

PER6-08

Brother's Love Lost

A One-Round D&D LIVING GREYHAWK[®]

Perrenland Regional Adventure

Version 1.0

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Two men stood facing each other on a windswept hilltop; so similar in appearance that they had to be brothers. The younger brother looked at the elder with anger in his eyes:

"So this is how you want it then? Well, know this – I will never forgive you of this betrayal. We were brothers, but from this time forward we are no longer!" The younger man disappeared in a flash of shadow. The older brother watched the younger brother disappear with a tear in his eye. "No brother, it was *you* who betrayed me! But you are my brother, and I forgive you," he whispered to the wind.

A woman appeared by his side with a faint rustle of leaves. She placed her hand on his shoulder. "Come, husband, it is time to go. Business will not take care of itself." He smiled sadly, nodded, and they both disappeared.

An ancient temple found, a pirate conspiracy foiled, and innocent man saved. Now, the final part of the drama is ready to be played out. Do you have the cunning, strength of arms, and the charisma to end this tale of a brother's love lost? This is a Perrenland regional adventure, which begins in the city of Meerstadt. It is for APLs 6-12. Sea legs may be required. It is Part 3 in the *Brother's Love* series of adventures.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at baparis@ozemail.com.au; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs CR 1 2 3 4 trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|----|----|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 5 | 6 | 7 |
| 4 | 4 | 6 | 7 | 8 |
| 5 | 5 | 7 | 8 | 9 |
| 6 | 6 | 8 | 9 | 10 |
| 7 | 7 | 9 | 10 | 11 |

determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland 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. Characters that fail to

pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

A number of years ago, Liza Oostmeer and Seraf bin Kazar were gifted with two boys, Balcasis and Konrad. Unfortunately, the birth of the youngest, Konrad, proved fatal to their mother and Seraf was left to raise them alone. The boys were close as they grew up, and spent a great deal of their time travelling with their father (who was a merchant from Tusmit and a minor cleric of Zilchus, the Great Guildmaster). They got to see quite a bit of the world.

All this changed when they returned to Traft in Perrenland to visit their mother's family. Balcasis fell in love with a young woman named Arbella, and started to court her. Her sister, Jarlina, took a shining to Konrad. However, Konrad liked Arbella and used Jarlina's affection to get close to her. When Balcasis and Arbella got engaged, Konrad professed his love to her. She gently told him that she did not feel the same way. Jarlina was naturally upset and loudly broke up with Konrad. In anger, Konrad turned on his brother and they fought.

It was during this time they discovered that a pact made as children, to do no harm to each other, had been listened to by the Great Guildmaster and acted upon. Konrad and Balcasis found that any physical harm one did to the other would be visited upon them both. So, instead of a big fight and then reconciliation, Konrad left Traft City; angry and blaming his brother for his problems.

Balcasis felt sorry at the loss of his brother, but hoped one day he would return. The situation was

compounded a year later when Arbella was killed in a house fire. Lost and forlorn, Balcasis took to the long road travelled by adventurers all over the Flaness.

After many years, Balcasis, now an impressive Cleric of Zilchus, stumbled on a hidden cove that had become a den to the pirates of Lake Quag. It was here that Balcasis had a dream: a vision of creating a town, hidden from the outside world by illusion, where the pirates could be managed. By teaching the words of Zilchus, Balcasis could control (and curtail) the trade-damaging practice of piracy. Nachtstadt was born.

In the meantime, Konrad wandered lost and angry. Eventually, down to his last silver, he caught a pickpocket trying to rob him. The pickpocket came off second best; as Konrad searched the body, he found a symbol of Kurell. Konrad knew of the story of Kurell and saw the similarities to his own story. With a quick motion, he put the symbol around his neck.

Over the years, Konrad heard about his brother's success. In a fit of jealousy, he decided he would honour Kurell by taking revenge on his brother and the Church of Zilchus at the same time.

With a newly set up temple in the backwater town of Swunglestadt, Konrad infiltrated the church of Zilchus under the name of Shekem. With his father's teachings under his belt it was easy for him to masquerade as a Zilchan. He also discovered that, due to the lack of followers in Perrenland of the Great Guildmaster, he soon rose to become the head priest of the temple.

Once this was done, "Shekem" started to plan raids on merchants. He created a small cult of worshipers and, using the name Balcasis, framed his brother for the raids. He also attempted to nourish a group of adventurers that, in this final chapter, he hoped to use to kill Balcasis; allowing Shekem to take his place and use Nachtstadt as a base of operations for a massive pirate enterprise in the name of Zilchus.

The people of Perrenland would react against Zilchus and the Old Kerk, tearing down every shrine in response! By the end, Zilchus' reputation in Perrenland would be ruined, Balcasis would be dead and Konrad would have enacted revenge – both for him and his god!

Adventure Summary

During the **Introduction**, a letter arrives for the PCs. It has the seal of the Church of Zilchus and is from Brar Shekem. For PCs who have played *Brother Mine* or *Bitter Winds*, *Brother's Sorrow*, then Brar Shekem has discovered some information and would like them to continue their hunt for Balcasis. If none of the PCs have

played the previous parts of the *Brother's Love series*, then Brar Shekem has heard about them from a business contact and would like to meet them to discuss a business proposition. Regardless of why the PCs are contacted, they are asked to meet in the Meermaid's Rest in Meerstadt.

In **Encounter 1**, the PCs meet Shekem at the Meermaid's Rest. With the Gloom over, the feeling of hopelessness is not as strong. Once inside, Shekem goes through what he currently knows (including a summary of the first two parts of the series for new players) and then explains that he has found the location of Balcasis. He explains that Nachtstadt is a pirate stronghold and that he has arranged for the PCs to be given the signal so that they can enter. He finally asks them to travel to Nachtstadt and kill Balcasis for his crimes. If they agree, he explains how to get there and informs the PCs that he will cover the cost of provisioning a ship for the journey. They just need to find a ship.

To get to Nachtstadt, the PCs need to find a ship. In **Encounter 2**, they can ask around, visit the docks, or look for available ships. Depending on how they go, it is possible for the PCs to find as many as three ships willing to take them. The ships are The Crimson Folly, Pelor Dreaming, and Dracotooth. It is also an option for any PC that owns his/her own ship to take that as well.

Encounter 3 depends on what ship is taken. If the crew hire Crimson Folly, then they encounter a storm. Balance checks and Reflex Saves are needed to come through the storm intact. If they board Pelor Dreaming, then they have plain sailing. If they hire onto Dracotooth, the ship runs afoul of icebergs and Spot checks and Profession (Sailor) checks are needed. Finally, if the PCs are crewing their own ship, then they must make a Profession (sailor) check to see what they come up against. This encounter is not meant to be dangerous, but to give flavour to the voyage.

Again, **Encounter 4** is different depending on the ship the PCs take. If they take Crimson Folly (or crew their own ship), they are attacked by a denizen from the deep. If they board Pelor Dreaming, then the crew sails them into calm waters and mutiny when they are not expecting it! Finally, the Dracotooth runs up against pirates, and the crew and PCs must defend the ship and the cargo!

In **Encounter 5** the shore is reached. At first it looks as if it is just a fog-covered river mouth, but when the signal flare is sent up, a number of small beacons light up (allowing the ship to pass through the rocky reefs). As they continue, they pass through an illusion and enter the port of a small, but busy, town. When they dock,

they are boarded by piratical-looking guards who question them about their purpose. A good Bluff is needed or the PCs must pay a bribe!

Once they are onshore (**Encounter 6**), they need to find out where to find Balcasis. The PCs can explore the town and do Gather Information checks. They discover where Balcasis can be found and that he is one of the founders of the town.

In **Encounter 7**, the PCs find Balcasis without too much trouble. When they get there, Balcasis is ready for them and attacks! He has been forewarned by Shekem, although he does not know that it was him. If the PCs defeat Balcasis, then they can search his home and discover that he is a priest of Zilchus. They also find a journal detailing his falling out with his brother. It is also possible that the PCs may talk to Balcasis and calm him down, thus learning what he knows about Shekem.

With the truth known, Shekem moves in during **Encounter 8**. It has always been his plan to have Balcasis eliminated and take his place without anyone knowing. Then, with control of the Church of Zilchus and Nachtstadt, he can build a private financial empire and destroy the reputation of Zilchus in Perrenland, thus augmenting favour with his lord, Kurell. To achieve this, Shekem must kill the only ones who know the truth. Using an *invisibility* spell, he attempts to gain the surprise on the PCs and murder them!

Preparation for Play

You should determine before play if any of the characters have played either of the previous scenarios in this series – (PER 4-02 and PER 5-08), received the Membership of the Upstanding Gentlemen favour in PER 5-08, or belong to Perrenland meta-organisations.

- Characters who have played *Brother Mine* (PER 4-02) and/or *Bitter Wind, Brother's Sorrow* (PER 5-08) – receive a different message from Brar Shekem in the **Introduction**.
- Membership of the Upstanding Gentleman (favour on Adventure Record for PER 5-08) – permitted entry to the Upstanding Gentleman establishment in Meerstadt during **Encounter Two**.
- Membership of Perrenland meta-organisations that are considered a thieves guild for prestige class access (Den Masque and the Treasure Hunters Guild) – permitted entry to the Upstanding Gentleman establishment in Meerstadt during **Encounter Two**.

Please note that some after-effects of “Hell’s Gloom” are still in play, even though the gloom itself has lifted as of PER6-06 *The March of the Hollows*. See *Judge’s Aid One* for details.

Introduction

The days are still cold in Perrenland, and enemies still knock on her doors. However, life must go on, and it seems that there are still jobs to do. You now hold in your hand a message from Brar Shekem of the Church of Zilchus. It is a message with an offer of employment ...

- If the PCs have played *Brother Mine* (PER 4-02) but not *Bitter Winds, Brother's Sorrow* (PER 5-08), give them **Players Handout #1**.
- If the PCs have played *Bitter Winds, Brother's Sorrow* (PER 5-08), give them **Players Handout #2**.
- If the PCs have not played either scenario, give them **Players Handout #3**.

If the PCs decline Shekem’s offer of employment, then the adventure is finished before it begins. Hand the Players their ARs. Otherwise, move to **Encounter 1**.

Encounter One: A Job Offer

The bitter winds sweep along the streets of Meerstadt, and the cold rain falls softly but constantly. A warm golden glow can be seen ahead, through the windows of the Meermaid’s Rest. Laughter and cheerful voices can be heard from inside, making the place even more inviting.

Assuming that the PCs enter ...

The door is open and warm air hits you in the face. In the fireplace, a warm fire burns. A young man sits on a small stage telling stories and singing ballads; stories and ballads of hope, victory and the future. The lifting of the Gloom has also lifted the hearts of Perrenders. While the nation still balances on a knife’s edge, for the first time in a long while people believe it can be tipped in the right direction.

A man wearing the robes and accoutrements of a priest of Zilchus sits at a table. The table is empty in the crowded Inn, and you notice that whenever someone goes to sit down at it, he hands them a coin and they leave. It is just after doing this that he notices you and motions for you to join him.

Once the PCs join Brother Shekem:

Thank you for responding to my letter! For those of you who I have not met before, I am Brar Shekem, servant of Zilchus, the Great Guildmaster.

Now, as you know (and please stop me if I am covering old ground), we first heard about Balcasis from what appeared to be a cult of Zilchans in the old mine at Swunglestadt. At first we thought it was just a "rogue cult" that concentrated on Zilchus' aspect as a profit maker, not as a facilitator of trade. Heresy, I know, but we were all excited about the discovery of the Mithril and did not look into it further.

We next heard the name when I was lured here to Meerstadt and framed for the acts of piracy that had been happening along the coast. It appeared from a second group of cultists, that he had an agent, a Brar Thadious, within the Church itself!

If the PCs had Shekem cut to the chase, restart box text at this point.

Now, since then, I have been doing some investigations. From what I have discovered, Balcasis is a Cleric of Kurell. Kurell is Zilchus' estranged brother and his clergy would like nothing more than to destroy the reputation of the church here in Perrenland. He is even posing as a cleric of Zilchus to do this. Anyway, it has cost me a great deal of gold, but I have uncovered his hideout. To the north of the canton of Swartzenbruin, near the border, there is a small, hidden town.

This town is called Nachtstadt, and is a haven for pirates! The town is just inside the mouth of a river and, from what I have been told, it is protected by some powerful illusion magic. Ships wishing to dock at Nachtstadt must fire an arcane signal arrow at the mouth of the river. I have managed to gain one of these arrows, and what I wish you to do is enter Nachtstadt and deal with Balcasis permanently.

Do you have any questions?

How much will we be paid?

"I am willing to pay you [100gp x APL] each. I realise that good help is hard to find and I try to pay what it is worth, unlike some people. It will need to be when you return as I only have enough on me to pay for the provisioning of your ship."

How will we get there?

"You will need to hire a ship to take you. I have not done this yet, and will leave it up to you. I will, of course, pay for the provisioning, within reason, and the hire of the ship."

I have my own ship!

"Excellent, I will cover the provisions that you need, as well as any crew that you need to hire, at standard rates, of course. And I will need receipts!"

What can you tell us about Kurell?

"He is Zilchus' brother and husband to Atroa. He fell in love with Zilchus' wife Sotillion but she spurned him. After finding out what had happened, Atroa also spurned him and he was banished from Zilchus' presence."

What can we expect at Nachtstadt?

"I am not entirely sure, but I expect that because you are new, you will be questioned by what ever passes for guards in that place. You had better have a cover story ready!"

What has happened to the Church now that Swunglestadt has gone?

"We are currently in the process of moving. At this stage we are looking at property in Traft or in Swartzenbruin for a new temple. The Mine is still open near Swunglestadt even though the town has gone, so there will still be a presence there."

Should we be talking about this in the open?

"I have taken magical precautions about being overheard. To those not at this table, it appears that we are talking about the grain market."

Should we be taking Balcasis alive so he can stand trial?

"Normally I would say yes. Zilchus is a strong supporter of the lawful society. However, in this case, I am worried that Balcasis will be able to use his contacts (or the gifts of Kurell) to avoid punishment. Because of what he has done, he would be executed on the Paleen Rock anyway, so I feel it might be the best course of action to carry out that sentence immediately, and not give him a chance to escape."

Shekem will try to persuade the PCs that killing Balcasis is best, but won't push the issue!

Once the PCs have finished with their questions:

"Now if we are in agreement, I suggest you use today to find a ship and provision it. The smaller the amount of time you spend in Meerstadt, the smaller the chance that word of my investigation will reach Balcasis. Thank you again for your help. I will wait here for your return."

Encounter Two: Searching for a ship

After speaking to Shekem, the PCs need to find a ship that will take them to Nachtstadt. The first part of this encounter contains the Gather Information checks needed to determine what ships are available to hire. The required DC varies by location.

The second section has a brief description of each ship and her captain so the players can meet them and decide who they want to hire.

The locations that the players can do their Gather Information checks are:

- The Mermaid's Rest
- Harbour Master
- The Upstanding Gentleman
- Docks
- The Salty Dog tavern
- General (use for all other locations)

The PCs gain all information equal to the DC achieved and below. Remember that each check takes 1d4+1 hours and the PCs will only have five hours. They may need to split up.

If the PCs fail all Gather Information checks, then have pity on them and choose a ship. This is the only one available.

Finding a Ship

The Mermaid's Rest

A comfortable tavern with a warm and inviting atmosphere, this is an establishment frequented more by merchants and visitors than by sailors.

Gather Information Check:

- **DC 5** – “I don't believe there are any ships leaving this week. I heard a rumour that they had an outbreak of wood rot.”
- **DC 10** – “Well, now that you mention it, I was talking to old Thomas the Splicer just this morning and he was telling me that Pelor Dreaming had docked the other day, and that the captain was looking to take a short term hire for a week while he waited for her next cargo.”

- **DC 20** – “I say, now that you mention it, I believe the captain of the Crimson Folly said he was looking for his next hire”
- **DC 25** – “You could check at Dracotooth. It's not a pretty ship, but the crew are fairly competent.”

Harbour Master

The Harbour Master's offices are easy to find as they are the largest buildings by the docks.

The Harbour Master has changed since *Bitter Wind, Brother's Sorrow*. The new one is a red-headed woman named Miranda who has a small but efficient staff. The Gather Information check represents the PCs talking to the Harbour Master and the staff.

Once inside the office:

The office of the Harbour Master is large room whose walls are covered with shipping schedules and charts of Lake Quag. A slim, red-haired woman is sitting at her desk.

“How can we be of assistance?”

Gather Information Check:

DC 5 – “We have nothing on record for planned departures or anything suggesting a captain is looking for a fare. I suggest you go to the dock and talk to the people there.”

DC 15 – “Heard that Pelor Dreaming just got in. You may want to try with them.”

DC 20 – “The Dracotooth has not filed a departure date. Captain Salabir may be waiting for a job.”

DC 25 – “Crimson Folly is in. It usually just does the milk run from Meerstadt to Swartzenbruin, but may be willing to take on something better.”

The Upstanding Gentleman

The Upstanding Gentleman is an exclusive club that is not open to the general public. A PC must have the **Membership to the Upstanding Gentleman** favour from *Bitter Winds, Brothers Sorrow* or be a member of a Perrenland thieves guild to be admitted. Otherwise, they will be turned away by Taldon who looks after the door. Taldon is well-dressed and always polite.

Because someone always asks, the price for “bedding a wench” is 4gp per hour.

The Upstanding Gentleman is a large well built building on Rose Street in the more prosperous area of Meerstadt. A neat flower garden is planted near the doorway and a finely painted shingle of a well-dressed

man hangs over the door. Inside The Upstanding Gentleman is one of the most richly decorated taverns that you have been in. There are numerous people sitting in comfortable looking chairs at tables. Most are scantily-clad voluptuous men and women lounging on plump cushions, sofas and divans. Some wear green ribbons around their arms. This signals that they are "available".

Gather Information Check:

DC 5 – “Sorry, big boy, can’t help you. Would you like to come upstairs and I will ... rub that sore spot for you?”

DC 10 – “I just took a “delivery” from a ship called Pelor Dreaming. She might be looking.”

DC 15 – “Nicholi was in here a day or so ago. Said he wanted to do something other than the run to the Capital. Look him up on the Folly.”

DC 20 – “Well honey, my aunt lives lakeside and while walking past the dock to visit, I noticed the captain of the Dracotooth getting a priest to bless his ship. He might want work. Now that’s enough talk. What say we go upstairs?”

Docks

The sound of lake birds and creaking ships can be heard as you enter the dock area. For a dock it is reasonably clean. It only smells a little ...

Gather Information Check:

DC 5 – “Sorry, mate. No idea. Check with the Harbour Master. She might know.”

DC 10 – “Pelor Dreaming is looking. It’s tied up at the ninth berth on the left.”

DC 15 – “Salabir from the Dracotooth has just got in. The crew have been talking about a bad omen or some such rot. Still might be worth having a chat.”

DC 20 – “You could give Crimson Folly a go. They could use a proper job instead of the coast run. Noble pansies! All of them!”

The Salty Dog Tavern

The Salty Dog tavern is a seedy tavern by the docks of Meerstadt, close to the harbour master’s office. The PCs may make a Gather Information checks on a number of subjects. Bribery will help here: for every 25gp spent in bribes, add a +1 bonus to the roll.

Gather Information Check:

DC 5 – “Now why would we know anything about ships? This is a cribbage club, isn’t it boys. Ha Ha Ha. And it is exclusive.”

DC 10 – “The Iron Captain is lookin’ for a job. This is if you don’t mind a stern woman telling yar what to do. She runs Pelor Dreamin.”

DC 15 – “If you’re happy with a greenhorn crew, try Crimson Folly. Honest and naive, that’s how you would describe her captain. Knows the basics, though.”

DC 20 – “The ship run by that Baklunish fella. What’s his name? JOEY, WHAT IS THE NAME OF THE BAKLUNISH CAPTAIN? THE SHORT ONE; YOU KNOW, ALWAYS SPROUTING ON ABOUT HIS GOD, ALBAR. Salabir, that’s the captain of the Dracotooth. Try him.”

General (use for all other locations)

Use this table if the PCs go looking for a ship in a place not listed above.

Gather Information Check:

DC 5 – “ Ships, what do yo wanna know about ships. Nasty things! They sink. All of them! Or monsters born from the mind of Old Wicked rise up and eat your crew – every one of them, except the captain. He is left to remember the screams. To remember the faces. Every hour of every day until you manage to drink them away. You think they are gone. But they still come back. Never gone, unlike the crew. Don’t go on the lake you hear me. It will be the death of you. THE DEATH OF YOU!”

DC 10 – “Hey midda, don’t know anyting about no ships. You chould check at the Salty Dog. Anyway spare a coppa or two would ya. Just so I can eat. Only a coppa.”

DC 15 – “Well there. Ship you say. A sailor was her the other day talking about Pelor Dreaming. They might be looking.”

DC 20 – “I say, you are in luck. Tommy here was only recently talking Charles who said the Elsi told him that her friend Beth met with her cousin Nicholi for brunch yesterday and he is the captain of Crimson Folly and is looking for a custom.”

DC 25 – “Well, I’m a rigger on the Dracotooth. I think we are looking. Take you to meet the captain if you like.”

The Ships

Crimson Folly

The Folly looks to be quite a new ship built mainly for freighting cargo but also for passenger travel. The captain is a friendly dark-haired man with one of the largest moustaches any PC has ever seen. The crew are friendly and jolly (well, as friendly and jolly as anyone can be at times like these) as well as quite sure of themselves. The

Folly is a new ship with a new crew and captain. They have been doing “milk runs” for the last year between Meerstadt and Swartzenbruin, and have not met anything to really challenge them.

- A Profession (Sailor check) check (DC 10) reveals that the crew appear to be competent sailors.
- A Profession (Sailor check) check (DC 20) reveals that the crew appear to be competent sailors but are still quite green and inexperienced.
- A Sense Motive check (DC 20) on the captain will suggest that the Folly is a new ship and is crewed by sailors and a Captain who know how to sail, but have never really run into any trouble.
- A Knowledge (local: Iuz Border States) (DC 15) allows the PC to recall the name Captain Nicholi as an ex-Zee officer who got his position through contacts.

Nicholi: Male Human Ari3/Ftr2 (Profession (Sailor) +7)

Pelor Dreaming

Pelor Dreaming is an older ship that looks like it has weathered many a storm. A faded holy symbol of Pelor is painted on the mainsail proudly. Captain Talia is a stern-looking half-elf who gives the impression that she could force the tides themselves to stop if she wanted. The crew are wind-worn and lean. They move efficiently and there is little talking while on the job.

This is the finest crew and captain of the three. Unfortunately, some of the crew are not happy with the diminishing returns moving cargo. The majority have decided that they could take the ship by force and “turn pirate”. They are waiting for their next trip to enact their plan!

- A Profession (Sailor check) check (DC 10) reveals that the crew appear to be extremely competent sailors.
- A Sense Motive check (DC 20) on the crew will suggest that some of them and not entirely happy with their lot in life.
- A Knowledge (local: Iuz Border States) (DC 15) allows the PC to recall the name Captain Talia as a no-nonsense sea-dog.

Talia: Female Half-elf Ftr2/Rog5 (Profession (Sailor) +13)

Dracotooth

Dracotooth is a fine looking ship which appears to have matured nicely. It is sleeker than the other two, suggesting it was once a passenger ship that has now been outfitted for hauling cargo. Captain Salabi is a Baklunish man, only about five feet, nothing. His hair is covered by a turban and when the PCs arrive, he can be seen throwing salt over the bow.

On their last voyage, Salabi was taking a reading and saw his face reflected in the water, superimposed on the full moon's reflection. This is a sign of bad luck and the crew, being superstitious, are more than a little worried about this.

- A Profession (Sailor check) check (DC 10) reveals that the crew appear to be competent sailors.
- A Sense Motive check (DC 10) on the crew or captain reveals that they are worried.
- A Sense Motive check (DC 20) on the crew or captain reveals that they are worried about something minor.
- A Knowledge (local: Iuz Border States) (DC 15) allows the PC to recall the name of Captain Salabi as a good captain that has gotten his crew out of a scrape or two.

Salabi: Male Human Expert (Sailor) 4/Rog4 (Profession (Sailor) +15)

Encounter Three: The Journey

The cold, wintry wind bites as your ship cuts through the icy waters of Lake Quag. The ice has forced you to sail further out into the lake than what would have been normal. According to the instructions given to you by Brar Shekem, the location of Nachtstadt is to the north, near the border of Swartzenbruin and Nederboden cantons.

Along the journey, it is possible for the ship to run across some natural hazards. The exact hazard depends on what ship the PCs have taken. This encounter is divided into four subsections: one describing each option.

The purpose of this encounter is to add flavour, and give a feel of what it is like to be aboard a ship when it hits rough water. At no time are the PCs in any real danger, although they do not know that. Allow the PCs to perform what ever actions they feel appropriate and improvise as necessary.

1. Crimson Folly

The ship continues to plough northwards through the choppy waters. A voice breaks through the crashing of the waves upon the hull. "There's a storm ahead!"

Looking at the horizon, dark clouds can easily be seen both ahead and to the west. The sky is so dark ahead that it looks like the dead of night.

Nicholi yells, "She is coming up fast! We will need to swing starboard and try to go around! All hands on deck! Riggers to the ropes! Man the winches and feed out the sail! Watch the wind! We don't want to rip out the mast!"

Men and women rush to their positions and Lightning lights up the sky ahead.

Any PC with ranks in Profession (Sailor) who offers to help will be assigned a post. All others are asked to stay out of the way.

The roar of thunder is deafening, and the wind howls like a hundred banshees! Wood creaks, as the sails are filled to capacity, straining the rigging and the mast. "She's a beauty, this one!" shouts the captain, "We won't be out-running her. All hands batter down hatches! We're riding Procan's Fury today!"

Roll a d20. Ask if any of the players are assisting in the Profession (Sailor) roll. Add the result and look worried. It really means nothing, but should add to the suspense.

The roar of the wind is deafening, and the Crimson Folly crests a might wave and crashes down the other side!

Make PCs roll a DC 15 Balance check. Any that fail, are knocked prone. Announce to the PC with the lowest roll (even if it is above 15) that he/she has fallen and are sliding towards the rail and the edge of the ship! Give them a DC 15 Reflex save to grab the edge. If the roll succeeds, then a sailor helps them up and back over. If the roll fails, then roll 1d20. Look worried, then relieved. Tell the PC that they are thrown over the edge of the ship, but a hand grabs them and a sailor pulls the back aboard just in time!

As the ship rights itself (after the last wave); the sound of cracking wood echoes over the storm. A lightning flash reveals to all the buckling of the deck around the main mast.

"By Procan's beard! No!" shouts the captain, "Hard to port! Riggers – get that sail in or she will rip the mast from the deck!"

Again, roll 1d20 and get PC's to assist in a Profession (Sailor) roll. Again it means nothing, but adds to the excitement.

The riggers struggle on the ropes against the raging storm. The ropes snap with a sound like thunder! One sailor, a blond woman who was once in the Zee, if memory serves, struggles to pull in a sail. There is a crack and a scream and she can be seen falling towards the waters of the raging lake!

Allow the PCs to act to save her. If it sounds reasonable, let it succeed.

Ask PCs to roll a Profession (Sailor). Announce to the highest, that they have noticed that a rope is jammed and unless it is cut or loosened, the sails will rip the mast from it seating.

Any actions the PCs try will succeed in releasing the rope. Roll another d20. Shake your head.

The sails slacken as the rope comes loose. Unfortunately, a heavy cord whips around as if it is alive! To the right of you, the cabin boy helps one of the sailors with a winch. A shout brings his head up as the heavy help rope strikes him in the chest, sending him flying into a pile of secured barrels. He slumps to the floor, unmoving; eyes open but lifeless!

Roll a final Profession (Sailor) check. Ask any PCs if they want to assist. Smile at the result.

The next few hours are some of the most frightening you can imagine. At times, the waves dwarf the small ship and look as if they would drag her down to the watery depths. But eventually the wind dies down and the waters begin to calm. Lightning no longer lights the sky, and the darkness is caused by the night, not the storm. Sailors slump exhausted to the deck as the captain estimates that you were fighting the weather for close to fourteen hours. Most offer prayers to the various gods to thank them for surviving the night.

2. Pelor Dreaming

The ship continues to plough northwards through the choppy waters. A voice breaks through the crashing of the waves upon the hull. "There's a storm ahead!"

Looking at the horizon, dark clouds can easily be seen both ahead and to the west. The sky is so dark that it looks like the dead of night.

Talia yells, "She is coming up fast! We will need to swing starboard and try to go around. All hands on deck! Riggers to the ropes! Man the winches and

feed out the sail! Watch the wind, we don't want to rip out the mast!"

Men and women rush to their positions and Lightning lights up the sky ahead.

Roll a Profession (Sailor) check. Ask any PCs if they want to assist. Smile at the result.

Under the expert hand of the captain, Pelor Dreaming sails fast against the edge of the storm. The sky to the left grows dark and the storm-clouds mass. Lightning flashes and been seen with frightening regularity. Procan pity any ship that is caught in that storm!

Have the PCs roll a Spot check. To the PC with the highest roll, announce that they notice large white chunks in the water!

When they mention this to the captain, read:

"By Procan's beard, it is a field of icebergs! The storm must have shattered an ice shelf! Spotter to the rail and riggers to the ropes! If we hit one of them, they can tear the side out of the ship."

Have the PCs roll a Spot check. Then roll a Profession (Sailor) check. Ask any PCs if they want to assist. Smile at the result.

For over two hours, all available hands scan the choppy water searching for the white death that lies just below the surface. The captain, strain showing on her face, listens to every call and plays the tiller like a gentle lover. Finally the time between calls increases and eventually stops. Sailors breathe a sigh of relief, but continue to scan for as long as the light remains just in case.

3. Dracotooth

The ship continues to plough northwards through the choppy waters. A voice breaks through the crashing of the waves upon the hull: "There's a storm ahead!"

Looking at the horizon, dark clouds can easily be seen both ahead and to the west. The sky is so dark that it looks like the dead of night!

Salabi yells, "She is coming up fast! We will need to swing starboard and try to go around. All hands on deck! Riggers to the ropes! Man the winches and feed out the sail! Watch the wind, we don't want to rip out the mast!"

Men and women rush to their positions and Lightning lights up the sky ahead.

Roll a Profession (Sailor) check. Ask any PCs if they want to assist. Smile at the result.

Under the expert hand of the captain, Dracotooth sails fast against the edge of the storm. The sky to the left grows dark and the storm-clouds mass. Lightning flashes and been seen with frightening regularity. Procan pity any ship that is caught in that storm!

Have the PCs roll a Spot check. To the PC with the highest roll, announce that they notice large white chunks in the water.

When they mention this to the captain,

"By Procan's beard, it is a field of icebergs! The storm must have shattered an ice shelf. Spotters to the rail! Riggers to the ropes! If we hit one of them, they can tear the side out of the ship."

Have the PCs roll a Spot check. Then roll a Profession (Sailor) check. Ask any PCs if they want to assist. Look worried.

The captain swings the tiller hard to port as a large mass off ice is spotted in the rough water. "Damn!" you hear him say over the wind, and the ship lurches sideways! The ominous sound of breaking wood can suddenly be heard!

"Carpenters to the hold! We need to get that hole shored up or she is doomed. Man the bilges, give them as much time as you can. Spotters, keep your eyes peeled. If we hit another, she will come apart. I knew the reflection was bad luck."

Let the PCs go to whatever post they want.

Below Decks ...

The hold of the ship is already filled to the knees with water, as you can see that the iceberg has split a number of boards! Three sailors with some carpentering skill have waded into the ice-cold water and begun the seeming impossible task of sealing the breach with wood and pitch.

Allow the PCs to help with a Profession (Carpenter) skill check or with magic. Tell them that progress is being made

Bilge ...

Moving quickly, the bilge pumps are set up and a number of sailors start to pump the water from the hull, hopefully giving the carpenters time to make repairs. You grab a pump and start pumping cold water back into the lake.

Spotter ...

Standing on the rail you scan the icy waters for the half submerged ice that could bring death to all onboard. Pieces of ice pass to the left and to the right. Spotters call out the positions to the captain who slowly steers the ship around them.

Call for a spot check from all those above deck. Tell the PC who rolls the highest that they see a large piece of ice to the left.

When they tell the captain, roll a Profession (Sailor) check. Ask any PCs if they want to assist. Look worried.

The captain spins the wheel quickly and the Dracotooth slowly moves to the right. But he's too slow! With a resounding crash the ship hits the berg and actually rides up upon it!

Below Deck ...

The ship lurches and there is a loud CRUNCH. Wood splinters on the other side of the ship. Water gushes in!

Roll a couple of dice. Ask for people's Reflex save bonus. Shake head.

With a loud snap, a rope holding a stack of crates breaks. A sailor, Fredrick you think his name was, screams as the crates fall on him; pinning him under the water!

If the PCs try to help him, they find that he is dead.

Bilge ...

The ship lurches, and there is a loud CRUNCH. Wood splinters on the other side of the ship. A sailor screams as the yardarm that they were on snaps and they fall towards deck

Allow the PCs to save the sailor if they have a *feather fall* spell or similar. Then roll a d20 and ask for their AC. Gather a large number of d8s as you do so. When they tell you breathe a sigh of relief and put the d8s down.

The broken yardarm crashes to the ground a mere foot from where you are standing.

Spotter ...

The ship lurches, and there is a loud CRUNCH. Wood splinters on the other side of the ship. A sailor screams as the yardarm that they were on snaps and they fall towards deck

Allow the PCs to save the sailor if they have a *feather fall* spell or similar.

Then ask the PCs to make a balance check. Nod happily and tell them they lurch sideways but manage to grab the rail.

The ship continues slowly through the ice field. The bergs have gotten smaller but more numerous. "All available hands to the ropes", yells the captain

Roll 1d20. Ask if any of the players are assisting in the Profession (Sailor) roll. Add the result and look worried.

The spread of icebergs diminish and the crew start to relax, when a freak wave hits the side of the ship tilting it left.

Below Deck ...

The ship tilts and a lantern falls from its hook and hits the bucket of pitch. It bursts into flame. Smoke fills the hold!

Let the PCs panic and try to put it out. Eventually they and the crew succeed and the boat is safe.

Bilge and Spotters ...

The ship lurches as it is hit by a freak wave. Under feet the deck is slippery with ice.

Make players roll a DC 15 Balance check. Any that fail have been knocked prone. Announce to the PC with the lowest roll (even if it is above 15) that they have fallen and are sliding towards the rail and the edge of the ship. Give them a DC 15 Reflex save to grab the edge. If they succeed, a sailor helps them up and back over. If they fail, roll 1d20. Look worried, then relieved and tell them they are thrown over the edge of the ship, but a hand grabs them and a sailor pulls the back aboard.

For over two hours, all available hands scan the choppy water searching for the white death that lies just below the surface. The captain, strain showing on his face, listens to every call and plays the tiller like a gentle lover. Finally the time between calls increases and eventually stops. Sailors breathe a sigh of relief, but continue to scan for as long as the light remains just in case.

4. On Board The PC's OWN Ship

If the PCs crew their own ship, then the hazards that are encountered depend on a Profession (Sailor) roll:

- DC 20 – Clear Sailing
- DC 15 – Storm
- DC 10 – Storm + Icebergs
- Less than DC 10 – Storm + Icebergs + Rocks.

Descriptions for each hazard are below.

Clear Sailing

The ship continues to plough northwards through the choppy waters. A voice breaks through the crashing of the waves upon the hull. "Storm ahead!"

Looking at the horizon, dark clouds can easily be seen both ahead and to the west. The sky is so dark that it looks like the dead of night.

Under the expert hand of the captain, your ship sails fast against the edge of the storm. The sky to the left grows dark and the storm-clouds mass. Lightning flashes are seen with frightening regularity. Procan pity the ship that is caught in that storm!

Storm

The ship continues to plough northwards through the choppy waters. A voice breaks through the crashing of the waves upon the hull. "There's a storm ahead!"

Looking at the horizon, dark clouds can easily be seen both ahead and to the west. The sky is so dark that it looks like the dead of night.

Your experience tells you that she is coming up fast and you will need to swing starboard and try to go around.

Get a player to make a Profession (Sailor) check. Look worried.

The roar of thunder is deafening and the wind howls like a hundred banshees. Wood creaks as the sails are filled to capacity, straining the rigging and the mast. It appears that you won't be out-running the storm after all ...

Ask for a Profession (Sailor) roll. Listen to the result and look worried. It really means nothing, but should add to the suspense.

The roar of the wind is deafening and the ship crests a might wave and crashes down the other side.

Make sure PCs roll a DC 15 Balance check. Any that fail have been knocked prone. Announce to the PC with the lowest roll (even if it is above 15) that they have fallen and are sliding towards the rail and the edge of the ship. Give them a DC 15 Reflex save to grab the edge. If they succeed the scramble up and back over. If they fail, roll 1d20. Look worried, roll another d20, then look relieved and tell them they are thrown over the edge of the ship, and they grab a jutting piece of wood. They can climb back up.

As the ship rights itself (after the last wave); the sound of cracking wood echoes over the storm. A Lightning flash reveals to all the buckling of the deck around the main mast.

Ask PCs to roll a Profession (Sailor). Announce to the highest, that they have noticed that a rope is jammed and unless it is cut or loosened, the sails will rip the mast from it seating.

Any actions the PCs try will succeed in releasing the rope. Roll another d20. Shake head.

The sails slacken as the rope comes loose. Unfortunately heavy cord whips around as if it is alive.

Make a couple of d20 rolls and ask the PCs their AC. Then announce that the rope barely misses them and crashes into some secured barrels, smashing them

Roll a final Profession (Sailor) check. Ask any PCs if they want to assist. Smile at the result.

The next few hours are some of the most frightening you can imagine. At times the waves dwarfed the small ship and looked as if they would drag her down to the watery depths. But eventually the wind dies down and the waters begin to calm. Lightning no longer lights the sky, and the darkness is caused by the night, not the storm. You estimate that you were fighting the weather for close to fourteen hours.

Ice-bergs!

Have the PCs make a Spot check. To the PC with the highest roll, announce that they notice large white chunks in the water.

Have the PCs roll a Profession (Sailor) check. Look worried.

You realise that the storm must have shattered an ice shelf. You swing the tiller hard to port as a large mass off ice is spotted in the rough water. The wind screams in your ears as the ship lurches sideways and the sound of scrapping and breaking wood can be heard. Someone will need to repair and breaches, while others man the bilge, look for iceberg and pilot the ship

Let the PCs go to whatever post, that they want.

Below decks ...

The hold of the ship is already filled to the knees with water as you can see that the iceberg has split a number of boards creating a seeming impossible task of sealing the breech with wood and pitch.

Allow the PCs to repair with a Profession (Carpenter) or via magic. Tell them that progress is being made

Bilge ...

Moving quickly, the bilge pumps are set up to pump the water from the hull, hopefully giving the carpenters time to make repairs. You grab a pump and start pumping cold water back into the lake.

Spotter ...

Standing on the rail you scan the icy waters for the half submerged ice that could bring death to all onboard. Pieces of Ice pass to the left and to the right.

Call for a spot check from all those above deck. Tell the PC who rolls the highest that they see a large piece of ice to the left.

When they tell the captain ask for a Profession (Sailor) check. Ask any other PCs if they want to assist. Look worried.

The captain spins the wheel quickly and the ship slowly moves to the right. He is too slow, and with a resounding crash the ship hits the berg and actually rides up upon it!

Below Deck ...

The ship lurches and there is a loud crunch. Wood splinters on the other side of the ship. Water gushes in.

Roll a couple of dice. Ask for people balance checks. Shake head.

With a loud snap, a rope holding a stack of crates breaks. You barely avoid the fall, but another hole has opened up in the hull.

Bilge ...

The ship lurches and there is a loud crunch. Wood splinters on the other side of the ship.

Roll 1d20 and ask for their AC. Gather a large number of d8s as you do so. When they tell you breathe a sigh of relief and put the d8s down.

A broken yardarm crashes to the ground a mere foot from where you are standing.

Spotter ...

The ship lurches and there is a loud crunch. Wood splinters on the other side of the ship. A yardarm snaps and falls towards deck!

Ask the PCs to make a balance check. Nod happily and tell them they lurch sideways but manage to grab the rail.

For over two hours, all available hands scan the choppy water searching for the white death that lies

just below the surface. The captain, strain showing on his face, listens to every call and plays the tiller like a gentle lover. Finally the time between calls increases and eventually stops. Many breathe a sigh of relief, but continue to scan for as long as the light remains just in case.

Rocks

Have each PCs make a spot check. Tell the one that makes the highest roll that the notice just ahead of them waves breaking. The PCs should realise that there are rock beneath the surface and take action. If they don't, prompt them by announcing that as they get closer, rocks can be seen directly ahead.

When they try to take evasive have them make a Profession (Sailor) check. Shake your head and look worried at the result.

You spin the tiller to the port in a desperate attempt to avoid the rocks. Unfortunately there is a harsh scraping sound as the waves drive you up on the rocks, causing the deck to fall away from your feet.

Have the PCs make a DC 15 Balance check. Any that fail have been knocked prone. Announce to them that they have fallen and are sliding towards the rail and the edge of the ship. Give them a DC 5 Reflex save to grab the edge. If they succeed they can climb back over (don't tell them the DC). If they roll a 1, roll a second d20 look relieved and announce that they have caught a piece of wood and that they are dangling over the edge above the water.

Have the captain make a Profession (Sailor). Ask the other PCs to assist if they wish. Smile at the result.

With expert handling of the tiller, you wait until a large wave hits the ship, then using the flotation it provides, ease the ship off the rocks and continue to limp to your destination

If the PCs had clear sailing, then there is no damage to the ship.

- If they hit the storm, then there is 500gp worth of damage that will need to be repaired when in port.
- The storm and the icebergs cause 1,000gp damage
- The storm, iceberg and rocks cause 1,500gp work of damage.

This damage can be repaired with a *make whole* spell per 250gp of damage.

Encounter Four: Denizens of the Deep

As the new day dawns through the thick morning fog, you move slowly towards your destination. With luck, you should reach it by tomorrow morning. But wait ... was that something rippling on the surface ...?

Before the PCs reach the town of Nachtstadt, they meet one of the creatures that live the waters of Lake Quag, run afoul of pirates, or need to put down a mutiny. What they meet depends on the ship they are travelling on:

Crimson Folly

Have the PCs make a Spot check against the creature's Hide check to avoid surprise. The sailors are no use in this encounter as they are keeping the ship under control. Besides, that's what brave adventures are for.

Creatures:

Hiding in the water is a creature from sailor's nightmares. It waits for unsuspecting ships to help ease its winter-imposed diet.

APL 6 (EL 7)

Aboleth: hp 76; see *Monster Manual* page 9.

APL 8 (EL 9)

Caller from the Deeps: hp 130; see *Appendix Two*.

APL 10 (EL 11)

Dragon Eel: hp 161; see *Appendix Three*.

APL 12 (EL 13)

Scyllan: hp 184; see *Appendix Four*.

Tactics:

APL6 – The Aboleth first attacks PCs on the ship with its tentacle. If all the PCs move to the centre of the ship, it uses a full round action to pull itself up on deck. If it takes enough damage to leave it on a quarter hit points, it will attempt to flee.

APL8 – The Caller from the Deeps uses its *summon watery ally* power to summon a water elemental. It then uses its tentacles to try to grab PCs.

APL10 – The Dragon Eel attacks the boat from below, causing a hull breach. This forces the PCs to fight it below decks near the breach.

APL8 – The Scyllan uses its tentacles to grab PCs. It then uses its Frightful Noise before attacking.

Pelor Dreaming

As Pelor Dreaming sails towards Nachtstadt, the crew plan mutiny. A DC 20 Sense Motive check allows the PCs to sense something is wrong and avoid surprise. Not all the crew mutiny but those that don't are busy with other mutineers and can't help the PCs.

Creatures:

APL 6 (EL 7)

Sailors (6): hp 14; see *Appendix One*.

APL 8 (EL 9)

Sailors (6): hp 29; see *Appendix Two*.

APL 10 (EL 11)

Sailors (6): hp 42; see *Appendix Three*.

APL 12 (EL 13)

Sailors (6): hp 54; see *Appendix Four*.

Tactics: The sailors position themselves to take out wizards and other spellcasters with their initial sneak attack. Base the plan on the position of the PCs.

Treasure:

APL 6: Loot – 345 gp

APL 8: Loot – 345 gp

APL 10: Loot – 345 gp

APL 12: Loot – 345 gp

Dracotooth

As Dracotooth sails towards Nachtstadt, a pirate ship moves in for the kill. These men and women know their trade well and come directly out of the morning fog. Allow a DC 20 Listen check for the PCs to hear the ship and avoid being surprised as it hits the Dracotooth on its broadside. The crew are busy with pirates of their own and can't help the PCs.

Creatures:

APL 6 (EL 7)

Pirates (6): hp 14; see *Appendix One*.

APL 8 (EL 9)

Pirates (6): hp 29; see *Appendix Two*.

APL 10 (EL 11)

Pirates (6): hp 42; see *Appendix Three*.

APL 12 (EL 13)

Pirates (6): hp 54; see *Appendix Four*.

Tactics: If any of the PCs are near the rail, the pirates attack them first, so as to get their sneak attack. Otherwise they fire the first shot with their bows, again to get sneak attack damage, then move to engage, using flanking, tumbling, combat expertise and improved feint to their best advantage. Spell casters are their primary targets in the first volley.

Treasure:

APL 6: Loot – 345 gp

APL 8: Loot – 345 gp

APL 10: Loot – 345 gp

APL 12: Loot – 345 gp

PCs Own Ship

Have the PCs make a Spot check against the creatures Hide roll to avoid surprise. The sailors are no use in this encounter as they are keeping the ship under control. Besides, that's what brave adventures are for.

Creatures:

Hiding in the water is a creature from sailor's nightmares. It waits for unsuspecting ships to stray into its territory.

APL 6 (EL 7)

Huge water elemental: hp 152; see *Monster Manual* page 100.

APL 8 (EL 9)

Giant Squid: hp 72; see *Monster Manual* page 281.

APL 10 (EL 11)

Elder Water Elemental: hp 228; see *Monster Manual* page 100.

APL 12 (EL 13)

Kraken, Advanced: hp 334; see *Appendix Four*.

Tactics:

Grab the PCs and drag them into the water!

Development (All): Once the creatures, pirates or mutineers are dealt with, the PCs can continue to their destination.

Encounter Five: Entering the Town

As the day dawns you are greeted with the sight of land. Steep buffs bracket the mouth of a large river, some two hundred feet across. Sand bars and rocks dot the water, ready to rip the bottom out of any ship that approached too closely. The morning mist covers the entire scene like thin gauze.

If the PCs are on a hired boat or have hired a crew for their own boat.

"Well", speaks the captain, "we are here. What now?"

A DC 10 Profession (Sailor) check reveals that there is no passage through the rocks for the ship, and the surf will make taking a longboat ashore extremely dangerous. An NPC captain automatically succeeds at this check, and passes this information on to the PCs.

Nothing happens unless the PCs fire the signal arrow. If the PCs decide to fly ashore (or get there some other way), then they will see nothing until they pass through the illusionary barrier. Then they will be able to see the town and land. By doing this they bypass this encounter and move to Encounter Six.

Once the signal arrow is fired:

The arrow arcs silently into the air and falls to the water with a small splash. No sound or light signal its firing and you are left wondering if it worked correctly. Then, all of a sudden a glowing green path lights up upon the water, heading through the rocks towards the mouth of the river.

The lights show the PCs the path to take. The ship's captain must succeed at a DC 10 Profession (Sailor) check to safely follow the path through the lights: an NPC captain automatically succeeds at this check. If the roll fails, the ship hits a rock and the PCs are thrown to the deck taking 2d6 points of damage. A DC 10 Balance check will reduce this by half.

Once the PCs decide to follow the path:

The green path leads your ship through the water. Rocks that seemed to be directly in your path disappear as you approach, and eventually you reach the mouth of the river. Passing through the apex of the river-mouth, the scene changes; revealing a sheltered harbour for about 8 ships and a small town – such a clever illusion, hiding this reality from the outside world! The path leads to an empty berth when two guards stand waiting.

Assuming the PCs dock the ship.

The ship pulls into the dock and one of the guards move to secure the ropes. The other addresses you:

“Yar, be welcome to Nachtstadt. What be your business here?”

This is where the PCs need to have a good cover story. If they successfully Bluff the Terrak and Vanus, the two guards (opposed check against Sense Motive +5), they are allowed to pass into the city.

If they fail:

“Well, that does not seem to be a likely story. I think you are here for mischief. But we might be persuaded to look the other way ...”

A bribe of 100 x APL gp will allow the PCs to enter the city.

Alternatively, the PCs can attack the guards. If they do, assume the guards are swiftly over-powered, as they are no match for the PCs. This allows the PCs to enter Nachtstadt, but means they are not welcome in the future, and do not get the favour providing access to the town on the AR regardless of what they do in the **Conclusion**.

Terrak: Male human ftr2 (Sense Motive +5).

Vanus: Male human ftr2 (Sense Motive +4).

The guards are quite young and inexperienced, and are also quite new to the town, but they do have some useful information.

If the PCs did not attack the guards and ask them about the town:

“Well, she was established a number of years back by this priest and his mates as a way of turning booty back into cash, and to make sure that thar waters were not overfished, if yar know what I mean. We keep her hidden from the Zee so that we always have a safe port to come home to.”

So you are a pirate?

“Well that there’s a harsh term for it, but aye. We all take a turn as dock guards. Tis all part of the deal.”

What places can we find in the town?

“Well I be new here meself. All I know is it be Stoney’s tavern if you be wanting a drink. Then there be Dossy’s flop house if you be wanting something else. Oh, and Ralic’s Tools of The Trade is a good little general store.”

Have you hear of Balcasis?

“Nope. Only been here a few days, and we ain’t spent much time outside Stoney’s and Dossy’s. There be plenty in those two places to keep a pirate busy, yar.”

Encounter Six: Where’s Balcasis?

As soon as the PCs start asking around town for Balcasis they discover that he is a cleric of Zilchus and one of the founders of the town. They also find out that he can usually be found at the temple of Zilchus.

However, it is possible for the PCs to visit a number of locations while looking for information on Balcasis, or as some general exploring. These locations are:

- Stoney’s Tavern
- Town hall
- Dossy’s Flop House
- Ralic’s Tools of the Trade
- Temple to Zilchus
- General (for other locations)

These locations are described in more detail below:

Stoney’s Tavern

Stoney’s Tavern is a large three story building a few hundred yards in from the docks. Even at this time of the morning the sounds of raucous laughter come from inside.

Once inside the PCs can perform a Gather Information check:

- **DC 10** – “Balcasis, you say. I think he is a priest of some sort. Try the temple of Procan at the Docks or the Moneylender in town.”
- **DC 15** – “Yar, you be lookin’ for the priest of the Moneymaker. Go to his temple this time of the day. Usually has services about now. Straight down Shipwreck Lane, turn at Cutlass Street, then into Trade Way.”
- **DC 20** – “Councillor Balcasis is usually at his Temple. Good man that. Really turned this scruffy bunch around. Stopped the senseless violence so we could concentrate on making money.”
- **DC 25** – “I know Balcasis. Thanks to him, I now make more money from my investments in Ket than I do risking my life on the lake. His temple is on Trade Way.”

Town hall

The town hall is one of the few stone buildings in the town. Still only two stories high, it looks like it serves as a place to administer the town and as the home of what passes for the watch.

If the PCs ask here for Balcasis, they will be informed that the councillor is at the Guildmaster's temple on Trade Way.

Dossy's Flop House

This building is the most brightly painted place in the whole town. Outside is a large Troll guarding the door. Seeing you looking at the place he opens the door and in halting common growls,

"Don't you be making trouble at Miss Dossy's."

If the PCs enter ...

The common room is large and full of pipe smoke. The other thing you notice is the number of attractive men and women.

Once inside the PCs can perform a Gather Information check:

- DC 10 – "Balcasis you say. Nice man. Comes here now and again when he is not at his temple. But perhaps there is something else you are after. Yes?"
- DC 15 – "Balcasis you say. Well before he came here this was just a collection of buildings near the caves where we use to hide. He made it a town. I tell you what, before that, the talent was nothing like this. Try Trade Way. Hey Rosey, look what Salty Pete's go for you."
- DC 20 – Miss Dossy herself: "Councillor Balcasis is usually at his Temple. He's a good man! He stopped the senseless violence and made it safer for my staff. Sometimes he comes in to get his staff see to. Sometimes I visit him at the temple. Straight down Shipwreck lane, turn at Cutlass street then into Trade way. Can't miss it. Now tell me what can I get for you while you are here."
- DC 25 – "I know Balcasis. He and his adventuring buddies set up this place. Showed us all how to make money. Usually I am there at this time for his seminar, but cancelled it today."

Ralic's Tools of the Trade

Ralic's Tools of the Trade is a small building with wood shingle of a coin above two crossed swords. An 'Open' sign hangs on the door.

If the PCs enter ...

Inside the shop, there is hardly a spot to stand: junk clutters the floor and shelves. At the back there is a small counter, the only uncovered surface, with a thin old woman standing behind it.

"Can I help you?"

Following is a collection of questions and responses.

We are looking for a person called Balcasis:

"Balcasis you say. What would you be wanting him for?"

We are looking for him because {any answer other than "to kill him"}

Ask the PC to make a Bluff check (opposed by Old Binny's Sense Motive +7). If successful:

"Well if you would be wanting him, he would either be at the Town hall with the council or in the temple of the Money Lender on Trade way."

We are looking for him to kill Him or a failed Bluff check:

"Sailed on this morning's tide. Headed for Traft from what I hear ..."

You are lying:

"So what if I am? I don't owe you anything or know you from a bar of soap. Now get out! I suggest you leave town before there is trouble."

What is the story with Balcasis?

"He started this place with a few of his adventuring buddies. If it was not for him, the captains would have been out of control. Some of the pirates have even gone legit under his guidance."

That does not sound like the Balcasis we know ...

"Well I can't be answering to that, but I tell you how it is."

What have you got for sale?

"Well I am glad you ask. Let me show you some of my unusual wares."

(APL6+)

Here we have Black Adder Venom, 120gp per dose. It can be very dangerous to work with.

I also have in stock a Cape of the Mountebank for only 10,800gp.

(APL8+)

How about Malyss Root Paste? Makes someone more clumsy. It's only 500gp a dose.

I see you eye that dagger. A dagger of Venom it's called. I will let it go for 8,302gp.

(APL10+)

This rapier enhances a rogue's ability to attack. It is a +2 Deadly Precision Rapier. At only 32,000gp it's a bargain!

Purple worm poison is a good one. It makes your opponent as weak as a baby. I can let it go at 700gp a dose.

(APL12+)

Now, this stuff is deadly. Deathblade they call it, and at 1,800gp per dose. You can't go wrong.

And that item, my friends, is a material called Riverine. Very rare it is. Only the second piece I have seen. And for a set of full plate to be made out of it is even more amazing. This +5 Riverine Full plate will only cost you an even 51,500gp.

Selling poisons is Illegal:

"Well why don't you trot your lily white backside down to the town hall and tell the guard. While your there, do us a favour and tell them that their Death Adder's venom has come in. Now does any of the rest of you want something or are you all like Goody Two Socks here?"

NOTE: The use of poison that causes Constitution damage is an evil act in the Living Greyhawk Campaign. Prolonged and frequent use of it will cause the PCs alignment to shift towards Evil.

The purchase of poison that causes Constitution damage is also an evil act. It will cause an immediate alignment shift of any good aligned PC to neutral. As a DM, make sure the PC is aware of this consequence before they make the purchase.

Old Binny: Female human Rog5 (Sense Motive +7).

Temple to Zilchus

If the PCs go to the Temple of Zilchus then go to **Encounter Seven**.

General

This entry allows for a Gather Information check to discover the location of Balcasis in an area not described above.

DC 10 – "Balcasis, you say. Turn left outside and go straight ahead until you get to Trade Way."

DC 15 – "Him and his friends found this place as a collection of pirate berths and caves. Turned it into a proper town."

DC 20 – "He runs service each week for those interested in making coin without risking life. Many captains have decided to go legit."

Encounter Seven: The Showdown

Balcasis' Temple is a simple building with a main room and an office behind it. The main room contains a number of chairs for worshipers to sit and an altar with the symbol of Zilchus at the rear. In the front of altar is a clay pot filled with copper and silver coins. Above the entrance, written in common are the words "Enter all that require Commerce".

The temple itself is devoid of worshippers, empty except a single man wearing full plate and armed for war, a man that looks remarkably like an older Shekem.

"I was warned of your coming, assassins. Prepare to pay the Great Guildmaster!"

Balcasis has been warned by an associate of Shekem, although he does not realise that's who it was. All he knows is that a rival has sent assassins to kill him and destroy the temple of Zilchus. He was not entirely sure when the assassins would arrive, so he has cast his long duration buff spells and sent all the worshipers away so they would not get caught in the crossfire.

PCs may interrupt box text at any time. If they do, then roll initiative.

If the PCs decide to talk to him, having decided that they have been lead up the garden path, they can attempt a DC 30 Diplomacy check. This will be rushed, so will incur a -10 to the roll. If successful, Balcasis will lower his weapon and tell his tale.

Creatures:

APL 6 (EL 8)

Balcasis: Male human Clr8 (Zilchus); hp 52; see *Appendix One*.

APL 8 (EL 10)

Balcasis: Male human Clr10 (Zilchus); hp 66; see *Appendix Two*.

APL 10 (EL 12)

Balcasis: Male human Clr12 (Zilchus); hp 80; see *Appendix Three*.

APL 12 (EL 14)

Balcasis: Male human Clr14 (Zilchus); hp 94; see *Appendix Four*.

Tactics:

APL 6: Balcasis starts with an *Order's Wrath* and follows up with a *Hold Person* on a fighter type or a *Poison* on an arcane caster or rogue.

APL 8: Balcasis starts with a *Flame Strike* and follows up with a *Hold Person* on a fighter type or a *Poison* or *Slay Living* on an arcane caster or rogue.

APL 10: Balcasis starts with a *Flame Strike* and follows up with a *Hold Monster* or *Harm* on a fighter or rogue type; a *Poison* or *Slay Living* on an arcane caster or rogue; or a second *Flame Strike* if people are nicely positioned.

APL 12: Balcasis starts with a *Dictum* and follows up with a *Polymorph Any Object*, *Hold Monster* or *Harm* on a fighter or rogue type; a *Poison* or *Slay Living* on an arcane caster or rogue; or a *Flame Strike* if people are nicely positioned.

Note: DO NOT USE THE DIVINE SPELL POWER FEAT ON DICTUM.

He has the following spells in effect at the beginning of the encounter:

APL6 & 8:

- Magic Vestment (on Full Plate)
- Greater Magic Weapon

APL10&12:

- Magic Vestment (on Full Plate)
- Magic Vestment (on Shield)
- Greater Magic Weapon

Treasure:

APL 6: Loot – 153 gp, Coin – 0 gp, Magic – *Dusty Rose ioun stone* (417 gp each).

APL 8: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor+1* (167 gp each), *Pearl of Power lv1* (83 gp each), *Dusty Rose ioun stone* (417 gp each).

APL 10: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor+1* (67 gp each), *Pearl of Power lv3* (750 gp each), *Dusty Rose ioun stone* (417 gp each).

APL 12: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor+1* (67 gp each), *Pearl of Power lv3* (750 gp each), *Dusty Rose ioun stone* (417 gp each), *Rod of Empower, Lesser* (750gp each).

Development:

If the PCs are successful and Balcasis is either dead or unconscious then they can search the temple: there is a journal in the small office at the back (*Player Handout 4*).

If Balcasis lives and is conscious, he tells the PCs his version of events as related in the background (see *Player Handout 5*).

Encounter Eight: The Betrayal

After the PCs have had time to search Balcasis and the Temple, and read his journal or talk to Balcasis if he is still alive), have make a DC 20 Spot check to see Shekem entering the room invisibly. Silence is placed on the entrance so Shekem's entrance can not be heard.

If they succeed then they are not surprised, as they have noticed a slight movement in the air, and will be able to pin-point a 10 by 10 foot area containing Shekem's possible position. Whoever fails the Spot is surprised.

Shekem enters the Temple APL minutes after the previous combat ends. This means some of the PC's minute-long buffs may still be active. It takes the PCs 2 minutes to strip Balcasis of his equipment.

Note that any injury Shekem causes to Balcasis also affects Shekem, and vice versa.

Shekem rants throughout the combat as follows. Included below are the snippets of box text that he will say as part of his action.

1st Round, as he appears:

As the waves of a hostile spell washes over you, a figure appears in the middle of the room. That figure is Shekem; but instead of wearing a symbol of a hand holding a bag, it is a hand holding a broken coin. "I must say, you have been good puppets, dancing to my little tune. You have been my instruments of revenge!"

Give the PCs a reactive DC 15 Knowledge (Religion) check (DC 10 for worshippers of Zilchus_ to recognise the symbol as that of Kurell.

2nd Round

"For so long I have planned my revenge on my brother for what he did. It was his fault that she turned against me. I could not do it myself, but I could get others to do it for me!"

3rd Round

“With him out of the way and the only witnesses gone, I will be able to take his identity and use his position here – to raid and steal in Zilchus’ name!”

4th Round

“And with that the people of Perrenland will turn against the Church of Zilchus. The Old Kerk will tear it down and they will be disgraced, their success destroyed. And my master and I will both have our revenge against those that wronged us!”

Creatures:

APL 6 (EL 9)

Shekem: Male human Clr9 (Kurell); hp 59; see *Appendix One*.

APL 8 (EL 11)

Shekem: Male human Clr11 (Kurell); hp 73; see *Appendix Two*.

APL 10 (EL 13)

Shekem: Male human Clr13 (Kurell); hp 87; see *Appendix Three*.

APL 12 (EL 15)

Shekem: Male human Clr15 (Kurell); hp 101; see *Appendix Four*.

Shekem is prepared for combat: listed below are the buffs he has active.

Tactics:

APL 6: Shekem starts with a *Flame Strike* and follows up with a *Hold Person* on a fighter type or a *Poison* or *Slay Living* on an arcane caster or rogue.

APL 8: Shekem starts with a *Flame Strike* and follows up with a *Hold Person* on a fighter type or a *Poison* or *Slay Living* on an arcane caster or rogue.

APL 10: Shekem starts with a *Word of Chaos* and follows up with a *Hold Monster or Harm* on a fighter or rogue type; a *Poison* or *Slay Living* on an arcane caster or rogue; or a second *Flame Strike* if people are nicely positioned.

APL 12: Shekem starts with a *Word of Chaos* and follows up with a *Hold Monster or Harm* on a fighter or rogue type; a *Poison* or *Slay Living* on an arcane caster or rogue; or a *Firestorm* if people are nicely positioned.

Note: DO NOT USE THE DIVINE SPELL POWER FEAT ON *WORD OF CHAOS*.

He has the following spells in effect at the beginning of the encounter:

APL6:

- Magic Vestment (on Full Plate)
- Greater Magic Weapon
- Magic Circle against Law
- Shield of Faith
- Light of Lunia
- Nimbus of Light
- Bless

APL8:

- Magic Vestment (on Full Plate)
- Magic Vestment (on Shield)
- Greater Magic Weapon
- Magic Circle against Law
- Shield of Faith
- Light of Lunia
- Nimbus of Light
- Bless
- Blade Barrier
- Freedom of Movement

APL10&12:

- Magic Vestment (on Full Plate)
- Magic Vestment (on Shield)
- Greater Magic Weapon
- Magic Circle against Law
- Shield of Faith
- Light of Lunia
- Nimbus of Light
- Bless
- Blade Barrier
- Freedom of Movement

Treasure:

APL 6: Loot – 153 gp, Coin – 0 gp, Magic – *Dusty Rose ioun stone* (417 gp each).

APL 8: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor+1* (167 gp each), *Pearl of Power IV* (83 gp each), *Dusty Rose ioun stone* (417 gp each).

APL 10: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor*+1 (67 gp each), *Pearl of Power* lv3 (750 gp each), *Dusty Rose ioun stone* (417 gp each).

APL 12: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor*+1 (67 gp each), *Pearl of Power* lv3 (750 gp each), *Dusty Rose ioun stone* (417 gp each), *Rod of Empower, Lesser* (750 gp each).

Development: If Balcasis is still alive and Shekem is dead:

Balcasis moves quickly to his brother and cradles his head in his arms. “You did not understand, did you, brother? I forgave you long ago, just as the Great Guildmaster forgave Kurell”

Shekem takes his final breath and passes from Oerth. Balcasis gently lowers his brother's head to the ground and looks at you.

“You all have been terribly used as this tragic drama has unfolded. Rest assured, I will determine what damage my brother has done and make sure that it is reversed. I would also ask that you do not tell people of this place. Here I can keep the captains under a reasonable amount of control. If they were left to their own devices they would do a great deal of damage to the merchant ships and trade. Still, it is your choice.”

If Balcasis and Shekem are both still alive:

Balcasis moves quickly to his unconscious brother and cradles his head in his arms. “You did not understand, did you, brother? I forgave you long ago, just as the Great Guildmaster forgave Kurell.” Balcasis looks at you.

“You all have been terribly used as this tragic drama has unfolded. Rest assured, I will determine what damage my brother has done and make sure that it is reversed. He must also pay for his crimes. I will accompany you back to Swartzenbruin to be by his side and meet whatever recompense is needed. I would also ask that you do not tell people of this place. Here I can keep the captains under a reasonable amount of control. If they were left to their own devices they would do a great deal of damage to the merchant ships and trade. Still, it is your choice.”

If Balcasis and Shekem are both dead:

The bodies of the two brothers lie upon the cold stone floor. Jealousy and revenge led to this tragedy that has cost more than these two lives. It is a mortal mirror of the strife between the gods Zilchus and Kurell. Perhaps they are looking down upon this

scene, and will now take that first step on the road to healing their breach.

Since both are dead the PCs can leave at any time.

If the PCs fall to Shekem, then unfortunately he will make sure that they are dead. He does not want any witnesses to his scheme.

Conclusion

If the PCs kill both Balcasis and Shekem and a PC tells someone about Nachtstadt:

You have been duped by a man you thought was a friend, and now both he and his brother lies dead. With Balcasis gone, will the pirates of Nachtstadt be kept under control, or will there be anarchy on the waters?

Luckily the latter will not eventuate. By telling of the city, word gets to the Voormann, who orders a contingent of Zee to burn the nest of vipers. This they do, and Nachtstadt is now but a memory.

The PCs get

- Sailing Ship
- The favour of the Zilchans
- Gratitude of the Meerijders

If the PCs kill both Balcasis and Shekem and the PCs tell no one about Nachtstadt:

You have been duped by a man you thought was a friend, and now both he and his brother lies dead. With Balcasis gone, will the pirates of Nachtstadt be kept under control, or will there be anarchy on the waters?

The PCs get

- Sailing Ship
- The favour of the Zilchans

If Balcasis survives, the PCs kill Shekem and a PC tells someone about Nachtstadt:

You have been duped by a man you thought was a friend; now he lies dead and his brother grieves. Balcasis asked you to tell no one, but whether it is because you or a companion has a loose tongue or felt people needed to know, now people have been told.

Word of Nachtstadt gets to the Voormann who orders a contingent of Zee to burn the nest of vipers. This

they do, and Nachtstadt is now but a memory. Of Balcasis, there is no word.

The PCs get:

- A Sailing Ship
- The favour of the Zilchans
- Gratitude of the Meerijders.

If Balcasis survives, the PCs kill Shekem and the PCs tell no one about Nachtstadt:

You were duped by a man you thought was a friend; now he lies dead and his brother grieves. Balcasis asked you to tell no one, and you have kept your word.

One night you are visited by a figure in black, who says:

"Do not be alarmed. I have been sent by the follower of the Moneylender. Although he blames you for his brother's death, he is grateful for what you have done. He has convinced the council to open Nachtstadt to you. You are welcome any time, as long as you keep the secret. This is where you can obtain a signal arrow ..."

The PCs get:

- A Sailing Ship
- The favour of the Zilchans
- Access to Nachtstadt

If both Balcasis and Shekem survive and a PC tells someone about Nachtstadt:

You were duped by a man you thought was a friend, but he has been vanquished and captured. True to his word, Balcasis travels with you and delivers his brother to the authorities. A trial is held and Balcasis speaks for his brother. He offers to pay an extraordinarily large amount to coin to make amends for his brother's action. Whether the verdict is Banishment or Death has not yet been decided.

However, even through Balcasis was careful not to mention Nachtstadt, someone has. Whether it is because you or a companion has a loose tongue or felt people needed to know, people have been told. Word of Nachtstadt gets to the Voormann, who orders a contingent of Zee to burn the nest of vipers. This they do, and Nachtstadt is now but a memory.

The PCs get

- A Sailing Ship

- The favour of the Zilchans
- Gratitude of the Meerijders

If Balcasis & Shekem survives, but the PCs tell no one about Nachtstadt:

You were duped by a man you thought was a friend, but he has been vanquished and captured. True to his word, Balcasis travels with you and delivers his brother to the authorities. A trial is held and Balcasis speaks for his brother. He offers to pay an extraordinarily large amount to coin to make amends for his brother's action. Whether the verdict is Banishment or Death has not yet been decided.

Balcasis was careful not to mention Nachtstadt during the trial, and you have done likewise. One night you are visited by a figure in black. He says:

"Do not be alarmed. I have been sent by the follower of the Moneylender. He is grateful for what you have done and your support. He has convinced the council to open Nachtstadt to you. You are welcome any time as long as you keep the secret. This is where you can obtain a signal arrow ..."

The PCs get

- Sailing Ship
- The favour of the Zilchans
- Access to Nachtstadt

If the PCs are defeated:

In times to come, old sailors will sit in the tavern and tell the story of a group of adventures that sailed to find a hidden town. They were never heard from again.

The End

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 Four

Defeat creatures of the lake, pirates or mutineers

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

Encounter Seven

Defeat or talk down Balcasis

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Encounter Eight

Defeat Shekem

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Discretionary roleplaying award

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

Total possible experience:

APL6 900 xp

APL8 1,125 xp

APL10 1,350 xp

APL12 1,575 xp

Treasure Summary

During an adventure, characters encounter 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. 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, Jewellery, and other valuables; M = Magic Items.

Encounter Four: Creatures

APL A: L: 0 gp; C: 0 gp; M: 0 gp

APL B: L: 0 gp; C: 0 gp; M: 0 gp

APL C: L: 0 gp; C: 0 gp; M: 0 gp

OR

Encounter Four: Pirates or Mutineers

APL 6: L: 345 gp; C: 0 gp; M: 0 gp

APL 8: L: 345 gp; C: 0 gp; M: 0 gp

APL 10: L: 345 gp; C: 0 gp; M: 0 gp

APL 10: L: 345 gp; C: 0 gp; M: 0 gp

Encounter Seven:

APL 6: Loot – 153 gp, Coin – 0 gp, Magic – *Dusty Rose ioun stone* (417 gp each).

APL 8: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor +1* (167 gp each), *Pearl of Power IV* (83 gp each), *Dusty Rose ioun stone* (417 gp each).

APL 10: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor*+1 (67 gp each), *Pearl of Power* lv3 (750 gp each), *Dusty Rose ioun stone* (417 gp each).

APL 12: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor*+1 (67 gp each), *Pearl of Power* lv3 (750 gp each), *Dusty Rose ioun stone* (417 gp each), *Rod of Empower, Lesser* (750gp each).

Encounter Eight:

APL 6: Loot – 153 gp, Coin – 0 gp, Magic – *Dusty Rose ioun stone* (417 gp each).

APL 8: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor*+1 (67 gp each), *Pearl of Power* lv1 (83 gp each), *Dusty Rose ioun stone* (417 gp each).

APL 10: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor*+1 (67 gp each), *Pearl of Power* lv3 (750 gp each), *Dusty Rose ioun stone* (417 gp each).

APL 12: Loot – 153 gp, Coin – 0 gp, Magic – *Amulet of Natural Armor*+1 (67 gp each), *Pearl of Power* lv3 (750 gp each), *Dusty Rose ioun stone* (417 gp each), *Rod of Empower, Lesser* (750gp each).

Total Possible Treasure

APL A: L: 12 gp; C: 50 gp; M: 13 gp - Total: 75 gp

APL B: L: 25 gp; C: 100 gp; M: 180 gp - Total: 305 gp

APL C: L: 16 gp; C: 150 gp; M: 214 gp - Total: 380 gp

Special

Caravel (Sailing Ship): You have gained the opportunity to purchase a caravel (*Stormwrack* p.97). This ship costs 10,000gp and requires a captain with five ranks in Profession (sailor). Access to this favour is Adventure unless the PCs also gain the favour **Access to Nachtstadt** then access is Regional. Cross of favour once the ship is purchased.

Favour of the Zilchans: You have performed a valuable service for the Church of Zilchus and you have earned their favour. This favour can be redeemed once in one of the following ways.

- Use the favour to give you access to *analyse portal*, *attune form*, *capricious zephyr*, *iron silence*, *traveler's mount*, and *weapon of impact* (all *Spell Compendium*).
- Use the favour to obtain one-off access to someone who will enchant a weapon, armour or shield with a special ability from the *DMG* costing +3 (or 18,000gp) or less.

- Use the favour to obtain one-off access to someone who will increase a weapon, armour or shield enhancement bonus to +4.

Access to Nachtstadt: By keeping the secret of Nachtstadt existence, you have gained access to the town. As a result, you have regional access instead of adventure access to the items listed below that are marked with a star (*).

Gratitude of the Meerijders: By informing people about the secret pirate haven, thus allowing it to be destroyed, in a rare agreement, the Meerijders (Oostmeer and Vestmeer) believe they owe you a debt. This has the following effects.

- You can travel aboard any Meerijder ship for free and receive free luxury upkeep during adventures set in Meerijder territory.
- You receive one-off access to upgrade a ring of protection or amulet of natural armour by +1, or to upgrade any one stat boosting item by +2 (cross out this section when used).
- Choose one item from this adventure that you have adventure access - you now have regional access to that item. Item chosen: _____

Items for the Adventure Record

Item Access

APL 6:

- Masterwork Cutlass (Adventure; SW; 315 gp)
- Dusty Rose ioun Stone (Adventure; DMG; 5,000 gp)
- Cape of the Mountebank* (Adventure; DMG; 10,800 gp)

APL 8 (all of APL 6 plus the following):

- Pearl of Power (level 1) (Adventure; DMG; 1,000 gp)
- Malyss Root Paste (Adventure; DMG; 500 gp)
- Dagger of Venom (Adventure; DMG; 8,302 gp)

APL 10 (all of APLs 6-8 plus the following):

- Pearl of Power (level 3) (Adventure; DMG; 9,000 gp)
- +2 Deadly Precision Rapier (Adventure; CV; 32,000 gp)
- Purple worm poison (Adventure; DMG; 700 gp)

APL 12 (all of APLs 6-10 plus the following):

- Metamagic Rod of Empower, lesser (Adventure; DMG; 9,000 gp)
- +5 Riverine Full plate (Adventure; SW; 51,500 gp)

Appendix One – APL 6

Encounter Four (Pelor Dreaming)

Sailor: male human fighter 1 / rogue 1; CR 2; Medium humanoid (human); HD 1d10+1d6+2; hp 14; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3;

Atk +4 melee [(1d6+2 19-20 x2, cutlass)] or +3 ranged [(1d6 x3, shortbow)];

Full Atk +4 melee [(1d6+2 19-20 x2, cutlass)] or +3 ranged [(1d6 x3, shortbow)];

SA Sneak Attack +1d6; SQ;

AL NE; SV Fort +3, Ref +4, Will +0; Str 14, Dex 14, Con 13, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +4, Bluff +5, Climb +4, Diplomacy +5, Disguise +5, Handle Animal +3, Hide +4, Listen +4, Move Silently +4, Profession [Sailor] +4, Search +3, Spot +4, Tumble +4, Use Rope +4; Combat Expertise, Dodge, Improved Feint,

Possessions: Masterwork Cutlass, Studded leather armour, Buckler, Shortbow, Arrows (20).

Encounter Four (Dracotooth)

Pirate: male human fighter 1 / rogue 1; CR 2; Medium humanoid (human); HD 1d10+1d6+2; hp 14; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3;

Atk +4 melee [(1d6+2 19-20 x2, cutlass)] or +3 ranged [(1d6 x3, shortbow)];

Full Atk +4 melee [(1d6+2 19-20 x2, cutlass)] or +3 ranged [(1d6 x3, shortbow)];

SA Sneak Attack +1d6; SQ;

AL NE; SV Fort +3, Ref +4, Will +0; Str 14, Dex 14, Con 13, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +4, Bluff +5, Climb +4, Diplomacy +5, Disguise +5, Handle Animal +3, Hide +4, Listen +4, Move Silently +4, Profession [Sailor] +4, Search +3, Spot +4, Tumble +4, Use Rope +4; Combat Expertise, Dodge, Improved Feint,

Possessions: Masterwork Cutlass, Studded leather armour, Buckler, Shortbow, Arrows (20).

Encounter Seven

Balcasis: male human cleric 8; CR 8; Medium humanoid (human); HD 8d8+8; hp 52; Init +0; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk +6; Grp +7;

Atk +10 melee [(1d6+3 20 x2, heavy mace)];

Full Atk +10/+5 melee [(1d6+3 20 x2, heavy mace)];

AL LN; SV Fort +7, Ref +2, Will +10; Str 12, Dex 10, Con 12, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +12(16), Diplomacy +12, Heal +15, Spellcraft +12; Combat Casting, Divine Spell Power, Reach Spell, Weapon Focus (Heavy Mace)

Spells Prepared (6/5/4/4/3; base DC = 4 + spell level): 0—[*orison Detect magic* (2), *Light, Guidance, Resistance*]; 1st—[*Protection from Chaos**, *Bless, Light of Lunia, Nimbus of Light, Sanctuary, Shield of Faith*]; 2nd—[*Calm Emotions**, *Deific Vengeance, Enthrall, Hold Person, Spiritual Weapon*,], 3rd—[*Magic Circle against Chaos**, *Axomatic Storm, Dispel Magic, Magic Vestments, Searing Light*], 4th—[*Order's Wraith**, *Inflict Critical Wounds, Greater Magic Weapon, Poison*].

*Domain spell. *Domains:* [Law (Cast Law spells at +1 Caster Level); Pact].

Possessions: Masterwork Heavy Mace, Full Plate, Heavy Steel Shield, *Dusty Rose ioun stone*.

Encounter Eight

Shekem: male human cleric 9; CR 9; Medium humanoid (human); HD 9d8+9; hp 59; Init +1; Spd 20 ft.; AC 29, touch 15, flat-footed 28; Base Atk +6; Grp +7;

Atk +10 melee [(1d6+2 20 x2, heavy mace)];

Full Atk +10/+5 melee [(1d6+2 20 x2, heavy mace)];

AL CN; SV Fort +7, Ref +4, Will +10; Str 10, Dex 12, Con 12, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +12(16), Diplomacy +12, Heal +15, Spellcraft +12; Combat Casting, Divine Spell Power, Reach Spell, Weapon Focus (Heavy Mace)

Spells Prepared (6/5/5/4/3/1; base DC = 4 + spell level): 0—[*orison Detect magic* (2), *Light, Guidance,*

Resistance]; 1st—[*Protection from Law**, *Bless*, ~~*Light of Lunia*~~, ~~*Nimbus of Light*~~, *Sanctuary*, ~~*Shield of Faith*~~]; 2nd—[~~*Invisibility*~~*, *Deific Vengeance*, *Enthrall*, *Hold Person*, ~~*Silence*~~, *Spiritual Weapon*,], 3rd—[~~*Magic Circle against Law*~~*, *Anarchic Storm*, *Dispel Magic*, ~~*Magic Vestments*~~, *Searing Light*], 4th—[*Confusion**, *Inflict Critical Wounds*, ~~*Greater Magic Weapon*~~, *Poison*], 5th—[*Dispel Law**, *Flame Strike*].

*Domain spell. *Domains*: [Chaos (Cast Law spells at +1 Caster Level); Trickery].

Possessions: Masterwork Heavy Mace, Full Plate, Heavy Steel Shield, *Dusty Rose ioun stone*.

Appendix Two – APL 8

Encounter Four (Crimson Folly)

Caller from the Deep: CR 9; Huge Elemental (Water); HD 9d8+90; hp 130; Init -1; Spd Swim 50 ft.; AC 22, touch 7, flat-footed 22; BAB/Grp: +6/+22;

Atk: +13 melee (2d6+8, Tentacles);

Full Atk: +13/+13 melee (2d6+8, Tentacles);

Space/Reach 15 ft./15 ft.; SA Constrict 2d6+8, enervating grip, improved grab; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits, *siren's call*, *summon watery ally*;

AL NE; SV Fort +16, Ref +2, Will +4; Str 26, Dex 9, Con 30, Int 15, Wis 12, Cha #14.

Skills and Feats: Concentration +22, Listen +13, Spot +13, Swim +28; Combat Reflexes, Improved Natural Attack (Tentacles), Swim by Attack, Weapon Focus (Tentacles).

Enervating Grip (Su): While dealing damage in a grapple, a caller from the deeps also drains the vitality of its target. Those who take grappling damage from a caller from the deeps must make a DC 24 Fortitude save or take 1 point of Constitution damage. This save is Constitution based.

Siren's Call (Sp): Three times a day, a caller from the deeps can use a *siren's call* effect (DC 18). This new spell is described in the appendices..

Summon Watery Ally (Su): Once per hour, a caller from the deeps can summon a Medium water elemental or a Large fiendish shark. This creature remains for 10 minutes or until slain. This is the equivalent of a 4th-level spell.

Skills: A caller from the deeps has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

Encounter Four (Pelor Dreaming)

Sailor: male human fighter 1 / rogue 3; CR 4; Medium humanoid (human); HD 1d10+3d6+8; hp 29; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5;

Atk +6 melee [(1d6+2 19-20 x2, cutlass rapier)] or +5 ranged [(1d6 x3, shortbow)];

Full Atk +6 melee [(1d6+2 19-20 x2, cutlass)] or +5 ranged [(1d6 x3, shortbow)];

SA Sneak Attack +2d6; SQ Evasion;

AL NE; SV Fort +5, Ref +5, Will +1; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +6, Bluff +7, Climb +6, Diplomacy +7, Disguise +7, Handle Animal +3, Hide +8, Listen +6, Move Silently +8, Profession [Sailor] +5, Search +6, Spot +6, Tumble +8, Use Rope +6; Combat Expertise, Dodge, Improved Feint (human), Improved Initiative

Possessions: Masterwork Cutlass, Masterwork studded leather armour, masterwork buckler, Shortbow, Arrows (20).

Encounter Four (Dracotooth)

Pirate: male human fighter 1 / rogue 3; CR 4; Medium humanoid (human); HD 1d10+3d6+8; hp 29; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5;

Atk +6 melee [(1d6+2 19-20 x2, cutlass rapier)] or +5 ranged [(1d6 x3, shortbow)];

Full Atk +6 melee [(1d6+2 19-20 x2, cutlass)] or +5 ranged [(1d6 x3, shortbow)];

SA Sneak Attack +2d6; SQ Evasion;

AL NE; SV Fort +5, Ref +5, Will +1; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +6, Bluff +7, Climb +6, Diplomacy +7, Disguise +7, Handle Animal +3, Hide +8, Listen +6, Move Silently +8, Profession [Sailor] +5, Search +6, Spot +6, Tumble +8, Use Rope +6; Combat Expertise, Dodge, Improved Feint (human), Improved Initiative

Possessions: Masterwork Cutlass, Masterwork studded leather armour, masterwork buckler, Shortbow, Arrows (20).

Encounter Seven

Balcasis: male human cleric 10; CR 10; Medium humanoid (human); HD 10d8+10; hp 66; Init +0; Spd 20 ft.; AC 24, touch 11, flat-footed 24; Base Atk +7; Grp +8;

Atk +11 melee [(1d6+3 20 x2, heavy mace)];

Full Atk +11/+6 melee [(1d6+3 120 x, heavy mace)];

AL LN; SV Fort +8, Ref +3, Will +11; Str 12, Dex 10, Con 12, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +14(18), Diplomacy +14, Heal +17, Spellcraft +14; Combat Casting, Divine Spell Power, Reach Spell, Still Spell, Weapon Focus (Heavy Mace)

Spells Prepared (6/5/5/4/4/2; base DC = 4 + spell level): 0—[*Detect Magic* (2), *Light*, *Guidance*, *Resistance*]; 1st—[*Protection from Chaos**, *Bless*, *Light of Lunia*, *Nimbus of Light*, *Sanctuary*, *Shield of Faith*]; 2nd—[*Calm Emotions**, *Deific Vengeance*(2), *Enthrall*, *Hold Person*, *Spiritual Weapon*,], 3rd—[*Magic Circle against Chaos**, *Axomatic Storm*, *Dispel Magic*, ~~*Magic Vestments*~~, *Searing Light*], 4th—[*Order's Wraith**, *Inflict Critical Wounds*, ~~*Greater Magic Weapon*~~, *Poison*(2)], 5th—[*Dispel Chaos**, *Flame Strike*, *Slay Living*].

*Domain spell. *Domains:* [Law (Cast Law spells at +1 Caster Level); Pact].

Possessions: Masterwork Heavy Mace, Full Plate, Heavy Steel Shield, *Amulet of Natural Armour +1*, *Dusty Rose ioun stone*, *Pearl of Power (lv1)*.

Encounter Eight

Shekem: male human cleric 11; CR 11; Medium humanoid (human); HD 11d8+11; hp 73; Init +1; Spd 20 ft.; AC 30, touch 15, flat-footed 29; Base Atk +8; Grp +9;

Atk +12 melee [(1d6+2 20 x2, heavy mace)];

Full Atk +12/+7 melee [(1d6+2 20 x2, heavy mace)];

AL CN; SV Fort +8, Ref +4, Will +11; Str 10, Dex 12, Con 12, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +14(18), Diplomacy +14, Heal +17, Spellcraft +14; Combat Casting, Divine Spell Power, Reach Spell, Weapon Focus (Heavy Mace)

Spells Prepared (6/6/5/5/4/2/1; base DC = 4 + spell level): 0—[*Detect magic* (2), *Light*, *Guidance*, *Resistance*]; 1st—[*Protection from Law**, *Bless*, *Light of Lunia*(2), ~~*Nimbus of Light*~~, *Sanctuary*, ~~*Shield of Faith*~~]; 2nd—[*Invisibility**, *Deific Vengeance*, *Enthrall*, *Hold Person*, ~~*Silence*~~, *Spiritual Weapon*,], 3rd—[~~*Magic Circle against Law*~~*, *Anarchic Storm*, *Dispel Magic*, ~~*Magic Vestments*~~(2), *Searing Light*], 4th—[*Confusion**, ~~*Freedom of Movement*~~, *Inflict Critical Wounds*, ~~*Greater Magic Weapon*~~, *Poison*], 5th—

[*Dispel Law**, *Flame Strike*, *Slay Living*], 6th—[*Mislead**, ~~*Blade Barrier*~~].

*Domain spell. *Domains:* [Chaos (Cast Law spells at +1 Caster Level); Trickery].

Possessions: Masterwork Heavy Mace, Full Plate, Heavy Steel Shield, *Amulet of Natural Armour +1*, *Dusty Rose ioun stone*, *Pearl of Power (lv1)*.

Appendix Three – APL 10

Encounter Four (Crimson Folly)

Dragon Eel: CR 11; Large Dragon (Aquatic); HD 14d12+70; hp 161; Init +4; Spd 20 ft.; Swim 60 ft.; AC 27, touch 9, flat-footed 27; BAB/Grp: +14/+26;

Atk: +21 melee (4d8+12, Bite);

Full Atk: +21 melee (4d8+12, Bite);

Space/Reach 10 ft./5 ft.; SA Improved grab, swallow whole; SQ Blindsight 30 ft., damage reduction 5/adamantine, darkvision 60 ft., immunity to magic sleep effects and paralysis, lowlight vision, keen scent;

AL: NE; SV Fort +14, Ref +9, Will +10; Str 26, Dex 11, Con 21, Int 8, Wis 12, Cha 13.

Skills and Feats: Bluff +18, Hide +13, Listen +13, Sense Motive +18, Spot +18, Swim +16; Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Powerful Charge.

Improved Grab (Ex): To use this ability, a dragon eel must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold, and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A dragon eel can try to swallow a grabbed opponent of Medium size or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut itself out by using a light slashing or piercing to deal 25 points of damage to the dragon eel's gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine opponents.

Skills: A dragon eel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

Encounter Four (Pelor Dreaming)

Sailor: male human fighter 1 / rogue 5; CR 6; Medium humanoid (human); HD 1d10+5d6+12; hp 42; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6;

Atk +8 melee [(1d6+2 19-20 x2, cutlass)] or +6 ranged [(1d6 x3, shortbow)];

Full Atk +8 melee [(1d6+2 19-20 x2, cutlass)] or +6 ranged [(1d6 x3, shortbow)];

SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge;

AL NE; SV Fort +5, Ref +6, Will +1; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +7, Bluff +12, Climb +7, Diplomacy +9, Disguise +9, Handle Animal +3, Hide +9, Listen +8, Move Silently +9, Profession [Sailor] +6, Search +7, Spot +8, Tumble +10, Use Rope +6. Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Focus (Cutlass).

Possessions: Masterwork Cutlass, Masterwork studded leather armour, masterwork buckler, Shortbow, Arrows (20).

Encounter Four (Dracotooth)

Pirate: male human fighter 1 / rogue 5; CR 6; Medium humanoid (human); HD 1d10+5d6+12; hp 42; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6;

Atk +8 melee [(1d6+2 19-20 x2, cutlass)] or +6 ranged [(1d6 x3, shortbow)];

Full Atk +8 melee [(1d6+2 19-20 x2, cutlass)] or +6 ranged [(1d6 x3, shortbow)];

SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge;

AL NE; SV Fort +5, Ref +6, Will +1; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +7, Bluff +12, Climb +7, Diplomacy +9, Disguise +9, Handle Animal +3, Hide +9, Listen +8, Move Silently +9, Profession [Sailor] +6, Search +7, Spot +8, Tumble +10, Use Rope +6. Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Focus (Cutlass).

Possessions: Masterwork Cutlass, Masterwork studded leather armour, masterwork buckler, Shortbow, Arrows (20).

Encounter Seven

Balcasis: male human cleric 12; CR 12; Medium humanoid (human); HD 12d8+12; hp 80; Init +0; Spd

20 ft.; AC 28, touch 11, flat-footed 28; Base Atk +9; Grp +10;

Atk +15 melee [(1d6+4 20 x2, heavy mace)];

Full Atk +15/+10 melee [(1d6+4 20 x2, heavy mace)];

AL LN; SV Fort +9, Ref +6, Will +12; Str 12, Dex 10, Con 12, Int 12, Wis 19, Cha 12.

Skills and Feats: Concentration +16(20), Diplomacy +17, Heal +20, Spellcraft +17; Combat Casting, Divine Spell Power, Lightning Reflexes, Reach Spell, Still Spell, Weapon Focus (Heavy Mace)

Spells Prepared (6/6/5/5/4/3/2; base DC = 4 + spell level): 0—[*Detect Magic* (2), *Light*, *Guidance*, *Resistance*]; 1st—[*Protection from Chaos**, *Bless*, *Light of Lunia*(2), *Nimbus of Light*, *Sanctuary*, *Shield of Faith*]; 2nd—[*Calm Emotions**, *Deific Vengeance*(2), *Enthrall*, *Hold Person*, *Spiritual Weapon*,], 3rd—[*Magic Circle against Chaos**, *Axomatic Storm*, *Dispel Magic*, ~~*Magic Vestments*(2)~~, *Searing Light*], 4th—[*Order's Wraith**, *Inflict Critical Wounds*, ~~*Greater Magic Weapon*~~, *Poison*(2)], 5th—[*Dispel Chaos**, *Flame Strike*(2), *Slay Living*], 6th—[*Hold Monster**, *Blade barrier*, *Harm*].

*Domain spell. *Domains:* [Law (Cast Law spells at +1 Caster Level); Pact].

Possessions: Masterwork Heavy Mace, Full Plate, Heavy Steel Shield, *Amulet of Natural Armour* +1, *Dusty Rose ioun stone*, *Pearl of Power* (lv3).

Encounter Eight

Shekem: male human cleric 13; CR 13; Medium humanoid (human); HD 13d8+13; hp 87; Init +1; Spd 20 ft.; AC 33, touch 16, flat-footed 32; Base Atk +9; Grp +10;

Atk +14 melee [(1d6+3 20 x2, heavy mace)];

Full Atk +14/+9 melee [(1d6+3 20 x2, heavy mace)];

AL CN; SV Fort +9, Ref +5, Will +12; Str 10, Dex 12, Con 12, Int 12, Wis 19, Cha 12.

Skills and Feats: Concentration +16(20), Diplomacy +16, Heal +19, Spellcraft +16; Combat Casting, Divine Spell Power, Reach Spell, Weapon Focus (Heavy Mace), Spell Penetration

Spells Prepared (6/6/6/5/5/3/2/1; base DC = 4 + spell level): 0—[*Detect magic* (2), *Light*, *Guidance*, *Resistance*]; 1st—[*Protection from Law**, ~~*Bless*~~, ~~*Light of Lunia*~~(2), ~~*Nimbus of Light*~~, *Sanctuary*, ~~*Shield of*~~

~~*Faith*~~]; 2nd—[~~*Invisibility*~~*, *Deific Vengeance*(2), *Enthrall*, *Hold Person*, ~~*Silence*~~, *Spiritual Weapon*,], 3rd—[~~*Magic Circle against Law*~~*, *Anarchic Storm*, *Dispel Magic*, ~~*Magic Vestments*~~(2), *Searing Light*], 4th—[*Confusion**, ~~*Freedom of Movement*~~, *Inflict Critical Wounds*, ~~*Greater Magic Weapon*~~, *Poison*(2)], 5th—[*Dispel Law**, *Flame Strike*(2), *Slay Living*], 6th—[*Mislead**, ~~*Blade Barrier*~~, *Harm*], 7th—[*Word of Chaos**, *Mass Inflict Serious Wounds*].

*Domain spell. *Domains:* [Chaos (Cast Law spells at +1 Caster Level); Trickery].

Possessions: Masterwork Heavy Mace, Full Plate, Heavy Steel Shield, *Amulet of Natural Armour* +1, *Dusty Rose ioun stone*, *Pearl of Power* (lv3).

Appendix Four – APL 12

Encounter Four (Crimson Folly)

Scyllan: CR 13; Huge Outsider (Aquatic, Native); HD 16d8+112; hp 184; Init +7; Spd Swim 50 ft.; AC 29, touch 11, flat-footed 26; BAB/Grp: +16/+35;

Atk: +25 melee (1d8+11, tentacle);

Full Atk: +25/+25/+25/+25 melee (1d8+11, tentacle) and +23/+23 (2d6+5, claw);

Space/Reach 15 ft./15 ft. (30 ft. with tentacles); SA Constrict 1d8+11, *control water*, *frightful noise*, improved grab, swallow whole, improved grab; SQ Damage reduction 10/magic and silver, darkvision 60 ft., spell resistance 27;

AL: LE; SV Fort +17, Ref +13, Will +15; Str 33, Dex 17, Con 25, Int 8, Wis 20, Cha 6.

Skills and Feats: Hide +13, Intimidate +17, Jump +38, Knowledge (Nature) +20, Listen +24, Spot +24, Survival +26, Swim +19; Ability Focus (frightful noise), Improved Initiative, Improved Natural Weapon (claw), Multiattack, Swim by Attack, Weapon Focus (tentacles).

Constrict (Ex): A scyllan deals 1d8+11 points of damage with a successful grapple check made with a claw

Control Water (Sp): 1/hour, caster level 16th.

Frightful Noise (Su): A scyllan produces a wailing sound by blowing air through the comblike growths on its head. This horrible racket is unsettling to nearby creatures. The scyllan activates its frightful noise as a move action and can end it anytime as a free action. Creatures within 100 feet of the scyllan are subject to the effect if they have fewer HD than the scyllan.

A potentially affected creature who succeeds on a DC 18 Will save is immune to that scyllan's frightful noise for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds. Scyllans are unaffected by the frightful noise of other scyllans.

Frightful noise is a sonic, mind-affecting compulsion. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Improved Grab (Ex): To use this ability, a scyllan must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of

opportunity. If it wins the grapple, it establishes a hold, and can transfer the grabbed creature to a claw as a free action or attempt to swallow the foe the following round.

Swallow Whole (Ex): A scyllan can try to swallow a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of crushing damage plus 2d6 points of acid damage per round. A swallowed creature can cut itself out by using a light slashing or piercing to deal 25 points of damage to the maw (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge scyllan maw can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive.

Skills: A scyllan has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

Encounter Four (Pelor Dreaming)

Sailor: male human fighter 1 / rogue 7; CR 8; Medium humanoid (human); HD 1d10+7d6+14; hp 54; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +8;

Atk +10 melee [(1d6+2 19-20 x2, cutlass)] or +6 ranged [(1d6 x3, shortbow)];

Full Atk +10+5 melee [(1d6+2 19-20 x2, cutlass)] or +8+3 ranged [(1d6 x3, shortbow)];

SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge;

AL NE; SV Fort +6, Ref +7, Will +2; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 12.

Skills and Feats: Balance +10, Bluff +12, Climb +10, Diplomacy +9, Disguise +9, Handle Animal +3, Hide +10, Listen +10, Move Silently +10, Profession [Sailor] +9, Search +8, Spot +10, Tumble +12, Use Rope +9. Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Focus (Cutlass).

Possessions: Masterwork Cutlass, Masterwork studded leather armour, masterwork buckler, Shortbow, Arrows (20).

Encounter Four (Dracotooth)

Pirate: male human fighter 1 / rogue 7; CR 8; Medium humanoid (human); HD 1d10+7d6+14; hp 54; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +8;

Atk +10 melee [(1d6+2 19-20 x2, cutlass)] or +6 ranged [(1d6 x3, shortbow)];

Full Atk +10+5 melee [(1d6+2 19-20 x2, cutlass)] or +8+3 ranged [(1d6 x3, shortbow)];

SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge;

AL NE; SV Fort +6, Ref +7, Will +2; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 12.

Skills and Feats: Balance +10, Bluff +12, Climb +10, Diplomacy +9, Disguise +9, Handle Animal +3, Hide +10, Listen +10, Move Silently +10, Profession [Sailor] +9, Search +8, Spot +10, Tumble +12, Use Rope +9. Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Focus (Cutlass).

Possessions: Masterwork Cutlass, Masterwork studded leather armour, masterwork buckler, Shortbow, Arrows (20).

Encounter Four (PC owned ship)

Advanced Kraken: CR 13; Gargantuan Magical Beast (Aquatic); HD 23d10+207; hp 334; Init +4; Spd Swim 20 ft.; AC 20, touch 6, flat-footed 20; BAB/Grp: +23/+47;

Atk: +31 melee (3d8+12/19-20, tentacle);

Full Atk: +31/+31 melee (3d8+12/19-20, tentacle) and +26/+26/+26/+26/+26 (1d6+6, arm) and +26 (4d6+6, bite);

Space/Reach 20 ft./15 ft. (60 ft. with tentacles pr 30 ft. with arm); SA Constrict 3d8+12 or 1d6+6, improved grab; SQ Darkvision 60 ft., ink cloud, jet, lowlight vision, spell-like abilities;

AL: NE; SV Fort +21, Ref +12, Will +13; Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20.

Skills and Feats: Concentration +24, Diplomacy +7, Hide +3, Intimidate +16, Knowledge (Geography) +17, Knowledge (Nature) +16, Listen +33, Search +28, Sense Motive +20, Spot +33, Survival +5 (7 following tracks), Swim +23, Use Magic Device +19; Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Natural Weapon (tentacle), Improved Trip, Iron Will.

Constrict (Ex): A Kraken deals automatic tentacle or arm damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a kraken must hit with a tentacle or arm attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold, and can constrict.

Jet (Ex): A kraken can jet backwards once per round as a full round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink in an 80 -foot spread one per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Spell-Like Abilities: 1/day – *control weather, control winds, dominate animal* (DC 18), *resist energy*. Caster level 9th. The save DC is Charisma-based.

Skills: A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

Encounter Seven

Balcasis: male human cleric 14; CR 14; Medium humanoid (human); HD 14d8+14; hp 94; Init +0; Spd 20 ft.; AC 28, touch 10, flat-footed 28; Base Atk +11; Grp +18;

Atk +15 melee [(1d6+4 20 x2, heavy mace)];

Full Atk +15/+10 melee [(1d6+4 20 x2, heavy mace)];

AL LN; SV Fort +10, Ref +6, Will +13; Str 12, Dex 10, Con 12, Int 12, Wis 19, Cha 12.

Skills and Feats: Concentration +18(22), Diplomacy +18, Heal +21, Spellcraft +18; Combat Casting, Divine Spell Power, Lightning Reflexes, Reach Spell, Still Spell, Weapon Focus (Heavy Mace)

Spells Prepared (6/6/6/5/5/3/2; base DC = 4 + spell level): 0—[*Detect Magic* (2), *Light*, *Guidance*, *Resistance*]; 1st—[*Protection from Chaos**, *Bless*, *Light of Lunia*(2), *Nimbus of Light*, *Sanctuary*, *Shield of Faith*]; 2nd—[*Calm Emotions**, *Deific Vengeance*(2), *Enthrall*, *Hold Person*, *Spiritual Weapon*(2),], 3rd—[*Magic Circle against Chaos**, *Axomatic Storm*, *Dispel Magic*, *Magic Vestments*, *Searing Light*], 4th—[*Order's*

*Wraith**, *Inflict Critical Wounds(2)*, ~~*Greater Magic Weapon*~~, *Poison(2)*], 5th—[*Dispel Chaos**, *Flame Strike(2)*, *Slay Living*], 6th—[*Hold Monster**, *Blade barrier*, *Harm(2)*], 7th—[*Dictum**, *Mass Inflict Serious Wounds*, *Repulsion*].

*Domain spell. *Domains*: [Law (Cast Law spells at +1 Caster Level); Pact].

Possessions: Masterwork Heavy Mace, Full Plate, Heavy Steel Shield, *Amulet of Natural Armour +1*, *Dusty Rose ioun stone*, *Pearl of Power (lv3)*, *Rod of Empower (lesser)*.

Encounter Eight

Shekem: male human cleric 15; CR 15; Medium humanoid (human); HD 15d8+15; hp 101; Init +1; Spd 20 ft.; AC 33, touch 16, flat-footed 32; Base Atk +11; Grp +12;

Atk +17 melee [(1d6+3 20 x2, heavy mace)];

Full Atk +17/+12/+7 melee [(1d6+3 20 x2, heavy mace)];

AL CN; SV Fort +9, Ref +8, Will +13; Str 10, Dex 12, Con 12, Int 12, Wis 19, Cha 12.

Skills and Feats: Concentration +18(22), Diplomacy +18, Heal +21, Spellcraft +18; Combat Casting, Divine Spell Power, Lightning Reflexes, Reach Spell, Weapon Focus (Heavy Mace), Spell Penetration

Spells Prepared (6/6/6/5/5/3/2/1; base DC = 4 + spell level): 0—[*Detect magic (2)*, *Light*, *Guidance*, *Resistance*]; 1st—[*Protection from Law**, ~~*Bless*~~, ~~*Light of Lunia(2)*~~, ~~*Nimbus of Light*~~, *Sanctuary*, ~~*Shield of Faith*~~]; 2nd—[~~*Invisibility**~~, *Deific Vengeance(2)*, *Enthrall*, *Hold Person*, ~~*Silence*~~, *Spiritual Weapon*,], 3rd—[~~*Magic Circle against Law**~~, *Anarchic Storm*, *Dispel Magic*, ~~*Magic Vestments(2)*~~, *Searing Light(2)*], 4th—[*Confusion**, ~~*Freedom of Movement*~~, *Inflict Critical Wounds*, ~~*Greater Magic Weapon*~~, *Poison(2)*], 5th—[*Dispel Law**, *Flame Strike(2)*, *Slay Living(2)*], 6th—[*Mislead**, ~~*Blade Barrier*~~, *Harm*, *Heal*], 7th—[*Word of Chaos**, *Mass Inflict Serious Wounds*, *Withering Palm*], 8th—[*Polymorph any Object**, *Firestorm*].

*Domain spell. *Domains*: [Chaos (Cast Law spells at +1 Caster Level); Trickery].

Possessions: Masterwork Heavy Mace, Full Plate, Heavy Steel Shield, *Amulet of Natural Armour +1*, *Dusty Rose ioun stone*, *Pearl of Power (lv3)*, *Rod of Empower (lesser)*.

Appendix Five – New Monsters

Scyllan (Stormwrack, Page 157)

Huge Outside (Aquatic, Native)

Hit Dice: 16d8+112 (184 hp)

Initiative: +7

Speed: Swim 50 ft, (10 squares)

Armor Class: 29 (-2 size, +3 Dex, +18 natural), touch 11, flat-foot 26

Base Attack/Grapple: +16/+35

Attack: Tentacle +25 melee (1d8+11)

Full Attack 4 tentacle +25 melee (1d8+11) and 2 claws +23 melee (2d6+5)

Space/Reach: 15 ft./15 ft. (30 ft. with tentacles)

Special Attacks: Constrict 1d8+11, *control water*, *frightful noise*, improved grab, swallow whole

Special Qualities: Damage reduction 10/magic and silver, darkvision 60 ft., spell resistance 27

Saves: Fort +17, Ref +13, Will +15

Abilities: Str 33, Dex 17, Con 25, Int 8, Wis 20, Cha 6.

Skills: Hide +13, Intimidate +17, Jump +38, Knowledge (Nature) +20, Listen +24, Spot +24, Survival +26, Swim +19

Feats: Ability Focus (frightful noise), Improved Initiative, Improved Natural Weapon (claw), Multiattack, Swim by Attack, Weapon Focus (tentacles).

Environment: Cold aquatic

Organisation: Solitary

Challenge Rating: 13

Treasure: Double standard

Alignment: Always lawful evil

Advancement: 17-24 HD (Huge); 25-32 HD (Gargantuan)

Level Adjustment: -

A monstrous creature rises from the black water its upper body a mass of lashing tentacles surrounding two fearsome claws. A toothy maw gapes in its fishlike head.

Scyllans are descendants of the fabulous Scylla, and ancient fiendish sea monster (some say arch devil) with six snaky heads. Today, these lesser fiends primarily inhabit the frozen ocean of Stygia in the Nine Hells of Baator, but many have adapted to the relatively mild oceans of the Material Plane. A typical scyllan is about 20 feet tall and weighs around 10,000 pounds.

A scyllan lurks in treacherous passages through rocks or reefs where ships must manoeuvre carefully. As the vessel passes its lair, the creature grabs with its tentacles, snatching prey from the decks and rigging. It stuffs itself greedily and continues to fight while digesting its meal.

Mariners tell chilling tales of the scyllan's horrible wailing, like the winds of a cyclone. The dreadful sound saps the will, leaving ships' crews helpless in the face of the monster

Scyllans can speak Aquan and Infernal but rarely do. The only sound they usually make is their frightful noise.

COMBAT

Once a ship has come within reach, a scyllan begins to utter its frightful noise to make harvest easier. A scyllan that has grabbed a prey can either transfer it to its massive crushing claws or gulp it down. Scyllans prefer to soften up larger prey with the claws first before eating it, but they swallow human sized creatures without a thought.

Constrict (Ex): A scyllan deals 1d8+11 points of damage with a successful grapple check made with a claw

Control Water (Sp): 1/hour, caster level 16th.

Frightful Noise (Su): A scyllan produces a wailing sound by blowing air through the comblike growths on its head. This horrible racket is unsettling to nearby creatures. The scyllan activates its frightful noise as a move action and can end it anytime as a free action. Creatures within 100 feet of the scyllan are subject to the effect if they have fewer HD than the scyllan.

A potentially affected creature who succeeds on a DC 18 Will save is immune to that scyllan's frightful noise for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds. Scyllans are unaffected by the frightful noise of other scyllans.

Frightful noise is a sonic, mind-affecting compulsion. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Improved Grab (Ex): To use this ability, a scyllan must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold, and can transfer the grabbed creature to a claw as a free action or attempt to swallow the foe the following round.

Swallow Whole (Ex): A scyllan can try to swallow a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of crushing damage plus 2d6 points of acid damage per round. A swallowed creature can cut itself out by using a light slashing or piercing to deal 25 points of damage to the maw (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge scyllan maw can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive.

Skills: A scyllan has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

Caller from the Deep (Stormwrack, Page 140)

Huge Elemental (Water)

Hit Dice: 9d8+90 (130 hp)

Initiative: -1

Speed: Swim 50 ft. (10 Squares)

Armor Class: 22 (-1 Dex, -2 size, +15 natural), touch 7, flat-footed 22

Base Attack/Grapple: +6/+22

Attack: Tentacle +13 melee (2d6+8)

Full Attack: 2 tentacle +13 melee (2d6+8)

Space/Reach: 15 ft./15 ft.

Special Attacks: Constrict 2d6+8, enervating grip, improved grab

Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits, *siren's call*, *summon watery ally*

Saves: Fort +16, Ref +2, Will +4

Abilities: Str 26, Dex 9, Con 30, Int 15, Wis 12, Cha 14

Skills: Concentration +22, Listen +13, Spot +13, Swim +28

Feats: Combat Reflexes, Improved Natural Attack (Tentacles), Swim by Attack, Weapon Focus (Tentacles)

Environment: Any Aquatic

Organisation: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral evil

Advancement: 10 – 18 HD (Huge); 19 – 27 HD (Gargantuan)

Level Adjustment: -

An inky blot of clod black water, this horrific tentacled mass ripples and seethes in the water.

In the deep, black places of the ocean, strange things come to rest, corpses, cast-off magic, even light itself is pulled into these places and consumed. Little wonder then that sometimes, in such places, malevolence grows. Impelled by the rot of the things of the light and driven by a horrible hunger, this thing becomes impatient waiting for the tides of the sea to pull the world above it down into its ravenous maw. It forms for itself a body out of the black, cold waters where it found its genesis and leaves the black water trenches of the deep oceans, seeking life and light to consume.

A caller from the deeps has the ability to call things to itself, so that it can consume them. It often lures sailors overboard with its call, enwrapping them as they leap into the cold water and feeding of their life's warmth. When endangered, a caller from the deeps has the ability to summon aquatic creatures to defend it.

Combat

A caller from the deeps maintains a very simple technique for hunting. It begins by calling its prey to itself, using *siren's call*. It grapples those who enter the water, drowning them. Should any manage to put up enough of a fight to endanger its serenity, it summons a creature to defend itself and distract any adversaries. Only if its opponent fights their way past this summoned minion or manage to directly engage the caller itself will this creature focus its full attention and might on them.

Constrict (Ex): A caller from the deeps deals automatic tentacle damage with a successful grapple

Enervating Grip (Su): While dealing damage in a grapple, a caller from the deeps also drains the vitality of its target. Those who take grappling damage from a caller from the deeps must make a DC 24 Fortitude save or take 1 point of Constitution damage. This save is Constitution based.

Improved Grab (Ex): To use this ability, a caller from the deeps must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold, and can both constrict and use its enervating grip ability

Elemental Traits: A caller from the deeps has immunity to poison, magic sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It can not be *raised*, *reincarnated*, or *resurrected* (through a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life.)

Siren's Call (Sp): Three times a day, a caller from the deeps can use a *siren's call* effect (DC 18). This new spell is described in the appendices.

Summon Watery Ally (Su): Once per hour, a caller from the deeps can summon a Medium water elemental or a Large fiendish shark. This creature remains for 10 minutes or until slain. This is the equivalent of a 4th-level spell.

Skills: A caller from the deeps has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

Dragon Eel (Monster Manual III, Page 44)

Large Dragon (Aquatic)

Hit Dice: 14d12+70 (161 hp)

Initiative: +4

Speed: 20 feet (4 squares), swim 60 ft.

Armor Class: 27 (-1 size, +18 natural), touch 9, flat-footed 27

Base Attack/Grapple: +14/+26

Attack: Bite +21 melee (4d8+12 or Powerful Charge 4d8+12 plus 2d6)

Full Attack: Bite +21 melee (4d8+12)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Blindsight 30 ft., damage reduction 5/adamantine, darkvision 60 ft., immunity to magic sleep effects and paralysis, lowlight vision, keen scent

Saves: Fort +14, Ref +9, Will +10

Abilities: Str 26, Dex 11, Con 21, Int 8, Wis 12, Cha 13

Skills: Bluff +18, Hide +13, Listen +13, Sense Motive +18, Spot +18, Swim +16

Feats: Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Powerful Charge.

Environment: Temperate aquatic

Organisation: Solitary or pair

Challenge Rating: 11

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 15 – 28 HD (Large); 29 – 42 HD (Huge)

Level Adjustment: -

Silvery scales glisten on the muscular flanks of this long, narrow, creature. A powerful, jagged beak snaps beneath frighteningly intelligent eyes. Pairs of small fins tipped with hooks march down its belly, while a frilled fin runs the full length of its back.

The only redeeming quality of the terrible dragon eel is that it can't stand to be near another dragon eel except when mating or raising young. One dragon eel can easily put a hole in the side of a sailing vessel, devouring the crew at its leisure after the vessel sinks. In groups they could destroy entire navies. Captains have been known to negotiate with dragon eels for safe passage of their ships, but dragon eels are reputed to be great liars and some crew who thought they were safe have vanished without a trace.

A dragon eel is usually about 20 feet long and weighs about 1,000 pounds.

Dragon eels speak Aquan and Draconic, and particularly intelligent individuals speak Sahuagin and Common.

Combat

A dragon eel prefers to attack ships by charging them, ramming holes in their sides beneath the waterline in an attempt to sink them. If an opponent is too large to swallow a dragon eel attempts to grapple and then submerge with its foe, drowning it.

Improved Grab (Ex): To use this ability, a dragon eel must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold, and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A dragon eel can try to swallow a grabbed opponent of Medium size or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut itself out by using a light slashing or piercing to deal 25 points of damage to the dragon eel's gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine opponents.

Skills: A dragon eel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

Appendix Six – New Spells

Anarchic Storm (Spell Compendium, Page 11)

Conjuration (Creation) [Chaotic, Water]

Level: Cleric 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Cylinder (20 ft. radius, 20 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

The downpour created by this spell falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot and Search checks. It also applies a -4 penalty on ranged attacks made into, out of or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages lawful creatures, dealing 2d6 points of damage per round (lawful outsiders take double damage). In addition, each round, a bolt of lightning strikes a randomly selected lawful outsider within the spell's area, dealing 5d6 points electricity damage. After the spell's duration expires, the water disappears.

Material Component: A flask of anarchic water.

Axiomatic Storm (Spell Compendium, Page 22)

Conjuration (Creation) [Lawful, Water]

Level: Cleric 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Cylinder (20 ft. radius, 20 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot and Search checks. It also applies a -4 penalty on ranged attacks made into, out of or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages chaotic creatures, dealing 2d6 points of damage per round (chaotic outsiders take double damage). In addition, each round, a gout of acid strikes a randomly selected chaotic outsider within the spell's area, dealing 5d6 points acid damage. After the spell's duration expires, the water disappears.

Material Component: A flask of axiomatic water.

Deific Vengeance (Spell Compendium, Page 62)

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.

Light of Lunia (Spell Compendium, Page 132)

Evocation [Good, Light]

Level: Celestia 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: You and up to two rays; see text

Duration: 10 minutes/level or until discharged (D) or until discharged; see text

Saving Throw: None

Spell Resistance: Yes; see text

The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet.

Beginning one turn after you cast this spell, you can choose to expend some or all of the *light of Lunia* as a ray of light. You must succeed on a ranged touch attack that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half (15-foot light, with a dim light for an additional 15 feet). You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell.

Nimbus of Light (Spell Compendium, Page 148)

Evocation [Light]

Level: Cleric 1, Purification 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged (D)

The *nimbus of light* glows like a lantern, shedding bright light in a 30-foot radius (and dim light for an additional 30 feet) from you.

As a move action, you can coalesce the energy from the *nimbus of light* around your outstretched arm, and then as a standard action fling it toward a foe within 30 feet. As a ranged touch attack, the *nimbus of light* deals 1d8 points of damage +1 point per round that's elapsed since you cast the spell (max of 1d8+caster level damage). Attacking with the *nimbus of light* ends the spell, whether the energy hits the target or not.

Siren's Call (Stormwrack, Page 121)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, Seafolk 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The targets of this spell hear a sudden, distant song that installs in them a longing for the sea. Those who have heard it, compare it to the song of a siren.

A target who fails a saving throw against this spell moves immediately towards the nearest stretch of ocean that it can find and attempts to completely submerge itself in the water. This flight will be by the safest means possible, withdrawing from combat, fight defensively, and not passing through threatened areas.

The target will only fight if someone actively attempts to prevent it from following through with its search for the ocean; if this fight is with an ally, the target is granted a second saving throw to throw off the effects of the spell.

In some environments, this means that those affected simply flee in the direction of the nearest coast. Along a shoreline, targets often plunge into the surf. Aboard ship, they leap overboard. If the subject has no idea where to find a substantial body of water, it simply chooses a random direction and continues until the spell expires.

Once the spell's subjects are in the water, they begin swimming toward the deepest part of it they can reach, immersing themselves completely and refusing to come up for air, though they hold their breath as long as they are able.

Withering Palm (Spell Compendium, Page 241)

Necromancy

Level: Cleric 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your successful melee touch attack deals 1 point of Strength damage and 1 point Constitution damage per two caster levels to the target (maximum of 10 points each). If you score a critical hit, the subject takes ability drain instead, but the effect is not doubled.

Appendix Seven – New Feats

Divine Spell Power (Complete Divine, Page 80)

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisite: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Powerful Charge (Monster Manual III, Page 207)

A creature with this feat can charge with extra force.

Prerequisite: Medium or larger, base attack bonus +1.

Benefit: When a creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size.) For large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can only apply this extra damage to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

Reach Spell (Complete Divine, Page 84)

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Swim by Attack (Stormwrack, Page 94)

You can attack in the middle of a fast pass by your opponent.

Prerequisite: Swim speed.

Benefit: When swimming, you can take a move action and another standard action (such as an attack) at any point during the move. You can not take a second move action during a round when you make a swim-by-attack.

Normal: Without this feat, you take a standard action either before or after your move, but not in the middle of your move.

Judge Aid One Perrenland Specific Effects

The Eruption of Mount Hellspaar And Hell's Gloom

In PER4-06 *The Hollows Unveiled*, the previously dormant volcano Mount Hellspaar erupted. This spread volcanic ash high into the air over Perrenland and caused an effect which came to be known as "Hell's Gloom". In PER6-06 *The March of the Hollows*, a Shrine dedicated to Joramy was consecrated at the base of Mount Hellspaar. Joramy was pleased, and the goddess caused Mount Hellspaar to settle and Hell's Gloom to disappear. Therefore, the effects found in previous Perrenland adventures do *not* apply in this adventure – nor from this point forward. The "Divination Effects Found In Perrenland" also no longer apply.

The Nightmare

Many folk, including the PCs, have been having vivid nightmares of their friends and loved ones being slaughtered, and rising as undead to fight in the legions of the Famine Queen (Iggwilv). The nightmare has recently taken on a new visage. At her side is Iggwilv's daughter, Drezlna. At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Will save they suffer a –1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen

Due to Hell's Gloom blocking out the sun, Perrenland has faced two years of perpetual winter. This has led to the following effects on regional adventures (though the effects are set to go into slow decline now that Hell's Gloom has ended):

The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.

Ice skimmer is now the only way to re-supply and unload what shipping is still operating.

Small icebergs still litter Lake Quag, creating navigational hazards.

Crops that were set for harvest are blighted, but recovering. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.

The shortage of food is creating widespread hunger across Perrenland and many fear famine.

Hoarding has become common but has yet to be outlawed.

The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.

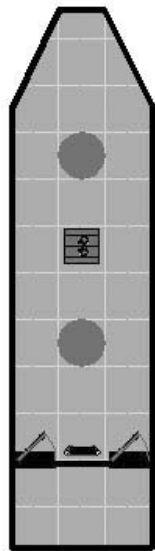
Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.

The survival DC for PCs who live off the land has risen to 25.

PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.

PCs who can cast create food and water or heroes feast can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

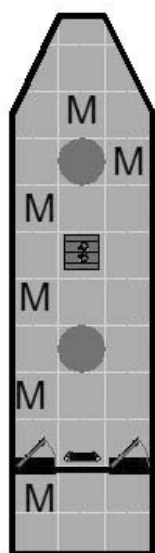
Judge Aid Two
Encounter Four – Crimson Folly or PC ship



SM = Sea Creature position

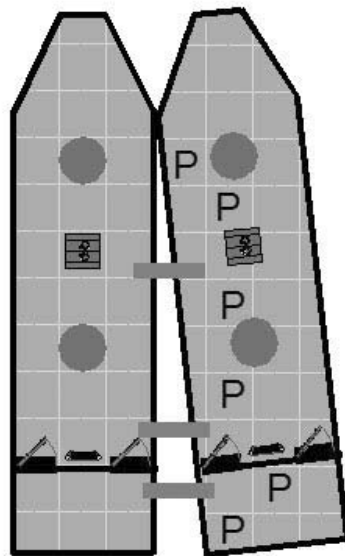
Judge Aid Three

Encounter Four – Pelor Dreaming



M = Mutineers

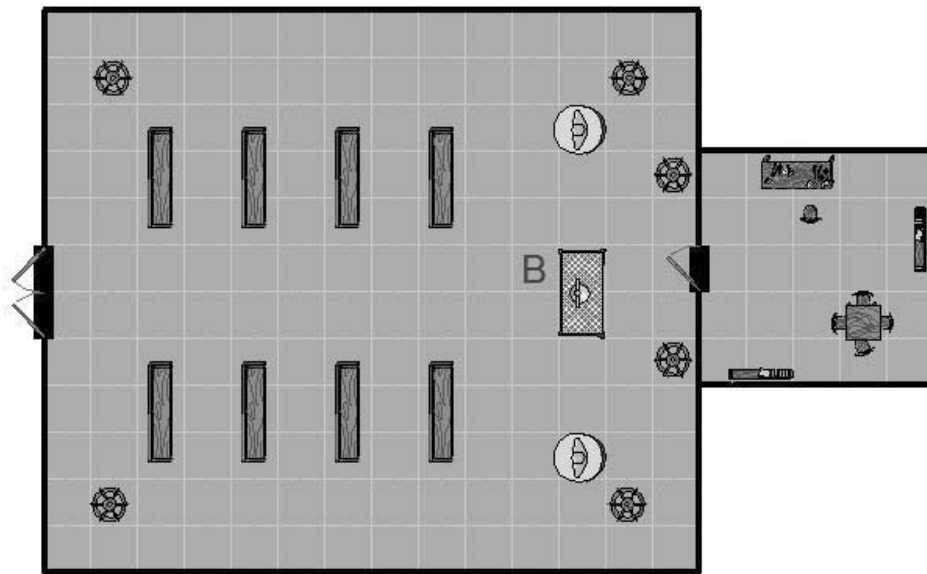
Judge Aid Four
Encounter Four – Dracotooth



P = Pirates

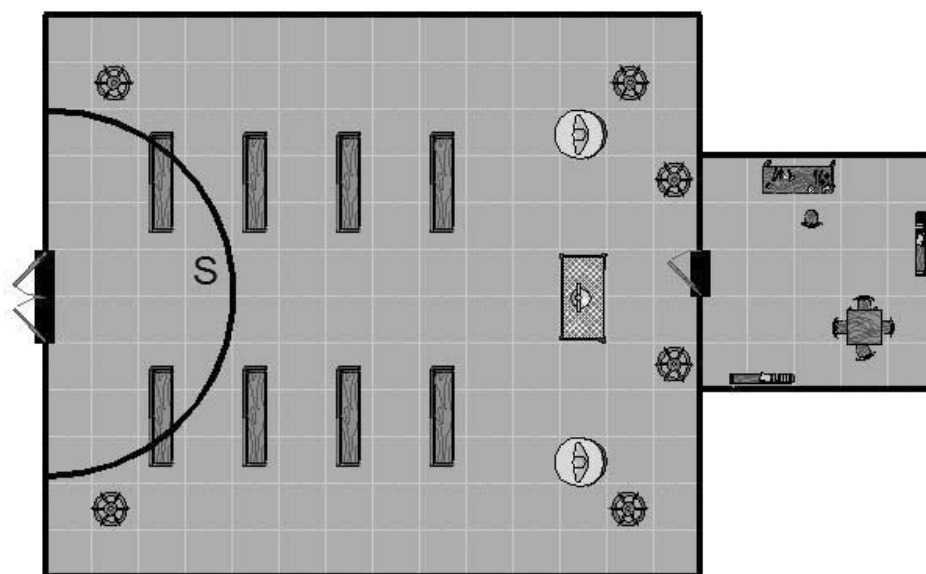
Judge Aid Four

Encounter Seven – Balcasis Encounter



B = Balcasis starting position

Judge Aid Five Encounter Eight – Shekem Encounter



S = Shekem
—= Silence radius

Player Handout #1

Dear friends

It appears that once again I have call to request your aid. Much has changed since the mine was reopened, but I have spent it investigating the cultists you found. I now have a lead on the location of the one named Balcasis. If you are interested in helping be pursue the matter then please meet me at the Meermaid's Rest in Meerstadt.

Yours in Profit

Shekem

Player Handout #2

Dear friends

It appears that my investigations have finally borne fruit. I now have a lead on the location Balcasis, the one I believe to be responsible for the increased pirate attacks on the shipping and for the attempt to frame me last year. If you are interested in helping be pursue the matter then please meet me at the Mermaid's Rest in Meerstadt.

Yours in Profit

Shekem

Player Handout #3

Dear friends

You do not know me, but I have been given your name by a number of mutual friends who assure me that you are the type of people I am looking for. I am looking for a group of capable adventures who can help me investigate the pirate attacks that have been happening around the Vestmeer shipping lanes. These attacks are a menace to profitable trade and threaten the internal security of Perrenland. If you are interested in helping be pursue the matter then please meet me at the Mermaid's Rest in Meerstadt.

Yours in Profit

Shekem

Player Handout #4

Old entry

Today my brother and I fought. I did not know that he was in love with Arbela. When she let him down he felt rejected by all even me.

We ended up coming to blows. That was when we discovered that a silly pact we made as children stopped us from doing harm to each other. Pity, I believe if Konrad and I did fight, then it would have been resolved and life could have gone on. Instead he packed his things and left.

Entry six months later

Today Arbela and I were married. I wish Konrad was here. I have still here no word. Zilchus guide him.

Entry six months later

Arbela died today. There was a fire. All gone. I have lost Konrad and now Arbela. Traft holds nothing for me now.

Entry one year later

I have met up with a group and we have been adventuring together, I have made some good business contacts in the process. We have heard about a pirate haven on the shores of Lake Quag. We are going to destroy this danger to trade and commerce.

Entry one month later

We reached the small haven the pirates called Nachtstadt. I have a vision. Zilchus wants me to set up a town here that can be a trading post for the pirates. At the same time I am to influence their cursed ways and hopefully eventually bring them off the path of Piracy.

One year ago

I have heard rumours that someone is hiring pirates to raid the shipping lanes. All my work looks under attack.

One week ago

I have had little luck finding out who is behind the pirate attacks. They appear to have slowed down with the other problems. A friend, however, has informed me that the person responsible has sent assassins to kill me and stop my investigations.

Player Handout #5

A number of years ago, my mother, Liza Oostmeer and my father, Seraf bin Kazar were gifted with two boys, myself and Konrad. Unfortunately the birth of my brother proved fatal to my mother, and father was left to raise us alone. We were close as they grew up, and spent a great deal of their time travelling with father, who was a merchant from Tusmit and a minor cleric of Zilchus. We got to see quite a bit of the world.

All this changed when we returned to Traft in Perrenland to visit with our mother's family. I fell in love with a young woman named Arbella, and started to court her. Her sister, Jarlina, took a shining to Konrad. However, Konrad liked Arbella and used Jarlina's affection to get close to her. When Arbella and I got engaged, Konrad professed his love to her. She gently told him that she did not feel the same way. Jarlina was naturally upset and loudly left Konrad. In anger, Konrad turned on me and we fought.

It was during this time we discovered that a pact made as children to do no harm to each other had been listened to by the Great Guildmaster and acted upon. Konrad and I found that any physical harm one did to the other would be visited upon us both. Instead of a big fight and then reconciliation, Konrad left Traft, angry and blaming me for his problems.

I felt sorry at the loss of his brother, but hoped one day he would return. Then, a year later, Arbella was killed in a house fire. Lost and forlorn, I took to the long road travelled by adventurers all over the Flanness.

After many years I stumbled on a hidden cove that had become a den to the pirate of Lake Quag. It was here that I had a dream, a vision of creating a town, hidden from the outside world by illusion, where the pirates could be managed, and through teaching and the words of Zilchus, I could control and curtail the trade-damaging practice of Piracy.

Nachtstadt was born.