leeway as to what can be found on the levels above (other than the apprentices of course).

Greater Zombies [AC 4, HD 10, HP 60, #AT 2, D (1–8)+2 (Cutlass), always go last in combat round, immune to charm effects]

TREASURE

10 UTHORIAN COINS EACH (PLATINUM)

Greater Zombies [AC 16, HD 10d10+20, HP 70, Initiative +2, #AT 2, Hit +5, Dam Club 10 (1d8+6)]

Necrotic Apprentice [AC 7, HD 9, HP 18, #AT 1, D (1–4)+3, Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Necrotic Fireball (as Fireball), Hold Person, Suggestion; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

+3 DAGGER, NECROTIC SUMMONING STONE (SUMMONS 1d8, 10-HD UNDEAD, MUST BE CHAOTIC EVIL TO USE), RING OF PROTECTION +1

Necrotic Apprentice [AC 13, HD 9d8, HP 40, Initiative +3, #AT 1, Hit +8, Dam Dagger 7 (1d4+5), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Necrotic Fireball (as Fireball), Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

Scenario Conclusion

By the time the characters manage to make their way to the top of the tower, the White Ship will have arrived, and Molo will already be on board, stirring up the ship's defenses as he makes his way to the Grand Hall of the Sea Gods to make his sacrifice and collect the power which he believes will be his.

When they reach Level 9 of the tower, read the following:

The final arched doorway opens into the clouds, the stones slick with mist and sea-slime. Before you, rising in dim silhouette, a white wall replete with watchtowers and an open portcullis. A cold wind blows out of the gates, carrying with it the scent of corruption as violet lightning leaps between larger towers and buildings beyond the wall...

Part Three

The Open Deck

Once the players have made it past the open wall gate and onto the ship proper, a storm has set on the deck, causing violent (and violet) lightning to begin jumping between buildings as swirling clouds of violet mist move about the deck. Moans come from deep within the vessel (it has 7 levels below the deck!), and there is a palpable sense of death.

When the players board the White Ship, read the following:

The defensive walls give way to what can only be seen as a town street, buildings rising from the white marble pavers to tower above you, with some structures topping

fifty feet above the deck. Arched walkways span the upper floors between the buildings and the walls, and street lamps give off a pale light in the darkening mists that now swirl with greater rapidity as violet lightning jumps between the highest floors of the tallest towers...

Anyone making a successful Search check **[DC 15 Perception]** will note that the storm seems to be emanating from the northwest of their entry, and a large structure is in that direction. If the check is failed, it will take the players an additional 1d4 rounds to finally get to the Grand Hall, which means A LOT of random encounters, so be aware of this!

If someone succeeds on the Search check, read the following

The storm rages and swirls around the north end of the ship, but a coalescence of violence seems to come from the northwest, a building shaded there in the maelstrom by black and violet clouds...

It will take six rounds to move from the entry gate to the Grand Hall of the Sea Gods, and each round there is a greater chance of meeting one of the wandering monsters on the ship that have been aroused from their slumber by Molo's work. On round 1, there is a 1 in 6 chance of a random encounter. On round 2, there is a 2 in 6 chance of a random encounter. On round 3, there is a 3 in 6 chance, and so on until on the 6th round there WILL be an encounter before the doors of the Grand Hall. Listed below are 3 encounters, and if

you get through all three, you can repeat encounter 2 and encounter 3 multiple times.

Once the players make it through these random monsters, they can enter the Grand Hall and begin the final phase of the adventure.

First Encounter

Two mad storm giants, their minds long since destroyed by the power of the White Ship, will wander forth, their greatswords dragging against the deck and their eyes white with corruption.

2 Corrupted Storm Giants [AC 1, HD 15, HP 90, #AT 1, D 7–42 (Greatsword)]

TREASURE

NONE

2 Corrupted Storm Giants [AC 16, HD 20d12+100, HP 230, Initiative +4, #AT 2, Hit +14, Dam Greatsword 30 (6d6+9), Multiattack]

Second Encounter

The storm rages over the ship, one of the lightning blasts from the towers above striking before the party and forming into a giant elemental.

1 Giant Electric Air Elemental [AC 2, HD 20, HP 120, #AT 2, D 2–20 (Slam) + 6–36 (Lightning Charge), +2 or better weapon to hit]



TREASURE

NONE

1 Giant Electric Air Elemental [AC 15, HD 24d10+48, HP 180, Initiative +10, #AT 3, Hit +8, Dam Slam 14 (2d8+5) + Lightning Charge 18 (6d6), Whirlwind (Recharge 4–6) (DC 13 Strength check or take 15 (3d8+2) bludgeoning damage and be thrown 20 feet (which could be off the ship!), Damage Resistance (nonmagical weapons)]

Third Encounter

A mass of undead will wander from the swirling storm to attack the party. There will be 2d10+2 zombies in each encounter, but they will be at range for the first initiative.

Greater Zombie Crew [AC 4, HD 10, HP 60, #AT 2, D (1–8)+2 (Cutlass), always go last in combat round, immune to charm effects]

TREASURE

10 UTHORIAN COINS EACH (PLATINUM)

Greater Zombie Crew [AC 16, HD 10d10+20, HP 70, Initiative +2, #AT 2, Hit +5, Dam Club 10 (1d8+6)]

If you are interested in the make-up of the major deck buildings (there are smaller structures and debris that is also prevalent on the upper deck),



then the following list will give you some idea of what building might interest the players if they have a moment to explore (or you want to give them more time and create a more in-depth White Ship adventure).

1.

Forward Lighthouse

(Solid circular foundation that lifts the actual lighthouse upward kind of like the tower atop the fortress city of Minas Tirith in Lord of the Rings.)

2.

Defensive Fortress Towers

(There are three of these large fortified towers with defensive works, catapults, ballista, etc. atop their battlements.)

3.

Dwarven Tower

(The tower dedicated to the sea dwarves who built the ship for the Corsair humans, this mighty tower would be fortified and have a bulky look.)

4.

Forward Muster & Armories

(Tall pointed roofed buildings, three stories, that house men-at-arms.)

5.

Sailmaster's Barracks

(Tall pointed roof building that houses the flags and sails of the great ship.)

6.

Citadel of Dawn

(Crystal structure that is based with white stone, this is a kind of cathedral dedicated to the worship of the sun.)

7.

Corsair's Library & Magical Bastion

(Twin towers built to house knowledge and magic, and would likely be covered in runes.)

8.

Navigator's Hall

(Large pointed roof building that houses the ship's master sailors and navigators. Painted with moons and stars upon it and has an open access point to provide a clear view of the sky.)

9.

Citadel Keep of Ahto and the Water Dwarf

(Small keep with an interior tower that links to the Magical Bastion Tower. It is dedicated to the sea god Ahto and his shield carrier, the mighty Water Dwarf (venerated by all sea dwarves).)

10.

Grand Cathedral of Poseidon

(Massive long hall structure that houses the temple of Poseidon and links to the exterior light defensive towers.)

11.

Ladies Gallery

(A long, stained glass and white stone structure where the Corsair princesses and ladies lived.)

12.

Trade Mall

(A three-story structure dedicated to the vast trade the White Ship once practiced throughout the Halo Ocean.)

13.

Sanctuary of Tefnut

(A smaller attached temple that is two stories with an adjoining bridge to the light defense towers.)

14.

Houses of the Lesser Lords

(Three-story white stone townhouses dedicated to the lesser lords of the Corsair council, likely would have gardens attached.)

15.

Grand Tower of the Corsair Lord

(The greatest of the topside buildings of the White Ship, this massive tower has many tiers and is five stories with many lesser towers rising off of it.)

Part Four

The Grand Hall of the Sea Gods

The final battle between Molo and the characters will take place within this building, and it should not disappoint. Molo will employ his greatest weapons against the characters, hoping to block their progress to the ceremonial chamber in which he is going to attempt the ritual. Those weapons? Why his 13 wives of course! The characters will have to fight their way through these corrupted women, all chosen by Molo because of their prowess in various fields of study.

Although each wife was an actual 'class' NPC in her past, once she was taken by Molo, she was changed forever into a maligned monster-type, whatever special abilities she had in life lost and replaced with a deadly set of skills that aligned with her abilities when she was alive. Now, all the wives are ghastly creatures, caught in a half-life, mindless (save for their devotion to Molo), with slightly glowing green eyes and pale white skin.

As the DM, it is your job to place these wives within the Grand Hall of the Sea Gods, utilizing their strengths in twos, threes, or even solo, to try to block the characters' movement through the structure. The wives are allowed to 'fall back' if need be, and the only wife that won't take part in the room-to-room fighting will be Myanthio of Arcania, who will remain at Molo's side. However, if a few remaining wives do fall back to Room 14, Myanthio will heal them if possible, utilizing her scrolls but saving her Heal spells for her husband.

Descriptions of the hall follow the wives' statistics, but there will be little time to search the structure during the heavy fighting. Once Molo is defeated, the characters can search the Tefnut Temple, but as soon as they discover the treasure room, the White Ship will shudder, and they will hear a great horn sound, a sure sign the ship is about to depart. That means they only have 20 rounds (keep tabs on this) to exit the ship before they are trapped on it and will surely perish as the minions of the vessel are now fully awake and swarming.

The Wives

Brewnalla the Vapor Snake

Once a powerful charmer of the steppe tribes, this dark-haired bride now wields the power to summon serpents from the air, and her physical attacks are poisonous in the extreme.

[AC 2, HD 12, HP 40, #AT 2, D 1-3 (Fist) + Poison]

Powers

Vapor Snakes (utilizing the mists, Brewnalla can summon 1d4 giant mist serpents (8 HD, D 1-8 + 2-16 per round of poison until save is made) per round in addition to her normal hand strikes), Poison Touch (anyone touched by Brewnalla (and not in heavy armor) must make a successful save vs. poison or die)

TREASURE

400 GP IN JEWELRY, +2 WEDDING RING OF PROTECTION, BOOTS OF SPEED

[AC 14, HD 12d8+36, HP 84, Initiative +5, #AT 2, Hit +8, Dam First 2 (1d4) + Poison Touch, Multiattack. STR: 10 (-), DEX 13 (+1), CON 17 (+3), INT 18 (+4), WIS 14 (+2), CHA 11 (-)]

Powers

Vapor Snakes (utilizing the mists, Brewnalla can summon 1d4 giant mist serpents (8 HD, Damage Bite 4 (1d8) + Poison (2d8 per round until DC 14 Constitution save is made) per round in addition to her normal hand strikes), Poison Touch (anyone touched by Brewnalla (and not in heavy armor) must make a DC 16 Constitution save or be reduced to zero hit points and begin making death saves)

Sanja the White Reign

This blond princess from the fallen houses of Galvorn was known for her ability to charm entire halls with her dulcet voice and playful lute, but now she has power to slay with her dark rhythms and scathing voice.

[AC 4, HD 11, HP 60, #AT 1, D 1–8 (Longsword)]

Powers

Tune of Discord (saving throw vs. spell or be at -2 attack/damage/AC), Song of Chilling Death (saving throw vs. spell or be under the effects of a Slow spell)

TREASURE

MASTER LUTE OF THE SEVEN DELLS (CAN CAST FEAR AND CHARM PERSON 1/DAY), +2 WEDDING RING OF PROTECTION, BRACERS OF CHARISMA +2, LONGSWORD +1

[AC 16, HD 11d8+36, HP 80, Initiative +5, #AT 2, Hit +6, Dam Longsword 5 (1d8+1), Multiattack. STR: 10 (-), DEX 15 (+2), CON 16 (+3), INT 13 (+1), WIS 14 (+2), CHA 19 (+4)]

Powers

Tune of Discord (saving throw vs. spell or be at -2 attack/damage/AC), Song of Chilling Death (saving throw vs. spell or be under the effects of a Slow spell)

Lovis of the Seven Scarves

A once traveling gypsy, this dark beauty held the power to dance with her scarves like they were an entire troop of performers, but now those colorful strands of silk are wicked and deadly in the dances they perform.

[AC 5*, HD 10, HP 70, #AT Varies, D 1–8 (Slashing Silk)]

Powers

Slashing Silks (Lovis can control the dozen scarves that surround her body, choosing to either attack or defend with them. Each scarf can either attack for 1–8 slashing damage, or subtract 1 from her AC. Thus, on a given round she might attack 4 times and subtract 8 from her AC, or attack 10 times and subtract 2 from her AC.)

TREASURE

**1,000 GP IN JEWELRY,
+2 WEDDING RING OF PROTECTION**

[AC 16, HD 10d10+36, HP 86, Initiative +6, #AT Varies, Hit +9, Dam Scarf 8 (1d8+4), Multiattack. (Use Cloud Giant for stats) STR: 10 (-), DEX 18 (+4), CON 16 (+3), INT 13 (+1), WIS 14 (+2), CHA 14 (+2)]

Powers

Slashing Silks (Lovis can control the dozen scarves that surround her body, choosing to either attack or defend with them. Each scarf can either

attack for 8 (1d8+4) slashing damage, or add 1 from her AC. Thus, on a given round she might attack 4 times and add 8 from her AC, or attack 10 times and add 2 from her AC.)

Whynna the Young

Only fourteen when Molo discovered her, Whynna was already a powerful witch, born to the seeing stones of the Midlands. The powers to bend time and create foul luck have made her a great companion to Molo as he continues his mission of conquest.

[AC -2, HD 8, HP 22, #AT 1, D 1-4 (Dagger)]

Powers

Time Bending (Whynna can bend time to make her allies under the effects of the Haste spell and her enemies under the effect of a Slow spell. She can use this power 2/day for 1d6+2 rounds), Luck Bending (Whynna can cause her allies to be under the effects of a Bless spell and her enemies under the effects of a Curse spell. She can use this power 3/day for 1d8+2 rounds.)

TREASURE

BRACERS OF DEFENSE AC 2
[BRACER OF DEFENSE +2],
700 GP IN JEWELRY, +2 WEDDING RING OF PROTECTION,
WAND OF FIREBALLS (32 CHARGES)

[AC 17, HD 8d6+16, HP 40, Initiative +3, #AT 1, Hit +4, Dam Dagger 2 (1d4). STR: 10 (-), DEX 17 (+3), CON 14 (+2), INT 17 (+3), WIS 10 (--), CHA 14 (+2)]

Powers

Time Bending (Whynna can bend time to make her allies under the effects of the Haste spell and her enemies under the effect of a Slow spell. She can use this power 2/day for 1d6+2 rounds), Luck Bending (Whynna can cause her allies to be under the effects of a Bless spell and her enemies under the effects of a Curse spell. She can use this power 3/day for 1d8+2 rounds.)

Safryen of the Rose Hair

Flame-haired and born with a thirst for combat, Safryen was the finest pikeman in all of the Elohim Coast when she was taken by Molo as a bride. Now, her pole-arm expertise is used to keep anyone far from Molo in melee combat.

[AC -3, HD 12, HP 118, #AT 5/2, Hit: +10, D (1-12)+13 (Halberd)]

Powers

Reach Defense (Safryen is a specialist in defending with her halberd, meaning anyone attacking her in melee without a 'reach' weapon is at -3 to their attacks.)

TREASURE

HALBERD +4 [HALBERD +2],
GAUNTLETS OF OGRE POWER,
+2 WEDDING RING OF PROTECTION,
+2 PLATE MAIL

[AC 22, HD 12d10+36, HP 106, Initiative +3, #AT 3, Hit +10, Dam Halberd 11 (1d10+6), Multiattack. STR: 15 (+2), DEX 17 (+3), CON 17 (+3), INT 12 (+1), WIS 10 (-), CHA 13 (+1)]

Powers

Reach Defense (Safryen is a specialist in defending with her halberd, meaning anyone attacking her in melee without a reach listed weapon is at disadvantage to their attacks.)

Yvette, the Yarl's Daughter

Born to the Tundarian Clans of the Far North, this blonde yarl's daughter is said to carry giant's blood as she grew to an astonishing six and a half feet. Renowned for her work with an axe, and also known for a simmering rage, she is a deadly warrior in Molo's harem.

[AC -1, HD 12, HP 109, #AT 5/2, Hit: +8 D (1-8)+13 (Battleaxe)]

Powers

Furious Assault (After taking damage, Yvette flies into a rage that provides her with +2 attack and +3 damage, while costing her 2 points of AC.), **Giant's Blood** (Yvette has the power of shrugging off damage, meaning she regenerates 3 HP per round until death.)

TREASURE

+4 FURS & LEATHER ARMOR, +2 WEDDING RING OF PROTECTION, +2 SHIELD, +3 BATTLEAXE, 4 POTIONS OF EXTRA-HEALING [GREATER HEALING]

[AC 24, HD 12d12+120, HP 200, Initiative +7, #AT 3, Hit +12, Dam Greataxe 16 (1d12+10), Multiattack. STR: 20 (+5), DEX 17 (+3), CON 18 (+4), INT 10 (-), WIS 11 (-), CHA 15 (+2)]

Powers

Furious Assault (After taking damage, Yvette flies into a rage that provides her with +2 attack and +3 damage, while costing her 2 points of AC.), **Giant Blood** (Yvette has the power of shrugging off damage, meaning she regenerates 3 HP per round until death.)

Tinkara of the Deep Sands

Back like the night, this Shona woman guarded the flocks of her people with a bow that she'd uncovered as a youth in the dark Nublar. Once fallen to Molo, she became his long-range assassin.

[AC 0, HD 12, HP 77, #AT 3, Hit: +14 D (1-6)+6 (Arrow)]

Powers

Doubleshot (Tinkara can load 2 arrows at once and fire them both at the same target with a single attack roll), **Magic Penetrator** (Her arrows are unaffected by the spell Protection from Normal Missiles.)



TREASURE

COMPOSITE SHORT BOW +3 [+2], (35) +2 ARROWS,
BRACERS OF ARCHERY, LEATHER ARMOR +2, +2
WEDDING RING OF PROTECTION

[AC 20, HD 12d10+36, HP 96, Initiative +9, #AT 3, Hit +15, Dam Arrow 11 (1d6+8), Multiattack. STR: 13 (+1), DEX 20 (+5), CON 16 (+3), INT 13 (+1), WIS 11 (--), CHA 11 (-)]

Powers

Doubleshot (Tinkara can load 2 arrows at once and fire them both at the same target with a single attack roll.), Magic Penetrator (Her arrows are unaffected by spells with deflection magic.)

Balmora the Unfair

Once a powerful paladin of Donblas, Molo corrupted the lancer into an anti-paladin, and she takes great joy in spreading misery wherever she goes, hoping to bring the pain of her own downfall to all those she meets.

[AC -4, HD 10, HP 92, #AT 2, Hit: +4, D (2-16)+3 (Longsword)]

Powers

Necrotic Strike (each attack does an extra 1-8 necrotic damage), Unholy Aura (Acts as a Protection from Good spell), Pain Shield (Every successful melee attack on Balmora causes 1-8 points of pain damage to attacker.)

TREASURE

+2 PLATEMAIL, +2 SHIELD, +2 WEDDING RING OF PROTECTION, +3 SWORD OF LIFE STEALING

[AC 26, HD 10d12+20, HP 80, Initiative +3, #AT 2, Hit +9, Dam Longsword 9 (1d8+5) + Necrotic 4 (1d8), Multiattack. STR: 17 (+3), DEX 13 (+1), CON 16 (+3), INT 13 (+1), WIS 16 (+3), CHA 17 (+3)]

Powers

Necrotic Strike (each attack does an extra 4 (1d8) necrotic damage), **Unholy Aura** (Acts as a Protection from Good spell), **Pain Shield** (Every successful melee attack on Balmora causes 4 (1d8) points of pain damage to attacker.)

Rosmalyn of the Whisper Wood

An elven maid of the deep forests in the west of Gariny, Rosmalyn strayed too far into the human towns and was spied by Molo, who broke her mind and turned her fay magic to his own uses.

[AC 5, HD 9, HP 18, #AT 1, D 1-3 (Fist), effective Charisma 21]

Powers

Fey Magic (pure magical essence based around Charisma, a Fey gets one point of magic per hit dice and that point as a + modifier equal to 10% of her Reaction Adjustment rounded up. Each round she has 9 magical points to spend,

those points can be used in one of three ways:

1. Healing (1d8+5 per magical point),
2. Elven Fire (1d8+5 per point in an arc of flame),
3. Elven Shimmer (subtracts 6 from AC per point used).

TREASURE

ELVEN 'SHIMMER' GOWN (5,000 GP VALUE, ACTS AS A CLOAK OF DISPLACEMENT AND ADDS +2 TO CHA), 5,000 GP IN FINE ELVEN JEWELRY, +2 WEDDING RING OF PROTECTION

[AC 7, HD 9d6, HP 27, Initiative +3, #AT 1, Hit +3, Dam Fist 1 (1d3-1). STR: 9 (-1), DEX 16 (+3), CON 12 (-), INT 14 (+2), WIS 14 (+2), CHA 22 (+6)]

Powers

Fey Magic (pure magical essence based around Charisma, Fey gets one point of magic per hit dice and that point as a + modifier equal to her CHA bonus. Each round she has 9 magical points to spend, those points can be used in one of three ways: 1. Healing (1d8+6 per magical point), 2. Elven Fire (1d8+6 per point in an arc of flame), 3. Elven Shimmer (add 6 to AC per point used).

Nella the Dark Dancer

Once one of the most sought-after ladies of the night in Taux, even spending time in the Silk Purse, Nella's charm and dancing abilities, said to be able to enchant shadows to her service, were perverted and taken by Molo when he stole her from the dark city and brought her into his harem.

[AC 5, HD 8, HP 32, #AT 1, D 1–3 (Fist)]

Powers

Dance of a Thousand Charms (This powerful magical dance allows Nella to effectively cast a kind of mass Charm Person spell on anyone in a 40' diameter. This effect can be coupled with the powers of her Dress of Many Colors.)

TREASURE

**DRESS OF MANY COLORS (AS ROBE OF SCINTILLATING COLORS),
+2 WEDDING RING OF PROTECTION**

[AC 17, HD 8d6+8, HP 32, Initiative +3, #AT 2, Hit +12, Dam Fist 1 (1d3-1). STR: 8 (-1), DEX 20 (+5), CON 12 (+1), INT 11 (-), WIS 11 (1), CHA 18 (+4)]

Powers

Dance of a Thousand Charms (This powerful magical dance allows Nella to effectively cast a kind of mass Charm Person spell on anyone in a 40' diameter. This effect can be coupled with the powers of her Dress of Many Colors.)

Sun-Yi the Thrice Gifted

Born into a martial arts family, Sun-Yi was already a master before she was in her teens and was considered a local legend before her twentieth birthday. However, once she ran afoul of Molo, her mind was warped and her skills with martial arts perverted to his own uses.

[AC -3, HD 14, HP 70, #AT 3, D 5–20 (Open Hand)]

Powers

Necrotic Chi (Sun-Yi can place a wasting corruption into the victim of each of her strikes, causing 1 HP of damage each round (cumulative) until a successful saving throw vs. spell is made.)

TREASURE

+2 WEDDING RING OF PROTECTION

[AC 17, HD 14d8+36, HP 92, Initiative +10, #AT 2, Hit +10, Dam Fist 9 (1d8+5), Dark Ki (14 points), (Flurry of Blows, Patient Defense, Step of the Wind). STR: 14 (+2), DEX 20 (+5), CON 16 (+3), INT 12 (+1), WIS 14 (+2), CHA 13 (+1)]

Powers

Necrotic Ki (Sun-Yi can place a wasting corruption into the victim of each of her strikes causing 1 HP of damage each round (cumulative) until a successful DC 17 Constitution save is made.)

Incara the Tattooed

Once a skilled sailor and pirate of the southern Halo, Incara was a mix of Corsair and islander blood. Her skill with a cutlass was nearly as lethal as her ability to throw a javelin, and she won the hearts of many young men before she was discovered by Molo and became another of his dark thralls.

[AC -3, HD 13, HP 110, #AT 3/1, Hit: +8, D (1-6)+11 (Cutlass)]

Powers

Ink Blooded (Incara's tattoos are magical and provide her with regeneration 3 HP per round, 1 additional attack per round, and ogre strength.)

TREASURE

+2 CUTLASS, +2 WEDDING RING OF PROTECTION, BRACERS OF DEFENSE AC 4 [BRACERS OF DEFENSE +2], BOOTS OF THE HALO (+2 AC, SPRINGING & LEAPING), 6 POTIONS OF EXTRA-HEALING [GREATER HEALING]

[AC 20, HD 13d10+39, HP 104, Initiative +4, #AT 3, Hit +11, Dam Cutlass 9 (1d6+6), Multiattack. STR: 19 (+4), DEX 18 (+4), CON 16 (+3), INT 14 (+2), WIS 13 (+1), CHA 15 (+2)]

Powers

Ink Blooded (Incara's tattoos are magical and provide her with regeneration 3 HP per round, 1 additional attack per round, and ogre strength.)

Myanthio of Arcania

Once a powerful priestess of Shay, this holy woman's mind was overtaken by Molo's lethal magic, and she has since been a puppet that keeps Molo healed and upright, her sole purpose being the healing of her dark master.

[AC 8, HD 14, HP 90, #AT 1, D 1-6 (Staff)]

Powers

Dark Healer (Myanthio can cast Heal 3/day and Resurrection 2/day.)

TREASURE

+2 WEDDING RING OF PROTECTION, 4 SCROLLS OF CURE CRITICAL WOUNDS [CURE WOUNDS 24 (5D8+4)]

[AC 12, HD 14d8+42, HP 98, Initiative --, #AT 1, Hit +5, Dam Staff 3 (1d6). STR: 10 (-), DEX 12 (-), CON 16 (+3), INT 13 (+1), WIS 18 (+4), CHA 15 (+2)]

Powers

Dark Healer (Myanthio can cast Heal 3/day and Resurrection 2/day, each with a casting time of 1 round.)

Grand Hall of the Sea Gods

1.

Cathedral Worship Hall of Poseidon

A large open-air worship area with stone pews and a raised dais on which sits a chair (throne) for the high priest. The dais is in the northern side of the room and is flanked by pillars, and two small doors are set into the southern wall behind the main entry. The walls are covered with mosaics of waves, and tile work in the floor creates a huge trident that points from the entry



to the high priest's seat. Stained glass windows, adorned with merfolk, are on the eastern and western walls.

2.

Acolyte's Chamber

This small anti-chamber holds four chairs and pegs for cloaks. Otherwise, it is unadorned.

3.

Bard's Ready Room

A comfortable chair and two benches decorate this triangular chamber. A small stained glass window provides light, and a blue and green carpet adorns the floor.

4.

Cloak Rooms

These two small rooms hold dozens of pegs on the walls for cloaks as well as boxes for sandals.

5.

Priest's Ready Room

A small stair, no more than a three-foot rise, is in the southwestern corner of this small study. A single door lies to the north, and a stained glass window depicting Poseidon is set into the eastern wall. Beneath it, three chairs

and a desk set with a dozen scrolls have been placed on a blue rug. A dressing screen is against the southern wall, as well as a small dresser.

The scrolls are nonmagical and are dedicated to particular sermons.

6.

Sub-Priest Study

This thirty-by-twenty-foot room is dominated along the eastern wall by a stained glass window depicting Poseidon unleashing the Kraken on a city. Three sleeping mats lay beneath the window, and a small fireplace is in the northern wall. Two low lap desks have been stacked atop each other on the southern wall as have several scrolls and writing utensils.

7.

Cloistered Shrine of Poseidon

Four cobalt blue crystal pillars, each formed into the writhing visage of a mermaid, surround a central altar of white stone that is set with cobalt blue veins. Bronze candles burn atop it, and the vault of the chamber holds a tall mosaic of Poseidon in all his naked glory.

8.

Scrolls of Knowledge Chamber

A thousand scrolls, known as the Codex of the Sea, have been placed all around the walls of this chamber. At the center of the room, a stone table rests with a map of old Uthoria painted into its surface.

9.

High Priest Office

A grand desk sits close to the northern wall, facing the door with a high-backed crystal lined chair. Two stuffed chairs stand before it, and a thick blue rug dominates the center section of the room. At the room's southwestern section, a glass cabinet holds various bottles of liquor, and a bookshelf has nearly two-dozen priestly tomes in it. The western wall has a stained glass window with mermaids playing in a shallow cove.

A Detect Magic will reveal that three of the bottles in the glass cabinet are magical. All are Potions of Extra-Healing [**Greater Healing**].

10.

Church Guest Rectory

A small unadorned bed rests against the eastern wall next to three small slit-style stained glass windows. A

wooden writing desk, single chair with footstool, and a dresser and screen also decorate this room. A fireplace rests at the center of the southern wall.

11.

Grand Stair (leading up)

A large circular stairwell leads up to the floors above, and rain and wind howl down the span as though the area above is open to the elements.

12.

Small Stair (leading down)

A thin stairwell leads down into darkness, the smell of rot wafting up from below.

13.

Confession Hall of Tefnut

Two green crystal pillars, both shaped like crocodiles, flank a small silvered stone altar set with two burning braziers. Another pillar, this one of white stone, splits the southern side of the chamber, as does a large wall hanging that depicts a lioness-headed goddess with a golden circle over her head bringing water to a dry land. A set of bronzed double doors are ajar in the north of the room, and a cold wind blows from within, carrying with it the sounds of rhythmic chanting.

14.

Temple of Tefnut

Deep blue light and swirls of darkness that create patches like midnight about this large vaulted chamber assail your sense. Across a span of three mighty pews and fifty feet, the necromancer Molo stands above a prone female figure lashed by midnight bands to a deep blue altar. Beside him, a single woman in a black robe leans against a staff (Myanthio of Arcania), her pale left hand clutching a bone scroll case. Six deep black pillars flank the eastern and western walls, and wall hangings sway and snap against the southern wall in the magical maelstrom. (*If other wives have survived, include them here as well.*)

For full Molo stats use the Gazetteer.

15.

High Priestess of Tefnut Bedchamber

This long, forty-by-twenty-foot chamber is decorated in a blue and green mosaic tile that wraps around two large stained glass windows in the eastern wall. A large bed, shaped like a river-barge, complete with sails that created a kind of canopy, rests



against the southern wall. A large shelf holds dozens of scrolls in the northwest corner of the room, and a dressing screen with white herons on it partially obscures a door in the northern wall of the room.

Another high priestess' ceremonial dress hangs behind the screen. In classic Egyptian style, it exposes the priestess' breasts, but any cleric wearing it doubles their 1st–3rd level spell slots and has an effective AC of 5 [15]. The scrolls are mostly

dedicated to the worship of Tefnut, but a Detect Magic will show seven of them are magical in nature (4 Cure Critical Wounds [Cure Wounds 5d8+20], 2 Heal, 1 Restoration).

16.

Bath

A blue tile bath, surrounded by pitchers and blooming flowers, dominates this twenty-by-twenty-foot chamber. The water here looks warm and fresh.

17.

Guard Chamber

A sliding door opens to a twenty-by-twenty room with three straw mats on the floor and two chairs. A weapons rack and pegs on the wall are all empty.

18.

Chamber of Knowledge

This room is filled with hundreds of moldering scrolls, books, and writing and pressing equipment. A single table, set with three chairs, is in the center of the room, and a lamp sits beside it that glows with a warm magical glow.

19.

Holy Relic Room

The secret door slides open to reveal a room filled with golden figurines, an ebony casket, golden staves and swords, and chests filled with gems and platinum coins.

This room contains 120,000 GP in objects of art and gold and gems. However, the overall weight of that sum is less because some objects are worth more than their weight. So, the weight of the entire collection is 30% less (84,000 GP weight). If characters take 5 rounds to appraise and collect, they can easily find 50,000 GP in treasure that weighs no more than 10,000 GP in weight.

Campaign Conclusion

I'm going to work the conclusion out in three different parts because I think that will help resolve most of the lingering questions and solutions to this entire campaign.

Part One Dealing with the Daughter of Royalty

Elaysia DeLake is the youngest daughter of the Grand Duke of Gariny, and if the party is successful in slaying Molo before he can kill her, then they are going to have to deal with keeping her safe while getting off the ship and also her full mental breakdown at having been freed. Once they get back to their ship, Reld can take charge of her, his contacts in Taux and the North able to get her back to where she belongs while paying off a few of his favor debts. She is young, probably 15, and blonde with the noble looks of the Northern Realms. Her grey eyes speak to some ancient Corsair blood, and once she has recovered from being in the possession of Molo for months, she will take to any characters who rescued her, enjoying their company on the way back to Taux.

Part Two

Getting Off the White Ship

Once Molo is killed, there will only be 20 rounds before the White Ship leaves the Grand Dock, thus trapping the players in the undead and insanity that exists upon it. However, if as DM you are determined to continue adventuring on the ship, you can always let them stay, but I'd suggest instead that they recover some odd relic held by Molo that could help them call the White Ship and then board again at another time, not so deep in the Corsair Mists, and thus, you could plan other ventures into the ship, each one getting the characters closer to freeing it from its curse.

Part Three

Back to Your Own Ship

Once the characters have cleared the White Ship's gate and gotten back to the Grand Stair, they can make their way in relative safety back to their own ship, navigating out of the mists and making their way home. Reld is very pleased with the characters (as well he should be) and he offers the ship that has carried them across the Halo as an extra reward for all they have done for him and the world. Thus, they now have the freedom to revisit Distant Turtle City, The Isle of Jade, or any of the cities found in The Ports of the Nameless Realms documents.

In all, I hope you've enjoyed The White Ship Campaign as much as I have, and I hope we will get to adventure again soon!

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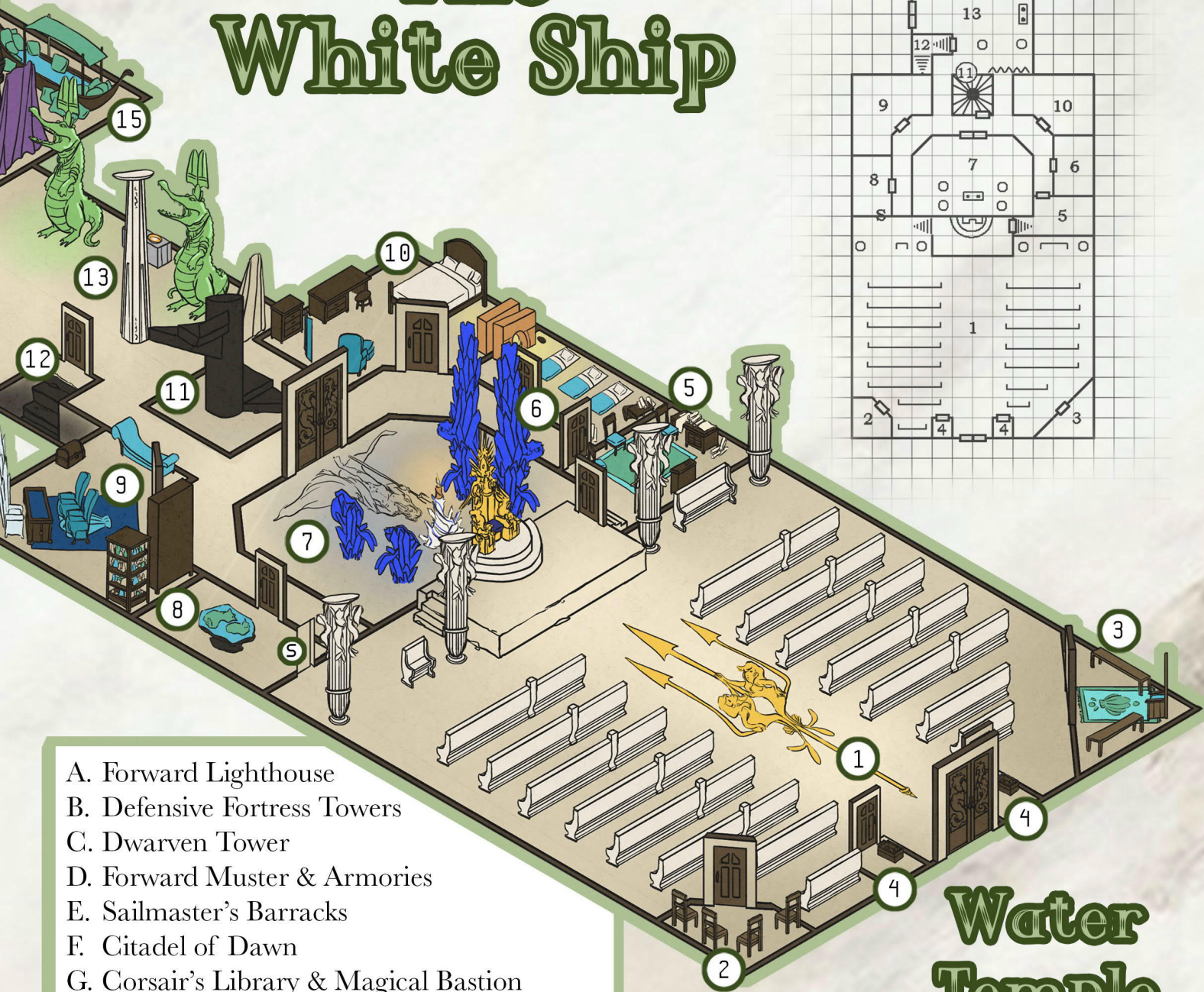
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The White Ship



- A. Forward Lighthouse
- B. Defensive Fortress Towers
- C. Dwarven Tower
- D. Forward Muster & Armories
- E. Sailmaster's Barracks
- F. Citadel of Dawn
- G. Corsair's Library & Magical Bastion
- H. Navigator's Hall
- I. Citadel Keep of Ahto and the Water Dwarf
- J. Grand Cathedral of Poseidon
- K. Ladies Gallery
- L. Trade Mall
- M. Sanctuary of Tefnut
- N. Houses of the Lesser Lords
- O. Grand Tower of the Corsair Lord

Water Temple

**Part Six
of The
White Ship Campaign**
An Adventure for
Levels 10–12 in both
1E & 5E Format

Within the near impenetrable inner circle of the Corsair Mists, the White Ship has been called to its once proud dock by the dark sorcery of Molo of the 13 Wives. The final conflagration is at hand as the adventurers assail the towering boarding stair, fight their way through the ship's countless enemies, and finally enter the grand worship hall of two greater sea gods, all in an attempt to thwart Molo before he can bring on an end of days. Test the limits of a high-level adventuring group's strength against undead cyclops guardians, mad storm giants, corrupted typhoon elementals, and both Molo and his wives in this epic conclusion to The White Ship Campaign! WS6 Duel on the White Ship is an adventure module in 1E & 5E formats for characters levels 10 –12.

