



LPJ9998

NEOEXODUS ADVENTURE:

GEL



**WRITTEN BY LEE HAMMOCK
AND CHRIS MCCOY**



REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK, THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.

“Gel” is an adventure for 4-6 characters level 6-8. All character classes will be useful but rogues, rangers and druids in particular will find their skills in demand. This adventure can be run any time characters are undertaking dimensional travel, such as teleporting or planeshifting, or as a sequel to the adventure “Cold Visitor”. Also characters could be shipwrecked on the island of Lannil with only slight modifications needed for the beginning of the module. No special abilities are needed for this adventure but the ability to inflict cold damage is a great advantage.

Much of this adventure happens on a schedule so the DM should read through it carefully and be familiar with the sequence of events before running this adventure.

BACKGROUND INFORMATION

The island of Lannil is a small, temperate island that is part of a small island chain far out to sea. The island is a rich source of sugar cane and has several ruins on it of historical importance, but other than these sources of interest there is little on the island that makes it valuable. There is a reef around the island making it difficult to land on or leave the island. Only on high tide, occurring this time of year at 3 AM and 3 PM, can a ship make it through the reefs unscathed.

The ruins on the island mark the place where a duel between two groups of wizards happened centuries ago. This duel destroyed several other islands in the chain and permanently warped the magical aura of the region. Ever since then, battle magic has been unreliable in the area around the island, giving it a reputation as a cursed land. Ships often go missing in the vicinity and more than few legends speak of monsters living on the island and kraken haunting the surrounding waters.

Despite these rumors, a druid has inhabited the island for the last eighty years by the name of Heslik Gunther. Heslik lived on the island to study a colony of slimes and oozes that had begun developing some rudimentary intelligence as it grew and thrived in an inactive volcano. He thought these creatures were the product of the strange magical energies around the island but later learned that the wizards who fought on Lannil used magically modified slimes and oozes as soldiers. Eventually the druid found records of some of these rituals and begun researching how to

perform them. Most of Heslik’s stay was a solitary one, but in the last two years a group of farmers and scholars settled on the island. Led by a sage named Jurik Poken, the newcomers settled on the one cove on the island and began constructing a small settlement there. While people actually wanting to settle on a cursed island initially disturbed Heslik, the settlers soon convinced him that they only wanted to farm the island. The druid made sure they obeyed certain methods for farming on the island but impeded the settlers little in other ways. They meant no harm to the island so Heslik was content to leave them alone. The settlers found Heslik a bit odd but the druid was so happy for company he kept his weirdness under control.

Four months ago, a new merchant came to the settlement to set up shop as a buyer and shipper of the island’s sugar cane. This merchant, named Davin Longtil, was actually a thief who had stolen some very valuable items and maps from an ogre pirate named Strong Kas the Red, whose territory is not terribly far from Lannil. Davin sought to hide out on Lannil for a few months and let things calm down before leaving the region entirely with his ill-gotten goods in tow.

Unfortunately two days before the arrival of the PCs, Strong Kas and his ship caught up with Davin. Strong Kas’ ship sailed into Lannil Harbor and took over the settlement of Lannil Point. Davin and many of the inhabitants fled in the chaos, so Strong Kas and his men began searching the island looking for survivors. Heslik soon learned what had happened and moved to stop the pirates. Unfortunately, the pirates had their own wizard and the druid was not able to best the pirates in open combat. Fleeing in the form of a bird, Heslik returned to his cave and came up with a new plan. Using an old ritual Heslik had been researching, he sought to transform himself into a powerful ooze creature but keep his mind intact. Regrettably, this ritual went awry because of the odd magic on Lannil, which transformed the druid into a Rotter Ooze; a giant, almost mindless blob of acidic protoplasm with no drive other than to feed.

And this is where the PCs enter the scene, stuck between a giant flesh eating blob and a group of angry pirates.

ADVENTURE SYNOPSIS

The PCs arrive on Lannil and are greeted by two young inhabitants of the town, Mina and Joshua, who had sought to escape the island using an old scroll of

Heslik's. They botched reading the scroll, however, and the twisted magic of the area brought the PCs to the island instead of provide the two teenagers with an escape off the island. Mina and Josh explain the situation on the island, the presence of the Rotter Ooze and the pirates, that the pirate boat is the only way off the island that they know of, and that most of the members of the settlement are dead.

The PCs then travel to the settlement to assess the situation and are attacked by the Rotter Ooze in transit. The PCs learn most of their weapons have little affect on the creature and hopefully end up fleeing toward the settlement. Once in the settlement the PCs begin a game of hide and seek with the pirates and the Rotter Ooze, trying to get off the island before either group finds them. To make things worse, the Rotter Ooze can create gel zombies out of its meals, causing more difficulties for the PCs. Once the PCs have explored part of the settlement, the Rotter Ooze attacks the pirate ship, sinking it, leaving only a fishing boat on the shore for the PCs to escape by.

Now the PCs must outfit the fishing boat and get off the island all the while dodging pirates, the Rotter Ooze and gel zombies.

CHARACTER HOOKS

"Gel" is a very easy adventure to involve the PCs in because they can be hijacked from any dimensional travel to end up on Lannil. Also, PCs traveling by boat may easily be shipwrecked on the island, especially if they are relying on magic for navigation. Characters traveling by other magical means, such as flying, may find the magical distortions around Lannil forcing them to land on the island.

FOR THE GM

The key thrust of this adventure is a feeling of impending doom. The Rotter Ooze, for much of the adventure, is unstoppable; only its low movement rate allows the characters to escape it. The characters should feel that as soon as they stop moving it will be on them and that the Rotter Ooze could be anywhere; behind any door or wall. The DM should describe events to make the PCs think they constantly hear the soft gurgling of the Rotter Ooze as it moves along and occasionally roll dice simply to raise PC paranoia. It is important though that the PCs not lose hope. Mina and Josh should tell the PCs early on their best chance is to run from the Rotter Ooze so the PCs realize they can stay alive by fleeing. PCs who insist on staying to fight despite the fact their weapons have little effect

should probably be given one chance to flee before being absorbed and turned into a gel zombie.

CONDITIONS ON LANNIL

Lannil is a temperate circular island roughly ten miles in diameter. The center of the island is a dormant volcano and the region between the volcano and the coast is covered either by forests or sugar cane fields. The island has very fertile soil and it is almost completely covered in greenery. The volcano at its center is long dormant and is riddled with caves formed by lava flows.

The weather on Lannil is usually temperate but occasionally powerful storms blow in. During these storms it is nigh impossible to navigate the reef successfully.

A dangerous reef surrounds Lannil and there is only one safe place to cross the reef. Even using this safe passage the reef can only be crossed during high tide at 3 AM and 3 PM. Trying to cross the reef at other times or other areas means the ship is going to run aground unless the PCs can make a Profession (Sailor) check, DC 30. If the ship runs aground it is considered holed and will start sinking. Characters forced to swim in the region around the reef will have to make a Swim check, DC 15, every round to avoid getting cut by the reef. If a character fails this check, the character takes 1d6 damage and will possibly attract sharks now that blood is in the water. Anyone still determined to make it through the reef may do so, but it will take that person 20+3D6 rounds and must to make a Swim check, DC 15, every round to avoid getting cut by the reef. If a character fails this check the character takes 1d6 damage.

Unfortunately, casting any type of magic can be rather difficult on Lannil because of the magic fluctuations in the area. Each time a spell, spell-like ability or magic item is used roll d20 and add the spell level of the spell cast to the roll. If the roll is over 15 the spell malfunctions; roll a d20 and check the result on the table below to see what happens. If the character casting the spell has 8 or more ranks in Spellcraft, Knowledge (*arcana*), or Concentration subtract -2 from the roll for each skill.

- 1-4 **Explosion:** A fireball erupts centered on the caster, doing 1d6 points of fire damage per spell level with a blast radius of 20 ft.
- 5-8 **Misdirected Spell:** Roll 1d4. Starting from the closest viable target from the original target count to the d4 die roll. This target is

the one actually struck by the spell. If the spell uses a template use the grenade-like weapon deviation rules.

9-12 **Overpowered Spell:** The caster level of the spell is increased by +5.

13-15 **Weakened Spell:** The caster level is reduced by -5.

16-17 **Energy Burst:** A cloud of lightning strikes erupts centered on the target of the spell, doing 1d8 points of lightning damage per spell level with a blast radius of 20 ft.

18 **Magic Dead Zone:** For a 5 ft. radius centered on the place where the caster is standing no magic will function for the next hour. This radius does not move with the caster.

19 **Magic Drain:** The caster loses all other spells of that level that he has prepared. Sorcerers and bards suffer no ill effect. Magic items stop function for an hour and all spell-like abilities of that same spell-type are lost for the day.

20 **Death Zone:** Everyone within 10 ft. of the caster must make a Fortitude save, DC 10, or die.

INTRODUCTION

The PCs begin their adventure on Lannil by being accidentally pulled there by Josh and Mina. This happens on the coast on the other side of the island from Lannil Point. The PCs can be pulled to Lannil while undertaking any type of dimensional travel, or if the PCs exist in the same world as Lannil they could simply be pulled to the island out of the blue because the teleport spell Josh reads reverses itself, bringing the PCs to Josh instead of transporting Josh. It is assumed that the PCs arrive on the island after being pulled there during dimensional travel. Read the following to the PCs:

You feel the strange sense of non-existence common to dimensional travel as you suddenly stop existing, in one plane at least. Normally this would be followed by a sudden jolt, a loud popping noise and the pungent odors of your target destination, but instead you get a sudden feeling of something pulling you down. You hear echoes of raised voices and feel a force pulling you down. Suddenly there is a loud popping noise and a rush of air filled with the scents of the sea. Waves can be heard not far behind you and birds sign out from many of the trees. The only landmark you can see is a pair of stone pedestals right next to

you. The two pillars, each fifteen feet tall and at least five feet wide at the base, curve slightly toward each other at the top of their height, creating an arch-like structure with a space in the middle. Both pillars are covered with carvings of some type. Before you stand to young humans, a boy and a girl, who both look very surprised at your appearance. The girl, looking annoyed turns to the boy and gives him a hard shove, almost knocking him over. "Good job, Josh!" she says. This is not where you wanted to be. In the distance, you notice a column of smoke and the sickly sweet smell of burnt sugar wafts to you.

If the PCs are entering this adventure after having played the adventure "Cold Visitor" read the following:

You exit the freezing chill of Praegelidus expecting to find yourself safely back home where your journey began. As you slip into a state of non-being between worlds you begin to feel a slight tug down, pulling you off course from your destination. Not wanting to go through any other unexpected stops you struggle against the pull but to no avail. You hear echoes of raised voices as the force pulls you down. Suddenly there is a loud popping noise and a rush of air filled with the scents of the sea. Waves can be heard not far behind you and birds sign out from many of the trees. The only landmark you can see is a pair of stone pedestals right next to you. The two pillars, each fifteen feet tall and at least five feet wide at the base, curve slightly toward each other at the top of their height, creating an arch-like structure with a space in the middle. Both pillars are covered with carvings of some type. Before you stand to young humans, a boy and a girl, who both look very surprised at your appearance. The girl, looking annoyed turns to the boy and gives him a hard shove, almost knocking him over. "Good job Josh!" she says. This is not where you wanted to be. In the distance, you notice a column of smoke and the sickly sweet smell of burnt sugar wafts to you.

If any of the NPCs from "Cold Visitor" managed to escape with the PCs, they can either end up on the island or be lost between worlds at the DM's discretion. It's recommended if more than two NPCs survived they get lost on the trip to Lannil.

The people present are Josh and Mina, who summoned the PCs here when the teleport scroll Josh tried to use went awry. They are initially fearful of the PCs. It shouldn't be hard for the PCs to convince the two adolescents that the party is not evil. The two teenagers will quickly inform the PCs of the sad

state of affairs on Lannil. They are also quick to add that the teleport scroll was found in Heslik's cave (*he pointed it out to them during a visit last month*) and there might be more useful stuff there. Josh and Mina are terrified of the Rotter Ooze, the gel zombies and the pirates but are not going down without a fight. They'll stick with the PCs if allowed, but won't let the PCs escape the island without them.

Mina and Josh tell the PCs the only way off the island now is to get a boat from the cove and sail it out past the reef at 3 AM or 3 PM, otherwise they'll crash on the reef. They suggest going to the village and trying to get a boat and sneak away under cover of darkness. The closest island, Mertee, is two days sail away. The PCs appear 6 miles from the settlement of Lannil point.

The PCs arrive at 9 PM on day 1. Daybreak is 6:30 AM and sunset is 7:30 PM.

THE PORTAL STONE

The Portal Stone is the center of the unusual magical effects cast on Lannil. It is a powerful artifact but has no effect other than to cause the unusual magical effects on Lannil active. It is slightly warm to the touch and is completely covered in runes. This portal is not operating and only usable one way by drawing people to Lannil. You cannot escape from Lannil from this portal.

AMBUSH!

As the PCs traverse the island towards the village, they run into the Rotter Ooze, which is out looking for a meal. This attack should occur at roughly 10:30 PM. The ooze has already devastated the town and fought the pirates, now it is now hunting in the forests for more food. Not being one for subtlety, the Rotter Ooze simply rolls toward the PCs with 5 Gel Zombies (*former settlers*). When the attack occurs, the PCs are on a trail leading from the place they arrived through the center of the island to the settlement and the Rotter Ooze is coming down the path toward them. They can hear it coming with a Listen Check, DC 15; otherwise they will see it when it enters the radius of their light source. The ooze and its zombies will attack with full force trying to slay the PCs and feed them to the ooze.

Josh and Mina will suggest the PCs run because as far as they know there is no way to harm the Rotter Ooze. If the PCs insist on fighting the Rotter Ooze, Mina and Josh will do their best. During the third round of the fight, Josh accidentally throws a frost pebble

at the ooze, setting the frost pebble off and causing noticeable damage. This will hopefully give the PCs a hint as to the weakness of the Rotter Ooze. Josh will explain the purpose of the frost pebble after the fight, saying that Davin Longtil, a merchant in the town makes them and that there are several more in town.

If the PCs manage to inflict more than 40 points of normal damage to the Rotter Ooze it will attempt to flee, but it's more likely the PCs will be forced to flee. Assuming the PCs flee, the ooze begins following them to the village at its rather slow rate of speed. If the PCs kill the Rotter Ooze bully for them! Now they just have a boatload of angry pirates and a village of gel zombies to deal with.

THE VILLAGE OF LANNIL POINT

When the PCs reach the village, both the pirates and the ooze have already done serious damage to it, destroying several buildings and killing all of the inhabitants except for Josh, Mina, Davin Longtil and Ben Rivers. The pirates have temporarily retreated to their ship to avoid the gel zombies, ten of which wander aimlessly about the village in a pack. The PCs can explore the village while dodging zombies and trying not to attract the attention of the pirates.

If the gel zombies see or hear the PCs, they will attack in mass until they or the PCs are destroyed.

If the PCs use any big flashy spells or engage in any combats longer than five rounds, the pirates will send a group of ten men ashore to investigate. It will take five minutes for the pirates to get ashore.

Read the following when the PCs arrive at the village:

This settlement looks more like a war zone than a farming village. Several buildings lay in ruins and to the west a silo burns, illuminating the entire town in an eerie, flickering light. Smoke rises in several areas and there are bloodstains in several areas, but no bodies. In the cove next to the village, a single galleon is moored flying the Jolly Roger high and proud.

Thanks to the burning silo, the PCs do not suffer lighting penalties while outside within the villages. Unless otherwise noted all the buildings in the village are single story buildings with basements.

The PCs have until 1:00 AM to search the village before the Rotter Ooze shows up and begins hunting them.



1. GENERAL STORE

One of the nicer buildings in the village, it has obviously been ransacked but not burnt down. Most of the windows are broken and the floorboards show signs of heavy acid burns on them. Each round the PCs are inside the general store they must make a Balance check, DC 10, or fall through the floor into the basement, taking 1d6 damage and creating quite a lot of noise, which will probably attract nearby gel zombies. When the PCs enter the general store read the following:

Once of the nicer buildings in the village, a new bright red sign on its front eve proclaims "Longtil's All You Need Store." Even though Longtil's has been thoroughly looted and most of the windows broken, it has yet to suffer serious structural damage like many of the other buildings have. Acid burns cover much of the floor, which creaks ominously when you cross it, hinting it might not be as strong as it looks. The room was once filled with shelves of simple trade goods, but they have all since been cast to the floor and scattered about.

If the PCs wish to search the room and succeed at a Search check, DC 10, they find the following: 12 gp, 56 sp, 32 cp, 50 ft. of hemp rope, 50 ft. of silk rope, 5 days of rations, backpack, bedroll, 2 bells, a winter blanket, 3 candles, 2 fishing nets, flint and steel, 2 belt pouches, 2 sacks, 3 pints of oil, 2 daggers, a spear and the trap door to the basement concealed under an old rug.

Within the basement, the PCs find Davin Longtil, quaking in fear of both pirates and gel zombies. Luckily, he has evaded detection thus far but continues to hide down here and has no plan for escaping the village. He is quite terrified and it will take some convincing to help him regain his composure. Davin simply wants to get out of all this alive and is willing to sacrifice anyone else to do it. He knows Strong Kas will kill him, given a chance, so Davin will counsel against making deals with the pirate captain.

Also in the basement are 2 barrels of fish, 2 casks of ale, 20 days of rations, 10 bushels of sugar cane, 10 torches, 2 lanterns, 20 frost pebbles, 10 square yards of canvas, 2 tents, 5 cords of firewood and heavy crossbow with 20 bolts.

2. BEN RIVERS HOUSE

This house has managed to avoid the worst of the destruction of the village, mainly because it looks so

decrepit the pirates assumed no one lived there and moved on. The Rotter Ooze likewise ignored the house because the ooze felt the cold from Ben River's ice chest, located near the door. When the PCs inspect Ben River's house read the following:

Obviously the home of a sailor, this decrepit building is surrounded by bits of sails, nets in need of de-tangling, broken oars and other fast off bits of maritime equipment. No doubt, it has seen better days.

Ben has barricaded himself in the house with several chairs. When the PC discovered that the door is barred shut they can either call out to Ben. With the help of two teenagers, they can easily convince the old sailor that the PCs are not another pirate raiding party. He will come out of his house and be quite friendly.

On the other hand, the PCs can also break down the door with a Strength check, DC 20, or chop it down with weapons. The door has hardness of 5 and 8 hit points. Once they break down the door and enter read the following:

The interior is poorly lit by a single sputtering lamp under a table but it is still evident the furnishings are of the same quality as the exterior of the building. There is a large wooden table dominating the room but all the chairs in the room had been piled up against the only door. Next to the door is a small metal chest, from which slight cold drafts can be felt. As your eyes get accustomed to the lightning an old man bursts up from beneath some junk in on corner of the room, longsword in hand. "You don't look like walking dead," he says with the hard accent of a man who grew up on the seas. "That means you must be pirate scum then!" With that he charges forward and attacks.

Ben Rivers will assume the door-bashing PCs are pirates, but if Mina or Josh are with the PCs, the two will convince him otherwise. If Josh or Mina are not with the PCs they can talk Ben down as long as they don't actually hit him. If they violently subdue him and then start talking, he is not going to be very likely to help them.

Assuming the PCs calm Ben down or never had to break down his door in the first place, he'll be willing to help them as needed, offering the services as a sailor to help them escape the island. Of course, they need a boat to do so and the only boats available are the fishing boat in the harbor and the pirate boat. Assuming the PCs convince Ben to aid them he will do what he can to help but will avoid combat,

claiming his age prevents him from being anything other than a hindrance in a fight.

3. TAVERN

The tavern is the only two-level building in the two, but the pirates used ballistae when they came into the harbor and destroyed most of the second story. The first story has partially collapsed because of the second story damage and the floors have been weakened by the gel zombies and the Rotter Ooze, which burned a hole through one of the walls as well.

If the PCs go on the second story, they must make a Balance check, DC 15, or fall through a weak point in the floor, taking 1d6 damage. If the PCs use any explosive spells or other disruptive abilities in the tavern the building will collapse, doing 3d6 damage to anyone inside unless a Reflex save is made, DC 12. A successful save means the character manages to get out of the buildings before being damage by falling debris.

Read the following when the PCs enter the tavern:

This building, the only two-story building in the village, is a rickety one that has seen extensive damage recently. The second story is in ruins with several ballista bolts poking through several major structural supports. Acid burns are present on much of the floor and the north wall has a six foot tall hole burned clean through it. The furniture in the tavern has been mostly destroyed, either by axe or by acid, and most of the tableware and food stuffs have been destroyed as well.

There are no bodies in the tavern, but numerous bloodstains where the owners and patrons were slain by the pirates and then taken by the Rotter Ooze. Josh was living on the second floor of the tavern and will want to investigate to see if any of his things survived if the PCs do not stop him. All of his belongings are now scattered through the wreckage.

If the PCs search the tavern and succeed at a Search check, DC 10, they find the following: 3 daggers, 1 silver dagger, 1 longsword, 7 gp, 56 sp, 104 cp, 2 sets of traveler's clothes, 3 days of rations, 2 lanterns and 2 torches. None of these items belong to Josh

4. CARTWRIGHT HOUSE

Lisa and William Cartwright unfortunately were some of the first victims of the Rotter Ooze when it attacked the town. The Rotter Ooze turned them into gel zombies but unfortunately damaged the building while exiting and collapsed part of it, trapping the

gel zombies inside. The front half of the building is partially collapsed while the rest of it is reasonably sound. The PCs will have to move several large pieces of debris to get into the building, requiring three Strength checks, DC 15.

Once the PCs get inside read the following:

This was once the home of a well to do farmer but the front half of it has collapsed, mainly due to massive acid burns that have charred deeply into the wood, as it appears. The inside has been ransacked. From the rubble near the front of the house, a soft moan can be heard, followed by a dull thud as some of the rubble is pushed aside. One of the shambling animated dead lifts itself from the debris, slime and ichor sliding off its body. Another rises behind it and both begin to advance with slow, stumbling steps.

If Mina is with the PCs, she screams and faints since these are her parents come back from the dead. The zombies will attack the PCs until they are destroyed or the PCs are killed. The gel zombies will chase the PCs out of the building, drawing the attention of the other gel zombies in the area. If the PCs stand and fight, all the gel zombies will converge on them.

If the PCs search the house and succeed at a Search check, DC 10, they find the following: a silver candelabrum worth 50 gp, a gold ring worth 20 gp, a masterwork longsword, 23 gp, 12 sp, 56 cp, and a heavy crossbow with 30 bolts.

In the basement there is enough food for 30 days for one person, 2 bedrolls, lots of extra clothes, 2 shovels, a scythe, a flail, and tools for repairing wagons.

5. SEED AND FEED SHOP

The economic heart of Lannil, this shop is where most farmers bought their feed and farming equipment and sold their crop. It is a rather large building; most of it is taken up by a warehouse-like storage space, which often ended up being used as overflow space for the silo. Most of the stores are empty because a ship recently left with most of the harvest. The pirates left the building alone for the most part, marking it for later plunder. Since there was no one inside the otter ooze left it alone as well. When the PCs enter the seed and feed shop read the following:

This building is a large, cavernous structure with no interior walls. There are lots of shelves however; dozen and dozens of them, most of which are empty. There are no signs of struggle or violence here, only a creepy feeling of emptiness. The shelves that are occu-



ried hold farming gear, seed bags and bushels of sugar cane. Near the door is a desk and chair with several books and ledgers on the desk.

If the PCs search the desk they find 305 gp, 238 sp, 420 cp, a magnifying glass, two frost pebbles, and a dagger. The ledgers contain no information of interest except stating that business has been down since Davin Longtil showed up four months ago.

6. SILO

This four-story structure was used to store sugarcane awaiting transportation off the island, but now it is a four-story inferno. The silo did not contain much in the way of sugar cane because of a recent shipment, but the sugar cane that did remain, combined with the wood of the silo, was highly flammable. One of the pirates accidentally dropped a lantern while looking in the silo and caught the sugar cane inside on fire, which has spread to the structure. The fire will spread to the ship supplies building at 1:00 AM if the PCs do not do something to prevent it. Otherwise the Silo will burn until 6:00 PM on day two.

If anyone stands within 5 feet of the silo they take 1d4 heat damage per round, and can Reflex save DC 12 for no damage. If anyone enters the silo they take 3d6 heat damage per round.

When the PC approach the silo read the following:

This silo was one probably used for the storage of crops waiting to be shipped off the island, but now it is a burning wreck. The heat is such that is difficult to come close to the silo and is probably impossible to survive going inside.

7. SHIP SUPPLIES

This small building is where the supplies for the fishing ship are kept, along with emergency supplies for the various transport ships that come to Lannil. It is a very messy room as it is only regularly used by Ben Rivers, and he is not a tidy man. The pirates passed it by for more interesting loot and the Rotter Ooze ignored it because there were no people around. When the PCs enter the ship supplies building, read the following:

This building is a mess, but it seems more so because of disuse than any active rummaging. Sails lay in haphazard stacks in one corner while oars, nets and planks that are messily stacked against the walls. It looks like there is sufficient gear to outfit a boat reasonably well.

Other than equipment to outfit a boat there is little of use in here. There is a sail the PCs need to get the fishing ship sea worthy and oars that can be used to steer a longboat.

If the PCs do not stop the silo fire, it spreads to this building at 1:00 AM of day two (*the first night the PCs are there*). For the next hour anyone entering the building takes 1d6 damage from the heat. After that hour, anyone entering the building takes 2d6 damage and all the equipment in the building is no longer useful. The building burns down completely at 8:00 AM on day two.

8. RUINS

All the ruins around the village are burnt down remains of dwellings for the local settlers. Most of these settlers were farmer and their homes were wooden dwellings of modest means. In each ruin there are may be a wall or two still standing, some crumbing support beams and a lot of burnt wood. If the PCs wish to search a ruin it requires 30 minutes and requires a Search check, DC 15. If the Search check is successful roll on the following table to determine what the PCs find:

D20 Roll	Item Found:
1	Pint of oil
2-3	Frost pebbles (1d4)
4	1 day of ration
5	Dagger
6	Torch
7	Lantern
8	1d6 gp
9	1d10 sp
10	1d20 cp
11	Map of the island
12	Spear
13	10 arrows
14	Barrel of mead
15	Cask of water
16	Loaf of bread
17	Bushel of sugar cane
18	Gold ring worth 50 gp
19	Suit of studded leather armor
20	Long sword

9. THE PIRATE SHIP

The pirate ship is a 3-mast galleon with a crew of 22 and three ballistae for armament. It is not particularly large or stout but it is fast on the open seas, especially

in the hands of a well trained crew. Strong Kas and his crew are able to use the ship's strengths effectively, attacking lone merchant ships while using their speed to avoid tangling with heavily armed ships. The name of the ship is the Martin Lilly, named after its first pirate captain, who met his end in a strange accident during the middle of a storm.

When the PCs reach the ship, there are 20 pirates on the ship in addition to Strong Kas and Mr. Goreton. During the night, only five pirates will be on watch on the deck while the rest are sleeping below decks. During daylight, ten pirates will be on deck with Strong Kas and Mr. Goreton while the rest are below decks working or sleeping. The attacks by the Rotter Ooze have made the pirates wary so they keep a steady eye out for threats to the ship. Any trouble will be met with a cry of alarm and a rain of crossbow bolts. The pirates have a "strong shoot first and search the bodies later" mentality, sort of like a lot of PC parties. If the pirates spot Davin Longtil, they will try to take him captive but will kill anyone else with him. Pirates below decks will take ten rounds to get on deck.

The ship is broken up into four areas. At the front of the ship is the forecastle where the ballista bolts and other supplies needed on deck are stored. At the back of the ship is the aft castle where Strong Kas and Mr. Goreton sleep, above which is the ship's wheel. Below decks is the crew quarters in the rear third of the ship and the cargo hold in the front two thirds. The entire ship is sixty feet from stem to stern. It is unlikely the PCs will make it on board the ship before it sinks.

When the PCs approach the ship, read the following:

The ship in the harbor is a relatively small one for a three-masted ship, obviously built for speed and maneuverability rather than toughness or cargo capacity. Three ballistae are visible on the decks, making it clear this is no simple merchant ship. High in the main mast a simple hand painted skull and crossbones flutter in the breeze.

.....

10. THE FISHING BOAT

Ben River's little fishing boat, the Hungry Snook, is a ramshackle craft almost as old as its cantankerous owner. It is a wooden boat of solid, if rickety looking, construction well suited to fishing in the waters around Lannil. Unfortunately it is not suited to outrunning or outfighting pirates. The ship can hold 10 people.

Unfortunately, on Ben's last trip out the sails on the Hungry Snook were torn and he has yet to replace them. New sails are in the ship supplies building. It takes 20 full round actions and a Professional (Sailor) check, DC 10. If the new sails are damaged, it will require 1 hour of stitching to make sufficient repairs on the old sails to make them useable.

THE OOZE ATTACKS

At 1:00 AM, the Rotter Ooze and its surviving gel zombies return to the village and begin hunting around the village for food. If it finds the PCs it will attack, only fleeing if it suffers more than 40 points of normal damage. If the PCs significantly damage the Rotter Ooze or put more than 300 ft. between themselves and the Rotter Ooze, it ignores them and goes after the pirate ship full of delectable morsels by surprising everyone by its ability to float on the water. It enters the lagoon and attacks the side of the pirate ship, quickly burning a hole through the ship's hull. The ship begins sinking immediately and the crew abandons ship, but eight die in the water, eaten by the Rotter Ooze (*if the Rotter Ooze has been injured it uses these eight victims to heal, otherwise it uses them to grow in size*). Twelve pirates, Strong Kas and Mr. Goreton make it to the shore and they quickly flee into the woods, hoping to avoid the Rotter Ooze.

If the PCs try and make it to the fishing boat while the Rotter Ooze is still in the area, it will attack both them and the boat, making the boat unseaworthy if it onboard for a single round. The PCs best bet is probably to try and lead the Rotter Ooze away from the village so they can get at the boat without attracting the creature's attention. The Rotter Ooze will send some of the surviving gel zombies in the village after the pirates while the ooze itself and a retinue of zombies chase after the PCs.

The Rotter Ooze moves much slower than the PCs so they can probably stay ahead of it with little effort, but any stops to sleep, prepare spells or strategize, they could possibly be disrupted by the Rotter Ooze or its gel zombies. Neither the zombies nor the Rotter Ooze have need to rest or to stop, so their pursuit will be relentless and constant. During their flight from the gel zombies, Mina and Josh will suggest the PCs visit Heslik's cave in the hope of finding something there to help.

HESLIK'S HIDEOUT

Heslik's home of many years is a cave created by lava flows when the volcano on Lannil was active long ago. The walls of the cave are very smooth and the entire place as a heavy, oppressive air. All the ceilings are ten feet tall. The entire cave smells distinctly sour and is very humid.

1. THE CAVE ENTRANCE

Read the following when the PCs approach the cave:

The entrance to Heslik's cave is ten feet tall and partially covered by hanging vines. Plants grow right up to the entrance; making it seem dubious anyone actually lives here. Swinging from the vines is a small monkey and when it sees you it begins screaming shrilly, creating a very loud and obnoxious noise.

The monkey is Heslik's animal companion Fester. Since Heslik's transformation, Fester has been hanging around the front of the cave, staying near the cave in case Heslik returns to normal and comes home. Fester saw the entire ritual and can described what happened if the PCs are able to converse with him. Unless the PCs try to make friendly overtures to Fester, he will assume they are interlopers and will scream at them, throw things and otherwise be annoying as long as the PCs are in the cave. Fester will recognize Mina and Josh but they already stole a scroll from the cave so Fester is none to happy with them either.

Fester: Int. 15, otherwise see Monkey in the SRD.

2. HESLIK'S ROOM

When the PCs enter Heslik's room read the following:

This room seems to have served as someone's living quarters but now it is in shambles. Acid burns are present all around the room and it seems like much of what was the furniture of this room has been destroyed. Half a bed lies in one corner while the burned fragments of books lay scattered about the floor haphazardly. Several shelves lie in pieces on the floor; holes burnt through the lower part of their structure. Little in this room has escaped serious damage.

If the PCs search Heslik's room they find 5 frost pebbles, 1 silver dagger, a masterwork staff, 2 potions of cure light wounds, a torch of continual flame, a wand of ice storm with 4 charges (10th level caster), wand of fireball with 8 charges (5th level caster), 2 potions of protection from acid, 1 potion of protection

from fire, 1 potion of neutralize poison and a collection of Heslik's notes. If the PCs inspect the notes, read the following:

The scraps of paper have suffered major damage and none of them fit together to make complete pages. Many of those sections of text that have survived are smudged or stained with liquid, making them difficult to read at best. You can make out the following though:

"...and the slimes on the island continue to demonstrate remarkable intelligence unlike any seen in similar creatures elsewhere. They understand pain and reward, making it possible to train them. Already they've learned not to come into the center of the slime room because doing so will earn them a punishment. A very..."

"...but the ritual seems to be what they used to create slimes from their humanoid minions. These wizards showed little concern for their followers, converting them to all manner of oozes and slimes to increase their power in battle. The actual effectiveness of this I doubt. Still the ritual does allow for some interesting research possibilities."

Reading any more of the text requires a Decipher Script check DC 20. If they succeed, read the following:

"The pirates have laid anchor in the harbor. I wasn't able to stop them. Their wizard and numbers were too much for me. I'll perform the ooze transmogrification ritual in the hopes then I can defeat them. I don't know if I'll ever change back."

3. SLIME CHAMBER

When the PCs enter this room read the following:

This room seems to be the central point of a small network of tunnels, all smooth walled like the others in the cave. This room is even more humid than the others and a sickly smells of rotting vegetation and meat permeate the room. In the center of the room are several candles, a bowl that has been knocked over; several empty bottles and a bloodstain. From down several of the side tunnels a soft gurgling and bubbling can be heard, and it seems to be getting louder.

This room connects several tunnels used by the local ooze population that Heslik has been studying. Normally this room is shielded by wards and other spell protections but since Heslik's transformation these have lapsed, leaving the PCs unprotected from an onslaught of hungry oozes. If the PCs run, they'll

be able to escape the cave easy enough and the oozes will not pursue, but if the PCs stay they will have a tough fight ahead of them. Five rounds after the PCs enter the room the various oozes will begin flowing down the tunnels toward them, stopping only when killed or the PCs flee. There is one ooze per tunnel.

Gelatinous Cube (3): See SRD.

Gray Ooze (2): See SRD.

Ochre Jelly (1): See SRD

These oozes are special in that they all have an Intelligence of 1 and are affected by mind influencing spells.

In the center of the room are the remains of the ritual components Heslik used in the transmogrification ritual. They are of little use now.

If the PCs search any of the tunnels after killing the oozes they lead down to a complex network of lava caverns, but these tunnels hold nothing of interest.

PIRATES!

Unless the PCs use some extraordinary means of avoiding the pirates, the PCs run into them at 4:00 AM. If the PCs are in Heslik's cave, the pirates enter the cave seeking to hide from the gel zombies chasing them. Otherwise the two groups simply stumble upon each other in the woods. If Davin is with the PCs the pirates will attack first and ask questions later. If he is not, the pirates will talk to the PCs and offer an alliance in the interest of destroying the gel zombies. At this point the pirates are more interested in getting rid of the zombies than the PCs. In either case, ten rounds after the pirates meet the PCs the gel zombies arrive, attacking everything in sight. Unless the PCs have taken extraordinary precautions the Rotter Ooze and the rest of the gel zombies show up ten rounds after that, meaning the PCs will have quite a battle on their hands if they try to stand and fight.

The pirates will flee the battle as soon as six of their number are slain or if Strong Kas is killed.

GETTING OFF THE ISLAND

Once the pirate ship goes down there is only one obvious way off the island: Ben River's fishing boat. The PCs need to get far enough from the Rotter Ooze so it does not attack them on the boat and destroy it. If they eventually kill the Rotter Ooze or leave it fighting the pirates, the PCs can get to the boat and set the sails, but even then they'll have to wait for high

tide to sail off the island. Until then, they'll have to hide near the shore, avoiding pirates and the ooze. Once high tide comes though the PCs can sail through the reef and out onto the open sea.

The island of Mertee is two days away, but there are several smaller islands the PCs can stop at if desired. Unfortunately, none of these islands have inhabitants or any resources other than trees and plants. With all the fishing gear on board it is easy enough to keep well fed but water may be an issue unless the PCs are well prepared. None of the small islands they encounter have fresh water supplies.

CONCLUSION

Assuming the PCs escape they probably are on a small boat with Ben Rivers, Mina, Josh and maybe Davin Longtil. Ben knows there is a village on Mertee where they can probably get transportation elsewhere and he hopes to set up shop as a fisherman there. Josh and Mina will try to accompany the PCs if allowed, becoming eager sidekicks if given half a chance (and each becomes 2nd level after this adventure, making them more attractive as sidekicks). Davin will try to slink away as quickly as possible, but he's not above stealing from the PCs given half a chance. Their next quest could be chasing Davin down to recover stolen property of their own.

The Rotter Ooze will remain on Lannil if it survives the PCs, eating those unlucky enough to land there and slowly creating an army of gel zombies. Unless someone is very stupid, the Rotter Ooze will remain trapped on the island. Strong Kas and company probably end up getting killed by the Rotter Ooze and joining its slime legion, but if you feel they are particularly interesting foils for the PCs the pirates could construct a raft of some sort and escape. The pirates will want revenge and will possibly coming looking for the PCs late if the pirates were wronged or betrayed by the PCs.

If you plan on playing the next adventure in the series, the PCs are hit by a storm the first day after leaving Lannil. Waves and rain lash the boat, breaking the mast and ruining the sails. Eventually the boat runs aground on a reef and quickly begins to sink, but as it begins to go under the PCs see another, much larger boat in the distance, sailing through the storm with loose, unkempt sails and an empty deck. The ship is obviously deserted, but the PCs have little choice. As the first character scrambles aboard he sees blood-



stains splattered across the deck. Maybe drowning was better?

ABBREVIATED SCHEDULE OF EVENTS

Day 1:

9:00 PM: PC Arrival

10:30 PM: PCs attacked by Rotter Ooze

Day 2:

1:00 AM: Fire spreads to ship supplies building.

Rotter Ooze attacks village, sinks pirate ship.

4:00 AM: PCs encounter pirates

8:00 AM: Ship supplies building burns down.

6:00 PM: Silo burns down

APPENDIX A: THE STAR OF THE SHOW

ROTTER OOZE

Always N Large Ooze

Hit Dice: 12d10+87 (160)

Initiative: -2 (Dex)

Speed: 10 ft (2 squares), swim 20 ft (4 squares)

AC: 7 (-2 Dex, -1 Size)

Base Attack/Grapple: +9/+18

Attacks: 2 slams + 14 melee (2d6+1d6 acid+5)

Face/Reach: 5 ft. by 5 ft. / 10 ft.

Special Attacks: Improved Grab, Engulf, Acid

Special Qualities: Damage Reduction 10/magic, Acid Immunity, Regeneration 5, Blindsight, Weakness of Mind, Growth

Saves: Fort +8, Ref -2, Will +2

Abilities: Str 20, Dex 7, Con 22, Int 5, Wis 14, Cha 3.

Skills: Hide +6, Move Silently +10, Climb +13.

Feats: Great Fortitude, Cleave, Great Cleave

Environment: Temperate Forest

Organization: Solitary

Challenge Rating: 13

Treasure: None

Rotter Oozes are highly acidic ooze creatures sometimes found in lush forest regions. They feast on all organic matter that comes across their path but prefer the flesh of living beings. Unlike other oozes, the creature possess a rudimentary intelligence and a nervous system, allowing them to act in a fashion more akin to an animal than other oozes. Because of

the low speed of the Rotter Ooze, it often acts as a scavenger instead of a hunter, usually taking the color of the internal organs and fluids of its most recent victims. This means a well fed Rotter Ooze is usually red. Unfortunately, the Rotter Ooze is a creature of eternal hunger so they are always on the hunt for food.

COMBAT:

Rotter Oozes usually use simple contact tactics: go after the closest, largest living being until you catch it and kill it. To this end they will go through walls, across water and knock down trees to get their prey.

Improved Grab (Ex): To use this ability, the Rotter Ooze must hit with its slam attack. If it makes a successful grapple attack, it can use the engulf ability.

Acid (Ex): Rotter Oozes secrete a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage. The creature's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). Metal or wooden weapons striking the Rotter Ooze also dissolve immediately unless a successful Reflex save (DC 19) is made. Magic items add their magical bonus to this save.

Engulf (Ex): Despite its slow speed, the Rotter Ooze can occasionally run over opponents of one size level below that of the Rotter Ooze, absorbing them within its gelatinous body. This requires a standard action during which the creature moves into the square occupied by the target. The Rotter Ooze merely has to move over the opponents, affecting as many as many as it can cover. Opponents can make attacks of opportunity against the cube, but they if they do they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed at a Reflex save (DC 16) or be engulfed; on a success they are pushed back or aside (*opponent's choice*) as the creature moves forward. Engulfed creatures suffer 2d6 damage each round while any metal or wood equipment suffers 40 points of damage each round. Any engulfed creatures are considered grappled and trapped within the Rotter Ooze.

When someone dies after being engulfed by the Rotter Ooze they are used to increase the size of the Rotter Ooze (*see Growth below*), completely consumed to heal the creature of 2d8 hit points or turned into a gel zombie. If turned into a gel zombie the body is forced out of the Rotter Ooze five rounds after death and is a fully functional gel zombie.

GROWTH FOR A ROTTER OOZE

Amount	Size:	AC:	Hp:	Face:	Reach:	Slam Damage:
1-2	Large	7	+5	5 ft. by 5 ft.	10 ft.	2d6
3-6	Huge	6	+5	10 ft. by 10 ft.	15 ft.	2d8
7-12	Huge	6	+5	10 ft. by 10 ft.	15 ft.	2d10
13-20	Huge	6	+5	10 ft. by 10 ft.	15 ft.	2d12
21-30	Gigantic	4	+15	15 ft. by 15 ft.	20 ft.	3d10

Immunity to Acid (Ex): The Rotter Ooze is immune to all forms of acid.

Regeneration (Ex): Cold deals normal damage to a Rotter Ooze.

Blindsight (Ex): Using scent and vibration, the Rotter Ooze has blindsight out to 60 ft.

Weakness of Mind (Ex): Unlike most oozes the Rotter Ooze is somewhat intelligent and can be affected by mind-affecting spells.

Growth (Ex): As the Rotter Ooze eats more animals it increases in size. See the table above for the change in the Rotter Ooze's stats to see how they change as more creatures are digested. Creatures turned into gel zombies are not counted against this total. Small creatures count as half a medium sized creature.

GEL ZOMBIE

Always N Medium Undead

Hit Dice: 4d12+3 (26)

Initiative: -2 (Dex)

Speed: 20 ft. (4 squares)

AC: 12 (-2 Dex, +4 natural armor)

Base Attack/Grapple: +2/+4

Attack: Slam +6 melee (1d6+1d4 acid+2)

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Acid

Special Qualities: Undead, Acid Immunity, Regeneration 1, Blindsight, Turn Immunity, Slow

Saves: Fort +1, Ref -1, Will +0

Abilities: Str 15, Dex 7, Con --, Int --, Wis 8, Cha 1.

Feats: Toughness

Environment: Any

Organization: Squad (6-10)

Challenge Rating: 4

Treasure: None

Gel zombies are created by Rotter Oozes to help the ooze hunt for more prey. They are created when the

ooze slays a creature by engulfing it and then spits the remains out with the creature's brain and nerves replaced by the slime of the Rotter Ooze. These gel zombies are completely mindless but are under the control of the Rotter Ooze. While they possess few of the Rotter Ooze's abilities the gel zombies do move faster than the ooze and are often used to coral prey back toward the ooze.

COMBAT:

Gel zombies normally advanced on their chosen target and try to drive it toward the Rotter Ooze. They show no fear and will walk into traps without concern. Other than chasing people and hitting them, gel zombies have no tactics.

Acid (Ex): The acidic ooze flowing through the gel zombies adds to the damage the zombie inflicts with its slam attack.

Immunity to Acid (Ex): Gel zombies are completely immune to acid.

Regeneration (Ex): Gel zombies take normal damage from cold and fire attacks.

Blindsight (Ex): Using scent and vibration, gel zombies have blindsight out to 100 ft.

Turn Immunity (Ex): Although they are undead, the creation process of gel zombies involved no negative energy. Gel zombies cannot be turned, destroyed, controlled or rebuked by clerics.

Slow: Gel zombies cannot run and can only take one standard action per round.

APPENDIX B: THE CAST

STRONG KAS THE RED AND HIS PIRATE BAND:

STRONG KAS THE RED

An ogre of surprising wit and leadership ability, Strong Kas has worked his way from a lowly deck-hand to commanding his own ship. Strong Kas rules by intimidation and harsh discipline, but he realizes that these means will only get him so far. To keep his men loyal, Strong Kas has made a practice of gathering information on easy targets and taking big hauls with minimal casualties. Also Strong Kas has instituted an onboard justice system that is equal to both officer and swabbie. By and large, his men are very loyalty to him. Strong Kas goes to great lengths to keep his word when possible, feeling that it shows his men he can be trusted.

Strong Kas wants the map and other items in the possession of Davin Longtil and cares about nothing else other than keeping his men alive and keeping their loyalty. Once the Rotter Ooze begins attack, though, Strong Kas is torn between leaving and losing face with his men or staying and letting more of them die. After the ship is destroyed, Strong Kas dedicates himself completely to destroying the ooze and will sacrifice anyone he has to succeed at this.

Strong Kas will keep his end of any deals he makes with the PCs, but he wants to punish Davin Longtil in addition to getting his property back. This punishment will probably involve Davin's untimely demise.

STRONG KAS THE RED

Male ogre fighter 7

LE Large Giant

Init: +0 Senses Listen +4, Spot +4, Darkvision 60 ft.

Languages: Common, Giant, Orc

AC: 18, touch 9, flat-footed 18 (-1 Size, +5 natural armor, +4 armor)

hp 92 (4d8+7d10+22 HD)

Saves: Fort +11, Ref +3, Will +4

Speed: 40 ft. (8 squares)

Melee: large masterwork greatsword +17/+12 melee (3d6+11)

Melee: large masterwork hand axe +16/+11 melee (1d8+6)

Base Atk: +10 Grp +20

Special Actions: Power Attack, Cleave, Great Cleave

Abilities: Str 22, Dex 10, Con 14, Int 12, Wis 12, Cha 10

Feats: Cleave, Great Cleave, Improved Critical (*greatsword*), Leadership, Quick Draw, Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Skills: Climb +11, Intimidate +5, Listen +4, Profession (*Sailor*) +12, Spot +4, Swim +16

Possessions: Large masterwork greatsword, masterwork chain shirt, five large masterwork hand axes, potion of cure serious wounds, potion of cure moderate wounds, potion of bull strength, potion of endurance, 142 gp, 67 sp, 34 cp

MR. PHINEAS GORETON, FIRST MATE TO STRONG KAS THE RED

Strong Kas' right hand man, Mr. Goreton is a dwarf with a disposition so sour he makes lemons jealous. Mr. Goreton's primary responsibility is dispensing discipline and punishments on Strong Kas' ship. Mr. Goreton is also a wizard of respectable power and often uses his spells to aid the crew. Unfortunately the magical fluctuations have made using magic of any type dangerous so Mr. Goreton will only use it as a last resort. Instead he will rely on craft and guile.

Mr. Goreton is very loyal to Strong Kas but not to the point of death. If things look particularly bad, Mr. Goreton will flee or simply let loose with every spell he has. Mr. Goreton is a crafty individual and he rarely lets himself get back into a corner. He's always willing to cut a deal with the devil to come out ahead. And like all good 1st mates he'd like to be captain one day.

MR. PHINEAS GORETON

Male dwarf rogue 2/wizard 6

LE Medium Humanoid

Init: +2 Senses Listen +3, Spot +5, Darkvision 60 ft.

Languages: Common, Draconic, Dwarven, Giant

AC: 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection), +4 vs. Giants

hp: 34 (6d4+2d6+8HD)

Resist: evasion, stability, +2 vs. poison, +2 vs. spells and spell-like abilities

Saves: Fort +5, Ref +7, Will +6

Speed: 20 ft. (4 squares)

Melee: +1 dagger +5 melee (1d4+1)

Ranged: +1 dagger +6 ranged (1d4+1)

Ranged: light crossbow +6 ranged (1d8)

Base Attack: +4 Grp +4

Special Actions: sneak attack +1d6, +1 on attack rolls vs. goblinoids

Wizard Spells Prepared (CL 6th)

3rd - fireball (DC 15), hold person (DC 15)

2nd - resist elements, flaming sphere (DC 14), invisibility, scare (DC 14)

1st - endure elements, magic missile, cause fear (DC 13), shield

0 - detect magic, ray of frost (DC 12), mending, resistance

Abilities: Str 11, Dex 14, Con 12, Int 15, Wis 12, Cha 8

SQ: familiar (*rat*), trapfinding, stonecunning, weapon familiarity (*dwarven waraxe, dwarven urgosh*)

Feats: Alertness (*familiar*), Brew Potion*, Combat Casting, Scribe Scroll*, Skill Focus (*Intimidate*), Skill Focus (*Swim*)

Skills: Appraise +7 (+9 on stone and metal items), Balance +7, Climb +5, Concentration +7 (+11 when casting defensively), Intimidate +9, Listen +3, Profession (*Sailor*) +12, Sense Motive +6, Spellcraft +8, Spot +5, Swim +8, Use Rope +7

Possessions: Bracers of armor +2, potion of cure moderate wounds, +1 dagger, scroll of fly, scroll of invisibility purge, light crossbow, 50 bolts, quiver, 34 gp, 67 sp, 35 cp.

Spellbook: 0- detect magic, detect poison, daze, flare, light, mage hand, arcane lock, prestidigitation, ray of frost, read magic, message, mending, resistance; **1st**- alarm, hold portal, endure elements, magic missile, obscuring mist, cause fear, shield, unseen servant, comprehend languages, detect secret doors, identify, charm person, sleep, chill touch, ray of enfeeblement, burning hand, feather fall, magic weapon; **2nd**- arcane lock, protection from arrows, web, Melf's acid arrow, spider climb, summon monster II, summon swarm, locate object, continual flame, magic mouth, mirror image, cat's grace, bull's strength, endurance, knock, resist elements, flaming sphere, invisibility, scare; **3rd** - fireball, hold person, dispel magic, stinking cloud, fly, haste.

*= Bonus wizard feats.

PIRATES OF THE RED -20

Strong Kas' pirates are a motley lot but loyal and relatively skilled. They are in piracy for the money and the freedom with few getting any special joy out of killing. This does not make them moral people by any stretch of the imagination; they simply prefer robbery to simple killing. They will defend their captain and

fellow crewmates against bad odds, but not against overwhelming odds. They are very loyal to Strong Kas but most have little liking for Mr. Goreton.

PIRATES OF THE RED

Male and female human warrior 4

N Medium Humanoids

Init: +1 Senses Listen -1, Spot -1

Languages: Common

AC: 15, touch 11, flat-footed 14 (+1 Dex, +3 armor, +1 shield)

hp: 24 (4d8+4 HD)

Saves: Fort +5, Ref +2, Will +0

Speed: 30 ft. (6 squares)

Melee: longsword +6 melee (1d8+1)

Ranged: light crossbow +5 ranged (1d8)

Base Attack: +4 Grp +5

Abilities: Str 13, Dex 12, Con 13, Int 9, Wis 9, Cha 9

Feats: Skill Focus (*Profession (Sailor)*), Skill Focus (*Swim*), Weapon Focus (*Longsword*)

Skills: Climb +3, Profession (*Sailor*) +8, Swim +10

Possessions: Studded leather armor, small wooden shield, long sword, light crossbow, 30 bolts, 1d6 gp, 1d8 sp, 1d10 cp.

PEOPLE OF LANNIL POINT

MINA CARTWRIGHT

Daughter of William and Daphne Cartwright, the Cartwright family arrived on the island with the first settlers and has dominated the wagon building and repair trade in Lannil Point. The Cartwright family is well respected in the town and Mina is generally thought of as the town darling. Unfortunately, this opinion has suffered in the last few months with the arrival of Josh Riggin, who Mina has spent a lot of time with recently. Mina is headstrong, determined and surprisingly level headed for her age, which is nearing 18. She wants to get off the island but won't lose her head unless she herself is seriously injured.

MINA CARTWRIGHT

Female human expert 1

NG Medium Humanoid

Init: +1 Senses Listen +2, Spot +6

Languages: Common, Elven, Sylvan

AC: 11, touch 11, flat-footed 10 (+1 Dex)

hp: 4 (1d6 HD)

Saves: Fort +2, Ref +1, Will +6
Speed: 30 ft. (6 squares)
Melee: dagger +0 melee (1d4)
Ranged: dagger +1 ranged (1d4)
Base Attack: +0 Grp +0
Abilities: Str 10, Dex 12, Con 11, Int 15, Wis 14, Cha 14
Feats: Great Fortitude, Iron Will
Skills: Craft (*woodworking*) +5, Diplomacy +6, Disable Device +5, Gather Information +6, Intimidate +6, Profession (*Wainwright*) +6, Search +6, Spot +6, Swim +4
Possessions: Dagger, 1 day of rations, 50 ft. of rope, lantern, 2 flasks of oil, backpack, flint and steel

JOSH RIGGIN

A newcomer to Lannil Point, Josh Riggin has only been on the island for six months. The son of a sailor and a seamstress, both his parents died when he was young and he's been traveling around on his own ever since. He's quite the rebellious youth, only staying in a town long enough to make some money and make all the adults really mad. He's spent his time on Lannil working odd jobs and helping harvest sugar cane. He's also angered most of the parents by being loud, cursing, encouraging disobedience in other adolescents and romancing Mina Cartwright. Josh has the capacity to be a hero and will do his best to keep both he and Mina alive. Unfortunately, his rebelliousness kicks in at bad times occasionally, but he often makes up for it with heroics later.

JOSH RIGGIN

Male human bard 1
CG Medium Humanoid
Init: +2 Senses Listen -1, Spot -1
Languages: Common
AC: 14, touch 12, flat-footed 12 (+2 Dex, +2 armor), Dodge
hp: 8 (1d6+4 HD)
Saves: Fort +1, Ref +4, Will +1
Speed: 30 ft. (6 squares)
Melee: club +1 melee (1d6+1)
Melee: dagger +1 melee (1d4+1)
Melee: throwing axe +1 melee (1d4+1)
Ranged: dagger +2 ranged (1d4+1)
Ranged: throwing axe +2 ranged (1d4+1)
Base Attack: +0 Grp +1
Bard Spells Known (CL 1st)

0 (2/day) –flare (DC 12), light, mending, prestidigitation
Abilities: Str 12, Dex 14, Con 13, Int 11, Wis 9, Cha 14
Special Qualities: bardic music 1/day (*countersong, fascinate, inspire courage +1*), bardic knowledge
Feats: Dodge, Toughness
Skills: Bluff +6, Diplomacy +6, Gather Information +6, Hide +6, Perform (*singing*) +6, Use Magic Item +6
Possessions: Leather armor, club, dagger, throwing axe, torch, vial of alchemist's fire, 1 day of rations, 2 gp, 5 sp, 10 cp.

DAVIN LONGTIL

Davin Longtil has had many jobs in his day: merchant, pick pocket, smuggler and most recently pirate. Unfortunately, Davin's desire for wealth often overpowers his patience and his common sense, leading him to make enemies of former employers by stealing from them. Davin also does not have a good head for money, quickly spending his ill-gotten gains, requiring him to steal again to replace them. Unwisely, his last theft was from Strong Kas, his most recent employer and Strong Kas did not take this well. Davin hoped to hide out on Lannil and avoid Strong Kas, but Davin was not so lucky. He's spent the last three months as a dry goods merchant in Lannil point and since the arrival of Strong Kas he's been hiding in the village, trying to find a way out of this unpleasant situation. He's willing to say anything to get out of this alive, but he'll probably run and hide whenever trouble appears.

DAVIN LONGTIL

Male human rogue 6
CN Medium Humanoid
Init: +3 Senses Listen +7, Spot +7
Languages: Aquan, Common, Draconic, Orc
AC: 15, touch 14, flat-footed 12 (+3 Dex, +1 armor, +1 deflection), Dodge
hp: 20 (6d6-6 HD)
Resist: evasion, uncanny dodge, trap sense +2
Saves: Fort +1, Ref +10, Will +1
Speed: 30 ft. (6 squares)
Melee: masterwork rapier +8 melee (1d6-1)
Melee: +2 handaxe +5 melee (1d6+1)
Ranged: shortbow +7 ranged (1d6)
Special Actions: sneak attack +3d6
Base Attack: +4 Grp +5

Abilities: Str 9, Dex 17, Con 9, Int 16, Wis 8, Cha 17

Special Qualities: trapfinding

Feats: Alertness, Dodge, Lightning Reflexes, Weapon Finesse

Skills: Appraise +9, Bluff +9, Climb +5, Craft (Alchemy) +8, Diplomacy +8, Gather Information +8, Hide +8, Move Silently +8, Listen +7, Search +9, Sense Motive +6, Spot +7, Tumble +9, Use Magic Item +5

Possessions: Masterwork rapier, padded armor, shortbow, quiver w/ 20 arrows, +1 ring of protection, potion of cure moderate wounds, treasure map*, +2 hand axe*, diamond ring (1,000 gp)*, ring of spider climb*, 167 gp, 67 sp, 45 cp.

*Items marked with a * were stolen from Strong Kas.*

BEN RIVERS

A crusty seaman to the core, Ben Rivers settled down on Lannil with the first wave of settlers after a life on the high seas. He has a million tales from a thousand ports, each involving a monster and one of his poor crewmates getting horribly mangled. Ben has remained surprisingly free of injury though and is quite chipper for his age. Knowing a thing or two about pirates he tried to fight Strong Kas' men but realized quickly he wasn't the strapping youth of yesteryear. He has since been hiding in the village trying to avoid the Rotter Ooze and the pirates.

Ben is really only important if the PCs have no skill with boats and need someone to help them escape. Otherwise he need not appear in the adventure.

BEN RIVERS

Male human expert 6

NG Medium Humanoid

Init: +0 Senses Listen +2, Spot +10

Languages: Aquan, Common

AC: 12, touch 10, flat-footed 12 (+2 armor)

hp: 29 (5d6+10 HD)

Saves: Fort +6, Ref +2, Will +7

Speed: 30 ft. (6 squares)

Melee: longsword +5 melee (1d8+1)

Melee: dagger +5 melee (1d4+1)

Ranged: dagger +4 ranged (1d4+1)

Base Attack: +4 Grp +5

Abilities: Str 12, Dex 11, Con 14, Int 12, Wis 15, Cha 9

Feats: Great Fortitude, Skill Focus (Profession (Sailor)), Skill Focus (Swim)

Skills: Appraise +5, Balance +8, Climb +9, Knowledge (geography) +5, Profession (Sailor) +12, Spot +10, Swim +11

Possessions: Leather armor, longsword, lantern, 1 pint of oil, dagger, lodestone, map of nearby islands, pipe, tobacco, 12 gp, 34 sp, 20 cp.

APPENDIX C: NEW ALCHEMICAL ITEMS:

FROST PEBBLES

These small, marble like devices each have a small capital 'F' craved in them. Smashed against a hard surface the marble begins growing very cold as the chemical within react with the nearby air. On the next round, the marble inflicts 1d4 points of cold damage on anything in contact with it (*Fortitude save DC 13 for half damage*) The damage continues for four more rounds; doing 1d4 damage of cold damage each round. They are usually used to freeze food for storage or keep ice chests cool but are a potent weapon. Frost pebbles can be crafted with Craft: Alchemy (DC 25). Value: 20 gp.

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CHARACTER TRACK SHEET

Character Name: _____ Class (Level): _____

Race: _____ Nationality: _____ Residence: _____

Empire Citizen: _____

Character Personal Information:

Obvious Symbols, Pins, Awards worn openly:

Other Notes of Interest:

Items the GM Need Be Aware of:

FAVORS, DISFAVORS, NOTICES, DEBTS, CURSES, BOONS

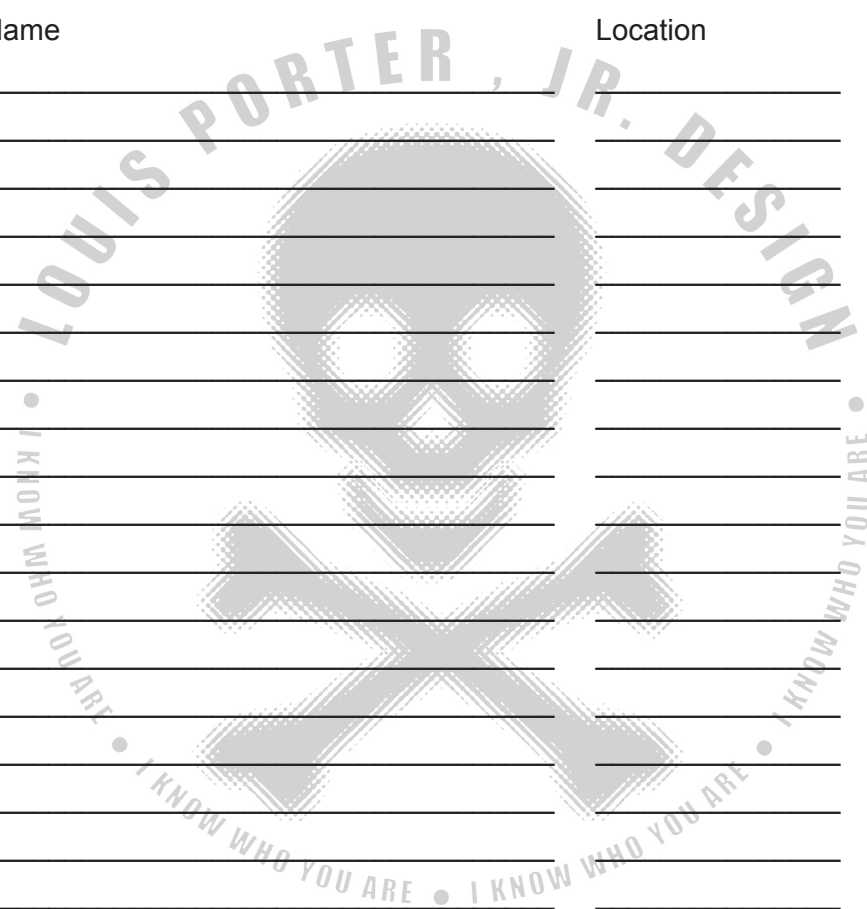
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Special / Notes



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Special / Notes



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Special / Notes



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Special / Notes



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MELEE	<input type="text"/>	HIT POINTS			Sense Motive	<input type="checkbox"/>	
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RANGE	<input type="text"/>					<input type="checkbox"/>	
Languages							

Special / Notes

DELAY or READY

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Special / Notes

DELAY or READY

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Languages							

Special / Notes

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Languages							

Special / Notes

DELAY or READY

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