

Stormbringer

A 1-Round D&D Living Kingdoms of Kalamar[®] Adventure

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an adventure for ATL 1 through ATL 9*

Peals of thunder crash through the night as you trudge onward, already weary from just five days travel. The mission is vital to the war effort yet you have heard that most of the roads have already been washed out. How are you going to get these much needed supplies to the front lines? More importantly, however, is the question: what is that horrible wail carried on the howling wind?

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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 Party 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 9th 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

Warm summer has come to Pekal, and though the heat is not yet sweltering, those who can read weather have promised that the summer will be a warm one. Many thunderstorms have already passed over Bet Rogala, sending worshippers of the Traveler to the shrine to ward off their god's enemy. There is almost always a cloud in the sky, and more often than not they are as dark and gloomy as the tempers of those beneath them. But on nights when the stars are visible, The Staff can be seen wandering through the heavens, leading the Deji Fortune Tellers in Independence Square to declare that the Traveler and the Storm Lord have renewed their battle in earnest.

MODULE NOTES

They say that there is a first time for everything and this scenario has it in spades. For the first time, characters in an LKOK scenario will be dealing with scripted underwater combat.

Beneath the waves there is an entirely new world to explore, one that many PCs have never even dreamed off. Yet there are inherent problems with taking your fight underwater. Not only are you dealing with drag as you draw your weapon through the water, you also have to deal with the fact that if you are swimming, creatures can attack you from up to 26 different positions!

Underwater combat rules are refreshed in the rules appendix in the back. Take a few minutes to read up on them. You will be glad you did.

Also included with this scenario are battle maps drawn by the team that created this scenario. Hopefully they will help to visualize the encounters. Just print them out (cardstock works best!), cut them out, and have fun! If you enjoy them and want to see them in future scenarios email me at troy@veterans1stusa.com and let

me know. BTW, I am not an artist, I just like to color. ☺

BACKGROUND

T'verek's mother would have been proud of him, as she always wanted him to be a military man. It would have been wonderful for her to see his ascension in the ranks of the Flaymaster's priesthood. That was not meant to be, as she was the first devotional sacrifice on the altar of T'verek's ambition. Her body upon the altar was a show of ultimate devotion to the Flaymaster, and one that was noticed.

As T'verek rose through the ranks of the Kalamaran military it was obvious that he was bound for success. Nothing was too treacherous for him as he dodged assassins, slipped knives into allies' backs, and otherwise did what any other Kalamaran officer would do in order to move up the food chain.

Now he has been given an important assignment and was told to pick his own men for the job. He has everyone he needs with the exception of a bodyguard. For that he had to search a bit before finding the right one.

It was a dark night when he saw an enraged Storm Giant destroying several ships on Lake Eb'sobet and a small company of men that had wandered too close to his domain. Since then it has been his goal to find a young one, raise him right, beat him when needed, and otherwise brainwash him into the ultimate bodyguard.

Unfortunately for the Stormbringer clan, it seems as though he has found his bodyguard...

ADVENTURE SYNOPSIS

Introduction – Gloom shadows the land as the Kalamaran forces stoop to a new low in the war. Not even the dead are safe when evil wizards begin raising them on the front lines. The PCs are contacted by Quartermaster Berlen to deliver 300 vials of holy water to the front lines. If they agree, then they move on to encounter 1. Otherwise the adventure is over, and they can go back to their pitiful lives as pond scum.

Encounter One – Ah But for a Sip – The PCs have 300 victories and 300 vials of holy water. How they get it to the front lines is up to them. This is a problem solving encounter that can take many different twists and turns as the PCs have to figure out how to safely transport 300 8-

inch glass vials. This is considered a free form encounter as there is no real "right way" to do this.

Encounter Two – Wagons Ho! – Beginning their journey is easy, but soon skies to the north slowly grow dark with storm clouds. PCs can see that quite a storm is brewing but there really is nothing to do to get around it. The first day passes and they move into the next day only to find that a fellow traveler requires their assistance. They are on a mission for the crown—should they stop and help, or continue onward? This is another problem solving encounter as well as a moral dilemma. Help the helpless or continue onward? The key here is that if they help the helpless, then waiting for them in Bet Rogala upon completion of their mission will be a special reward.

Encounter Three – Fee Fi Fo Fum – The wailing of the wind sounds like an grieving mother and to be honest, it's true! Fineira, mother of the Stormbringer clan has lost her only son and cannot find him. The father of the clan, Dagun, is out searching for the child and happens upon the adventurers. He explains his dire predicament and asks for their aid. If the child is not found quickly the mother's grief literally brings the clouds to the ground. This is a Role Playing encounter if the PCs end up talking to him. Stupid PCs make this their final encounter, as only an ATL 9 group has any chance against an angry storm giant when the weather is going his way, as it is now.

Encounter Four – The Lake Cave – Clues abound at the last place that the child was seen, a Lake cave where he practiced throwing lightning bolts. Amidst the clues is the body of a young adult hippogriff. He is still alive though and if the party can nurse him back to health and gain his trust, Muck becomes a loyal friend, companion, and great aid to the search for the wayward son. Role playing (with a fantastic creature that acts like the world's largest feathered puppy dog when he likes you) and some investigation are part of this encounter. The clues show that the child was abducted by humans or humanoids, and that he is probably still alive. There is even a dropped holy symbol to the Flaymaster to urge them on.

Encounter Five – Swimming Lessons - Tracks (or a helpful hippogriff) leads to a beach and the ocean. Gifts given to them by the storm giant

enable them to breathe underwater for a limited time and in they go. Before they go they can barely see the top of what appears to be a glass structure about 500 yards off of the beach. On the way our intrepid band of adventurers is attacked by sahuagin. Off in the distance an underwater temple can be seen.

Encounter Six – I am - T'verek and company have holed up in the abandoned temple, and because of the way the structure was built, there is air in here once you go through the front! This twisted cleric has brought the Stormbringer son here to properly “indoctrinate” him into the fold. Once he is done here he can move his team complete with bodyguard to the front lines and help in the war effort for the Kalamaran side.

- Traverse the perils and traps of the front of the temple (trap finding and problem solving)
- Fight Markuk, the cleric’s war leader, and his skeletal wolves.
- Meeting the young Stormbringer, and trying to bring him to his senses while trying to fight off the evil T'verek and his henchmen. If the players were lucky and made a friend they might even have some help from a hippogriff crashing through the skylight.

Conclusion A – PCs defeat the evil cleric and bring the young Stormbringer child back to his senses. Returning him to his parents, the skies immediately clear and the only rain falling is tears of joy from the mother. Father rewards the PCs with interesting gifts and promises them that when needed, he and his clan are there. They have made an ally. He conscripts Muck to take the holy water to its destination and their journey is over.

Conclusion B – If the PCs helped the carter in Encounter Two, then a special reward is waiting for them back home. The carter is actually a jewel/gem merchant who dresses in shabby clothing and conceals the small chest of treasure in the piles of waste and manure in the back of his cart. Acting loony is simply a cover that he uses when traveling to protect his wares. He rewards well those people that aided him in his time of need.

INTRODUCTION

Summary: Where our intrepid heroes are given a mission, some money, and a quandary. How the heck do you transport 300 glass vials through woods, hills, and enemy lines?

It never fails. There you are, minding your own business or more importantly trying to get your own business done and “THEY” show up.

Who is “THEY” today? Today it is a small man with a weasel-ish look about him. Dressed in dark robes, with greasy hair, and a pale complexion, it is obvious that he does not get out much. Then again, it’s not his appearance that tells you that so much as his manner. He has a military badge of some kind on his robes, although it is hard to tell what it is because of some type of stain on his otherwise non-descript robes.

“I have a job for you. It’s an important job and the future of Pekal rests in the balance of this job.” All of this is said in a monotone with virtually no hint of emotion whatsoever.

“Oh... and it pays well,” are his parting words as he hands you a scroll with details as to where to meet and when.

As the meeting time is tomorrow morning, you do have time to take care of your business at least. Not that you probably have much time...

The PCs have just met Berlen (pronounced Bear-Lin), Quartermaster for the Pekalese Military. They can deduce the following:

- **The Badge** – It is the official badge of the Quartermaster of the Pekalese Military. DC 15 Spot check gives a +2 to the DC15 Knowledge Military check.
- **The Stain** – Ink. DC 15 Spot check to deduce, although members of the College of Magic or any Temple in the city can make the roll on a DC 12 as they are quite used to ink stains.
- **Handwriting on the Scroll** – DC15 Decipher Script does not show anything different about the text, however the tight, very neat handwriting shows a person that has a tendency to be somewhat controlling, possibly obsessive compulsive about it.
- **Text on the Scroll** – As long as the character looking at it can read, then there should be no problem. It says:
 - Greetings, Please arrive promptly at the Quartermaster’s Compound

here in Bet Rogala at 9 bells.
Berlen, Quartermaster General.

troops has been un-nerving to say
the least.

The PCs have a full day to take care of business in the lovely city of Bet Rogala. Allow about 10 minutes and go around the table, giving each one a chance to go about the city and “get things done” The possibilities are endless here however a few suggestions of things that they might want to do are:

- **College of Magic** – Students of the CoM are able to purchase potions or scrolls at fair market value per the Meta-Organizational book. Since they can only do this in a major city it is a fair time to do it.
- **Temple’ visits** – Many clerics take times like this to visit their temple, see what is going on and possibly purchase potions or other items. They are able to purchase any item that they are normally allowed to except for Holy Water. If they try and purchase Holy Water then they are told that the temple is out and no more is forthcoming. It is all being gathered up for a “special project”.
- **Gathering Information** – it seems as though there is always one person at the table that wants to find out what the dirt is in the streets. Here is there chance:
 - **DC10** – Tokis is threatening the borders again and it appears as though they have a new tactic that is winning them ground.
 - **DC 15** – Kalamar is pushing the Tokites harder than before. Apparently they are the force behind this new tactic and they are also getting impatient. Another development that is worrying people is the western encroachment on Pekal’s borders.
 - **DC 18** – The Legion of Thunder has recently moved out to Favido in an effort to reinforce the Legion of the Green Grass.
 - **DC 20** – The order has gone out to all religious houses in the city to stop selling Holy Water. The only people/organizations allowed to purchase holy water at this time is the government.
 - **DC 25** – A new general has taken over the Tokite forces and he is a necromancer of some power. Undead have begun showing up on the battlefield and the effect on the

One the PCs have had their fun in the city, proceed onto the meeting with Berlen.

Looking around the small room that you are in, you are reminded of all of the small rooms that you have ever been in for a meeting like this. You also realize that most of the trouble you have ever gotten into as an adventurer has started out in rooms very similar to this.

In the center of the table is a simple pitcher with water in it and seven clay cups around it. What interests you most however are the other people that have shown up for this meeting.

Standard PC introduction time. If they have not gotten to know each other while running around earlier, now is the time for them to introduce themselves to the rest of the team. Once introductions are over, proceed to Berlen and his offer.

The small man enters the room and quickly makes his way to the head of the table. Unrolling a scroll he looks around the room as if taking a mental inventory. Once he appears satisfied, he begins to speak in his squeaky, mono-tone voice.

“My name is Berlen, and I am the quarter master for the Pekalese Army. Against my better judgment it has been decided to use adventurers such as yourselves for a task that I feel better left to the hands of the army or even the Grey Legion. Yet my hands are tied.”

“The Kalamaran military have made a few changes in the Tokite front lines and they are creating chaos with our strategies. They have begin supplementing their troops with undead from both sides. If a soldier falls, there is a fairly good chance that he will rise again the next day as one that feels no pain, and follows orders to the letter. All in all, the more soldiers on both sides that fall, the more soldiers are created.”

“There are simply not enough clergy on our side to turn the tide here. They can only be in so many places at once and although it is an important part of our tactics to have clerics

on both the front lines as well as the rear for healing, we have to pull more of them to the front. This leaves us dangerously short on healing magic”.

“The idea arose that if we could disperse clerical magic to the common soldier, then we could possibly get through this tough time. Since learning of this new tactic, the temples of Bet Rogala have been working overtime to create as much holy water as possible.”

“We have accumulated 300 vials of holy water thus far, given the limits of silver in the city. This is the first such shipment. Once more refined silver is located and water is created we will be sending more to the front. It is feared that if transportive magics are used it may go haywire due to magstorms of increasing intensity. Flying it there is out due to the possibility of Tokite spies dispelling the magic and having our water come crashing to the ground. We had hoped that we could send it over the waves to an area close to Favido, where a regiment of soldiers is waiting to head to the front, but bribes to several sahuagin tribes have made that impossible. Which means that the water has to go over land.”

“Your mission is to take the holy water to the soldiers in Favido so that they can take it to the front lines. We don’t care how you do it, but most if not all of it must arrive safely.”

“Even as we speak a very large and very heavily guarded caravan is preparing to go to Lebolegido. It has been leaked that the holy water is on that caravan, which departs in four days. You and your group on the other hand, will depart in two.”

“Here are papers, they contain a manifest and orders to the City Guard to allow you to pass through the gates. Here are more papers. These are for the Carters Guild and show that you have paid to cart the items yourself.”

“If you choose not to do it, then tell me now. There are other adventurers waiting that will do it, however my sources tell me that you are the best team for the job.”

“So? I am sure you have questions. Lets get it over with so I can go back to my work...”

Q&A Time –

How do you transport 300 vials of holy water without breaking them? – **Very carefully.**

Why can't you just teleport them to the front lines? – **As I said before, teleport magics may disrupt the delicate balance of holy essence in the water. We would prefer if they were taken by a land route.**

How do you suggest that we transport them? **By land if possible. We have thought of flying them there however the Kalamaran military have various evil beasts patrolling the skies. Transport by air could be dangerous.**

How are they currently contained? – **They are not. Currently they are stored in a safe location on the compound. It will be up to you to devise a way to get them to their destination without breaking any of them.**

We have to build boxes? **You have to do what it takes to get them there. If you wish to stuff them in your socks and walk all the way then by all means. I am here to give you your assignment, not hand you the means to accomplish it.**

What is the holy water in now? **Currently the water is contained in three-hundred eight inch glass vials. They are wax sealed with a quarter inch of beeswax per vial.**

How much are we getting paid for this? **You will be paid based upon the experience that you bring to the table. Based upon what I have heard of your exploits and the fact that I do not negotiate, I am willing to offer:**

- **ATL 1 = 50 GP**
- **ATL 3 and 5 = 100 GP**
- **ATL 7 and 9 = 150 GP**

How long do we have? **It is about 140 miles to Favido. Taking a cart and horse and traveling carefully you should make about 20 miles a day. 10 days should be good for this trip. Try to get there sooner as our forces are taking a beating and this water is needed there.**

Teamsters/Porters? **They have been paid, and paid well to look the other way. If you wish to**

use them, remember that the more people that know that you are taking this water, the more possibilities for leaks, and I do not mean of the liquid kind. Heh.. heh.. heh. (This is the only attempt at humor that Berlen makes during the entire conversation)

Hewards Handy Haversack? Is it affected by magnostorms? **I am not sure to be honest. I would not be willing to take the chance. From what I understand of extra-dimensional spaces, they can get fairly confused when confronted with that kind of energy.**

Does the water have to stay in the vials? Can it be frozen? **I would recommend it staying in the vials simply because if you remove it from the vials then it will have to be put back in before it can be useful to the soldiers. That would mean you would have to transfer both a container of water and 300 glass vials, and create separate constructs for each. It is your choice however.**

Frozen? Although the concept of throwing holy snowballs is somewhat amusing, I think that the clergy of our fair nation would be appalled to think that you would do something like that to their holy elixir. Don't freeze it please.

Berlen concludes the interview by giving the PCs 300 gp. This is their expense money to create appropriate containers for the transfer of the holy water.

ENCOUNTER 1 **Ah, But for a Sip**

Summary: The PCs have 300 victories and 300 vials of holy water. How they get it to the front lines is up to them. This is a problem solving encounter that can take many different twists and turns as the PCs have to figure out how to safely transport 300 8 inch glass vials. Also considered a free form encounter as there is no real "right way" to do this.

You are standing in front of a small shed in the back of the quartermaster's compound. The door has been thrown open and inside you see glass. Lots and lots of glass. In fact, even members of the College of Magic have never seen this many potion bottles all in one place.

Each one of these eight inch vials sits are one inch in diameter and are on a table resting on a small cushion of hay and felt. A quick inventory (for those of you who can count) shows that there are indeed three hundred vials of holy water here. Each one is capped in beeswax and shows the sigil of the temple that created it.

Well, now what?

UNPREPARED DMs – If you have not had a chance to read through the encounter, then refer to one of the examples below and "wing it" as best as you can. The idea is to have a role playing encounter that you get to have a bit of fun with that allows the PCs to figure out a way to transport their holy water.

PREPARED DM's - If you are good at "winging it" then you will be okay with this encounter. If free form role playing is not your forte then as the player character moves off to search for something to do, you can slide them right into the INTRODUCTION without further ado.

There are about a zillion ways to transport the water given the rules from the meeting with Berlen. Some things that they should focus on:

- The bottles currently have a Fort Save vs any type of damage of 17. In other words, if there is a situation where you think that a bottle could be broken, roll a d20 and on a 16 or less, crunch.
- The PCs can create elaborate boxes, crates, padded shelves or come up with even MORE innovative solutions. The sky is the limit to what they can do as long as they can do it for the money that they have (or add if things get expensive) and can do it in two days.
- In the end it is up to you to determine the circumstance bonus to the Fort save for the vials. The bonus can be anywhere from +1 (they put it in a backpack) to +10 (they devised some elaborate gel like substance, filled the back of a wagon with it and put the vials in it). Again, this is all based on YOUR judgment. You are the GM after all.

Items that the PCs need to purchase can be found throughout Bet Rogala as can the services of carpenters, smiths, and other crafters of all sorts. Refer to table 4-1 on page

105 of the DMG for average costs for various hirelings, and then triple or even quadruple the price based upon how outlandish the PCs get in regards to their demands.

Some other things...

Notes on Free Form Encounters –

A free form encounter like this gives you, the GM room to stretch your wings and really wing it. You get to make up the DC's and you get to figure out what skills are needed in order for the players to succeed or fail in their endeavors. Some notes to help you along might help so...

1 – Skill DC's – Make them reasonable. If the players are trying something truly outlandish then sock up the DC's accordingly.

2 – Combat – Nothing in free form should ever devolve into combat. This is a time for them to be creative, call in some favors, yak it up with the local craftsmen/women and get a job done so that they can get on the road.

3 – HAVE FUN – This is absolutely a role-playing experience and each and every table will be different. When the players are talking to others about "How did your party manage to transport the holy water without breaking it?" every story will be different. And that is part of the fun of Free-Form.

4 – TIMING – Don't let free form take longer than fifteen minutes of real time. Remember that there are another 15 or so pages of scenario to get through!

When you and the players are done with your Free-Form, continue to Encounter Two.

ENCOUNTER 2 **Wagon's Ho!**

Summary - Beginning their journey is easy, though gloomy as skies to the north begin to slowly grow dark with storm clouds. PCs can see that quite a storm is brewing but there really is no way to get around it. The first day passes with nothing of note and they move into the next day only to find that a fellow traveler requires their assistance. But being as they are on a mission for the crown, should they stop and help, or continue onward? Another Problem solving encounter as well as a moral dilemma.

Help the helpless or continue onward? What's more important? The key here is that if they help the helpless, then waiting for them in Bet Rogala upon completion of their mission is a special reward.

GM Notes – Before the encounter begins, get a marching order for the PCs, their wagon/wagons, horses and such. You want them thinking that there may be an attack at any point of the trip. Once you have the marching order, read the following.

Things actually look promising, as you close your second day of travel southward to your goal along the main road that runs along Lake Eb'Sobet. There are clouds on the southern horizon, dark ones that are fat with moisture and violence, looking for a place to unleash. Taking a quick gage of the wind you think you are safe, for now.

Ahead you hear yelling, cursing, and the annoyed bray of a mule. About a hundred yards before you is a cart tilted at a precarious angle piled high with what could be dark hay or some other product. A man stands in front of the cart screaming his fool head off at two mules, who seem to be daydreaming.

Things the PCs can figure out from a distance are:

- DC5 Handle Animal check – the smell of manure is strong in the air today
- DC 10 Spot check – It appears as though the cart is mired in the mud
- DC15 Spot check – It appears as though the crazy old man is not armed. Hard to hide anything when you are wearing a shift shirt and a loincloth after all.
-

When the PCs approach, read the following:

As you approach, the dirty old man spins about and gives you a critical look. Turning to look back at the two forlorn mules he mutters "I'll be with you two in a minute."

Looking back at you he trembles for a moment and then straightens his very skinny frame. "You wish to do business with Fazad today? I seem to have two reluctant employees dat need to be put on a spit and a cart of de finest manure dis side of Bet

Rogala that is stuck in de mud! I am sure dat I can make you a wonderful deal on a bag or two?"

This fine gentleman (if he can currently be called that) is in a bit of a bind. Yet he is paranoid enough that he is having a bit of trouble asking for help. He has two problems:

1. His cart is stuck in the mud and pothole about 2 foot deep. To make matters worse, once the wheel is revealed, there is a crack in it that results in a break after just a few miles of stress.
2. His mules (Mariah and Meldin) are frankly sick and tired of his "wacko" behavior. They are not moving until they get an apology.

Play this up and have fun with it, especially the role playing with the mules. Here is what is needed to get them back on the road:

1. The PCs need to convince Fazad/Fazol that they are not going to rob him and only want to help him.
 - a. A DC 15+ATL Diplomacy check and good role-playing take care of this issue.
2. The PCs need to figure out what is wrong with the mules, and get them in the mood to work with the PCs so that they can get the cart out of the mud.
 - a. A DC10+ATL Handle Animal check placates the mules enough that they help pull the cart out.
 - b. *Speak with animals* allows the PC to communicate with the mules and find out what the problem is. Once that happens, a DC 10+ATL Diplomacy check for both the mules AND Fazad gets them back as one happy family.
 - c. The mules are stubborn as heck however a good threat may go a long way. DC 15+ATL Intimidate checks get them moving, however there is a 10% chance that the person doing the threats gets a 1d3 bite for his effort.
 - d. Wild Empathy is a wonderful thing, Our mules are currently "unfriendly" for the purposes of the check, which is a DC 12 + ATL.

3. Getting the cart out of the mud requires a DC 25+ATL Strength check in order to free it. The mules contribute +6 between them. The PCs have to provide the rest of the pull. Some things to consider –
 - a. There is 193 square foot of manure in the cart (minus the space for the small treasure chest in the center) Total weight of the manure is 900 pounds (rounded). Cart weighs 350 pounds. Total weight that needs to be moved is 1250 pounds.
 - b. Anything that is reasonable decreases the DC; options include putting boards under the wheels, using a large tree as a lever, telekinesis, or other ideas. Since adventurers are so creative it is impossible to figure out everything "the wackos" might do. Play it by ear and have fun with it.
4. Fixing the Wheel – Inspection of the mud encrusted wheel shows a fracture that need to be repaired. That can be taken care of via:
 - a. Profession Carpentry is a good one for this and hopefully they brought the tools with them. Taking a plank off of the cart and using it to brace the wheel requires a DC 10+ATL check.
 - b. *Mending* works wonders.
 - c. Other creative uses of skills and spells may also work. Use your best judgment.

After the PCs gain Fazad/Fazol's trust, he tries and be helpful but more often than not just gets in the way. Occasionally he reaches into the manure, grabs a bottle of an amber colored liquid, cleans off the mouth of the bottle, and takes a deep swig. It is hard to tell what the liquid is because of the smell. However if anyone asks he happily offers them a drink from the dung encrusted bottle with a wink and a smile.

Occasionally let the players know during this encounter that the skies are beginning to darken up. It is going to rain soon... and hard. This should be an incentive to their work.

By the time they have taken care of everything, it should have taken several hours (unless judicious use of magic was involved).

Once the PCs have moved on, you should move on to encounter three.

ENCOUNTER 3

Fee Fi Fo Fum

Summary – The wailing of the wind sounds like an grieving mother and to be honest, it's true! Fineira, mother of the Stormbringer clan has lost her only son and cannot find him. The father of the clan, Noran is out searching for the child and happens upon the adventurers. He explains his dire predicament and asks for their aid. If the child is not found soon the mother will literally bring the clouds to the ground so great is her grief. A Role Playing encounter if the PCs end up talking to him. Stupid PCs make this their final encounter as only an ATL 9 group has any chance against an angry storm giant when the weather is going his way as it is now.

It happened all at once. Before you knew it the rain came down, not as a drizzle but as a sheet. Blasts of lightning and thunder began to crackle around you and those with metal armor on actually began to feel hair on the backs of their necks start to rise. The wail of the wind screams like an angry mother around you as you pull visors and hoods up against the elements. You can barely see more than fifty feet in front of you and the road is becoming more slippery by the moment. If you cannot find shelter soon you might be in serious trouble...

It is fairly obvious that the PCs need to find shelter and find it soon.

- If they are taking the main road then they are less than a mile or so from Lake Eb'Sobet and there are caves and the like all about there that could be used as shelter. DC 10+ATL Survival checks find a suitable cave in about 10 minutes per check. If Survival is not available, then DC 12+ATL Search checks reveal the same.
- If they do not want to hole up in a cave they can find trees that shelter them from the worst of the rain. DC 8+ATL Survival checks find suitable trees in about 10 minutes per check. Again

when Survival is not available, Search checks work but the DC is 10+ATL.

Per *Salt and Seadogs*, the PCs take damage from Heavy or worse rain. Check the Rules Appendix for information on this effect.

Use the table in the rules appendix to assign damage for as long as the PCs are looking for shelter. Checks and saves should be made once per 10 minutes of searching. This is a bit different than the rules outlined in *Salt and Seadogs*; however those rules do not take into account the "tiering" system of RPGA events and the fact that 1st level characters may be playing along side 9th level characters.

ATL 1 – Heavy Rain effects
ATL 3-5 – Severe Rain effects
ATL 7-9 – Torrential Rain effects

Once the PCs have reached shelter allow them to get comfy for the night. Bed them down, set watches and generally do things that paranoid adventurers do for a good nights sleep. If you want to draw a generic map of the area and have them place out figs, feel free to do so.

At about 1am, whoever is on watch is in for quite a fright. Read the following to them quietly:

In the distance, through the rain you caught a glimpse of something in the last lightning flash. What causes you to worry is that it was larger than the tree it was standing beside. This giant of a man stands at least 20 feet tall, with flowing white hair and beard plastered back from the rain. With a bellowing voice he cries "DOLEN!" and falls silent. He looks toward the waves and then after waiting for a reply heaves a heavy sigh.

Find out what the PC on watch wants to do, while at the same time letting everyone know that someone just woke them from their slumber with a resonant yell.

If they decide to approach the storm giant read A. If they decide to huddle and hide, read B. In either case unless they decide to launch a pre-emptive attack, move on afterwards to Encounter 3 Q&A. If they decide to attack the storm giant, crush them.

A - The giant looks down as you call up to him. Squinting through the rain he takes you

in for a moment and then reaches down and places a hand as big as the back of a horse over your head to shelter you from the rain. Worry creases his brow and when you look him in the eyes, you see that not all of the water on his face is from the rain. "Have you seen my son?" he asks in a voice far gentler than you thought would be possible for such a large creature.

B – You huddle in your shelter as the giant moves off, away from you and your mission. Breathing a sigh of relief you begin to relax when the giant suddenly stops in his tracks. Turning, he looks in your direction and begins to move toward your shelter. He raises his hands in what appears to be a show of peace and then with a voice far gentler and filled with worry than you would have thought possible for a creature so large he speaks. "Have you seen my son?"

Encounter 3 Q&A

Who are you? ***I am Noran, Jarl of the Stormbringer clan. We live in the sea just east of here.***

We? ***My wife, son, and others of the tribe that I lead. All but my wife and a few others are out here tonight.***

Why? ***My son, Dolen is missing. Normally he returns before dark yet last night he did not. I calmed my wife yestereve, however tonight she is raging. With this he glances up at the skies.***

This storm is your fault? ***My wife grieves for the loss of our son and her feelings amplify her connection to the Storm Lord. I fear that if my son is not found soon that more than just the roads will be washed away. Already two of my kin have stopped ships from capsizing, yet we cannot be everywhere at once.***

Can we help? ***I would appreciate any assistance that you can offer in finding my son. My wife screams her pain into the night sky and I travel hard ground rather than the seas in search of him. All eyes are welcome.***

Where could he be? ***My kin and I have searched almost all of the places that he***

normally comes to on the land. I am not quite sure where else to look.

Almost everywhere? ***He is still small, and can fit in some of the caves that I can no longer go into. There is one such cave that he and his pet go to practice throwing lightning. It is but a short distance from here.***

Can you show us? ***Certainly. Although I cannot go in with you due to my size.***

If the PCs agree to help the storm giant, proceed to encounter 4.

If they decide to move on with their mission, remind them of the road conditions and that the storm is getting worse. If they decide to continue with the mission anyway then proceed to Conclusion X.

ENCOUNTER 4 The Lake Cave

Summary – Clues abound at the last place that the child was seen, a lake cave where he practiced throwing lightning bolts. Amidst the clues is the body of a young adult hippogriff. He is still alive though and if the party can nurse him back to health and gain his trust, Muck becomes a loyal friend, companion, and great aid to the search for the wayward son. Role playing (with a fantastic creature that acts like the world's largest feathered puppy dog when he likes you) and some investigation are part of this encounter. The clues show that he was abducted by humans or humanoids, and that he is probably still alive. There is even a dropped holy symbol to the Flaymaster to urge them on.

You arrive shortly at a cave complex overlooking Lake Eb'Sobet. The storm giant leading you made the trip more bearable as were able to stay in his wake and avoid most of the pounding rain that still pours all around you. Between the crashing of the storm and the pounding of the waves it is almost impossible to hear even the bellowing voice of Noran. Finally he shrugs his shoulders and points to a cave opening near the top of the shoreline.

If the PCs have a wagon with holy water in it, Noran gestures that he will look after it. There is really no way that they can take a wagon up the coral walls of the Cliffside and into the cave. If

they do not trust Noran, then they have to have someone stand watch. Not that they could stop the storm giant if he got a wee bit thirsty anyway.

The PCs must climb 30 feet to the opening of the cliff. The slippery rocks make the Climb DC 15. Remember that someone with a speed of 20 might have to make more checks than someone with a speed of 30. Also, Aid Another can be a very useful trick for things like this. If you see that a particular PC is having a problem, you might want to hint that a rope from someone that has successfully made it to the top decreases the DC on their climb checks (as per the PHB).

Once the PCs arrive at the top of the cliff and enter the cave, read the following:

Deep furrows lead into this cave on top of the cliffs. Dimly lit, the cave's floor is sandy and surprisingly dry. In the center of the cavern there is an indistinguishable lump that chatters and whimpers softly to itself.

Room description – North to south this room is about 90 foot deep and 60 foot wide. The walls are rough hewn and scorch marks can be made out in the dim light.

The chattering mound is Muck, a wounded hippogriff and boon companion to the young Stormbringer. He was severely injured in the fight to capture the young storm giant and lies near death. He currently has 2 hit points, and a move of 5. Otherwise his stats are normal. He occupies the four central squares of this room and if anyone approaches without extreme caution within 10 feet, he rears up and attacks. If someone bothers to go out and ask Noran, he becomes agitated and let them know that the creature inside is Muck, his son's pet.

Extreme caution in this case means:

- Move Silently check vs Muck's Listen +4. If he hears them, he attacks.
- Handle Animal DC 10+ATL. If you calm him down perhaps you can heal him.
- Wild Empathy – Remember that since Muck is a magical beast, the wild empathy check has a -4 penalty and the DC is 10 +ATL.
- Spells – Numerous spells work to calm him down or put him to sleep.
- Muck has an INT of 4 and can actually speak! He knows Avian, and not very

much of it. If a character can cast comprehend languages or tongues they can talk with him.

- Speak with Animals does not work because Muck is a magical beast and this spell only works on animal class creatures.

If the party heals Muck to at least half his hit points (13 hp) he slowly rises, looks around, and then sniffs the person that did the healing. With a screech of delight he then proceeds to gently peck, lick, and otherwise "love" all over the person, as that person is his new "second best friend" in the world.

As the summary says, treat Muck like the worlds biggest puppy once he is healed. He is anxious to go out and find his master.

A rather intelligent hippogriff, Muck speaks Avian. Not too intelligent though (INT 4) he speaks in broken Avian and then cannot always remember the word for something or another. However here is what he knows of the tale, it is up to you as the judge to break it up, mess with his grammar, and otherwise make it appear as though it is very difficult for him to get himself around the words.

Boy and I was here and he was throwing flashy shocky bolts at the stones. I feeled pain in my wing and saw stick sticking out of it. I get sleepy but hoot a lot and it goes away while boy gets hit with sticks too. Small boys come in and throw more sticks at boy and then fishy catchers on boy. Boy fall over and they drag boy away and throw more sticks at me til I fall over too. Then you come in and make the stickhurts go away. You know where boy is?

Scattered throughout the cave are clues that may lead the PCs to believe that Dolen was captured instead of killed, disintegrated, raised to a higher planar station or whatever. They are:

- DC 11 + ATL Search checks to find small scraps of cloth. They have a small amount of blood on them, however not enough to indicate a lot of blood loss. Showing these to the father reveal that they are scraps of what Dolen was wearing the last time he was seen.
- DC 13+ATL Search check – Buried under where Muck was sitting is a small piece of netting. This indicates that he

was captured, rather than killed. The same check also finds crossbow bolts, all broken off at the shaft. They have green goo on the end.

The same DC 13+ATL check from a different person reveals a small, but very strong pulley piton'ed into the ceiling of the cave mouth. Small wisps of rope are still visible in it. Characters can assume that this is how they got the storm giant son down from the cliff.

- DC 15 Profession (Alchemy) or Heal checks reveal that the goo on the end of the crossbows is a sleep inducing potion called **Ooraau**: This sleep-inducing substance is a boiled concoction made from the crushed innards taken from three varieties of snails usually dug or dredged from the harbor or found in the sands off the Loonan shore. There is not enough of it to make more and it cannot be taken as treasure.
- DC 20 Search check – just inside the cavern opening there is a small broken flat piece of stone tied to a leather tie. Knowledge (Religion) DC 10+ATL reveals that it is half of a broken holy symbol to the Flaymaster.
- DC 25 Search – a small scrap of red and green cloth with a gold band through it. Knowledge (Military) or Heraldry may allow the PCs to learn that the crossbowmen were part of an elite special forces unit from Tokis called Dark Arrows. These forces are feared due to their uncanny accuracy as well as the poisoned arrows that they use in battle. The DC is 20.

Talking to the father outside and telling him of the clues gets the following information.

“Someone has taken my son!” he cries and the lightning crackles dangerously close to you. Subsuming his temper, he looks down at your group. “If he has been taken then there are only a few places he could have gone to in such a short time without using magic. The Grelow Caves to the north would be a prime place to hide one his size.”

“Another place could be the old Storm Lord temple, but it has been sunk these many years. Yet it should be searched as well.”

“Friends, the caves are distant and numerous. My kin and I can cover the miles quickly and explore if you would look to the old temple for us? Will you?” He reaches into a pouch and pulls out a smaller pouch and hands it to your group. “The magic of the seaweed in that bag will enable you to breathe beneath the waves for a few hours. Please find my son so that we may take him home and stop this horrible storm.”

ENCOUNTER 5 **Swimming Lessons**

Summary - Tracks (or a helpful hippogriff) lead to a beach and the ocean. Gifts given to them by the storm giant enable them to breathe underwater for a limited time and in they go. Before they go they can barely see the top of what appears to be a glass structure about 500 yards off of the beach. On the way our intrepid band of adventurers is attacked by Sahuagin who have been displaced out of the temple by T'verek and his men. Off in the distance an underwater temple can be seen.

The seaweed of water breathing (which is not a treasure in case you were wondering) allows each PC one dose and enable them to breathe underwater for 2 hours. This is more than enough time to get to the temple.

You stand at the edge of Lake Eb'Sobet and look outward at the crashing waves. The sound pummels your senses yet in the distance you can barely see the top of what appears to be a building.

Much like fabled Atlantis, the Storm Lord's Temple was on a small island some five hundred to seven hundred feet offshore. There was a sand bar that led from the shore to the island, and a tunnel was built upon the sand bar to allow a grand entrance to the temple.

When an earthquake rocked the region, the substrata that the island was on shattered, sinking it some 40 feet to the bottom of this portion of the lake. The sand bar collapsed, carrying the tunnel with it.

Once the PCs enter the water read the following:

You slowly begin moving into the rocky water, slapped about like tenpins at a

carnival. Once you submerge yourself however the entire world changes. Calm fills your senses as liquid fills your lungs, yet you do not drown. You take a deep breath of cool water and feel it slide past your mouth. It is one of the most unusual feelings you have ever felt in your life.

The water is clear as you move out into the heart of the lake. At this depth, the water is calm and the lake is firm footing beneath your footwear. You begin to get accustomed to being underwater when you spy large broken pieces of clay on the floor of the lake. Following these clay pieces you soon spy what appears to be a tunnel in the distance.

Allow the PCs to take a few moments to get used to being underwater. Things change underwater and one of the most important of those is combat and movement. That becomes all too apparent in a few moments. Once they begin to approach the tunnel...

Approaching the tunnel you spy large blocks of kelp and other natural formations surrounding it. The tunnel itself slants upwards toward you at a forty five degree angle. It appears as though you will have to swim down it in order to gain access to the temple.

Allow Spot checks vs. the Hide skill of +8 to spot the sahuagin hiding in the kelp beds. Success indicates that the PCs are not surprised when they are attacked. Failure gives the sahuagin a surprise round.

ATL 1 – 3 Base Sahuagin

ATL 3 – 5 Base Sahuagin

ATL 5 – 7 Base Sahuagin +2 Base Sharks

ATL 7 – 5 Base Sahuagin + 2 Advanced Sahuagin + 2 Base Sharks

ATL 9 – 3 Advanced Sahuagin + 2 Superior Sahuagin + 2 Sharks

There are lots of things to remember about underwater combat, which is why there is a primer for it in the Appendix. Some quick tips:

- Spellcasting – Spells with verbal components can be cast, and work.

They may not work as normal, but you can still cast spells underwater.

- Speed is reduced greatly underwater. Check the appendix for tables.
- Ranged weapons are useless at medium or long ranges because of the drag that water places on the projectiles and the subsequent penalty (-2 per five feet). If you have an archer in the group, they better get pretty close.
- *Invisibility* does not give a miss chance because of the bubble of displaced water left behind. It still gives the 20% concealment though.

ENCOUNTER 6

“I am”

Summary - T'verek and company have holed up in the abandoned temple, and because of the way the structure was built, there is air in here once you go through the front! This twisted cleric has brought the Stormbringer son here to properly “indoctrinate” him into the fold. Once he is done here he can move his team complete with bodyguard to the front lines and help in the war effort for the Kalamaran side.

- Traverse the perils and traps of the front of the temple (trap finding and problem solving)
- Fight Markuk, the cleric’s war leader, and his skeletal wolves.
- Meeting the young Stormbringer, and trying to bring him to his senses while trying to fight off the evil T'verek and his henchmen. If the players were lucky and made a friend they might even have some help from a hippogriff crashing through the skylight.

Area X – Entryway – The entryway is half filled with water and at the beginning is a 45 degree angle tube. Because of the design of the tube there is actually fresh air at the end. The skylight grill in Area E provides a natural air inflow, allowing the temple to be filled with clean lake air. Bits of rubble and algae clutter the area.

Fresh air! You arrive on a small landing with two large bronze double doors in front of you. Apparently something about the slant of the pipe and perhaps something else allows air to be here. Or maybe it is magic? Whatever the case, you are at the entrance of the Storm Lord Temple.

Give the PCs a break here, allowing them to rest for a bit, heal, and perhaps check the door for traps (there are none). When they are ready proceed to Area A.

Area A – Entrance Chamber – Small puddles are in the area, evidence of leaks in the ceiling. Water drips from the ceiling in some areas, pooling around the floor.

This large chamber measures at its widest about forty feet across. Square stone columns hold the thirty foot roof above you, with small trickles of water coming down some of them, evidence of cracks in the roof. There are two small doors on the north east and west walls and a large set of double doors in the center of the northern wall.

When PCs reach within 10 feet of the double doors, a pressure plate in the floor (DC 20 Trap finding check to detect/DC 15 Disable Device taking 1d4 rounds to defeat) rings a small gong in area D. That alerts Markuk and his skeleton wolves, who arrive in the room from areas B and C in 3 rounds and attack.

If the trap is defeated, or detected, AND the party is quiet, they may be able to get through the double doors without alerting the warrior and his minions. Alter the descriptions to Area's B and C based upon the actions of this room.

ATL 1 – Markuk + 2 Base Skeletal Wolves

ATL 3 – Markuk +3 Base Skeletal Wolves

ATL 5 – Markuk +3 Advanced Skeletal Wolves

ATL 7 – Markuk + 5 Advanced Skeletal Wolves

ATL 9 – Markuk + 3 Superior Skeletal Wolves

Area B – Prayer Chamber – A number of skeletal wolves wait in this area for Markuk to call them. They have orders to go to Area A and attack anyone if the alarm is sounded. If the alarm was not sounded then they attack the PCs once they enter.

This small chamber was once used as a place for quiet meditation. Now water has ruined the resting cushions and warped the once proud woods.

There is no treasure in this area.

Area C – Sleeping Quarters – Markuk uses this as his sleeping quarters.

This small chamber was once used as a place for quiet meditation. Now water has ruined the resting cushions and warped the once proud woods. It appears as though someone recently inhabited this area, as it has been cleaned up somewhat, and the cushions have been rearranged.

There is no treasure here.

Area D – Warded Chamber – A ward has been placed on this door to insure T'Verek's privacy as he indoctrinates young Stormbringer.

The door opens and you instantly can tell that there is something wrong with the other door in front of you. Blood drips in strange patterns across it and the door literally thrums with power. There are large iron candle holders on the right and left of the hallway as well as brown, somewhat rotting tapestries behind them.

The door has been warded with a blast glyph from a *glyph of warding*. The glyph discharges if the door is touched without saying the proper command word (*Elysia*, T'Verek's mother). It can be identified as a *glyph* with a DC 13 Spellcraft check.

If the glyph is discharged it does electrical damage based on the ATL of the party. A Reflex save (DC 15) halves the damage.

ATL 1 -	1d8
ATL 3 -	2d8
ATL 5 -	3d8
ATL 7 -	4d8
ALT 9 -	5d8

There are numerous ways that the glyph can be discharged including:

- Dispel magic at the door DC 20
- Using one of the candelabra's (iron) to discharge it from a distance.
- Successful Disable Device DC 28
- Numerous other ways exist for enterprising PCs. Use your best judgment and be lenient as they are about to go into what could be a very bad fight.

Area E – Holy Chamber – Main Chapel of the temple, it is here that the PCs have their final encounter with T'Verek and his undead. They also have to deal with the young Stormbringer, by might or by words. If they deal with him correctly he turns the tide of battle. If things are looking very bad for the PCs, the skylight is shattered by Muck as he charges to the rescue of his master.

This large chamber stretches at least fifty feet beyond the doorway, with a moldy red carpet leading the way into the room. A cool breeze of fresh air slaps you in the face and as you look up you see a skylight, some 40 feet above you. Some of the panels are broken, allowing the occasional splash of water to spray in as the turbulent water above you continues to be rocked by the storms. Broken and long rotted benches lay crumbled along the walls to the east and west.

This large chamber once housed the congregation of the Storm Lord Temple yet now it is being used for a different ceremony. A strong and powerful man stands behind an altar chanting strange and painful words. Before the altar, kneeling is the young son of the house of Stormbringer. Even on his knees he is huge, easily standing 10 feet in height.

“To late you are! “ cries the man as he throws powder in the air and watches with a look of satisfaction as it settles upon the smaller storm giant. “I asked the Flaymaster for a bodyguard and this is what he gave me! What do you think?”

The young giant stands, and the black plate armor he wears glints evilly in the light from a skylight overhead. Sparks of lightning crackle in each hand as he slowly begins to advance on your group.

Out of the shadows, skeletal horrors from beyond the grave approach.

Terrain Issues –

The former benches have rotted over the years, and with the introduction of water have formed a somewhat slimy area for the PCs to work through. If the PCs move through areas marked in the DMs map and Battle maps as rubble they

are at half their move speed and must make Balance Checks if they come to a sudden stop.

Use the combat and tactics from the NPC Stats and Descriptions area for details on how these creatures fight. This is especially important at lower tiers. If you use Dolen to his fullest potential without reading the tactics, he will easily defeat ATL 1, 3, and possibly even 5 without any help. He is after all, a CR13 Storm Giant, even if he is just a child. If the PCs are fairly whittled down in ATL's 1, 3, and 5, you may want to consider dumbing him down from just being ensorcelled, giving him half actions or just having him stand there. The fight is bad enough without having to deal with a messed up storm giant child.

During this fight, the PCs can try to reason with Dolen, explaining that he has been brainwashed, tricked, and spellbound. Three successful Diplomacy checks vs DC 15+ATL will break him free from his charm and he will turn on his captors. With a scream he turns on T'Verek and ...

The boy that is Dolen speaks softly, but the voice quickly rises in volume to match that of his father. “I am your bodyguard no longer. I AM Dolen STORMBRINGER!” With a mighty crash lightning flashes from above, through the skylight and slams into the evil cleric.

T'Verek takes 1d6xATL in damage when this happens. This could end the fight right then. If not, we continue....

If things are looking bad for the PCs, the cavalry is just a GM's call away. T'verek at higher levels can be dangerous with the spells at his disposal. If things are looking bad for our team...

A loud crash blows over the battlefield at a shower of metal and glass falls from the ceiling. In a flurry of wing, claw, and beak, Muck enters the fray, tearing furiously at the cleric of the Flaymaster.

If this is used, concentration based spells are shattered and T'verek fights Muck for his life. It is probably a good bet that he loses that fight if a PC or two get involved.

When everything is said and done.....and the PCs have made it back to shore.

CONCLUSION

Conclusion A – PCs defeat the evil cleric and bring the young Stormbringer child back to his senses. Returning him to his parents, the skies immediately clear and the only rain falling is tears of joy from the mother. Father rewards the PCs with interesting gifts and promises them that when needed, he and his clan are there. They have made an ally. He conscripts Muck to take the holy water to its destination and their journey is over.

Dolen lays in the sand near you resting from the battle but suddenly looks up and to the north. Running down the beach his father sweeps him into his arms. Sitting on the shore you watch as the storm clouds part, revealing a bright patch of sunlight that slowly spreads across the sky.

“True friends indeed!” cries Noren as he sets his son on the ground and turns to face you. You have succeeded where me and my kin have not. There should be rewards for your efforts and I think I have just the thing here. Take these gifts from my people as a show of our gratitude,” he says and sets several things on the ground before him.

“As for your mission, I believe that we can help you with that as well. Yes, even the giants of the storms have heard of what transpires in Pekal, and for your aid, we aid you in return. Beneath the waves your waters

will be transported, and they will arrive safely at their destination. I do so swear.”

Taking his son in one hand, and your cargo in the other, the two storm giants step into the lake. With nary a splash, they vanish into the blue waters.

As you turn to head back to Bet Rogala, the sun shines for the first time in many a day. Treasure in your pockets, and a good deed done, you look to the north and spy a rainbow, a good omen indeed.

This concludes Stormbringer

Conclusion X –

You continued your journey without helping the Storm Giant and found the way difficult beyond belief. Every road was flooded and every hill was a slick slide that threatened to destroy your precious cargo with every foot traveled.

The rain has not let up in the past three days as you finally pull into Favido, where the army is currently stationed. You are paid your gold and sent on your way.

But somehow, you think you might have missed out on something greater...

This concludes Stormbringer

Awards

TREASURE

Reward for successfully completing mission by any means necessary –

ATL 1 – 50 gp

ATL 3 and 5 – 100 gp

ATL 7 and 9 – 150 gp

No other financial rewards. All other rewards are material and certified.

Certificates –

The cert pack should contain:

1 – Sapphire of Shock - Untiered

1 – Hippogriff Egg - Untiered

1 – Wand of Lightning - Tiered

6 – Masterwork Jewelry - Tiered

6 – Fame with the Pekalese Military

Total Certs - 16

Sapphire of Shock

This beautiful sapphire glows with a warm blue radiance and tingles in your hand if you hold it for too long. With the instructions given by the storm giant, you may graft it to another item confer the following properties:

1. Weapon Enhancement – *Shock* – per the DMG. As per Magic item creation rules you must attach a weapon enhancement to an already enchanted weapon of +1 value or better.
2. Armor Enhancement – When attached to an armor or Bracers of Armor the sapphire provides Energy Resistance 5 vs Electricity

Once attached in either of the two methods listed above it is impossible for the sapphire to be removed without destroying the enchantment. Due to the complex nature of the magics involved this item is considered SPECIAL and cannot be duplicated using Magic Item Creation unless you own an original copy of this certificate.

Market Price – 9,000 – Charges – No – Tradable – Yes

Hippogriff Egg –

This small dirty oblong ball is actually an egg of a hippogriff, given to you for your assistance in finding the young son of Stormbringer. There are several things that you can do with it.

1. Scrambled Eggs – If mixed with some green peppers and a dash of salt, it would taste pretty good!
2. Sell it – If undamaged, you can sell it on the open market for up to 1,000 Victories
3. Hatch it, Raise it, Make it a Friend – This is going to take a while:
 - a. You have to hatch it. This requires 4 non-consecutive NAA's. The NAA's must take place in a series of 10 NAA's though and cannot be spread farther apart than that.
 - b. You have to raise it. Besides the fact that there are not many places in Bet Rogala to raise a hippogriff you also have to feed the voracious beast.
 - i. 10 GP per scenario for food/shelter. You can spend more if you want!
 - ii. 1 NAA every 4 scenarios to denote the time you are spending with it to bond and train it. (You should have Handle Animal as a skill, and if not you should get it!)
 - iii. Total Raising – Training Time – 6 NAA's total.
 - c. Once raised you have to insure that it is trained so that it can become a mount/animal companion. Take the amount of money that you have spent on your feathery friend and divide it by 10. This is the bonus to your Handle Animal skill check. If you make a DC 25 skill check then you have a boon companion. If you fail, then you can spend another NAA and try again. You can retry this up to three times. If you fail on the third attempt, then your hippogriff has escaped and you never see him again. Otherwise you have a standard hippogriff per the MM as a friend and companion.

Circle which option you choose from the choices above. If you choose option 1, email

Alana.joli@kenzerco.com and let her know how you liked your omelets.

Experience Points

Experience is awarded to PCs based on the number of adventures the PC has 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	Tier 1	Tier 2	Tier 3
Introduction – Spending time to gather information	25	50	75
Encounter 1 – Finding a good way to package their holy water	50	100	150
Encounter 2 – Working with and helping the crazy pooh man	50	100	150
Encounter 3 – Peaceful encounter – Working with Noran	50	100	150
- Non-Peaceful Encounter – Defeating Noran in combat	500*	500*	500*
Encounter 4 – Discovering enough clues to continue to Encounter 5	50	100	150
Encounter 5 – Defeating/Eluding Sahuagin	50	100	150
Encounter 6a – Defeating Markuk	100	150	250
Encounter 6b – Defeating T'verek	100	150	250
Optional Roleplaying Experience	25	150	175
Total Experience	500	1000	1500
* If the PCs fight the storm giant email Alana.joli@kenzerco.com and give the names of the PCs and the Players.			

Appendix I: NPCs and Monsters

Our cast of characters – in order of appearance

Berlen – Pekalese Military Quartermaster General

Berlen is the person hiring the PCs and quite frankly wishes that he did not have to. He personally believes that adventurers are nothing but trouble and would wash his hands of them if he had his way about it. Short, nasaly, and very abrupt and to the point, he deals with everyone in the same manner. Quickly and efficiently. He is 44 years old, single, fat and balding, and likes long walks on the beach. (Exp 8, human (Kalamaran) male)

Fazul Ramadi – Jeweler Extraordinaire

Fazul first appears in encounter two and goes by the name of Fazad, and appears to be quite nuts. This is all a ruse. As he is slightly paranoid he typically does not hire guards for his caravans (they can be bought out you see), certainly does not hire out porters (they are lazy and will steal from your crates), and would never think of hiring on adventurers (all wackos, ya hear? Wackos!) to aid him. As Fazad, he carries the finest in horse dung that money can buy. If you annoy him he has no problem screaming and running around his cart, throwing dung at every opportunity. However if you help him, then perhaps he might be willing to share in the loot of the small chest of jewelry hidden under the poop. (Exp4/Rog 4, human (Kalamaran) male. Fazul is as skinny as a rail with shaggy black hair, 38 years old, and prefers expensive brandy (which he keeps in a bottle under the dung and drinks from often)

Noran Stormbringer – Storm Giant

Father of Doran, the young storm giant stolen by our antagonist, he is filled with guilt not only over the loss of his son, but with the thought of the damage that his wife is doing in her grief. Desperate to find a solution he turns to strangers in his quest to find his son.

Muck the Wonder-Hippogriff

Although you never hear him called that anywhere other than on this page, Muck truly is an incredibly loyal beast. Friend and boon companion to Doran, he lies injured in a cave awaiting heroes to save him and more importantly, save his master. Called Muck because of his propensity to come back from expeditions with more mud, dirt, and grime on him than his master, he is about as dangerous to his enemies as it gets, and as friendly as a puppy (literally!) to those that he befriends. For the purposes of this adventure Muck is not tiered. If low level PCs are stupid enough to screw with an angry hippogriff, then they have not seen what happened to Malfoy when he teased Buckbeak.

Muck the Wonder-Hippogriff Large Magical Beast ; CR 2; HD 3d10+9; **hp 25; Init +2; Spd** 50 ft., fly 100 ft. (average); **Space/Reach** 10 ft./5 ft.; **AC** 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +3; Grp +11; **Atk** Claw +6 melee (1d4+4); **Full Atk** 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2); **SA** -; **SQ** Darkvision 60 ft., low-light vision, scent; **AL** Always neutral; SV **Fort +6, Ref +5, Will +2**; Str 18, Dex 15, Con 16, Int 4, Wis 13, Cha 8

Skills: Listen +4, Spot +8 **Feats:** Dodge, Wingover

Language: Avian

Skills: Hippogriffs have a +4 racial bonus on Spot checks.

Carrying Capacity: A light load for a hippogriff is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

T'Verek – Cleric of the Flaymaster

T'verek mother would have been proud of him, as she always wanted him to be a military man. It would have been wonderful for her to see his ascension in the ranks of the Flaymaster's priesthood. That was not meant to be as she was the first devotional sacrifice on the altar of T'verek's ambition. Her lying upon the altar was a show of ultimate devotion to the Flaymaster, and one that was noticed. He is a twisted soul, and wishes others to follow his lead. Standing in at 6 ft tall and well muscled, his 30 year old frame holds piercing blue eyes and a deep, commanding voice

NPCs and Monsters – The Stat Pages

Encounter Five – Swimming Lessons

ATL 1 - 3 Base Sahuagin

15 15 15

ATL 3 - 5 Base Sahuagin

15 15 15 15 15

ATL 5 - 7 Base Sahuagin +2 Base Sharks

15 15 15 15 15 15 15 20 20

Base Fresh Water Sahuagin, Male Sahuagin Monstrous humanoid2 CR 2; Size: M Face: 5 ft. Type Monstrous Humanoid (Aquatic); HD (2d8)+2; hp 15;Init +1 (+1 Dex, +0 Misc); Spd Walk 30 ft., Swim 60 ft.; AC 16 (flatfooted 15, touch 11), Crossbow (Heavy) +3 120 ft./P (1d10 19-20/x2 Carried M) or *Trident +4 0 ft./P (1d8+3 20/x2 Both M) or *Trident (Thrown) +3 10 ft./P (1d8 20/x2 Both M) or *Talons +4/+4 0 ft./PS (1d4+2 20/x2 Primary M) or *Bite +2 0 ft./BPS (1d4+1 20/x2 Off-hand M); SA: Blindsense (Ex), Blood Frenzy, Saltwater Sensitivity (Ex), Light Blindness (Ex), Monstrous Humanoid Traits, Rake (Ex), Speak With Sharks (Ex), Water Dependent (Ex); Vision: Blindsense (30'), Darkvision (60') AL: NE; Sv: Fort +3, Ref +4, Will +4; STR 14, DEX 13, CON 12, INT 14, WIS 13, CHA 9

Skills and Feats: Handle Animal +4, Hide +6, Listen +6, Ride +3, Spot +6, Swim +10; Great Fortitude

Possessions: 1 Crossbow (Heavy), 1 Trident

Shark (Medium), Male Medium Shark Animal3 CR 1; Size: M Face: 5 ft. Type Animal (Aquatic); HD (3d8)+3; hp 20;Init +2 (+2 Dex, +0 Misc); Spd Swim 60 ft.; AC 15 (flatfooted 13, touch 12), *Bite +4 0 ft./BPS (1d6+1 20/x2 Primary M); SA: Animal Traits; Vision: Blindsense (30'), Keen Scent (180') AL: N; Sv: Fort +4, Ref +5, Will +2; STR 13, DEX 15, CON 13, INT 1, WIS 12, CHA 2

Skills and Feats: Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse

Possessions: Nothing. Sharks typically don't have pockets.

ATL 7 - 5 Base Sahuagin +2 Advanced Sahuagin + 2 Base Sharks

15 15 15 15 15 20 20 36 36

Advanced Fresh Water Sahuagin, Male Sahuagin Monstrous humanoid5 CR 2; Size: M Face: 5 ft. Type Monstrous Humanoid (Aquatic); HD (5d8)+5; hp 36;Init +2 (+2 Dex, +0 Misc); Spd Walk 30 ft., Swim 60 ft.; AC 17 (flatfooted 15, touch 12), Crossbow, Heavy +7 120 ft./P (1d10 19-20/x2 Carried M) or *Trident +7 0 ft./P (1d8+3 20/x2 Both M) or *Trident (Thrown) +7 10 ft./P (1d8 20/x2 Both M) or *Talons +7/+7 0 ft./PS (1d4+2 20/x2 Primary M) or *Bite +5 0 ft./BPS (1d4+1 20/x2 Off-hand M); SA: Blindsense (Ex), Blood Frenzy, Saltwater Sensitivity (Ex), Light Blindness (Ex), Monstrous Humanoid Traits, Rake (Ex), Speak With Sharks (Ex), Water Dependent (Ex); Vision: Blindsense (30'), Darkvision (60') AL: NE; Sv: Fort +4, Ref +6, Will +5; STR 14, DEX 14, CON 12, INT 14, WIS 13, CHA 9

Skills and Feats: Balance +4, Handle Animal +5, Hide +8, Listen +7, Ride +4, Sense Motive +2, Spot +8, Swim +10; Great Fortitude, Power Attack

Possessions: 1 Crossbow, Heavy, 1 Trident

ATL 9 - 3 Advanced Sahuagin – 2 Superior Sahuagin – 2 Sharks

36 36 36 43 43 20 20

Superior Fresh Water Sahuagin, Male Sahuagin Monstrous humanoid5 Ranger1 CR 3; Size: M Face: 5 ft. Type Monstrous Humanoid (Aquatic); HD (5d8)+(1d8)+6; hp 43;Init +2 (+2 Dex, +0 Misc); Spd Walk 30 ft., Swim 60 ft.; AC 17 (flatfooted 15, touch 12), Crossbow, Heavy +8/+3 120 ft./P (1d10 19-20/x2 Carried M) or *Trident +8/+3 0 ft./P (1d8+3 20/x2 Both M) or *Trident (Thrown) +8/+3 10 ft./P (1d8 20/x2 Both M) or *Talons +8/+8 0 ft./PS (1d4+2 20/x2 Primary M) or *Bite +6 0 ft./BPS (1d4+1 20/x2 Off-hand M); SA: Blindsense (Ex), Blood Frenzy, Favored Enemy (Humanoid (Human)) +2, Saltwater Sensitivity (Ex), Light Blindness (Ex), Monstrous Humanoid Traits, Rake (Ex), Speak With Sharks (Ex), Water Dependent (Ex), Wild Empathy (Ex) +2; Vision: Blindsense (30'), Darkvision (60') AL: NE; Sv: Fort +6, Ref +8, Will +5; STR 14, DEX 14, CON 12, INT 14, WIS 13, CHA 9

Skills and Feats: Balance +4, Handle Animal +7, Hide +10, Listen +7, Ride +4, Search +4, Sense Motive +2, Spot +8, Swim +12; Great Fortitude, Improved Bull Rush, Power Attack

Possessions: 1 Crossbow, Heavy, 1 Trident

Notes on Sahuagin special abilities.

Skills: A sahuagin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. *A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. *A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Blindsense(Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Saltwater Sensitivity(Ex): A fresh water sahuagin fully immersed in salt water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the Dungeon Master 's Guide).

Encounter 6a – Temple Entry Battle – Markuk and the Wolves

ALT 1 – Markuk – 2 Base Skeletal Wolves

20 15 15

Markuk, Male Human Ranger2 CR 2; Size: M Face: 5 ft. Type Humanoid (Human); HD (2d8)+4; hp 20; Init +6 (+2 Dex, +4 Misc); Spd Walk 30 ft.; AC 16 (flatfooted 14, touch 12), *Sword, Bastard +2 0 ft./S (1d10+2 19-20/x2 Primary M) or Axe, Throwing -6 0 ft./S (1d6+2 20/x2 Carried M) or Axe, Throwing (Thrown) +4 10 ft./S (1d6 20/x2 Carried M) or Shortbow +4 60 ft./P (1d6 20/x3 Carried M); SA: Favored Enemy (Humanoid (Human)) +2, Two Weapon Fighting Combat Style, Wild Empathy (Ex) +4; Vision: AL: NE; Sv: Fort +5, Ref +5, Will +2; STR 14, DEX 14, CON 14, INT 14, WIS 14, CHA 10

Skills and Feats: Climb +5, Handle Animal +5, Heal +5, Jump +3, Knowledge (Nature) +5, Listen +5, Move Silently +5, Ride +9, Search +7, Spot +6, Survival +5, Use Rope +3; Combat Expertise, Improved Initiative

Possessions: 1 Arrows (50), 1 Sword, Bastard, 2 Axe, Throwing, 1 Chain Shirt, 1 Explorer's Outfit, 1 Shortbow

Base Skeleton (Wolf), Male Wolf Skeleton Undead2 CR 1; Size: M Face: 5 ft. Type Undead; HD (2d12); hp 15; Init +7 (+3 Dex, +4 Misc); Spd Walk 50 ft.; AC 15 (flatfooted 12, touch 13), *Bite +2 0 ft./BPS (1d6+1 20/x2 Primary M); SA: Damage Reduction (Su), Immunity to Cold (Ex), Undead Traits; Vision: Darkvision (60') AL: NE; Sv: Fort +0, Ref +3, Will +3; STR 13, DEX 17, CON *, INT *, WIS 10, CHA 1

Skills and Feats: Jump +9;

ATL 3 – Markuk – 3 Base Skeletal Wolves

26 15 15 15

Markuk, Male Human Ranger3 CR 3; Size: M Face: 5 ft. Type Humanoid (Human); HD (3d8)+6; hp 26; Init +6 (+2 Dex, +4 Misc); Spd Walk 30 ft.; AC 16 (flatfooted 14, touch 12), *Sword, Bastard +4 0 ft./S (1d10+2 19-20/x2 Primary M) or Axe, Throwing -5 0 ft./S (1d6+2 20/x2 Carried M) or Axe, Throwing (Thrown) +5 10 ft./S (1d6 20/x2 Carried M) or Shortbow +5 60 ft./P (1d6 20/x3 Carried M); SA: Favored Enemy (Humanoid (Human)) +2, Two Weapon Fighting Combat Style, Wild Empathy (Ex) +5; Vision: AL: NE; Sv: Fort +5, Ref +5, Will +3; STR 14, DEX 14, CON 14, INT 14, WIS 14, CHA 10

Skills and Feats: Climb +5, Handle Animal +5, Heal +5, Jump +4, Knowledge (Nature) +6, Listen +6, Move Silently +6, Ride +10, Search +8, Spot +8, Survival +6, Use Rope +3; Combat Expertise, Improved Initiative, Weapon Focus (Sword (Bastard))

Possessions: 1 Arrows (50), 1 Sword, Bastard, 2 Axe, Throwing, 1 Chain Shirt, 1 Explorer's Outfit, 1 Shortbow

ATL 5 – Markuk – 3 Advanced Skeletal Wolves

42 32 32 32

Markuk, Male Human Ranger5 CR 5; Size: M Face: 5 ft. Type Humanoid (Human); HD (5d8)+10; hp 42; Init +6 (+2 Dex, +4 Misc); Spd Walk 30 ft.; AC 16 (flatfooted 14, touch 12), *Sword, Bastard +6 0 ft./S (1d10+2 19-20/x2 Primary M) or Axe, Throwing -3 0 ft./S (1d6+2 20/x2 Carried M) or Axe, Throwing (Thrown) +7 10 ft./S (1d6 20/x2 Carried M) or Shortbow +7 60 ft./P (1d6 20/x3 Carried M); SA: Animal Companion (Ex), Favored Enemy (Humanoid (Elf)) +2, Favored Enemy (Humanoid (Human)) +4, Two Weapon Fighting Combat Style, Wild Empathy (Ex) +7; Vision: AL: NE; Sv: Fort +6, Ref +6, Will +3; STR 15, DEX 14, CON 14, INT 14, WIS 14, CHA 10

Skills and Feats: Climb +6, Handle Animal +8, Heal +9, Jump +4, Knowledge (Nature) +12, Listen +6, Move Silently +6, Ride +10, Search +8, Spot +9, Survival +10, Survival (Natural environments) +12, Use Rope +4; Combat Expertise, Improved Initiative, Weapon Focus (Sword (Bastard))

Possessions: 1 Arrows (50), 1 Sword, Bastard, 2 Axe, Throwing, 1 Chain Shirt, 1 Explorer's Outfit, 1 Shortbow

Spells per Day: (0/1/0/0/0/0/0/0/0/0/0 DC:12+spell level)

Ranger - Known:

Level 1: Alarm, Animal Messenger, Calm Animals, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Detect Snares and Pits, Endure Elements, Entangle, Hide from Animals, Jump, Longstrider, Magic Fang, Pass without Trace, Read Magic, Resist Energy, Speak with Animals, Summon Nature's Ally I

Advanced Skeleton (Wolf), Male Wolf Skeleton Undead4 CR 1; Size: L Face: 5 ft. Type Undead; HD (4d12); hp 32; Init +6 (+2 Dex, +4 Misc); Spd Walk 50 ft.; AC 15 (flatfooted 13, touch 11), *Bite +7 0 ft./BPS (1d8+9 20/x2 Primary M); SA: Damage Reduction (Su), Immunity to Cold (Ex), Undead Traits; Vision: Darkvision (60') AL: NE; Sv: Fort +1, Ref +3, Will +4; STR 22, DEX 15, CON *, INT *, WIS 10, CHA 1

Skills and Feats: Jump +14;

ALT 7 – Markuk – 5 Advanced Skeletal Wolves

58 32 32 32 32 32

Markuk, Male Human Ranger7 CR 7; Size: M Face: 5 ft. Type Humanoid (Human); HD (7d8)+14; hp 58; Init +6 (+2 Dex, +4 Misc); Spd Walk 30 ft.; AC 16 (flatfooted 14, touch 12), *Sword, Bastard +8/+3 0 ft./S (1d10+2 19-20/x2 Primary M) or Axe, Throwing -1/-6 0 ft./S (1d6+2 20/x2 Carried M) or Axe, Throwing (Thrown) +9/+4 10 ft./S (1d6 20/x2 Carried M) or Shortbow +9/+4 60 ft./P (1d6 20/x3 Carried M); SA: Animal Companion (Ex), Favored Enemy (Humanoid (Elf)) +2, Favored Enemy (Humanoid (Human)) +4, Two Weapon Fighting Combat Style, Wild Empathy

Possessions: 1 Chainmail, 4 Holy Water (Flask), 1 Mace, Heavy, 1 Outfit (Explorer's), 1 Sickle
Deity: Flaymaster *Domains:* Law(You cast law spells at +1 caster level.) Destruction(You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.)

Spells per Day: (4/3+1/2+1 DC:12+spell level)

Cleric - Known:

Level 0: Create Water, Guidance, Inflict Minor Wounds, Resistance

Level 1: Entropic Shield, Summon Monster I, Detect Law

Level 2: Summon Monster II, Desecrate

Dolen Stormbringer, Male Storm Giant Giant3 CR 3; Size: L Face: 8 ft. Type Giant; HD (2d8)+12; hp 25;Init +2 (+2 Dex, +0 Misc); Spd Walk 20 ft.; AC 18 (flatfooted 17, touch 10), *Greatsword (Huge) +6 ./S (3d6+6 19-20/x2 Both H) or Longbow (Composite/14/Huge) +4 110 ft./P (2d6+5 20/x3 Carried H STR bonus to damage) or *Slam +6 0 ft./B (1d6+5 20/x2 Primary H); SA: Giant Traits, Immunity to Electricity (Ex), Water Breathing (Ex); Vision: Low-light AL: CG; Sv: Fort +8, Ref +5, Will +5; STR 20, DEX 14, CON 23, INT 16, WIS 12, CHA 15

Skills and Feats: Climb +7, Concentration +10, Craft (Weaponsmithing) +5, Diplomacy +2, Intimidate +4, Jump +10, Listen +6, Perform (Sing) +5, Sense Motive +6, Spot +6, Swim +12; Combat Reflexes, Power Attack

Possessions: Breastplate (Huge), Greatsword (Huge), Longbow (Composite/14/Huge),

Innate: Levitate

Skeleton (Human Warrior), Male Human Warrior Skeleton Undead1 CR 1/3; Size: M Face: 5 ft. Type Undead; HD (1d12); hp 7;Init +5 (+1 Dex, +4 Misc); Spd Walk 30 ft.; AC 15 (flatfooted 14, touch 11), *Scimitar +1 0 ft./S (1d6+1 18-20/x2 Primary M) or *Claw +1/+1 0 ft./PS (1d4+1 20/x2 Primary M); SA: Damage Reduction (Su), Immunity to Cold (Ex), Undead Traits; Vision: Darkvision (60') AL: NE; Sv: Fort +0, Ref +1, Will +2; STR 13, DEX 13, CON *, INT *, WIS 10, CHA 1

ATL 3 – T'Verek – Dolen – 3 Base Skeletons

37 40 10 10 10

T'Verek, Male Human Cleric5 CR 5; Size: M Face: 5 ft. Type Humanoid (Human); HD (5d8)+5; hp 37;Init +5 (+1 Dex, +4 Misc); Spd Walk 20 ft.; AC 16 (flatfooted 15, touch 11), *Mace, Heavy +5 0 ft./B (1d8+2 20/x2 Primary M) or Sickle +5 0 ft./S (1d6+2 20/x2 Carried M); SA: Rebuke Undead (Su) 4/day (turn level 5) (turn damage 2d6+6), Smite 1/day (Su), Spontaneous casting; Vision: AL: LE; Sv: Fort +5, Ref +2, Will +7; STR 14, DEX 12, CON 12, INT 15, WIS 16, CHA 12

Skills and Feats: Balance +-3, Climb +-2, Concentration +9, Diplomacy +6, Heal +8, Intimidate +2, Knowledge (Religion) +7, Search +6, Spot +4; Combat Casting, Combat Reflexes, Improved Initiative

Possessions: 1 Chainmail, 4 Holy Water (Flask), 1 Mace, Heavy, 1 Explorer's Outfit, 1 Sickle
Deity: Flaymaster *Domains:* Law(You cast law spells at +1 caster level.) Destruction(You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.)

Spells per Day: (5/4+1/3+1/2+1/0/0/0/0/ DC:13+spell level)

Cleric - Known:

Level 0: Create Water, Guidance, Inflict Minor Wounds, Resistance, Virtue

Level 1: Command, Divine Favor, Entropic Shield, Summon Monster I, Detect Law

Level 2: Bull's Strength, Hold Person, Summon Monster II, Desecrate

Level 3: Prayer, Summon Monster III, Contagion

Dolen Stormbringer, Male Storm Giant Giant5 CR 4; Size: L Face: 10 ft. Type Giant; HD (4d8)+24; hp 40; Init +2 (+2 Dex, +0 Misc); Spd Walk 25 ft.; AC 21 (flatfooted 19, touch 10), *Greatsword (Huge) +8 .S (3d6+8 19-20/x2 Both H) or Longbow (Composite/14/Huge) +6 110 ft./P (2d6+6 20/x3 Carried H STR bonus to damage) or *Slam +8 0 ft./B (1d6+6 20/x2 Primary H); SA: Freedom Of Movement (Su), Giant Traits, Immunity to Electricity (Ex), Water Breathing (Ex); Vision: Low-light AL: CG; Sv: Fort +10, Ref +5, Will +6; STR 22, DEX 14, CON 23, INT 16, WIS 13, CHA 15

Skills and Feats: Climb +10, Concentration +12, Craft (Weaponsmithing) +6, Diplomacy +4, Intimidate +7, Jump +12, Listen +6, Perform (Sing) +6, Sense Motive +6, Spot +8, Swim +15; Combat Reflexes, Power Attack

Possessions: Breastplate (Huge), Greatsword (Huge), Longbow (Composite/14/Huge),

Innate: Levitate

Skeleton (3)(Human Warrior), Male Human Warrior Skeleton Undead1 CR 1/3; Size: M Face: 5 ft. Type Undead; HD (1d12); hp 10; Init +5 (+1 Dex, +4 Misc); Spd Walk 30 ft.; AC 15 (flatfooted 14, touch 11), *Scimitar +1 0 ft./S (1d6+1 18-20/x2 Primary M) or *Claw +1/+1 0 ft./PS (1d4+1 20/x2 Primary M); SA: Damage Reduction (Su), Immunity to Cold (Ex), Undead Traits; Vision: Darkvision (60') AL: NE; Sv: Fort +0, Ref +1, Will +2; STR 13, DEX 13, CON *, INT *, WIS 10, CHA 1

Skills and Feats: ;

Possessions: 1 Scimitar, 1 Shield (Heavy/Metal), 1 Claw

ATL 5 – T'Verek – Dolen – 2 Advanced Skeletons

52 50 30 30

T'Verek, Male Human Cleric7 CR 7; Size: M Face: 5 ft. Type Humanoid (Human); HD (7d8)+7; hp 52; Init +5 (+1 Dex, +4 Misc); Spd Walk 20 ft.; AC 16 (flatfooted 15, touch 11), *Mace, Heavy +7 0 ft./B (1d8+2 20/x2 Primary M) or Sickle +7 0 ft./S (1d6+2 20/x2 Carried M); SA: Rebuke Undead (Su) 4/day (turn level 7) (turn damage 2d6+8), Smite 1/day (Su), Spontaneous casting; Vision: AL: LE; Sv: Fort +6, Ref +3, Will +8; STR 14, DEX 12, CON 12, INT 15, WIS 16, CHA 12

Skills and Feats: Balance +3, Climb +2, Concentration +10, Diplomacy +6, Heal +8, Intimidate +2, Knowledge (Religion) +11, Search +7, Spot +5; Channel Negative Energy, Combat Casting, Combat Reflexes, Improved Initiative

Possessions: 1 Chainmail, 4 Holy Water (Flask), 1 Mace, Heavy, 1 Explorer's Outfit, 1 Sickle

Deity: Flaymaster *Domains:* Law(You cast law spells at +1 caster level.) Destruction(You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.)

Spells per Day: (6/5+1/4+1/3+1/1+1/0/0/0/0/ DC:13+spell level)

Level 0: Create Water, Guidance, Inflict Minor Wounds, Resistance2, Virtue

Level 1: Command2, Divine Favor, Entropic Shield, Summon Monster I, Detect Law

Level 2: Bull's Strength, Hold Person2, Summon Monster II, Desecrate

Level 3: Bestow Curse, Prayer, Summon Monster III, Contagion

Level 4: Summon Monster IV, Orders Wrath

Dolen Stormbringer, Male Storm Giant Giant8 CR 7; Size: L Face: 10 ft. Type Giant; HD (5d8)+30; hp 50; Init +2 (+2 Dex, +0 Misc); Spd Walk 25 ft.; AC 23 (flatfooted 22, touch 10), *Greatsword (Huge) +18/+12 0 ft./S (4d6+12 19-20/x2 Both H) or Longbow (Composite/14/Huge) +8/+2 110 ft./P (3d6+10 20/x3 Carried H STR bonus to damage) or *Slam +17/+11 0 ft./B (1d6+11 20/x2 Primary H); SA: Freedom Of Movement (Su), Giant Traits, Immunity to Electricity (Ex), Rock Catching (Ex), Water Breathing (Ex); Vision: Low-light AL: CG; Sv: Fort +11, Ref +6, Will +7; STR 26, DEX 14, CON 23, INT 16, WIS 14, CHA 15

Skills and Feats: Climb +12, Concentration +15, Craft (Weaponsmithing) +6, Diplomacy +4, Intimidate +7, Jump +14, Listen +10, Perform (Sing) +9, Sense Motive +9, Spot +10, Swim +15; Cleave, Combat Reflexes, Power Attack

Possessions: +1 Breastplate (Huge), +1 Greatsword (Huge), +1 Longbow (Composite/14/Huge),

Innate: Levitate

Advanced Skeleton, Male Owlbear Skeleton Undead5 CR 2; Size: L Face: 10 ft. Type Undead; HD (5d12); hp 30; Init +1 (-3 Dex, +4 Misc); Spd Walk 30 ft.; AC 8 (flatfooted 8, touch 6), *Claw +1/+1 0 ft./PS (1d6 20/x2 Primary L) or *Bite -4 0 ft./BPS (1d8 20/x2 Off-hand L); SA: Damage Reduction (Su), Immunity to Cold (Ex), Undead Traits; Vision: Darkvision (60') AL: TN; Sv: Fort +1, Ref -2, Will -1; STR 10, DEX 4, CON *, INT *, WIS 0, CHA -9

Skills and Feats: ;

Possessions: 1 Claw, 1 Bite

ATL 7 – T'Verek – Dolen – 3 Advanced Skeletons

66 68 30 30 30

T'Verek, Male Human Cleric9 CR 9; Size: M Face: 5 ft. Type Humanoid (Human); HD (9d8)+9; hp 66; Init +5 (+1 Dex, +4 Misc); Spd Walk 20 ft.; AC 16 (flatfooted 15, touch 11), *Mace, Heavy +8/+3 0 ft./B (1d8+2 20/x2 Primary M) or Sickle +8/+3 0 ft./S (1d6+2 20/x2 Carried M); SA: Rebuke Undead (Su) 4/day (turn level 9) (turn damage 2d6+10), Smite 1/day (Su), Spontaneous casting; Vision: AL: LE; Sv: Fort +7, Ref +4, Will +9; STR 14, DEX 12, CON 12, INT 16, WIS 16, CHA 12

Skills and Feats: Balance +3, Climb +2, Concentration +12, Diplomacy +6, Heal +13, Intimidate +3, Knowledge (Religion) +13, Search +9, Spot +6; Channel Negative Energy, Combat Casting, Combat Expertise, Combat Reflexes, Improved Initiative

Possessions: 1 Chainmail, 4 Holy Water (Flask), 1 Mace, Heavy, 1 Explorer's Outfit, 1 Sickle

Deity: Flaymaster *Domains:* Law(You cast law spells at +1 caster level.) Destruction(You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.)

Spells per Day: (6/5+1/5+1/4+1/2+1/1+1/0/0/0/ DC:13+spell level)

Level 0: Create Water, Guidance, Inflict Minor Wounds, Resistancesx2, Virtue

Level 1: Commandx2, Divine Favor, Entropic Shield, Summon Monster I, Detect Law

Level 2: Bull's Strength, Hold Personx2, Resist Energy, Summon Monster II, Desecrate

Level 3: Bestow Curse, Cure Serious Wounds, Prayer, Summon Monster III, Contagion

Level 4: Cure Critical Wounds, Summon Monster IV, Orders Wrath

Level 5: Greater Command, Mass Inflict Light Wounds

Dolen Stormbringer, Male Storm Giant7 CR 8; Size: L Face: 11 ft. Type Giant; HD (7d8)+42; hp 68; Init +2 (+2 Dex, +0 Misc); Spd Walk 25 ft.; AC 25 (flatfooted 23, touch 10), *Greatsword (Huge) +18/+12 0 ft./S (4d6+12 19-20/x2 Both H) or Longbow (Composite/14/Huge) +8/+2 110 ft./P (3d6+10 20/x3 Carried H STR bonus to damage) or *Slam +17/+11 0 ft./B (1d6+11 20/x2 Primary H); SA: Freedom Of Movement (Su), Giant Traits, Immunity to Electricity (Ex), Rock Catching (Ex), Water Breathing (Ex); Vision: Low-light AL: CG; Sv: Fort +14, Ref +7, Will +10; STR 28, DEX 14, CON 23, INT 16, WIS 15, CHA 15

Skills and Feats: Climb +13, Concentration +16, Craft (Weaponsmithing) +6, Diplomacy +4, Intimidate +7, Jump +16, Listen +10, Perform (Sing) +10, Sense Motive +9, Spot +10, Swim +16; Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Power Attack

Possessions: +1 Breastplate (Huge), +1 Greatsword (Huge), +1 Longbow (Composite/14/Huge),

Innate: Call Lightning, Levitate

Advanced Skeleton, Male Owlbear Skeleton Undead5 CR 2; Size: L Face: 10 ft. Type Undead; HD (5d12); hp 30; Init +1 (-3 Dex, +4 Misc); Spd Walk 30 ft.; AC 8 (flatfooted 8, touch 6), *Claw +1/+1 0 ft./PS (1d6 20/x2 Primary L) or *Bite -4 0 ft./BPS (1d8 20/x2 Off-hand L); SA: Damage Reduction (Su), Immunity to Cold (Ex), Undead Traits; Vision: Darkvision (60') AL: TN; Sv: Fort +1, Ref -2, Will -1; STR 10, DEX 4, CON *, INT *, WIS 0, CHA -9

Skills and Feats: ;

Possessions: 1 Claw, 1 Bite

ATL 9 – T'Verek – Dolen – 3 Superior Skeletons

80 86 45 45 45

T'Verek, Male Human Cleric11 CR 11; Size: M Face: 5 ft. Type Humanoid (Human); HD (11d8)+11; hp 80; Init +5 (+1 Dex, +4 Misc); Spd Walk 20 ft.; AC 16 (flatfooted 15, touch 11), *Mace, Heavy +10/+5 0 ft./B (1d8+2 20/x2 Primary M) or Sickle +10/+5 0 ft./S (1d6+2 20/x2 Carried M); SA: Rebuke Undead (Su) 4/day (turn level 11) (turn damage 2d6+12), Smite 1/day (Su), Spontaneous casting; Vision: AL: LE; Sv: Fort +8, Ref +4, Will +10; STR 14, DEX 12, CON 12, INT 16, WIS 16, CHA 12

Skills and Feats: Balance +3, Climb +2, Concentration +14, Diplomacy +6, Heal +15, Intimidate +5, Knowledge (Religion) +15, Search +9, Spot +6; Channel Negative Energy, Combat Casting, Combat Expertise, Combat Reflexes, Improved Initiative

Possessions: 1 Chainmail, 4 Holy Water (Flask), 1 Mace, Heavy, 1 Explorer's Outfit, 1 Sickle

Deity: None *Domains:* Law (You cast law spells at +1 caster level.) Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.)

Spells per Day: (6/6+1/5+1/5+1/3+1/2+1/1+1/0/0/ DC:13+spell level)

Level 0: Create Water, Guidance, Inflict Minor Wounds, Resistances2, Virtue

Level 1: Commandx2, Divine Favor, Entropic Shield, Summon Monster I, Detect Law

Level 2: Bull's Strength, Hold Personx2, Resist Energy, Summon Monster II, Desecrate

Level 3: Bestow Curse, Cure Serious Woundsx2, Prayer, Summon Monster III, Contagion

Level 4: Cure Critical Woundsx2, Summon Monster IV, Orders Wrath

Level 5: Command, Greater, Inflict Light Wounds, Massx2

Level 6: ~~Glyph of Warding~~, Harm

Dolen Stormbringer, Male Storm Giant Giant8 CR 9; Size: L Face: 12 ft. Type Giant; HD (8d8)+48; hp 86; Init +2 (+2 Dex, +0 Misc); Spd Walk 25 ft.; AC 27 (flatfooted 25, touch 10), *Greatsword (Huge) +22/+16 0 ft./S (4d6+14 19-20/x2 Both H) or Longbow (Composite/14/Huge) +10/+4 110 ft./P (3d6+10 20/x3 Carried H STR bonus to damage) or *Slam +21/+15 0 ft./B (1d6+13 20/x2 Primary H); SA: Freedom Of Movement (Su), Giant Traits, Immunity to Electricity (Ex), Rock Catching (Ex), Water Breathing (Ex); Vision: Low-light AL: CG; Sv: Fort +14, Ref +7, Will +10; STR 30, DEX 14, CON 23, INT 16, WIS 16, CHA 15

Skills and Feats: Climb +15, Concentration +18, Craft (Weaponsmithing) +7, Diplomacy +4, Intimidate +8, Jump +18, Listen +10, Perform (Sing) +12, Sense Motive +9, Spot +10, Swim +18; Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Power Attack

Possessions: +1 Breastplate (Huge), +1 Greatsword (Huge), +1 Longbow (Composite/14/Huge),

Innate: Call Lightning, Chain Lightning, Levitate

Superior Skeleton, Male Troll Skeleton Undead6 CR 3; Size: L Face: 10 ft. Type Undead; HD (6d12); hp 45; Init +2 (-2 Dex, +4 Misc); Spd Walk 30 ft.; AC 9 (flatfooted 9, touch 7), *Claw +3/+3 0 ft./PS (1d6+1 20/x2 Primary L) or *Bite -2 0 ft./BPS (1d6 20/x2 Off-hand L); SA: Damage Reduction (Su), Immunity to Cold (Ex), Undead Traits; Vision: Darkvision (60') AL: TN; Sv: Fort +2, Ref +0, Will +0; STR 12, DEX 6, CON *, INT *, WIS 0, CHA -9

The Giant

Author's Note – If PCs are extremely stupid and actually decide to attack Noran, give them a round to see the folly of their ways. Noran will do everything in his power to try and make peaceful contact. If however the PCs are bound and determined to get themselves killed and continue to attack him, then comply with their wishes.

Noran Stormbringer, Male Storm Giant CR 13; Size: H Face: 15 ft. Type Giant; HD (19d8)+114; hp 203; Init +2 (+2 Dex, +0 Misc); Spd Walk 35 ft.; AC 27 (flatfooted 25, touch 10), *Greatsword (Huge) +26/+21/+16 0 ft./S (4d6+21 19-20/x2 Both H) or Longbow (Composite/14/Huge) +14/+9/+4 110 ft./P (3d6+14 20/x3 Carried H STR bonus to damage) or *Slam +26/+26 0 ft./B (1d6+14 20/x2 Primary H); SA: Freedom Of Movement (Su), Giant Traits, Immunity to Electricity (Ex), Rock Catching (Ex), Water Breathing (Ex); Vision: Low-light AL: CG; Sv: Fort +17, Ref +8, Will +13; STR 39, DEX 14, CON 23, INT 16, WIS 20, CHA 15

Skills and Feats: Climb +20, Concentration +26, Craft (Weaponsmithing) +7, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Perform (Sing) +12, Sense Motive +15, Spot +25, Swim +18; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

Possessions: 1 Breastplate (Huge), 1 Greatsword (Huge), 1 Longbow (Composite/14/Huge), 1 Slam

Innate: Call Lightning, Chain Lightning, Levitate

Appendix II: Additional Rules

1 – Effects of Heavy or worse rain on creatures – Source – Salt and Seadogs, p 93. Summarized for brevity.

Table 8-2: Rain Effects

Rain Force	Inches	Protection Required*	Nonlethal Damage***	Fort Save DC#
Light	0-2	---	---	---
Moderate	3-5	---	---	---
Heavy	6-8	Traveler's Outfit	(1 minimum)	10
Severe	9-12	Explorer's Outfit	1d4	15
Torrential	12+	Cold-weather Outfit	1d6	20
Snow, light or moderate	As rain	As rain**	---	As rain
Sleet	As rain	As rain	As rain	As rain
Hail	(1 ---minimum)		---	---

* Clothing (or equivalent) that automatically negates nonlethal damage (no Fort save necessary)				
** This damage counts as cold damage. A successful Fortitude save at the listed DC negates the damage.				
*** This damage counts as bludgeoning damage. A successful Fortitude save at the listed DC negates the damage. Ships do not take any of this Nonlethal damage.				
# If a character has some shelter from the rain, he gets a bonus to his save. Treat any overhead shelter as cover of the appropriate type (for example, the eaves of a house might be cover, while a large, covered pavilion might provide improved cover or even full cover).				

Underwater Adventuring – Taken from the SRD

AQUATIC TERRAIN

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8x10 feet if the water is clear, and 1d8x10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chestdeep water, or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Table: Combat Adjustments Underwater

Condition	Attack/Damage		Movement	Off Balance? ⁴
	Slashing or Bludgeoning	Tail		
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half ¹	–2/half	quarter or half ²	No
Firm footing ³	–2/half	–2/half	half	No
None of the above	–2/half	–2/half	normal	Yes

¹ A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

² A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

³ Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

⁴ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

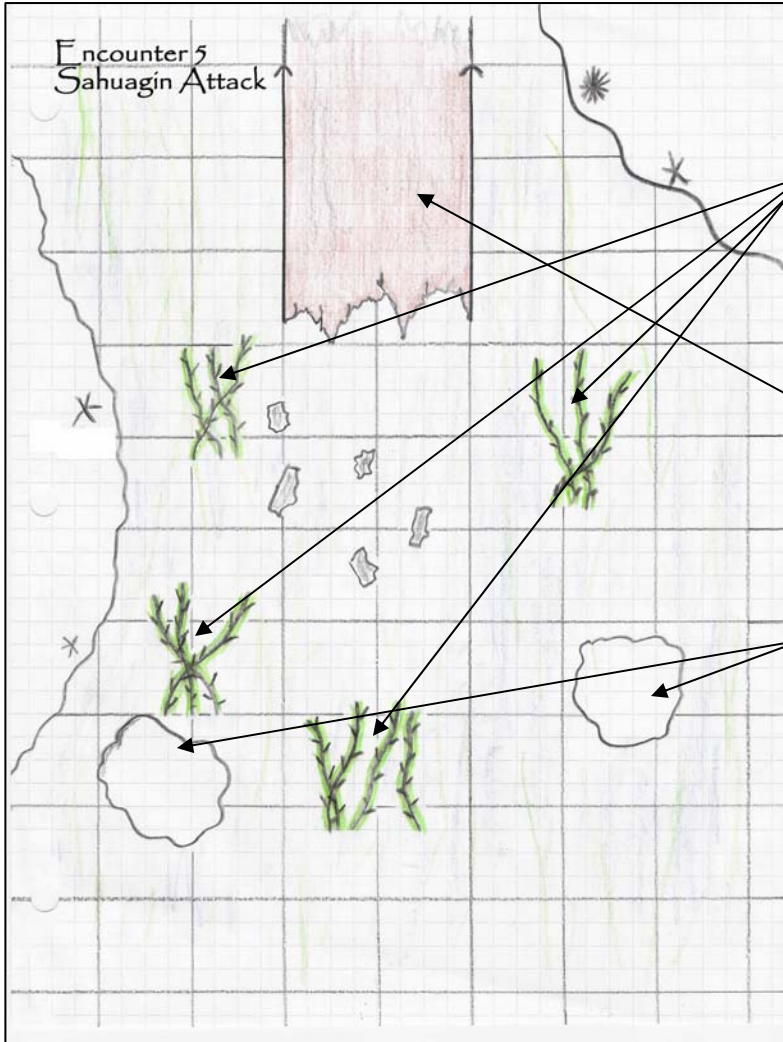
APPENDIX III: Maps

MAP 1 – AREA MAP FOR TRAVEL



Currently there is a battalion of troops awaiting the holy water shipment in Favido. The PCs travel from Bet Rogala to Favido which is about 125 miles away.

MAP 2 – SAHUAGIN ATTACK

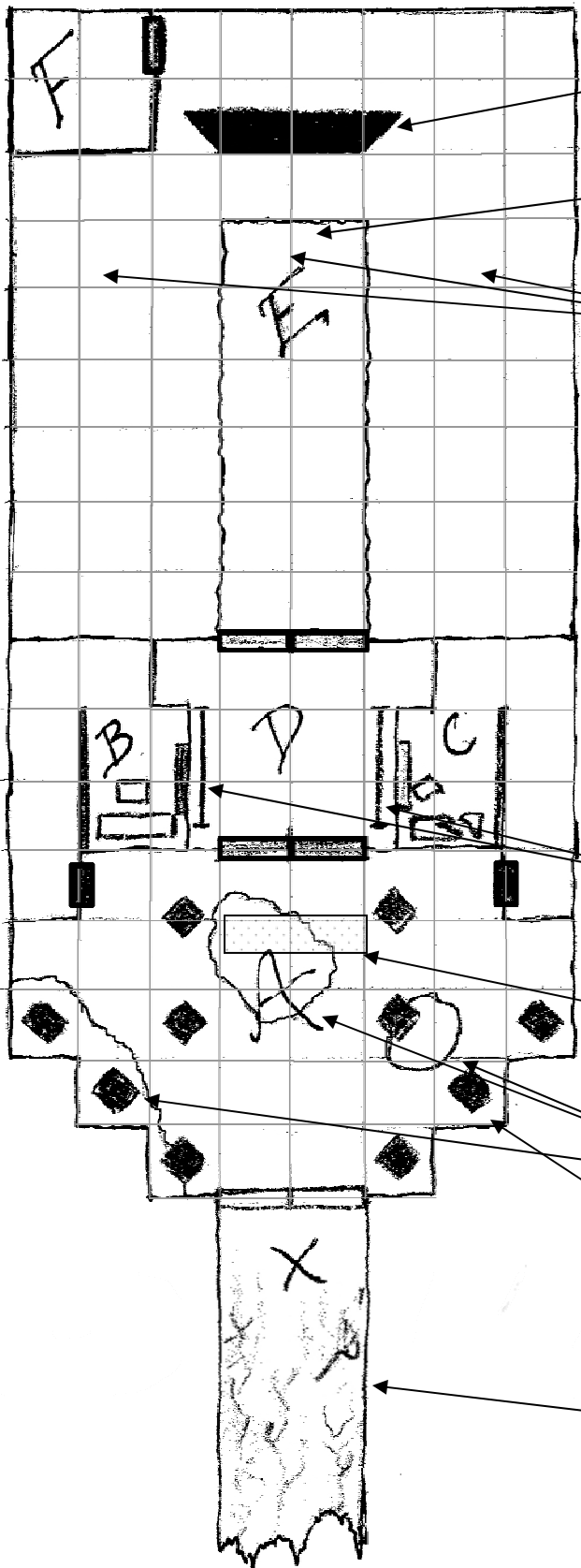


Sahuagin are hiding in the kelp beds. They have a +8 to their HIDE skill for purposes of opposed rolls.

Tunnel is 10 foot wide and raised about 20 foot off of the ground at a 45 degree angle. Characters will have to swim up to the opening in order to get in.

Stones cannot be walked through but they can be stood upon. They are five feet tall and give the PCs an advantage of higher ground.

Map 3 – The Underwater Temple



Altar is 4 foot tall and provides 50% cover. T'Verek stays behind the altar unless pressed.

Young Dolen Stormbringer stands in front of the altar and will not let anyone pass to the west of it to get to T'Verek

Minions for T'Verek stand in these areas. Summoned creatures take their places when they fall.

Candle holders and tapestries that can be used to deactivate Glyph of Warding on the double doors in northern D.

Pressure plate in floor that activates bells in rooms B and C. DC 20 Trapfinding to detect and DC 15 Disable Device to disarm.

Round areas are puddles of water and require a DC 10 Balance check to walk through without slipping

Pillars go all the way to the 15 foot ceiling.

Tunnel is filled with kelp and other underwater weeds. The last 10 feet however is filled with good air. The PCs can rest here briefly.