



Anchors Aweigh

A 1-Round D&D Living Kingdoms of Kalamar[®] Adventure
for characters 1st through 11th level

Part One of the Sons of Pekal Series

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A spy is delivering news of the movements of the Pekalese navy and, worse, the locations of government operatives abroad. Can the adventurers find the spy and close the leak?

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

Look uses ATL rather than Average Part Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from **1st** to **11th** level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

It Replanting, and the summer has been a warm one. Many city-dwellers have propped open their windows and doors to let the air flow through, and burglary has accordingly increased, keeping the City Guard even busier than normal.

The Scales hang low on the early morning sky's horizon, appearing far earlier in the season than is normal. The Deji soothsayers in Independence Square say this is an indication that even the heavens are unable to determine who will be the victor of the conflict between Pekal and Tokis.

MODULE NOTES

READ THE APPENDICES FIRST. This is a primarily nautical adventure, so several supplemental rules have been included in the Appendices, including ship statistics, how to damage ships, how to fire siege weapons, and rules for balance checks. For additional information, see page 94 in the DMG for weather effects and pages 99-100 in the DMG for siege weapons. For plot reasons, all relevant ship movement has been included. It is assumed in Encounter 5 that the ships are on a nearly parallel course, and that *The Trident* is overtaking the *Winter's Mist*. They should be treated as broadside to each other. The movement description is included for Encounter 6.

BACKGROUND

Prince Kafen, ruler of Pekal, has three sons. The eldest, who does not appear in this adventure, is being groomed to inherit the throne from his father. The youngest, Bandorian the Bold, is a wizard who moved to Baneta for his apprenticeship. The middle son, Leshand, early

on felt the calling of the church and became a devoted paladin of Deb'fo, the Knight of the Gods. After studying for a time at the temple, he began to feel the world view of many of the clerics was too simplistic to encompass all the political maneuvering for the good of the people that had surrounded Leshand as he grew up. He began to believe that Deb'fo's work could be accomplished by nontraditional means—that by quiet analysis and gathering of information, the true enemies of both Pekal and the Knight of the Gods could better be brought to light. To this end, with his father's blessing, Leshand began to live something of a double life: he remained, in the public eye, a devoted follower of Deb'fo, though he ceased further training as a paladin in favor of pursuits of state. In private, Leshand learned the arts of stealth and subterfuge, training as an operative of the Gray Legion.

The demands of the state also fell upon Bandorian, who had to leave his apprenticeship in Baneta in order to become a diplomat for Pekal. While he is not a formal Ambassador, he serves as an ambassador-at-large, traveling to secure Pekalese interests with its allies.

After a recent trip to potential allies in the Brandobian region, Bandorian chartered a Pekalese ship, the *Arrow*, for his trip home. The *Arrow*, one of Pekal's fastest naval coasters, poses as a merchant ship transporting textiles to Pekal in order to protect the prince. Unfortunately, intelligence has made it back to Tokis that the mercantile cover is a ruse, and that the *Arrow* transports one of Prince Kafen's sons.

This intelligence has been provided by Tokite spy Mortegan Anan. Fortunately for the Pekalese war effort, Anan's reports have been noticed by both the Pekalese navy and the Gray Legion. Due to Tokite forces breaking through his blockade, Commodore Romasil, head of the Naval Irregulars, suspects that not only is there a spy delivering these messages, but that the spy is on his own crew on the *Trident*.

Unknown to Commodore Romasil, the Gray Legion suspects the same thing. They have sent one of their accomplished agents to investigate the crew of the *Trident*—Prince Leshand.

Hoping to ferret out the spy on his own, Commodore Romasil is hoping to hire adventurers to serve on his crew and identify the

Tokite operative. By the beginning of the adventure, Prince Leshand has identified Mortegan Anan as the spy and is endeavoring to find out more about the Tokite intelligence network before revealing Anan's identity.

ADVENTURE SYNOPSIS

Introduction: Commodore Romasil, through the Naval Irregulars, contacts the PCs due to his concerns about a spy. He asks them to pose as his Boarding Crew while investigating his crew members to discover the identity of the Tokite operative.

Encounter 1: The PCs are introduced to the crew of the *Trident*. Three of the members of the crew immediately arouse their suspicions: The Fhokki sailor Torpin son of Tovali, the Kalamaran sailor Mortegan Anan and a somewhat shady half-elven character who goes by the name of Borgo. (This is Prince Leshand's cover identity.)

Encounter 2: A storm at sea! With the captain busy and first mate injured, the PCs have to take the lead to keep the ship from taking on too much water and being damaged by the squall.

Encounter 3: Mortegan Anan exposes herself as a Kalamaran spy to the under cover Prince Leshand. Mortegan Anan and “Borgo” get in a scuffle, as “Borgo” tries to prevent Mortegan from making her report. The PCs must shoot down the seagull and capture Anan, and possibly subdue Borgo, to determine the identity of the real spy.

Encounter 4: Borgo reveals himself as Prince Leshand, explaining his place on the crew and his orders from the Gray Legion. Mortegan Anan tells them that the *Royal Griffin* of the Kalamaran navy and *Winter Mist* are both being sent to intercept the *Arrow*—the boat on which his brother Bandorian is traveling.

Encounter 5: The *Trident* manages to intercept ship *Winter Mist*, and attacks the ship with ranged weapons, determined to cripple it so it cannot reach the *Royal Griffin* or the *Arrow*.

Encounter 6: While ranged combat worked for the *Winter Mist*, the *Royal Griffin* must be boarded so that the *Arrow* will not be damaged. Here is where the PCs earn their keep: they are the boarding crew for the *Trident*, and it is their job to first board the *Royal Griffin* and take

control of that ship. Once the *Royal Griffin* is captured, crew members from the *Trident* will occupy it so that the PCs can board the *Arrow*, saving Prince Bandorian.

Conclusion: If the PCs succeed in disabling both the *Winter Mist* (without sinking it) and the *Royal Griffin*, they are awarded bounty on both ships, along with any amount agreed upon in advance. Beyond that, if they have succeeded in rescuing Prince Bandorian, they have won the favor and gratitude of the Royal family. If the PCs are unable to save the *Arrow*, they are thanked for their attempt and are invited to the funeral of the prince, but gain no special favor from the Royal family.

INTRODUCTION

Summary: Commodore Romasil, through the Naval Irregulars, contacts the PCs due to his concerns about a spy. He asks them to pose as his Boarding Crew while investigating his crew members to discover the identity of the Tokite operative.

Midsummer has hit Bet Rogala with a vengeance, the oppressive humidity of the season sinking down around the shoulders of those who traverse the city on their day-to-day tasks. The wealthy of Bet Rogala have taken to Lake Eb'Sobet, enjoying the breeze on the water and escaping the cruel heat that traps the land bound.

You, like many others, find yourselves wandering along Lake Eb'Sobet's piers in the docks district. As you watch a 10 year old boy reel in a tiny perch, someone approaches you. A courier, brown-cloaked despite the heat, delivers missives bearing your names.

Players with the Notice of the Pekalese Military or the Fang of Vevisilakele cert receive Player Handout #1. This scroll is sealed with wax bearing the symbol of the Crown. DC 10 Forgery determines it is not a forgery. If any of the party members receive this note, none should receive player handout #2, unless it is impossible to bring the players together in any other fashion.

Players who are members of Adventuring Companies or the Adventurer's Guild are given Player Handout #2.

If players meet neither of these requirements, the courier asks them to meet with Taribor K'sal, a Paladin of Shodaf (the Traveler), in the shrine of the Traveler in the temple district. The courier only knows that he was asked to find some stalwart looking individuals for this cause, and has no other information to give them.

The PCs may run errands at this time, taking their time in getting to the Temple District. When they arrive at the Shrine of the Traveler, read the following.

The Shrine of the Traveler is a small building among the more dominant forms of the large temples that fill the Temple District. But despite its size, it is easy to find; three sides of the shrine are lined with long glass windows, each of them cracked open slightly to let in what little breeze flows through the city. At the peaks of each window, stained glass patterns depicting maps, compass roses, and shooting stars catch the afternoon light, sending color scrambling across the floor within.

The door to the shrine is open as well, and despite the heat, the ventilation has captured some bit of cool air in the shade provided by the shrine's roof. A large table sits by the door, covered with letters addressed to far off locations, penned by those who cannot afford the prices charged by the couriers.

Along the east wall of the temple, a large man dressed in simple clothing—little more than rags—moves a damp cloth up and down the windows, removing streaks and smears as he goes. Another man stands beside him, dressed in far flashier clothes but also washing the windows. They turn as you enter, and the man in rags stands to greet you. A long silver chain hangs from his neck, and sliding back and forth as he walks is a charm of a large shooting star emblazoned on a black circle. "Greetings," he says. "I am Taribor K'sal, Paladin of Shodaf and minder of this shrine. I welcome you into Shodaf's arms."

K'sal is a Kalamaran human, who speaks Low Kalamaran and Merchant's Tongue. Despite his appearance of low station, he is indeed the paladin he says he is. He is happy to make conversation with the PCs about the Traveler,

their own voyages, and his place as guardian of the shrine.

The other man is Commodore Pendan Romasil, leader of the Pekalese Naval Irregulars. Though dressed in fashionable clothing, Commodore Romasil is obviously a man who knows about getting his hands dirty, as is evidenced by the way he continues cleaning the windows while K'sal greets the PCs.

As soon as the PCs introduce themselves and state why they've come, Romasil steps forward to join them.

"Thank you for coming," says the other man. "I am Commodore Romasil, the head of the Naval Irregulars and loyal servant of the Crown. Are you prepared to serve your country?"

"I have reason to believe that there is a spy inside the Naval Irregulars. Normally we subject them all to tests provided by the College of Magic to prove their loyalty to Pekal, but, due to the amount of secret information that seems to be getting to the Tokite Navy, I suspect we missed one. I'd like you to ferret out this spy and bring him or her to justice."

Why us?

"I need to bring in someone who can play the part of a member of my boarding crew. Only someone close to my crew will be able to uncover any wrong doing."

What's a boarding crew?

"Whenever I come back into port, I hire on mercenaries who will board any Tokite ships we take. It's a job with a high turn-over rate, I'm afraid."

(Sense Motive DC 15 reveals that this is because the boarding crew suffers the greatest number of casualties.)

Why not go to the Gray Legion?

"Anyone with half a brain doesn't trust the Gray Legion any farther than they can throw them. Believe me; an ex-pirate knows a thing or two about men who join organizations like that."

Why not ask one of your own crew?

"I trust members of my crew, don't doubt it. But if we haven't figured it out by now, it's

fairly obvious that we're not going to. We need outside eyes."

What kind of information has been getting through?

"Ship locations, ship cargos, tactical information... You name it, they're outsmarting us at it."

Why do you believe the spy is on your ship?

"My ship has been the only one with some of the information that seems to have been reported. Meaning, no one but me and my crew knew."

I don't know anything about sailing.

"I've thought of that. I'll supply you with these trinkets I had crafted by my contacts at the College of Magic. They'll almost make you natural sailors, believe me."

Water??? I hate water!!! Run away!

"I'm sorry you feel that way. It is for the safety of Pekal after all. We'll keep the sea nice and calm for you. It'll be almost like a pleasure cruise, except with a bit of hard work and intrigue. Nothing you can't handle."

(Sense motive DC 10 reveals that the part about keeping the water calm is an utter lie.)

What are we getting paid?

"Regular boarding crew wages—which means a share of the booty of any ship we take. Since my current assignment is to take back a ship transporting stolen Pekalese treasures to Bet Seder, even after the Crown gets his share, we'll all be doing quite well."

When do we leave?

"As soon as possible. It takes a few days to get to Nehosihido, and if we want to catch that Tokite caravel, we'll have to get on the water as soon as we can. Even making good time and assuming the Gray Legion actually did their job in getting us the information, we'll have a bear of a time catching her."

I thought the Navy sailed from Baneta?

"Aye, they do. We aren't the navy, though, we're the Naval Irregulars. Which means mostly we're merchants and pirates with letters of marque that indemnify us from prosecution when we attack Pekal's enemies. So we usually carry legitimate

cargo in addition to, ah, freelancing. We just don't carry much of it, to leave room for plunder and prisoners. But the main reason we don't sail out of Baneta is that I can't stand Admiral Ruwasan. That idiot has almost lost us this war twice."

PCs accept the job.

"Glad to have you aboard. We leave tomorrow morning, so you have all night to do what you wish. But we leave at dawn, so be here about 1/2 hour before hand. Oh, you'll be needing these." The Commodore reaches behind him and pulls a small wooden box from the table. Opening it reveals six small delicately carved objects. "This is something called a Scrimshaw of Seamanship and I am told that when you put it on you will be able to employ skills that veteran sailors have."

The Scrimshaw of Seamanship is certed. It gives a character a +1 to AC (insight) and a +2 to both Rope Use and Profession Sailor (circumstance) when worn. It takes up an amulet or brooch slot.

PCs decide not to take the job.

"It's up to you, of course. I guess you weren't the people I was hoping you were."
(If the PCs refuse the job, the module is over.)

The PCs do have enough time to restock their supplies before leaving Bet Rogala with Commodore Romasil.

Should the PCs choose to Gather Information about Romasil before they leave, they may discover:

- DC 10, Commodore Romasil is the leader of the Naval Irregulars. He was recently given the title of commodore due to his success at getting the Naval Irregulars back into fighting shape.
- DC 12, Romasil is one of Admiral Ruwasan's loudest detractors, often calling the inept naval officer on his mistakes in front of high officials and officers in the Pekalese military.
- DC 15, Romasil is almost single-handedly responsible for increasing ranks in Pekal's naval irregular forces. Many credit him with saving Pekal from the Tokite navy.
- DC 20, Admiral Ruwasan is known to dislike both the commodore's men and

motives, but holds Romasil in grudging respect.

- DC 25, Romasil is a dedicated follower of the Traveler, and is strangely devout for a man in his line of work.
- DC 30, When Romasil was a pirate, he targeted Tokite and Kalamaran ships almost exclusively. Because of this, he was one of the first pirates sought out to become a privateer for Pekal.

ENCOUNTER 1 **Weigh Anchor!**

Summary: The PCs are introduced to the crew of the *Trident*. Three of the members of the crew immediately arouse their suspicions: The Fhokki sailor Torpin son of Tovali, the Kalamaran sailor Mortegen Anan and a somewhat shady half-elven character who goes by the name of Borgo. (This is Prince Leshand's cover identity.)

After a few days on the road, you approach Nehosihido, one of the bridge towns to Baneta. Rather than following the road straight over the bridge and into Baneta, Commodore Romasil leads you off to the southeast, downstream, to a shipyard. Several hulls are in various states of construction, and there are 3 ships docked at the pier and taking on provisions.

Romasil leads you to the Trident, the ship that has the most activity as the crew loads food, water, cargo, and ammunition. A trim, almost lean sloop, she carries a single mast and mounts a ballista fore and aft, and 1 light catapult that can be moved to either port or starboard. About 300 feet before the gangway, Romasil pauses.

"Things to know about my ship. The Trident's a she, because it's a ship, so don't screw it up. Port is left, and starboard is right, fore is up at the pointy end, and aft is back at the blunt end. We don't fly the Pekalese flag because we're irregulars, and there are eight crew including myself, but not including boarders. You're expected to stand the same watches as we do, and all hands turn out for a boarding, of course. We stand 3 watches a day, 2 crew per watch, with the first mate and myself alternating 6 hour shifts. Whichever watch just came off the deck has galley duty, and you boarders are

expected to help cook. Once aboard, I'm in charge, so if there's a problem, it's my problem, and I should either be informed, or you should already be doing what I tell you to. Aye?"

"Nasra S'dean's my first mate, you can find her overseeing the loading. I've known her for 15 years, so I trust her. I also trust my chief gunner, Laand the Weasel. He's the Reanarrian onboard taking loving care of our artillery. Talan Whitecap, the boy, and Malarn Longbow, the elf, are an inseparable pair, have been for 4 years since Talan jumped Admiral Ruwasan ship and became my cabin boy. He's got guts, and he's working on getting training to go with them. Those four, plus myself, of course, I trust implicitly. It's the other three you need to worry about, I think. Mortegan Anan's the Kalamaran woman, Tropin son of Torvali's Fhokki, and Borgo the half-elf are all relatively new. Borgo's only been aboard for the last three months, and he and Mortegan have seemed pretty close recently. Check into their backgrounds, why they're here, see if they've noticed anything unusual. Clear?"

And with that, Romasil raises his voice. "Get your lazy carcasses over there and start loading your food. Earn your keep, you sons of swabbies," as he saunters aboard.

The first mate swaggers over. "I'm the first mate, Nasra, and you listen to me over everybody but the Captain. Right now, I'll take you on a little tour, show you where you bunk and where you should be hauling stuff as soon as I'm done coddling you. Feel free to ask questions."

The PCs should proceed to questioning the crew. Information is given for all crew members, but boxed text only for the three suspicious ones.

If the PCs ask to explore the ship:

- The ship is 40 ft long x 15 feet wide
- Has a mast in 15 feet from the bow and in the middle of the ship, about 2 feet in diameter, which extends all the way through the deck to the keel. It is fore and aft rigged with a gaff-rigged topsail, with one square-rigged sail, called the main course, making for a more nimble, faster boat. Google "Gaff Cutter" for additional pictures. Make the

cabin smaller and farther back and put the catapult between the cabin and the mast.

- The light catapult can be manhandled behind the mast from on side to the other, with a DC 10 Str check. (However, anyone attempting to do this will get a quick and angry meeting with Laand the Weasel, and the Commodore will tell them to follow Laand's instructions to desist.)
- There is a pilot's cabin at the back of the ship, where the ship can be steered in bad weather.
- Below decks the Commodore has the largest (a very relative term) cabin, aft. This is the only door that exists, and it is always locked. (The lock is of amazing quality and the interior of the cabin is warded with an *alarm* spell.)
- The first mate has her own smaller cabin, just forward of the Captains cabin, with a curtain over the doorway.
- All other bunks are built into the bulkheads (walls) of the ship. The galley (kitchen) is immediately behind the mast, below decks. Each bunk has a straw stuffed mattress, a small shelf for storage, and a curtain for privacy. Between the bunks and behind the galley is a dining area, and the primary walkway to the top deck, and beneath that stairway is another one to the bottom deck.
- Immediately forward of the mast, on either side, are hidden ports through which the thundercannon (see appendix) can extend. There is also the hatch through the top deck which all cargo is loaded, and a second hatch into the bottom deck, using the mast and spars as a crane.
- As mercenaries, the PCs all sleep forward, between the thundercannon and the bathroom, or head, so it's a wee bit fragrant. Feel free to describe it, or have the weakest Fort save get nauseous. The head is as far forward as is possible below decks.
- Food is stored in the third deck, along with small cargo, as the deck is only 4 feet tall, and. (The cargo is actually wine casks full of water; if asked Romasil explains that this is just a cover. They need the weight for ballast now, but expect to dump the water when they take on the cargo from the Tokite freighter.
- Just to avoid roaming fingers, there is nothing on board worth stealing outside of the Commodore's cabin.

If the PCs ask questions of **Nasra S'dean**:

- She's sailed with Romasil for 15 years.
- Kalamaran's killed her brother in the assault on Baneta. On a Sense Motive DC 10, she's telling the truth. DC15, she doesn't like the Kalamarans and probably wouldn't work with them, but doesn't hate them fanatically.
- The PC's should get their butts to work loading supplies and then stow their gear forward.

"Okay, that's enough," says Nasra. "Go start loading supplies aboard, because if you don't bring it, you don't eat it. Bother somebody else if you've got questions."

Laand the Weasel is 5'4", bald, squint eyed, and despite the rough calluses on his hands, carries a wax pencil behind his left ear and has a faint mark of red wax on the left side of his mouth, where he chews the pencil while he's doing his calculations.

If the PCs ask questions of Laand the Weasel:

- He's sailed with Romasil for 7 years, "...and can you please not touch the large instruments of death and dismemberment?"
- "Can any of you shoot a ballista or catapult?"
- Generally, Laand is disappointed to see another crew of untrained mercenaries as boarding crew, rather than trained sailors, and he freely gives that opinion.

Talan Whitecap is about 15, blonde, blue-eyed, well muscled, and deeply tanned. Malam Longbow is similar in appearance but moves with an obviously elven grace.

If the PCs ask questions of either Talan Whitecap or Malam Longbow, the other will stand next to him and answer. It is impossible to get them alone:

- They've each sailed with Romasil for 4 years, signing aboard on the same day.
- Talan's old skipper was abusive and drooled, and he much prefers Romasil.
- Malam thinks that Talan shows promise with the longbow, but needs to spend more time practicing his bladework.
- The skipper pays a large bounty on any ships captured intact enough to salvage.

Mortegan Anan is an attractive Kalamaran woman with carrot-red hair drawn back into a

braid. She wears a deeply-cut blouse with an open leather vest over it, making the best of her already noticeable features. A dagger and marlin spike, the same weapons/tools carried by the rest of the crew, hangs from a belt at her waist.

If the PCs ask Mortegan Anan how long she's been on the crew?:

"Oh, near enough a year now, I think. I like earnin' the bounties. Ma'd always told me to keep an eye on the color of money."

What was your last job?:

"Mate on a Brandobian coaster. Perhaps you heard of her, the Arrow? Fastest ship around. Well, barring ours, of course."

Sense Motive DC 15+ATL determines this is false. Knowledge Local: Baneta DC 20+ATL says that the Arrow isn't a Brandobian coaster, it's a Pekalese coaster.

Anything unusual about the crew?:

"Well, I wouldn't say unusual, but I think that Borgo's got a crush on me. He's cute enough, but it's fun to keep him in suspense."

Prince Leshand is disguised as **Borgo**, a common sailor. Instead of hiding a scar that cuts through one of his eyebrows (as he does while appearing as the prince), he has accentuated it. His hair sticks up at odd angles, as though it has been cut with a knife, and a rusty one at that. In short, he looks rakish and mischievous, and there is some color beneath his loose shirt that reveals a tattoo on his chest. (DC 30 Spot check reveals that the tattoo is a blue and white checkered pattern; DC 20 Knowledge: religion reveals that the pattern is consistent with the holy symbol of the Knight of the Gods.)

If the PCs ask Borgo (Prince Leshand) how long he's been on the crew:

"Six months, although I had to take a fortnight's leave about two months ago. Had some family business to take care of."

Sense Motive DC 10, this is true. DC 15+ATL, it isn't the whole truth. He was called away by the Grey Legion to give an update and submit to a routine mind probe, on Prince Kafen's business.

What was your last job?:

"Fisherman on a schooner on Lake Eb'Sobet. I decided I wanted some sea experience, the lake was getting boring."

DC15+ATL, this is a lie. His last job was for the Grey Legion.

Anything unusual about the crew?:

“Well, Mortegan’s cute, but I guess she had some trouble with guys on the Reanaarian ship she served on last.”

Reanaarian ship? I thought it was Brandobian?:

“Huh. I know she told me Reanaarian. Said she’d been a pirate in Reanaaria Bay until she got left ashore in Baneta on a smuggling run.”

You’re pretty free with those illegal actions, piracy and smuggling:

“Uhm, WE’RE pirates, but for a technicality of law. Our letter of marque just makes it LEGAL for us to be pirates.”

Tropin son of Torvali is a stern Fhokki man, far more muscular than he is pretty. He wears no shirt and has tattoos of Fhokki designs, depicting animals and knot work, crawling across his back and shoulders. He glares at the PCs and answers their questions in as short sentences and condescending a fashion as he can muster.

If the PCs ask Tropin son of Torvali how long he’s been on the ship:

“Three seasons.”

What was your last job?:

“Bouncer and guard in Koreta, keeping weak Pekalese scum in line.”

Why did you leave?

“The populace of Koreta fell to the pandering of the Pekalese government.”

If you hate Pekal so much, why are you serving in her Naval Irregulars?

“I do this to provide an example to the Pekalese military and populace exactly how weak they are. Now, if you’ll get out of my way, I’ll continue pulling my weight while you do what all Pekalese do: talk too much.”

ENCOUNTER 2 **Reef the Sails**

Summary: A storm overtakes the Trident. While fighting the elements to stay alive, the PCs must

help save the lives of their crewmates, as Borgo (Prince Leshand) acts heroically.

A light breeze, maybe 8 knots of wind, blows from the west. With all sails, jib to topsail, set to run before the “wind” as the crew so laughingly calls it, you may begin to understand the attraction of the sea. With the wind at your back and the sun overhead, there is a sense of peace that never seems to arrive while in the city. It’s no idle day, as you’re busy using the knowledge imparted through your pendant. You suddenly know where the bowsprit is, and how to tie a sheepshank, and are familiar, if not good, at coiling lines upon the deck. Still, you do wish that Commodore Romasil had warned you about the rope burns and blisters you’re picking up.

For the one PC at the table that wants to know how fast a “knot” is you can tell them this. Knots are a unit of measure as to how fast a boat can go. One knot is equal to one nautical mile per hour, or 1.150779 miles per hour in standard parlance. So the 8 knots of wind mentioned above would mean that the wind is blowing at 8 nautical miles per hour, or about 9.2 mph.

Give the PCs a chance to make some Use Rope and Profession: Sailor checks. If they get below a DC: 5, have one of the crew come over to whatever they’re doing (trimming sails, checking the speed, tying knots or coiling line) and royally chew them out for screwing up. If they get below a DC:10, have the crew mutter about useless landsmen. If they get a DC:11 or better, no comments. Those rare few who break a DC: 20, there should be comments about “natural sailor” or “beginner’s luck.” If the PCs like to fish, tell them they’ll be allowed to throw lines in the water to slow the boat down AFTER they capture the treasure ship.

Once out of the Banader River, you change course, heading southeast, trimming in your sails to run closer to the wind. Apparently, the Commodore and first mate know where they’re heading, frequently consulting a compass and occasionally a small crystal. You’re too busy to ask, though, trying to assimilate all of the new tasks, information, and sensations. The entire crew that’s awake laughs with delight when a pod of dolphins comes playing in the bow wave.

“Tis a sign of good luck and safe voyage,” says Laand the Weasel.

Commodore Romasil interjects, “Unfortunately, Weasel, you yet again aren’t very good at interpreting the omens. If you’ll politely take your eyes and aim them off the leeward rail, there, to the East, you’ll notice a little something the Storm Lord’s sent to greet us.”

A large, forbidding dark cloud is racing towards you, at least as fast as a horse can run. The sea is grey beneath the cloud, and you realize that is the force of the downpour churning the sea flat.

“All hands on deck! Strike the topsail and the jib, put a reef in the mainsail, and lash down the catapults. Make sure the fire in the galley stove is out, and everybody rig your safety lines and harnesses! Nobody goes overboard on my ship.”

Profession: Sailor or Rope Use DC 10 rigs these safely.

People scramble up into the rigging and around the deck as the wind begins to shift around north, from a very light westerly to an increasingly strong easterly. The Commodore turns the ship closer to the approaching squall, pointing the bow perhaps 50 degrees to the wind. The first mate comes to the mast to relay orders from the Commodore and give whatever orders are necessary.

A particularly cruel DM here will start to have the PCs make fortitude saves, DC: 13 or become seasick, the same as being nauseated. If anybody stays below decks, the save is DC: 17. PC’s should have to make progressively harder Balance checks to just stand, starting at DC 15 and going up to DC 22, as the storm closes on the ship.

The boat heels far to starboard as the squall hits the left side of the boat. Romasil and Torpin are fighting with the tiller to maintain a steady course. Suddenly, Nasra is jerked off her feet and 35 feet into the air, upside down, suspended by a coil of line around her foot. You can hear her screams as she get dashed against the mast, rigging, and sails.

There are now bright red droplets falling in addition to the rain.

Spot check:DC15 shows that the topsail has broken free of it’s ties, and is now flapping in the breeze, and that one of the lines (ropes) controlling it has wrapped itself around the first mate’s foot.

Mortegan cries out, “We have to cut that sail free! If we don’t, she’ll capsize!” You realize that the “she” referred too isn’t the mate, but the ship herself.

“No!” Borgo shouts back. “We have to save Nasra first! You, boarding crew, get up there and find a way to get her down, fast! THEN cut the sail free!”

If PCs ask what the rest of the crew are doing, Talan, Malam, and Laand continue lashing things down and doing their normal parts to save the ship. “Borgo” calls out orders to all of them as well, directing the flow of their effort just as Nasra had been doing. Mortegan, however, cowers near a large coil of rope; she watches the mast in terror, waiting for it to fall or the boat to flip.

Have the PCs roll initiative. This is something of a freeform encounter: There are a number of ways to save the first mate, but it must be done inside of 4 rounds. (If the PCs can provide ranged healing, they can extend their time limit by two rounds). If it takes the PCs three rounds, Nasra is unconscious when they get her free, and they must make an additional Climb check to carry her down. Any number of spells, including mixed uses of *animate rope*, *featherfall*, *telekinesis*, *fly*, etc..., can be used. Any that require touch must make a ranged (or melee) touch attack against AC 12. Nasra has a *ring of protection +1* and is flapping wildly, upside down, in the breeze. Don’t make it too easy. If the PCs simply cut her free, she falls. Roll for which square she lands in. Let the PCs in that and all adjacent squares make either Reflex Saves DC12 or Balance checks DC: 10+ATL (as if catching someone while Climbing, but on the) to catch her. If any PC passes, the falling damage is reduced by to 1d6 for both Nasra and PCs. If all the PCs fail, Nasra dies immediately upon hitting the deck.

For those characters who climb the rigging, climbing rigging while slippery is a DC 10+ATL

(the Player's Hand Book says DC 15, which would be hard at low ATL's and easier at higher ATL's). Nasra is flapping about 35 feet in the air (the mast is 54 feet tall). Climbing there should take an unarmored human 2 rounds, using a full move action. Catching hold of a falling person is a melee touch attack, AC 12, followed immediately by a Climb check DC 10+ATL to catch them. If the PC fails by 4 or less, they don't grab the mate but don't fall themselves. If they fail by 5 or more, they also fall. Since they have safety harnesses, feel free to remind them to use them while climbing. If they use their safety harness, and still fall, they only take 1d4 subdual damage. If they don't use their safety harness, use normal falling damage.

Once the mate is caught, she must be untangled. Profession Sailor or Use Rope DC 15 will untangle her ankle, or doing slashing or piercing damage to the rope will do it. Nasra will require healing on the deck.

[Rope: 1 in. thick; hardness 0; 2 hp; AC 15; Break DC 23]

Borgo cries out, "Bring her down slow! Careful! Now go cut the sail! Quickly!"

The PCs must now cut the sail free or a large hole in it. Various spells, of course, can do this, but run the risk of lighting the rigging on fire. Slashing or piercing weapons must do 10 points of damage to poke enough or large enough holes in the sail. Ranged weapons take a -4 penalty due to the wind (severe). Anyone who is climbing to do slashing damage must make the same climb checks as before, but must get to a full 40 feet up the mast. If this is not done within 3 rounds of Nasra being saved (or lost), then the ship's rigging takes 1d6 points of damage as lines snap and the mast cracks, but does not break.

[Sail: 1/4 inch thick; hardness 0; 10 hp for size; AC: 10; Break DC 23]

Borgo calls to you, "Good job, seaman! Now get down here and get below. We can ride this squall out now. Be careful, and thanks for saving her."

ENCOUNTER 3 **I Spy**

Summary: Mortegan Anan exposes herself as a Kalamaran spy to the under cover Prince Leshand. Mortegan Anan and "Borgo" get in a scuffle, as "Borgo" tries to prevent Mortegan from making her report. The PCs must shoot down the seagull and capture Anan, and possibly subdue Borgo, to determine the identity of the real spy.

After the crisis of the storm, two days of strong winds and fast sailing pass, giving the PCs time to heal themselves, recover their spells, and possibly heal the first mate should they be so inclined.

The bracing wind is blowing over the aft starboard side, and by all accounts the Trident is moving well. Still, several hours spent in repairs to the ship after the storm have to be made up, and so the mood is tense. Nonetheless, it's a pleasant work, with the lightly clouded skies overhead and the taste of salt spray on your lips. You've learned things you never expected: that your hands could hurt that much and still have all five fingers, that ships are never silent, always splashing, creaking, with the wind humming through the spars and rigging, that your stomach could hold that much or lose it that quickly, and what your friends laughter sounds like while you're green and clinging to the rail.

On the second evening, at the change between the second day-watch and the first night watch, you are just about to sit down to dinner. Mortegan and Borgo have the first night watch and have just finished eating, and you see Mortegan leave the table, and go to the galley. She comes back with a bucket of scraps.

If the PCs ask Mortegan what the scraps are for: "I like feeding the seagulls. They're always looking for a meal around now, so I bring whatever scraps are available out to feed them. This is my first time this trip on evening watch, so it's my first chance. We've been too busy and I've just gone to sleep the last several days"

If the PCs don't ask any questions, just read the following:

“Ready, Borgo? You want to start the ship inspection while I feed the seagulls? I’ll take the head and bilge if you want.”

“Sure, Mortegan. Anything for you.”

The two head on deck as you sit down to your meal. Just as you’re about to take your second, mouth-drying bite of biscuit, you hear shouting and the sounds of blows being struck on deck. Commodore Romasil is on his feet in an instant, and dashes toward the noise.

The PCs should rush out on deck, right behind Commodore Romasil. They are not yet in initiative. Everybody sees Borgo and Mortegan scuffling at the bow. Have them make Spot checks DC 15 to notice 3 seagulls flying away from Borgo and Mortegan, 130 feet out, in 3 different directions, so that no single spell can catch them all.

Borgo and Mortegan are staring daggers at each other, and the phrase is meant quite literally. Borgo has a belaying pin in his hand, and is looking for an opportunity to cold-cock Mortegan. Mortegan is better armed, with a dagger in her right hand and a marlin spike in her left. Mortegan is slightly favoring her left arm, but Borgo is bleeding from a slash across his chest. Mortegan thrusts at Borgo with her dagger, which he promptly bats out of her hand.

“Stop them! Restrain them both and bring them to me,” Romasil thunders.

“SHOOT THE SEAGULL! It’s a messenger for this spy! SHOOT THE BLOODY SEAGULL!” rings out Borgo.

At this point, have the PC’s roll initiative and Spot checks. Spot DC 20+ATL lets the PC notice a small cylinder attached to one of the three seagulls’ legs. Ultimately, it does not matter whether the PCs kill the seagull or not, but they should think that it’s important at least through encounter 4.

[Seagull: CR 1/4; Tiny Animal; HD 1/4 d8 (1 hp); Init +3 (Dex); Spd 10 ft, fly 40 ft. (average), swim 10 ft.; AC 15 (+3 Dex, +2 size), touch 15, flat-footed 12; BAB/Grp +0/-13; Spa/Rch 2 1/2 ft./ 0ft.; Atk bite +5 melee (1d2-5); Full Atk bite +5 melee, (1d2-5); SA – ; SQ low light vision; AL

N; SV Fort +2, Ref +5, Will +2; Str 1, Dex 16, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Spot +5, Swim +4 (+8 racial bonus for having a swim speed, -5 for Str, 1 skill point); Weapon Finesse

The seagull is under the orders of a Kalamaran druid to seek out Mortegan and return with the message.

Borgo does not attempt to strike the PCs in any way, nor does he struggle when apprehended. Mortegan is calling foul imprecations and accusing Borgo of lying, loudly. Very loudly. She attacks anyone who gets close to her, using the marlin spike. (If the PCs are using deadly force, Romasil hollers at them to take Mortegan alive, as he doesn’t want anyone on his crew killed until he says so.)

ATL 1 (EL 2)

Mortegan Anan Inf2 (1): hp

ATL 3 (EL 4)

Mortegan Anan Inf4 (1): hp

ATL 5 (EL 6)

Mortegan Anan Inf6 (1): hp

ATL 7 (EL 8)

Mortegan Anan Inf8 (1): hp

ATL 9 (EL 10)

Mortegan Anan Inf10 (1): hp

ATL 11 (EL 12)

Mortegan Anan Inf12 (1): hp

ENCOUNTER 4

Interrogate the Prisoners

Summary: Borgo reveals himself as Prince Leshand, explaining his place on the crew and his orders from the Gray Legion. Mortegan Anan tells them that the *Royal Griffin* of the Kalamaran navy and *Winter Mist* are both being sent to intercept the *Arrow*—the boat on which his brother Bandorian is traveling.

Romasil escorts the PCs and the two potential spies into his cabin, where he either binds his crew himself or has the PCs do it. Romasil either asks a cleric of the group to heal the two crew

members enough to be woken up and spoken with, or heals them with a ring he wears.

With the two crew members bound and awake, Romasil steps up and slaps both of them, hard enough to sting, but not to injure.

“Aside from there being no brawling on my ship, one of you two is a traitor. And I’ve got no way to figure out which one it is. So you either come clean, or in accordance with the laws of the Prince and of the sea, I’ll keelhaul you both. I’ll tie a line to your hands and feet, and run the line from your hands under the bow of the boat, bringing it back to amidships, where the beam’s the widest. We will then slowly pull you overboard, keeping you tight against the hull. The barnacles will slice open your skin, back and front as you roll in terror, and the sharks’ll start to frenzy. And even if they don’t, you’ll drown before we pull you back out. It’s a painful way to die. And lest you think I’m too nice a guy to do it, I’ll tell you this; I’ve done it before, the last time I caught a spy. And the law fully supports me. So talk.”

Knowledge Local: Baneta or Bet Rogala, DC 10, keelhauling is legal, and the prerogative of the captain. Sense Motive DC 10, he’s telling the absolute truth, and will absolutely do it if he doesn’t get what he wants.

Borgo gives a slight smile. “No need for threats, Captain. I’m a member of the Grey Legion, and my real name is Leshand. I’ve got an amulet in my bunk that casts a zone of truth spell when the words ‘lying dog’ are spoken. Go get it, and we’ll all talk.

Give the PCs the chance to go get the amulet. It’s in the shape of an open eye, and can be used by anyone. Let the PCs test it on themselves if they feel. It detects of strong divination magic

[Zone of Truth amulet: Bronze eye; Strong Divination; Will save DC 22, Heightened Zone of Truth to 7th level]

Questions directed at Borgo/Leshand:

What is Borgo’s name?:
“Leshand”

If and only if the PCs ask if they recognize the name, let them roll a Knowledge: Local (Pekal) or Knowledge: Nobility and Royalty DC: 15+ATL to recognize that he shares a name with one of the sons of Prince Kafen.

Who is Borgo/Leshand working for?:

“The Grey Legion, Prince Kafen, the people of Pekal, and as part of my cover, Commodore Romasil”

Why was Borgo/Leshand attacking Mortegan?:

“She’s a Tokite spy, sent out to spy on the motions of the Navy and Naval Irregulars, both to entrap them and to provide safety for Kalamaran and Tokite ships. I had been checking up on everybody on the crew, and she seemed the most likely to be a spy. I started cultivating her confidence, trying to determine her intent and catch her in the act. I was looking for incriminating evidence when I saw her slip something in a leg cylinder of that seagull. That was enough for me to decide to take her down and turn her over to the Commodore.”

How did Borgo/Leshand make his reports to his Grey Legion commanders?:

“Every time we were in port, I told the Commodore that I was sending a letter to my mother. The letter was actually the report, and was written in invisible ink on the letter to Mom.”

Questions directed at Mortegan:

What is Mortegan Anan’s name?:
“Mortegan Anan”

Who is Mortegan working for?:

“King Adoku of Tokis and Emperor Kabori”

What was Mortegan mission?:

“I was to report on Pekalese shipping, Naval activity, and try and undermine the Naval Irregulars, who have been more effective than the Navy at interfering with our activities.” (At this, Commodore Romasil gives a tight smile.)

How did Mortegan get her messages out?:

“A druid loyal to Kalamar would send his trained seagull out to pick up my reports, so I couldn’t be tracked on land. I made it a point to develop a habit of dealing with those

disgusting, annoying birds daily so as to not arouse suspicion.”

What was in the most recent report?

“Our current position and our intent to capture the rightfully liberated treasures of your target. They already knew we were coming, because I had sent a report from shore before we left. And I’m supposed to keep you away from a more important target.”

What is this more important target?

(If PCs don’t ask this question, Romasil curses under his breath and says, “They know we’re coming, because she’s made other reports. What else have you told them, fishbait?)

Mortegan seems to wince, tries to close her lips, whimpers, and but can’t break free from the spell. “That Prince Bandorian, son of Prince Kafen, is coming back from a secret meeting in Brandobia on board the Arrow, a Brandobian coaster. I was to keep you away, Romasil, so that two ships could be sent to capture the Arrow. They’ll probably get there the day after tomorrow.”

At this, Leshand goes absolutely white. “Commodore Romasil, turn that amulet on me, please, right now.” Romasil blinks, and slowly does that.

“A zone of truth can be fooled by omission. My name is Leshand, but it’s properly Prince Leshand Endremin, son of Prince Kafen Endremin, grandson of King Lamnian Endremin. I am Prince Kafen’s second son, and Prince Bandorian is my youngest brother. WE MUST SAVE HIM.”

Commodore Romasil is taken aback by this information, and probably says something about, “But... the mission...” This is the PCs’ chance to really gain some respect from Leshand by pleading his case and helping him convince the Commodore to save his brother. This is just a short roleplay opportunity, and can be cut if there isn’t enough time; the commodore certainly is going to go save Prince Bandorian’s ship.

They can also plead Mortegan’s case, saying she should be turned in to the law in Bet Rogala when they return, or turned over to the Gray Legion to see what other information she can give them. Romasil agrees to this instantly,

saying that keelhauling will slow the *Trident* down far too much to make it worth while. He may do so once Prince Bandorian is safe.

ENCOUNTER 5

Sail off the Port Beam!

Summary: The *Trident* manages to intercept the ship *Winter Mist*, and attacks her with ranged weapons, determined to cripple it so she cannot reach the *Royal Griffin* or the *Arrow*.

Haste was important before, but it is absolutely critical now. Romasil orders the Trident to come about, and picks up his crystal.

“This’ll let me see the ships heading for the Arrow, but probably not Prince Bandorian himself. We’ll see if we can catch up to one before they reach the Arrow. Nasra! Since the wind is obligingly shifting to the north, set the stunsails off the course, and let’s get this old tub moving! The stunsails will speed us along a bit, with the wind coming over our starboard beam. The downside to this is that it means the Arrow has to tack upwind, or zigzag, to get to Baneta. So we’re moving faster towards her, but she’s slowed down so that everybody else is too. In the mean time, do what you can. Pray. Any long-range fire power you might lend us, I’d be glad of it. If we can catch the dogs before they reach the Arrow, I’m not going to board them. I’m just going to want to slow them down or sink them. We don’t have time to take prisoners or repair the damage of two ships crunching together. Now MOVE, SWABBIES!”

The Trident seems to leap before the wind. Heeled hard to port, the vessel thrums with speed, as if eager to reach battle.

The next day at 10 bells, Laand cries out “Ship ahoy!”

“Where away” returns Romasil.

“A sloop, name of Winter Mist, 2 points off the port bow! We’re running almost parallel, but we’re gaining. Uh...She flies the Kalamaran flag, Captain!”

“Ready the catapult, but quietly. Prep the thundercannon below decks, but leave the hidden ports closed until I say fire. When I

give the order to fire, aim the artillery at the rigging. We'll see how close we can get before they get suspicious. All hands make ready, but hold your shot until my call!"

The *Winter Mist* is 35 feet long and 10 feet wide. Please see the Appendices for rules for firing the ballista, thundercannon, and catapult, and both ships statistics. (Simplified rules are given for use in this module, to amplify the enjoyment for the DM and the PCs!) The ballista and thundercannon are fixed and only fire when pointing directly toward the target. The catapult can hit anything within a 90 degree arc from the side of the ship, but with a minimum range of 100 feet.

Romasil manages to close within 400 feet before opening fire on the *Winter Mist*.

This is a somewhat unusual combat. Each ship has the initiative of its Captain, so everybody on that ship goes at the same time.

Captain and Crew of the Winter Mist: 8 Exp 4, AC: 14, 20 HP

There are several options for the PCs. Archers can try attack the helmsman (AC 17, 30 HP) of the other ship (see the Appendix for AC). Make sure to include range penalties for weapons. They can assist Laand firing the catapult, using the Aid rules (Profession Sailor check DC10 adds +2 to Laand's Profession: Siege Engineer check and the special attack roll for up to two people). They can independently fire the ballista and thundercannon (see appendices). Spellcasters can, of course, cast spells. Give every player an option. No sneak attacks (sorry, rogues), and no surprise round. Once enough damage has been done to the opposing *Winter Mist's* rigging to destroy it, Romasil sails away as fast as possible. If the *Winter's Mist* succeeds in doing enough damage to cripple the *Trident*, then Encounter 6 must be successfully completed within 5 rounds rather than 8, since the *Trident* must be repaired.

ENCOUNTER 6

The Laws of the Sea

Summary: While ranged combat worked for the *Winter Mist*, the *Royal Griffin* must be boarded so that the *Arrow* will not be damaged. Here is where the PCs earn their keep: they are the boarding crew for the *Trident*, and it is their job

to first board the *Royal Griffin* and take control of that ship. Once the *Royal Griffin* is captured, crew members from the *Trident* will occupy it so that the PCs can board the *Arrow*, saving Prince Bandorian.

Three days after leaving the wreckage of the Winter Mist in your wake, dead ahead you spy a sight to make your blood run cold.

"Ships ahoy, Captain! Dead ahead, the Royal Griffin, closing in on the Arrow! It looks like the Arrow's mainsail's been torched. Fire's not burning, but she's limping along."

"Laand! We're going straight in, so get the boarding crew firing that ballista. You'll get maybe 2 shots before I have to swing head to wind, or else we'll ram them. Seeing as we're a sloop and not a trireme, that would be a particularly stupid idea. And you! Prince Leshand! You get your royal behind below decks! I'm not risking two of the Prince's sons."

"Boarding crew! When I say go, get your butts over to the Royal Griffin. Kill or capture everybody there, then work your way across her to the Arrow and proceed to help them. In order to keep Leshand safe, as soon as you make it to the Royal Griffin, I'm pulling away. I have no choice but to leave you there. We'll stay close to provide support, but I can outrun the Royal Griffin if she wins, and I cannot take the risk of letting two Princes get captured. If I didn't think you could handle it, I wouldn't do it, so it's not a suicide run. But it is damn dangerous. I'm sorry, there's nothing else I can do."

The *Royal Griffin* is 75 feet long and 25 feet wide. The *Arrow* is 65 feet long and 20 feet wide. They are tied together, parallel and touching.

The PCs can take two shots (4 rounds) with the ballista, and ranged weapons, and still have 1 round to prepare to board (5 rounds before boarding). Starting 350 feet away, each round the *Trident* moves 70 feet closer to the right side of the *Royal Griffin*. The *Arrow* is on the left side of the *Royal Griffin*, making a *Royal Griffin* sandwich. Extensively damaging spells (fireball) should not be used on the *Arrow*, but are completely acceptable on the *Royal Griffin*. They have 2 rounds to make it from the *Trident* to the

Royal Griffin, or remain stuck on the *Trident*, losing experience They can swing from the riggings (see the Appendices), try and drop a gangplank and run over (dropping the gangplank is a full round action), or they can jump, fly, or teleport, as they choose. The *Royal Griffin's* wizard is paying more attention to the *Arrow*, but casts one or two spells at the *Trident* before it closes. Feel free to use more at the DM's discretion.

There are 10 sailors on the *Royal Griffin*, with the 30 other sailors who make up the rest of the crew having crossed over to the *Arrow*. These are mostly unimportant, but if you feel the combat goes too quickly, feel free to have 2 or 3 of them return to the *Royal Griffin*. They have the same stats as the other Kalamaran sailors.

Once the PCs are aboard the *Royal Griffin*, the *Trident* makes ballista attacks at Kalamaran crew members once every 3 rounds after they break away (using Laand's attack bonus, and at Romasil's damage bonus for attacking a Kalamaran ship), and the round after the ballista attack may make 1 thundercannon attack. All the crew members are on deck, but feel free to have the PCs search below decks for more people.

Once the PCs defeat the crew still on the *Royal Griffin*,

Once the Captain, Ship Mage, and the 10 sailorson the *Royal Griffin* are dead, dying, or captured, the remaining 30 will surrender. If the Captain, Ship's Mage, and 10 of the *Royal Griffin's* crew are not killed in 9 rounds from the time of boarding (or 6, depending on the outcome of Encounter 6), the mission is considered "failed" and Conclusion B should be read. (This is also true if all the PC's get dropped unconscious. If all the PC's are killed, well, fake the conclusion with a burial at sea). If the PCs sink the *Royal Griffin*, they also win the conflict and gain full experience, but lose the bounty on the *Royal Griffin*.

On the *Royal Griffin*:

ATL 1

Kalamaran Sailors War1 (8): hp 10
Kalamaran Captain Ftr1 (1): hp 10
Kalamaran Mage Wiz1 (1): hp 6

ATL 3

Kalamaran Sailors Mnk1(8): hp 9

Kalamaran Captain Ftr3 (1): hp 25

Kalamaran Mage Wiz3 (1): hp 16

ATL 5

Kalamaran Sailors Mnk2 (8): hp 15

Kalamaran Captain Ftr3/Rog2 (1): hp 33

Kalamaran Mage Wiz5 (1): hp 26

ATL 7

Kalamaran Sailors Mnk3 (8): hp 21

Kalamaran Captain Ftr4/Rog3 (1): hp 43

Kalamaran Mage Wiz7 (1): hp 36

ATL 9

Kalamaran Sailors Mnk4 (8): hp 31

Kalamaran Captain Ftr4/Rog4/Combat Marine1 (1): hp 53

Kalamaran Mage Wiz7/Ship Magus2 (1): hp 46

ATL 11

Kalamaran Sailors Mnk5 (8): hp 38

Kalamaran Captain Ftr4/Rog4/Combat Marine3 (1): hp 65

Kalamaran Mage Wiz7/Ship Magus4 (1): hp 56

When the battle is over, the captain of the *Arrow* shakes hands with the PCs and leads them to Prince Bandorian, who the captain had locked in his cabin. (Otherwise, Bandorian would have wanted to be in the center of the action, and the captain was not *about* to be responsible for the prince's life being put at risk!)

CONCLUSION

Land Ho!

If the PCs succeed in disabling both the *Winter Mist* (without sinking it) and the *Royal Griffin*, they are awarded bounty on both ships, along with any amount agreed upon in advance. Beyond that, if they have succeeded in rescuing Prince Bandorian, they have won the favor and gratitude of the Royal family. If the PCs are unable to save the *Arrow*, they must spend the non-adventuring activity immediately after this module in a Kalamaran jail before they can escape. Upon their return to Pekal, they are thanked for their attempt, but gain no special favor from the Royal family.

Conclusion A

Your arrival in Baneta is not only a welcome one, but the Trident and her crew are met in

the docks district by a royal entourage. It seems that news reached Bet Rogala ahead of you, and now Prince Kafen himself shakes your hands, thanking you for saving one of his sons and being so supportive of the other. Prince Leshand and Prince Bandorian, both wearing royal garb, move to stand beside their father.

Prince Kafen approaches each member of the crew, hanging a medal around each of your necks. "You have all done a remarkable thing for your prince and your nation," says Prince Kafen. As he and his sons move back toward their bodyguards, the crowd cheers in your honor.

PCs who have not received the *Fang of Vevisilakele* cert are also awarded the dagger now.

After the ceremony, and after Commodore Romasil pays out your share of the bounty, the Trident sets sail, and you make your way back to Bet Rogala. You feel as though, despite the omens of the Deji soothsayers

and the dangers on both the western and eastern borders of Pekal, it may be possible for your nation to not only survive this war, but to thrive once the war is over.

Conclusion B

On the one hand, you aren't dead.

On the other hand, a Kalamaran prison is even less hospitable than the rumors had said.

Thankfully, it isn't long before several operatives of the Gray Legion arrive, and aid you in your escape. Though the travel back to Pekal is calm and the winds bear you safely home, your heart is heavy knowing that one of the sons of Pekal remains behind Kalamaran bars.

Judge note: All PCs who receive this ending must spend the Non Adventuring Activity immediately following this adventure in a Kalamaran prison.

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Encounter 1: Interviewing the crew	25	50	75
Encounter 2: Saving Nasra S'Dean	100	200	300
Encounter 3: Defeating Mortegan	75	150	225
Stopping the Seagull	25	50	75
Encounter 4: Prompting Mortegan for more information before Romasil does	25	50	75
Encounter 5: Stopping the <i>Winter Mist</i>	100	200	300
Encounter 6: Defeating the <i>Royal Griffin</i>	125	250	375
Discretionary Role Playing Experience	25	50	75
Total Possible:	500 xp	1000 xp	1500 xp

TREASURE

Encounter 6: The PCs' share of the booty (which, by law, must be divided equally among the crew members) comes to 100 gp each.

Conclusion: If the PCs capture both vessels (meaning that the *Winter Mist* is only disabled, not sunk, and the *Royal Griffin* is captured), their portion of the bounty is 400 per ship, to be divided among the PCs.

OTHER AWARDS

Scrimshaw of Seamanship – This piece of carved whale bone features a scene of sailors fighting against the elements. When worn as an amulet, it grants +1 AC (insight) and +2 competence bonus to both Rope Use and Profession Sailor. The scrimshaw is hollow and holds one dose of Potion of Waterbreathing. Cost 4450 gp each.

Fang of Vevisilakele – PCs who have not received the Fang of Vevisilakele are given it as a reward from Prince Kafen himself. Hidden on the hilt of this masterwork silver dagger is the crest of the royal family. Regardless of their disposition, no merchants trade for or purchase this item once the crest is found. Removing the crest makes it sellable, but to ruin the weapon lowers its cost to 100 gp. Market Value: 100. Resale Value: 50. Tradeable: No.

Commendation of Prince Kafen – This medal of commendation marks the wearer as a loyal servant of Prince Kafen. It bears the crest of the royal family. As an additional benefit, this cert may be used once as follows: The Prince fully funds one *raise dead* spell or half funds one *true resurrection* spell should the bearer of this cert fall to harm. Mark through this text when used.

The campaign directors ask you, the judge, to mark down which Conclusion the PCs receive (either A or B) and have you or your Senior DM email the campaign staff with this information at alana.joli@kenzerco.com with “**Anchors Aweigh Conclusion Results**” in the subject line. Please respond no later than December 31st, 2006.

Appendix I: NPCs and Monsters

The *Trident* and the crew of the *Trident* are the same at all ATLS, unless other stats are provided in specific encounters.

Trident

Sloop-Gargantuan Sailing Ship

Hardness: 5(30hp) section 5 (30Hp), rigging 0 (4 hp)

Speed: 6 miles/hr, sail 60 ft (good), or 7 miles/hr, sail 70 ft (good) with stunsails

Armor class: -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1

Attacks: 2 ballistae 3d8+2 (fore, aft,) range 120 , 1 light catapult 4d6+2 (moveable) range 150 (100 ft minimum), 2 thundercannons 2d6+2 (port, starboard), range 70 ft

Space/Reach: 40 ft/25 ft

Special Attacks: Concealed Weapon Ports

Special Qualities: Damage reduction 10/fire (rigging only), Streamlined hull (Speed x2), Stunsails

Seaworthiness: 12

Draft/Length/Beam: 1.5 ft/45 ft/15 ft

Decks: 3

Cargo: 30 tons

Crew: 8

Cost: 20000 gp (8 months)

Commodore Romasil

Romasil is a brutally competent privateer captain who has essentially been responsible for rebuilding the Pekalese naval forces and keeping the Tokite fleet from reaching shore in Baneta. He is a very no-nonsense nautical type with a hot temper when it comes to Tokite spies. (Romasil's stats are provided as they are used in ship-to-ship combat, according to the rules explained in appendix II.)

Commodore Romasil, Male Brandobian, Rgr9/Combat Marine 2/Privateer1: CR 12; Size M (5 ft., 10 in. tall); HD 9d8 plus 2d10 plus 1d8 plus 3; hp 68; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., swim 30 ft; AC 18 (+3 Dex, +3 *leather armor* +1, *ring of protection* +2); Base Attack/Grapple +12/+13, +15 melee(1d8+3 x2, +2 *cutlass*), Full Attack +15/+10/+5 melee(1d8+3 x2, +2 *cutlass*), or +15/+15/+10/+5 ranged (1d8+3 x3, *composite longbow*(+1 *Str*) +2); SV Fort +10, Ref +14, Will +5; SA: 1st Favored Enemy: Humanoid (aquatic) (+4), 2nd Favored Enemy: Humanoid(goblinoid) (+2), improved combat style, 1st favored enemy nation, Boarding action; SQ: Animal companion, evasion, Swift Swimmer, Swift Tracker, Agility +2, wild empathy; AL CG; Str 12, Dex 17, Con 10, Int 16, Wis 14, Cha 10.

Languages spoken: Brandobian, Low Kalamaran, Merchant's Tongue,

Skills and Feats: Balance +15, Climb +13, Diplomacy +5, Handle Animal +6, Intimidate +6, Jump +15, Profession (navigator) +14, Profession (Sailor) +15, Sense Motive +4, Spot +14, Survival +14, Swim +13, Tumble +11, Use Rope +13; Combat Reflexes, Endurance, Improved Initiative, Precise Shot, Point Blank Shot, Toughness, Track, Weapon Focus (cutlass)

Possessions: +2 *cutlass*, *leather armor* +1, *ring of protection* +2, *The Trident*, *tracking crystal* (special)

Spells: 1-level/2, 2-level/1;

1-level prepared: *Endure Elements*, *Jump*

2-level prepared: *Cure Light Wounds*

Favored Enemy: Romasil gains +4 on Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage rolls against aquatic humanoids, and +2 against goblinoids

Evasion: Romasil takes no damage on a successful Reflex save for 1/2 damage.

Animal Companion: Romasil's most recent animal companion was a shark, killed during his last patrol, and he has not yet had time to summon another one.

Improved Combat Style: Romasil is treated as having the Rapid Shot and Manyshot feats when wearing light armor.

Swift Swimmer: (*Salt and Seadogs*) This ability replaces the Woodland Stride ability. Romasil gains a natural swim speed of 30, never needs to make a Swim check to swim his speed, and gains a +8 on Swim checks to perform a special action or avoid hazard. He can always take 10 on Swim checks.

Swift Tracker: Romasil can move at his normal speed while following tracks without taking a -5 penalty. He takes only a -10 penalty when moving out up to twice normal speed while tracking.

1st Favored Enemy Nation: (*Salt and Seadogs*) Romasil gets +2 on Bluff, Gather Information, and Sense motives against Kalamarans. He also gets a +2 bonus on Profession (sailor) checks for performing maneuvers in Naval combat with Kalamarns, and weapon damage rolls against both ships and characters of Kalamar.

Boarding action: (*Salt and Seadogs*) Romasil can use the Jump skill while making a charge. As long as the Jump check is successful, the charge occurs normally; if Romasil fails the Jump check, the charge is lost. He can only make one Jump during a boarding action.

Agility: (*Salt and Seadogs*) Romasil gets a +2 to Balance and Jump checks.

Laand the Weasel

Commodore Romasil's bosun, Laand the Weasel, is responsible for keeping all the major weaponry up and running. His early training was as a thunder-monkey on a Renaarese pirate sloop, and his survival is a matter of pride. Laand is fairly disdainful of land-lubbers, having spent all his life aboard one ship or another, and is fiercely loyal to Romasil. (His stats are provided as they are used for any ship-to-ship combat using the large weaponry.)

Laand the Weasel, Male Reanaarian, Rog9/Privateer1: CR 10; Size M (5 ft., 4 in. tall); HD 9d6 plus 1d10; hp 44; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+3 Dex, +3 *leather armor* +1, *ring of protection* +2); Base Attack/Grapple +7/+9, +11 melee (1d6+3, 18-20/x2, +1 *rapier*), Full Attack +11/+6 melee (1d6+3, 18-20/x2, +1 *rapier*), or +11/+6 ranged (1d8+3 19-20/x2, +1 *light crossbow*); SV Fort +3, Ref +11, Will +6; SA: sneak attack +5d6, 1st Favored Enemy Nation (Kalamar); SQ: Evasion, Improved Uncanny Dodge, Trapfinding, trap sense +3; AL CG; Str 14, Dex 16, Con 10, Int 14, Wis 16, Cha 10. *Languages spoken:* Brandobian, Low Kalamaran, Merchant's Tongue, Aquan, Reanarrian *Skills and Feats:* Appraise +8, Balance +15, Climb +14, Craft (carpenter) +14, Craft (weaponsmith) +14, Disable Device +8, Intimidate +6, Jump +7, Profession (navigator) +15, Profession (sailor) +15, Profession (siege engineer) +17, Search +8, Spot +7, Swim +14, Tumble +14; Dodge, Improved Initiative, Rapid Reload (light crossbow), Skill Focus (Siege Engineer), Weapon Finesse *Possessions:* +1 *rapier*, *leather armor* +1, *ring of protection* +2,

Sneak attack: Laand does an additional 5d6 damage whenever his opponent is denied his Dexterity modifier, or when he flanks an opponent.

1st Favored Enemy Nation: (*Salt and Seadogs*) Laand gets +2 on Bluff, Gather Information, and Sense motives against Kalamarans. He also gets a +2 bonus on Profession (sailor) checks for performing maneuvers in Naval combat with Kalamarns, and weapon damage rolls against both ships and characters of Kalamar.

Evasion: Laand takes no damage on a successful Reflex save for 1/2 damage.

Improved Uncanny Dodge: Laand retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. Laand also can no longer be flanked, except by a rogue of 13th level or higher.

Trapfinding: Laand can use the Search skill to locate traps of DC 20 or higher, and can find magical traps.

Trap sense: Laand gains a +3 bonus to reflex saves to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

“Borgo,” Prince Leshand, Male Half-elf, Pal2/Inf6:

Prince Leshand is a devoted follower of the Knight of the Gods, but interprets his patron deity's alignment to mean that the law should change in favor of the good. His role in the Gray Legion makes him lawfully able to circumvent inconvenient restrictions of the church; it is necessary by his code and profession, at times, to lie or play-act in order to achieve the greater goal. Because of this understanding of his religion, he sees no dichotomy in being both a paladin and an infiltrator. Prince Leshand's stats are not provided, as they are not necessary for combat.

Encounter 3:

ATL 1

Mortegan Anan, female Kalamaran, Inf 3: CR 3; Size M (5 ft., 5 in. tall); HD 3d6; hp 14; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 17 (+2 Dex, +2 leather armor, +1 shield bonus, +2 *ring of protection* +2); Base Attack/Grapple +2/+3, +4 melee(1d4+1, 19-20/x2, masterwork dagger), Full Attack +2 melee (1d4+1, 19-20/x2, masterwork dagger), +1 (1d2, x2, marlinspike), or +5 ranged (1d4+1, 19-20/x2, masterwork dagger); SV Fort +1, Ref +5, Will +2; SA: sneak attack +1d6; SQ: Fast Movement (10 ft), Trackless Step, Uncanny Dodge, Woodland stride, ; AL N; Str 12, Dex 15, Con 10, Int 16, Wis 12, Cha 12.

Languages spoken: Brandobian, Low Elven, Low Kalamaran, Merchant's Tongue, Reanarrian

Skills and Feats: Balance +8, Bluff +7, Disguise +7, Escape Artist +8, Forgery +9, Gather Information +7, Handle Animal +7, Profession (sailor) +7, Sleight of Hand +8 Swim +7; Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting

Possessions: masterwork dagger, *ring of protection* +2

ATL 3

Mortegan Anan, female Kalamaran, Inf 5: CR 5; Size M (5 ft., 5 in. tall); HD 5d6; hp 22; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (+3 Dex, +2 leather armor, +1 shield bonus, +2 *ring of protection* +2); Base Attack/Grapple +3/+4, +5 melee(1d4+1, 19-20/x2, masterwork dagger), Full Attack +3 melee (1d4+1, 19-20/x2, masterwork dagger), +2 (1d2, x2, marlinspike), or +7 ranged (1d4+1, 19-20/x2, masterwork dagger); SV Fort +1, Ref +7, Will +2; SA: sneak attack +2d6; SQ: Fast Movement (10 ft), Trackless Step, Trap Sense +1, Uncanny Dodge, Woodcraft, Woodland stride, ; AL N; Str 12, Dex 16, Con 10, Int 16, Wis 12, Cha 12.

Languages spoken: Brandobian, Low Elven, Low Kalamaran, Merchant's Tongue, Reanarrian

Skills and Feats: Balance +11, Bluff +9, Disguise +9, Escape Artist +11, Forgery +11, Gather Information +9, Handle Animal +9, Profession (sailor) +9, Sleight of Hand +11 Swim +9; Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting

Possessions: masterwork dagger, *ring of protection* +2

ATL 5

Mortegan Anan, female Kalamaran, Inf 7: CR 7; Size M (5 ft., 5 in. tall); HD 7d6; hp 30; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (+3 Dex, +2 leather armor, +1 shield bonus, +2 *ring of protection* +2); Base Attack/Grapple +5/+6, +9 melee(1d4+1, 19-20/x2, masterwork dagger), Full Attack +7 melee (1d4+1, 19-20/x2, masterwork dagger), +6 (1d2, x2, marlinspike), or +9 ranged (1d4+1, 19-20/x2, masterwork dagger); SV Fort +2, Ref +8, Will +3; SA: sneak attack +3d6; SQ: Fast Movement (10 ft), Internal Compass, Trackless Step, Trap Sense +1, Uncanny Dodge, Woodcraft, Woodland stride ; AL N; Str 12, Dex 16, Con 10, Int 16, Wis 12, Cha 12.

Languages spoken: Brandobian, Low Elven, Low Kalamaran, Merchant's Tongue, Reanarrian

Skills and Feats: Balance +13, Bluff +11, Disguise +11, Escape Artist +13, Forgery +13, Gather Information +11, Handle Animal +11, Profession (sailor) +11, Sleight of Hand +13, Swim +11; Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Possessions: masterwork dagger, *ring of protection* +2

ATL 7

Mortegan Anan, female Kalamaran, Inf 9: CR 9; Size M (5 ft., 5 in. tall); HD 9d6; hp 38; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50 ft.; AC 19 (+3 Dex, +3 *leather armor* +1, +1 shield bonus, +2 *ring of protection* +2); Base Attack/Grapple +6/+7, +10 melee(1d4+2, 19-20/x2, *dagger* +1), Full Attack +8/+3 melee (1d4+2, 19-20/x2, *dagger* +1), +7/+2 (1d2, x2, marlinspike), or +10 ranged (1d4+2, 19-20/x2, *dagger* +1); SV Fort +2, Ref +8, Will +3; SA: sneak attack +3d6; SQ: Fast Movement (20 ft), Internal Compass, Trackless Step, Trap Sense +1, Improved Uncanny Dodge, Woodcraft, Woodland stride; AL N; Str 12, Dex 17, Con 10, Int 16, Wis 12, Cha 12.

Languages spoken: Brandobian, Low Elven, Low Kalamaran, Merchant's Tongue, Reanarrian
Skills and Feats: Balance +15, Bluff +13, Disguise +13, Escape Artist +15, Forgery +15, Gather Information +13, Handle Animal +13, Profession (sailor) +13, Sleight of Hand +15, Swim +13; Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Possessions: *dagger* +1, *ring of protection* +2, *leather armor* +1, *ring of evasion*

ATL 9

Mortegan Anan, female Kalamaran, Inf 11: CR 11; Size M (5 ft., 5 in. tall); HD 11d6; hp 46; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50 ft.; AC 20 (+3 Dex, +3 *leather armor* +2, +1 shield bonus, +2 *ring of protection* +2); Base Attack/Grapple +8/+9, +13 melee(1d4+3, 19-20/x2, *dagger* +2), Full Attack +11/+6 melee (1d4+3, 19-20/x2, *dagger* +1), +9/+4 (1d2, x2, marlinspike), or +13 ranged (1d4+3, 19-20/x2, *dagger* +2); SV Fort +3, Ref +10, Will +4; SA: sneak attack +4d6; SQ: Fast Movement (20 ft), Internal Compass, Moving Target, Trackless Step, Trap Sense +2, Improved Uncanny Dodge, Woodcraft, Woodland stride; AL N; Str 12, Dex 17, Con 10, Int 16, Wis 12, Cha 12.

Languages spoken: Brandobian, Low Elven, Low Kalamaran, Merchant's Tongue, Reanarrian
Skills and Feats: Balance +17, Bluff +15, Disguise +15, Escape Artist +17, Forgery +17, Gather Information +15, Handle Animal +15, Profession (sailor) +15, Sleight of Hand +17, Swim +15; Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Possessions: *dagger* +2, *ring of protection* +2, *leather armor* +2, *ring of evasion*

ATL 11

Mortegan Anan, female Kalamaran, Inf 13: CR 13; Size M (5 ft., 5 in. tall); HD 13d6; hp 54; Init +8 (+4 Dex, +4 Improved Initiative); Spd 50 ft.; AC 20 (+3 Dex, +3 *leather armor* +2, +1 shield bonus, +2 *ring of protection* +2); Base Attack/Grapple +9/+10, +15 melee (1d4+3, 19-20/x2, *dagger* +2), Full Attack +13/+6 melee (1d4+3, 19-20/x2, *dagger* +2), +11/+6 (1d2, x2, marlinspike), or +15 ranged (1d4+3, 19-20/x2, *dagger* +2); SV Fort +4, Ref +12, Will +5; SA: sneak attack +5d6; SQ: Fast Movement (20 ft), Internal Compass, Moving Target, Trackless Step, Trap Sense +2, Improved Uncanny Dodge, Woodcraft, Woodland stride; AL N; Str 12, Dex 18, Con 10, Int 16, Wis 12, Cha 12.

Languages spoken: Brandobian, Low Elven, Low Kalamaran, Merchant's Tongue, Reanarrian
Skills and Feats: Balance +20, Bluff +17, Disguise +17, Escape Artist +20, Forgery +19, Gather Information +17, Handle Animal +17, Profession (sailor) +17, Sleight of Hand +20, Swim +17; Dodge, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Possessions: *dagger* +2, *ring of protection* +2, *leather armor* +2, *ring of evasion*

Encounter 5:

Winter Mist

Sloop-Gargantuan Sailing Ship

Hardness: 5(30hp) section 5 (30Hp), rigging 0 (4 hp)

Speed: 3.5 miles/hr, sail 35 ft (good),

Armor class: -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1

Attacks: 2 ballistae 3d8 (fore, aft,) range 120, 2 light catapult 4d6+2 (port, starboard) range 150 (100 ft minimum),

Space/Reach: 30 ft/20 ft

Special Attacks:

Special Qualities: Damage reduction 10/fire (rigging only), Stunsails

Crew's Attack: Light Catapult: 1d20 +8 (BAB+Int) + range penalty, Ballista 1d20 +8 (BAB+Dex). Profession (Siege engineer) of 6+ATL. Romasil will not close to melee combat.

Seaworthiness: 12

Draft/Length/Beam: 1 ft/35 ft/10 ft

Decks: 3

Cargo: 30 tons

Crew: 8

Cost: 15000 gp (8 months)

Encounter 6:

The stats for the *Arrow* and the *Royal Griffin* are included, but neither should be able to use their siege weapons. The ballistae of the *Arrow* should not be used at all; the starboard side ballistae of the *Royal Griffin* only have the potential to be used as the *Trident* approaches. The ship stats are the same at all ATLs.

Royal Griffin

Caravel-Colossal Sailing Ship

Hardness: 5(30hp) section 5 (30Hp), rigging 0 (8 hp)

Speed: 2 miles/hr, sail 30 ft (average)

Armor class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: Alchemist's Fire Projector 1d6 (fore) (this will not be used in this mod, as it is facing the wrong way to affect either the *Arrow* or the *Trident*), 4 ballistae 3d8 (2 port, 2 starboard) range 120, light catapult 4d6 (aft) range 150 (100 ft minimum),

Space/Reach: 60 ft/15 ft

Special Attacks:

Special Qualities: *Damage* reduction 10/fire (rigging only), sprinter; stable

Crew's Attack: Light Catapult: 1d20 + Ship's Magus BAB + Int + range penalty, Ballista 1d20 + Captain's BAB+Dex.

Seaworthiness: 18

Draft/Length/Beam: 5 ft/75 ft/20 ft

Decks: 3

Cargo: 108 tons

Crew: 42

Cost: 12000 gp (2 1/2 months)

Arrow

Coaster-Colossal Sailing Ship

Hardness: 5(30hp) section 5 (30Hp), rigging 0 (8 hp)

Speed: 1 1/2 miles/hr, sail 20 ft (poor)

Armor class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: 6 ballistae 3d8 (2 port, 2 starboard, 1 fore, 1 aft)

Space/Reach: 60 ft/15 ft

Special Attacks:

Special Qualities: *Damage* reduction 10/fire (rigging only),

Crew's Attack: The crew of the *Arrow* will not be able to fire any siege weapons because their ship is grappled directly to the *Royal Griffin*.

Crew: 30 Ftr 2 (19 hp)

Seaworthiness: 12

Draft/Length/Beam: 2 1/2 ft/65 ft/20 ft

Decks: 2

Cargo: 71 tons

Crew: 30 plus Prince Bandorian

Cost: 8000 gp (2 1/2 months)

ATL1

Captain of the Royal Griffin, Kalamaran Male, Ftr 1: CR 1; Size M (5 ft., 11 in. tall); HD 1d10; hp 10; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Base Attack/Grapple +1/+3, +5 melee(1d8+2, x2, masterwork cutlass), Full Attack +5 (1d8+2, x2, masterwork cutlass); SV Fort +2, Ref +3, Will +0; SA: -; SQ: -; AL N; Str 14, Dex 16, Con 10, Int 16, Wis 10, Cha 10.
Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,
Skills and Feats: Climb +6, Jump +6, Profession (navigator) +2, Profession (sailor) +2, Spot +2, Swim +6; Dodge, Improved Initiative, Weapon Focus (cutlass)
Possessions: masterwork cutlass, leather armor

Ship's Mage, Kalamaran Female, Wiz 1: CR 1; Size M (5 ft., 19 in. tall); HD 1d4+2; hp 6; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Base Attack/Grapple +0/-1, +0 melee(1d4-1, 19-20/x2, masterwork dagger), Full Attack +0 (1d4-1, 19-20/x2, masterwork dagger); SV Fort +2, Ref +2, Will +2; SA: -; SQ: -; AL LN; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 10.
Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,
Skills and Feats: Balance +7, Concentration +6, Craft (carpentry) +8, Knowledge (arcana) +8, Profession (sailor) +4, Profession (siege engineer) +4, Spellcraft +8; Combat Casting, Scribe Scroll, Skill Focus (Balance)
Possessions: masterwork dagger, 2 scrolls of *true strike*

Spells: 3/2,
0-level prepared: *detect magic, light, mending*
1-level prepared: *color spray, magic missile*

(8 sailors on the Royal Griffin, and 28 on the Arrow)

Sailors of the Royal Griffin, Kalamarans, War 1: CR 1/2; Size M (5 ft., 9 in. tall); HD 1d8+2; hp 10; Init +3 (+3 Dex,); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Base Attack/Grapple +1/+3, +4 melee(1d8+2, x2, cutlass), Full Attack +4 (1d8+2, x2, cutlass); SV Fort +4, Ref +3, Will +0; SA: -; SQ: -; AL LN; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10.
Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,
Skills and Feats: Balance +3, Climb +6, Jump +6, Profession (sailor) +2, Use Rope +5; Dodge, Weapon Focus (cutlass)
Possessions: cutlass, leather armor

ATL3

Captain of the Royal Griffin, Kalamaran Male, Ftr 3: CR 3; Size M (5 ft., 11 in. tall); HD 3d10+3; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Base Attack/Grapple +3/+5, +7 melee(1d8+2, x2, masterwork cutlass), Full Attack +7 (1d8+2, x2, masterwork cutlass); SV Fort +3, Ref +4, Will +1; SA: -; SQ: -; AL N; Str 14, Dex 16, Con 10, Int 16, Wis 10, Cha 10.
Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,
Skills and Feats: Climb +8, Jump +8, Profession (navigator) +3, Profession (sailor) +3, Spot +3, Swim +8; Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Focus (cutlass)
Possessions: masterwork cutlass, leather armor

Ship's Mage, Kalamaran Female, Wiz 3: CR 3; Size M (5 ft., 19 in. tall); HD 3d4+6; hp 16; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Base Attack/Grapple +1/0; +1 melee(1d4-1, 19-20/x2, masterwork dagger), Full Attack +1 (1d4-1, 19-20/x2, masterwork dagger); SV Fort +3, Ref +3, Will +3; SA: -; SQ: -; AL LN; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 10.
Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,
Skills and Feats: Balance +8, Concentration +8, Craft (carpentry) +10, Knowledge (arcana) +10, Profession (sailor) +6, Profession (siege engineer) +6, Spellcraft +10; Combat Casting, Enlarge Spell, Scribe Scroll, Skill Focus (Balance)
Possessions: masterwork dagger, 2 scrolls of *true strike*

Spells: 4/3/2
0-level prepared: *detect magic x2, light, mending*

1-level prepared: *color spray, magic missile, animate rope*

2-level prepared: *fog cloud, scorching ray*

(8 sailors on the Royal Griffin, and 28 on the Arrow),

Sailors of the Royal Griffin, Kalamaran males, Mnk1: CR 1;

Size M (5 ft., 3 in. tall); HD 1d8+1; hp 9; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 Wis); Base Attack/Grapple +0/+2; +2 melee(1d6+2, unarmed, or 1d6+2, kama), or +0/+0 monk (1d6+2 unarmed, or 1d6+2 kama), or +2 ranged; SV Fort +3, Ref +4, Will +5; SA: unarmed strike, flurry of blows; SQ: - AL LN; Str 14, Dex 14, Con 13, Int 12, Wis 16, Cha 8.

Languages Spoken: High Kalamaran, Low Kalamaran, Brandobian

Skills and Feats: Balance +6, Climb +6, Jump +6, Profession (sailor) +7, Swim +6, Tumble +6; Improved Initiative, Dodge, [Improved Unarmed Strike], Stunning Fist.

Possessions: kama

ATL5

Captain of the Royal Griffin, Kalamaran Male, Ftr 3/Rog 2: CR 5; Size M (5 ft., 11 in. tall); HD 3d10 plus 2d6 plus 3; hp 33; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +2 *leather armor* +1); Base Attack/Grapple +4/+6, +8 melee(1d8+2, x2, masterwork cutlass), Full Attack +8 (1d8+2, x2, masterwork cutlass); SV Fort +3, Ref +7, Will +1; SA: Sneak attack +1d6; SQ: evasion, trapfinding ; AL N; Str 15, Dex 16, Con 10, Int 16, Wis 10, Cha 10.

Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,

Skills and Feats: Balance +8, Climb +8, Jump +8, Profession (navigator) +8, Profession (sailor) +8, Spot +8, Swim +8, Tumble +7; Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Focus (cutlass),

Possessions: masterwork cutlass, *leather armor* +1

Ship's Mage, Kalamaran Female, Wiz 5: CR 5; Size M (5 ft., 19 in. tall); HD 5d4+10; hp 26; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, *ring of protection* +1); Base Attack/Grapple +2/+1; +2 melee(1d4-1, 19-20/x2, masterwork dagger), Full Attack +2 (1d4-1, 19-20/x2, masterwork dagger); SV Fort +3, Ref +3, Will +4; SA: -; SQ: -; AL LN; Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,

Skills and Feats: Balance +9, Concentration +10, Craft (carpentry) +12, Knowledge (arcana) +12, Profession (sailor) +8, Profession (siege engineer) +8, Spellcraft +12; Combat Casting, Enlarge Spell, Scribe Scroll, Skill Focus (Balance), Widen Spell

Possessions: masterwork dagger, 2 scrolls of *true strike, ring of protection* +1

Spells: 4/4/3/2

0-level prepared: *detect magic x2, light, mending*

1-level prepared: *color spray, magic missile x2, animate rope*

2-level prepared: *fog cloud, Melf's acid arrow, protection from arrows*

3-level prepared: *enlarged scorching ray, hold person*

(8 sailors on the Royal Griffin, and 28 on the Arrow),

Sailors of the Royal Griffin, Kalamaran males, Mnk2: CR 2; Size M (5 ft., 3 in. tall); HD 2d8+2; hp 15;

Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 Wis); Base Attack/Grapple +1/+3; +3 melee(1d6+2, kama,) or +3 melee (1d6+2, unarmed), or +1/+1 monk (1d6+2 kama) or +1/+1 monk (1d6+2 unarmed), or +3 ranged; SV Fort +4, Ref +5, Will +6; SA: unarmed strike, flurry of blows; SQ: evasion; AL LN; Str 14, Dex 14, Con 13, Int 12, Wis 16, Cha 8.

Languages Spoken: High Kalamaran, Low Kalamaran, Brandobian

Skills and Feats: Balance +7, Climb +7, Jump +7, Profession (sailor) +8, Swim +7, Tumble +7; Deflect Arrows, Improved Initiative, Dodge, [Improved Unarmed Strike], Stunning Fist.

Possessions: kama

ATL7

Captain of the Royal Griffin, Kalamaran Male, Ftr 4/Rog 3: CR 7; Size M (5 ft., 11 in. tall); HD 4d10 plus 3d6 plus 3; hp 43; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +2 *leather armor* +1, *ring of protection* +1); Base Attack/Grapple +6/+8, +10 melee(1d8+5, x2, *cutlass* +1), Full Attack +10/+5 (1d8+5, x2, *cutlass* +1); SV Fort +5, Ref +7, Will +2; SA: Sneak attack +2d6; SQ: evasion, trapfinding, trap sense +1; AL N; Str 15, Dex 16, Con 10, Int 16, Wis 10, Cha 10.

Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,
Skills and Feats: Balance +10, Climb +10, Jump +10, Profession (navigator) +10, Profession (sailor) +10, Spot +10, Swim +10, Tumble +9; Combat Reflexes, Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (cutlass), Weapon Specialization (cutlass)
Possessions: *cutlass* +1, *leather armor* +1, *ring of protection* +1

Ship's Mage, Kalamaran Female, Wiz 7: CR 7; Size M (5 ft., 19 in. tall); HD 7d4+14; hp 36; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, *ring of protection* +2); Base Attack/Grapple +3/+2; +3 melee(1d4-1, 19-20/x2, masterwork dagger), Full Attack +3 (1d4-1, 19-20/x2, masterwork dagger); SV Fort +4, Ref +4, Will +5; SA: -; SQ: -; AL LN; Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,
Skills and Feats: Balance +10, Concentration +12, Craft (carpentry) +14, Knowledge (arcana) +14, Profession (sailor) +9, Profession (siege engineer) +9, Spellcraft +14; Combat Casting, Empower Spell, Enlarge Spell, Scribe Scroll, Skill Focus (Balance), Widen Spell
Possessions: masterwork dagger, 2 scrolls of *true strike*, 1 scroll of *dispel magic*, *ring of protection* +2

Spells: 4/5/4/3/2

0-level prepared: *detect magic* x2, *light*, *mending*

1-level prepared: *color spray*, *magic missile* x2, *animate rope*, *mage armor*

2-level prepared: *blur*, *fog cloud*, *Melf's acid arrow*, **spell haste* (explained below, Villain Design Handbook)

3-level prepared: *haste*, *hold person*, *lightning bolt*

4-level prepared: *greater invisibility*, *ice storm*

***Spell Haste**

Transmutation

Level: Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 rounds +1 round per level of caster

Saving Throw: None

Spell Resistance: Yes (harmless)

The spell recipient may cast up to two spells per round while under the influence of this spell as long as the total casting time is less than one full round. He could also use a quickened spell, if he has one prepared. He cannot take any other action except a 5-foot step. *Spell haste* does not affect one's ability to use spell-like abilities, read scrolls or the ability to use magical devices

Material components: A tea made from specially prepared herbs and tea leaves (cost at least 50 gp per dose) which must be brewed in water for eight hours prior to use in the spell. The spell recipient imbibes the infusion as part of the spell. The concoction remains effective as a material component for 1d4 days after creation (beyond that it remains a tasty mundane beverage).

(8 sailors on the Royal Griffin, and 28 on the Arrow),

Sailors of the Royal Griffin, Kalamaran males, Mnk3: CR 3; Size M (5 ft., 3 in. tall); HD 3d8+3; hp 21; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (+2 Dex, +3 Wis); Base Attack/Grapple +2/+4; +6 melee(1d6+2, masterwork kama,) or +4 melee (1d6+2, unarmed), or +4/+4 monk (1d6+2 masterwork kama) or +2/+2 monk (1d6+2 unarmed), or +4 ranged; SV Fort +4, Ref +5, Will +6; SA: unarmed strike,

flurry of blows; SQ: evasion, fast movement, Still Mind; AL LN; Str 14, Dex 14, Con 13, Int 12, Wis 16, Cha 8.

Languages Spoken: High Kalamaran, Low Kalamaran, Brandobian

Skills and Feats: Balance +8, Climb +8, Jump +12, Profession (sailor) +9, Swim +8, Tumble +8; Deflect Arrows, Improved Initiative, Dodge, [Improved Unarmed Strike], Stunning Fist, Weapon Focus (kama).

Possessions: masterwork kama

ATL9

Captain of the Royal Griffin, Kalamaran Male, Ftr 4/Rog 4/Combat Marine 1: CR 9; Size M (5 ft., 11 in. tall); HD 4d10 plus 4d6 plus 1d10; hp 53; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+3 Dex, +2 *leather armor* +1, *ring of protection* +1, heavy wooden shield); Base Attack/Grapple +8/+11, +13 melee(1d8+6, x2, *cutlass* +1), Full Attack +13/+8 (1d8+6, x2, *cutlass* +1); SV Fort +7, Ref +10, Will +2; SA: Sneak attack +2d6, boarding action; SQ: evasion, trapfinding, trap sense +1, uncanny dodge; AL N; Str 16, Dex 16, Con 10, Int 16, Wis 10, Cha 10.

Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,

Skills and Feats: Balance +12, Climb +12, Escape Artist +6 Jump +12, Profession (navigator) +11, Profession (sailor) +12, Spot +11, Swim +12, Tumble +12; Combat Reflexes, Dodge, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Toughness Weapon Focus (cutlass), Weapon Specialization (cutlass)

Possessions: *cutlass* +1, *leather armor* +1, *ring of protection* +1

Boarding action: (*Salt and Seadogs*) The Captain can use the Jump skill while making a charge. As long as the Jump check is successful, the charge occurs normally; if he fails the Jump check, the charge is lost. He can only make one Jump during a boarding action.

Ship's Mage, Kalamaran Female, Wiz 7/Ship Magus 2: CR 9; Size M (5 ft., 19 in. tall); HD 7d4+14 plus 2d4+4; hp 46; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, *ring of protection* +2); Base Attack/Grapple +4/+3; +4 melee(1d4-1, 19-20/x2, masterwork dagger), Full Attack +4 (1d4-1, 19-20/x2, masterwork dagger); SV Fort +4, Ref +4, Will +8; SA: -; SQ: Improved enlargement 150%, Nautical casting, Spell power +1; AL LN; Str 8, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,

Skills and Feats: Balance +11, Concentration +14, Craft (carpentry) +17, Knowledge (arcana) +17, Profession (sailor) +10, Profession (siege engineer) +10, Spellcraft +17, Use Rope +3; Combat Casting, Empower Spell, Enlarge Spell, Quicken Spell, Scribe Scroll, Skill Focus (Balance), Widen Spell,

Possessions: masterwork dagger, 2 scrolls of *true strike*, 1 scroll of *dispel magic*, *ring of protection* +2

Spells: 4/6/5/4/3/2

0-level prepared: *detect magic* x2, *light*, *mending*

1-level prepared: *color spray*, *magic missile* x2, *animate rope*, *mage armor*, *shield*

2-level prepared: *gust of wind*, Enlarged *magic missile*, *Melf's acid arrow*, **spell haste* (see ATL 7 for description), *scorching ray*

3-level prepared: *haste*, *hold person*, *lightning bolt*, *displacement*

4-level prepared: Enlarged *fireball*, *greater invisibility*, *ice storm*,

5-level prepared: *baleful polymorph*, *cone of cold*

Spell Power (Su): At 1st level, the ship magus has learned to harness the magical power of the sea to increase the potency of his spells. Whenever he is on a ship on the open ocean, he adds +1 to the DC of all saving throws against his spells and a +1 bonus on all caster level checks to overcome spell resistance. This ability only applies to arcane spells. At 3rd level, the bonus increases to +2, at 6th level to +3, and at 9th level to +4.

Improved Enlargement (Su): at sea, conflicts between ships often take place at much greater ranges than on land. In order to be effective at such long ranges, the ship magus learns to cast his spells farther than most wizards would deem possible. At first level, any spell the ship magus modifies with the Enlarge Spell

feat hast the range increased by 150%. This bonus improves to a 200% increase at level three, 250% at level five, 300% at level seven, and 350% at level nine.

Nautical Casting (Ex): At 2nd level, the ship magus has become accustomed to practicing his arts while on the deck of a ship. He receives a +4 bonus to all Reflex saves, Balance and Concentration checks related to spellcasting while on board a ship at sea.

(8 sailors on the Royal Griffin, and 28 on the Arrow),

Sailors of the Royal Griffin, Kalamaran males, Mnk4: CR 4; Size M (5 ft., 3 in. tall); HD 4d8+8; hp 31; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (+2 Dex, +3 Wis); Base Attack/Grapple +3/+5; +7 melee(1d6+2, masterwork kama,) or +5 melee (1d8+2, unarmed), or +5/+5 monk (1d6+2 masterwork kama) or +3/+3 monk (1d8+2 unarmed), or +5 ranged; SV Fort +6, Ref +6, Will +7; SA: Ki strike (magic), unarmed strike, flurry of blows; SQ: evasion, fast movement, slow fall 20 ft, Still Mind; AL LN; Str 14, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Languages Spoken: High Kalamaran, Low Kalamaran, Brandobian

Skills and Feats: Balance +9, Climb +9, Jump +13, Profession (sailor) +10, Swim +9, Tumble +9; Deflect Arrows, Improved Initiative, Dodge, [Improved Unarmed Strike], Stunning Fist, Weapon Focus (kama).

Possessions: masterwork kama

ATL11

Captain of the Royal Griffin, Kalamaran Male, Ftr 4/Rog 4/Combat Marine 3: CR 9; Size M (5 ft., 11 in. tall); HD 4d10 plus 4d6 plus 3d10; hp 65; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+3 Dex, +2 *leather armor* +2, *ring of protection* +1, *heavy wooden shield* +1); Base Attack/Grapple +10/+13, +15 melee(1d8+6, x2, *cutlass* +1), Full Attack +15/+10 (1d8+6, x2, *cutlass* +1); SV Fort +8, Ref +11, Will +3; SA: Sneak attack +2d6, boarding action, improvised weapon; SQ: Agility +2, evasion, trapfinding, trap sense +1, uncanny dodge; AL N; Str 16, Dex 16, Con 10, Int 16, Wis 10, Cha 10.

Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,

Skills and Feats: Balance +16, Climb +14, Escape Artist +6, Jump +16, Profession (navigator) +13, Profession (sailor) +14, Spot +11, Swim +12, Tumble +14; Combat Reflexes, Dodge, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Toughness Weapon Focus (cutlass), Weapon Specialization (cutlass)

Possessions: *cutlass* +1, *leather armor* +1, *ring of protection* +1

Boarding action: (*Salt and Seadogs*) The Captain can use the Jump skill while making a charge. As long as the Jump check is successful, the charge occurs normally; if he fails the Jump check, the charge is lost. He can only make one Jump during a boarding action.

Agility (Ex): At 2nd level, the combat marine's finely tuned coordination gives him a +2 bonus on Balance and ump checks. This bonus increases to +3 at fourth level, and an additional +1 at every other level afterwards.

Improvised Weapon (Ex): At 3rd level, the combat marine gains the ability to pick up loose boards, catapult shot, or any other flotsam that might happen to be lying around and use it as a deadly weapon. Regardless of the item, the improvised weapon deals 1d6 (x2 on a critical hit) point of slashing, piercing, or bludgeoning damage, as appropriate to the item. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give a +2 bonus on Disarm attempts. Finally, he can upend items with large, flat surfaces (such as tables) to serve as makeshift tower shields.

Ship's Mage, Kalamaran Female, Wiz 7/Ship Magus 4: CR 11; Size M (5 ft., 19 in. tall); HD 7d4+14 plus 4d4+8; hp 56; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, *ring of protection* +2); Base Attack/Grapple +5/+4; +5 melee(1d4-1, 19-20/x2, masterwork dagger), Full Attack +5 (1d4-1, 19-20/x2, masterwork dagger); SV Fort +5, Ref +5, Will +9; SA: -; SQ: Improved enlargement 200%, Nautical casting, Ship spell 0-level Spell power +2; AL LN; Str 8, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

Languages spoken: Brandobian, High Kalamaran, Low Kalamaran, Merchant's Tongue, Aquan,

Skills and Feats: Balance +12, Concentration +16, Craft (carpentry) +19, Knowledge (arcana) +19, Profession (sailor) +11, Profession (siege engineer) +11, Spellcraft +14, Use Rope +4; Combat Casting, Empower Spell, Enlarge Spell, Quicken Spell, Scribe Scroll, Skill Focus (Balance), Widen Spell, *Possessions:* masterwork dagger, 2 scrolls of *true strike*, 1 scroll of *dispel magic*, *ring of protection* +2, wand of *fireball* (5th)

Spells: 4/6/5/5/4/3/1

0-level prepared: *detect magic* x2, *light*, *mending*

1-level prepared: *color spray*, *magic missile* x2, *animate rope*, *mage armor*, *shield*

2-level prepared: *gust of wind*, Enlarged *magic missile*, *Melf's acid arrow*, **spell haste* (see ATL 7 for description), *scorching ray*

3-level prepared: *haste*, *hold person*, *lightning bolt*, *displacement*, *heroism*

4-level prepared: Enlarged *fireball*, *greater invisibility*, *ice storm*, *stoneskin*

5-level prepared: *baleful polymorph*, *cone of cold*, *dominate person*

6-level prepared: *chain lightning*

Spell Power (Su): At 1st level, the ship magus has learned to harness the magical power of the sea to increase the potency of his spells. Whenever he is on a ship on the open ocean, he adds +1 to the DC of all saving throws against his spells and a +1 bonus on all caster level checks to overcome spell resistance. This ability only applies to arcane spells. At 3rd level, the bonus increases to +2, at 6th level to +3, and at 9th level to +4.

Improved Enlargement (Su): at sea, conflicts between ships often take place at much greater ranges than on land. In order to be effective at such long ranges, the ship magus learns to cast his spells farther than most wizards would deem possible. At first level, any spell the ship magus modifies with the Enlarge Spell feat has the range increased by 150%. This bonus improves to a 200% increase at level three, 250% at level five, 300% at level seven, and 350% at level nine.

Nautical Casting (Ex): At 2nd level, the ship magus has become accustomed to practicing his arts while on the deck of a ship. He receives a +4 bonus to all Reflex saves, Balance and Concentration checks related to spellcasting while on board a ship at sea.

(8 sailors on the Royal Griffin, and 28 on the Arrow),

Sailors of the Royal Griffin, Kalamaran males, Mnk5: CR 5; Size M (5 ft., 3 in. tall); HD 5d8+10; hp 38; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (+2 Dex, +3 Wis, +1 monk, *ring of protection* +1); Base Attack/Grapple +3/+5; +7 melee (1d6+2, masterwork kama,) or +5 melee (1d8+2, unarmed), or +6/+6 monk (1d6+2 masterwork kama) or +4/+4 monk (1d8+2 unarmed), or +5 ranged; SV Fort +6, Ref +6, Will +7; SA: Ki strike (magic), unarmed strike, flurry of blows; SQ: evasion, fast movement, purity of body, slow fall 20 ft, Still Mind; AL LN; Str 14, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Languages Spoken: High Kalamaran, Low Kalamaran, Brandobian

Skills and Feats: Balance +10, Climb +10, Jump +14, Profession (sailor) +11, Swim +10, Tumble +10; Deflect Arrows, Improved Initiative, Dodge, [Improved Unarmed Strike], Stunning Fist, Weapon Focus (kama).

Possessions: masterwork kama

Appendix II: Additional Rules

Sailing terms: Fore is towards the bow, or front of the ship. Aft is to towards the stern, or back of the ship. Starboard is to the right hand side of the ship, port is to the left hand side of the ship.

Balance: Moving across a ship's deck in anything worse than light seas requires a balance check. Light seas: DC 5, only if running or charging. Moderate seas: 15. Heavy seas: 20. Severe seas: 25

Climb: During combat, sailors often swing on ropes to cross the large deck of a ship or to board another ship more easily. In order to swing on a rope, the rope must be fixed to an object (usually the rigging) some distance in front of the character. This is called the anchor point. On a successful Climb skill check at DC 15, the character can travel a distance equal to twice the distance between his starting position and the anchor point. Swinging on a rope is a full round action. Two addendums for this mod: 1) In order to swing from one ship to another, the anchor point must be in the rigging of the destination ship. 2) It is not possible to swing across the width of the ship, due to the sails being in the way. It IS possible to swing across the LENGTH of a ship, with an anchor point in your own rigging. The anchor point is most likely to be grappling hook in the rigging when assaulting a ship, but can be either a grappling hook or rigging when returning to a ship.

Profession: Sailor: "Man the Rigging" is a DC 10 check, including setting the sails, tying knots, securing the rigging in case of a storm, and so on. Addendum for this mod: If a character unties any rope to swing across the deck with it, they must make a DC 10 Profession Sailor check to ensure they do not inadvertently drop a sail or yardarm onto the deck. If they fail this check, and still untie a rope, they should take 1d4 points of damage from rope burn as the falling sails or spars yank the rope out of their hands.

Initiative: Until melee combat is joined, initiative is that of the Captains of each ship, with everyone readying an action to follow orders. Those characters that leave the ship (through flight or teleport magic, for example) can roll initiative separately.

Catapults: There are only light catapults available in this mod. A light catapult launches a stone or ammunition weight 20 lbs. It is far too weak to launch a character, even a halfling, from one ship to another. Characters may be warned by the captain that it's a bad idea, but if they persist, let them. The water's wonderful this time of year. See Siege Weapons in the DMG for further information including firing, range, and damage. Please use the rules given in the Appendix to aim the catapult.

Ballista: The ballista is essentially a huge crossbow that takes up a fixed space 5 feet across. They typically weight 800 lbs and bolts weigh 9 lbs each. Because it is a direct fire weapon (that is, the bolt travels in a direct line in the direction it was fired), it is a useful weapon against other ships and similar large, moving objects

Because of its size, Medium creatures suffer a -4 penalty to attack rolls with a ballista, while Small creatures suffer a -6 penalty. It takes two full-round actions for a creature smaller than Large to load a ballista. See the DMG for further information including firing, range, and damage.

Thunder Cannon: A powerful weapon originally designed by an eccentric gray elf, a thunder cannon appears as a long, slender metal tube, usually tooled with engravings of storm clouds and lightning bolts. At the base of the tube is a small but powerful spring-loaded ram, attached to a plate inside the tube. When the ram is released, it launches the thunder cannon's ammunition (a thunderstone as described in the PHB) at great speed toward an enemy ship. Thunder cannons are particularly effective at dealing damage to an enemy ships' hulls and have the added benefit of deafening any crew within 10 feet of the point of impact unless they make a Fortitude save (DC: 15).

It takes two full-round actions to cock and reload a thunder cannon. A thunder cannon occupies a space 5 feet across.

Attack rolls: Attacking with ship weapons depends on which weapon is being used. For the light catapults, use the rules given in the DMG for siege weapons, and Laand's Profession: Siege Engineer score, or the score given in the stat block for the *Winter's Mist*. Because the ships are in motion, the

special check is at DC 25+ATL. The roll for the special check is 1d20 + BAB + Intelligence modifier + range increment penalty. Because the ships are in motion, none of the conditional modifiers from Table 3-26 in the DMG apply. If a character wishes to assist Laand (by calling range, for example) a Profession Sailor DC 10 check grants a +2 bonus to both Siege Engineer checks and attack roll. Two characters may assist

Firing a ballista or thundercannon is like firing an oversized crossbow. Any character proficient with crossbow can make the attempt to fire. Because of a ballista or thundercannon's size, Medium creatures suffer a -4 penalty to attack rolls, while Small creatures suffer a -6 penalty. It takes two full-round actions for a creature smaller than Large to load a ballista or thundercannon.

Targeting a Ship with a ballista or thundercannon: Before making an attack roll, the attacker must specify if they are attacking the ship as a whole or a specific section, as the armor class for each option is different. If the attacker targets the ship as a whole (thus targeting the lower AC) randomly determine which section his attack hits.

Damage to Sections: As with characters, damage to objects (such as a ship) is dealt when an attack succeeds. When dealing damage to an object, first look at its hardness number located in the statistics block. This number is always subtracted from the damage. Only damage exceeding the object's hardness is deducted from its hit points.

Treat each 10-foot section of hull as its own, totally separate object when it comes to combat. Note that "10 feet" refers to the ships length; each segment runs the entire width of the ship. For example, a warship (100 ft. long by 20 ft. across) has ten 10 ft.x20ft sections, plus its rigging.

A section that has taken less than half its hit points in damage is scraped, gouged, and cracked, but not seriously damaged. It does not let any significant amount of water in, and the crew can easily repair it after the battle is over.

When a section loses half or more (but not all) of its total hit points, the ship has suffered a minor breach. The ship's speed is reduced by -5 feet (-1/2 mile/day) for a minor breach, and the ship suffers a -2 penalty to Seaworthiness checks. These penalties are cumulative with each newly damaged section. The ship also begins to take on water at a rate of 10 gallons/minute. This is cumulative with each minor breach.

A section that loses all of its hit points is destroyed, and causes the ship to suffer an additional -2 penalty to Seaworthiness (for a penalty of -4 per destroyed section). This is called a major breach. When a section is destroyed, each section adjacent to the destroyed section also takes half the amount of damage that destroyed the former section. The ship also begins to take on water at the rate of 10 gallons/round (cumulative with each minor or major breach).

Unless repaired, minor and major breaches will continue to let in water until the ship sinks. A Gargantuan ship will sink when it has 400 gallons of water in it, and a Colossal ship will sink when it has 800 gallons of water in it. A sailor can bail 1 gallon of water a round.

Damage to Rigging: While it presents a less immediate danger of being destroyed and sunk, destroying a sail-powered ship's rigging is a common tactic in naval combat. Rigging is most often targeted by pirates who do not wish to see their swag sink to the bottom of the ocean. When a ship's rigging takes half its hit points in damage, the ship's sail speed is reduced by half.

If a ship's rigging is destroyed, that ship can no longer move under sail power until the crew repairs or replaces the rigging. Unlike a major breach, destroying a ship's rigging does not cause any collateral damage, except in the case of fire. Fortunately, a ship's rigging has damage reduction 10/fire due to the fact it is so large and almost always in motion. After all, simply punching holes through the rigging with arrows and similar weapons is not an effective manner of slowing a ships speed.

APPENDIX III: Player Handout 1

This section can be just about anything. If the handout is information, simply type out what you want and add notes to the Editor to determine what it should look like. For example, the author might say “this is a letter from a noblewoman” or “this is a shred of burned tapestry” to provide the Editor a basis for format changes.

Your deeds have been observed by the military and Crown of Pekal. It is in the knowledge of these recommendations and the high esteem with which you are held that I approach you with a manner of great import to the nation. If you love Pekal, I ask you to meet with me and he who seeks your aid at the Shrine of the Traveler in the Temple District at your earliest convenience. If you have allies, their aid may also be welcome, but your discretion on this matter is of the utmost importance.

Cordially,

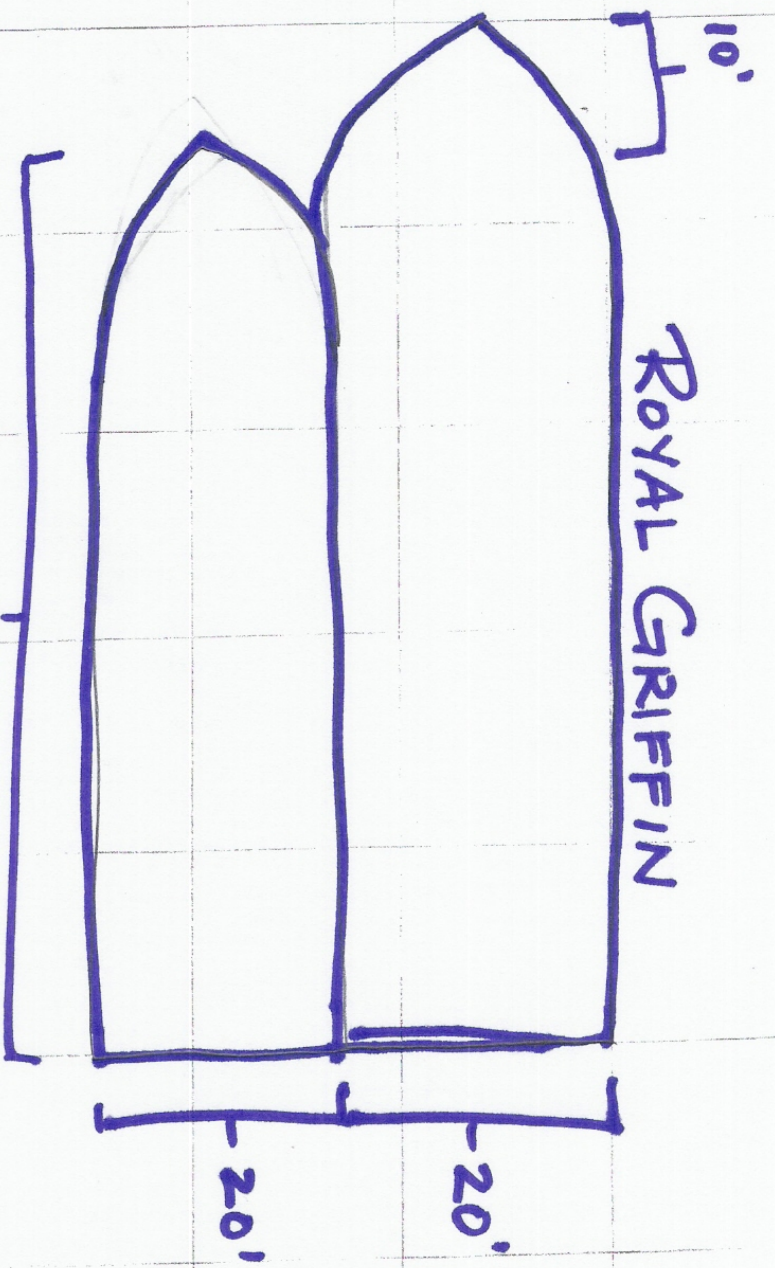
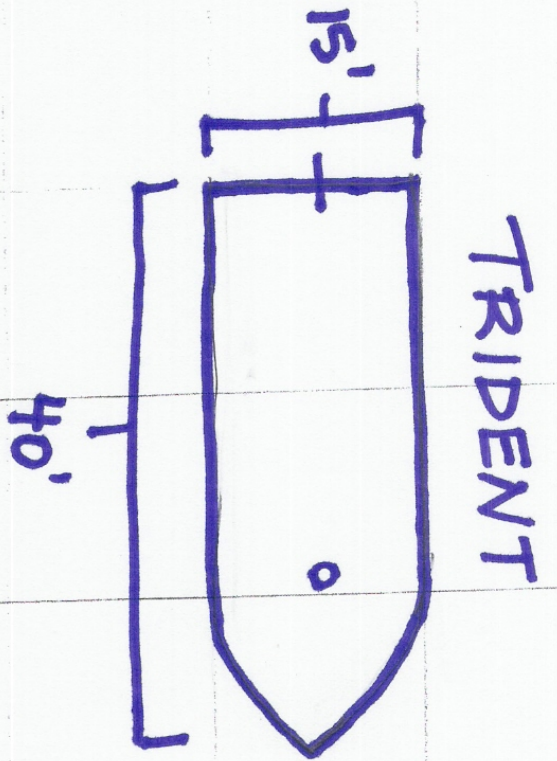
Taribor K'sal
Paladin of Shodaf

APPENDIX III: Player Handout 2

This section can be just about anything. If the handout is information, simply type out what you want and add notes to the Editor to determine what it should look like. For example, the author might say “this is a letter from a noblewoman” or “this is a shred of burned tapestry” to provide the Editor a basis for format changes.

Word has come to the Adventurers' Guild that Taribor K'sal, the paladin who tends the Shrine of the Traveler, is in need of some of our members to aid him in a task of some danger, requiring the unique skill set that only we adventurers can provide. The description was vague, but seemed appropriate for you and your company. Should you be interested in taking on this job for the Guild, meet K'sal in the Shrine of the Traveler in the Temple District at your earliest convenience.

Captain Thelis
Adventurers' Guild



ARROW

THE APPROACH

